



Electronic Dartboard 45152 Primo Owner's Manual

UNPACKING THE GAME

Unpack your new dartboard carefully, making sure all parts are included. The following components are included in this set:

- 1 Electronic Dartboard
- 6 Darts (unassembled)
- Soft tip replacement pack
- Owner's Manual

MOUNTING INSTRUCTION

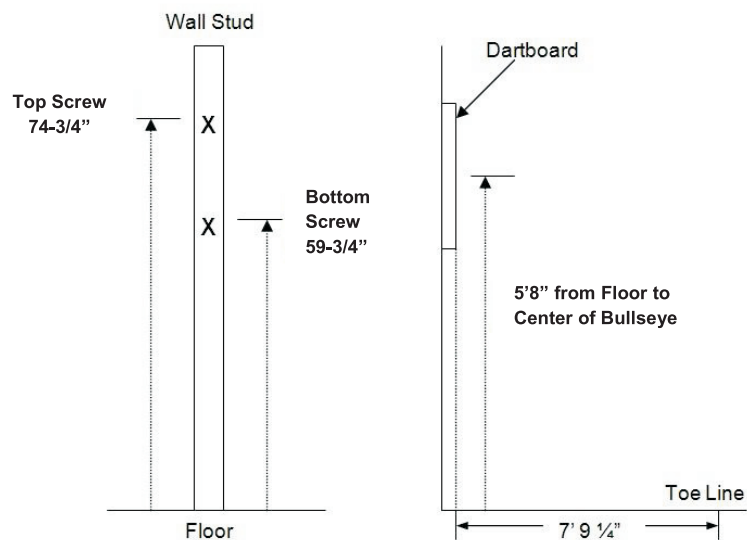
Choose a location to hang the dartboard where there is about 10 feet of open space in front of the board. The "toe-line" should be 7' 9 1/4" from the face of the dartboard.

Locate a wall stud and place a mark 74-3/4 inches from the floor. This mark is for the top screw hole. For the bottom screws, you will measure down 15 inches from the top mark you just made (59-3/4 inches from the floor).

Insert mounting screws in the center of the marks you made.

Mount the dartboard on the wall by lining up the holes on the back with the screws. It may be necessary to adjust the screws until the board fits snugly against the wall.

Center of Bullseye should be 5' 8" from the floor when finished.



DARTBOARD FUNCTIONS

BUTTONS FUNCTION

POWER button - Press to turn game on or off. Dartboard has an automatic suspend mode to conserve power and battery life. The dartboard will display "SL-EEP" on the display after approximately 5 minutes of non-use. However, the scores are stored in memory and can be restored by pressing any button.

PLAYER button - This button is used at the start of each game to select the number of players you want to play the game. In addition, this button allows players to see other player scores of not on active display. This dartboard keeps track of up to 4 player scoring or 4 two-person teams. When playing with more than 2 players, some scores will be not be visible when not active. This button allows you to page through all players' scores as needed.

VIRTUAL OPPONENT button - This button is used at the start Virtual Opponent mode. In this mode, player will play against computer.

START button - This multi-function button is used to:

- **START** the game when all options have been selected.
- **CHANGE** to the next player when one player is finished with his round.
This will put dartboard in **HOLD** status between rounds to allow player to remove darts from the target area.

GAME buttons - Press to page through the on-screen game menu.

DISPLAY PROTECTIVE FILM

This electronic dartboard may have a clear film over the entire display area to prevent scratching during shipping. It is recommended that this film be removed before play to enhance the display area visibility. To remove, simply lift edge, peel off, and discard.

ELECTRONIC DARTBOARD OPERATION

1. Press the **POWER** button to activate dartboard. A short musical introduction is played as the display goes through power-up test.
Press **GAME** buttons until desired game is displayed.
2. Press **PLAYER** button to select the number of players (1, 2, 3, 4, t 2-2, t 3-3, t4-4).
The default setting is 2 players
3. Press **START** button (red) to activate game and begin play.
4. Throw darts
 - The dart indicator display is located to the right of the score display. The number of darts displayed indicate the remaining throws for the active player.
 - When all 3 darts have been thrown, a voice command will indicate "next player" and the score will flash. The darts can now be removed without affecting the electronic scoring. When all darts are removed from the playing surface press the **START** button to go to next player. Voice command will indicate which player is up.

TEAM PLAY

In addition to scoring for up to 4 players, this dartboard is capable of keeping score for team play up to a maximum of 4 two-person teams (8 individuals). To enter team play mode, press **PLAYER** button continually until a “t” appears on the display. Each team option is illustrated below:

t 2-2 2 teams, 4 individual players
(1st team-players 1&3, 2nd team-players 2&4)

t 3-3 3 teams, 6 individual players
(1st team-players 1&4, 2nd team-players 2&5, 3rd team-players 3&6)

t 4-4 4 teams, 8 individual players
(1st team-players 1 & 5, 2nd team-players 2 & 6, 3rd team-players 3 & 7, 4th team-players 4 & 8)

During team play, team members combine their scores to arrive at a team score.

CARING FOR YOUR ELECTRONIC DARTBOARD

1. **Never use metal tipped darts on this dartboard.** Metal tipped darts will seriously damage the circuitry and electronic operation of this dartboard.
2. **Do not use excessive force when throwing darts.** Throwing darts too hard will cause frequent tip breakage and cause excess wear on the board.
3. **Turn darts clockwise as you pull them from the board.** This makes it easier to remove darts and extends the life of the tips.
4. **Remove the batteries when not in use.** This will prolong the life of your batteries.
5. Do not spill liquids on the dartboard. **Do not use spray cleaners, or cleaners that contain ammonia or other harsh chemicals as they may cause damage.**

AUTOMATIC SUSPEND MODE FEATURE

The dartboard will automatically suspend if no action occurs within approximately five minutes. This is designed to save power or battery life. The display will indicate "SL-EEP". All scores will be stored in memory and play will resume when any button is pressed.

VIRTUAL OPPONENT FEATURE

This exciting feature allows solo player to play against the computer at one of five different levels of skill – only 1 player can compete against the Virtual Opponent competitor. This adds a level of competition to normally routine practice sessions.

To activate the Virtual Opponent:

1. Select the Game you wish to play.
2. Press **Virtual Opponent** button
Select Virtual Opponent skill level by pressing the **Virtual Opponent** button continually. Virtual Opponent Levels

Level 1	Professional
Level 2	Advanced
Level 3	Intermediate
Level 4	Novice
Level 5	Beginner

3. Press **START** to begin play.
When play begins:

The 'human' player throws first. After 3 darts are thrown, go to the board to take darts out and press **START** to change to the next player (Virtual Opponent). Watch as the Virtual Opponent's dart scores are registered on the display. After the Virtual Opponent completes his round, the board will **automatically reset** for the "human" player. Play continues until one player wins. **Good luck!**

GAME TABLE

<u>GAME</u>	<u>DART GAME</u>	<u>GAME VARIATION</u>
G01	_01	301
G02		401
G03		501
G04		601
G05		701
G06		801
G07		901
G08	CRICKET	-
G09	NO SCORE CRICKET	-
G10	SCRAM	-
G11	CUT-THROAT CRICKET	-
G12	ADVANCE CRICKET	-
G13	SHOOTER	6 ROUNDS
G14		9 ROUNDS
G15		12 ROUNDS
G16	OVER	3 LIVES
G17		5 LIVES
G18		7 LIVES

G19	UNDER	3 LIVES
G20		5 LIVES
G21		7 LIVES
G22	COUNT UP	300
G23		400
G24		500
G25		600
G26		700
G27		800
G28		900
G29		999
G30	HI SCORE	3 ROUNDS
G31		4 ROUNDS
G32		5 ROUNDS
G33		6 ROUNDS
G34		7 ROUNDS
G35		8 ROUNDS
G36		9 ROUNDS
G37		10 ROUNDS
G38		11 ROUNDS
G39		12 ROUNDS
G40		13 ROUNDS
G41		14 ROUNDS
G42	ROUND THE CLOCK	R1 SINGLES
G43		R5 SINGLES
G44		R10 SINGLES
G45		R15 SINGLES
G46		R1 DOUBLES
G47		R5 DOUBLES
G48		510 DOUBLES
G49		R15 DOUBLES
G50		R1 TRIPLES
G51		R5 TRIPLES
G52		R10 TRIPLES
G53		R15 TRIPLES
G54	KILLER	-
G55	DOUBLE DOWN	-
G56	DOUBLE DOWN 41	-
G57	ALL FIVES	51
G58		61
G59		71
G60		81
G61		91

G62	SHANGHAI	1
G63		5
G64		10
G65		15
G66	GOLF	9 HOLES
G67		18 HOLES
G68	FOOTBALL	-
G69	BOWLING	-
G70	BASEBALL	6 INNING
G71		9 INNING
G72	STEEPLECHASE	-
G73	SHOVE A PENNY	-
G74	NINE DART CENTURY	-
G75	GREEN VS RED	-
G76	BIG SIX	3 LIVES
G77		5 LIVES
G78		7 LIVES
G79	HORSESHOES	15
G80		18
G81		21
G82		24
G83	ELIMINATION	3 LIVES
G84		4 LIVES
G85		5 LIVES
G86	CAT & MOUSE	-
G87	GOLD HUNT	12
G88		15
G89		18
G90		21

GAME INSTRUCTIONS

-01

301

This popular tournament and pub game is played by subtracting each dart from the starting number (301) until the player reaches exactly 0 (zero). If a player goes past zero it is considered a "*Bust*" and the score returns to where it was at the start of that round. For example, if a player needs a 32 to finish the game and he/she hits a 20, 8, and 10 (totals 38), the score goes back to 32 for the next round.

Another variations is listed below:

401 Starting number 401

501 Starting number 501

601 Starting number 601

701 Starting number 701

801 Starting number 801

901 Starting number 901

CRICKET

Cricket is a strategic game for accomplished players and beginners alike. Players throw for numbers best suited for them and can force opponents to throw for numbers not as suitable for them. The object of Cricket is to "close" all of the appropriate numbers before one's opponent while racking up the highest number of points.

Only the numbers 15 through 20 and the inner/outer bullseye are used. Each player must hit a number 3 times to "open" that segment for scoring (Refer to Tournament Cricket Scoring section for explanation on how players' marks are registered). A player is then awarded the number of points of the "open" segment each time he/she throws a dart that lands in that segment, provided their opponent has not closed that segment. Hitting the double ring counts as two hits, and the triple ring counts as 3 hits.

Numbers can be opened or closed in any order. A number is "closed" when the other player(s) hit the open segment 3 times. Once a number has been "closed", any player for the remainder of the game can no longer score on it.

Winning - The side closing all the numbers first and accumulating the highest point total is the winner. If a player "closes" all numbers first but is behind in points, he/she must continue to score on the "open" numbers. If the player does not make up the point deficit before the opposing player(s) "closes" all the numbers, the opposing side wins. Play continues until all segments are closed - the winner is the player with the highest score.

NO-SCORE CRICKET

Same rules as standard Cricket except there is no point scoring. The object of this version is to be the first to simply "close" all the appropriate numbers (15 through 20 and the bullseye).

SCRAM (For 2 players only)

This game is a variation of Cricket. The game consists of two rounds. The players have a different objective in each round. In round 1, player 1 tries to "close" (score 3 hits in each segment - 15 to 20 and bullseye). During this time, player 2 attempts to rack up as many points in the segments that the other player has not yet closed. Once player 1 has closed all segments, round 1 is complete. In round 2, each player's roles are reversed. Now, player 2 tries to close all the segments while player 1 goes for points.

The game is over when round 2 is complete (player 2 closes all segments). The player with the highest point total is the winner.

CUT-THROAT CRICKET

Same basic rules as standard Cricket except once scoring begins, points are added to your opponent(s) total. The object of this game is to end up with the fewest points. This variation of Cricket offers a different psychology to the players. Rather than adding to your own score and helping your own cause as in standard Cricket, Cut-Throat offers the benefit of racking up points for your opponent(s), digging him in a deeper hole. Competitive players will love this variation!

ADVANCED CRICKET

This difficult version of cricket was developed for the advanced player. Players must close out the segments (20,19,18,17,16,15 and bullseye) by using only triples and doubles! In this challenging game, doubles segments count as 1x the number, and triple segments count as 2x the number. The bullseye scoring is the same as in standard cricket. The first player to close out the numbers with the most points is the winner.

SHOOTER - 6 ROUND

This challenging game tests the players ability to “group together” darts within a segment during each round of play. The computer will randomly select the segment the players must shoot for at the start of each round – indicated by a number in the display.

Scoring is as follows: Single segment = 1 Point Double segment = 2 Points

Triple segment = 3 Points

When the computer selects players to hit double Bullseye, the outer bull scores 2 points and the inner Bull scores 4 points. The player with the most points at the end of 6 rounds is the winner.

SHOOTER 9 ROUND

SHOOTER 12 ROUND

OVERS-3 LIVES

The object of this game is to simply score higher (“over”) than your own previous three dart total score. Before play begins, players choose the amount of lives to be used. When a player fails to score “over” their previous three-dart total, they will lose one life. When a player “equals” the previous three dart total, a life will also be lost. The last player with a life remaining is the winner.

OVER 5 LIVES

OVER 7 LIVES

UNDERS-3 LIVES

This game is the opposite of “Overs” Players must score less (“Under”) than their own previous three-dart total. The game begins with 180 (highest total possible) when the player shoots higher than his or her own previous three-dart total, they will lose a life. Each dart that hits outside the scoring area, including bounce outs will be penalized with 60 points added to your score. The last player with a life remaining is the winner

UNDER 5 LIVES

UNDER 7 LIVES

COUNT- UP 300

The object of this game is to be the first player to reach the specified point total (300). Point total is specified when the game is selected. Each player attempts to score as many points as possible per round. Doubles and triples count 2 or 3 times the numerical value of each segment. For example a dart that lands in the triple 20 segment is scored as 60 points. The cumulative scores for each player will be displayed in the LCD display as the game progresses.

Additional variations of this game are detailed below. The rules are the same except the point total varies as indicated in the number.

COUNT- UP 400

COUNT- UP 800

COUNT- UP 500

COUNT- UP 900

COUNT- UP 600

COUNT- UP 999

COUNT- UP 700

HIGH SCORE-3 Rounds

The rules for this competitive game are simple - Rack up the most points in three rounds (nine darts) to win. Doubles and triples count as 2x and 3x that segment's score respectively.

Additional variations of this game are detailed below. The rules are the same except the number of rounds varies as indicated in the number.

HIGH SCORE - 4 ROUNDS

HIGH SCORE - 10 ROUNDS

HIGH SCORE - 5 ROUNDS

HIGH SCORE - 11 ROUNDS

HIGH SCORE - 6 ROUNDS

HIGH SCORE - 12 ROUNDS

HIGH SCORE - 7 ROUNDS

HIGH SCORE - 13 ROUNDS

HIGH SCORE - 8 ROUNDS

HIGH SCORE - 14 ROUNDS

HIGH SCORE - 9 ROUNDS

ROUND - THE - CLOCK – 1 singles

Each player attempts to score in each number from 1 through 20 in order. Each player throws 3 darts per turn. If a correct number is hit, he/she tries for the next number in sequence. The first player to reach 20 is the winner.

The display will indicate which segment you are shooting for. A player must continue shooting for a segment until it is hit. The display will then indicate the next segment you should shoot for.

There are many difficulty settings available for this game. Each game has the same rules, the differences are detailed as follows:

ROUND-THE-CLOCK 5 - Game starts at segment number 5

ROUND-THE-CLOCK 10 - Game starts at segment number 10

ROUND-THE-CLOCK 15 - Game starts at segment number 15

Since this game does not utilize point scoring, the double and triple rings count as single numbers.

We have added some additional levels of difficulty to this game for those looking for a real challenge!:

ROUND-THE-CLOCK Double - Player must score a Double in each segment from 1 through 20 in order.

ROUND-THE-CLOCK Double 5 - Game starts at double segment 5

ROUND-THE-CLOCK Double 10 - Game starts at double segment 10

ROUND-THE-CLOCK Double 15 - Game starts at double segment 15

ROUND-THE-CLOCK Triple - Player must score a Triple in each segment from 1 through 20 in order.

ROUND-THE-CLOCK Triple 5 - Game starts at triple segment 5

ROUND-THE-CLOCK Triple 10 - Game starts at triple segment 10

ROUND-THE-CLOCK Triple 15 - Game starts at triple segment 15

KILLER

This game will really show who your friends are. The game can be played with as few as two players, but the excitement and challenge builds with even more players. To start, each player must select his number by throwing a dart at the target area. The LCD display will indicate "SEL" at this point. The number each player gets is his assigned number throughout the game. No two players can have the same number. Once each player has a number, the action starts.

Your first objective is to establish yourself as a "Killer" by hitting the double segment of your number. Once your double is hit, you are a "Killer" for the rest of the game. Now, your objective is to "kill" your opponents by hitting their segment number until all their "lives" (3 lives) are lost. If the "Killer" hit his/her double segment, he/she will lose a life. The last player to remain with lives is declared the winner. It is not uncommon for players to "team up" and go after the better player to knock him out of the game.

DOUBLE DOWN

Each player starts the game with 40 points. The object is to score as many hits in the active segment of the current round. The first round, the player must throw for the 15 segment. If no 15's are hit, his score is cut in half. If some 15's are hit, each 15 (doubles and triples count) is added to the starting total. The next round players throw for the 16.

Segment and hits are added to the new cumulative point total. Again, if no hits are registered, the point total is cut in half.

Each player throws for the numbers as indicated in the chart below in order (the LCD screen will indicate the active segment in which to throw). The player who completes the game with the most points is the winner.

	15	16	D	17	18	T	19	20	B	TOTAL
Player 1										
Player 2										

Any Double

Any Triple

DOUBLE DOWN 41

This game follows similar rules as standard Double Down as described above with two exceptions. First, instead of going from 15 through 20 and bullseye, the sequence is reversed which will be indicated on the LCD display. Second, an additional round is included toward the end in which players must attempt to score three hits that add up to 41 points (20, 20, 1; 19, 19, 3; D10, D10, 1; etc.). This "41" round adds an extra level of difficulty to the game.

Remember, a player's score is cut in half if not successful, so the "41" round presents quite a challenge!

	20	19	D	18	17	T	16	15	41	B	TOTAL
Player 1											
Player 2											



ALL FIVES - 51

The entire board is in-play for this game (all segments are active). With each round (of 3 darts) each player has to score a total which is divisible by 5. Every "five" counts as one point. For example 10, 10, 5 = 25. Since 25 is divisible by 5 fives, this player scores 5 points (5 x 5 = 25).

If a player throws 3 darts that are not divisible by 5, no points are given. Also, the last dart of each round must land in a segment. If a player throws the third dart and it lands in the catch ring area (or misses the board completely), he earns no points even if the first two darts are divisible by 5. This prevents a player from "tanking" the third throw if his first two are good. The first player to total fifty-one (51) "fives" is the winner. The LCD screen will keep track of the point totals.

NOTE: If a dart doesn't land in a segment and you press "MISS" button, the game will go to next player with sound indicator.

Additional variations of this game are detailed below. The rules are the same except the total needed to win varies as indicated in the number following the game.

ALL FIVES - 61

ALL FIVES - 71

ALL FIVES - 81

ALL FIVES - 91

SHANGHAI-1

Each player must progress around the board from 1 through 20 in order. Players start at number 1 and throw 3 darts. The object is to score the most points possible in each round of 3 darts. Doubles and triples count toward your score. The player with the highest score after completing all twenty segments is the winner. *Additional variations of this game are detailed below. The rules are the same except the starting segment varies as indicated in the number following the game.*

SHANGHAI 5 - Game starts at segment 5

SHANGHAI 10 - Game starts at segment 10

SHANGHAI 15 - Game starts at segment 15

GOLF – 9 Holes

This is a dartboard simulation of the game golf (but you don't need clubs to play). The object is to complete a round of 9 through 18 “holes” with the lowest score possible. The Championship “course” consists of all par 3 holes making par 27 for a nine hole round or 54 for a round of 18.

The segments 1 through 18 are used with each number representing a “hole.” You must score 3 hits in each hole to move to the next hole. Obviously, double and triples affect your score as they allow you to finish a hole with fewer strokes. For example, throwing a triple on the first shot of a hole it is counted as an “eagle” and that player gets to complete that hole with 1 “stroke.”

Note: The active player continues to throw darts until he “holes out” (scores 3 hits on the current hole).. By the way, there are no “gimmes” in this game! *Additional variations of this game are detailed below. The rules are the same except the number of holes needed to play.*

GOLF – 18 Holes – Same as above except play lasts 18 holes (rounds)

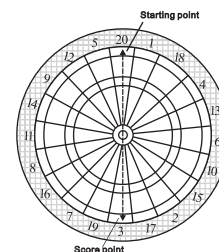
FOOTBALL

Strap your helmet on for this game! The first thing necessary is to select each player’s “playing field.” Each player can do this by throwing a dart or by manually pressing a segment on the board. This is entirely up to you, but whichever segment is select becomes your starting point which carries through the bullseye and directly across to the other side of the bullseye.

For example, if you select the 20 segment, you start on the double 20 (outer ring) and continue all the way through to the double 3. The “field” is made up of 11 individual segments and must be hit in order, expect for single segment. So, keeping with the example above, you must throw darts in the following segments in this order:

Double 20 ... Single 20 ... Triple 20 ... Single 20 ...
Outer Bullseye ... Inner Bullseye ... Outer Bullseye ...
Single 3 ... Triple 3 ... Single 3 ... and finally a Double 3.

The First player to “score” is the winner. The display will keep track of your progress and indicate the segment you need to throw for next.



BOWLING

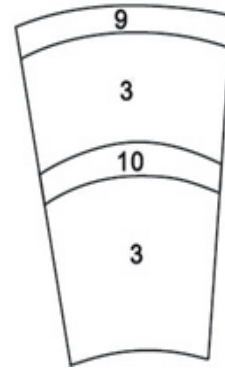
This dartboard adaptation of bowling is a real challenge! It is a difficult game in that you must be very accurate to rackup a decent score. Player one starts the game. In each round, you must select your “alley” by either throwing dart or manually pressing segment of choice That counts your first dart. Once alley is selected, you have 2 remaining darts to throw in which to score points or “pins.”

Each specific segment in your
"alley" is worth a given pin total:

<u>Segment</u>	<u>Score</u>
Double	9 pins
Triple	10 pins
Single	3 pins

There are several rules for this game as follows:

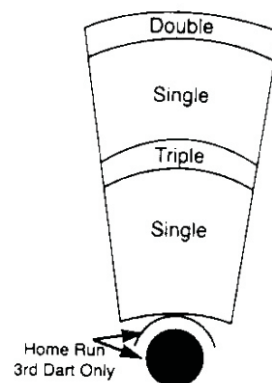
1. A perfect game score would be 200 in this version of bowling.
The highest score player is the winner after finishing 10 round.
2. In your second and third dart, the first time you hit the single segment you will get 3 pins and second time you hit the single segment you will get 4 pins.
3. If the second hit lands on double segment, you will get 9 pins, and If third hit lands on any segment of the "alley" you will get another 1 pin. Total is 10 pins.



BASEBALL – 6 Innings

This dartboard version of baseball takes a great deal of skill. As in the real game, a complete game consists of 9 innings. Each player throws 3 darts per "inning." The field is laid out as shown in the diagram.

<u>Segment</u>	<u>Result</u>
Singles segments	"Single" - one base
Doubles segment	"Double" - two bases
Triples segment	"Triple" - Three bases
Bullseye	"Home Run" (<i>can only be attempted on third dart of each round</i>)



The object of the game is to score as many runs as possible each inning. The player with the most runs at the end of the game is the winner.

BASEBALL – 9 Innings – Same as above except 9 innings (rounds).

STEEPLECHASE

The object of this game is to be the first player to finish the "race" by being the first to complete the "track." The track starts at the 20 segment and runs clockwise around the board to the 5 segment and ends with a bullseye. And, as with a real steeplechase, there are obstacles throughout the course to hurdle. The four hurdles are found at the following places:

(Hit the appointed segment to pass the hurdles)

- | | | | |
|-------------------------|-----------|-------------------------|-----------|
| • 1 st fence | Triple 13 | • 2 nd fence | Triple 17 |
| • 3 rd fence | Triple 8 | • 4 th fence | Triple 5 |

The first player to complete the course and hit the bullseye wins the race.

SHOVE A PENNY

Only the numbers 15 through 20 and the bullseye are used. Singles are worth 1 point, doubles are worth 2, and triples are worth 3 points. Each player must throw for the numbers in order with the objective of scoring 3 points in each segment to move on to the next. If a player scores more than 3 points in any one number, the excess points are given to the next player. The first player to score 3 points in all segments (15 - 20 and bull) is the winner.

NINE-DART CENTURY

The object of this game is to attempt to score 100 points, or come as close as possible, after 3 rounds (9 darts). Doubles and triples count as 2x and 3x their value respectively. Going over 100 points is considered a "bust" and causes you to lose unless all players go over. In that case, the player closest to 100 wins (player that scored the lowest amount over 100).

GREEN VS. RED

(2 players only)

This game is a race around the board, where skill at hitting doubles and triples pays off with victory. Player 1 is "green" and player 2 is "red." Player 1 starts at 1, shooting for only doubles and triples that are green, works around the board clockwise, and ends at shooting inner and outer bullseye. Player 2 starts at 20, shooting for red segments, works around the board counter-clockwise, and ends at shooting inner and outer bullseye. The display will indicate the target player must hit in a current round. Player has 3 chances to score double and triple in a round. If a player hits the double and triple with first two darts, the third darts will not be scored even if he/she hits the appointed target. What's more, hitting the wrong number (of your opponent's color) subtracts that amount from your score - so be careful. Note: a maximum of one double and one triple of the same number can be scored in a single round. When a player finishes shooting all required target, the player with the most points is the winner.

Player 1:Green

Double and triple of	1	4	6	15	17	19	16	11	9	5	B
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Player 2:Red

Double and triple of	20	12	14	8	7	3	2	10	13	18	B
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Note:Please use above chart to determine player 1 and 2 if your dartboard segment color is not red and green

Big Six-3 live

This game allows players to challenge their opponents to hit the targets of their choice. However, players must earn the chance of picking the next target for their opponent by making a hit on the current target first.

Single 6 is the first target to hit when the game begins. Before the game starts, players must agree on how many lives will be used. Within the three throws, player 1 must hit a 6 to "save" their life. After the current target is hit, the next dart thrown will determine the opponents target. If player 1 fails to hit the current target within 3 darts, they will lose a life and a chance to determine the next target for player 2. Player 2 will shoot for the single 6 that player 1 missed. Singles, doubles and triples are all separate targets for this game.

The object of the game is to force your opponent into losing lives by selecting tough targets for your opponent to hit such as "Double Bullseye" or "triple 20" The last player with a life left is the winner.

BIG SIX 5 LIVES

BIG SIX 7 LIVES

HORSESHOES-15

This 2 -player game uses only the 20 and 3 segments to represent the two horseshoe pits. Player 1 will shoot at the 20 segment and Player 2 will shoot at the 3 segment.

Scoring is cumulated per round. First player to score 15 points is the winner.

Scoring is as follows:

TRIPLE RING =Ringer3 points
DOUBLE RING= Leaner2 points
SINGLE SEGMENT = 1 point

Scores will only count for the player or team with the most points in that round. For example, if player 1 scores 3 points and player 2 scores 1 point, only player 1 will awarded 3 points for that round. If the 2 players or teams score equal point, no one get a score. Rounds continue until 15 points are score

HORSE SHOES 18

HORSE SHOES 21

HORSE SHOES 24

ELIMINATION

The object of the game is to "Eliminate" your opponents. The rules are very simple. Each player must score higher total points with 3 darts than the opponent before them. Each player starts with 3 lives. If the player fails to score higher total points than the previous opponents score, they lose one life. Tie scores will also result in a lost life. The winner is the last player with lives remaining.

ELIMINATION 4 LIVES

ELIMINATION 5 LIVES

CAT & MOUSE

This is a very challenging 2-player game that is best suited for players of advanced skill. One player will play the role of the cat and the other will be the mouse. The object of the game is for the mouse to get back to his hole before being caught by the cat. The mouse starts first from the "20" segment and proceeds counter-clockwise around the dartboard by hitting first the double segment and then the single of each segment. The cat starts back at the "18" segment and proceeds counter clockwise around the dartboard to catch the mouse by hitting doubles only of each segment. If the mouse makes it all the way around the board back to the double 20, the mouse wins the game. If the cat hits the double segment that the mouse is on, the cat has caught the mouse and has won the game.

GOLD HUNTING

The object of this game is to find "gold." You collect gold for each 50 points. Gold is only collected only if your score is exactly 50 or a multiple of 50 (100, 150, etc.) at any point during a round.

The player who reaches to selected total gold required first is the winner.

GOLD HUNT 12

GOLD HUNT 18

GOLD HUNT 15

GOLD HUNT 21

IMPORTANT NOTES

Stuck Segment

Occasionally, a dart will cause a segment to become wedged within the segment separator web. If this happens, all play will be suspended and the scoring display will indicate the segment number that is stuck.

To free the segment, simply remove the dart or broken tip from the segment. If the problem is still not solved, try wiggling the segment until it is loose. The game will then resume where it left off.

Broken Tips

From time to time a tip will break off and become stuck in the segment. Try to remove it with a pair of pliers or tweezers by grasping the exposed end and pulling it out of the segment. If this is not possible, you can attempt to push the tip through to the back of the segment. Use a nail that is smaller than the hole and gently push the tip until it falls through the other side. Be careful not to push too far and damage the circuitry behind the segment.

Don't be alarmed if tips break. This is a normal occurrence when playing soft tip darts. We include a pack of replacement tips that should keep you supplied for quite some time. When replacing tips, make sure you use the same type of tips that come with this dartboard.

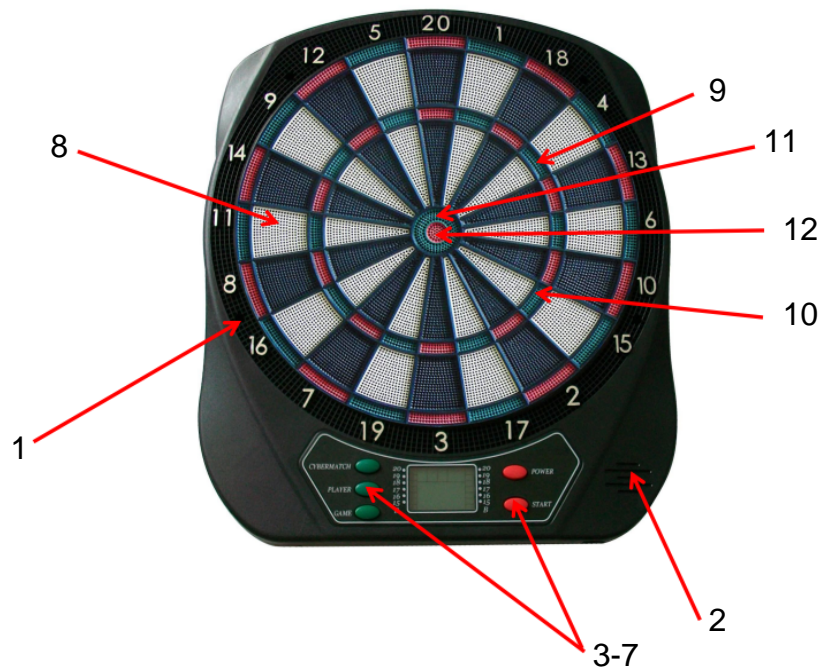
Darts

It is recommended that you do not use darts that exceed 18 grams on this dartboard. The darts included with this dartboard average 10 grams and use standard soft tips. Replacement tips are available at most retailers carrying dart products. Look for soft tip dart accessories for all your electronic dart needs.

Cleaning your Electronic Dartboard

Your electronic dartboard will provide many hours of competition if cared for properly. Regular dusting of the cabinet is recommended using a damp cloth. A mild detergent can be used if necessary. The use of abrasive cleaners or cleaners that contain ammonia may cause damage and should not be used. Avoid spilling liquid onto the target area since it can result in permanent damage and is not covered by the warranty.

DESCRIPTIONS



- | | |
|------------------|----------------------|
| 1. Catch Ring | 7. Cybermatch Button |
| 2. Speaker | 8. Single Ring |
| 3. Start Button | 9. Double Ring |
| 4. Game Button | 10. Triple Ring |
| 5. Power Button | 11. Bullseye |
| 6. Player Button | 12. Double Bullseye |

*Dartboard shown above may differ slightly from actual product.