

*** SAFETY NOTICE ***

1. This game is designed for soft-tipped darts only, the steel-tipped dart will damage the dartboard.
2. Darts are an adult game. Includes functional sharp points/edge, children should play with adult supervision.
3. Always pay attention to the game, never throw a dart without first looking to make sure the playing area is clear.
4. This device includes small parts and is not intended for children under 3 years old.
5. This device must only be used with attached transformer.
6. Check regularly the transformer (adaptor), do not use the transformer (adapter) if any damage found on the cord, plug, enclosure and other parts.
7. The attached transformer is not a toy.
8. Disconnected the device from the transformer before cleaning.

*** Please save this user's manual in its entirety because it not only contains detailed information for this dart game, but is also evidence for product warranty.

*** QUICK SET UP INSTRUCTIONS ***

1. Insert the Adapter into an electric outlet then insert the Plug into the jack on the right-side of the dartboard.
2. Press any button to stop the LED auto-test scanning.
3. Press Game button to select a desired game series, and press Option to select a desired game option.
4. Press Change button to confirm the game and option setting and change to the next setting panel.
5. Press Player button to choose 1 to 12 or 16 players or 2 teams/players, and press Double button to select double in/out for '01 games only.
6. Press Change button to start the game.
7. Press Change button after each round for player change.
8. Press and hold RE-START button for 2 seconds to re-start a new game.

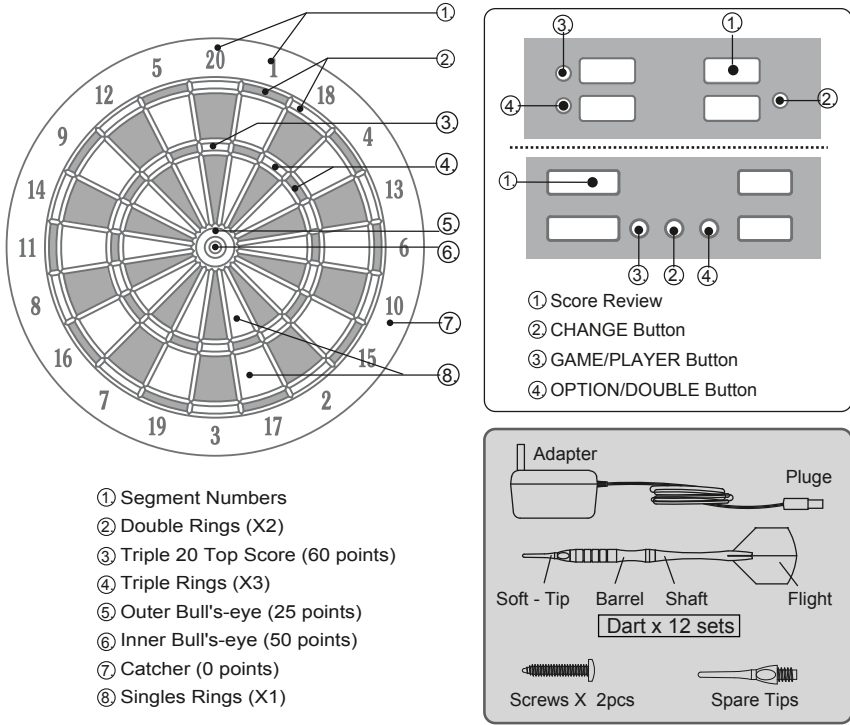
*** INTRODUCTION ***

- Thank you for purchasing electronic dart game 716(c)/712(c)/416/412. Read this manual carefully and familiarize yourself with the dart game before you use it.
- This user's manual is printed for both 712(c)/412 and 716(c)/416. The 716(c)/416 is designed for 1 to 16 players to play 31 game series, and 712(c)/412 allows 1 to 12 players to play 26 game series, all descriptions about games of 21 Points, Shove Ha Penny, Double Down 41, Red & Green and English Cricket are not suitable for 712(c)/412, meanwhile it is 12 players if you purchase 712(c)/412 when we mention 16 players in game rules.
- The 31 game series are 301 to 1001, Score Cricket, Ludo (Mensch Ärgere Dich Nicht), Killer, Killer Team, Scram, Over, Under, Count Up, High Score, Around the Clock, Random Shoot, Shanghai I, II & III, Half It, Follow The Leader, Free, All 51 By 5, Bingo, 21 Point, Penny, DD41, Best Ten, Red & Green, 9 Lives, English Cricket, Soccer, Billiards (9 Ball), Snooker, Baseball, Golf, Tennis.
- The dartboard not only includes the most games when compared to other home dartboards, but we have modified many fun and exciting games (patents pending), such as Ludo (patented), Killer Team, Over Leader, Under Leader, Scram 21 target, Tennis, Billiards (9 Ball), Snooker, Baseball, Bingo, and many others. Our main design concept for these games not to always contest the player's skill. But we have modified them to increase the "Fun Degree", allowing the player to enjoy throwing the darts.
- Originally the Ludo (Mensch Ärgere Dich Nicht) game is a thrown dice game and it is very popular in Germanic countries. We have absorbed the essence of the Ludo dice game and have re-designed it to make it suitable as a dart game. This new Ludo dart game is very fun and exciting game, with the "excitement degree" above the famous Score Cricket game. Score Cricket is a highly competitive game and its focus is to compare the players' skill and strategy, but the Ludo's focus is on fun and excitement. Ludo also requires good strategy but it does not require the high skill level as with Score Cricket. Everyone can easily play, even a beginner, making this an enjoyable family dart game.
- Patented large "DIAMOND™" catch area traps missed darts.
- Seventeen sound effects and sound on/off option.
- Delete button allows the player to eliminate score of bounce-out or mistaken operations.
- Aesthetic design and durable structure. Not just an excellent dart game, but a good decoration for the house.
- Layout of the control panel is logical and easy to operate.
- Automatic and manual power On or Off.
- "Stuck" indication allows the player to quickly and easily correct stuck segment of the dartboard.
- Includes AC/DC adapter, 12 soft-tipped darts and 28 spare tips.
- This dartboard may not cause harmful interference.
- This dartboard must accept any interference, including interference that may cause undesired operation.

*** DARTS and TIPS ***

1. The plastic tips will break easily and it also hard to remove the dart from the dartboard if you use heavy darts. Soft-tipped darts weighting 12 to 16 grams are most suitable for the electronic dartboard. Do not use darts weighting over 19 grams.
2. Do not attempt to push the broken tips into the inner part of the dartboard when the plastic tip is broken and stuck on the holes of the target segments. In this way, the broken tip which is at the inner part of the dartboard will obstruct the target segment from moving smoothly and sensing the signal exactly. Please refer to the descriptions in the Trouble Shooting section of this book. Release the screws on the bottom cover of the board to take up the bottom cover, holding the broken tip with a needle-nose pliers, then push it out from the inner side of the target segment.

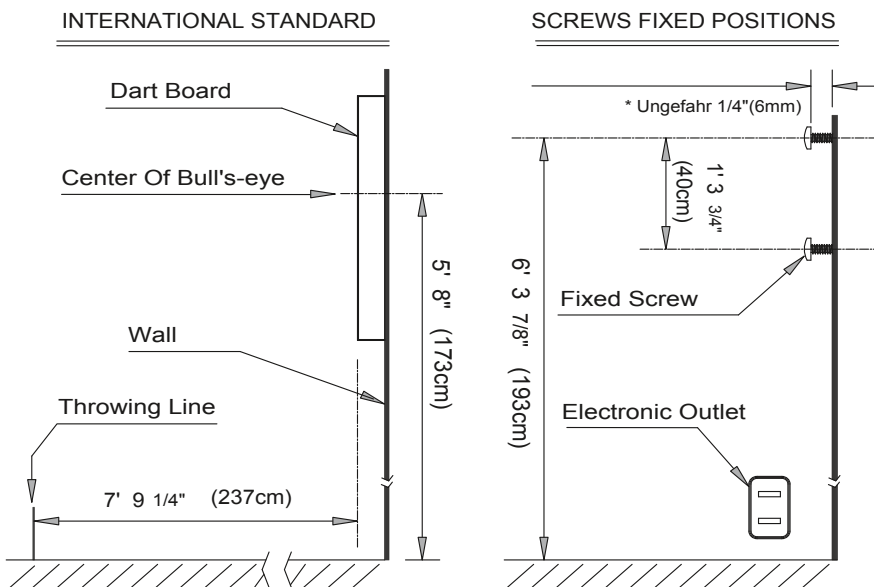
PHYSICAL DESCRIPTION



*** INSTALLATION ***

1. Select a suitable location that complies the international standard for height and distance shown in the figure, and be sure the cable length of the adapter is long enough to extend from the dartboard to an electrical outlet.
2. Drill the upper screw hole at a height of 6' 3 7/8" (193cm) from the floor, and the lower screw is 1' 3 3/4" (40cm) below the upper screw vertically.
3. Hang the dartboard securely on the 2 screws. Pull on the dartboard to be sure that it is hung securely before letting go of the dartboard.
4. The 2 fixed screws should be no longer than 8mm in length from screw gaps to the wall to avoid damaging the inner circuit, and to fix the dartboard firmly.

*** INSTALLATION ***



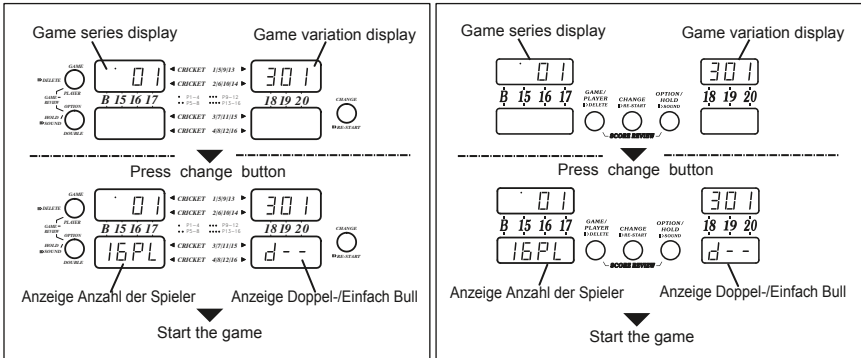
*** SETTING a GAME and OPTIONS ***

POWER ON/OFF

1. Press the GAME button to select a game series, and press the OPTION button to select a game option.
2. The displays will begin scanning automatically and a start melody will play after the power is turned on.
3. Press any button to stop the LED auto-test scanning and the display panel will change to the setting panel.
4. This dartboard does not have a manual power off button, but it will turn off power automatically to conserve energy after play is suspended for about 5 minutes. The power will be turned on and the game will be resumed later at a touch of any button.
5. Remove the adapter from the electrical outlet if a game will not be played for a long period of time.

GAME and OPTION SELECTION

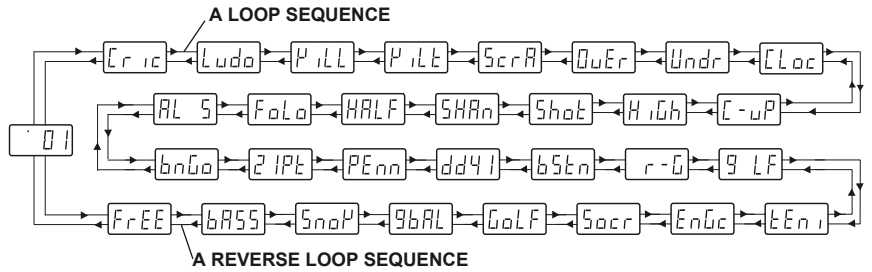
1. Press the GAME button to select a game series, and press the OPTION button to select a game option.
2. The loop sequence of the game selection is reverseable. Press and hold the Game button until the dartboard sounds the "Bi-Bi" sound, then release the button. It will reverse the display sequence of the game selection.
3. Games of 21 Points, Shove Ha Penny, Double Down 41, Red & Green and English Cricket are not available for 712C/412.
4. Press the Change button to confirm the game and option setting, and change to the next setting panel.



DOUBLE IN/OUT (for '01 Games only) & Players Option

1. Press the GAME button to select the number of player (4-PL, 3-PL, 2-PL, 1-PL, 16PL...etc.), press the Double button to setting Open In/ Open Out (d--), Double In/Open Out (di-), Double In/Double Out (di-), or Open In/Double Out (d-o) for '01 games only. Please refer to the game rules of '01 games.
2. 716(c) is suitable for 1 to 16 players and 712(c) is design for 1 to 12 players in general, but some games are for 2 to 16 (or 12) players or for 2 players/teams, you can combine all players into 2 teams to play 2 player/team games according to rules:
 - a). 2 to 16 (or 12) Player Games: Cricket, Under, Over, Killer, Ludo, Follow the Leader, Scram, 9 Lives, Soccer, Billiards 9 Ball, Snooker.
 - b). 2 players/teams games: English Cricket, Tennis, Baseball, Red & Green, English Cricket, Killer Team.
3. The loop sequence of the player option is reversible. Press and hold the Player button until the dartboard sounds the "Bi-Bi" sound, then release the button. It will reverse the display sequence of the player selection.
4. Press the Change button to complete the setting of a game and begin the game.

(2) DOUBLE IN/OUT and PLAYERS SELECTIONS



GAME BUTTON	PRESS THE OPTION BUTON	PLAYER
01-GAMES (, 01)	301, 501, 601, 701, 801, 901 und 1001(a01)	1 - 16
CRICKET (Cric)	Score Cricket, Cut Throat Cricket and No score cricket	2 - 16
LUDO (Ludo)	300, 400, 500, 600, 700, 800, und 900	2 - 16
KILLER (KiLL)	3LF, 4 LF, 5 LF, 6 LF, 7 LF DbL: Doppel Ring, 3LF	2 - 16
KILLER TEAM (KiLT)	3LF, 4 LF, 5 LF, 6 LF, 7 LF	4
SCRAM (ScrA)	7t, 21t (total 21 targets)	2 - 16
OVER (OuEr)	Ldr (Leader), Con (Contiune)	2 - 16
UNDER (Undr)	Ldr (Leader), Con (Contiune)	2 - 16
AROUND THE CLOCK (Cloc)	---, -2-, -3-	1 - 16
COUNT UP (C-uP)	100, 200, 300, 400, 500, 600, 700, 800, 900	1 - 16
HIGH SCORE (HiGh)	6rd, 7rd, 8rd, 9rd, 10r, 11r, 12r, 13r, 14r, 15r	1 - 16
RANDOM SHOOT (Shot)	6rd, 7rd, 8rd, 9rd, 10r, 11r, 12r, 13r, 14r, 15r	1 - 16
SHANGHAI (SHAn)	I, II, III	1 - 16
HALVE IT (HALF)	12r (Round), rAn (Random)	1 - 16
FOLLOW THE LEADER(FoLo)	Ldr (Leader), Con (Contiune)	2 - 16
ALL 51 BY 5 (AL 5)	31, 41, 51, 61, 71, 81, 91	1 - 16
BINGO (bnGo)	6rd, 7rd, 8rd, 9rd, 10r, 11r, 12r, 13r, 14r, 15r	1 - 16
21 PUNKTE (21Pt)	3rd, 4rd, 5rd, 6rd, 7rd, 8rd, 9rd	1 - 16
SHOVE HA PENNY (PEnn)	---	1 - 16
DOUBLE DOWN 41 (dd41)	12r (Round), rAn (Random)	1 - 16
BEST TEN (bStn)	---, -2-, -3-, -E-	1 - 16
RED vs GREEN (r-G)	---, -2-, -3-	2
9 LIVES (9 LF)	3LF, 4 LF, 5 LF, 6 LF, 7 LF, 8LF, 9LF	2 - 16
TENNIS (tEnI)	2-G, 3-G, 4-G, 5-G, 1-t, 3-t, 5-t	2
ENGLISH CRICKET (EnGc)	---	2
SOCCER (Socr)	6rd, 7rd, 8rd, 9rd, 10r, 11r, 12r, 13r, 14r, 15r	2 - 16
GOLF (GoLF)	9H, 10H, 11H, 12H, 13H, 14H, 15H, 16H, 17H, 18H	1 - 16
BILLIARD 9 BELL (9bAL)	4, 5, 6, 7, 8, 9, 10, 11, 12, 13	2 - 16
SNOOKER (SnOk)	---	2 - 16
BASEBALL (bASS)	3rd, 4rd, 5rd, 6rd, 7rd, 8rd, 9rd	2 - 16
FREE (FrEE)	10d, 20d, 30d (Darts)	1 - 16

*** PLAY A GAME ***

CUMULATIVE SCORE DISPLAY and DART NUMBER

1. The dartboard appears "PL-# and r##" for 2 seconds then shows a page of cumulative scores of the current and other 3 players after pressing the Change button to begin the game or to change to the next player.
2. Three flickering dots appear on the current player's window to indicate the residual darts of this round to be thrown, each scored dart will eliminate one dot.
3. The flickering dots also indicates the dartboard is at Start status (ready to score the game). The dartboard is at HOLD status (freeze to score the game) if dots stop to flash.
4. The cumulative score will flash between the previous cumulative score and the new cumulative score, then display the current cumulative score when started.
5. For different game with different beginning score, please refer to the descriptions in the game rules section.

REMOVE the DART and PLAYER CHANGE

1. Each player can throw 3 darts in a round even when darts only partially strike on scoring area, the current player has to remove the darts from the dartboard after thrown 3 darts.
2. Press the Change button to change to the next player.
3. It will be easier to remove darts from the dartboard by turning the dart in a Clockwise direction slightly, then to pull the dart out at the same time.

SCORE REVIEW

1. The dartboard is designed for 1 to 16 player but it can display only 4 sets of scores at the same time. We designed the score review feature to review all players' scores when over 4 players play together.
2. Press both the GAME and the OPTION buttons at the same time to review the scores of other players.
3. The player 3 window display ... or ... to indicate page 1, 2, 3 or 4 is displayed. Each page displays 4 players' score, the number of dots indicate players' page as following: ... 1-4P, ... 5-8P, ... 9-12P, ... 13-16P. Each player's score, lives, or close status is displayed or flashing on each player's window.
4. Each press of the 2 buttons scrolls a page of 4 players' score in a loop.
5. Press the Change button to continue the game after score review.

COMPLETE THE GAME

1. Game continues in the above sequence throughout the game until one player finally wins the game.
2. The "F-1" symbol, "#rd and the final score appear alternately on the player's window to indicate the player wins the game at which round, and a melody plays for the winner.
3. Press the Change button so that the remaining players can complete their games except some games with options of rounds.
4. Some games with options of rounds such as High Score, Random Shoot, Shanghai , Half It, Bingo, 21 Points, dd41, Golf, Snooker, and Soccer. These games will end when the last player has thrown the 3rd dart of the present round, so all the players finish the game at the same time. The dartboard will automatically list places in the competition by F-1, F-2, ...F16 according to their score.
5. The dartboard can not be compare the player's score automatically if the last player strike only part of the 3 darts on the scoring area in the final round when playing a game with options of rounds. So press the Change button to finish the game and compare the result.
6. Press the Change button to change it to the setting status after all players finish their games to select a new game and option.

AUTOMATIC HOLD

1. Under the following conditions the dartboard will change to HOLD status automatically and freeze to score:
 - a). Three darts of a round have been scored.
 - b). The current player finished his/her game.
 - c). It is at game setting status.
 - d). It is at "STUCK" status.
2. There are not any changes when a dart is thrown during HOLD status.

DELETE THE BOUNCE-OUT or MISTAKEN SCORE

1. Press and hold down the "II>DELETE" button for 2 seconds to delete the score of the bounced-out dart or mistaken score. It will remove the points from the cumulative score. The "II>" symbol means you have to press and hold down the button for 2 seconds to operate this function.
2. A bounce-out or mistaken score must be deleted before throwing the next dart or pressing the Change button, otherwise the mistaken score can not be eliminated again in any way.

STUCK

1. The board will emit a warning sound when a segment is stuck. Also, player 1 & 2's windows will display "Stuc and the stuck position". Example: "Stuc" and "≅18" display on player 1 & 2's windows, indicating that the triple ring on number 18 is stuck.
2. Remove the dart from the stuck segment, and the board then automatically returns to start status and is ready to score the game.

RESTART THE GAME

1. Press and hold down the "II>RESTART" button till the entire display panel indicates the setting panel and sounds "Bi-Bi", then release the button when a game is progress.
2. The current game will be stopped and the display will change to the setting panel.

SOUND ON/OFF

1. The player can turn the sound on or off when a game is in progress.
2. Hold down the SOUND button until the dart board sound "Bi-Bi", then release the button to turn the sound from on to off. 3. Hold down the SOUND button for 2 seconds then release it to turn on the sound from off status, the dartboard sounds a "Bi" when release the button.

*** GAME RULES ***

SOME GENERAL DART RULES

1. A round (turn) shall consist of 3 darts. Any dart bouncing off, or falling out of the dartboard shall not be re-throw.
2. All players throw in sequence. To decide the throwing sequence by throwing the Bull, the player throwing closest the bull's-eye shall throw first.
3. The singles shall score as the face number of the segment, the double (or triple) rings shall score double (or triple) the segment number, the outer bull shall score 25 points and the inner bull shall score 50 points (double 25).

'01 GAMES: 301, 501... to 1001(A01), 1-16 Player

1. Each player starts at a beginning score of 301, 501...901 or 1001. The object of the game is to reducing each round's score from the beginning score. When the player reaches zero exactly, they finish the game.
2. The round is a BUST (display bSt) when a player throws a dart resulting a score higher than the residual score that can not reach a zero score exactly. It will stop the current round and return the player's score to the last round's score of the current player.
3. There are DOUBLE IN/OUT options in each '01 game: a).

DOUBLE IN: The player must hit a number in the double ring or the inner bull to start the game. b).

DOUBLE OUT: The player must hit a number in the double ring or the inner bull to get the score to zero exactly and finish the game. It will be a bust round when the player's score falls to 1 point under the double out option status.

LUDO (MENSCH ÄRGERE DICH NICH): 300 to 900, 2 to 16 Player

- 2 to 16 players can play, but LUDO is most fun with more than 4 players.
- Each player starts the game with 0 points and adds to their cumulative score with each scored dart, but any previous player's cumulative score may fall back to 0 points again when the previous player is "killed" by the current player. To kill an opponent (making the opponent re-start from 0 points) by scoring the current player's score as the same value of the tens places and unit (compare 2 digital value of the 10' and 1' only, do not need to compare 100') as the previous player's cumulative score. Each scored dart can kill an opponent, and it is possible to kill all 3 opponents in a round.
- The current player will increase 1 "Life" when he/she kills an opponent one time.
- Any cumulative score between 0 to 29 points is in the safety zone, and the current player can not kill the opponent's score back to 0 points when the previous player's cumulative score is less than 30 points.
- There are two ways to win the LUDO dart game:
The cumulative points reach or go over a target score. The target score can be preset from 300, 400,... to 900 points (in 100 points increments).Kill the opponent(s) 7 times (accumulating to 7 lives).
- Score gap displays:
The dartboard will compare the 2 digital value of the 10 and 1 of the current player's score with the others. If the score gap is less than 60 points, the player 1 or 3's window will display the score gap with the previous player number. It will display all the score gaps alternatively if there are over 2 score gaps less than 60 points. It will show the "H----" symbol if no score gap is less than 60 points. For example: 39H7 and 43H2 displayed alternatively, it means the current player can hit 39 to killer the player 7 and hit 43 to kill the player 2.

SCORE CRICKET (SUPER CRICKET): 2 TO16 PLAYER OPTION

- The object of Score Cricket is for each player/team to "close" each number from 15 through 20 plus the bull's-eye. The first player/team to "CLOSE" all numbers and the bull's-eye, and to be even or ahead on points wins.
- A player closes a specific number or the bull's-eye by hitting 1 triple, 1 double plus 1 single, or 3 singles. The outer bull is considered a single and the inner bull is a double.
- The player to "close" a specific number "owns" the number and can score points on this number until all of the players also close it.
- The target number can be hit in any order. Within several three-dart rounds, the player must decide which to attempt first - points or closing number. The game becomes a fascinating cat-and-mouse game of offense and defense, as each player tries to close the necessary numbers, score points, and make the right strategy decisions.

NO SCORE CRICKET: 1 to 16 Player

The game of No Score Cricket is simpler than Score Cricket. The object of this game is to only "Close" the numbers 15 through 20, plus the bull's-eye. The first player to close all the target numbers wins the game. There is no need to compare the scores.

CUT-THROAT CRICKET: 2 to 16 Player Option

- The game plays the same as Score Cricket, except that when a player closes a number, the score for all further hits to that number are given to the opponents with that same number open. The first player with all his/her numbers closed and lowest score wins.
- All the displays for Cut Throat are the same as the Score Cricket game.

KILLER

- Killer is a spirited, competitive game. The object of the game, as the name suggests is to "kill" the opponents' lives before your own is eliminated. The last player/team remaining "alive" is the winner.
- The game can play all numbers except the bull's-eye.
- At the beginning of the game, each player should throw one dart with the opposite hand to select his/her own number. Every player must have a different number If a player misses the board or hits a number already taken or a bull's-eye, he/she must throw again.
- Every player must make himself/herself a killer firstly, then he/she can kill the opponents.
- There are 2 game options: Killer (Double Ring), Killer (3-7 Life).

KILLER: dbl (double ring), 2 to16 players options

- The "dbl" option is the traditional killer game, meaning:
 - A player must hit the "double ring" of his/her own number once, then he/she becomes a killer.
 - The killer also must hit the "double ring" of the opponents' numbers to kill their lives. The killer may kill himself/herself by accident and lose one life if a player hits his/her own number.
- The last one to have any lives left wins, and the winning melody will sound.

KILLER : 3-7LF (Lives), 2-16 PLAYER OPTION

- Each player owns no lives at the beginning of the game.
- The player will become a killer if he/she has accumulated the preset number of lives by hitting his/her own number. Players can set the number of lives from 3LF to 7LF.
- A killer won't add or lose his/her lives any longer by hitting his/her own number.(i.e. The dart will be ineffective if a killer shoots himself / herself).
- A killer may lose the title of killer if his/her number is hit by other killers, but he/she can become a killer again if he/she can reach the preset number of lives.
- All of doubles and triples count as singles.

KILLER TEAM: 3-7LF, 4 PLAYER/ 2 TEAMS OPTIONS

- The "killer Team" is a new game designed by ECHOWELL CO., LTD.
- The game plays the same as killer (3-7LF option), except for the following points:
 - There are 2 teams in this option. Player 1&3 are one team, player 2&4 are another.
 - Each player can add to his/her own lives by hitting his/her own number before he/she has become a killer. (A killer means the player has cumulated to the preset number of lives.)
 - A player can add to the partner's lives by hitting the specific number even if the player has become a killer.
 - It will be an ineffective dart if the killer hits his/her own number or if the partner hits this killer's number.
 - A killer can kill the lives of any player of another team by hitting their numbers.
- The last team to have any lives remaining wins the game, and the winning melody then sounds.

SCRAM : 21t (21 Targets), 2-16 Player Options

- the game plays all the numbers, 1 through 20 and the bull's-eye . the LED display the "ErASed" status of 21 numbers, each mark indicates one number as below:
 - the task for the score is to scores as many points as possible by hitting any one of the numbers. The stoppers' task is to hit each number 1-20 and the bull's-eye one time in any order.
 - the score round is finished when all numbers are erased.
 - the one with the highest score wins the game.

SCRAM CRICKET: 7t (7 targets), 2-16 Player Options

- The game plays the same as Scram, except that the game uses the cricket numbers 15 to 20 and the bull's-eye. Each must be hit three times to erase the number.
- Stoppers erase a specific number of the bull's-eye by hitting 1 triple, 1 double plus 1 single, or 3 singles. The outer bull is considered a single and the inner bull is a double.

OVER: Con, Ldr, 2 to 16 Player Options

- The object of this game is for players to take turns shooting for a 3-dart score that is equal or higher than the "Leader's Score".
- Your score will become the new leader's score and you do not lose a life when your score of a round is equal or higher than the previous leader's score. Otherwise, you will lose a life.
- Each player starts with 7 lives, and the last player alive wins the game.

OVER: Ldr (Leader), 2 to 16 Player Option

- A symbol "ð ##" and the player page's dots display on the window of player 3 or 1 to indicate the Leader's Score and which player page it is, other 3 windows display 7-L or residual lives of each player on the current player's page, then the current player's window will display 0 points after pressing the Change button. The number of life will be reduced by 1 after pressing the Change button when the player loses a life.
- A "LEA" symbol and "H-L" are flashing on the current leader's window to indicate the current leader.
- The current player's window will flash the score of the current round and the residual lives if the player loses a life after throwing 3 darts, and a bust buzz sounds.
- The current player's window will flash the "LEA" symbol and the residual lives if the player becomes the new leader, and the new leader's score will display on the player 1 or 3 window.

OVER: Con (Continue), 2 to 16 Player Options

With the "Con" option of the Over game, the leader will also lose a life when he/she has a score in a round that is lower than the leader's score (it is scored by himself), and the leader's score is kept at the Highest value always. The score can only be increased.

UNDER : Continue, Leader, 2-16 Player Options

- The object of this game is for players to take turns shooting for a 3- dart score that is equal to or lower than the "Leader's Score".
- Your score will become the new leader's score and you do not lose a life when your score after a round is equal to or lower than the previous leader's score. If it is not, you will lose a life.
- Each player starts with 7 lives, and the last player alive wins the game.
- Each missed dart counts as the top score of 60 points.

UNDER: (Ldr: Leader option)

- The displays for this game are same as the Leader option of Over game.
- The dartboard will show "LEA" and "uqqq" for the previous leader if there is not any opponents who have become the new leader after a round. This indicates the player has the right to re-issue a new leader's score and does not lose any lives, although the new leader's score is higher than the previous leader's score.
- It will move up to end a round if it is over the leader's score even when hit with 1 or 2 darts only.
- Each missed dart counts as 60 points and will be added to the player's score automatically after pressing the Change button, so the player can not throw away a dart on the floor or hit on the catch ring to get a lower score. It also counts as 60 points when you delete a dart score.

UNDER: Con (Continue), 2-16 Player Options

At the Continue option of the under game, the leader will also lose a life when he/she has a score in a round that is over the leader's score (it is scored by himself), and the leader's score remains at the lowest value. It can be changed to a lower score only.

AROUND THE CLOCK: ---, -2-, -3-, 1-16 Player OPTION

- The object of this game is to hit each number (in order) one time from 1 through 20 in sequence, then the bull's-eye. After hitting the number in play, the player may proceed to the next number. The first player to reach the number 20 and then hit the bull's-eye wins the game.
- There are 3 options for this game:
 - "----" Around The Clock: All doubles and triples count as singles.
 - "-2-" Double Around The Clock: This game is more difficult but it is suitable for practice of the double IN/OUT of the '01 games. Each player must hits each double number one time, from double 1 (D1) to double 20 (D20) in sequence, then the bull's-eye (E50).
 - "-3-" Triple Around The Clock: Each player must hit each triple number one time from triple 1 (T1) to triple 20 (T20) in sequence, then the bull's-eye (E50) in order to finish the game.

HIGH SCORE : 6-15rd, 1-16 PLAYER OPTION

- The object of this game is to get highest total score.
- First, preset a round number. The dartboard will display the "F-1, F-2...F16" symbols on each player's window after the last player throws the 3rd dart in the final preset round, and the winning melody sounds.
- The dartboard can not be compare the player's score automatically if the last player strike only part of the 3 darts on the scoring area in the final round. So press the Change button to finish the game and compare the result.

COUNT UP (C-Up): 100, 200 ... to 900, 1-16 PLAYER OPTION

- Each player starts the game with 0 points and adds to their score with each scored dart.
- The first player to reach or go over the preset target score wins the game.

SHANGHAI I

- This game plays numbers of 1 through 7 in sequence.
- Players take turns throwing in 1 at the 1st round, then 2 in the 2nd round, and so on to 7 in the 7th round.
- Only darts hitting the number in play count for score, doubles and triples count. Three darts of all players hit the same number in the same round.
- The player with the highest score wins the game after the last player throws the 3rd dart in the 7th round, and the winning melody sounds.

SHANGHAI II

The game plays by the same format as Shanghai 1, except that a player can win instantly in any three dart round by hitting a single, double and triple, in any order, during play.

SHANGHAI III

- Players take throwing at numbers 1 through 20 in sequence.
- Each player starts on number 1. After hitting number 1, then shoot for number 2, and so on.
- A player can win instantly by hitting a single, double and triple, in any number order, during a round.
- The player with the highest score after the last player throws the 3rd dart in the 7th round, or the first player to reach and hit 20 wins, and the winning melody sounds.

RANDOM SHOOT: 6-15 Round, 1-16 PLAYER OPTION

The object of Random Shoot is to hit the segment that the dartboard issues automatically. It will score points as follows when the player hits the issued number.

SEGMENT	SINGLE	DOUBLE	TRIPLE	E25	E50
POINTS	1	2	3	3	5

The player with the highest score wins the game.

HALVE IT (HALF): rAn (Random), 1-16 PLAYER OPTION

- The dartboard issues a random number (display H##) automatically displays it on the current player's window at the beginning of each round.
- The issued number does not change during the entire round. All players can continue to hit their 3 darts on this segment to cumulate their score, doubles and triples count.
- A player's score will be automatically cut in half if he/she does not hit the issued number with at least one of the 3 darts per round, and sound the "Ha, Le, Lu, Ya" melody. But if one or more dart(s) hit the catcher, the player must press the CHANGE button, the score will be cut in half.
- The dartboard will re-issue a random number for each round, and the game progresses until the last player throws the 3rd dart in the 7th round.

HALVE IT (HALF): 12 Round, 1-16 PLAYER OPTION

The game is played with the same format as random Halve It, except that the dartboard issues fixed numbers of H12, H13, H14, Hdb, H15, H16, H17, Htr, H18, H19, H20, and -E- for each round in sequence, for a total of 12 rounds.

FOLLOW THE LEADER: CONTINUE, LEADER, 2 TO 16 PLAYER OPTIONS

- Game rules of the Follow the Leader are written below:
- The object of this game is to hit on a "Target Number". This target umber is issued by the "leader".
 - The player shall hit on the target number with at least one of the 3 darts per round, otherwise the player will lose one life.
 - You will become a new leader, and without losing a life, if you hit on the target number, and you have to issue a new target number by hitting a dart on the score area again.
 - The single, double and triple are different numbers. For example, the target number is "÷18", the player can become a leader by hitting on the double ring of the number 18 only.
 - If the player hits on the target number with the 3rd dart of a round, then it keeps the previous target number with no change. The leader does not throw the dart again to issue a new target number.
 - If the player hits on the target number with the 1st or 2nd dart of a round and he/she misses all the residual darts of his/her current round, then the dartboard will issue an easy target number of "÷ 3" automatically after pressing the Change button. This design is to prevent the leader from intentionally throwing away darts on the floor to get a new target number that is the same as the previous high difficult number.
 - Each player starts with 7 lives, and the last player alive wins.

FOLLOW THE LEADER:LDR: LEADER OPTION)

- Establishing the leader and starting the game:
 - Each player begins with 7 lives displayed on each player's window.
 - The dartboard will issue a random number (display H##) as the first target number.
 - c). Each player shoots a dart in sequence until one hits on the random number and becomes the first leader.
 - d). If the player fails to hit the random number, they will not lose any lives until a leader is established.
- If a player fails to hit the target number during round, he/she loses one life indicated by the reduced lives' number by one. The next player continues shooting for this segment number, and so on.
- If all other players do not hit on the target number after a round, the current player's window will display "----" symbol, waiting for the leader to issue a new target number by hitting a dart on the score area. The leader does not lose any lives when he/she issues the new target number.
- The current player's window also displays "÷3" target number automatically after pressing the Change button if a player hits on the target number and becomes a leader, but misses all residual darts during his/her round.
- The winner is the last player left with any lives remaining, and a winning melody plays.

FOLLOW THE LEADER: Con (Continue), 2-16 Player Options

The game is played with the same format as the Leader option, except the leader also has to hit on the target number if all other players do not hit on the target number after a round, otherwise he/she will also lose a life. The game always "Continues" on the same target number until one player hits on this target number, then it can be changed to a new target number.

ALL 51 BY 5: 31, 41 ... to 91, 1-16 PLAYER OPTION

- The object of the game is to reducing each round's score from the preset score of 31, 41, 51...or 91.
- The game appears very simple, but it is difficult to master and requires considerable accuracy, since the total points for each round must be divisible by 5 to receive any score. For example, if a player gets 25 points on a round, the score is 5 (25,5÷=5).
- Any round score not divisible by 5 is not counted, for example if a player gets a total of 47 points, the score is 0 since 47 is not divisible by 5. If any one of the 3 darts miss it is counted as a no score.
- The round is a "buSt" when a player gets a score higher than the residual score that can not reach a zero score exactly.
- The first player that reaches zero exactly is the winner.

BINGO: 6-15 rd(Round), 1-16 PLAYER OPTION

- First, the player must aim at playing numbers 1, 2, 3, 4 or 5 to get a chance of BINGO if he/she hits 1, 2 or 3 darts at any number in play.
- The dartboard will issue a number among 1, 2, 3, 4 or 5 if the player hits any one of playing numbers. The player will get 1, 2 or 3 points if the issued number is the same as the number hit by the player 1, 2 or 3 times in the round. The player's round is over if all 3 darts missed.
- The player can gamble the score by continue throw the issue number. His/her score will double with each hit of the issued number, or the score will be half in case of a missed dart. The maximum score per round is 10 points, and the minimum is 0 point. The score will be the not change if the player selects not to gamble by pressing the Change button to changes to the next player.
- The player with the highest score wins the game after the game over.

21 POINT : 3 to 9 Round, 1-16 PLAYER OPTION

- The object of this game is to get more lives to win the game.
- A player can get 1 life in 2 ways:
 - .Gets 21 points exactly with 1, 2 or 3 darts.
 - Has highest but less than 21 points if nobody gets 21 points in this round.
- The round is a "BUST" (display bSt) when score is over 21 points, or any dart misses and the Change button is pressed.
- The player with the most lives wins the game after game over.

SHOVE HA PENNY (PEnn): 1-16 Player Option

- The object of this game is for each player to fill 3 marks in each number from 15, 16 ... 20 to the bull's-eye in sequence. The first player to fill all numbers in sequence wins.
- The player can get 1, 2 or 3 marks by a hit within the single, double or triple ring of the number in play.
- If a player scores more than 3 marks in the number in play, the excess marks are given to the next player.
- The last mark shall be finished by the player his/her self.

DOUBLE DOWN 41 (dd41): 12 rd 9Round), rAn (Random), 1-16 PLAYER

- There are 2 options, one is 12 Round option and another is Random option.
- The option of 12-round Double Down 41 is similar to the 12 round Halve It game except each player is given 41 points to start the game instead of 0 points. The play numbers are H12, H13, H14, Hdb, H15, H16, H17, Htr, H18, H19, H20, and -E- for each round in sequence, for a total of 12 rounds.
- The option of Random Double Down 41 is similar to the Random Halve It game except each player is given 41 points to start the game instead of 0 point.
- Please refer to the game rules of Halve It for details.

BEST TEN : ---, -2-, -3-, -E-, 1-16 Player Option

- Select a ---, -2-, -3- or -E- first, the symbol of "----", "-2-" or "-3-" indicates whole segments, double ring or triple ring of the issued number to be thrown by all players through the round. You can have a practice of the bull's-eye when you select "-E-".
- The dartboard issues a random number at the beginning of the game. All players must continue to throw 10 darts in a round on the target segment of this number.
- Each hit of the target segment gets 1 point. Each thrown dart will reducing one from dart numbers.
- The player with highest points wins after all players have thrown 10 darts.

RED vs GREEN (r-G): ---, -2-, -3-, 2 PLAYER OPTION

- The purpose of this game is to let the player 1 hit each number one time from 20, 18, 13, 10, 2, 3, 7, 8, 14 to 12 in sequence, and player 2 has a hit of each number from 5, 9, 11, 16, 19, 17, 15, 6, 4 to 1 in sequence. After hitting a number in play, the player may proceed to the next number.
- Select a ---, -2- or -3- option firstly. Players can throw whole segments of the number in play when select "----", players must hit the double or triple segment of the number if selecting "-2-" or "-3-".
- The first player to reach the final number wins the game.

9 LIVES: 3-9LF (lives), 2-16 Player Option

- The game plays numbers 1 through 20 and bull's-eye in a sequence loop.
- Each player starts with the preset 3, 4,... or 9LF (Lives).
- Players take turns throwing in 1 in the 1st round, then 2 in the 2nd round, and so on to "÷E-" in the 21st round, then 1 in the 22nd round and so on.
- Each player shall hit the target number (display H##) one dart in each round. The player will lose a life if all 3 darts missed.
- The last player remaining alive is the winner.

TENNIS: 2-5G (Games), 1, 3, 5t (Sets), 2 PLAYER OPTION

- The game has similar rules as the actual game of tennis. In the real tennis rules, there are 3 sets for female and 5 sets for male. But in order to reduce the playing time, you can choose the option of 1 set, 2, 3, 4 or 5 games; 3 or 5 sets are also available.
- The game is designed for 2 players only, and game rules are as below:
 - One is the server (display SEr 1 or SEr 2) and another is the receiver (display PL-2 or PL-1).
 - The SEr 1 serves first. Each server serves one game alternatively in general. The server's target is to have a hit on any number among Nos. 15, 16,...20 or the Bull's-eye within 3 darts, otherwise the receiver wins 1 ball.
 - The receiver shall return the same darted number with 1 of the 3 darts, otherwise the server wins 1 ball. The play number will change to the next number for the opponent automatically after the receiver succeeds with a "return".
 - For example, the SEr 1 hits no. 20, the PL-2 succeeds return by hitting no. 20, then the target number changes to "÷E-" (Bull's-eye) for server 1 automatically, then no. 1 for the PL-2, no. 3 for the SEr 1 and so on, until one player misses the target number and another player wins a ball, then the server re-serves a new target, and so on.
- A player shall must win 4 balls to win a game, and then win 6 games to win a set.
- Deuce: When the score is 3:3 in a game, a player has to be ahead of the opponent by 2 balls to win the game, or the first player to get 10 balls wins the game if the deuce continues to 9:9 in the game.
- To winning the Tennis game with different options:

OPTIONS	2G	3G	4G	5G	1T	3T	5T
WIN and AHEAD	2G	3G	4G	5G	6G	2 Set	3 Set
	2G	2G	2G	2G	2G		

Tie-breaker: When it is 6:6 games in a set, the player to get 7 balls and is ahead by 2 balls wins the set, or the first player to get 10 balls wins the game if it continues to 9:9 in the game. The first player to reach 6 games serves 1 ball, then each player serves 2 balls alternatively when playing a tie-breaker.

ENGLISH CRICKET : (---, 2 Players Option)

- This game is for 2 players only, one player acts as the pitcher and another one is the batter. The pitcher's object is to cumulate 9 wickets as soon as possible to stop the batter from getting more scores, and the batter's object is to get as many scores as possible before the pitcher accumulates 9 wickets.
- Game rules:
 - the pitcher's (Pit 1 or 2) target is the bull's-eye. Each hit of the outer bull counts as 1 wicket, the inner bull counts as 2 wickets, other numbers are in-effect.
 - The batter (bAt 1 or 2) can throw any number (doubles and triples count). The score counts only when the total score per round is over 40 points; for example 46-40÷6 points, the total score is less than 40 counts as 0 points.
 - The score round is finished when the pitcher cumulates 9 wickets. Press the CHANGE button to change to another score round.
 - The game ends when 2nd score round is finished. The dartboard will compare the final score amount of the 2 players and list F-1 or F-2 according to their score to indicate who has the highest score.

SOCCER : 6-15rd (Round), 2-16 Player Option

- The object of the SOCCER game is to take possession of the ball by a hit of the bull's-eye firstly, then take a kick for a goal by hitting any double segment except the inner bull's-eye to get as many as possible to accumulate a high score.
- The player can continue to hit any double segment to eliminate a score until another player takes possession of the ball. Each hit of a double segment scores 1 point.
- The player with the most scores wins the game after the game is over.

GOLF: (9H-18H, 1-16 Player Option)

- The object of the Golf game is to use as few strokes as possible to get 3 marks in each hole (displayed Ho #).
- Each player shall continue to throw the specific number until they get 3 marks by hitting 1 triple, 1 double plus 1 single, or 3 singles, then go to the next number after all players have 3 marks on the number.
- The specific numbers are No. 1 on Ho 1, No. 2 on Ho 2,... and No. 18 on Ho 18 in sequence. Each thrown dart counts as 1 club no matter if it is a hit or miss.
- The player with the least number of strokes wins the game.

BILLIARDS (9 BALL): 4-13 points, 2-16 Player Option

- The object of this game is to hit as many "No. 9 balls" as possible to accumulate a score to the preset points.
- All players throw numbers 1 through 9 in sequence in a loop. Each hit of the number moves to the next number. Nos. 1, 2,..., 8 are 0 points, only a hit of the No. 9 results in 1 point, then hit from No. 1 again in loop.
- The game is not limited to 3 darts per round. The current player can continue to throw darts if he/she can hit each target number in play with each dart.
- The current player's round will end and change to the next player.

SNOOKER: (---, 2-16 Player Option)

- The game of this object is to cross hit one red ball in order then any one of the 6 color balls and so on to get score. The color balls from 2 to 7 shall be hit in order after the last red ball (bull's-eye) and a color ball be hit (if the player can hit it after bull's-eye). The player with highest points wins the game when game ends.
- Red Balls: 8, 9, 10...20 & Bull's-eye. It shall be hit in order, each hit of a red ball in play gets 1 point. Color Balls: 2, 3, 4, 5, 6, 7. Each hit of color ball counts the same face value of the ball.
- The game does not limit 3 dart per round, the current player can continue to throw darts as many as if he/she can continue to hit the number in play.
- It will stop the current player's round and change to the next player in the following status:
 - The player misses all 3 darts at the beginning of the round.
 - The player suspends a hit of the number in play after his/her 1st hit.

BASEBALL: 3-9rd, 2-16 Player (combined in 2 teams)

- The game is designed for 2 to 16 players and separated into 2 teams, the game rules are as below:
- Each team assigns a "pitcher" (display Pit 1 or Pit 2) to throw ball for batters of another team, the pitcher shall throw numbers from 15 through 20 or bull's-eye. The pitcher of the team 2 (Pit 2) starts the game by throw darts.
 - Other players are batters, team 1 displays t1-1, t1-2... to t1-8, team 2 displays t2-1, t2-2... to t2-8.
 - The ball is a straight if the pitcher hit any one of target numbers, the batter shall throw specific segment of this number darted by the pitcher, the details are as the list below:

Der Werfer trifft die 15, 16	Der Schläger trifft das vom Werfer vorgegebene Segment			
17,18,19,20 oder Bull	EINFACH	DOPPEL	DREIFACH	BULL
EINFACH	Gehe zum 1. Mal	Gehe zum 2. Mal	Gehe zum 3. Mal	verfehlt
DOPPEL	verfehlt	Home Run	verfehlt	verfehlt
DREIFACH	verfehlt	verfehlt	Home Run	verfehlt
BULL	verfehlt	verfehlt	verfehlt	Home Run

- The batter team gets 1 point when one runner reaches to the home bass.
- The current batter will be sent to the 1st bass in case the pitcher misses all 3 darts.
- The batter will be out if he/she has 3 misses on the specific segment, the role will be change when 3 outs. Both teams have 3 outs completed a round.
- The residual runners on bases get 0 point when 3 outs.
- The team with highest score wins the game when game is over.

FREE

- In general, each player throws 3 darts per round. But this game is designed for beginners and anyone who wishes to practice. This game allows players to throw 10, 20 or 30 darts per round and to get the highest scores.
- This game plays all the numbers, and the bull's-eye, doubles and triples count.
- The player will win the game before the later player's finish their round.

***** TROUBLE SHOOTING *****

Check the following before taking the unit in for repairs.

PROBLEMS	CHECK ITEMS	REMEDY
No power or displays	Does the plug insert into the jack and the adapter insert into the electrical outlet securely?	Re-install it again.
Irregular		P