

Yatzy-Dart

Contents of one game:

- 1 magnetic dart board
- 3 red magnetic darts
- 3 yellow-green magnetic darts
- Rules of the Game
- 5 Score Sheets



In brief:

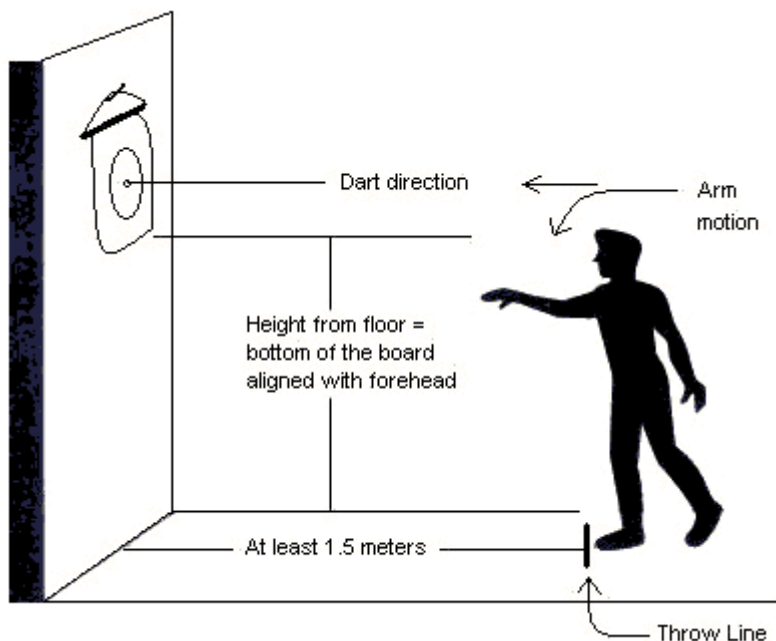
Yatzy-Dart is based on the Dice Game of Yatzy where players accumulate points by trying to get the best possible score for the different number combinations required in the game. Instead of dice however, each player throws 3 magnetic darts in each turn. The score is based upon the final position of the darts on the board. The player with the most number of points at the end of the game wins!

Dart Board Set-up:

Hang the magnetic board so that the bottom of the board is aligned with the forehead of the player(s). The throw line is marked at least 1.5 m from the board. If the players are children below 8 years old, the throw line may be marked at 1.2 m from the board.

All players must throw the darts from behind the throw line. If a player's foot steps on or extends over the throw line, it is called a foul and the darts thrown are not counted. A player may lean as far over the throw line as they wish as long as their foot is behind the throw line.

Each player throws three darts each turn. The darts must be thrown in a straight line to ensure that the blunt magnetic end of the dart meets the board flat (at an angle of 90°). Do not throw the dart at an angle; this makes the blunt end of the dart "miss" the magnetic board. Practise a few times in throwing the darts before starting a game to get a feel for the throwing technique.



Yatzy-Dart Magnetic Board and Scoring Rules:



The magnetic board is printed with 6 overlapping circles, each of which representing a number value of 1-6 just like in a regular dice. In the figure to the left, the circle with the number value of "6" is highlighted. Note that the yellow star in the middle marked "50" is not part of any of the circles. If a player throws his/her dart into the star, this is equivalent to "hitting a Yatzy" and the player receives 50 points. Note that this is the only way to earn a Yatzy.

The score is taken right after a player has thrown all three darts and before the next player takes his/her turn. The score is counted according to the **final location** of all three darts at the end of one's turn.

If a dart slides/bounces off the board, this may be re-thrown. If the dart slides outside of the Outer Ring, this may not be re-thrown.

If a dart fastens between a yellow and black area, the player(s) determine which area most of the dart's magnetic end is situated and the score is counted accordingly.

If the dart fastens into the overlapping area of two or three circles, the player may choose only one number value among the overlapping circles to count his/her score.



Apart from the overlapping circles, the dart board is divided into three “rings” as shown in the figures above. The closer the dart is to the star in the middle, the higher the score a player can get. For example, if a dart fastens in the Outer Ring, the number value of the circle where the dart is positioned is multiplied by one. If the dart fastens in the Middle Ring, the number value of the circle in which the dart is positioned is multiplied by two. If the dart fastens in the Inner Ring, then the number value of the circle where the dart is positioned is multiplied by three.

To further elaborate:

If a player has one dart in the inner ring of the circle with the number value of 6, then the player's score is counted: $6 \times 3 = 18$. Note that a player whose dart is in the Middle/Inner Ring has the option of not multiplying his/her points by two/ three respectively. For example, if the player needs to have a “pair” and the dart is in the Inner Ring of the circle with the number value 6, then the player can choose to take $6 \times 2 = 12$.

The Score Sheet:

The Score Sheet is divided into an upper half where each player aims to get the most number of “Aces, Twos, Threes, Fours, Fives and Sixes”. At the bottom of the upper half, the score is totalled and if a player gets more than 100 points, he/she automatically gets a bonus equivalent of 50 points. In the lower half of the sheet, each player aims at getting the highest score for the following combinations:

Pair: means two of a certain number value*

2 Pairs: means a player needs a pair each for two different number values*

3 of a kind: means a player needs 3x of one number value*

Villa: means player needs 3x each of two different number values*

Single Straight: means a player needs to get 1x each of three number values of ascending order (example: Singles of 1,2,3 or 2,3,4 or 3,4,5 or 4,5,6)

Double Straight: means a player needs to get 2x each of three number values of ascending order

Triple Straight: means a player needs to get 3x each of three number values of ascending order

Yatzy: a player needs to get one dart into the star area of the magnetic board to “hit a Yatzy” and get 50 points; a player can only hit a Yatzy once!

Chance: means the score will be counted from the final position of the three darts thrown (attempt to get the highest score possible)

***not all three darts need to be thrown to get the needed combination**

For tips on obtaining the number combinations given above, please visit www.tvikstaspel.se.