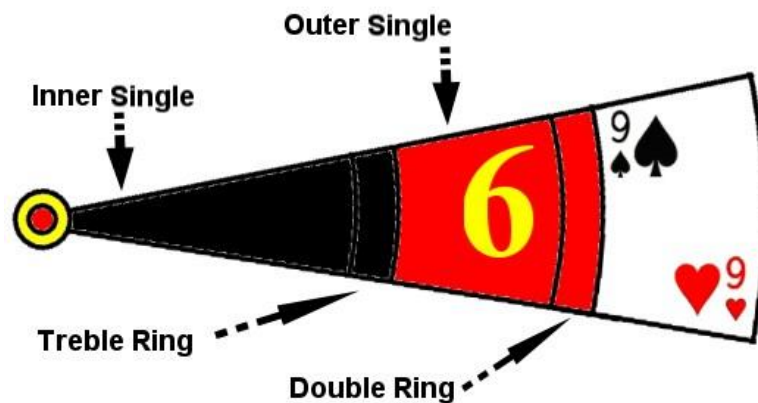


Winmau Casino Dart Board Games



GENERAL RULES – APPLICABLE TO ALL GAMES

1. Games are not played on the white face of the cards. (Outside the double ring). This is only distinguishes what card and suit red and black is. This is, red sectors are always Hearts or Diamonds and the Black sectors are always Spades or Clubs.



2. Player Closest to the bull may choose to throw first or last.
3. Players decide which skill level to play before every game. In some cases there is only one level. Players may also change betting stakes or winning levels prior to any game.
 - **HALF DECK:** Games are only played on the inner singles & their trebles and also the outer singles of the cards 3 and 5 and their doubles.
 - **FULL DECK:** Includes entire board (Inner & Outer singles, trebles and double rings).
4. Use score boards at all times to avoid disputes!

POKERDARTS

AIM:
As in Poker, the aim of Pokerdarts is to 'stick' on what you judge to be a winning hand.

RULES:

1. Each player may have 2 throws (2 sets of 3 darts). After their first throw they may remove and rethrow 1, 2 or all 3 darts to better their hand.
2. Darts not removed must remain in the board until the players turn is over.
3. If a tied hand occurs, the tied players re-throw only one set of darts to decide the winner.

WINNING COMBINATIONS (In Order):

1. Royal flush on trebles
2. Nine of a kind
3. Straight flush on trebles
4. Eight of a kind
5. Flush on trebles
6. Straight on trebles
7. Treble three of a kind
8. Treble full house
9. Seven of a kind
10. Royal flush on doubles
11. Straight flush on doubles
12. Flush on doubles
13. Straight on doubles
14. Double full house
15. Double three of a kind
16. Six of a kind
17. Three pair
18. Five of a kind
19. Full House
20. Four of a kind
21. Two pair
22. Royal flush
23. Straight flush
24. Flush
25. Straight
26. Three of a king
27. One pair

NOTE WELL:

- Winning combinations vary from normal Poker due to doubles and trebles on the board design.
- A dart landing in a treble or double of a card can multiply a card to 3 or 2 of a kind respectively, or 2 darts in a double or treble becomes 4, 5 or 6 of a kind, and so on to 9 of a kind.
- Alternatively 1 dart in a treble or double of a card may become part of a flush or straight on doubles or trebles (all darts must be in the treble or double).
- Treble full house needs 2 trebles and one double, all of a different kind and suit.
- Double full house needs 2 doubles and 1 treble, all of different kind and suit.
- All over combinations can be made up by singles, doubles and trebles.

SCORING & BETTING:

1. Each player starts with 20 chips, with each hand worth 5.
2. Winner takes players losing chips and adds them to their total. Losers deduct their losing chips from their total.
3. Play to 9, 11 or 13 rounds / or last man standing.

3 DART BRAG

AIM: Similar to Poker but players only get 3 cards to 'brag' the highest hand. It's harder than it seems.

RULES:

1. 3 cards make a 'hand'.
2. Hands must be made up separate cards i.e. not the same suit,
3. Only 3 cards may be thrown per hand.
4. Players tied re-throw to decide the winner.

WINNING COMBINATIONS (In order)

1. Three of a kind
2. Running flush
3. A run
4. A flush
5. A pair

SKILL LEVELS:

- | | |
|------------------|---|
| 1. Novice: | Play on full deck. |
| 2. Semi Skilled: | Play on half deck. (3 of a kind may be same suit) |
| 3. Skilled: | Played on doubles and trebles only. |

SCORING & BETTING:

1. Each player starts with 20 chips, with each hand worth 5.
2. Winner takes players losing chips and adds them to their total. Losers deduct their losing chips from their total.
3. Play to 9, 11 or 13 rounds / or last man standing.

EU -ROULETTE

AIM:

The most exciting game in a Casino is now on the dart board. Red / black – odd / even, you name the bet, but can you throw it to win all those chips?

RULES:

1. Players must call their bet before they throw.
2. Players may throw up to 3 darts to win their bet (except on skilled bulls)
3. Played on the number 1 -1 9 (20 excluded).
4. A 'Street' consists of three consecutive numbers i.e. 4, 5 and 6.

SCORING & BETTING:

1. Players start with 20 chips, a lost beet incurs a 5 chip deduction. A winning bet accrues chips according to the table below.
2. First to 200 chips or last man standing wins.

BET	CHIPS WON	DARTS IN (NOVICE)	DARTS IN (SKILLED)
Odd or even	5	2 of 3	3 of 3
Red or black	10	2 of 3	3 of 3
Number	15	2 of 3	3 of 3
Red or black (double)	25	1 of 3	2 of 3
Number (double)	30	1 of 3	2 of 3
Red or black (treble)	40	1 of 3	2 of 3
Number (treble)	45	1 of 3	2 of 3
Street (singles)	55	3 of 3	3 of 3
'O' outer bull	70	1 of 3	1 dart
Street (double)	80	2 singles 1 double	2 doubles 1 single
Street (treble)	90	2 singles 1 treble	2 trebles 1 single
'CO' inner bull	100	1 of 3	1 dart

NOTE: Can be played on half deck. The use of doubles is allowed when needed.

BLACKJACK – 21

AIM:

Each player throws a maximum of 3 darts, to score 21 without 'busting', while also trying to beat their opponents.

RULES:

1. Ace = 1 or 11, court cards = 10, spot cards = face value.
2. Players can 'stick' at any stage of their throw.
3. A player busts when he exceeds 21
4. A blackjack consists of an Ace and 10pt cards (see skill levels below) with first 2 darts.
5. Scoring cards must be a different suit.
6. Out of bounds and bulls results in zero 7. Players tied, re-throw to decide the winner.

SCORING & BETTING:

1. Each player starts with 20 chips, with each hand worth 5.
2. Winner takes players losing chips and adds them to their total. Losers deduct their losing chips from their total.
3. Play to 9, 11 or 13 rounds / or last man standing.

SKILL LEVELS:

1. Novice: Played on the full deck, for blackjack 1 dart must be a treble or double.
2. Semi-skilled: Played on half deck (see general rules) blackjack must have 1 treble.
3. Skilled: Played on a full deck; all darts must be a treble and / or double; blackjack must have 2 trebles. If a player throws a 3rd dart it must be treble or double otherwise it's an automatic bust.

CASINO BACCARAT

AIM:

Players throw 2 or 3 darts to get a total score of 9, or as close to nine as possible in order to beat their opponents.

RULES:

1. Ace = 1, court cards & 10 = 0, sport cards = face value, bulls excluded.
2. Basic Baccarat rules apply, i.e. when any 2 cards are hit they are added together. If this gives a score greater than 9 i.e. 7 and 8 =15, players always drop the **first digit** to give a single digit figure, so 15 becomes 5.
3. A natural 8 or 9 is obtained by throwing ones first dart in the treble 8 or 9. Once a natural is obtained the player does not throw the second dart. A natural 9 beats all, however a natural 8 beats a 2 card 9 i.e. 9 + 10.
4. If players first 2 darts land in a scoring area, they may 'stick' or choose to throw a 3rd dart. If however either or both darts don't land in a scoring area, a in a scoring area a player must continue to re-throw i.e. a player may not 'stick' on 1 dart.
5. Scoring cards must be different suit.
6. Players tied, re-throw to decide the winner.

SCORING & BETTING:

1. Each player starts with 20 chips, with each hand worth 5.
2. Winner takes players losing chips and adds them to their total. Losers deduct their losing chips from their total.
3. Play to 9, 11 or 13 rounds / or last man standing.

SKILL LEVELS:

- | | |
|------------------|---|
| 1. Novice: | Played on the full deck. |
| 2. Semi-skilled: | Played on half deck (see general rules). |
| 3. Skilled: | Played on a full deck, 1 dart being a double or treble.
Natural 8 – 9 1 st 2 darts in treble. |

THIRTY – FORTY

AIM:

This simple yet well-known French Casino game is all about getting a point count closest to, or of 31. Score can't be less than 31 or more than 40.

RULES:

1. Ace=1, court cards = 10, spot cards = face value.
2. Players throw as many darts as necessary to attain appoint count over 30.
3. Once a player is over 30 and under 40 they site automatically.
4. Next player throws trying to get closer to 31 than previous player.
5. Players tied re-throw to decide winner,

SCORING & BETTING:

1. Each player starts with 20 chips, with each hand worth 5.
2. Winner takes players losing chips and adds them to their total. Losers deduct their losing chips from their total.
3. Play to 9, 11 or 13 rounds / or last man standing.

SKILL LEVELS:

1. Novice: Played on the full deck.
2. Semi-skilled: Played on half deck (see general rules).

CRAPS 'N' DARTS

AIM:

You know the words most popular dice game! Bet you can throw snake eyes, bet they can't. Bet on naturals, craps and the Big 8. It's all here but luck is now coupled with skill.

RULES:

1. Players must call their bet before they throw.
2. Players may throw up to 3 darts to win their bet.
3. Played on the number ring 1 – 12 only.

SCORING & BETTING:

1. Players start with 20 chips. A lost bet incurs a 5 chip deduction. A winning bet accrues chips according to the table below.
2. At any time before an opponents throw players may place even money side bet of 5 chips that the thrower will 'win' or 'lose' their bet.
3. First to 200 chips or last man standing wins.

BET	DARTS IN TO WIN	CHIPS WON
Win or lose	A bet on thrower to win or lose his bet	5
Under 7 and over 7	1 dart in a No. 1 – 6 & 8 – 12	10
4, 6, 8, or 10 the hard way	2 darts in a No. 2, 3, 4 or 5	15
Any 7	2 darts to make any combination of 7	20
The natural	1 dart in a No.7 & 11	25
Craps	1 dart in No's 2, 3 & 12	35
Snake Eyes or Double 6	1 dart in double 1 or 6	50
Big 6	1 dart in treble 6	70
Big 8	2 darts in treble 8	100

SKILLED:

Played on half deck (see general rules). Snake eyes and double 6 still played on doubles – 2 darts in; Big 6 – 2 darts in treble 6; Big 8 – 3 darts in treble 8.

DARTKENO

AIM:

Grab a 'Scorecard'; pick some numbers and you be judge and jury of your winnings before your opponents beat you to it.

RULES:

1. Played on single ring 1 – 20, double ring 2 – 40 and treble ring 3 -60 according to skill level. i.e. Card 2 No. 8 = Double 4. Card 2 No.9 =Treble 3.
2. Players choose 5, 10 or 15 numbers from a card below according to their skill level and write them on the score board.
3. Players take turns (three darts, max 3 balls) to 'spot' their balls crossing them of the board one by one, in no particular order.
4. First player to 'stop' all their balls wins.

SKILL LEVELS:

CARD 1 – NOVICE (Played on singles only)

1	2	3	4	5	6	7	8	9	10
	12	13	14	15	16	17	18	19	20
11									

CARD 2 – SEMI (Played on doubles only)

2	4	6	8	10	12	14	16	18	20
22	24	26	28	30	32	34	36	38	30

CARD 3 – SEMI (Played on trebles only)

3	6	9	12	15	18	21	24	27	30
33	36	39	42	45	48	51	54	57	60

BRIDGE

AIM:

Can be played as an individual game of 2 players or as a team game. Players throw darts to win tricks by 'following suits' and throwing higher ranking cards than the opposing players.

RULES:

1. The first dart thrown by the 'leader' must be a card between 1 and 9. Players must follow suit and throw the next highest card. The bullseye is the trump card and may be played at any time to win the trick.
2. Trumps beats trump.
3. A player who fails to follow suit has reneged. If there are only two players the player who has reneged loses the trick. With teams, the other player on the opponents card. Whoever wins the trick plays first to the next trick. Every trick taken by either side scores one point. The side that scores 11 points first wins the match.
4. If the leader 'fouls' (does not hit a valid area), the trick is lost. If both players land on the same card, the second player's card is lower.

SKILL LEVELS:

- | | |
|-----------------|--|
| 1. Novice | 1 of 2 darts in card. |
| 2. Semi-Skilled | 2 of 2 darts in card. |
| 3. Skilled | Played on doubles and triples only 1 of 2 darts in card. |