

Hardware Darts - Final Ruleset



Special 6-sided die



Point guide model



Target board, each color is a magnet



Score sheet

Requires

- 2 players
- score sheet
- score guide
- "No Hands Beyond This Point" card
- post-it notes with crowns drawn on them
- target board with magnets
- pile of "hardware darts"
 - * 4 nuts
 - * 3 bolts
 - * 7 wall hanger clips
 - * 3 wing nuts
 - * 4 bottle caps
- 6 sided die with throwing-dice types on sides
- someplace to hang the board, about 4 feet off the ground

Summary

This is a dart-like game where people throw the dice at the board, scoring points based on what positions the dice are in when they land. Whoever has the highest point value in a target area "owns" that area. *The goal of the game is to own the most target areas.*

Gameplay

Optional: each player can take some warm-up throws before the game begins.

1) Place the "No Hands Beyond This Point" card on the floor about 2 feet in front of the target. Players should stand such that their hands do not go beyond the card when their arms are outstretched.

2) Choose someone randomly to go first. Player rolls the white die to see what kind of hardware he will throw

- a) If the die lands blank-side up, the player can choose any type of hardware he wants
- b) If the die lands on a type that has run out, the player may choose which piece to throw.

3) Player tosses his hardware-dart at the board. He may choose any of the 5 target areas. *Tip: Gentle, under-handed tosses tend to work the best.*

4) Consult the score guide to determine how many points the player's throw was worth. If any part of the dart is inside the target area, it counts.

- a) If the player misses, he loses his turn, and the hardware dart goes back in the pool to be used again.
- b) Optional: for less experienced players, you may choose to allow one free re-throw for each time he misses.
- c) If your hardware dart lands on top of another dart without touching the board, it counts for double its point value.

5) Mark that throw's score on the score sheet. If one player's score in a target area is greater than the other player's, then he owns that area, and the little crown post-it should be next to his name.

6) Next player's turn to roll the white die, continue from step 2.

7) The game ends when there are no more hardware darts left to throw. Whoever owns the most zones wins the game.

Leftover Thoughts

There were a few things I wish I'd had time to do, and a few final problems I wanted to address. Firstly, I wish I had had a chance to test my most recent version with the people who played it in the very beginning, namely Lauren and Tracy. Do to sickness and out-of-townness, this didn't happen, and I feel like I missed out on some good feedback from the major change in my game.

Also, though my game board is a rough prototype at best, there are some problems with it if it were to be a re-used game in any respect. The bolts and hardware scuff up my paper targets pretty good, and I'd have to find a way to make a durable target that didn't interfere with the magnets. A painted metal surface with a ton of sealer might do the trick.

Also, the super magnet I used for my center target was large, bulky, and heavy. It's the reason I still have it attached to the paint tin, so it can be hung up. If I got more rare earth magnets, I could create a flat board that could easily be hung on some nails on the wall.

In the end, I feel like I made a pretty fun game, even if it is skill-based enough for Carlos to call it a sport. It certainly holds the attention of both players throughout the whole game.