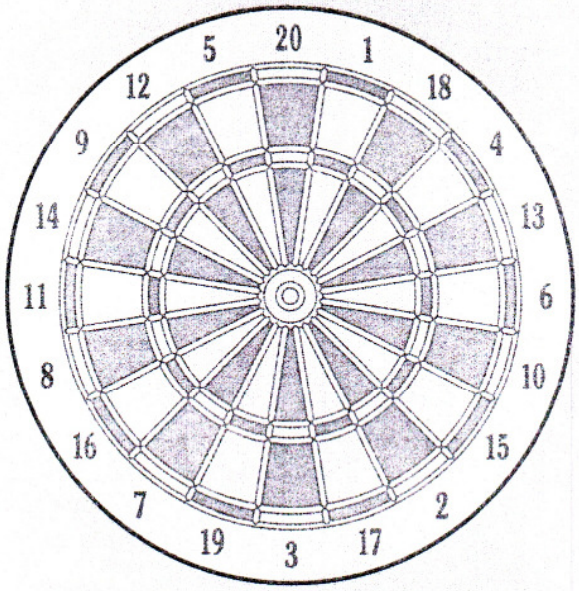
BULLSEYE



SOFT-TIP
ELECTRONIC DARTBOARD

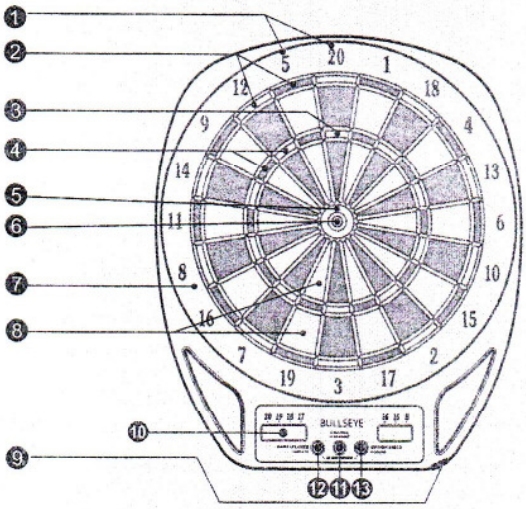
English Manual Instruction

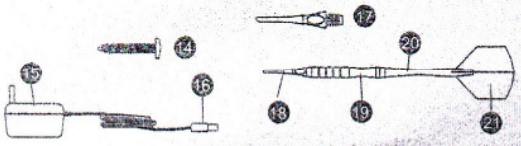
REF. 45147

English

BULLSEYE

PHYSICAL DESCRIPTIONS





1. Segment Numbers
2. Double Rings (x2)
3. Triple 20 Top Score (60 points)
4. Triple Rings (x3)
5. Outer Bull's-Eye (25 points)
6. Inner Bull's-Eye (50 points)
7. Catcher (0 points)
8. Single Rings (x1)
9. Adapter Jack
10. Score Review
11. CHANGE (||>RE-START) Button
12. GAME/PLAYER (||>DELETE) Button
13. OPTION/HOLD (||>SOUND) Button
14. Screws x 2
15. Adapter
16. Plug
17. Spare Tip x 20
18. Soft Tip x 6
19. Barrel
20. Shaft
21. Flight

QUICK SETUP INSTRUCTIONS

1. Insert the adapter into an electric outlet and 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 8 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 the ||>RE-START (11) button for 2 seconds to re-start a new game.
9. Automatic power-off after approx. 10 minutes with score memory.

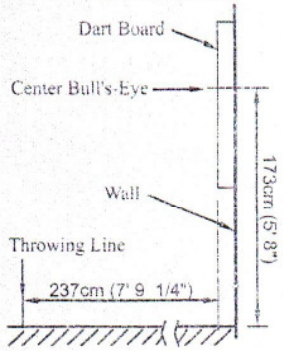
SAFETY NOTICE

1. The game is designed for soft-tipped darts only. Steel-tipped darts will damage the dartboard.
2. Darts are adult games with functional sharp points and edge. Children should play under the supervision of adults.
3. Always pay attention to the game; never throw a dart without making 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 the attached transformer (230V AC - 9V 300mA DC ⊕-◎-⊖).
6. Cleaning:
   Use a dry or a slightly damp cloth to clean the dartboard.
   Do not use water or chemical agents to clean the product.
   Unplug the product before cleaning.

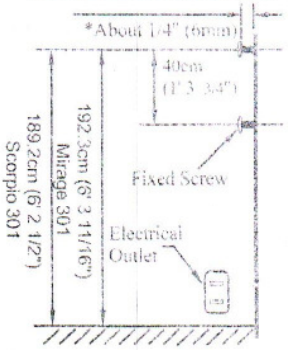
INSTALLATION

1. Select a suitable location that complies with 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. Screws Fixed Positions: (Refer to the figure)
   - Drill the upper screw hole at a height of 6' 3 11/16" (192.3cm) from the floor for Mirage 301.
   - Drill the upper screw hole at a height of 6' 2 1/2" (189.2cm) from the floor for Scorpio 301.
   - And drill the the lower screw 1'3 3/4" (40cm) vertically below the upper screw.
3. Hang the dartboard securely on the 2 screws. Pull the dartboard to make sure that it is hung securely before letting go of the dartboard.
4. The 2 fixed screws should be max. 8mm in length from screw gaps to the wall to avoid damaging the inner circuit, and to fix the dartboard firmly.

International Standard



Screws Fixed Positions



DARTS and TIPS

1. The plastic tips will break easily and it is also difficult 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 the dart over the weight of 18 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 smoothing 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.

BUTTONS OPERATIONS

The dartboard has 3 buttons with different functions as follows:

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

1. The symbol of " II >" means you have to press and hold the button for 2 seconds to operate the function such as Delete, Sound, Re-Start.
2. The player just press the button to operate the button function in case of no II > symbol.

LED DISPLAYS

1. The 2 LED windows display scoring status for the current player only.
2. The dartboard displays "PL-# and rd#" the player's cumulative score" to indicate which round and which player's turn it is after press the change button to begin the game or to change to the next player.
3. "PL-# and 1, 2, 3 or 4 dots" appear on the Temporary Score window to indicate it is player 1, 2, 4 or 4's turn it less than 4 players are selected. Dots of player numbers will disappear when more 4 players are selected.
4. Three flickering dots appear on the Cumulative Score window to indicate the residual darts of this round to be thrown. Each scored dart will eliminate one dot. It also shows the dartboard is at Start status. The dartboard displays "P#F# and the final score" and "#rd" alternatively to indicate which player wins the game at which round, and a melody plays for the winner.
5. The dartboard indicates the closed status of a Cricket game as below:
   - 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 the number has been closed by a player 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.

GAME RULES

'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 4 double **IN/OUT** options in each '01 game.

DOUBLE IN: The player must hit a number in the double ring or the inner Bull's-Eye to start the game.

OPEN IN: Hit any number to start the game.

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.

OPEN OUT: A number is hit that reaches the score of zero exactly to finish the game.

SCORE CRICKET (Super Cricket)

1. 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.
2. 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.
3. 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.

SCRAM: 21t (21 Targets)

1. 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:

-	-	-	-	-	-	-
-	-	-	-	-	-	-
-	-	-	-	-	-	-
20	19	18	17	16	15	B
14	13	12	11	10	9	8
7	6	5	4	3	2	1

2. The task for the Scorer is to score 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.
3. The Scorer round is finished when all numbers are erased.
4. The one with the highest score wins the game.

SCRAM CRICKET: 7t (7 Targets)

1. 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.
2. Stoppers erase a specific number 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 (Continue), Ldr (Leader) Options

1. 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".
2. 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.
3. Each player starts with 7 lives, and the last player alive wins the game.

UNDER: Con (Continue), Ldr (Leader) Options

1. 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".
2. 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.
3. Each player starts with 7 lives, and the last player alive wins the game.
4. Each missed dart counts as the top score of 60 points.

AROUND THE CLOCK: -, -2-, -3-

1. The object of this game is to hit each number 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.
2. There are 3 options for this game:
   a). "---" Around The Clock: All doubles and triples count as singles.
   b). "-2-" Double Around The Clock: Each player must hit each double number one time, from double 1 (D1) to double 20 (D20) in sequence, then the Bull's-Eye (dE).
   c). "-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.

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.

HIGH SCORE: 6-15rd (Round)

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.
3. The dartboard cannot be compared the player's score automatically if the last player strikes only a portion of the 3 darts on the scoring area in the final round. So press the Change button to finish game and compare the result.

RANDOM SHOOT: 6-15rd (Round)

1. 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

2. The player with the highest score wins the game.

SHANGHAI (I)

1. This game plays numbers of 1 through 7 in sequence:
2. 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.
3. 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.
4. The player with the highest score wins the game after the last player throws the 3rd dart in the 7th round.

SHANGHAI (II)

The game plays by the same format as Shanghai I, 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)

1. Players take turns throwing at numbers 1 through 20 in sequence.
2. Each player starts on number 1. After hitting number 1, then shoot for number 2, and so on.
3. A player can win instantly by hitting a single, double and triple, in any number order, during a round.
4. 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.

HALVE IT (HALF): rAn (Random)

1. The dartboard issues a random number automatically at the beginning of each round.
2. 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.
3. 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. But if one or more darts hit the catcher, the player must press the CHANGE button, the score will be cut in half.
4. 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.

FOLLOW THE LEADER: Con (Continue), Ldr (Leader) Options

1. The object of this game is to hit on a "Target Number." This target number is issued by the "leader".
2. 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.
3. 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.
4. The single, double and triple are different numbers. For example, if the target number is "=18", the player can become a leader by hitting on the double ring of the number 18 only.
5. 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.
6. 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 "1- 3" automatically after pressing the Next Player 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.
7. Each player starts with 7 lives, and the last player alive wins.

ALL 51 BY 5: 31, 41 ... to 91

1. The object of the game is to reduce each round's score from the preset score of 31, 41, 51...or 91.
2. The game seems 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.)
3. 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.
4. The round is a "bust" (display: buSt) when a player gets a score higher than the residual score that can not reach a zero score exactly.
5. The first player that reaches zero exactly is the winner.

BINGO: 6-15rd (Round)

1. 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.
2. 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.
3. 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.
4. The player with the highest score wins the game after the game over.

BEST TEN: ---, -2-, -3-, -E- Options

1. 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-".
2. 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.
3. Each hit of the target segment gets 1 point. The player with highest points wins the game after all players have thrown 10 darts.

9 LIVES: 3-9LF (Lives) Options

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

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

1. 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.
2. The game is designed for 2 players only, and game rules are as below:
   2.1 One is the server (display: SEr 1 or SEr 2) and another is the receiver (display: PL-2 or PL-1).
   2.2 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.

2.3 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".

2.4 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. 2 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.

3. A player must win 4 balls to win a game, and then win 6 games to win a set.
4. **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 deuce continues up to 9:9 in the game.
5. To win the Tennis game with different options:

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

6. Tie-breaker: When it is 6:6 games in a set, the first 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.

GOLF: (9H-18H)

1. The object of the Golf game is to use as few strokes as possible to get 3 marks in each hole (displayed Ho #).
2. 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.
3. 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.
4. The player with the least number of strokes wins the game.

BILLIARDS (9 Ball): 4-13 Points Option

1. The object of this game is to hit as many "No. 9 balls" as possible to accumulate a score to the preset points.
2. 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.
3. 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.
4. The current player's round will end and change to the next player if he fails to hit the target number.

BASEBALL: 3-9rd

The game is designed for 1 to 8 players and separated into 2 teams. The game rules are as below:

a). 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 throwing darts.

b). Other players are batters, team 1 displays t1-1, t1-2... to t1-8, team 2 displays t2-1, t2-2... to t2-8.

c). 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 listed below:

Pitcher hits on 15, 16, 17, 18, 19, 20 or Bull	The batter hits the segment darted by the pitcher.			
	SINGLE	DOUBLE	TRIPLE	BULL
SINGLE	Go to base 1	Go to base 2	Go to base 3	missed
DOUBLE	Missed	Home Run	missed	missed
TRIPLE	Missed	missed	Home Run	missed
BULL	Missed	missed	missed	Home Run

d). The batter team gets 1 point when one runner reaches the home base.

e). The current batter will be sent to the 1st base in case the pitcher misses all 3 darts.

f). The batter will be out if he/she has missed 3 on the specific segment, the role will be change when 3 outs. Both teams have 3 outs completed a round.

g). The team with the highest score wins the game when the game is over.

FREE

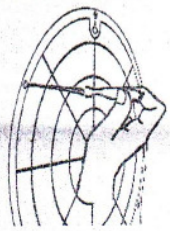
1. In general, each player throws 3 darts per round. But this game is designed for beginners and anyone who wishes to practice. This game allows players to throw 10, 20 or 30 darts per round and to get the highest scores.
2. This game plays all the numbers, and the Bull's-Eye, doubles and triples count.
3. The "P#F1 means the player has the highest score.

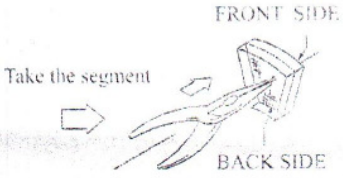
*** TROUBLE SHOOTING ***

Check the following before taking the unit for repair.

PROBLEM	CHECK ITEMS	REMEDY
No power of displays	Does the plug insert into the jack and the adapter insert into the electrical outlet securely?	Re-insert it again.
Irregular display		Pull the plug from the jack and wait for about 2 seconds, then insert the plug into the jack again.
Displays "Stue" and sounds "Du-Du-"		Remove the darts from the dartboard.
Broken dart tips		Open the bottom cover of the dartboard with a screw driver, push out the broken tips from the back side of the target segment. Never attempt to open electronic circuits.

Unscrew the bottom case of the dartboard and open it.





Clamp the broken tip with a needle-nose players, then push the tip out from the back side to the front side.

DE: ***Hinweise zum Umweltschutz***

Alt-Elektrogeräte sind Wertstoffe, sie gehören daher nicht in den Hausmüll! Wir möchten Sie daher bitten, uns mit Ihrem aktiven Beitrag bei der Ressourcenschonung und beim Umweltschutz zu unterstützen und dieses Gerät bei den eingerichteten Rücknahmestellen (falls vorhanden) abzugeben.

GB: ***Environmental Protection***

Discarded electric appliances are recyclable and should not be discarded in the domestic waste! Please actively support us in conserving resources and protecting the environment by returning this appliance to the collection centres (if available.)

FR: ***Informations sur la protection de l'environnement***

Tout appareil électrique usé est une matière recyclable et ne fait pas pas partie des ordures ménagères! Nous vous demandons de bien vouloir nous soutenir en contribuant activement au ménagement des ressources et à la protection de l'environnement en déposant cet appareil dans sites de collecte (si existants.)

ES: ***Advertencia para la protección del medio ambiente***

¡Los aparatos eléctricos desechables son materiales que no son parte de la basura doméstica! Por ello pedimos para que nos ayude a contribuir activamente en el ahorro de recursos y en laprotección del medio ambiente entregando este aparato en los puntos de recogida existentes.

IT: ***Avvertenze per la tutela dell'ambiente***

Gli apparecchi elettrici vecchi sono materiali pregiati, non rientrano nei normali rifiuti domestici! Preghiamo quindi i gentili clienti di contribuire alla salvaguardia dell'ambiente e delle risorse e di consegnare il presente apparecchio ai centri di raccolta competenti, qualora siano presenti sul territorio.

Dieses elektronische Dartboard ist nur für Softtip-Darts mit Plastikspitzen bestimmt, Darts mit Stahlspitzen können das Dartboard beschädigen.

Use soft-tip darts only!
Steel-tip darts will damage the dartboard.

Ce jeu est conçu pour des fléchettes à embout souple uniquement, les fléchettes à bout métallique risquant d'endommager le panneau.

Esta diana ha sido diseñada exclusivamente para dardos de punta blanda, los dardos de punta metálica pueden dañar la diana electrónica.

Il presente tirassegno elettronico va usato solamente con frecce dalla punta morbida; frecce dalla punta in acciaio ne rovinerebbero il pannello.

Nicht bestimmt für Kinder unter 3 Jahren. Enthält verschluckbare Kleinteile. Bitte diese Information aufbewahren.

Not suitable for children under 3 years as small parts that could be swallowed or inhaled are contained. Please retain this information.

Ne convient pas aux enfants de moins de 3 ans. Contient des petits elements. Risque d`absorption! Cet information à conserver, SVP.

No recomendado para menores de 3 anos, por contener piezas pequenas. Conserve estos datos.

Non adatto a bambini al di sotto dei 3 anni. Contiene pezzi ingoiabili. Conservare attentamente queste istruzioni.