

# MOUNTAIN DEW BOWLING 2-XTREME VERSION 1.0

## INTRODUCTION

THIS GAME WAS CREATED BY D.J. FLUCK, CLARK GILBERT, AND JOE KUHN OF TEAM 45. AFTER THE TEAM 45 CURFEW AT 11PM, THERE WAS NOTHING TO DO IN OUR ROOM. THE MEMBERS OF THE TECHNOKATS WERE SO PUMPED WITH CAFFEINE FROM THE TEAM PARTY AND ALL THE MOUNTAIN DEW LOCATED IN THE ROOM, SO SLEEPING WASN'T AN OPTION. WE HAD A SOCCER BALL, A LOT OF MOUNTAIN DEW BOTTLES, AND SOME OPEN SPACE. WE DECIDED TO SET UP PINS AND BOWL FOR THE REMAINDER OF THE NIGHT.

NOW IN MOUNTAIN DEW BOWLING 2XTREME, WE TAKE THE CONCEPT OF MOUNTAIN DEW BOWLING AND ADD THE NEXT DIMENSION.

## RULES OF THE GAME

### LAW I: THE BALL

THE OFFICIAL BALL OF MOUNTAIN DEW BOWLING IS ANY FIFA APPROVED SIZE 5 SOCCER BALL. IT MUST BE PUMPED UP ENOUGH TO BOUNCE; YET IT MUST NOT BE AS HARD AS A ROCK.

### LAW II: THE PINS

ALL PINS USED IN MOUNTAIN DEW BOWLING 2XTREME MUST BE THE SAME, UNLIKE THE FIRST EDITION OF THE GAME. ALL BOTTLES OF MOUNTAIN

DEW MUST BE THE SPECIAL 24OZ 6 PACK BOTTLES. IF IT DOESN'T HAVE THE SPECIAL RED RING ON THE TOP OF THE LABEL, THE PIN IS ILLEGAL. ALL PINS MUST CONTAIN THE FULL 24 OZ OF MOUNTAIN DEW, OR BE FILLED WITH WATER\*

\*NOTE: I'M SURE YOU WILL WANT TO DRINK YOUR DEW, SO THAT IS WHY WATER IS ALLOWED.

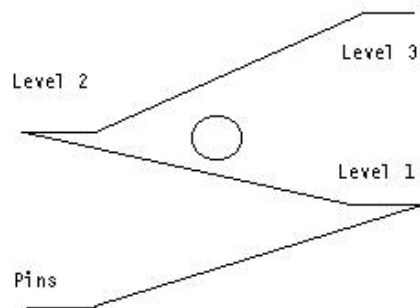
## LAW III: THE FIELD

ALL GAMES OF MOUNTAIN DEW BOWLING 2XTREME WILL BE PLAYED AT THE STAIRWAYS OF THE ALL-STAR HOTEL, AS DESIGNATED BY THE LICENSED OFFICIALS.

DIAGRAMS AND PICTURES WILL BE IN VERSION II OF THE RULES

## LAW IV: THE GAME

EACH GAME CONSISTS OF 10 FRAMES, LIKE A NORMAL BOWLING MATCH. THE 10 PINS WILL BE AT THE BOTTOM OF THE STAIRWAY. A PLAYER STARTS THE FRAME BY CHOOSING WHICH LEVEL THEY WANT TO START ON. IF THE BOWLER STARTS ON THE FIRST LEVEL, THEY GET THEIR NORMAL SCORE. ON LEVEL 2, THE BOWLER GETS 3X THE PINS THEY KNOCK DOWN. THE TOP FLOOR BOWLER GETS 5X THE AMOUNT OF PINS THAT GET KNOCKED DOWN. ONCE YOU SELECT THE LEVEL, YOU MUST STAY THERE FOR THE REMAINDER OF THE FRAME.



### EXAMPLE A:

PROFESSIONAL DEW BOWLER D.J. SELECTS LEVEL 2, HE TOSSES THE BALL DOWN THE STAIRS AND KNOCKS 4 PINS DOWN, LEVEL 2 IS 3X THE SCORE SO  $3 \times 4 = 12$  POINTS FOR THAT HALF OF THE FRAME.

## LAW V: THE REFEREE

A TEAM 45 MUST CERTIFY ALL MDB 2XTREME REFEREES OFFICIAL.  
THE REFEREE IS IN CHARGE OF KEEPING ORDER, AND MAKING SURE NO RULES VIOLATIONS ARE BROKEN (SEE LAW VI).

## LAW VI: VIOLATIONS

VIOLATION 1: CHANGING OF LEVELS BEFORE NEW FRAME

PENALTY: CANCELLATION OF SCORE FOR THAT FRAME, OR THE LAST FRAME WITH POINTS.

VIOLATION 2: STEPPING DOWN THE STAIRS WHILE BOWLING THE BALL

PENALTY: CANCELLATION OF SCORE FOR THAT FRAME, OR THE LAST FRAME WITH POINTS.

VIOLATION 3: BLOCKING OPPONENTS TOSS OR PUSHING THE BALL OFF COURSE WHILE IT GOES DOWN THE STAIRS

PENALTY: OPPONENT GETS 50 POINTS, THE MAX SCORE FOR ONE FRAME.

NOTE: VIOLATIONS AND PENALTIES CAN BE CREATED IF REFEREES AGREE THAT IT IS NECESSARY

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ANY QUESTIONS, COMMENTS, OR ATTEMPTING A REFEREES LICENSE:

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