



## Dartskins Flying Lap: Official Rules

**Players:** 2-6 players

### Equipment:

- Dartskins Flying Lap game and pins for set up (first, un-clip the number ring of the dartboard and pin to the dartboard).
- Darts
- Scorecard As shown:

LAPS - 5	KYLE	ANDREW	DEVON
T1	✓	✓	✓
T2	✓		
T3	✓		
S1			✓
S2			
S3			
S4			
S5			



### Getting Started:

1. **Pole Position:** Each player throws one dart at the Dartskins Logo.
  - The player closest to the center chooses the number of laps for the race and goes first.
  - The next closest player goes second, and so on.

### Gameplay:

- **Objective:** Race around the track, complete the designated laps, and finish first.
- **Turns and Lap Progress:** Players take turns throwing 3 darts each. After each player's turn, play moves to the next player.
- **Track Layout:**
  - The checkered flag is both the starting and finishing line.
  - Players progress around the track by hitting designated sections in order: T1, T2, T3, S1, S2, S3, S4, S5.
  - Hitting the checkered flag completes a lap.
- **Boosts:**
  - After hitting T1, players can hit the small tire between T1 and T2 for a "boost," automatically advancing to S1 (skipping T2 and T3).
  - After hitting S2, players can hit the small tire between S2 and S3 for a "boost," automatically advancing to S5 (skipping S3 and S4).
- **Pit Stops:** Every third lap, players must hit the Pit Stop section between T2 and T3 to "refuel."



**Hazards:** Hitting a hazard section incurs a penalty:

- **Unsporting Behaviour:** Move back one spot on the track.
- **Slow Down:** Miss your next turn.
- **Crash:** Return to the beginning of your current lap (aim for T1 again).
- **Dangerous Driving:** Move back one spot on the track.
- **Mechanical Problem:** Go to the pits (aim for Pit Stop, then T3, etc.).
- **Oil Spill:** Lose one dart from your next turn.

**Tracking Progress:**

- After each turn, mark the last target hit to track your current location on the track.

**Dart Placement:**

- A dart that pierces the edge of a target (turn, straight, checkered flag, tire, pit stop) counts as hitting that target.
- A dart that pierces the edge of a hazard section counts as hitting that hazard.

**Winning:**

The first player to complete all required laps and cross the checkered flag wins the race!

Love your Dartskins games? Find out more at: [www.dartskins.co.uk](http://www.dartskins.co.uk)