



NAME	GAME 1										TOTAL



NAME	GAME 2										TOTAL



NAME	GAME 3										TOTAL



NAME	GAME 1										TOTAL



NAME	GAME 2										TOTAL



NAME	GAME 3										TOTAL

Colour in this box to indicate that this is the First Throwing Player for the first and third Games.

Points are recorded in these boxes.

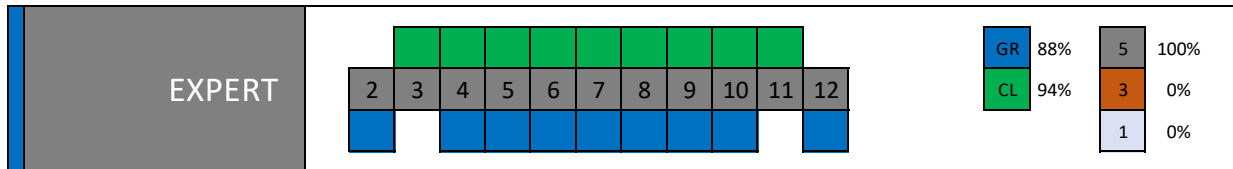
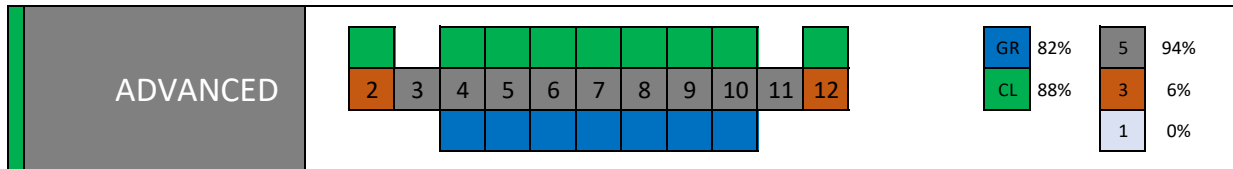
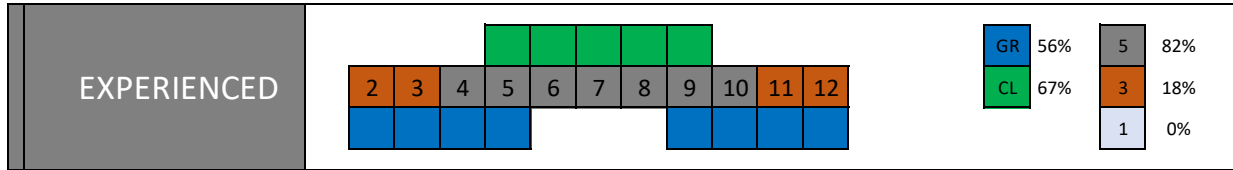
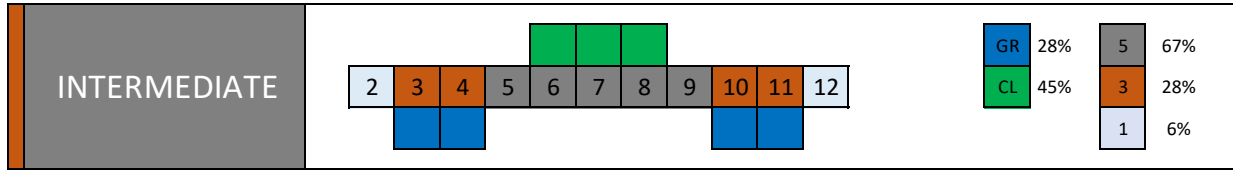
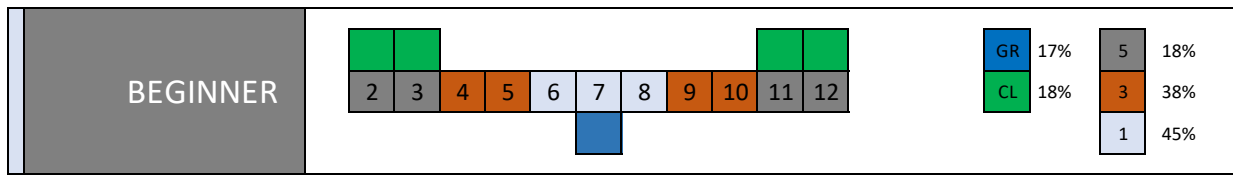
Attack and Defence success or failures get recorded in these second boxes. Place a dot (●) indicating success or a slash (/) indicating failure.

Names go here

NAME	GAME 1										TOTAL

Final scores get recorded here.

Place a dot (●) in this first box to indicate that a player has called Grimace as an attack on their opponent.



## GAMEPLAY:

1. Select your player ability from the ability charts listed above.
2. Play Rock/Paper/Scissors with your opponent to determine who will be the First Throwing Player and who will be the Second Throwing Player. Alternate throwing order for each new Game of a Match. (*REMEMBER!* whoever is leading in points going into the 5th Frame will be the First Throwing Player regardless of that player's throwing order in the previous 4 Frames.)
3. On your turn roll both dice to determine your throw outcome in accordance with the ability chart you selected.
4. Mark your scores on the provided scoresheets.
5. **For added challenge**, start each player as Experts for the first Match. Each time someone wins, they decrease their ranking until the player who wins as a Beginner wins the game.

**5 Frames to a Game**  
**3 Games to a Match**



PROBABILITY	3%	6%	8%	11%	14%	17%	14%	11%	8%	6%	3%
	2	3	4	5	6	7	8	9	10	11	12