

Electronic Dartboard User Manual & Game Instructions



A70-043



A70-045

IMPORTANT, RETAIN FOR FUTURE REFERENCE: READ CAREFULLY

USING INSTRUCTION

Thanks for selecting the electronic dartboard

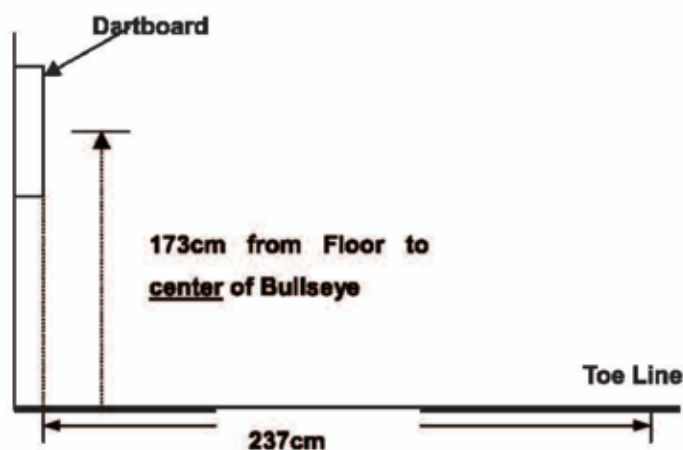
PREFACE

■WARNING

- This is not a child's toy. Children under the age of 14 should not play steel-tip or soft-tip darts.
- Please turn off when not playing the board.
- If the board is left inactive for 10 minutes, the displays and peripherals will shut off automatically, into the sleep mode. When the GAME button is pushed again, the game is then resumed.

■Product Instruction

Choose a location where there is about 3m of open space in front of the board. The "toe-line" should be 237cm from the face of the dartboard. The center of bull should be 173cm from the ground.

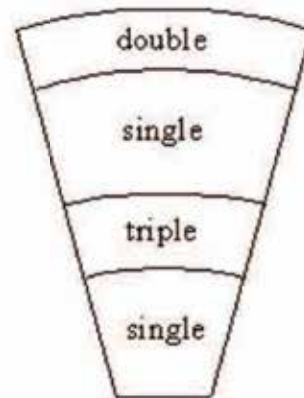
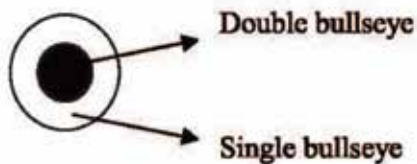


- The high quality electronic dartboard includes LCD display, automatic voice scoring and 26 games with 185 variations. It can be enjoyed by up to 8 players with an initial setting of 2 players.
- This dartboard is powered by 3 AA batteries.

Scoring segment

scoring rules

Single scoring segment	score*1
Double scoring segment	score*2
Triple scoring segment	score*3
Outer bullseye	25*1
Center bullseye	25*2



■Game Setup

- 1、“Game/Power” button: press the button to turn on/off the game and select games (G01—G26) through the on-screen game menu; during the game, press the button to end the current game and return to starting status.
- 2、“Option/Score” button: press Option to select different options of the games; press Score to view the player’s score at anytime during the play and continue to press this button to show next player’s score. The game goes on if the players don’t press it within 3seconds, or press other buttons.
- 3、“Player/Cybermatch/Miss” button: before game starting, press Player to set the number of players and press Cybermatch to play against device (C1—professional,C2—expert,C3-senior,C4- intermediate, C5—primary); during the game, press Miss to reduce the numbers of remaining darts when the dartboard is missed.
- 4、“Handicap/Eliminate” button: press Handicap before starting the game to select the difficulty/options for the different players; during the game, press Eliminate to clear the score for the current dart.
- 5、“Double/Sound on/off” button: Double button is only valid for Count Down game; press Sound on/off to select sound on or off.
- 6、“Start/Next” button: press this button to start a game or to move to the next player during a game.

Table for game characteristics

NO.	CODE	GAME MENU	OPTION	PLAYER	HANDICAP
G01	301	Count Down	301,501,601,701,801,901,999	1~8	✓
G02	C01	Count Down Team	301,501,601,701,801,901,999	4~8	✓
G03	CUP	Count Up	100~900	1~8	✓
G04	cri	Standard Cricket	E00,E20,E25	1~8	✓
G05	noc	No Score Cricket	II00,II20,II25	1~8	✓
G06	CUt	Cut Throat Cricket	C00,C20,C25	1~8	✓
G07	PUP	KillerCricket	H00,H20,H25	2~8	✓
G08	LPc	LowPitchCricket	L00,L20,L25	1~8	✓
G09	rcL	Round Clock	105,110,115,120; 205,210, 215,220; 305,310,315,320	1~8	✓
G10	S-o	Shoot Out	-05,-07,-09~-21	1~8	✓
G11	SHi	Shang Hai	101,105,110,115	1~8	X
G12	HAL	Halve It	H12	1~8	X
G13	HiS	High Score	003~014	1~8	X
G14	orS	Over	003,005,007~021	2~8	✓

G15	Und	Under	U03,U05,U07~U21	2~8	✓
G16	biG	Big6	b03,b05,b07~B21	2~8	✓
G17	CL2	Score Color	100,200,300,400,500	1~8	✓
G18	bc2	Bonus Color	100,200,300,400,500	1~8	✓
G19	CC2	Correctional Color	100,200,300,400,500	1~8	✓
G20	IIC2	No Score Color	003,004,005,006,007	2~8	✓
G21	Fdc	Free Dart Color	005,010,015,020	1~8	✓
G22	S-1	Shooting I	— — —	1~8	X
G23	S-2	Shooting II	— — —	1~8	X
G24	S-3	Shooting III	— — —	1~8	X
G25	S-4	Shooting IV	— — —	1~8	X
G26	Got	Gotcha	101~901	2~8	✓

Game instructions

G01 Count Down (301,501,601,701,801,901,999)

- 1、The game is played by subtracting each dart score from the starting point. The player who reaches exactly zero first wins the game.
- 2、Reaching “1” or going past zero can be considered a BUST and the score goes back to the previous score., and voice out “incorrect”.
- 3、The player can choose the following variations by pressing DOUBLE button.

Double in To start, the player must hit a double. No score will be counted until this condition is met.

Double out To win, the player must hit a double that reduces the score to exactly zero. Reaching “1” or going past zero can be considered a BUST and the score goes back to the previous score, and is given a hinted voice “incorrect”.

Double in/out To win, the player must hit a double that reduces the score to exactly zero. Reaching “1” or going past zero can be considered a BUST and the score goes back to the previous score.

G02 Count Down Team

This is a team play of the Count Down game, very popular among dart leagues. There are always 2 teams and 4 scores to track. Player 1 and Player 3 play against Player 2 and Player 4. The game is played the same way as the G01 Count Down game. Any player reducing his/her score to exact zero first makes his/her team a winner.

G03 Count Up (100, 200, 300, 400, 500, 600, 700, 800, 900)

The score of each player will be accumulated up from zero for each hit. The first player with the highest score is the winner.

G04 Standard Cricket (E00, E20, E25)

- 1、Only segments 15, 16, 17, 18, 19,20 and bullseye are in play.
- 2、Each scoring segment is “open” when the segment is hit three times.
Hit single scoring segment——count one time;
Hit double scoring segment——count two times;
Hit triple scoring segment——count three times.
- 3、E00——The player can hit any segment of 15, 16, 17, 18, 19, 20 and bullseye. There is no sequence;
E20——The player must hit 20 three times first, then follow with 19, 18, 17, 16, 15 and bullseye in order;

- E25—The player must hit the bullseye three times first, then follow with 15, 16, 17, 18, 19 and 20 in order.
- 4、 Each scoring segment is “open” when the segment is hit three times.
 - 5、 Each player must try to hit the scoring segment three times to let it enter into “open” status and be scored.
 - 6、 Before opponents finish three hits to open the scoring segment, the player can continue to hit the “open” scoring segment for getting higher scores.
 - 7、 After all players finish the three hits of the same scoring segment, the segment will be “closed” and can not be scored again.
 - 8、 When all players “close” all the scoring segments, the player with the highest score is the winner.

G05 No score Cricket (Π00,Π20,Π25)

- 1、 Only segments 15, 16, 17, 18, 19, 20 and bullseye are in play.
- 2、 Hit single scoring segment——count one time;
Hit double scoring segment——count two times;
Hit triple scoring segment——count three times.
- 3、 000—The player can hit any segment of 15,16,17,18,19,20 and bullseye. There is no sequence;
020—The player must hit 20 three times first, then follow with 19,18,17,16,15 and bullseye in order;
025—The player must hit the bullseye three times first, then follow with 15,16,17,18,19 and 20 in order.
- 4、 Each segment is showed by a point in LCD. The corresponding LCD is shined when the player hits it.
- 5、 The player that hits all target numbers three times first is the winner.

G06 Cut Throat Cricket (C00, C20, C25)

- 1、 Only those segments for 15, 16, 17, 18, 19, 20 and bullseye are in play.
- 2、 Hit single scoring segment——count one time;
Hit double scoring segment——count two times;
Hit triple scoring segment——count three times.
- 3、 C00—The player can hit any segment of 15, 16, 17, 18, 19, 20 and bullseye. There is no sequence;
C20—The player must hit 20 three times first, then follow with 19, 18, 17, 16, 15 and bullseye in order;
C25—The player must hit the bullseye 3 times first, then follow with 15, 16, 17, 18, 19 and 20 in order.
- 4、 Each scoring segment is showed by three LCD. The corresponding LCD is shined when the player hits it.
- 5、 Each scoring segment is “open” when the segment is hit three times. But the segment will be “closed” and can not be scored if all the players hit it for three times. The points scored by the current player will be added to all opponents.
- 6、 Each player must try to hit the scoring segment 3 times to let it enter into “open” status and allow scoring.
- 7、 Before opponents finish three hits to open the scoring segment, the player can continue to hit the “open” scoring segment for getting higher scores to the opponents.
- 8、 After all players finish the three hits of the same scoring segment; the segment will be “closed” and can not be scored again.
- 9、 When all players “close” all the scoring segments, the player with the lowest score is the winner.

G07 Killer Cricket (H00,H20,H25)

This game is much like the No Score Cricket with an added twist. When a number is closed, the player has a chance to eliminate an opponent's marking by hitting the same number again. However, if the opponent has the number closed as well, then no marks will be taken away from that player. Noted: instead of turning on a mark, each positive marking turns off a mark on the screen. The player who first closes all the numbers is the winner. Example: for the number 19, Player 1 has 1 hit (one mark off), Player 2 has 2 hits (two marks off), and Player 3 has number 19 closed (three marks off). Player 4 comes up and hits a triple 19, closed number 19 too. Player

4 then aims and hits single 19 again. In consequence, Player 1 and 2 each have one mark turned on for 19, and Player 3 is not affected. Which means, Player 1 and 2 are being pushed back 1 hit away from closing 19.

G08 Low Pitch Cricket (L00,L20,L25)

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

G09 Round Clock(105, 110, 115, 120; 205, 210, 215, 220; 305, 310, 315, 320)

- 1、(105、110、115、120) represents that hitting any scoring segment is valid;
(205、210、215、220) represents that only hitting double scoring segment is valid;
(305、310、315、320) represents that only hitting triple scoring segment is valid.
- 2、“5” Hit the scoring segments from 1 to 5;
“10” Hit the scoring segments from 1 to 10;
“15” Hit the scoring segments from 1 to 15;
“20” Hit the scoring segments from 1 to 20.
- 3、The player must throw the darts to the scoring segment based on the indication of the device. If the segment is hit, the next segment will be indicated. The player who first hits all the scoring segment is the winner.

G10 Shoot Out (-05, -07, -09, -11, -13, -15, -17, -19, -21)

- 1、(-05, -07, -09, -11, -13, -15, -17, -19, -21) represents original points for the player.
- 2、The device will randomly indicate a number segment for throwing.
- 3、The player should shoot the number segment within 10 seconds, or the shoot will be taken away. When hitting the segment, the device will voice out “Yes”, or voice out “No”. When hitting single, double or triple for the target segment, the device will reduce one point from the total.
- 4、The player first reaching zero is the winner.

G11 ShangHai (101,105,110,115)

- 1、101——Hit the segments from one to twenty and bullseye in order;
105——Hit the segments from five to twenty and bullseye in order;
110——Hit the segments from ten to twenty and bullseye in order;
115——Hit the segments from fifteen to twenty and bullseye in order.
- 2、Each player can only throw one dart for each number segment. Hitting the number will be score, otherwise there is no score. When skipping the number segment or abstaining, there is no chance to hit the number again.
- 3、When finish to hit the bullseye, the player with the highest score is the winner.

G12 Halve It (H12)

The game is like playing Jeopardy. A total miss with three throws can make your score tumble down. Everybody starts the game by shooting for the number 12, and then 13, 14, any Doubles, 15, 16, 17, any Triples, 18, 19, 20 and Bull's Eye. Each player throws three darts at the same number, and then progresses to the next number in the next round. A hit on a double or triple counts as 2x or 3x the points. If a player misses all three throws on a specific target in a round, his/her scores will be cut in half. For example: If a player has a cumulative score of 76 after two turns and then misses the next number with all 3 darts, the player's score is cut in half, leaving 38. The player with the most points at the end of the game wins. The player with the most points at the end of the game is the winner.

G13 High Score (003, 004.....014)

- 1、 All the segments are valid.
- 2、 (003,004 ...014) represents the appointed turns for the player. One turn is for three darts.
- 3、 Hit the single scoring segment: the scoring segment X 1
Hit the double scoring segment: the scoring segment X 2
Hit the triple scoring segment: the scoring segment X 3
- 4、 After finishing the appointed turns, the player with the highest score is the winner.

G14 Legs Over (003,005,007,009,011,013,015,017,019,021)

- 1、 (003, 005, 007, 009, 011, 013, 015, 017, 019, 021) represents original points of the player.
At the start, the device will indicate a benchmark score for the first player.
- 2、 Each player should score higher than or equal to three-dart total in a turn for the previous player. When a player scores less than the three-dart total for the previous player, the player will be taken away one point.
- 3、 If a player doesn't throw the darts but directly press the Start/Next button, the player will also lose one point
- 4、 When the point for a player is zero, the player will be eliminated.
- 5、 When one player is left, the game is over and that player is the winner.
- 6、 This game should be played by more than two players.

G15 Legs Under (U03,U05,U07,U09,U11,U13,U15,U17,U19,U21)

- 1、 (U03, U05, U07, U09, U11, U13, U15, U17, U19, U21) represents original points of the player.
- 2、 Each player should try to score less than or equal to three-dart total in a turn for the previous player. When a player scores higher than the previous player, the player will be taken away one point
- 3、 If a player doesn't throw the darts but directly press the Start/Next button, the player will also lose one point
- 4、 When the point for a player is zero, the player will be eliminated.
- 5、 When one player is left, the game is over and that player is the winner.
- 6、 This game should be played by more than two players.

G16 Big6 (b03,b05,b07,b09,b11,b13,b15,b17,b19,b21)

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

G17 Score Color (100,200,300,400,500)

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

G18 Bonus Color (100,200,300,400,500)

This game is played the same rules as "Score Color" with the following exception. If a player throws the dart

into an opponent's target color, that opponent gets the points added towards his total score.

G19 Correctional Color (100,200,300,400,500)

This game is played the same rules as "Score Color" with the following exception. If a player throws the dart into an opponent's target color, those points are deducted from the player's total score.

G20 No Score Color (003,004,005,006,007)

This game is played the same rules as "Score Color" with the following exception. Each player tries to hit his target color to mark one point. The total score must be decided on and set up in Game Options at the beginning of this game: 003, 004, 005, 006 or 007 total marks. If a player throws a dart into opponent's target color, one mark is removed from the player's total score and the player loses his turn. The bullseye does count towards your total score. The winner will be the only player with marks remaining (when all others are at zero).

G21 Free Dart Color (005,010,015,020)

This game is played the same rules as "Score Color" with the following exception. Each player tries to hit his target color to gain the highest possible score. The total number of darts to be thrown must be decided on and set up in Game Options at the beginning of this game: 005, 010, 015 or 020 total darts. If a player thrown a dart into an opponent's color, it does not count towards the total score. The bullseye does count towards your total score. The player with the highest score after all the darts are thrown is the winner.

G22 Shooting I

In this game, each player throws three darts per round. The player with the highest three-dart total score wins the round, scoring one point. The player firstly scoring 7 points wins the game.

G23 Shooting II

This game is played just like shooting I . However, only darts that land in the following target segments: 15,16,17,18,19,20 and bullseye will count towards the score. The player firstly scoring 7 points wins the game.

G24 Shooting III

This game is played just like shooting I . The player first scoring 4 points wins the game, or the game lasts seven round and the player scoring the highest wins.

G25 Shooting IV

This game is played just like shooting III. However, only darts that land in the following target segments: 15,16,17,18,19,20 and bullseye will count towards the score. The player first scoring 4 points wins the game, or the game lasts seven round and the player scoring the highest wins.

G26 Gotcha (101,201,301,401, 501,601,701,801,901)

- 1、 (101, 201, 301, 401, 501, 601, 701, 801, 901) are the specified points the players must reach exactly.
- 2、 Each player begins with 0 points, The score will be added up when the segment is hit. The player who reach the specified points first is winner. If a player exceeds the specified points that player will burst and the player's score reverts to what it was before darts were thrown in that round.
- 3、 Players can "Bomb" other players, which reduces their score to zero. This happens when the shooting player equals another player's score with any dart thrown.

Troubleshooting

No scores

Check whether the game has been set to the 'Settings' mode or to the 'Pause' mode. Then check whether the sensor elements or the function keys are stuck or jammed.

Stuck sensor elements or stuck function keys

During transportation and even during the normal operation of the dartboard it can happen that the sensor elements will occasionally get jammed and will no longer register a hit. In this case a warning signal will be heard, and an indicator will flash, indicating a stuck element. Gentle extraction of the dart from the element, or gently moving the element to and fro using light finger pressure will normally free the element quickly. The game can then be resumed and the scores will continue from exactly the point when they were interrupted.

Removing broken-off dart tips

Soft tips are definitely safer to use, but they do not last forever. Should a tip break off and remain stuck in the dartboard, try to pull it out very carefully with suitable tweezers. Should a tip be broken off so short that it does not protrude beyond the surface of the dartboard, it can also be pushed into the dartboard through the hole. The soft tip cannot damage the electronics located beneath the elements. For this operation however we strongly recommend you use the soft tip of a dart that is in a perfect condition.

Never push a short broken-off tip through the dartboard using a sharp metal object, because a metal tip can easily cause damage to the board if it is inserted too deeply into the dartboard. The heavier the dart, the greater the danger of breaking the tip.

Electric current fluctuations or electro-magnetic interference

In extreme situations, when there is massive electro-magnetic interference, the electronics can fail or give false results.

Examples:

In the case of severe thunder storms, extreme electric current fluctuations, low voltage or positioning the darts game too close to electric motors or near microwave ovens. To reset the normal operation of the item, pull out the mains plug and wait for several seconds before plugging it in again. When doing this you should of course make sure that the cause of the interference is eliminated.

Maintenance, care, storage

IMPORTANT! Before cleaning with a damp cloth, remove the plug from the socket.

Clean the dartboard with a damp cloth only! The power adapter must not come into contact with moisture!

With frequent use, the front surface of the item is most likely to become soiled by handling.

Clean the front surface, the keys and the screen with a damp cloth. We recommend you use a solution of water with a small amount of gentle detergent. Afterwards, wipe dry with a soft, dry cloth. If you do not use the dartboard for some time it is a good idea to cover the item with cloth to protect it from dust. Always store the item in a dry and clean condition and at room temperature.

Model identify		
Input voltage	100-240	V
Input AC frequency	50/60	Hz
Output voltage	5	V
Output current	0.5	A
Output power	2.5	W
Average active efficiency	73.24	%
Efficiency at low load (10 %)		%
No-load power consumption	0.083	W

MH STAR UK LTD
Unit 27, Perivale Park,
Horsenden lane South
Perivale, UB6 7RH

Please retain all information relating to this product for future reference.

Warning! Darts is a skill game for adults. This darting equipment could cause serious injury to adults or children. It should not be used without the direct supervision of an adult. Extreme caution should be exercised in the display and use of this equipment especially when used without parental consent or supervision. Do not aim at others.

Not Suitable for Children under 14 years of age.

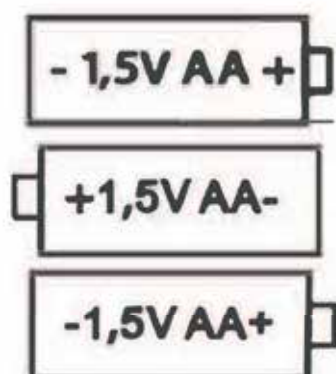


Help the environment by disposing of your product responsibly.

The wheellie bin symbol indicates the product and/or batteries must not be disposed of in the domestic waste as they contain substances which can be damaging to the environment and health. Please use designated collection points or recycling facilities when disposing of the item or batteries.

■ Battery installation diagram:

- This dartboard requires 3 AA batteries. Batteries not included.



CAUTION:

Install batteries to correct polarity.
Do not mix different types of new or used batteries.
Installation by adult recommended.
Dispose of batteries responsibly.
Do not dispose of in fire.