

« ROGER'S 12-PACK »



CONTENT

- 12 numbered bottles (pins)
- 2 logs
 -  bigger and heavier for lots of damage;
 -  smaller and lighter, for those who have aim, or think they do and for children.
- 1 carrying bag

HOW TO BE THE KING PIN OF THE 12-PACK?

Be the first Roger to reach 51 points bang on!

- Place the bottles on the ground as shown on the diagram at the tip of the .
- Make 5 strides from the first row of the bottles and mark a line on the ground.
- Each on their own, one against one, two against two or team against team, in turn, toss one of the logs towards the bottles to score points.
 - If **only one** bottle falls, mark the value shown on it.
 - If **more than one** bottle falls, count the number of bottles lying on the ground as the score, without taking into account the individual values on each.
 - A bottle that is **not completely** lying down on its own does not count as a score and don't try blowing on it!
- After your turn, take each bottle lying down at its resting spot and replace it standing up. This way, the game will expand and that is where strategy and aim become more and more essential as the game evolves
- If you exceed 51 points, you drop to 26 points, sorry but the game must go on!
- If the same Roger throws **three times in row** and **does not touch** a bottle, he is eliminated! What a shame! **Game over!** But he can always be the bottle boy and replace them or serve drinks for the others!

VARIANTS

You can use your imagination but here are some ideas if you don't have any:

- Try to knock over only bottle #12 and the next Roger will have to play blindfolded;
- Before your turn, call your bottle, if you get it, double your points;
- Even better, if you knock over only bottle #1 your opponent has to pay you a shooter, of whatever he has on hand;
- Give a penalty shot to an opponent during the game: they have to try to topple bottles with their flip-flop.

Roger Bontemps is a good guy. However, he is not responsible for accidents.
So be careful buddy!