THE DARTS IN THE AIR

BULL'S FOOTBALLBOARD

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FOOTBALL BOARD GAME RULES
THE CLASSIC VARIANT

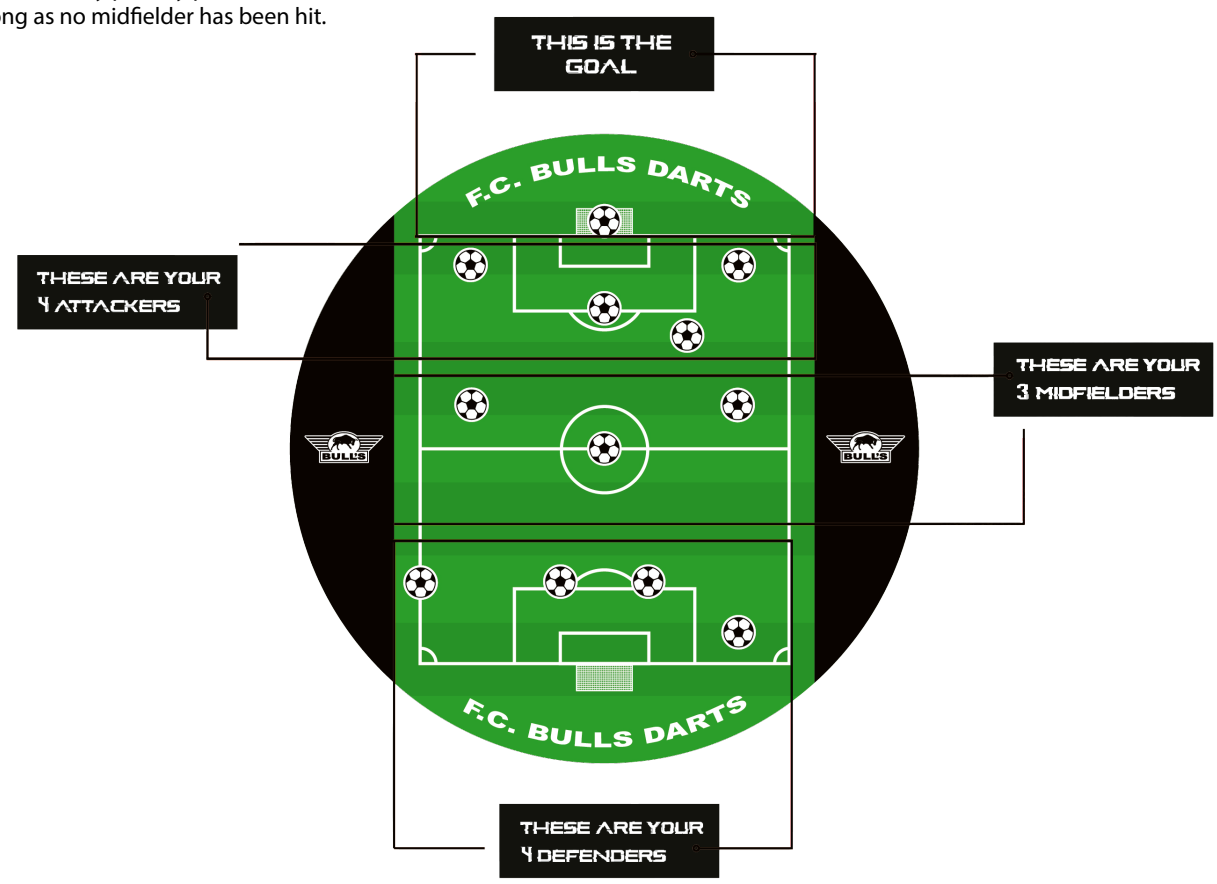
OBJECTIVE OF THE GAME
The goal is to be the first to score 5 goals.

BASIC RULES IN ADVANCE
- Two players or multiple players in two teams compete against each other.
- Each team/player gets 3 darts a visit, and after one visit, the other team/player gets to throw.
- The distance to the board is 2.37 meters, and the centre of the board is at a height of 1.73 meters.
- To determine who starts, someone must throw one dart at the central ball. The one closest to the ball starts. If both players hit the ball, they must throw again until someone misses or throws further from the central ball.
- The number of goals is the actual score of the match, determining the eventual winner.

BASIC RULES DURING PLAY
- Missing a "target" does not result in any penalty points.
- The ball remains neutral as long as no midfielder has been hit.

Die deutsche Übersetzung der Anleitung kann von der Website ***www.bulls.nl*** unter Products - Dartboards - Gameboards - Football heruntergeladen werden.

De Nederlands vertaalde handleiding kun je downloaden op de ***www.bulls.nl*** website onder Products - Dartboards - Gameboards - Football.



HOW TO SCORE?
1. At the beginning, the ball is neutral. First, a midfielder must be hit. If you hit one of the midfielders, you must then hit one of the attackers. If you hit an attacker, you move into a scoring position and can throw at the goal.
If a goal is scored, it is 1-0, and the defending team gets to kick off and attack. Only one goal can be scored per round.
You advance one line with each hit "target," so it is possible to score immediately with three darts in one visit.

HOW TO DEFEND?
2. For the defender, the goal is to push the attacking team back by hitting the defenders. When a defender has been hit, the attacking team moves back one line.
If the attacking team is in a scoring position, the defending team can push the attacker back one line by hitting a defender. If this happens, the attacking team must hit an attacker again to score.

HOW TO STEAL THE BALL?
3. The ball can be stolen when it is neutral.
This can happen if the defending team hits one of the defenders, causing the attacking team to move back one line. If the attacking team was in the attack line, they must move back to the midfield, making the ball neutral.
If the attacking team is in a scoring position, the defending team can make the ball neutral with two darts and become the attacking team by also hitting a midfielder.

WHEN HAVE YOU WON?
4. The first to 5 goals is the winner.

ALTERNATIVE WAYS TO DETERMINE THE WINNER
5. Most goals after x amount of minutes.

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FOOTBALL BOARD GAME RULES
THE PROFESSIONAL VARIANT

OBJECTIVE OF THE GAME
The goal is to be the first to score 10 goals.

BASIC RULES IN ADVANCE
• Two players or multiple players in two teams compete against each other.
• Each team/player gets 3 darts a visit, and after one visit, the other team/player gets to throw.
• The distance to the board is 2.37 meters, and the centre of the board is at a height of 1.73 meters.
• To determine who starts, someone must throw one dart at the central ball. The one closest to the ball starts. If both players hit the ball, they must throw again until someone misses or throws further from the central ball.
• The number of goals is the actual score of the match, determining the eventual winner.

BASIC RULES DURING PLAY
• You have three darts per line to hit one target. If you fail to do so, you move back one line.
• Follow the order from defender to midfielder to attacker, and finally the goal to score a point

HOW TO SCORE?

1. You can score by first hitting a defender, then one of the midfielders, and lastly, the ball must end with the attackers.
Each dart you then throw into the goal is worth one goal. So if you throw 3 darts into the goal in one visit, you score three goals. After using your 3 darts at the goal, you start again with the defenders.
You have three darts to hit one "target." This means if you need to throw at the midfield and miss all your darts in one visit, you move back one line and must throw at the defenders again

WHEN HAVE YOU WON?

2. The first to 10 goals is the winner. Alternative ways to determine the winner:
• Most goals after x amount of minutes

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FOOTBALL BOARD GAME RULES
THE TIKI TAKA GAME

OBJECTIVE OF THE GAME
The goal of the game is to score a goal by hitting all the "targets" first.

BASIC RULES IN ADVANCE
- You can play this game individually or with multiple players/teams.
- Each team/player gets 3 darts a visit, and after one visit, the other team/player gets to throw.
- The distance to the board is 2.37 meters, and the centre of the board is at a height of 1.73 meters.
- To determine who starts, someone must throw one dart at the central ball. The one closest to the ball starts. If both players hit the ball, they must throw again until someone misses or throws further from the central ball.

BASIC RULES DURING PLAY
The attack must progress from all defenders to all midfielders to all attackers, and finally to the goal to score a point.

HOW TO SCORE?

1. Before you can score on goal, all positions must be hit in order: all defenders, then all midfielders, and lastly all attackers.
You can create additional rules to make it more challenging. For example, if you miss three darts, you must move back one "target" or an entire line.

WHEN HAVE YOU WON?

2. The first player to score a goal wins the game. Alternative ways to determine the winner:
- The first to 3 goals wins.
- The player/team with the most goals after x minutes