



Electronic Dartboard 45154 Expert

Owner's Manual and Game Instructions

Unpacking the Game

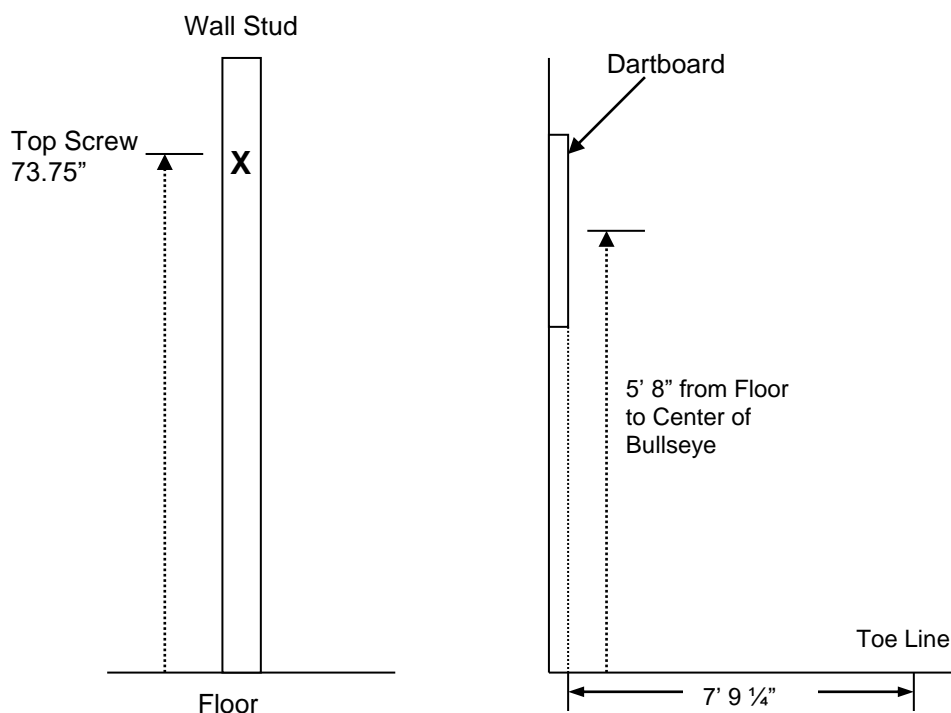
Unpack your new dartboard carefully, making sure all parts are included. The following components are included in this set:

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

Setup / Mounting Instructions

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. This dartboard can be powered battery or adapter. You may want to mount it close to an electrical outlet for convenience, if you use the adapter. It can be mounted anywhere you have the space if you use batteries.

Locate a wall stud and place a mark 73.75" from the floor. Center of Bullseye should be 5' 8" from the floor. Insert adapter or 3 "AA" batteries in the battery compartment on the back of dartboard (diagram inside compartment). Mount the dartboard on the wall. It may be necessary to adjust the screws until the board fits snugly against the wall. To add extra secure of mounting, it is suggested to add 4 screws on the front of dartboard.



Dartboard Functions

POWER button - Press to turn game on or off. Dartboard has an automatic suspend mode to conserve power and battery life (if using batteries). The dartboard will make sound effect and display "SLEEP" on the display after approximately 3 minutes of non-use. However, the scores are stored in memory and can be restored by pressing any button.

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.

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.

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

CYBERMATCH button – Press to activate Cybermatch feature where you can play against the computer. Press continually to cycle through the 5 different skill levels.

Cybermatch Skill Levels:	Level 1	(C1)	Professional
	Level 2	(C2)	Expert
	Level 3	(C3)	Advanced
	Level 4	(C4)	Intermediate
	Level 5	(C5)	Beginner

To activate the CyberMatch opponent:

1. Select the Game you wish to play
2. Press **CYBERMATCH** button. Select CyberMatch opponent skill level by pressing the **CYBERMATCH** button continually (voice command will indicate level):
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 (CyberMatch). Watch as the CyberMatch opponent's dart scores are registered on the display. The dartboard will indicate the segment the CyberMatch opponent is throwing for in the display. Then the display will indicate the segment that the CyberMatch opponent actually scored.

After the CyberMatch opponent completes his round, the board will **automatically** reset for the "human" player. Play continues until one player wins. **Good luck!**

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

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

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.
2. Press **GAME** buttons until desired game is displayed.
3. Press **PLAYER** button to select the number of players (1, 2, 3, 4, t 2-2, t 3-3, t 4-4). The default setting is 2 players.
4. Press **START** button (red) to activate game and begin play.
5. 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.

Batteries

If using battery power, insert **three “AA” batteries (not included)** into the battery compartment located on the back side of the dartboard toward the base. To remove the cover, press the latch upward while lifting gently. The batteries must be positioned as indicated inside the battery compartment to power the dartboard. Do NOT mix old and new batteries and do not mix alkaline, standard (carbon zinc), or rechargeable (nickel cadmium) batteries. Do not dispose of batteries in fire, batteries may explode or leak.

REMOVE batteries if you use adapter.

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. In place of batteries (not included) or AC adapter (included). **Use only a genuine AC adapter for this dartboard.** Use of a non-genuine AC adapter may cause electrical shock, fire, and damage to the electronic circuits and will void your warranty. Remove batteries if you use adapter.
5. **Remove the batteries when not in use or if using the optional A/C adapter.** This will prolong the life of your batteries.
6. **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 three minutes. This is designed to save power or battery life. A sound effect will play and the LCD display will indicate “SLEEP” (see below). All scores will be stored in memory and play will resume when **any** button is pressed.



LCD Display in Sleep Mode

GAME MENU

G01	301	G34	ROUND THE CLOCKR 10 SINGLES
G02	401	G35	ROUND THE CLOCKR 15 SINGLES
G03	501	G36	ROUND THE CLOCKR 1 DOUBLES
G04	601	G37	ROUND THE CLOCKR 5 DOUBLES
G05	701	G38	ROUND THE CLOCKR 10 DOUBLES
G06	801	G39	ROUND THE CLOCKR 15 DOUBLES
G07	901	G40	ROUND THE CLOCKR 1 TRIPLES
G08	CRICKET	G41	ROUND THE CLOCKR 5 TRIPLES
G09	NO-SCORE CRICKET	G42	ROUND THE CLOCKR 10 TRIPLES
G10	SCRAM	G43	ROUND THE CLOCKR 15 TRIPLES
G11	CRUT THROAT CRICKET	G44	KILLER
G12	COUNT UP300	G45	DOUBLE DOWN
G13	COUNT UP400	G46	DOUBLE DOWN 41
G14	COUNT UP500	G47	ALL FIVER 51
G15	COUNT UP600	G48	ALL FIVER 61
G16	COUNT UP700	G49	ALL FIVER 71
G17	COUNT UP800	G50	ALL FIVER 81
G18	COUNT UP900	G51	ALL FIVER 91
G19	COUNT UP999	G52	SHANGHAI 1
G20	HI SCORE(3ROUNDS)	G53	SHANGHAI 5
G21	HI SCORE(4ROUNDS)	G54	SHANGHAI 10
G22	HI SCORE(5ROUNDS)	G55	SHANGHAI 15
G23	HI SCORE(6ROUNDS)	G56	GOLF 9 HOLES
G24	HI SCORE(7ROUNDS)	G57	GOLF 18 HOLES
G25	HI SCORE(8ROUNDS)	G58	FOOTBALL
G26	HI SCORE(9ROUNDS)	G59	BOWLING
G27	HI SCORE(10ROUNDS)	G60	BASEBALL 6 INNING
G28	HI SCORE(11ROUNDS)	G61	BASEBALL 9 INNING
G29	HI SCORE(12ROUNDS)	G62	STEEPLECHASE
G30	HI SCORE(13ROUNDS)	G63	SHOVE A PENNY
G31	HI SCORE(14ROUNDS)	G64	NINE DART CENTURY
G32	ROUND THE CLOCKR 1 SINGLES	G65	GREEN VS RED
G33	ROUND THE CLOCKR 5 SINGLES		

Game Rules

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.

In playing the game, the double in / double out option can be chosen (double out is the most widely used option).

- **Double In** - A double must be hit before points are subtracted from the total. In other words, a player's scoring does not begin until a double is hit.
- **Double Out** - A double must be hit to end the game. This means that an even number is necessary to finish the game.
- **Double In and Double Out** - A double is required to start and end scoring of the game by each player.

401 Starting number 401

701 Starting number 701

501 Starting number 501

801 Starting number 801

601 Starting number 601

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.

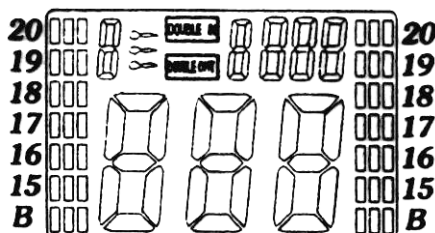
Only the numbers 15 through 20 and the inner/outer bullseye are used. Each player must hit a number 3 times to “open” that segment for scoring (Refer to Tournament Cricket Scoring section for explanation on how players' marks are registered). A player is then awarded the number of points of the “open” 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.

Cricket Scoring Display

This dartboard utilizes a dedicated scoreboard within the LCD display that keeps track of each player's segment status when playing Cricket. When Cricket is selected, individual characters will be utilized to register marks. There are 3 separate lights within each number (15 through 20 and bullseye). During play, one of the status lights will turn on (black will appear) as a segment is hit. If a double or triple of an active number is hit, 2 or 3 lights will turn on respectively.



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!

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 500
COUNT-UP 600
COUNT-UP 700

COUNT-UP 800
COUNT-UP 900
COUNT-UP 999

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 - 5 Rounds
High Score - 6 Rounds
High Score - 7 Rounds
High Score - 8 Rounds
High Score - 9 Rounds

High Score - 10 Rounds
High Score - 11 Rounds
High Score - 12 Rounds
High Score - 13 Rounds
High Score - 14 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											

Any Double

Any Triple

‘41’ Round

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. **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)

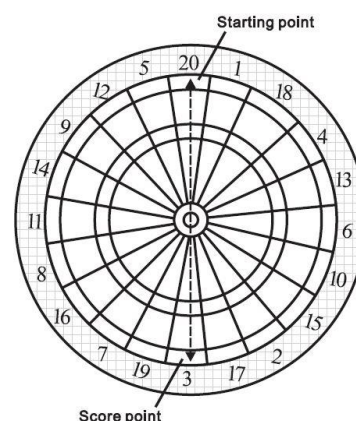
FOOTBALL

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.

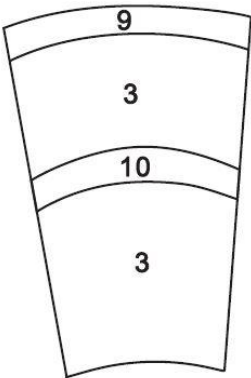
The First player to "score" is the winner. The display will keep track of your progress and indicate the segment you need to throw for next.



BOWLING

This dartboard adaptation of bowling is a real challenge! It is a difficult game in that you must be very accurate to rack up 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



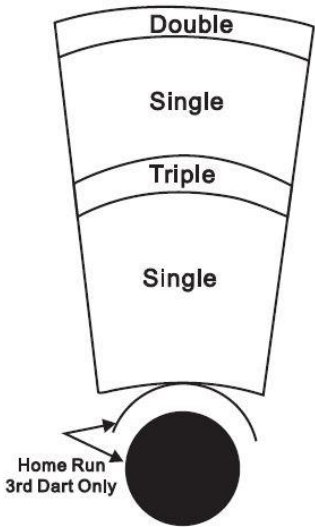
There are several rules for this game as follows:

- 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. 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. Sounds easy right? What has not yet been specified is that you must hit the single segment of each number to get through the course. 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 player 2 if your dartboard segment color is not red and green.

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 LCD 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.

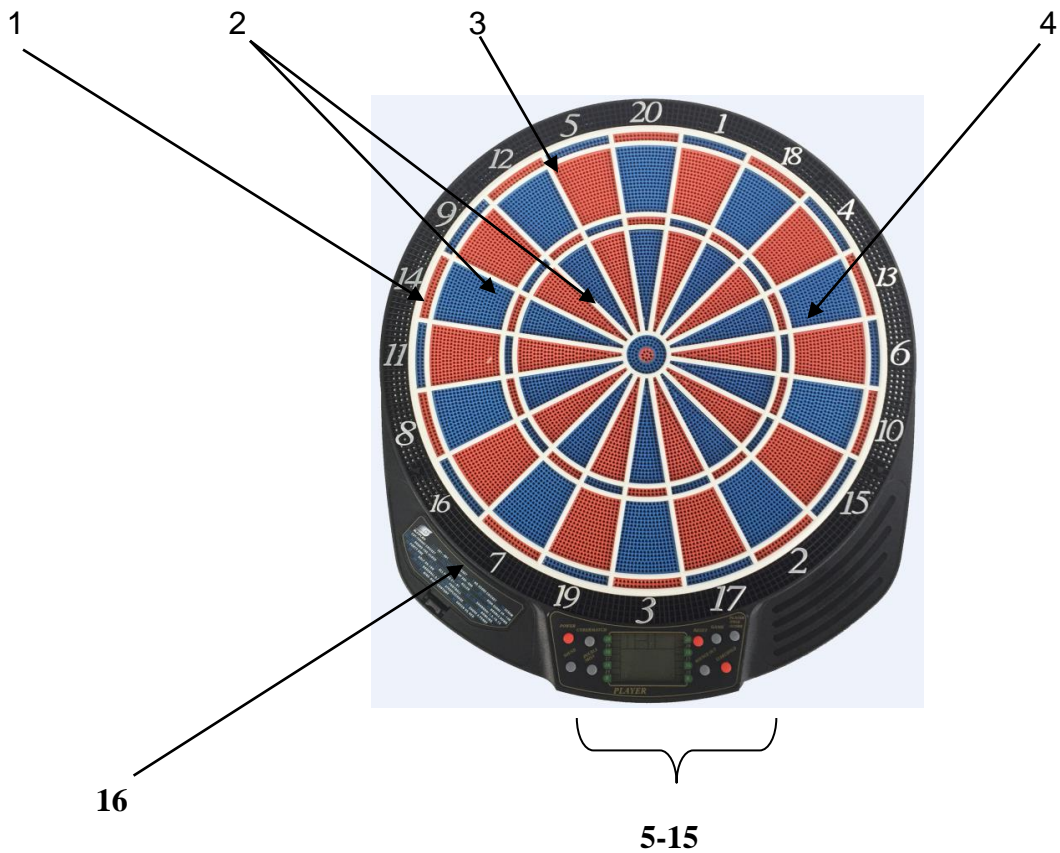
Darts

It is recommended that you do not use darts that exceed 18 grams on this dartboard. The darts included with this dartboard are 8 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.

The electrical waste must not be removed with other household waste. Please recycle waste if you have facilities for this. Request Information recycling to the local authorities or the company.



- | | |
|-----------------------|------------------------|
| 1. Catching ring | 9. Start/hold button |
| 2. Single ring | 10. Sound button |
| 3. Double ring | 11. Double/miss bouton |
| 4. Triple ring | 12. Reset button |
| 5. Cybermatch button | 13. Bounce out |
| 6. Game Button | 14. LCD |
| 7. Power Button | 15. Adapter jack |
| 8. Player/page Button | 16. Game menu |