



Cerberus

A Dice and Dart Game For 2 or More Players

By J. Ryan Opp

This game requires a dartboard, at least three darts, three 20-sided dice, and a score pad or scoreboard.

To win, be the last player left. Players are eliminated at the end of each round if they are 25 points or more behind the leader. This deficit can be adjusted to suit the skill level of your group, and can even be reduced at agreed time intervals or at specific rounds to speed up a game and ensure an ending.

A round is each player getting a turn. A turn is a player rolling the dice, throwing three darts, and adjusting their running total score. The leader in total points at the end of each round starts the next round and play proceeds down to the player with the lowest score. Use randomness or skill to determine the order for the first round.

On a turn, the player first rolls the three 20-sided dice. The numbers that come up are his targets. He gets 1 mark for every single in any of his targets, 2 marks for a double in any of his targets, and 3 marks for a triple in any of his targets. Thus, he can attain 0 to 9 marks in a normal turn, more if he's shooting bulls (described later). If he spreads his three darts between multiple targets he can get a multiplier. If all of his scoring darts are in only one target, his multiplier is 1. If he hits two of his targets, his multiplier is 3, and if he puts one dart in each of the three targets, his multiplier is 5. His score for the round is Marks x Multiplier.

For example, Jim rolls a 7, 16, and 10. Obviously he throws his first dart at the large wedge made of 7 and 16. He hits a double 7. His second dart he aims at the 16, knowing that if he misses low, at least he'll get marks, though not the multiplier as well. Sure enough, he hits a single 7. The same logic applies to his third dart and he aims for the 16 again. This time he gets a single 16. He now has 4 marks in two targets (multiplier of 3), giving him 12 points.

If none of his darts finds a target number, not only does a player not score any points, his score is reduced by 3, although he can't go negative. This penalty can be adjusted to suit the skill level of your group.

Statistically, 85.5% of the time, your dice rolls will be three different numbers. 14.25% of the time, two of them will match. If this happens, treat one of the double numbers as if it were a bull's-eye. Now the bull's-eye is a target, which is harder but more rewarding. An outer bull is worth 2 marks, and an inner bull is worth 4. To get a good multiplier, you still need to hit other targets.

A very rare .25% of the time (1 chance in 400), you will roll three of the same number. If this happens, one target is that number, one target is the bull's-eye, and one target is a different number of your choosing, a wild card. You can pick your wild card after you've thrown all your darts, to select your most profitable miss or misses.

Optionally, to make the game less luck based, only throw the dice once per round for all players to use.

The highest possible score in this game for a single round is 50 points. Should this happen, celebrate like crazy, write this moment in history down, and buy that person a beer.