



Dartskins Touchdown 2.0: Official Rules

Players: 2-6 players

Equipment:

- Dartskins TOUCHDOWN 2.0 game and pins for set up (first, un-clip the number ring of the dartboard and pin to the dartboard).
- Darts
- Scorecard As shown:

Quarter	PLAYER 1	PLAYER 2
1	20yds	20yds
R1	45	20
R2	65	32
R3	75 -12 = 63	32
R4	85	32
R5	TD	52
R6 <small>20yds</small>	28	69
R7	44	75
R8	58	75



GAME SCORE:

Q1	6+1= 7	0
Q2		
Q3		
Q4		

Getting Started:

1. **Who Goes First?** Each player/team throws one dart at the Dartskins Logo. The player/team closest to the center chooses to go first or second.

Objective:

- Score 100 yards or more and reach the Touchdown zone for 6 points.
- Earn an extra point by kicking a successful Field Goal after a Touchdown.
- Be the player/team with the most points at the end of the game.

Scorecard:

- Before starting, fill out the scorecard with names/team names and track yardage throughout the game.
- The scorecard includes four quarters, each with eight rounds.
- Record your score after each quarter as shown.



Gameplay:

- The game is divided into four quarters.
- Each quarter starts with a "Kick-off" (explained below).
- On each turn, players choose between playing Offense or Defense.
- Each turn consists of 3 throws.

Playing Offense:

- Aim for "Rush" or "Pass x2" to activate your play (first two throws).
- After activating your play, use the remaining dart(s) to hit the yardage section (bottom right side of the board).
 - Rush gains actual yardage scored.
 - Pass gains double the yardage scored.
- Hitting a yellow section results in a penalty and lost throw.

Playing Defense:

- Aim for "Interception x2," "Fumble x2," or "Sack" to stop your opponent (first two throws).
- If successful, use the remaining dart(s) to hit the yardage section (left side of the board) and deduct yards from your opponent's score.
 - Interceptions & Fumbles deduct double the yardage scored.
 - Sacks deduct the actual yardage scored.

Scoring:

- Reaching 100+ yards earns a Touchdown (6 points) and one extra throw for a Field Goal (1 point).
- After a Touchdown, the scoring team restarts at 20 yards, while the opponent's score remains unchanged.

End of Quarter:

- Yardage scores carry over between quarters.
- The 3rd quarter starts with a "Punt x3" kick-off, and everyone resets to 20 yards.



Highlight Plays:

- **Defensive Punt:** Force your opponent back by hitting "Punt x3" on defense if they're within 20 yards of scoring a Touchdown.
- **Safety:** If a player/team is pushed back to negative yards, the opponent gets 2 points, and the pushed-back team restarts at 20 yards.
- **Hail Mary:** In the last two rounds (quarters 2 & 4), attempt a risky "Hail Mary" by hitting "Pass x2" and the touchdown circle for a long touchdown, but risk an interception losing 25 yards.

Winning:

The player/team with the most points at the end of the 4th quarter wins!

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