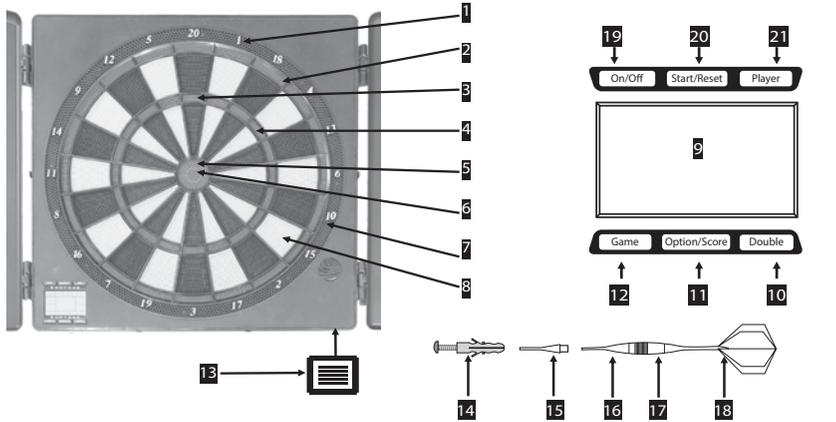


SOFT TIP ELECTRONIC DART GAME

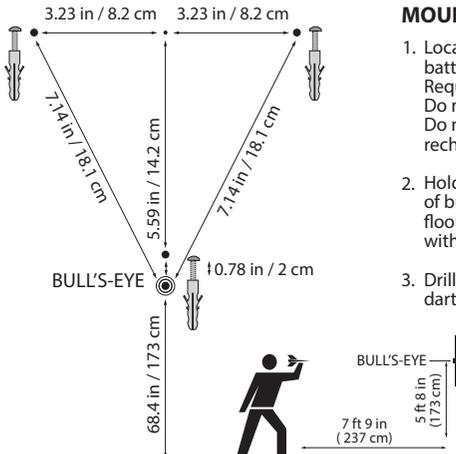
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1. Segment Numbers
2. Double Rings (x2)
3. Triple 20 Top N Score (60 points)
4. Trip Rings (x3)
5. Outer Bull's-eye (25 points)
6. Inner Bull's-eye (50 points)
7. Catcher (0 points)

8. Single Rings (x1)
9. Score Review
10. Double Button
11. Option/Score Button
12. Game Button
13. Battery Case
14. Wall plug + Screw (x3)

15. Spare Tip
16. Soft Tip
17. Barrel
18. Shaft & Flight
19. On/Off Button
20. Start/Reset Button
21. Player Button



MOUNTING INSTRUCTIONS:

1. Locate battery compartment (see 13) and insert batteries. Requires 3 "AAA" size batteries (not included). Do not mix old and new batteries. Do not mix alkaline, standard (carbon-zinc), or rechargeable (nickel-cadmium) batteries.
2. Hold dartboard against the wall so that the center of bull's-eye has 1.73 m (5 ft, 8 in) height from the floor. Mark the holes in the dartboard on wall with pencil.
3. Drill holes where marked on wall and mount dartboard using (part 14)
4. Familiarize yourself with the function of dartboard before use. If dartboard does not work correctly, see "TROUBLE SHOOTING" section.

TIPS & GUIDANCE

- Designed for use with SOFT-TIP DARTS ONLY. Use of steel tip darts will cause damage to dartboard.
- Apply proper force & stance to throw darts. It is not necessary to throw hard for the darts to stick in the board. Recommended weight of soft-tip darts is NO MORE than 16 grams.
- To reduce bounce-outs, use same type of soft tips as those that come with this game. Long tips are NOT recommended as they break or crook more easily.
- When removing dart from board, apply a little twist to the right while pulling the dart out will make it easier.

SET UP & FUNCTION

GAME SET UP

ON/OFF - Push On/Off button to start the setup.

GAME - Push the Game button to select one of the games. See TABLE 1 – GROUP. The game code will appear on the display.

OPTION - Push the Option button to select other options in the group. They are name-coded. See TABLE 1 for available options.

PLAYER - Push the Player button to select the number of players. Each turn indicator being lit up means a player is selected.

REMARK: To play with computer, continue to push the player button until “CI” appears on the screen, it will show C1, C2, C3, C4 and C5 from easy to difficult

START/RESET - Now press START/RESET button to begin playing.

ON/OFF Push - On/Off button to turn off the game.

SPECIAL FUNCTIONS

DOUBLE - DOUBLE: For the game, 301-999, you can choose additional settings to make the game more challenging (see GAME instructions). You may change this setting anytime before you select the player button to give the less skillful player a break. The available settings are:

Open In / Open Out Double In (DI) / Open Out

Open In / Double Out (DO) Double In (DI) / Double Out (DO)

SCORE - Push this button to view other players' scores at anytime during the play. The game is paused when viewing scores.

START/RESET - Pushing this button during a game will interrupt the game and will cause expiration of the actual scores. If you push this button again, then you can restart the same game with same options as before from the beginning. Or you have the choice to make a new selection.

ON/OFF Switch - You can turn the sound on or off with the switch at the side of the dartboard.

PLAYING GAME

1. Each Player's turn is indicated by P1, P2P8. Each player is entitled to throw 3 darts per turn. The three small marks above the score on the display are showing remaining throws for the turn.
2. This electronic dart game can show total scores and reveal the targets automatically.
3. Always wait for the board to finish sounding the signal before throwing darts.
4. At the end of a player's turn, the board is automatically on hold. First remove the darts and then press the PLAYER button to advance the play.
5. The game ends when the winner is determined or all players have complete their final score (see each game for details). Use the PLAYER button or the SCORE button to view each player's finishing placement and final score.

301-999

This is the most popular dart game, played in most leagues and tournaments. Each player starts the game with 301 points (or 501, 601, etc.). At the end of each player's turn, the sum of the three darts thrown is subtracted from the player's score. The player who reaches exactly zero first wins the game. The play can continue until the 2nd, 3rd, and 4th places are determined. To make the game more challenging, you may select the DOUBLE button to set additional restrictions on how to start and end the game. The choices are as follows:

Open In: The scoring begins when any number is hit.

Open Out: The player can finish the game with a hit on any number that reduces the score to exactly zero. When a player exceeds the score needed to reach exactly zero, the turn is a “bust” and the score reverts back to what it was before the turn.

Double In: The scoring begins when a number in the double's ring or the Double Bull's Eye is hit. No score will be counted until this condition is met.

Double Out: The player can finish the game with a hit on a number in the double's ring or the Double Bull's Eye that reduces the score to exactly zero. When a player exceeds the score needed to reach exactly zero or "1", the turn is a "bust" and the score reverts back to what it was before the turn (Remaining "1" score is also a bust, because there is no possibility to bring it to zero with a double hit)

LEAGUE 301-999

This is a team play of the 301-999 game, very popular among dart leagues. There are always 2 teams and up to 4 players per team. For example: Player 1 and Player 3 play against Player 2 and Player 4. The game is played the same way as the individual 301-999 game.

ROUND THE CLOCK

The player tries to hit the numbers from (depending on the chosen option) 1 to 5, 1 to 10, 1 to 15, or 1 to 20 in order. When a number is hit, then the game is advanced for shooting the next number. The player who reaches and hits the end number for their game first is the winner.

SHOOT-OUT

There will be shown a target score on the display randomly chosen by the computer. There are 10 seconds for you to throw the dart. A hit on the target counts always as 1 point, also on double and triple fields. If time expires, it is treated as missed. The display will show new target after each throw. The first player reducing his points to "zero" will win the game.

SHANGHAI

This game is similar to Round-The-Clock. Players start shooting with the number 1 and progress toward 20 and Bull's Eye. No hit is counted when it is out of the numbering sequence. A hit on a double or a triple is counted as 2x or 3x the number. Scores will be accumulated and the game is limited to 7 rounds or 21 throws. Example: A hit on double 3 counts as $2 \times 3 = 6$ points. After the seventh round the player with most points wins.

HALVE-IT

Everybody starts the game by shooting for the number 12, and then 13, 14, any Double, 15, 16, 17, any Triple, 18, 19, 20 and then Bull's Eye. Each player throws three darts at the same number, and then progresses to the next number in the next round. All scores will be accumulated, Double counts as 2x and Triple as 3x the points. If a player misses all three throws on a specific target in a round, his/her scores will be cut in half. At the end of the game, the player with the most points is the winner.

COUNT-UP

This is a simple game that anyone can play. The objective is to beat the other players by being the first to reach a preset score. The available settings are: 100, 200, 300, 400, 500, 600, 700, 800 and 900. Each player should try to score as high as possible in his/her turns. The final total score is allowed to be more than the preset score.

HIGH SCORE

This game is similar to Count-Up, except that the game ends at the finish of the 7th round. The player who accumulates the highest total score wins.

OVERS

This is a simple and quick game. Each player should try to score equal or higher than the previous highest score made in a turn. When a player scores less than the previous three-dart total, one "Life" is then taken away from that player. Each player is given a total of three lives. The last player who has a "Life" left is the winner.

UNDERS

This game is similar to Overs, except the objective is to beat the lowest record of three darts in total. When the three-dart total is higher than the record, then one "Life" is taken away from the player. Any pass of a throw or any hit outside the scoring area is penalized with 60 points (3 x 20, the highest possible one-dart score). The last player who has a "Life" left is the winner.

BIG-6

The player should try to earn the chance of picking the next target by making a hit on the current target first. Single-6 is the first target when the game starts. Within the three throws, the player has to hit the target once to save his/her lives. As long as the hit is made by the first or the second throw, the player has a chance with one throw to select. Singles, Doublers and Triples are all considered as different targets. Strategy is to pick the toughest target for the opponents as possible, such as "triple- 20" or "double-Bull's Eye". The last player who has a "Life" left is the winner.

CRICKET - (Standard)

Cricket is a very popular game. The game is played with the numbers 15 through 20 and the Bull's Eye.

FREE-DART COLOR

This game is played the same as "Color" with the following exception. Each player tries to hit their color target to gain the highest possible score. (The total number of darts to be thrown must be decided on and set up in Game Options at the beginning of the game: 5, 10, 15, or 20 total darts). If a player throws a dart in an opponent's color, it does not count towards the total score. (The bullseye does count towards your total score.) The player with the highest total of points after all the darts are thrown is the winner.

SHOOTING I

In this game, each player throws 3 darts. The player with the highest 3 dart total wins that round. Game is played until 1 player reaches a total of 7 rounds won.

SHOOTING II

This game is played just like Shooting however only darts that land in the single, double or triple areas of the following Target Area numbers will count towards the score: 15, 16, 17, 18, 19, 20, Bullseye. Winner is the first one to win 7 rounds.

SHOOTING III

This game is played just like Shooting II. The game lasts seven rounds and the winner is the first to reach four rounds won.

SHOOTING IV

This game is played just like Shooting I, however, only darts that land in the single, double, or triple areas of the following Target Area numbers will count towards the score: 15, 16, 17, 18, 19, 20, Bull's-eye. The game lasts seven rounds and the winner is the first one to win four rounds.

TROUBLE SHOOTING

- No Power - Check if the batteries are installed properly
- Game Will Not Score - Check to see if the game is in the setup mode or if the game is on hold or in the middle of score checking. Push the START/RESET button to see if the game will start playing. You may also check to see if any scoring segments or function buttons are stuck.
- 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 a situation happens, all automated scoring functions 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 - Soft-Tips may break and remain in the board. In this case, try to pull them out gently with a pair of pliers. Note: the heavier the dart, the higher the chance of bending or breaking tip.
- Power or Electromagnetic Interference - Should there be an electromagnetic interference, the electronics of the dartboard may possibly show erratic behavior or fail to magnetic continue working. (For example: a heavy thunderstorm, a power Interference 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.

Warranty void if dartboard has been opened/dismantled.

SAFETY-NOTICE

WARNING!

Avoid dartboard being subjected to extreme weather or temperature. Avoid dartboard being subjected to liquid or excessive moisture. Clean dartboard with damp cloth and/or mild detergent only. Please disconnect the dartboard from the power supply before cleaning

WARNING!

Darts is an adult sport. Not for use by children except under adult supervision. Please read instructions carefully. Do not aim darts at any human or person. Proper use of this game can avoid damage or injury.

Each player must mark a number three times to CLOSE it. A hit of a single number counts as one mark; a double counts as two marks and a triple counts as three marks. After a number is closed, additional "markings" are converted into scores that is equal to the number. However, when a number is closed by all players (ALL CLOSED), that number is then no longer available for accumulating scores. The winner is the one who closes all the numbers first and has the highest score. If scores are even, the player who closes all numbers first wins. The strategy can be very different if the game is being played with the restriction of closing each number in a specific order.

NOTE: See the DESCRIPTION section for special notes on the Cricket Display.

NO SCORE CRICKET

This is a simplified version of Cricket. The objective is to close all the numbers as soon as possible. No score is given for a hit on a closed number at any time. Therefore, once a number is hit three times, you should move on to hit other targets. The winner is the one who registers all three hits on all numbers first.

CUT THROAT CRICKET

This is a reversed version of Cricket in scoring, most popularly being played with three players. Two of the players may join up against the third player before they turn against each other for a fight. After a number is closed, a hit for scoring is added to the opponents' scores. The highest accumulative score is the losing score. However, no score will be added to a player who has the number already closed. The winner is the one who has the lowest score and closed all the numbers first. If a player has closed all the numbers first but also has a higher score, he/she must keep on throwing to bring the opponents' scores over or equal to his/her score. Therefore, the best strategy is to close the numbers as soon as possible to block the other players from giving you points while adding the chance to penalize the others.

KILLER CRICKET

This game is much like the No Score Cricket with an added twist. When a number is closed, the player has a chance to eliminate opponents' marking by hitting the same number again. However, if the opponent has the number closed as well, then no marks will be taken away from that player. Note: instead of turning on a light, each positive marking will turn off a light on the screen. The player who closes all the numbers first is the winner. Example: For the number 19, Player 1 has one hit (one mark), Player 2 has two hits (two marks), and Player 3 has number 19 closed (three marks). Player 4 comes up hits a triple 19, so he closed number 19, too. Player 4 then aims and hits in the number 19 again. In consequence, Player 1 and 2 now have one mark off for 19, and Player 3 is not affected. This means that Player 1 and 2 are 1 hit further away from closing 19.

LOW PITCH CRICKET

This version of Cricket utilizes the lower numbered segments on the board for a change of pace from the standard Cricket segments. Players will need to "close" segments 1, 2, 3, 4, 5, 6, and Bullseye. All other rules apply as detailed in standard Cricket.

COLOR

To begin the game, each player must throw one dart to determine at which block/color (#20 color of #1 color) who will be shooting. If the player hits a bullseye with this dart, they must throw again to decide the color). Each player then tries to hit their color target in order to add up to the total score (which must be decided on and set up in Game Options at the beginning of the game: 100, 200, 300, 400 or 500). If a player throws a dart in an opponent's color, then the mark does not count. The bullseye does count towards your total score. The first player to the pre-set final score wins.

BONUS COLOR

This game is played the same as "Color" except if a player throws their dart in an opponent's color, the opponent gets the points added to his total score.

CORRECTIONAL COLOR

This game is played the same as "Color" except if a player throws their dart in an opponent's color, those points are deducted from the player's total score.

NO SCORE COLOR

This game is played the same as "Color" with the following exception. Each player tries to hit their color target to gain the highest possible score. (The total number of darts to be thrown must be decided on and set up in Game Options at the beginning of the game: 5, 10, 15, or 20 total darts). If a player throws a dart in an opponent's color, it does not count towards the total score. (The bullseye does count towards your total score.). The player with the highest total of points after all the darts are thrown is the winner.

GAME SELECTION

GAME	OPTION		
Group	Code	Dartgame	Range
_01	301	301	301 to 999
	501	501	301 to 999
	601	601	301 to 999
	701	701	301 to 999
	801	801	301 to 999
	901	901	301 to 999
	999	999	301 to 999
LEA 301	301	Liga 301	301 to 999
	501	Liga 501	301 to 999
	601	Liga 601	301 to 999
	701	Liga 701	301 to 999
	801	Liga 801	301 to 999
	901	Liga 901	301 to 999
	999	Liga 999	301 to 999
RCL	rcl	Round the clock	105, 110, 115, 120 205, 210, 215, 220 305, 310, 315, 320
	S-o	Shoot -Out	5, 7, 9, 11, 13, 15, 17, 19, 21
	SHI	Shanghai	101, 105, 110, 115
	HAL	Halve -It	12
CUP	100	Count Up 100	0 to 100
	200	Count Up 200	0 to 200
	300	Count Up 300	0 to 300
	400	Count Up 400	0 to 400
	500	Count Up 500	0 to 500
	600	Count Up 600	0 to 600
	700	Count Up 700	0 to 700
	800	Count Up 800	0 to 800
	900	Count Up 900	0 to 900
	His	HIS	High Score
ORS	or5	Overs	3, 5, 7, 9, 11, 13,
	biG	Unders Big -6	15, 17, 19, 21
CRI	cri	Cricket - (Standard)	0, 20, 25
	noc	No Score Cricket	
	Cut	Cut Throat Cricket	
	PUP	Killer Cricket	
	LPc	Low Pitch Cricket	
Note: "0": no specific order. "20": must close numbers from 20, 19, 18, 17, 16, 15 to Bull. "25": must close numbers from Bull, 15, 16, 17, 18, 19 to 20.			
Color	CL2	Color	100, 200, 300, 400, 500
	Bc2	Bonus Color	100, 200, 300, 400, 500
	CC2	Correctional Color	100, 200, 300, 400, 500
	NC2	No Color	3 to 7 marks
	Fdc	Free -Dart Color	5, 10, 15, 20
S-1	S-1	Shooting I	
	S-2	Shooting II	
	S-3	Shooting III	
	S-4	Shooting IV	

CHANGES OR MODIFICATIONS NOT EXPRESSLY APPROVED BY THE PARTY RESPONSIBLE FOR COMPLIANCE COULD VOID THE USER'S AUTHORITY TO OPERATE THE EQUIPMENT.

NOTE: THIS EQUIPMENT HAS BEEN TESTED AND FOUND TO COMPLY WITH THE LIMITS FOR A CLASS B DIGITAL DEVICE; PURSUANT TO PART 15 OF THE FCC RULES. THESE LIMITS ARE DESIGNED TO PROVIDE REASONABLE PROTECTION AGAINST HARMFUL INTERFERENCE IN A RESIDENTIAL INSTALLATION. THE EQUIPMENT GENERATES, USES AND CAN RADIATE RADIO FREQUENCY ENERGY AND, IF NOT INSTALLED AND USED IN ACCORDANCE WITH THE INSTRUCTIONS, MAY CAUSE HARMFUL INTERFERENCE TO RADIO COMMUNICATIONS. HOWEVER, THERE IS NO GUARANTEE THAT INTERFERENCE WILL NOT OCCUR IN A PARTICULAR INSTALLATION. IF THIS EQUIPMENT DOES CAUSE HARMFUL INTERFERENCE TO RADIO OR TELEVISION RECEPTION WHICH CAN BE DETERMINED BY TURNING THE EQUIPMENT OFF AND ON, USER IS ENCOURAGED TO TRY TO CORRECT THE INTERFERENCE BY ONE OR MORE OF THE FOLLOWING MEASURES:

- REORIENT OR RELOCATE THE RECEIVING ANTENNA. INCREASE THE SEPARATION BETWEEN THE EQUIPMENT AND RECEIVER.
- CONNECT THE EQUIPMENT INTO AN OUTLET ON A CIRCUIT DIFFERENT FROM THAT TO WHICH THE RECEIVER IS CONNECTED.
- CONSULT THE DEALER OR AN EXPERIENCE RADIO/TV TECHNICIAN FOR HELP.