



AROUND THE WORLD

A FUN SIGHTSEEING TRIP AROUND THE GLOBE.

TO PLAY

- Each number on the dartboard represents a different country.
- Each player starts at New Zealand (1).
- Each player has three throws per round.
- When a player hits the number for the country they are visiting, they proceed forward around the globe.
- Players collect memorable photos of the countries they have visited along the way.
- If a player throws a double, they will collect two photos and travel forward two countries.
- If a player throws a triple, they will collect three photos and travel forward three countries.
- Hitting the Outer Bull will let a player Skip the next country.
- Hitting the Bullseye will let a player Skip the next 2 countries.

TO WIN

- The first player to travel to Australia (20) and throw 20 wins.

FINAL ROUND

- Players can select to play until a Final Round.
- At the end of the Final Round the first player to 20 or has travelled the furthest wins.
- In the case of a tie, the win goes to the player that threw first.

STRATEGY

- Players travel quicker by hitting Triples, Doubles and Bullseyes.

REWARD POINTS

- Players are allocated points towards the session Leader board depending on the results of the game.

BON VOYAGE, ENJOY YOUR TRIP!



301



AN EASIER VERSION OF A CLASSIC GAME.

TO PLAY

- Each player starts with a score of 301.
- Each player has three throws per round.
- Each throw reduces the score by the dart's value.
- The largest possible score per throw is Triple 20 (60).
- The largest possible score per round is 180 (3 x Triple 20).
- The Outer Bull is worth 25. A Bullseye is worth Double 25 (50).
- The first player to reach exactly zero wins.
- Players do not have to start or finish with a double.

BUST

- If a player registers a score below zero, their turn ends and their score goes back to what it was.

STRATEGY

- Players should attempt to hit the largest target they are most comfortable with.
- Players should account for values next to their target in case they miss.
- The system will recommend a value to aim for, in order to reach exactly zero quickest.

FINAL ROUND

- Players can select to play until a Final Round.
- At the end of the Final Round the first player to zero or with the lowest score wins.
- In the case of a tie, the win goes to the player that threw first.

REWARD POINTS

- Players are allocated points towards the session Leader board depending on the results of the game.

ENJOY PLAYING!

301



Service ¥1 59 min. left

player 1
Tommy Smith

q w e r t y u i o p
a s d f g h j k l return
z x c v b n m . /
?123

Accept

Service ¥1 Team name: The Hot Shots 57 min. left

player 1 Tommy Smith
player 2 Tracy Jones
player 3 Dylan Reece
player 4 Rianita Ryan

Add Player 5 Add Player 6

Choose Game

Khloe 301
Heather 301
Khloe 301 Round 1
Johnny 301
Jake 301
Top Shot!
Triple Twenty
20 20 20
Aim For 20x3

Next Player
Khloe

215

Khloe 166
Heather 100
Heather 100 Round 2
Johnny 58
Jake 251
Triple Nine
9x3
16 25 9
x 2 x 2 x 3
Aim For 20x3

Khloe 166
Heather 73
Jake 226 Round 2
Johnny 58
Jake 226
4 7 25
x 1 x 3 x 1
Aim For 20x3



501



THE CLASSIC GAME.

TO PLAY

- Each player starts with a score of 501.
- Each player has three throws per round.
- Each throw reduces the score by the dart's value.
- The largest possible score per throw is Triple 20 (60).
- The largest possible score per round is 180 (3 x Triple 20).
- The Outer Bull is worth 25. A Bullseye is worth Double 25 (50).
- The first player to reach exactly zero wins.
- Players do not have to start with a double but must finish with a double.

BUST

- If a player registers a score below zero, their turn ends and their score goes back to what it was.
- If a player scores one, their turn ends and their score goes back to what it was.

- If a player scores zero but not with a double, their turn ends and their score goes back to what it was.

STRATEGY

- Players should attempt to hit the largest target they are most comfortable with.
- Players should account for values next to their target in case they miss.
- The system will recommend a value to aim for, in order to reach exactly zero quickest.

FINAL ROUND

- The game will continue until a player has scored exactly zero with a double value.

REWARD POINTS

- Players are allocated points towards the session Leader board depending on the results of the game.

ENJOY PLAYING!

Let's play...

501



Service #1 501 Round 2 (Game Time: 1 minute) 52 min left

Tommy Smith 323 **Suspend** Aim for Triple 20

Tracy Jones 469 **Suspend** Aim for Triple 20

Dylan Reese is suspended 501 **Resume** Aim for Triple 20

Rihanna Ryan 479 **Suspend** Aim for Triple 20

Waiting on 1st throw

Service #1 501 Round 2 (Game Time: 2 Minutes) 52 min left

Tracy Jones 432

1st Throw: Single 18
2nd Throw: Single 1
Last Throw: Single 18

Apply Go Back

501 Rules

The Play
Each Player Starts with a 501 score.
Each Throw Reduces the Score by the Count Value.
The First Player to Reach Zero on a Double Wins.

The Bust
Score below one, your turn ends and the score goes back to what it was.
Score one, your turn ends and the score goes back to what it was.
Score zero but not with a double, your turn ends and the score goes back to what it was.

Strategy
Hit the target you are most comfortable with.
Aim for the reds first for your first throw in case you Miss.
Aim for the different game balls.

Reward Points
1st Place = 1000 Points, 2nd Place = 500 Points, 3rd Place = 100 Points and 75 Points to all other players.
Placement is determined by lowest score at end of play.

NOTES
Reset Behavior is Double 25.
Kings Playing!

Continue >

Next Player Heather 364

Top Shot! Triple Twenty!

Khloe 301 Johnny 301

Heather 301 Jake 301

Khloe 301 Round 1 Aim For 20x3

Top Shot! Bullseye!

Khloe 150 Johnny 223

Heather 309 Jake 354

Khloe 150 Round 1 Aim For 25x2

Triple Nine 9x3

Khloe 166 Johnny 58

Heather 100 Jake 251

Heather 100 Round 2 Aim For 20x3

Khloe 166 Johnny 58

Heather 73 Jake 226

Jake 226 Round 2 Aim For 20x3



KILLER

A POPULAR SOCIAL GAME FOR A GROUP OF PLAYERS.

TO PLAY

- At the start of the game, players are randomly allocated a number.
- Each player has three throws per round.
- Players have to hit their number three times to gain three lives and become a Killer.
- When a player is a killer, they then try to hit other player's numbers to take their lives.
- If a killer hits the number of another killer, that player is no longer a killer until they re-gain three lives during their turn.
- If a killer hits their own number, they are no longer a killer until they re-gain three lives.
- Hitting a double will gain/or lose two lives. Hitting a triple will gain/or lose three lives.

- When a player loses all their lives, they are out of the game.
- The last player alive wins.

STRATEGY

- Players can have fun deciding who they will try and kill based upon skill, position on the board, lives remaining and loyalty.

SUDDEN DEATH

- During Sudden Death, everyone becomes a killer and players are eliminated if a dart lands on their number.

REWARD POINTS

- Players are allocated points towards the session Leader board depending on the last player alive and the order in which players were killed.

IT'S EITHER YOU OR THEM!

KILLER

Service #1 **KILLER** Round 2 (Game Time: 8 minutes) 43 min left

Tommy Smith	15	2 Lives	Suspend	6 x 1	6 x 1	6 x 1
Tracy Jones	9	Is Killer	Correct	3 x 1		
Dylan Reece	3		Suspend			
Rianna Ryan	18	1 Life	Suspend			

By Round 2

Service #1 **KILLER** 46 min left

Up First: Tommy Smith (15)

Up Next: Tracy Jones (9), Dylan Reece (3), Rianna Ryan (18)

The Hot Shots

Start Playing >

Next Player: Khloe

Johnny 20

Khloe 04

Heather 06

Jake 15

25 x 2, 14 x 1, 15 x 1

Round 1

Service #1 **KILLER RULES**

TO BECOME A KILLER
Hit your killer number 3 times and you're the killer.

WHEN YOU ARE THE KILLER
Hit your opponents killer number to get rid of their lives. When they have no lives, hit their number once more to kill them. Hit your own number and you're no longer the killer.

TO WIN
Kill everyone else.

SUDDEN DEATH ROUND
After 6 rounds or 60 minutes everyone becomes a killer. Any dart that lands in your killer number eliminates you. Makes sure you don't land in your own number and kill yourself.

REWARD POINTS
1ST PLACE = 600 POINTS
2ND PLACE = 500 POINTS
3RD PLACE = 150 POINTS
50 POINTS TO OTHER PLAYER PLACEMENT.
FINISHING PLACE IS DETERMINED BY THE LONGER SURVIVING PLAYER.

Continue >

SUDDEN DEATH

Khloe

KILLER



COMPUTER SCORE
COMPUTER SCORING SYSTEMS



DART KARTS



A FUN-FILLED RACE AROUND THE DART TRACK.

TO PLAY

- All the **GREEN** dart values (1, 4, 6..., 5) move you **AHEAD**.
- All the **RED** dart values (20, 18, 13..., 12) move you **BEHIND**.
- If you hit a Double you move 2 **SPOTS** or if you hit a Triple you move 3 **SPOTS** otherwise you move 1 **SPOT**.
- An Outer BullsEye moves you 2 **AHEAD**, an Inner BullsEye move **ALL** the **OTHER** players 2 **BEHIND**.
- An out of bounds throw moves you 2 **SPOTS BEHIND**.
- Play continues until the **FINAL ROUND** is played.

TO WIN

- The player who is **AHEAD** after the **FINAL ROUND** wins. On a **TIE** the win goes to the player that threw first.

STRATEGY

- Hitting **TRIPLE** is **BEST**; next **BEST** is a **DOUBLE** or a **BULLSEYE**. Otherwise **HIT** a **SINGLE GREEN** value.
- Stick with a **GREEN** value that you are most comfortable hitting.

REWARD POINTS

- 1st Place = 300 points, 2nd Place = 150 points, 3rd Place = 75 points and 25 points to all other players.

START YOUR ENGINES, LET THE RACE BEGIN!



Dart Karts Round 1 (Game Time: 0 minutes) 2 min. left

Player 1 **1ST** You are the Leader

Player 2 **2ND** Tied with the Leader

New Game Remove Darts

Service #1 From Name: **The Hot Shots** 57 min. left

player 1: Tommy Smith

player 2: Tracy Jones

player 3: Dylan Reece

player 4: Rihanna Ryan

+ Add Player 5 + Add Player 6

Choose Game

ROUND 2 CURRENT PLAYER: **PAUL**

THROWS LEFT: 3

BOOST! x2

AIM FOR GREEN! AVOID RED!

1ST HEATHER You're Leading!

2ND PAUL TRAILING BY 4

3RD KHLOE TRAILING BY 5

JAKE TRAILING BY 6

TOMMY TRAILING BY 12

ROUND 2 CURRENT PLAYER: **PAUL**

THROWS LEFT: 3

AIM FOR GREEN! AVOID RED!

1ST HEATHER You're Leading!

2ND KHLOE TRAILING BY 5

3RD PAUL TRAILING BY 5

JAKE TRAILING BY 6

TOMMY TRAILING BY 12

NEXT PLAYER TOMMY

ROUND 1 CURRENT PLAYER: **PAUL**

THROWS LEFT: 3

SPIN OUT!

AIM FOR GREEN! AVOID RED!

1ST HEATHER You're Leading!

2ND KHLOE TRAILING BY 4

3RD PAUL TRAILING BY 6

TOMMY TRAILING BY 7



COMPUTER SCORE
COMPUTER SCORING SYSTEMS

BALLOON POP!



AN EASY TO PLAY AMUSEMENT PARK GAME.

TO PLAY

- On each round, 5 balloons are randomly placed in each quadrant plus the Bullseye.
- Balloon colours are **BLUE**, **GREEN**, **RED**, **CYAN**, **MAGENTA** plus a Special Mystery Golden Balloon.
- The points scored for each coloured balloon are assigned each round whilst a Golden Balloon has a Random Mystery value that changes each throw.
- If you MISS a balloon, then you score NO Points.
- Play continues until the FINAL ROUND.

TO WIN

- After the FINAL ROUND, the player with the most points wins.

STRATEGY

- Hit the balloon with the highest point value OR take a chance on a Golden Mystery Balloon.

FINAL ROUND

- Players can select how many rounds to play for.
- In the case of a tie, the win goes to the player that threw first

REWARD POINTS

- 1st Place = 300 points, 2nd Place = 150 points, 3rd Place = 75 points and 25 Points to all other players.

POP THOSE BALLOONS AND ENJOY YOUR GAME!

BALLOON POP!



Balloon Pop Round 1 (Short Mode - 3 Rounds - 30 Minutes) 2 min. left

Player 1 1st You are the Leader 0

Player 2 2nd Tied with the Leader 0

New Game Remove Darts

Service #1 The Hot Shots 57 min. left

player 1 Tommy Smith

player 2 Tracy Jones

player 3 Dylan Reese

player 4 Rianita Ryan

Add Player 5 Add Player 6

Choose Game



Scoreboard: KHLOE 110, HEATHER 75, PAUL 75, TOMMY 50, JAKE 0

Current Player: TOMMY

Score: 25

Round 3

Throws Left: 3

Legend: 20 (yellow), 25 (green), 30 (blue), 35 (red)

Scoreboard: KHLOE 60, HEATHER 20, PAUL 30, TOMMY 50, JAKE 0

Current Player: TOMMY

Score: 5

Round 2

Throws Left: 3

Legend: 5 (yellow), 15 (green), 25 (blue), 30 (red)

POP!

Next Player! HEATHER