

General Rules for Prisoner



Prisoner is best played with 5 people plus but the game can be played by two

Prisoner

The object is to be the first to shoot "around the clock" one dart in each number from 1, clockwise, to 20.

Each player should throw one dart at bulls-eye, closest to the bulls-eye goes first and the furthest going last.

The first player tries to hit one dart into each number, in order, starting with the number 1 but the scoring target is only from the triple ring the double ring.(triple and double included)

After the 1 is hit in any of the playable area, the next target is 18 and so on, clockwise around the board.

If the player's dart misses the board (outside the doubles ring) or bounces out, the dart is left in the board for one turn. The player throws only two darts the next turn and then may pull the lost dart for use in the next turn after that.

Now for the Prisoner part: If the player throws a dart into the area from the bullseye to the triples ring (bull and double bull included), the dart is left in the board and is a "Prisoner". A prisoner dart remains in the board until any player (including the player who threw the dart) hits the playable area of the same number (in the case of the bullseye, hitting another bullseye captures the prisoner). Once a player captures a "prisoner", the dart is his/hers to use for the rest of the game (unless it is lost in the same manner).

If there is more than one "prisoner" dart that may be captured, they may only be captured one at a time. For example, if there are two darts in the 18 between the bulls-eye and the triples ring, two darts must be thrown into the playable area of the 18 to capture them both.

After the first "prisoner" is captured, one player now has four darts to use while the player who lost the dart has only two. By the end of the game, you might be playing with 7 darts and none of them might actually be yours!

Play continues until one player has thrown a dart in every number from 1 through 20 in the target area. The first player to do this wins the game.