## DICE DARTS



## 301 DARTS

Each player starts with 301. The object of the game is to get to exactly zero as quickly as possible.
๔You Roll 3 dice to get you points for a round. Then you subtract you points from 301 to get your new total.
๔You need to get down to exactly 0 . If you have more points in a round than you have left you get no points for that round and it is the other players turn.

## 301 DARTS

®ach Round.
๔To Start the player rolls their 3 dice.

๔lf the dice are 3 different numbers, they add them together for their score.
©Example: $\because:$ : Would be $3+2+6=11$ points
©If 2 of the numbers are the same they multiply those numbers and then add the third die.
©xample: $\because \because \because \because$ would be $3 \times 3=9+5=14$
๔lf the dice are 3 of the same number you would multiply the 3 numbers.
©xample: $:: ~:: ~: ~: ~ w o u l d ~ b e ~ 4 \times 4=16 \times 4=64$

## EXAMPLE

| Sticting | 301 | 2 |
| :---: | :---: | :---: |
| Roll | 10 | 5 |
| Remainder | 291 | +5 |
| Roll |  | 7 |
| Remander |  | + 3 |
| Roll |  | 10 |
| Roll |  | 10 |
| Remander |  |  |
| Roll5 |  |  |



## EXAMPLE



## EXAMPLE

| Starting Point | 301 | 4 |
| :---: | :---: | :---: |
| Roll 1 | - 10 |  |
| Remainder | 291 |  |
| Roll 2 | 15 | 16 |
| Remainder | 276 | $\times 4$ |
| Roll 3 | - 64 |  |
| Remainder | 212 | 64 |
| Roll 4 | - |  |
| Remainder |  |  |
| Roll 5 | - |  |



## EXAMPLE

| Remainder | 105 |
| :---: | :---: |
| Roll 1 | - 12 |
| Remainder | 93 |
| Roll 2 | 41 |
| Remainder | 52 |
| Roll 3 | 37 |
| Remainder | 15 |
| Roll 4 | \% |
| Remainder | 15 |
| Roll 5 | - |



