

WELCOME TO DARTIO PARTY

A race down the board, one dart thrown at a time for 2-8 players split into two teams.

Win by being the first team to advance across the board and hit the final space at the end of your track.

WHAT YOU NEED

- The 5'x3' DARTIO PARTY CLASSIC game sheet
- A 6'x4' backboard + push pins
- A few darts per player
- Mark throw lines at 6, 7, 8, 9, and 10 feet back; both teams start from the 8-foot line.

TURN STRUCTURE

Teams alternate throws; players rotate within each team (T1-P1, T2-P1, T1-P2, T2-P2...).

Before starting the game, turn order can be decided by having all players aim for the bullseye. Closest to center starts the game.

A player may opt to throw at either the track or dartboard to begin their turn. Depending on what the throw hit, a player's turn may continue. See CALLOUTS and ON FIRE

STARTING THE GAME

The race takes place on 2 different but equal tracks. RED TEAM starts top left and finishes bottom right. GREEN TEAM starts bottom left and finishes top right. The two paths share a middle space.

The game begins with each team attempting to hit their TEAM START space with a dart throw.

MOVEMENT - SPACES

A team typically advances by hitting the next space along their track with a dart throw.

The dart should be left in place as a marker in the last space hit.

Hitting a space that is not the next space along your track does not change your team's position, but can cause other events. See CALLOUTS

Dartio Party Rules

CLASSIC

MOVEMENT - STEPS

Some CALLOUTS change where your team stands. All throws must be made from behind your team's throw line.

For example: A team that is throwing from the 8 foot line and hits on the dartboard: 10 ("YOUR TEAM FORWARD 1 STEP") may move up to and throw from the 7 foot line. A step is considered 1 foot.

These movements are permanent unless undone by another CALLOUT.

Minimum 6 feet, Maximum 10 feet

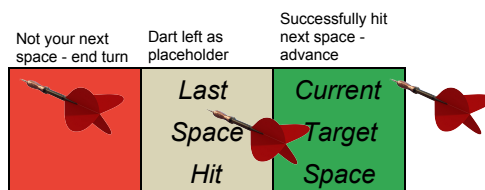
ON FIRE

Hit your team's next space 2 turns in a row: announce "HEATING UP."

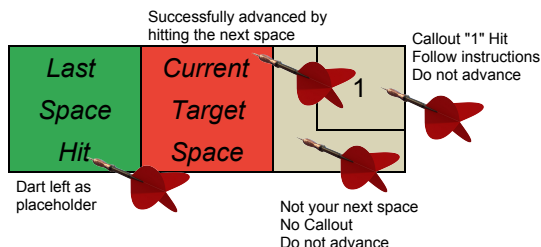
Hit it a 3rd consecutive turn: announce "ON FIRE" and keep throwing until you miss your next space. This is not interrupted by callouts.

Example Track and Throws

Ex. 1



Ex. 2



CALLOUTS

Landing in a numbered section along the track or hitting the dartboard activates a callout for the throwing player. Callouts trigger any time a thrown dart hits a numbered section of track or the dartboard.

These should be announced, or called out.

Spaces split by black borders contain multiple callouts - the section hit is the one that counts.

Callout Reference:

1. TAKE A DRINK
 2. FORWARD 1 SPACE
 3. FINISH DRINK
 4. SKIP NEXT TURN
 5. YOUR TEAM'S NEXT THROW WITH OFF-HAND
 6. OTHER TEAM THROWS 1 FOR YOU
 7. TAKE 2 DRINKS
 8. OTHER TEAM FORWARD 1 STEP
 9. FORWARD 2 SPACES
 10. YOUR TEAM FORWARD 1 STEP
 11. THROW 1 FOR OTHER TEAM
 12. GO BACK 1 SPACE
 13. OTHER TEAM BACK 1 STEP
 14. YOUR TEAM BACK 1 STEP
 15. GO BACK 2 SPACES
 16. OTHER TEAM SKIP NEXT TURN
 17. OTHER TEAM'S NEXT THROW WITH OFF-HAND
 18. GIVE 2 DRINKS
 19. GIVE 1 DRINK
 20. EVERYONE DRINKS
- BULLSEYE: PICK ANY NUMBER

 A special type of callout - when you hit a space containing this symbol throw at the dartboard.

 Try not to hit (pop) these. A team with 3 balloons hits total loses the game. 

WINNING

In order to win you must advance across the track up to your final space, declare your intention to hit the winning space, and then hit it.

Missing the last space sends your team back to the middle. Remember you can always opt to throw at the dartboard for a turn.

You cannot win on a "forward spaces" callout.