

JARTS™ INSTRUCTIONS

Everyone's Favorite Lawn Game

Ages: 8+
Players: 2-4

Contents:

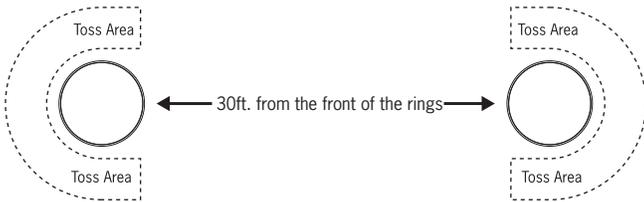
- 4 Jarts
- 2 Target rings

Objective:

To be the first team to score 21 points by tossing the jarts into or closest to the target rings.

Setup:

Place rings 30ft. apart (25ft. for beginners) as shown below. Jarts may be played with either 2 or 4 players divided into 2 teams (Team A and Team B). Teams pick a color to use throughout the game.



Gameplay:

The game consists of rounds. During each round, one player from each team stands in the "Toss Area" (see diagram above) and alternates tossing their 2 Jarts at the target ring across from them. A player can stand behind or on either side of the ring, but may never cross in front. Pick a team to go first. The team that scored the most in the last round tosses first in the next round.

Scoring:

Quick Play Scoring

First team to 21 points wins.
After all 4 Jarts are thrown score as follows:

- 1 Point - Scored for the Jart closest to the ring (see fig. 1)
- 3 Points - Scored for each Jart inside the ring (see fig. 2)

Classic Scoring

First team to 21 points wins. Only one team can score per round. The team with the most points scores the difference between the two teams points.

(Example: 3 Points - 1 Point = 2 Points)

Team A Team B Team A
Scores Scores Scores
2 Points

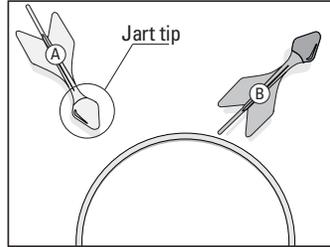
Scoring Scenarios

1 point	The Jart closest to the ring
2 points	1 Jart in the ring, minus 1 point if opponents Jart is nearest to the ring (3-1)
3 points	2 Jarts in the ring, minus 3 points if opponents Jart is in the ring (6-3)
4 points	1 Jart in the ring, plus other Jart nearest to the ring (3+1)
6 points	2 Jarts in the ring, opponent has no Jarts in the ring (3+3)

Tournament Scoring

All scoring is the same as Classic Scoring, but a team must score exactly 21 points to win. If a team exceeds 21 points for the round, their score is **deducted, not added**. Play continues until exactly 21 points are scored.

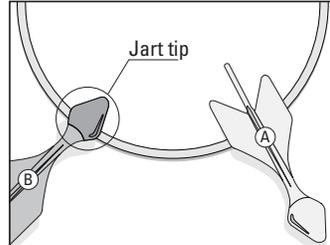
fig.1



Team A scores 1 point for being nearest to the ring.

NOTE: If at least 1 Jart from each team is outside the ring, the Jart tip closest to the ring scores the point.

fig.2

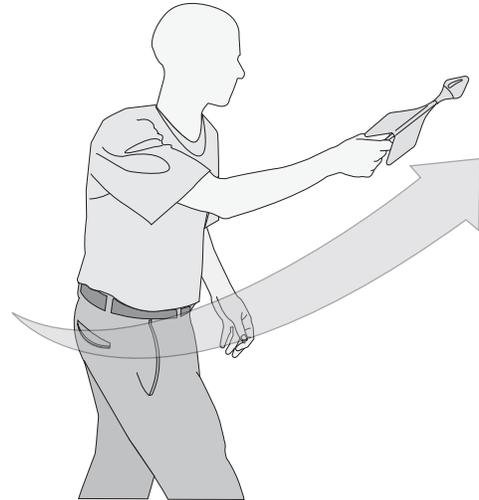


Team B scores 3 points for landing inside the ring. Team A did not land inside the ring.

NOTE: A Jart is considered inside the ring if any part of the tip is inside the ring.

Throwing:

Hold the Jart by the handle behind the fins. Toss it with an underhand motion with enough arc so that it will land in or near the ring.



Safe Play Guidelines:

Jarts can be played outside safely. Be aware of your play area. Never throw Jarts at people or pets, and make sure the play area is clear before you throw. Do not throw Jarts straight-up, over-hand or sidearm. Never throw broken or damaged Jarts, discard immediately. Do not throw Jarts on hard or paved surfaces. Take extra caution on windy days as the Jarts flight path may be unpredictable. Safe play means fun for everyone!



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