# Cerberus

## A Dice and Dart Game
## For 1 or More Players
## By J. Ryan Opp

This game requires a dartboard, at least three darts, three 20-sided dice, and a scoreboard of some sort.

To win, be the last player remaining. Players are eliminated at the end of each round if they are 25 points or more behind the leader.

A round is each player getting a turn. A turn is a player rolling the dice, throwing three darts, and adjusting their running total score. When players have had equal numbers of turns (the end of each round), eliminate any players that are 25 points or more behind the leader. The specific line is between 24 and 25: 24 is okay, 25 is out.

On a turn, the player first rolls the three 20-sided dice. The numbers that come up are his targets. He gets 1 mark for every single in any of his targets, 2 marks for a double in any of his targets, and 3 marks for a triple in any of his targets. Thus, he can attain 0 to 9 marks in a normal turn, more if he's shooting bulls (described later). If he spreads his three darts between multiple valid targets he can get a multiplier. If all of his scoring darts are in only one target, his multiplier is 1. If he hits two of his targets, his multiplier is 3, and if he puts one dart in each of the three targets, his multiplier is 5. His score for the round is Marks x Multiplier.

For example, Jim rolls a 7, 16, and 10. Obviously he throws his first dart at the large wedge made of 7 and 16. He hits a double 7. His second dart he aims at the 16, knowing that if he misses low, at least he'll get marks, though not the multiplier as well. Sure enough, he hits a single 7. The same logic applies to his third dart and he aims for the 16 again. This time he gets a single 16. He now has 4 marks in two targets (multiplier of 3), giving him 12 points.

If none of his darts finds a target number, not only does a player not score any points, his score is reduced by 3, although he can't go negative.

Statistically, 85.5% of the time, your dice rolls will be three different numbers. 14.25% of the time, two of them will match. If this happens, treat one of the double numbers as if it were a bull's-eye. Now the bull's-eye is a target, which is harder but more rewarding. An outer bull is worth 3 marks, and an inner bull is worth 4. To get a good multiplier, you still need to hit other targets.

A very rare .25% of the time (1 chance in 400), you will roll three of the same number. If this happens, one target is that number, one target is the bull's-eye, and one target is a different number of your choosing, or wild card. You can pick your wild card after you've thrown all your darts, to select your most profitable miss or misses.

The highest possible score in this game for a single turn is 50 points (if bull's-eye is a target, a triple in each target number and a double bull's-eye ((3+3+4)*5)). Should this happen, celebrate like crazy, write this moment in history down, and buy that person a beer.

It is easy to play solo. Simply pick a difficulty level (I usually pick 4), and give a fake opponent (name him Cerberus) that many points every round. See how quickly you can win or how long you can last until you lose. You can also add a fake player to games with more than 1 player to ensure there is progress and elimination (poor darters may find it hard to make meaningful scores).