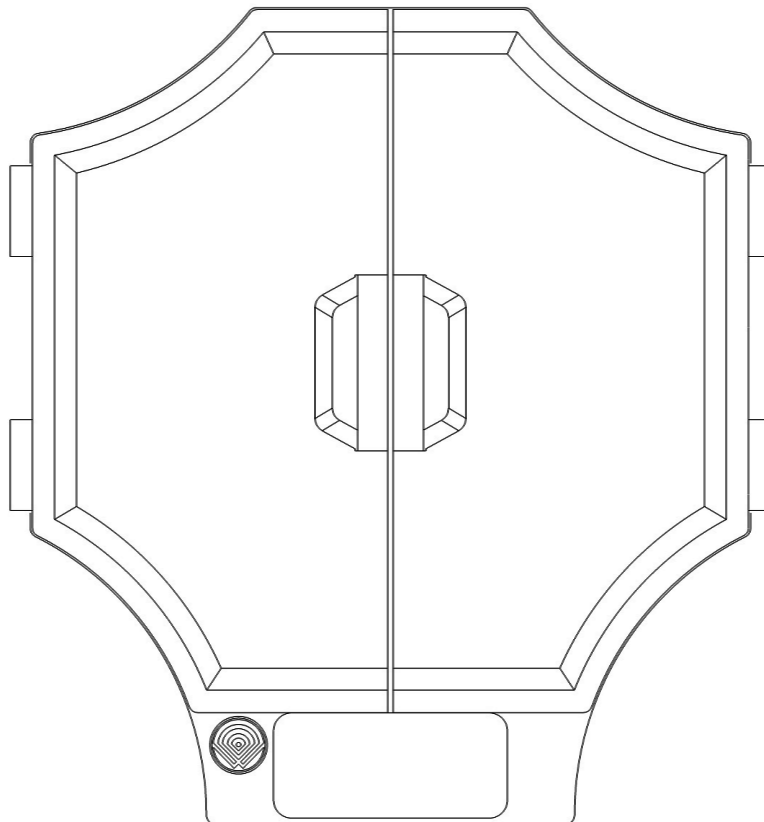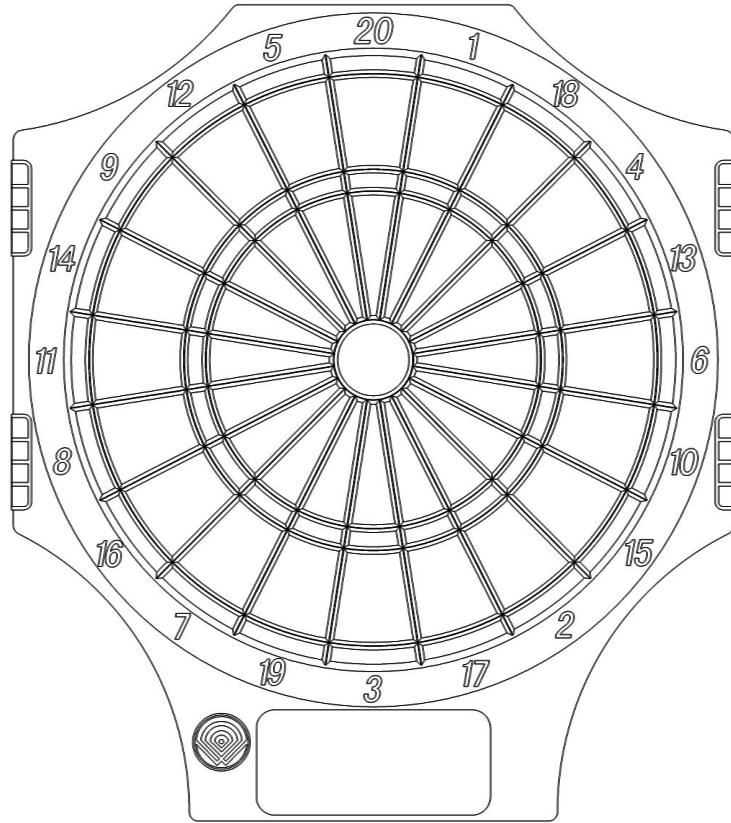# ELECTRONIC DARTBOARD

Keycode: 43487059

14+ years

Thank you for purchasing this electronic dartboard. Its computerized scoring system makes game playing easy and enjoyable. With 31 built-in games and over 285 options/-variations to choose from, both beginners and more advanced players will find games to suit them. Up to 8 players can play at one time. Please read the instructions before playing and be sure to save them for future reference.

Standard Installation

Choose a location to hang the dartboard where is about 3 meters space in front of the board. Fix the dartboard and confirm the height from the floor to Bull's Eye should be 1.73 meters. The "Toe-line" should be 2.37meters from the face of the dartboard. The dartboard should be fixed on the solid wall, and make sure the screws on the back cannot be touched after installation.

Throwing Distance

Centre bull

2,934m

1,73m

OCHE
Raised 38mm

2,37m
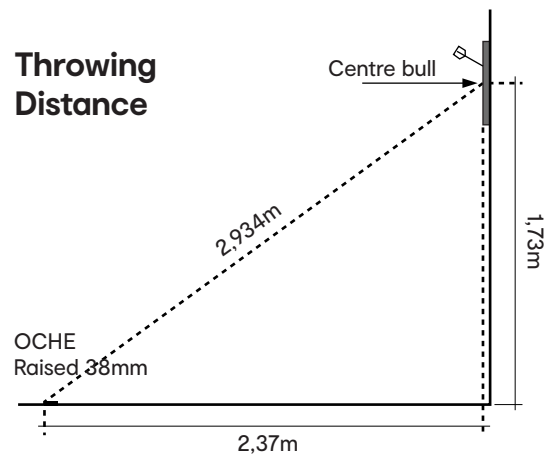
Power Installation

The dartboard is designed to be powered by 3 x 1.5v AA(LR6) batteries(not included). The battery compartment can be opened from the back to install the batteries. To conserve batteries, this dartboard is equipped with an auto power-off mode. If the dartboard is not being used, it will go sleeping mode about 30 minutes.

Battery Warning

1. Batteries should be replaced by an adult.
2. Batteries are to be inserted with the correct polarity.
3. Exhausted batteries are to be removed from the dartboard.
4. Batteries are not to be short-circuited.
5. Different types of batteries or new and used batteries are not to be mixed.
6. Only batteries of the same or equivalent types as recommended are to be used.
7. Do not dispose of in fire, in water or the general rubbish.
8. Non-rechargeable batteries are not to be recharged.
9. Rechargeable batteries are only to be charged under adult supervision.

"AA" "AA" "AA"
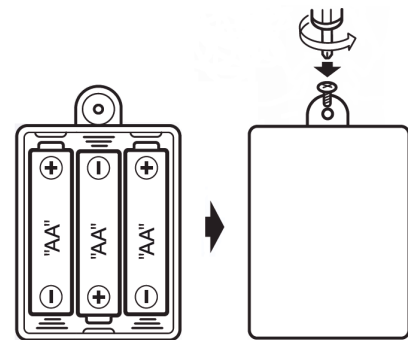
Important Note

1. This game is designed for use with soft tip darts only. Do not attempt to use steel tip darts or longer soft tip darts at any time (maximum length: 2.5 cm).
2. This is an adult game which includes functional sharp point.
3. Please peel off the protective film at the diaplay area before use.
4. It is not a toy, this device includes small parts and is not intended for children.

Trouble Shooting

No Power
Check to see if the batteries are installed properly or the battery power is low or dead.

Game Will Not Score
Check to see if the game is in the setup mode or if the game is on hold. Push the START/NEXT button to see if the game will start playing. You may also check to see if any scoring segments or function buttons are stuck. Or electronic and mechanical reaction time is required between shots. If two shots occur too close together, pull out second dart and re-throw to properly record your score.

Stuck Segment or Button
During shipping or in the course of normal play, it is possible for the scoring segments to become temporarily stuck. If such situation happens, all automated scoring will cease. By gently removing the dart or wiggling the segment with your finger, you will be able to free the segment. The game may then be resumed and scoring functions will be back to normal.

Removing Broken Tips
Plastic tip is safer but does not last forever, it may be break and remain in the board. If this happens, try to pull it out gently with a pair of pliers. Remember, the heavier the dart is with the plastic tip, the higher the chance that the tip will bend or break.

Power or Electromagnetic Interference
Should there be an electromagnetic interference, the electronics of the dartboard may possibly show erratic behavior or fail to continue working. (For example: a heavy thunderstorm, a power line surge, a rolling brown out, or too close proximity to an electrical motor or microwave.) To restore the game to normal operation, remove the batteries for several seconds and then reinstall the batteries. Be sure to remove the source that causes the interference as well.

Operation Manual

1. Press and hold "Power/ GAME" key to turn off power. Click "Power/ GAME" to turn on power or switch the game number when power is on.
2. The "OPTION" button can be used to choose a sub-game.
3. The "PLAYER" button to choose the number of players before playing, the default value is 2.
4. The "DOUBLE" button is only used for G01, G02, please see game operating instructions for details.
5. The "Sound" key is used to adjust sound level from 0 to 7,default volumn is 5. Press and hold the "Sound" key for 3S,to switch inner/outer bull's eye score (50/50)/(25/50) (for G01,G02).
6. The "START/NEXT" button is used to start a game or change to next player.
7. A prompt will appear on LCD if any key or dart number is hold for over 10S.

Segment	Scoring rule
Single segment	Score x 1
Double segment	Score x 2
Triple segment	Score x 3
Outer bullseye	25 X1
Inner bullseye	25 x2

Triple segment

Outer bullseye

Inner bullseye

Single segment

Double segment
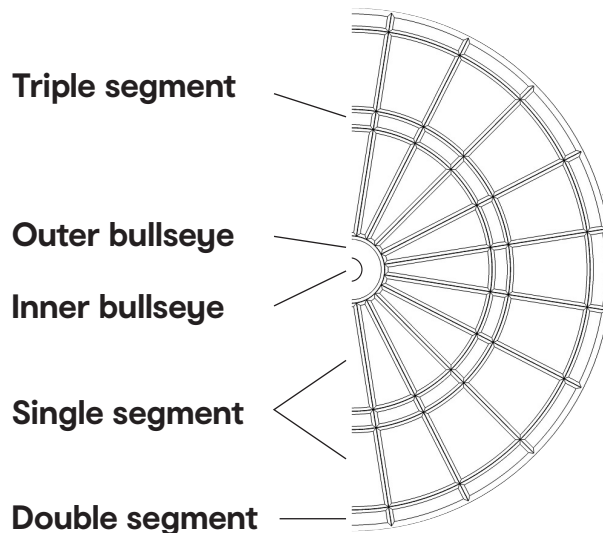
Game Descriptions & Rules

G01 Count Down (301, 501, 601, 701, 801, 901, 999)

1. The player's score will be reduced from the setting score if one dart is hit, the player whose score is reduced to 0 is the winner.
2. If the playe's score reduced to less than 0, it's called "burst", the score for this turn is cancelled and recovered from last turn.
3. The player can select "Double" menu before game starts:
Double in: Double area must be hit first to start scoring.
Double out: Double area must be hit to finish the game, if player's score reduce to 1, the score for this turn is cancelled and recovered from last turn.
Double in/out: Double area must be hit to start scoring or finish the game, if player's score reduce to 1, the score for this turn is cancelled and recovered from last turn.
4. If there is more than 1 player and only 1 player is left to play,game is finished, the last player is directly on the last position.
5. 50/25function switching：press and hold for 3S,Inner /Outer bull's eye score is 50/50 or 25/50. With an option of selecting 50/50 bull (both inner and outer bull is 50) or 25/50 bull (inner bull is 50 and outer bull is 25), there are total 14 variation can be selected for each game.

G02 Count Down Team
The player is 2-4 team, rules is the same as G01

G03 Round Clock (105,110,115,120；205,210,215,220；305,310,315,320)
1. (105, 110, 115 , 120) hit any area to score
   (205, 210, 215 , 220) hit double area to score
   (305, 310, 315 , 320) hit triple area to score
2. "5" number 1——number 5
   "10" number 1——number 10
   "15" number 1——number 15
   "20" number 1——number 20
3. The player must hit the number prompt on the display,the next number pompts on the display if the target number is hit ,the player who hit all target number is the winner.
4. If there is more than 1 player and only 1 player is left to play,game is finished, the last player is directly on the last position.

G04 Count Up (100, 200, 300, 400, 500, 600, 700, 800, 900)
Every player's score count up for every dart hit,the player whose score reach or be over the setting score is the winner. I f there is more than 1 player and only 1 player is left to play,game is finished, the last player is directly on the last position.

G05 Standard Cricket (E00, E20, E25)
1. Only 15, 16, 17, 18, 19, 20 and "bull's eye" are valid.
2. scoring rules：
Single Area ——1 time   Double area ——2 times   Triple area——3 times
3. E00 — any number to start,no order needed.
   E20 — hit "20" for 3 times to start,following orders are 19, 18, 17, 16, 15 and "bull's eye".
   E25 — hit"bull's"for 3times to start,following orders are 15, 16, 17, 18, 19, 20.
4. Any number on dartboard is expressd by 3 LCD segments,if a number is hit,relevant LCD segment displays.
5. To open a number and start scoring,the number must be hit for 3 times. But if all player "opened" a number, it is "closed", all player can not score for the number.

6. The player should "Open" the targt as early as possible,and enable to score.
7. If the player "Open " a number and the opponent does not "close" this target,the player can continue to hit the scoring number to get higher score.
8. Every player hit a number for 3 times and close this number,there no score for hitting the number any more, the player should select other number.
9. If a player "Closed" all numbers,game is finished and winner is the player whose score is the highest.

G06 No Score Cricket (000, 020, 025)
1. Only 15, 16, 17, 18, 19, 20 and "bull's eye " are valid.
2. scoring rules：
Single Area ——1 time   Double area ——2 times   Triple area——3 times
3. 000 – any number to start,no order needed.
   020—hit "20" for 3 times to start,following orders are 19, 18, 17, 16, 15 and "bull's eye".
   025-- hit"bull's"for 3times to start,following orders are 15, 16, 17, 18, 19, 20.
4. any number is expressd by 3 LCD segments,if a number is hit,relevant LCD segment displays.
5. the winner is the player who first hit all valid number for 3 times..if there is more than 1 player and only 1 player is left to play,game is finished, the last player is directly on the last positin.**G07 Cut Throat Cricket (C00, C20, C25)**
1. Only 15, 16, 17, 18, 19, 20 and "bull's eye" are valid.
2. Scoring rules：
Single Area —— 1 time   Double area —— 2 times   Triple area —— 3 times
3. C00 – any number to start,no order needed.
   C20 – hit "20" for 3 times to start,following orders are 19, 18, 17, 16, 15 and "bull's eye".
   C25 – hit"bull's"for 3times to start,following orders are 15, 16, 17, 18, 19, 20.
4. Any number is expressd by 3 LCD segments,if a number is hit,relevant LCD segment displays.
5. To open a number and start scoring, the number must be hit for 3 times. But if all player "opened" a number, it is "closed", all player can not score for the number.
6. Score added to all but current players.
7. The player should "Open" the targt as early as possible,and enable to score.
8. If the player "Open" a number and the opponent does not "close" this target, the player can continue to hit the scoring number to get higher score.
9. Every player hit a number for 3 times and close this number,there no score for hitting the number any more, the player should select another number.
10. If a player "Closed" all number,game is finished and winner is the player whose score is the lowest.

G08 KILLER CRICKET (H00, H20, H25)
1. The game is similar to the G06 No Score Cricket game EXCEPT when you 'closed' a number, and your opponents do not, you can eliminate opponent's marking by hitting the same number again. The winner is the player who 'closed' all the numbers.
2. if there is more than 1player and only 1 player is left to play,game is finished, the last player is directly on the last position.

G09 Low Pitch Cricket (L00, L20, L25)
The game is similar to the G05 Standard Cricket game. EXCEPT the numbers to be shot are changed from "15 to 20 and bull's eye" to "1 to 6 and bull's eye".

G10 SHOOT OUT (-05, -07, -09, -11, -13, -15, -17, -19, -21)
The computer will randomly display a number for the player to hit. One mark will be deducted for each correct hit.
Single, double and triple area of the target number are all valid. The first player who reaches zero from the starting mark wins. If a player does not hit the dartboard within 10 seconds, the dart is regarded as a miss and the dartboard will automatically change to another random number for the player to hit for the next dart.
-05, -07, -09, -11, -13, -15, -17, -19, -21 represent the starting marks 05,07, 09,11,13, 15, 17, 19, 21 respectively.

G11 Hi—Score (003,004,005……14)
1. It is valid when any scoring segment is hit.
2. (03,04 …15) means choosing total turns of each game. There are three darts every turn.)
3. Hit the Single Scoring Segments to get score X 1   Hit the Double Scoring Segments to get score X2
    Hit the Triple Scoring Segments to get score X3
4. After all the turns are completed, the player with highest score is the winner.

G12 ShangHai (101, 105, 110, 115)
Each player has to proceed around the board to score from 1 through 20 and then the bull's eye. Throw a dart for each number and the player who gets the highest scores wins. The computer will display the number that the player has to hit. Each player can score on any correct segments (single X 1, Double X 2, Triple X 3) and selections are varied as follows:
L01: the game starts from segment 1   L05: the game starts from segment 5
L10: the game starts from segment 10   L15: the game starts from segment 15
After all the turns are completed, the player with highest score is the winner.

G13 Legs over (3, 5, 7, 9, 11, 13, 15, 17, 19, 21)
1. O03 –O21 represents 3 lives to 21 lives..
2. If a player's score is less than the previous player's score, one cricket light will turn off which means he/she loses one life.
3. If a player press"Start/Next" to give up for 1 turn, one cricket light will turn off which means he/she loses one life.
4. A player will be out of the game when all his/her lives are gone.
5. The last surviving player is the winner.
6. At least 2 players ar needed for this game.

G14 Legs Under (U03, U05, U07, U09, U11, U13, U15, U17, U19, U21)
This game is played the same as the G13 Legs over game with the following EXCEPTION.
1. The target score is the lowest score for each turn.
2. A missed dart should be counted as 60 by pressing the Miss button.
U03-U21 represents 3 lives to 21 lives. The cricket display will count down how many lives you have left.

G15 HALVE-IT (H12)

There are 12 rounds of three darts each in this game. The objective is to score as many points of the designated numbers as possible. The designated numbers for each round are:

Round	12	13	14	D	15	16	17	T	18	19	20	B	Total
Player													

D: Double   T: Triple   B: Bull

Scoring occurs when the dart hits the designated area only. All hits are scored at face value. Should all three of a player's darts miss the designated target area, his/her total scores to those points is cut in half. The player with the highest scores at the end is the winner.

G16 Big Little – Simple (3, 5, 7, 9, 11, 13, 15, 17, 19, 21)

1. (3, 5, 7, 9, 11, 13, 15, 17, 19, 21) represent player's lifes left.
2. The dartboard generate a target number when the game begins.
3. If the player hit the target by first or 2nd dart, he can generate a new target by his left darts. If the player generate the new target by 2nd dart,he does not need the 3rd throw; if the player hit the target by the 3rd throw or miss the target at all,the electronic dartboard will generate a new target randomly for the next player.If the player miss the target in 1 turn, his lifes reduced by 1 and the next player continue to Hit the target.If the player's life reduced to 0,he will quit the game.
4. Double or triple of the target number is also valid.
5. The last player is the winner.
6, The game need at least 2 players.

G17 Big Little – Hard (H03, H05, H07, H09, H11, H13, H15, H17, H19, H21)

1. (H03, H05, H07, H09, H11, H13, H15, H17, H19, H21) represent player's lifes left.
2. Hit exactly the same number as the target. Single, double,or triple are different.
3. Other rules are the same as G16 Big Little – Simple

G18 Color (100,200,300,400,500)

1. At the game begging,the player 1 selects color by 1st dart throw,color of Player 3, 5, 7 is the same as player 1,the color of player 2, 4, 6, 8 is the opposite color,two colos are black and brown,20 is black,1 is brown,and so on.Bull's eye cannot be selected as color. The trow that select color does not count to the 3 throw count until colcor is selected. If color is not selected. The current player cannot change to the next player.
2. If color is selected,scoring begins. the number of his own color and bull's eye score. Number of the opponent 's color do not score.
3. The player whose score first exceed the setting score is he winner. if there is more than 1player and only 1 player is left to play,game is finished, the last player is directly on the last position.

G19 Bonus Color (100,200,300,400,500)

Basicly, the rules are same as G18 Color,except that: If a player throws a dart in an opponent's color, all players in this color will get the points added towards their total scores. if there is more than 1player and only 1 player is left to play,game is finished, the last player is directly on the last position.

G20 Correctional Color (100,200,300,400,500)

Basicly, the rules are same as G18 Color,except that: If a player throws a dart in an opponent's color, those points are deducted from this player's total scores. if there is more than 1player and only 1 player is left to play,game is finished, the last player is directly on the last position.

G21 No Score Color (3,4,5,6,7)

1. At the game begging,the player 1 selects color by 1st dart throw,color of Player 3, 5, 7 is the same as player 1,the color of player 2, 4, 6, 8 is the opposite color,two colos are black and brown,20 is black,1 is brown,and so on.Bull's eye cannot be selected as color. The trow that select color does not count to the 3 throw count until colcor is selected. If color is not selected. The current player cannot change to the next player.
2. If color is selected,dart throw begins. the number of his own color and bull's eye increase life by 1. Number of the opponent 's color decrease life by 1. A player is out if his life reduce to , 3,4,5,6,7 is the life at the beginning.
3. Only 1 player is left to play,game is finished, the last player is the winner.
4. This game need 2 or more players.

G22 Free-Dart Color (5,10,15,20)

1. At the game begging,the player 1 selects color by 1st dart throw,color of Player 3, 5, 7 is the same as player 1,the color of player 2, 4, 6, 8 is the opposite color,two colos are black and brown,20 is black,1 is brown,and so on.Bull's eye cannot be selected as color. The trow that select color does not count to the 3 throw count until colcor is selected. If color is not selected. The current player cannot change to the next player.
2. If color is selected,scoring begins. the number of his own color and bull's eye score. Number of the opponent 's color do not score. 5,10,15,20 is the setting dart counts.
3. Is the setting dart count finished, the game is over, the winner is the player with the highest score

G23 Shooting I (– – –)

1. every player throw 3 darts for 1 turn,score count up for each player, each player with the highest score get 1 point for this turn.
2. if a player's point counts up to 7, this player is the winner and game finishs. The higher the points, the more forward position

G24 Shooting II (– – –)

Basicly, the rules are same as G23 Shooting,except that: Only 15,16,17,18,19,20,Bullseye are valid.

G25 Shooting III (– – –)

Basicly, the rules are same as G23 Shooting,except that: if a player's point counts up to 4 or turn count up to 7,game is over, The higher the points, the more forward position

G26 Shooting IV (- - -)
Basicly, the rules are same as G25 Shooting III,except that： Only 15,16,17,18,19,20,Bullseye are valid.

G27 Bingo (132, 141, 168, 189)
1. Target number displays on LCD,the player who first hit all targes for 3 times is the winner.
2. 132——display target by the order of 15, 4, 8, 14, 3
3. 141——display target by the order of 17, 13, 9, 7, 1
4. 168——display target by the order of 20, 16, 12, 6, 2
5. 189——display target by the order of 19, 10, 5, 11
6. Each target must be hit for 3 times and the target switch to the next number.
Single area count for 1 time   Double area count for 2 times   Triple area count for 3 times

G28 Killer (3, 5, 7, 9, 11, 13, 15, 17, 19, 21)
1. (3, 5, 7, 9, 11, 13, 15, 17, 19, 21) represent player's lifes.
2. Before game starts,LED displays "SEL",prompt each player select their own target number. If 1st player has selected target numberby throw a dart, the number displays on LCD. press"NEXT" to select next player's target. If all players finish selectting target, the game starts.
3. If all players finish selectting target, the player begin to throw dart. Only the player who hit his own target changes to a killer and kill other player.
4. If a player's number is hit by opponent player(been a killer),his life reduce by 1 and displays on LCD.
5. If a killer hit his own number, he is disqualified and reduce life by 1.
6. Killer should reduce opponent's life as many as possible.
7. If the player miss target numbe, dart board will voice by music.
8. (3, 5, 7, 9, 11, 13, 15, 17, 19, 21) represent player's beginning lives.
9. The last remaining player is the winner and game is over.
10. The game need 2 or more players.

G29 Killer -Double (203, 205, 207, 209, 211, 213, 215, 217, 219, 221)
1. (207, 209, 211, 213, 215, 217, 219, 221) represent number that in double area. Only the number in double area is valid.
2. Other rules are the same as G28 Killer

G30 Killer-Triple (303, 305, 307, 309, 311, 313, 315, 317, 319, 321)
1. (307, 309, 311, 313, 315, 317, 319, 321) Only the number in triple area is valid.
2. Other rules are the same as G28 Killer

G31 Golf (10, 20, 30, 40, 50, 60, 70, 80, 90)
1. (10, 20, 30, 40, 50, 60, 70, 80, 90) are the setting score.
2. The game select target number by turn sequence from1-18(1 for 1st turn, 2 for 2nd turn,and so on.).
3. The player shoud get the score as low as possible. If you miss the target for all darts, your score count up by 5 (called a bad Orb)
Hit triple area score 1(Eagle),   Hit double area score 2(birdie),   Hit single area score 3.
You can throw 1 ,2 or 3 darts to finish this turn,the last throw is valid.
4. If you hit a single area and you are satisfied at 3 point,you can change to next turn. If you get a unsatisfied point,you can continue to throw the target. But if you fail to hit target at last, you count 5 point unfortunitay.
5. The player is out if his point count up to or over the setting point. If only 1 player remains or total 18 turns finishs, game is over, The lower the points, the more forward position.

Warning

1. CHOKING HAZARD, small parts. Not suitable for children under 3 years.
2. Adult assembly required.
3. Don't aim at face or eyes.
4. Suitable for indoor domestic use only.
5. Take out the batteries from battery box when not in use an extended time.
6. Please keep this instruction for future reference.