

SPECIAL GAMES FOR YOUR EVENT

Let us add a little extra fun to your experience...and keep the good times rolling!

We can offer you a wonderful selection of special games, environments and grids that can be added to your bowling to offer you and your group a different and unique experience and "spice up" the game of bowling.

The games add an additional layer of fun to your special event by encouraging team play and team building, and are a fun way to award prizes and give each player a chance to "win".

This brochure contains a list of our games and environments that we will gladly add to your ultimate time bowling event. Encourage guests to get involved by having a costume contest for the best or most original costume that coordinates with the theme of the event or environment or game chosen. Second hand shops are a great source for inexpensive costumes. Add to the fun by coordinating the prizes to the environment too. Get ready to have a ball!

GLOBAL GAMES

ROCKY ROAD RACE: This environment and global game joins lanes together in a competition, a real interactive battle and race to the finish. Establish all the racing rules, see the cars racing on the track, and watch animated characters bring it all to life.

TIP: Further emphasize teamwork by encouraging each team to come up with a unique team name and team shirt. Make sure to plan on taking lots of pictures and putting them in the Company newsletter, on the website or posting them on Facebook. Be creative with prizes...how about 30 additional minutes for lunch or a "team" lunch compliments of the Company?

LUCKY TRAIN: This game is a game of chance. When the game begins, a bell rings and a train crosses through the selected lane monitors. The train then stops and the conductor comes out to reveal the winner. Only one person will win at random. This game can be played as often as requested. The game is perfect for giving away prizes when a skill is not required to win.

SKILL GAMES

STRIKER: Watch the animated Qupee bowling pin character suddenly appear on the scoring monitor teasing guests with the possibility of a chance to bowl a strike right then and win. The lucky winner receives a congratulatory animation along with whatever prize you award.

RED PIN FRAME: A favorite with competition players. When the "Red Pin" appears in the head pin position (#1 pin placement), if the current bowler strikes they receive a prize.**

SLEDGE HAMMER: This game brings the fair into the center. This game will become activated upon someone bowling a Hot Shot. Watch the big guy hitting the lever after any bowler's Hot Shot. If the bell rings, the bowler wins.

POKER: The most true-life poker games anywhere, featuring a mixture of 2D and 3D effects. Competition is per-lane or per-pair. Players play their own hands and get additional cards by achieving Hot Shots. The bowler will only be allowed to keep five cards in their poker hand, so choose wisely!

HEAD HUNTER: The aim is to hit the head pin without getting a strike. To score, the ball must hit the head pin, and your score will be how many pins you knock down. If you knock down 4, 5, 6 or 7 pins, you get a bonus that converts your score to 10. If you don't hit the head pin or roll a strike, the score will be 0. One ball per frame. Max score 100.

LAST PIN STANDING: The aim is to knock down as many pins as you can without hitting the head pin. To get a strike, hit all pins EXCEPT the head pin with the first shot! If you hit the head pin with your first shot, the frame is over and your score is zero! If you hit all pins but the head pin with the second shot, you get a spare. Max score is 300.

CHANCE GAMES

LAME LOTTO: In Lane Lotto, "Louie the Lucky Leprechaun" will appear in the enchanted forest along with his magical tree. Winning is achieved by having four of the same colored balls fall out of your lane's tree trunk.

MEGA SLOT: A slot machine where the object is to get three of the same symbol showing when the slot machine stops.

MAGIC WHEEL: Played with a Wheel of Fortune that must stop at the jolly image for the player to win (but everyone gets to look at the pretty wheel mistress!). Designed for adults.

SPECIAL EVENTS GAMES

CHRISTMAS WHEEL: A perfect addition to a holiday party. An animated character appears to spin a Wheel of Fortune to reveal a winner.

BIRTHDAY WHEEL: A fun addition to any birthday celebration. An animated character appears to spin a Wheel of Fortune to reveal a winner.

****AVAILABLE WITH ULTIMATE TIME BOWLING EXPERIENCE ONLY.**
****NOTE:** Prizes are not included with games. Please see Special Events Coordinator for more details. Hot Shots are designated by center and can be based on experience level of group.

CLASSIC GAMES

3-6-9: The 3rd, 6th, and 9th frames are automatically awarded as "strikes" for all bowlers. Or choose whatever frames you want...maybe 2, 4, 8 or 1, 2, 3...the options are limitless.

NO TAP: (7, 8, or 9-pin) No tap allows the bowlers to get credit for a strike when they knock down 7, 8, or 9 pins, depending on the option you choose.

LOW BALL: In "Low Ball" bowlers try to knock down the least amount of pins possible. However, you must knock down at least one pin on each shot. If you throw a gutter on the first ball, you get a strike. Likewise, if you throw a gutter, or get no pins on your second ball, you receive a spare for that frame. Perfect game in "Low Ball" is a score of 20.

BEST FRAME: A new "virtual bowler" is created at bottom of bowler list. Once all bowlers have completed bowling each frame, the system selects the best frame and assigns the score to the new "virtual bowler". Frames are filled in on a ball by ball basis.

BEST BALL: Like in "Best Frame" a new "virtual bowler" is created. However, "Best Bowler" takes the best overall frame bowled on your lane. This process is repeated until a full game is played.

ODDS & EVENS: Bowl an even number of pins to receive a Strike. When an odd number of pins is bowled, a Spare is received in the second frame, regardless of the actual number of pins knocked down.

EVEN BETTER: The player must bowl an even number of pins, but not a strike. If the player knocks down an even number of pins, his score is normally recorded. If the player knocks down an odd number of pins or a strike or a gutter, the score will be zero.

ODD DUCK: The player must bowl an odd number of pins, and not a strike. If the player knocks down an odd number of pins, his score is normally recorded. If the player knocks down an even number of pins or a strike or a gutter, the score will be zero.