

Title (en)

METHOD AND SYSTEM FOR USING SKILL-BASED GAMING STRATEGIES WITH BOWLING

Title (de)

VERFAHREN UND SYSTEM ZUM EINSATZ VON SPIELSTRATEGIEN AUF FERTIGKEITSBASIS BEIM KEGELN

Title (fr)

METHODE ET SYSTEME D'UTILISATION DE STRATEGIES DE JEU AXEES SUR LE NIVEAU DE COMPETENCES POUR LE JEU DE QUILLES (BOWLING)

Publication

**EP 1663416 A2 20060607 (EN)**

Application

**EP 04781307 A 20040816**

Priority

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- US 49549403 P 20030815

Abstract (en)

[origin: WO2005016469A2] A variation of the traditional game of bowling combines skill-based gaming methods and systems for maximizing interest and strategy within a traditional bowling scoring and playing environment to enable the bowler to compete for prizes. In one embodiment, the bowler is rewarded for exactly bowling a predetermined score. Such score is chosen by the bowler, by a third party, or randomly generated. Such score is chosen prior to the first frame or at another designated time. Prizes are awarded based on how close the bowler comes to bowling the exact score required. Games may be played at an individual level, as a competition among bowlers at a given bowling alley, or between a plurality of bowling alleys.

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**A63D 1/00**

IPC 8 full level

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