

# Wonder Bowling

2~5 Players | 15+ min | 8+ Age

## About This Game

Wonder Bowling is a quirky bowling game. Players don't throw a ball, but instead tap the bowling lane to knock down pins using vibrations. The important thing is not the number of pins knocked down, but the number of pins left standing up. If the number of pins is the same as the number on the Target Chips, it's a "Nice Shot"! If only one pin is left standing, it's a "Strike!" Players take turns tapping the bowling lanes to try to achieve the win first.

## Components

Rule Sheet 1 Bowling Pin 10  
Ball Stick 1 Strike Chip 12  
Target Chip 16 Lane 1



\* Use the back of the inner box as the Lane.

## Preparation

1. Place the inner box, back side up, in the center of a table.
2. Each player takes 2 Strike Chips.

Strike Chip  Front  Back

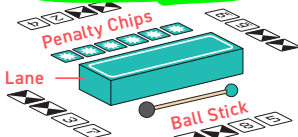
Flip over all the Target Chips and shuffle them. Then, players take 2 Target Chips each.

Target Chip  Front  Back

The Target Chips must be placed face up in front of the players.

3. The remaining 6 Target Chips (only 4 chips in a 6-player game) are placed on the side of the lane, face down. These chips are then called the "Penalty Chips". (The extra target chips are not used).

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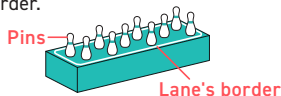
## Order of Play

The player who most recently went bowling becomes the starting player.

### 1 Setting Bowling Pins

The player to the right of the starting player sets all the pins on the Lane. The pins may be placed in any order if they are within the Lane's border. Also, the pins must not touch each other.

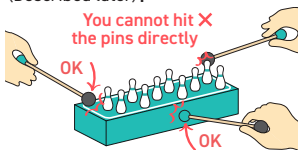
Players take turns in clockwise order.



### 2 Knocking down Bowling Pins

The player who takes their turn has the Ball Stick and taps the Lane box to knock down the pins. The player may hit any part of the box as long as it does not touch a pin directly.

The player must knock down at least one pin. If none of the pins are knocked down, the player can try one more time. If again, no pin falls over, you will be penalized (Described later).



### 3 Counting the number of Bowling Pins

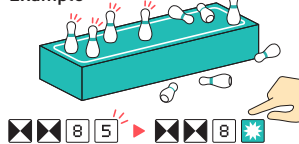
Check the number of pins left standing on the Lane and count them.

**Nice Shot!** The number of Bowling Pins left standing is the same number as on the Target Chip

Turn over the Target Chip.

\* Even if there are two Target Chips with the same number, only one chip can be turned over.

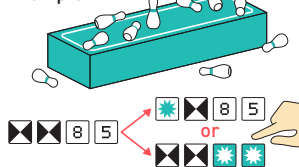
Example



**Strike!** Only one Bowling Pin left standing

Turn over chips by choosing either 1 Strike Chip or 2 Target Chips (1 chip if only 1 chip is left).

Example



Neither "Nice Shot!" nor "Strike!"

The chip cannot be turned over.

**Penalty**

The following are penalties.

If a player gets a penalty, they need to take one of the Penalty Chips and add it to their hand face up.

- ✗ Knocking down all the pins!
- ✗ Not knocking down any pins!
- ✗ Touching a pin directly and knocking it down!

### 4 Continuing taking turns

Players continue to take turns without rearranging the pins until someone gets Strikes! or knocks down all the pins.

\* You may remove any pins that have fallen on the lane.

### 5 Rearranging Bowling Pins

When a player gets a Strike! or when all the pins are knocked down, the player whose turn it is to play rearranges the 10 pins on the lane. Setting the pins follows the same placement rules as the start. Once all the pins are set, the next player of the pin setter becomes the start player.

Example

The starting player knocks down 3 pins, leaving 7, and the second player knocks down 5 pins, leaving 2. The third player knocks down only 1 pin and it's a Strike, so the 10 pins are rearranged on the lane.

## End of the Game

The first player to turn over all their chips is the winner.

If the Penalty Chips run out before someone wins, the game changes to the "Survival Rule".

### Survival Rule

Any player who gets a penalty on their turn is immediately eliminated from the game.

The winner is the player who turns over all their chips or survives to the last player.

Game Design : Susumu Kawasaki  
Artwork : Yoshiaki Tomioka  
Rule adjustment : itten

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