



Get up on the oche with the safest game of darts around!

Pocket Sports Darts replicates a typical game of darts. You decide on the duration of the game in sets. It's a great way of learning the game and teaching maths at the same time! Each game ('leg') starts with every player on 501, aiming to get to exactly zero as quickly as possible but finishing on a double. The first player to win three games (legs), wins the set. A match consists of any number of sets.

The game contains 7 dice



DARTS



DARTS



DARTS



BAD LIE



FAVOURITE
DOUBLES



NORMAL
DOUBLES



SHOT

You will need a pen and paper to keep score, plus a darts nickname!

TO START A MATCH

Each player throws a **RED DARTS DICE**. The player with the highest score starts the first leg. The player with the lowest score would start the second leg and alternate accordingly. Each player then takes their turn throwing three darts at a time.

Player 1 throws the three red darts dice. They tally up their score and subtract it from their 501 starting total.

Player 2 then throws the three dice and similarly reduces their score. This continues in turn, and the players' scores reduce.

If a player throws a **BAD LIE**, they add their scores from the other two red Darts dice together, and throw the **BAD LIE DICE** to complete their score.

As the play continues and a player's score goes below 180, they will need to start working out how to finish. To finish the game, a player **MUST** throw a double. If you want to aim for a particular treble or single then use the **SHOT DICE**. Nominate the score you are aiming for and throw the dice.

Example 1

I am throwing for a single 15. I throw the **SHOT DICE** - if I roll 'Single' or 'Treble Single' it is a hit and I score 15. If I roll 'Single to the left' or 'Single to the right', this means I have hit the score immediately to the left (anti-clockwise) or right (clockwise) of 15 on the board. For guidance, see the **Board Card**. Left (anti-clockwise) of 15 results in a score of 10, right (clockwise) of 15 results in a score of 2.

Example 2

I am throwing for a Treble 15 (45). I throw the **SHOT DICE** - if I roll a 'Treble', I score 45; if I roll a 'Single', I score 15; if I roll 'Single to the left' I score Treble 10 (30), 'Single to the right' is Treble 2 (6).

Eventually you will be on a double to finish.

USING THE DOUBLES DICE

There are two **DOUBLES DICE**. You should aim to finish on a **FAVOURITE DOUBLES DICE** (pink). These are the players' favourites and more like likely to be hit. The most favoured doubles are **20** (40 required), **Double 16** (32), **10** (20), and **8** (16).

For any other doubles including Bullseye (50) use the **NORMAL DOUBLES DICE** (blue).

If you throw a Double dice: '**Hit**' means you hit the double, a '**Miss**' means no score. If you roll '**Single**' this means you hit the Single score of the nominated double. E.g. if I was aiming for Double 20 and score a single 20, I would now need a Double 10 to finish. If I '**Hit the wire**' I have a re-throw of the same dice to see if it is the double or not.

Example

I need 145 to finish. I would throw one of the **RED DARTS DICE** hoping to hit 60. If I hit 60 I am left with 85. With my second dart, I want to score 45 (Treble 15) so I throw the **SHOT DICE** to try and get a treble 15. If I hit both of these, I would be left 40 (Double 20), so I would throw the **FAVOURITE DOUBLES DICE** as Double 20 is a favoured double. If I roll '**HIT**' I am out and WIN the leg.

For further information how to play the game and watch the video and all Pocket Sports game go to:

pocketsportsgames.com/pages/resources



Pocket Sports, 12236 Shorewood Dr SW, Burien, WA 98146, USA.





Use this handy guide to plot your gameplay!

T = Treble

D = Double

SCORE	1 ST DART	2 ND DART	3 RD DART	SCORE	1 ST DART	2 ND DART	3 RD DART	SCORE	1 ST DART	2 ND DART
170	T-20	T-20	Bull	132	T-20	T-16	D-12	97	T-19	D-20
169	---	NO OUT SHOT	---	131	T-20	T-13	D-16	96	T-20	D-18
168	---	NO OUT SHOT	---	130	T-20	T-20	D-5	95	T-19	D-19
167	T-20	T-19	Bull	129	T-19	T-16	D-12	94	T-18	D-20
166	---	NO OUT SHOT	---	128	T-18	T-14	D-16	93	T-19	D-18
165	---	NO OUT SHOT	---	127	T-20	T-17	D-8	92	T-20	D-16
164	T-20	T-18	Bull	126	T-19	T-19	D-6	91	T-17	D-20
163	---	NO OUT SHOT	---	125	25	T-20	D-20	90	T-20	D-15
162	---	NO OUT SHOT	---	124	T-20	T-16	D-8	89	T-19	D-16
161	T-20	T-17	Bull	123	T-19	T-16	D-9	88	T-16	D-20
160	T-20	T-20	D-20	122	T-18	T-20	D-4	87	T-17	D-18
159	---	NO OUT SHOT	---	121	T-17	T-10	D-20	86	T-18	D-16
158	T-20	T-20	D-19	120	T-20	20	D-20	85	T-15	D-20
157	T-20	T-19	D-20	119	T-19	T-10	D-16	84	T-20	D-12
156	T-20	T-20	D-18	118	T-20	18	D-20	83	T-17	D-16
155	T-20	T-19	D-19	117	T-20	17	D-20	82	T-14	D-20
154	T-20	T-18	D-20	116	T-20	16	D-20	81	T-19	D-12
153	T-20	T-19	D-18	115	T-20	15	D-20	80	T-20	D-10
152	T-20	T-20	D-16	114	T-20	14	D-20	79	T-19	D-11
151	T-20	T-17	D-20	113	T-20	13	D-20	78	T-19	D-11
150	T-20	T-18	D-18	112	T-20	12	D-20	77	T-19	D-10
149	T-20	T-19	D-16	111	T-20	19	D-16	76	T-20	D-8
148	T-20	T-16	D-20	110	T-20	18	D-16	75	T-17	D-12
147	T-20	T-17	D-18	109	T-19	20	D-16	74	T-14	D-16
146	T-20	T-18	D-16	108	T-20	16	D-16	73	T-19	D-8
145	T-20	T-15	D-20	107	T-19	18	D-16	72	T-16	D-12
144	T-20	T-20	D-12	106	T-20	14	D-16	71	T-13	D-16
143	T-20	T-20	D-12	105	T-19	16	D-16	70	T-10	D-20
142	T-20	T-14	D-20	104	T-18	18	D-16	69	T-15	D-12
141	T-20	T-19	D-12	103	T-20	3	D-20	68	T-20	D-4
140	T-20	T-16	D-16	102	T-20	10	D-16	67	T-17	D-8
139	T-19	T-14	D-20	101	T-20	1	D-20	66	T-10	D-18
138	T-20	T-18	D-12	100	T-20	D-20		65	T-19	D-4
137	T-19	T-16	D-16	99	T-19	10	D-16	64	T-16	D-8
136	T-20	T-20	D-8	98	T-20	D-19		63	T-13	D-12
135	T-20	T-17	D-12	TOP TIP 501 can be completed in nine shots! 180 – 180 – 141				62	T-10	D-16
134	T-20	T-14	D-16					61	T-15	D-8
133	T-20	T-19	D-8					60	20	D-20

Want to play more Pocket Sports games? — www.pocketsportsgames.com