

Playing Equipment: 12" x 9" game box, felt playing surface, single 16mm twelve-sided playing die, 90 game score sheets, 30 match score sheets, pencil and game rules.

To Win A Game: Have the highest score at the end of eight rounds of play.

To Win A Match: Be the player with the highest total score after three games are played.

Game Setup: After opening game box, remove all items except felt playing surface. Select 3 (Three) game scoring sheets and 1 (One) match scoring sheet for game play. Set aside the rest of the game scoring sheets and match scoring sheets. Place 12-sided playing die in your hand. Use the pencil to record scores. The game box will be used as the game play area. Playing die will be rolled inside the game box. The front of game box should face a player before they roll the die.

Playing The Game: Play will start with each player rolling the die to see who will begin the game. Highest roll determines who will begin the game. Play will continue clockwise. In case of a tie, the tied players will re-roll until a winner is reached. Put each player's name on the score sheet with player rolling first at the top. During each round, the player rolls the die twice. Each time a player rolls a 12 (Twelve), they will receive a bonus of 10 (Ten) points for that roll. If the combination of both rolls in a round is 12 (twelve) or higher, the player will receive a bonus of 10 (Ten) points for that round.

Die Rolling Note: If the rolled die goes outside the game box, the player will re-roll the die. If the rolled die does not land flat, the player will re-roll the die.

Keeping Score: Each round has a scoring box that consists of six sections. The top two sections are for recording the player's points on their rolls. The middle shaded sections are for recording bonus points. The bottom section is for recording the player's cumulative score.

Tie Games: If the score is tied after eight rounds of play, the tied players will roll one-round tie-breakers until the tie is broken and winner is reached. Tie-breaker scores are not added to the game score.

At Right: Enlarged scoring box with location of and the placement of scores.

Below: A sample game by two players with various examples of scoring.

1		
Top Left		Top Right
Middle Left	Middle Center	Middle Right
Bottom		

Top Left: 1st Roll Points
 Top Right: 2nd Roll Points
 Middle Left: 1st Roll Bonus (If Any)
 Middle Center: 2nd Roll Bonus (If Any)
 Middle Right: Round Total Bonus (If Any)
 Bottom: Cumulative Score

Player Name	1	2	3	4	5	6	7	8	
Denise	4	11	6	7	9	2	8	12	
	-	-	10	-	-	10	-	10	10
	25	48	59	99	105	116	139	193	50
Larry	10	9	11	11	7	8	6	6	
	-	-	10	-	-	10	-	10	10
	29	61	86	108	132	169	179	190	

Scorer / Attest: One player will keep score and another player will attest or verify scores.

Bonus Box: The box to the right of round eight by each player's final score is the "Bonus Box" A bonus of 50 (Fifty) points shall be placed in the box of the player who wins the game. All bonuses will be added to the overall score on the match scoring sheet.

Match Scoring Sheet: Use the match scoring sheet to record each game score, bonuses and the total score of all three games to determine match winner. A sample match scoring sheet is shown below.

Twelvz Up™ Official Match Score Sheet

Date ____ / ____ / ____

Player Name	Game 1	Game 2	Game 3	Bonuses	Match Total
Denise	193	138	174	100	605
Larry	190	175	162	50	577

In the example above, you see that player "Denise" won Game 1 with a score of 193 and received a bonus of 50 points for the win.

Game 2 was won by player "Larry" with a score of 175 and he received a bonus of 50 points for the win.

Game 3 was won by player "Denise" with a score of 174 and she received a bonus of 50 points for the win for a total bonus of 100 points.

The Match winner is player "Denise" with a total score of 605.

Playing Time: Approximately 2.5 minutes per player, per game.



Ages
8+

1 to 8
Players

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