Magnetic Darts™
Baseball Rules

MOUNTING INSTRUCTIONS
Select a suitable location with approximately 8' of open space.
The "toe-line", or throwing distance, should be 7' 9.25" from the face of the board. The "bull's eye", or "Home run" should be positioned 5'8" from the floor.

TECHNIQUE
The throwing motion is from your elbow out. Keep your body steady and use only your hand, wrist and forearm. To throw a dart, bring your forearm slightly back and with a fluid motion, throw the dart toward the board.

TO BEGIN
Determine who begins the game by each player throwing one dart. The player closest to the "Home run" is the home team; the other is the visiting team. The visiting team begins the top of the 1st inning. NOTE: IF PLAYING WITH MORE THAN 2 PLAYERS, DIVIDE THE PLAYERS INTO 2 TEAMS.

INNINGS & SCORING
Each team has 3 outs per inning. Toss each dart one at a time and determine the next move based on where the previous dart has landed. Use the magnetic pawns to keep track of balls, strikes, outs, innings and points. Use the magnetic markers to represent the base runners. A point is scored when a base runner (marker) is able to advance past 3rd base.

OUT	Record the out and move on the next dart toss. If the team already has 2 outs, this ends the inning and the player's turn.
HOME RUN	Automatically score 1 "run" / point.
BALL	Reclaim dart and toss again. If the team already has 3 balls, place a marker on 1st base. If the team already has a marker on 1st, move it to 2nd and place a new marker on first and so on.
STRIKE	Reclaim dart and toss again. If the team already has 2 strikes, move on to next dart and count as 1 out. If the team already has 2 outs, this ends the inning and the player's turn.
FOUL	Reclaim dart and toss again. This counts as a strike against, but cannot ever contribute to a strikeout.
SINGLE	Place marker on 1st base. If the team already has a marker on 1st or any other base, advance runner one base, and place a new marker on 1st. Count as a point (run) if a player advances from 3rd.
DOUBLE	Place marker on 2nd base. If the team already has a marker on 2nd base or any other base, advance runner two bases and place a new marker on 2nd. Count as a point (run) if a player advances from 2nd or 3rd base.
TRIPLE	Place marker on 3rd base. If the team already has a marker on any base, count as a point (run) for each advanced runner and move new marker to 3rd base.

NOTE: IF A PLAYER'S DART DOES NOT HIT THE MAT AT ALL, IT IS AN AUTOMATIC OUT. IF A PLAYER'S DART LANDS DIRECTLY ON ONE OF THE BASES, THIS COUNTS AS A BASE HIT. FOLLOW THE ABOVE DIRECTIONS DEPENDING ON WHICH BASE IT IS. A PLAYER'S TURN CONTINUES UNTIL THEY HAVE A TOTAL OF 3 OUTS.

WINNING
Once a player has 3 outs, the player's turn has ended and the game passes to the other team.
Points (runs) are tabulated by placing the appropriate team colored pawn (red or blue) along the top scoring grid. Unlike regular baseball, the team to reach 10 points first wins the game.

ADVANCED PLAY
For more advanced play, tabulate the points with a pen and paper and play until all 9 innings are complete. Players can then play extra innings if tied in order to determine a winner.

Magnetic Darts™
Golf Rules

MOUNTING INSTRUCTIONS

Select a suitable location with approximately 8' of open space. The "toe-line" , or throwing distance, should be 7' 9.25" from the face of the board. The center of the board should be positioned 5'8" from the floor.

TECHNIQUE

The throwing motion is from your elbow out. Keep your body steady and use only your hand, wrist and forearm. To throw a dart, bring your forearm slightly back and with a fluid motion, throw the dart toward the board.

TO BEGIN

Determine who begins the game by each player throwing one dart. The player closest to the 9th hole begins the game. This game is designed for 1 to 4 players, however , if more than 4 players, teams may be formed so that everyone can play.

TO PLAY

Each player begins the course at the 1st hole and progressively advances to the 9th hole. Each player begins with 3 darts per hole resulting in 3 chances per turn to advance to the next green. Toss each dart one at a time and determine the next move based on where the previous dart has landed.

If a player lands on the green with any of the 3 darts, they may advance to the next hole, reclaim their 3 darts and begin again. Once a player has tossed all 3 darts and has not successfully landed on the green, their turn ends and play proceeds with the other player . Players remain on the same hole for as many turns as needed to advance.

Use 4 pawns to mark and keep track of which hole each player is playing on.

SANDTRAP & WATER	If the dart hits a sandtrap or a water hole the player must take one step back for the remainder of the darts thrown on that particular hole only. Once they have advanced to the next hole, they can return to the original throwing position. For advance play scoring (see below), sandtraps and water automatically add one toss or stroke to that player's score.
FAIRWAY	If the dart thrown lands on the fairway of the hole that the player is actually on, they may advance 1 foot for the remainder of the darts thrown on that particular hole only. Once they have advanced to the next hole, they must return to the original throwing position. For advance play scoring (see below), the green automatically reduces one toss or stroke to that player's score.

NOTE: IF A DART LANDS ON ANY OTHER PART OF THE BOARD IT AUTOMATICALLY ENDS THAT PLAYER'S TURN. FOR ADVANCE PLAY SCORING (SEE BELOW), ADD TWO TOSSES OR STROKES TO THAT PLAYER'S SCORE.

WINNING

The first player to successfully complete the course wins the game.

ADVANCE PLAY SCORING

For a more advanced game, use a pen and paper to calculate actual dart tosses as strokes. In this case, each player must complete the course and the player who completes the course with the least amount of dart tosses is declared the winner.