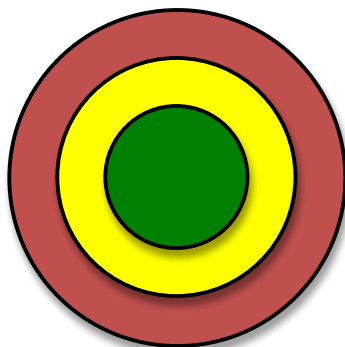


DICEY DARTS



Dicey Darts

“Dicey Darts” combines the sheer luck of a dice roll with the strategy of aiming on a target board in to a fun game of chance and skill. Players seek to outwit each other as they fight to be the last player standing in a multiplayer game. While in a two-player game, players seek to be the first person to achieve a certain final score to attain victory.

“Dicey Darts” does not require a huge amount of space and is a game for the whole family to enjoy.

Dicey Darts Objective

- In a 2-player game, the first player to reach a score between 0 – 5 wins.
- In a 3 to 5 player game, the last player to be left with the lowest possible score that is above 0 wins.

Dicey Darts Inventory

- 01x “Dicey Darts” game board
- 01x “Dicey Darts” game die
- 01x “Dicey Darts” rule book

2-Player Play

1. Players start off with an initial score of 100.
2. Players then work towards the goal of the game by **subtracting** their scores obtained each turn from the initial score.
3. Players obtain scores on each turn by rolling the die onto the “Dicey Darts” game board.
4. Scoring – Scores are calculated based on the die face shown and where it has landed on the game board. **Multiply** these numbers obtained with each other. (Refer to figure 1)
(E.G – Die face = 1, target area score = 3, Score obtained = $1 \times 3 = 3$)

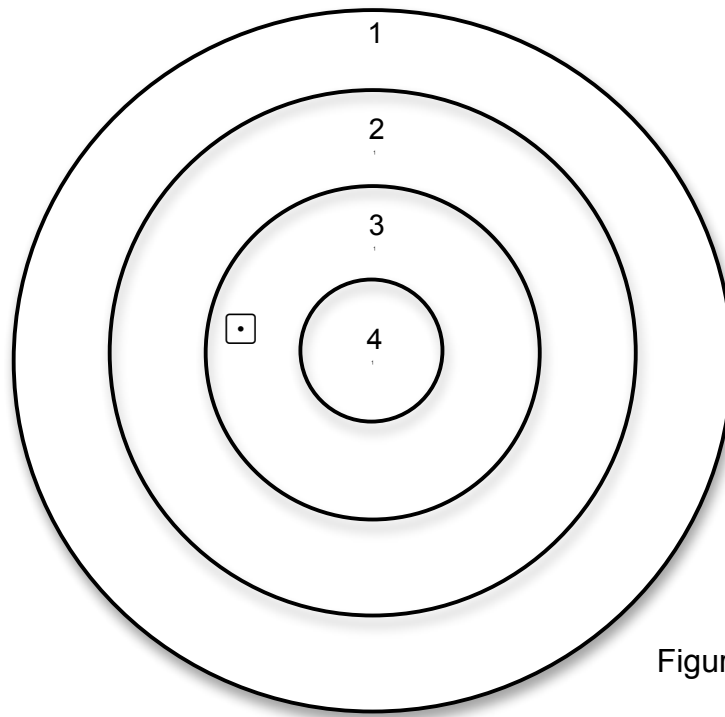


Figure 1

5. Scoring – Scores can also be calculated when the die rolled lands in between/touching the boundaries which separate each target score on the game board. **Add** the two target scores together and then **multiply** them by the number found on the face of the die rolled. (Refer to Figure 1.1)
- (E.G – Die face = 1, target score area = in between 2 and 3, Score obtained = $(2+3) \times 1 = 5$)

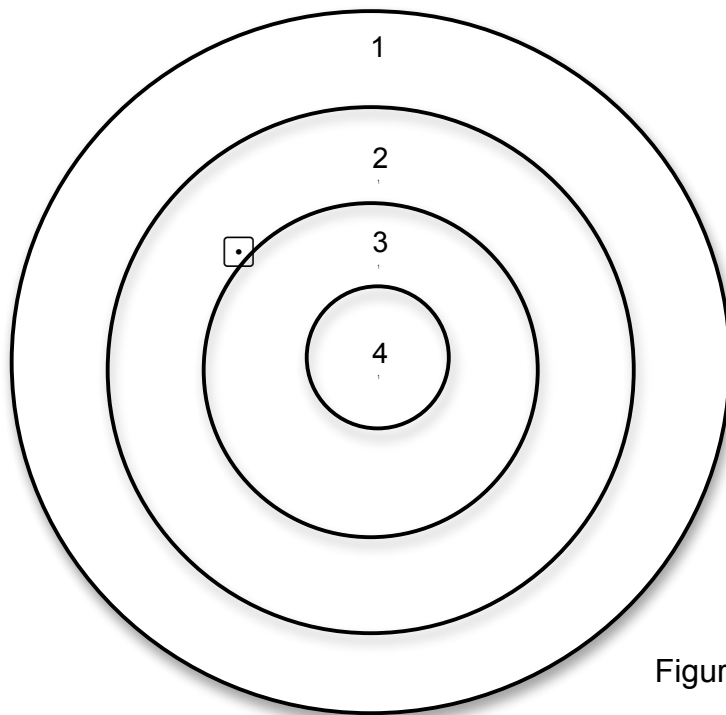


Figure 1.1

6. Once a score is obtained, **subtract** that score from the starting score of 100.
(E.G – Using the score obtained from Figure 1, remaining score after subtraction = $100 - 6 = 94$)
7. The next player then takes his/her turn and does the same.
8. For the subsequent rounds. Each player subtracts the score obtained from each round from the previous score.
(E.G – Previous round score = 94, Current round score obtained through die roll = 6, Current score for round = $94 - 6 = 88$)
9. This play of continues until a player is able to obtain a score after subtraction, which is in between 0 and 5.

10. If a player obtains a score after subtraction, which is below zero, the die roll is nullified and he/she returns back to his previous round's score. And starts the round again with the previous round's score on his/her next turn. (E.G – Previous round score = 7, Current round score obtained through die roll = 8, Current score for round = $7 - 8 = -1$, Start next round with score of 7)

3 to 5 Player Play

1. Refer to 2-Player Play for game rules for scoring.
2. Instead of each player taking only one die roll; rolls are dependent on how many players there are for each round. The player with the **HIGHEST** score after each round of play through the subtraction of die rolls to their scores is eliminated. Play continues until one player is left who has obtained the lowest score without going below 0.
 - 5-players – 4 die rolls per turn
 - 4-players – 3 die rolls per turn
 - 3-players – 2 die rolls per turn
 - 2 – players – 1 die roll per turn
3. If any player, after subtraction which is below zero, he/she is automatically eliminated from the game.

Rules on rolling of dice

- Players while rolling the die have to roll it over the game board and within the board's boundaries.
- Any rolls that occur outside the game board and/or if the die lands outside the game board is considered to be a score of 0.

Credits

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