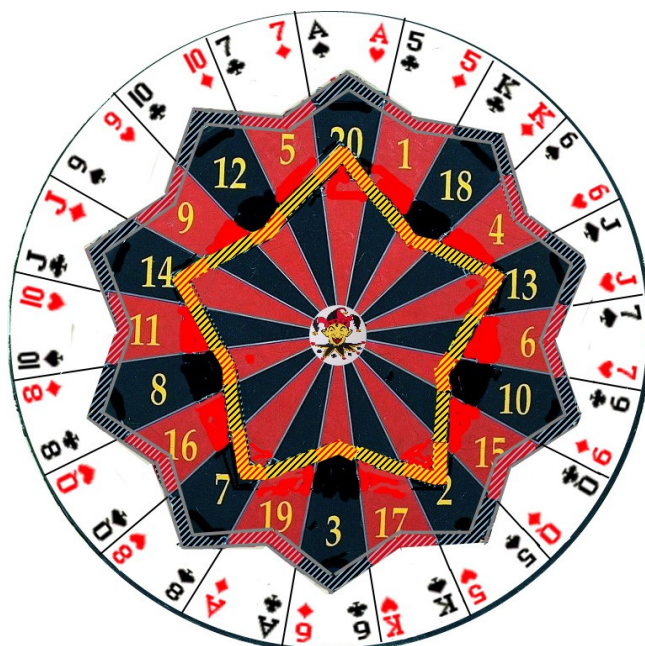RULES OF DARTZEE

Dartzee is played on a dartboard marked with a pack of 40 cards from 5 to Ace in each suit plus a Joker for the bullseye. The layout of the special board is shown in the diagram below. (A standard dartboard can be also used if the special board is not available, referring to this diagram for the card locations)
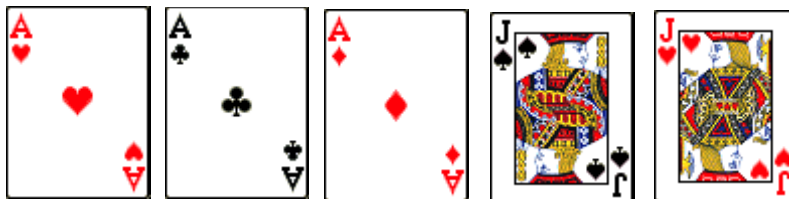

Each player has 5 darts with which to score points in each turn. A dart landing in a red sector counts as the RED card marked on the outside on that sector, and a dart landing in a Black sector scores as the corresponding BLACK card.   (The Numbers marked in yellow on each sector, the outer silver zone and the inner gold zone are not used in basic Dartzee. A dart landing in these zones counts as a single score in either a red or black sector)

SCORING

Each player in their turn throws 5 darts at the board and records the scores on their score card. Each card with face value of 9 or higher scores points in the upper section of the score card, as well as any points for combinations in the lower section. Cards with values of 8 or less count only for combinations in the lower section, ie pair, 3 of a kind, 4 of a kind, straight, etc.
For example, if the player throws the following cards :

This scores 3 x 6 = 18 for the 3 Aces, plus 2 x 3 = 6 for the two Jacks in the CARD POINTS section of the scorecard , plus 20 points for a full house in the COMBINATIONS section. The Grand total is 24 + 20 = 44 points for the game. A complete match is 6 turns for each player, and the highest final score wins.

NOTE : Jokers can be used as wild cards or combined in sets.

DARTZEE	SCORE CARD	PLAYER					
CARD POINTS	HOW TO SCORE	GAME #1	GAME #2	GAME #3	GAME #4	GAME #5	GAME #6
JOKER	No. x 10						
ACE	No. x 6	18					
KING	No. x 5						
QUEEN	No. x 4						
JACK	No. x 3	6					
TEN	No. x 2						
NINE	No. x 1						
COMBINATIONS							
PAIR	5						
3 OF A KIND	10						
4 OF A KIND	15						
FULL HOUSE	20	20					
STRAIGHT	25						
FLUSH	30						
STRAIGHT FLUSH	40						
5 OF A KIND	50						
GRAND TOTAL		44					