



user's manual is printed for Model 88/100/120/120A

INTRODUCTION

- Thank you for purchasing electronic dart game. Read this manual carefully and familiarize yourself with the dart game before you use it.

This user's manual is printed for Model **88/100/120/120A**. The Model **120/120A** has 25 game series, Model **100** has 20 game series, and Model **88** has 16 game series.

Model **88** games: 301 to 1001, High Score, Count up, Random Shot, Under, Over, Clock 1, 9 Lives, Best Ten, Cricket, Cut-Throat Cricket, Halve It, Follow the Leader, Scram, Soccer and Free.

Model **100** games: Model **88** pluses Count Down, Clock 2, Killer and Billiards (9 ball).

Model **120/120A** games: Model **100** pluses Clock 3, English Cricket, All 51 by 5, Shanghai and Snooker.

	Games	88	100	120	120A
1.	'01
2.	High score
3.	Count Up
4.	Random shoot
5.	Under
6.	Over
7.	Count Down		.	.	.
8.	Clock 1
9.	Clock 2		.	.	.
10.	Clock 3			.	.
11.	lives
12.	Best ten
13.	Cricket
14.	English Cricket			.	.
15.	Cut-Throat
16.	Halve it
17.	All 51 by 5			.	.
18.	Follow the Leader
19.	Shanghai			.	.
20.	Scram
21.	Killer		.	.	.
22.	Soccer
23.	Billiard 9 ball		.	.	.
24.	Snooker			.	.
25.	Free
	Adapter		.		.
	6 darts

QUICK SET UP INSTRUCTIONS

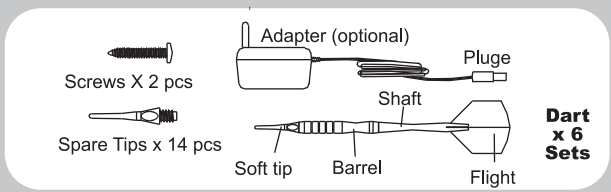
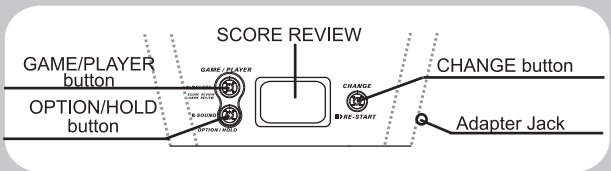
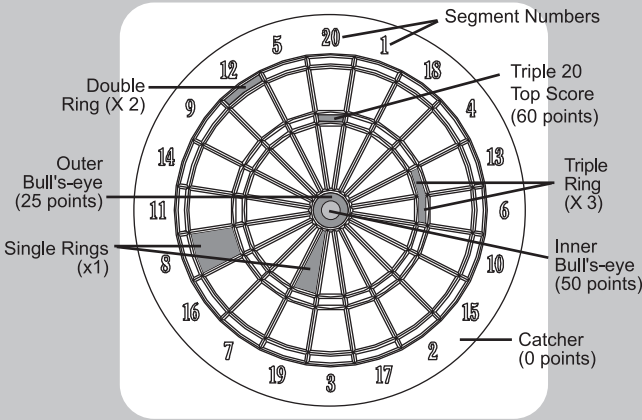
1. Install 3 AA batteries to the battery holder or Insert an adapter into an electric outlet then insert the Plug into the jack on the right side of the dartboard.

2. Press any button to stop the LCD 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 Option button to choose single, double or triple IN option, press Change button to confirm the IN option. Press Option button to select single, double or triple OUT then press Change button to confirm OUT options for '01 games only.
6. Press Player button to choose 1 to 8 players or 2 teams.
7. Press Change button to start the game.
8. Press Change button after each round for player change.
9. Press and hold II >RE-START button for 2 seconds to re-start a new game.

SAFETY NOTICE

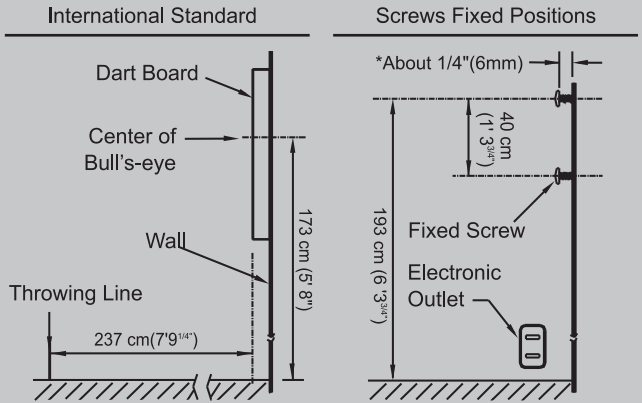
1. This game is designed for soft-tipped darts only, the steel-tipped dart will damage the dartboard.
2. Darts are an adult game. Includes functional sharp points/edge, children should play with adult supervision.
3. Always pay attention to the game; never throw a dart without first looking to make sure the playing area is clear.
4. This device includes small parts and is not intended for children under 3 years old.
5. This device can be used either batteries or a transformer, the optional transformer shall be with 9V DC/500mA output.
6. The attached transformer is not a toy.
7. Disconnected the device from the transformer before cleaning.

PHYSICAL DESCRIPTIONS



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 6mm in length from screw gaps to the wall to avoid damaging the inner circuit, and to fix the dartboard firmly.



BUTTON OPERATIONS

The dartboard has 3 buttons with different functions as following:

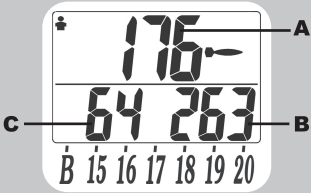
Buttons	Set Up A Game	Plays A Game
CHANGE II>RE-START	Confirm the setup. -	Change to next player. Restart a new game.
GAME/PLAYER Score Review II>Game Review II>DELETE	Game/Player options. - - -	- Auto-scrolling players' scores. Game review, Delete the current dart's score.
OPTION/HOLD II>SOUND	Double/Triple In/Out Sound On/Off.	To freeze/unfreeze the dartboard Sound On/Off.

REMARK:

- Without II >: Press the Button.
- II > Game REVIEW: Hold the button after score review.
- With II >: Press and hold for 3 seconds.

LCD DISPLAY:

The LCD display is divided into 3 portions, each portion has different means for different games. The mark "##" means a number for score, lives or marks.



A.

1. ##: Current player's score.
2. -##-: Target number for the current player.
3. L or H ##: Leader's score for OVER & UNDER.
4. Pit# or bAt#: Pitcher turn or Batter's turn.
5. P#F# or t#F#: P4F1 means Player 4 wins the game. "t" for Team.
6. 2 to 7 (for snook): Target number is any one of 2, 3, 4, 5, 6 or 7 numbers.
7. 15-E, niCE, #bAS, HonE (for Baseball): Target number is among 15 to 20 and bull's-eye; Nice, Base number, Home run.

B.

1. -##-: The target number for the current player.
2. ##H# (Ludo game): The current player hits ## can kill player #.
3. ##H (21 POINTS): The highest score (below 21 points) in the round.
4. r-#: The number(#) of round(r).
5. db or bE(Soccer): Instruct the player shall hit double ring or bull's-eye for Soccer.
6. 1 to 5 (Bingo): Target number is any one of 1, 2, 3, 4, or 5.
7. ##: The team's score for Baseball and Penny.
8. Ho # or #H: Hole 1, 2...etc. 1, 2, 3...etc. Hole for Golf.
9. ##dt (for Free): Residual darts.

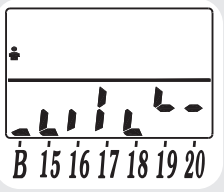
C.

1. ##: Next player's score.
2. -##: Next player's target number.
3. #L: Current player's Lives (marks).
4. I, n and #P: Indication of the runners on the bases, "I" for 1st base, "n" for 2nd base and "#P" for 3rd base, and the residual players of the batter team.
5. bE-#: The residual bull's-eye to be hit by the pitcher (English Cricket).

B+C:

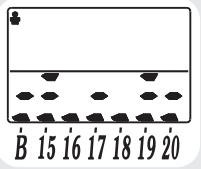
1. SCORE CRICKET & CUT-THROAT CRICKET:

- The close status of each number is displayed on the bottom rows displays for the current player.
- The middle mark lights to indicate the current player has no dart on the number.
- The lower 3 marks indicate the current close status.
- The upper left mark lights to indicate a player has closed the number at least.
- The top mark lights to indicate the number has been closed by all other players, and the current player cannot get points from this number after he/she closed the number.

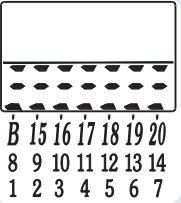


2. NO SCORE CRICKET, SCRAM (7t), PENNY:

- : One mark
- = : 2 marks.
- ≡ : 3 marks.



3. SCRAM 21 Target:



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-thrown. The current player has to remove the darts from the dartboard.
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. Each player starts at a beginning score of 301, 501...901 or 1001. The object of the game is to reduce 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 buSt) 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 variety In/Out options in each '01 game:

a). DOUBLE/TRIPLE IN

The player must hit a number in the double/triple ring or the inner bull's-eye to start the game.

b). DOUBLE/TRIPLE OUT

The player must hit a number in the double/triple 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.

HIGH SCORE: 6-15rd

1. The object of this game is to get highest total score.
2. First, preset a round number. The dartboard will compare result of the player in a loop automatically after the last player throws the 3rd dart in the final preset round.

COUNT UP (C-Up): 100, 200 ...to 900

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