*DARDZ instructions*

Welcome to DARDZ. You've just entered the fun zone where a bit of luck and a touch of strategy can go a long way. It’s best to play with 2-6 players, but it’s possible to play with up to 10. It just takes longer and you may run out of cards in the **draw pile**.

The easiest way to learn DARDZ is to go to YouTube and search, *How to play DARDZ*. I made a short video that will help you get started. It will also help to use *The Quick List* to help you get through the first couple rounds*.*

*HOW TO WIN*

Score 150 points or more at the end of a round. There are 5 ways to score points.

1) Get lucky or unlucky on the *Jackpot, Bunk ‘em, and Boost ‘em* action cards. (various)

2) Roll 3-of-a-kind. (+20 points)

3) Win a round by being the first player to get 10 cards in your ***points pile.*** (+10 points)

4) Add up the points on the cards in your ***points pile*** after each round. (various)

5) Add points for the *Lucky Loser* roll. (various)

*HOW TO START*

To determine who goes first at the beginning of the game, every player rolls 2 dice and adds them together. Whoever gets the highest score goes first. If two or more players tie for the highest score they have a **Roll-Off**. A **Roll-Off** is where each player rolls 1 die and whoever gets the higher score wins. The winner of each round goes first in the following round.

It doesn’t matter who deals but to start each round: shuffle the deck and deal everyone 3 cards, face-up. Your 3 cards are called your *hand.* Place the remaining cards face down to create the **draw pile**.

*HOW TO PLAY*

When it's your turn you get at least 3 rolls: roll 1 die for your first roll, 2 for your second roll, and 3 for your third roll…1-2-3. The goal is to roll the BIG number on the cards in your *hand* so you can add them to your ***points pile*** (which you’ll keep right next to you*).* The small number at the bottom of each card is the point value of that card. The points are roughly based on the probability of rolling that number.

Each roll is a little different. There’s no choice on your first roll with 1 die. Whatever number you roll, any player that has that number in their *hand* gets to add that card to their ***points pile.*** Your second and third rolls give you options. Pick any one die or the sum of any 2 dice. You can’t add all 3 dice together. You’re also allowed to pick no number on these 2 rolls.

When you do pick a number, you and any other player that has that number in their *hand* adds that card to their ***points pile.*** If any player has multiples of the same number in their *hand,* add them all to the ***points pile*** at the same time!

Players who put a card in their ***points pile*** then get a new card from the **draw pile** because *you always need 3 cards in your hand, except during your bonus roll!* Say out loud which number you pick so the other players hear it. You can only use 1 number per roll.

The third roll with 3 dice is special because it can take you to the *bonus roll*. If you **don’t** roll a number that’s in your *hand* on your third roll your turn is over, pass the dice to the player on your left. If you **do** get something on your third roll you enter the *bonus roll*!

*THE BONUS ROLL*

On your 3rd roll with 3 dice, if you **do** roll a number that's in your *hand* you get to keep rolling with 2 dice until you miss, or until you run out of cards in your *hand*. Only the player that’s on the *bonus roll* can add cards to their ***points pile!***

Start the *bonus roll* with 3 cards in your *hand.* If you get something in your *hand* on the *bonus roll*, add that card to your ***points pile*** and keep rolling, but don’t draw another card from the **draw pile***.* If you add all the cards in your *hand* to your ***points pile****,* (which is called ‘cleaning em up’)your turn is over. If you miss on the *bonus roll*, your turn is over. But remember, only the player that’s on the *bonus roll* can add cards to their ***points pile***.

*HOW TO PLAY cont.*

Each round is a race to get 10 cards in your ***points pile***, and that includes both number cards and *action* cards (even the Skull card counts as 1 of the 10). The first playerto get 10 cards in their ***points pile*** wins that round and gets +10 points. They also get to roll first in the next round. So, everyone needs to be aware of who’s getting close to 10 cards each round. You also want to check the scoreboard to see who’s getting close to winning the game with 150 points – and then play a little defense!

What does it mean to play defense? Great question.. Basically, you want to make sure that whoever’s winning doesn’t add more cards to their ***points pile***. So if you roll an 8 and the player who’s winning has an 8 in their *hand*, don’t pick the 8 – even if you have an 8 in your own *hand*! Then, hope you roll an 8 on your *bonus roll* when only **you** can add cards to your ***points pile***. Team up against whoevers winning!

*KEEPING SCORE*

Someone should keep score using the free DARDZ app. If you don’t have the app, use paper or something else. There are 5 ways of scoring points: 2 of them happen during the round, the other 3 happen at the end of each round. BUT! You can only win the game at the end of a round, even if someone breaks 150 points in the middle of a round. At the end of a round if a player scores 150 points or more the game is over. If you’re playing with more people or are short on time you might play to 100 points.

The 2 ways of scoring in the middle of a round are: 1) Getting lucky or unlucky on certain action cards, and 2) By rolling 3-of-a-kind. The *Jackpot, Boost ‘em, and Bunk ‘em* cards all allow players to add or subtract points from their score. Tally these points right when the action cards are used. Rolling 3-of-a-kind won’t happen very often, but when it does, that player instantly adds +20 points to their score!

The other 3 ways of scoring points happen at the end of each round. 3) When someone gets 10 cards in their ***points pile,*** they win that round and get +10 points. 4) At the end of a round, each player adds up the point values on the cards in their ***points pile.*** Don’t add the cards left in your *hand,* only the cards in your ***points pile.*** 5) Any player that ends a round with 3 or less cards in their ***points pile*** gets to score points on the *Lucky Loser* roll.

*THE LUCKY LOSER*

At the end of a round if any player has 3 or less cards in their ***points pile*** they get the *Lucky Loser* roll. Roll 2 dice and multiply them together. The *Lucky Loser* adds these points to their score. This can be huge, allowing you to score up to +36 points by rolling two 6’s! But you can also get hosed and only score +1 point by rolling Snake Eyes. So if you have 3 cards in your *hand* towards the end of a round, you might keep it that way and hope to cash in on the *Lucky Loser* roll.

*ACTION CARDS*

There are 6 different *action* cards. Whenever you get an *action* card you must wait until it's your turn to use it. **When it’s your turn, always use your *action* cards first, before a regular roll, even if you draw one in the middle of your turn.** If you have more than one *action* card, you choose which one to use first. The rolls used for *action* cards **do not** count as part of your 3 rolls.

Keeping track of how many rolls you've done is one of the hardest parts of DARDZ. Some turns can go for a long time with lots of action cards and a *bonus roll*, so keep your eyes peeled and don’t let anyone sneak a free roll in there!

***The Skull*** – **Ouch!** Put this card in your points pileand finish your turn.

***The Clock*** – First, put this card in your points pile and draw a new card. Then, **everyone passes their entire hand clockwise**, even if you draw another action card. Then finish your turn.

***Jackpot*** – Take 1 die and **guess what number you’re about to roll**. If you guess right you get 15 points! If you guess wrong you get 0 points. Then, put this card in your points pile and finish your turn.

***Roll-Off*** – You and the player to your left both roll 1 die. **Whoever gets the higher score** puts this card in their points pile. Then finish your turn.

***Boost ‘em*** – Roll 2 dice and add them together. The player or players currently in last place **adds that number to their score**. Don’t add points if all players are tied. Put this card in your points pile and finish your turn.

***Bunk ‘em*** – Roll 2 dice and add them together. The player or players currently in first place **subtract that number from their score**. Don’t subtract points if all players are tied. Put this card in your points pile and finish your turn.

There’s also one *Golden #7* card in the deck that’s worth +10 points, so keep your eyes peeled for who gets it! This is not an *action* card.

*VARIABLES*

If 2 players happen to reach 10 cards at the same time they decide who wins the round with a **Roll-Off.** If a player reaches 10 cards at the same time another player reaches 11 or 12 cards, the player with the most cards wins.

It’s likely that 2 or more players will break 150 points at the end of the same round. When this happens, the player who has the most points over 150 wins the game. If 2 or more players tie with the exact same score they have a best-out-of-3 **Roll-Off** to see who wins the game!

If you’re playing with 10 players and you run out of cards in the **draw pile**, just keep playing until someone gets 10 cards in their ***points pile.*** If that’s not possible, end the round and nobody gets the +10 points.

*RULES (for the sneaky players out there)*

- It’s illegal to hide the cards in your *hand* from other players.

- If someone asks how many cards you have in your ***points pile*** you don’t have to tell them. But you do have to keep your points pile visible.

- You’re allowed to look at the scoreboard at any time and see who’s in the lead.

- You can only pick 1 number per roll.

- Zero is the lowest score; you can’t be below zero points.

- You’re not allowed to skip your turn.

- When someone chooses a number that’s in your *hand,* you have to add it to your ***points pile***.

- You have to say out loud which number you pick so the other players hear it.

*TEAM DARDZ*

If you have an even amount of players, pair up in teams of 2. Sit across from your teammate so you’re not next to each other. All the rules are the same, except for a few small tweaks. Each round is a race to get 20 total cards between you and your teammate. It doesn’t matter which teammate has the cards, you just need 20 between the 2 of you.

The team who gets 20 cards first wins the round and gets +10 points. Then add both teammates points together. Instead of playing to 150, the first team to get 300 or more points wins the game. As for the *Lucky Loser* roll, if your team ends with 6 or less total cards between both players, your team gets 1 *Lucky Loser* roll.

*DRINKING DARDZ*

You’ll have to get creative and make up some of your own drinking rules, but here are a few to get you started…

- When someone gets ‘skunked’ by missing on all 3 of their rolls, you drink.

- When someone ‘cleans em up’ by adding all of their cards to their points pile on their bonus roll, everyone else drinks.

- When someone plays the *Clock*, everyone drinks.

- When someone gets a *Skull*, they drink.

- When someone guesses right on the *Jackpot*, everyone drinks. When someone guesses wrong on the *Jackpot*, they drink.

- When someone loses a *Roll-Off*, they drink.

- When someone gets points from *Boost ‘em,* they drink.

- When someone loses points from *Bunk ‘em,* they drink.

- When someone rolls Snake Eyes, everyone does a full cheers with eye contact, a nice clank, and then everyone drinks.

- When someone rolls and a dice falls off the table, they drink.

*THE QUICK LIST*

- Roll 1 die for your first roll, 2 for your second, and 3 for your third.

- Pick any 1 die or the sum of any 2 dice. You can’t add all 3 dice together.

- Say which number you pick out loud.

- You can only pick 1 number per roll.

- No choice on the first roll, bonus roll if you get something on your third roll.

- Start the bonus roll with 3 cards in your hand, but don’t draw new cards during the bonus roll.

- When it’s your turn play action cards first.

- Rolls used for action cards don’t count as 1 of your 3 rolls.

- Every player that has that number adds it to their points pile.

- Whoever gets 10 cards in their points pile first wins each round. (+10 points)

- Look out for rolling 3-of-a-kind. (+20 points)

- Lucky Loser roll for players ending the round with 3 or less cards in points pile.

- Score points from your points pile only, not cards left in your hand.

- The player with the most points above 150 at the end of a round wins the game.

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DARDZ consists of 3 dice, and 90 cards. There are 6 of each number 1-12, and 3 of all 6 action cards.