

## The Rules of SPCA Killer

- 1 Numbers are chosen using playing cards - red cards are taken at face value and black cards are taken as face value plus ten. e.g. 6 of diamonds = 6 and 6 of clubs = 16
- 2 Lives are lost when any player scores 2 hits on another player's number - a double scores as 2 hits, a treble as 3 hits.
- 3 Once a player has lost all his lives he has 3 darts to attempt to score 2 hits on his own number, same rules apply to doubles, etc. If he fails he is out otherwise he can continue to play. He cannot score hits on other players until he is back in the game. He only has the option of regaining his life once in any one game.
- 4 If a player scores 2 or more kills in his turn, he earns himself an extra life, but only one extra life per game, which can be used once he has lost all his initial lives. He may use this life in lieu of attempting to throw his own number, but must declare it before throwing, or if he fails to score 2 hits on his own number. In lieu of the extra life he may become protected for one round, which can be used at any time during the game, unless there are only 2 players left in. But, if a player takes more lives in his turn than the target player has left, then the target player is both killed and resurrected within that throw and the life which resurrected him is taken from the offending player.
- 5 If a player fails to land any dart within the outer wire of the double ring, he must then miss the next turn
- 6 If a player hits the bulls-eye or the 25 during his turn he must immediately declare his own number to the other players who then all go for that number for one round - until the point of death. If during this "killing" round another player hits the bulls-eye or the 25 then that player becomes the target for one round, releasing the other player from his penance.
- 7 If, during normal play, a player scores 2 hits on a defeated player's number, that defeated player can start playing again with 1 life and cannot be killed until every live player has had a turn. If the player scores 4, 6 or 8 hits, the defeated player takes the equivalent number of lives, i.e. 2, 3 or 4 lives from the offending player, up to his maximum.
- 8 If a player scores a "Shanghai", i.e. a single, double and treble all in one player's number who has three or more lives left, he takes 3 lives off the target player and 1 life off all other players except himself. If requested, to protect his anonymity, the life removed from his own number shall be negated by adding an extra life under his name even if he has already earned an extra life under rule 4. However, the "Shanghai extra life" cannot be exchanged for protection as permitted in rule 4.

- 9 If a player plays out of turn his score is negated and he forfeits that turn.
- 10 If a player is resurrected, either by rule 3 or 7, he cannot lose any lives for one complete round, unless there are only 2 players left in. If any player obtains "kills" on the number whilst protected, the number gets the equivalent extra lives instead and the player loses lives as in rule 7.
- 11 Once a number has been identified as the Dummy, if it is agreed to have one in use, it plays no further part in the game. This relates to rules 7 and 10.
- 12 If a Player throws a dart into any area other than the dartboard, it must remain there until the end of the game. If a player removes a dart from the doormat, accidentally or otherwise, he shall return it to the player who threw it and replace it in the doormat with one of his own. A player can buy back the dart with a life provided there are at least 3 other players still in the game.
- 13 If a player throws a dart into the wire-enclosed part of a number (eg. 8), but has thrown at least one scoring dart, he gets an extra dart to throw at the end of his turn. He must designate the player's number he is throwing at and if he hits it in any area that player is out and loses all lives, including spares, but can be resurrected by rule 7.
- 14 If a dart lands in another dart, all other players have to throw with their wrong hand for one round.
- 15 If a dart lands outside the doormat, other than bounce-outs, the offending player must throw from a chair for the rest of the game. The punishment cannot be replaced with a dart buy-back only the dart (see rule 12).
- 16 New or amended rules cannot be introduced during the current game.

### Glossary

Assassin	Rule 13
Condom	Rule 10
Robin Hood	Rule 14
Shanghai	Rule 8
Doormat	Rule 12
Rest of Pub	Rule 15