

Playing Equipment: 12" x 9" game box, felt playing surface, dice cup, 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 dice cup. 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 player rolls a 12 (Twelve), they will receive a bonus of 12 (Twelve) 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 12 (Twelve) points for that round.

Die Rolling Note: If the rolled die goes outside the game box, the player will re-roll the die. If a 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.

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

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

Player Name	1	2	3	4	5	6	7	8	
Denise	4	11	6	7	9	2	8	12	
	-	-	12	-	-	12	-	12	12
	27	52	63	107	113	124	149	209	12
Larry	10	9	11	11	7	8	6	6	
	-	-	12	-	-	12	-	-	12
	31	65	92	116	142	183	193	204	

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 12 (Twelve) 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	209	138	174	24	545
Larry	204	165	162	12	543

In the example above, you see that player "Denise" won Game 1 with a score of 209 and received a bonus of 12 points for the win.

Game 2 was won by player "Larry" with a score of 165 and he received a bonus of 12 points for the win.

Game 3 was won by player "Denise" with a score of 174 and she received a bonus of 12 points for the win for a total bonus of 24 points.

The Match winner is player "Denise" with a total score of 545.

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



Ages
8+

1 to 8
Players

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