

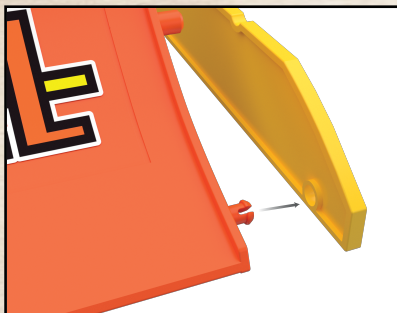


1+ Players | Ages 8+

COMPONENTS:

SKEE-BALL BOARD
SKEE-BALL RAMP
5 SKEE-BALLS
INSTRUCTIONS
SCORE PAD

SETTING UP



First, push orange ramp pins into yellow arms.



Then, fold up for easy storage.

Place on a table or the ground to play - it's up to you!
Now, you're ready to roll!

RULES & REGULATIONS OF PLAY

- Determine how you want to play the match: SINGLE PLAYER, HEAD-TO-HEAD or as TEAMS.
- Determine which distance all players will roll from throughout the match.
- Each match consists of 12 frames. Each frame involves rolling 3 balls.
- Players roll all 3 balls on a turn.
- Any balls that roll back down the ramp to the thrower may be re-rolled.
- Points are recorded on the score pad after each frame.
- Match scores are created by adding the sum of all 12 frames. The highest point total wins the match.

Give it a Roll!

MATCH RULES



SOLO & HEAD-TO-HEAD PLAY

- Players take turns, each rolling 3 balls per frame.
- Add the sum of all 12 frames. The player with the most points wins the match.



TEAM PLAY

- All players divide into teams.
- Frames are divided among players on each team. Each player will only roll in their assigned frames.
- Add the sum of all 12 frames. The team with the most points wins the match.

VARIATIONS OF PLAY

RE-SKEES

Players or Teams have 1 Re-Skee per match.

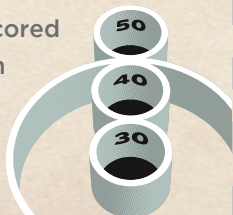
If players are unhappy with their score after a frame they may take a “Re-Skee” & roll their 3 balls again. However the score from the new frame will count even if it is lower than the original roll.

If a player chooses to Re-Skee a frame they must wait for their opponent to finish their frame first.

Players choosing to roll a Re-Skee must choose to do so BEFORE the 3rd ball is rolled by their opponent.

THE BONUS FRAME

After the 6th frame the team or player that scored the highest points in that frame is awarded an additional 50 points.



TARGET SHOOTING

Two individual players or two teams. The objective is to “open” & “close” scoring targets on the board & to achieve the highest point score at the end of the match. Each player/team takes turns & rolls 3 balls per frame as in a normal game.

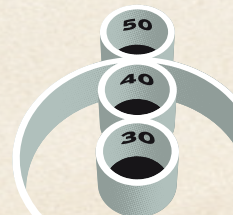
Once a player hits a number it is “open” for that player/team to score points. Additional balls that hit that number will be scored at the end of a turn. That number remains “open” for that player/team to score more points until the other player/team also hits that number & “closes” it out.

Once everything is “closed” out by both teams the team with the most points wins.

If one player/team is the only one with “open” numbers remaining and are also leading in points, the game can be called early as it is impossible for others to catch up.

NO LOOK-SKEE

Players will be blindfolded for a full frame. Teammates can talk to the player to help them line up each shot.



SKEE-BALL LINGO

ROOK-SKEE = a rookie player, be nice and give them pointers

GUTTER BALL = rolling a ball that misses all targets

BOMBSHELL = 3 misses in a frame for a score of 0

HUNDO = 100 point target

3-HUNDO = a perfect frame of a score of 300

FLAT-LINER = hitting the 30, 40, and 50 targets to make a line

FRAME HIGH = the highest frame score in a match

AMAZE-BALLS = 3 perfect frames of 300 in a row

BUTTER = a term you call a Skee-Baller who's on a roll

Questions or Comments?
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