ELEKTRONISCHE DARTSCHEIBE

MIT KABINET
1-8 SPIELER
25 SPIELE, 140 VARIANTEN

"CONQUERER"
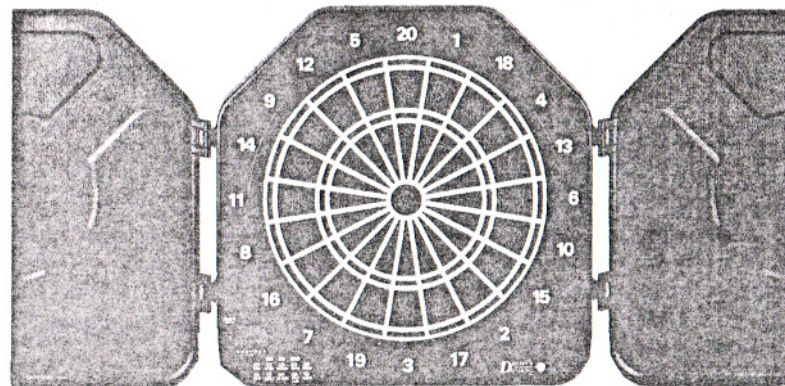
SOFT-TIP ELECTRONIC DART GAME

English

> **WARNING:** THIS IS NOT A CHILD'S TOY. **ADULT SUPERVISION IS REQUIRED FOR CHILDREN PLAYING DARTS.** CONTAINS SMALL PARTS THAT ARE NOT APPROPRIATE FOR CHILDREN UNDER 3 YEARS OLD. PLEASE **READ INSTRUCTIONS CAREFULLY.** PROPER USE OF DARTS CAN AVOID DAMAGE OR INJURY.

Mounting Instructions

1. Select a suitable location with about 2.5 m (8 feet) of open space. "Toe-line" should be 2.37 m from the face of the board for throwing distance.

2. Hold the dartboard against the wall so the mounting holes are centered over the studs, and the center of Bull's Eye is 1.73 m (5 feet 8 inches) from the floor. Mark the holes with a pencil.

3. Drill pilot holes where you have marked.

4. Mount the dartboard securely using the mounting screws provided.

5. Install 3 "AA" or "UM-3" batteries of 1.5 " Volts each (not included) / Connect the AC adapter to the wall outlet and the DC plug to the dartboard.Now, you are ready to play.

Carefully unpack your new dartboard and familiarize yourself with its function and controls before use. Should you suspect the dartboard does not work correctly, please refer to the TROUBLE SHOOTING section in this manual first.

CARING FOR YOUR DARTBOARD

> **IMPORTANT!** This game is designed for use with **SOFT-TIP DARTS ONLY.** *Use of steel tip darts will cause permanent damage to the board.*

⇒ **Apply proper force and stance to throw darts.** It is not necessary to throw hard for the darts to stick in the board. The recommended weight of soft-tip dart is no more than 16 grams (official standard for many dart organizations and tournaments). (See TIPS AND TECHNIQUES.)

⇒ **Use proper replacement tips.** To reduce bounce-outs, you shall use the same kinds of soft tips as those come with the game or those packed with CARROMCO label. Long tips are not recommended for electronic dartboard. They break or crook more easily. (See TROUBLE SHOOTING for removing broken tips.)

⇒ **Avoid dartboard being subjected to extreme weather or temperature.**

⇒ **Avoid dartboard being subjected to liquid or excessive moisture.**

⇒ **Clean dartboard with damp cloth and/or mild detergent only.**

HOW TO TURN POWER ON

This electronic dartboard is powered by 3 "AA" or "UM-3" batteries of 1.5 Volts each. The board has a unique **Sleep/Wake-up** function. Simply install the
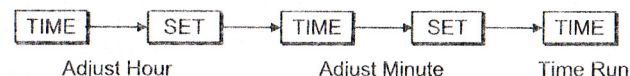
batteries and the screens will auto-exam the display. By pressing the GAME button, the board will start to setup the game. If the board is left inactive over 5 minutes, then it goes into *"Sleep".* In the sleep mode, everything is shut down. Moreover, the board will remember the state of the game where it was left. When the GAME button is pushed again, the game is then resumed.

AC Adapter: The board can operate on an AC adapter as well. The adapter shall provide 9 volts DC output and meet the local safety standards (UL, GS, BSI, etc.). Use wrong adapter may cause warranty void.
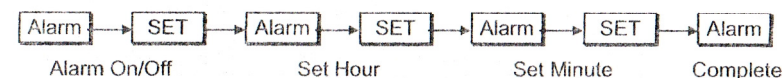
GETTING STARTED

TIME & ALARM SETUP

Set Time:

| TIME | → | SET | → | TIME | → | SET | → | TIME |

    Adjust Hour   Adjust Minute   Time Run

Set Alarm:

| Alarm | → | SET | → | Alarm | → | SET | → | Alarm | → | SET | → | Alarm |

  Alarm On/Off   Set Hour   Set Minute   Complete
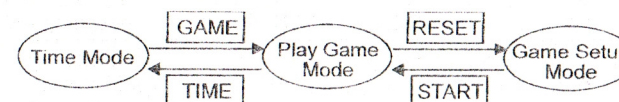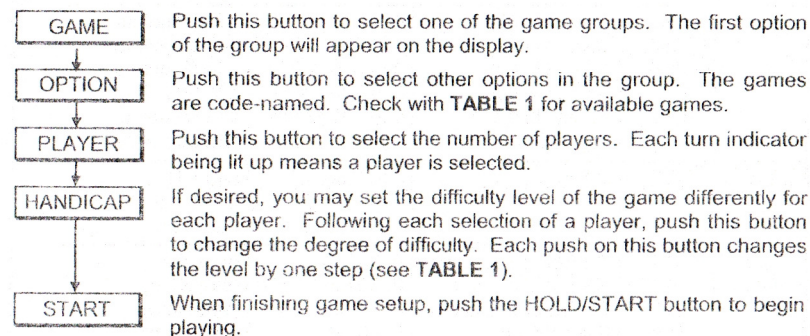
SWITCH BETWEEN TIME & GAME

Push the corresponding buttons to switch between different modes. (Note, when power on the first time, pushing the GAME button will prompt you directly to the *Game Setup* mode.)

Time Mode ⇄ (GAME / TIME) Play Game Mode ⇄ (RESET / START) Game Setup Mode

GAME SETUP

GAME — Push this button to select one of the game groups. The first option of the group will appear on the display.

OPTION — Push this button to select other options in the group. The games are code-named. Check with **TABLE 1** for available games.

PLAYER — Push this button to select the number of players. Each turn indicator being lit up means a player is selected.

HANDICAP — If desired, you may set the difficulty level of the game differently for each player. Following each selection of a player, push this button to change the degree of difficulty. Each push on this button changes the level by one step (see **TABLE 1**).

START — When finishing game setup, push the HOLD/START button to begin playing.

Example:

1. Push GAME and then OPTION to select 501 game.

2. Select Player 1 and then push HANDICAP twice to set starting point at "701", for Player 1 is a better player.
3. Select Player 2. Player 2's score shows "501" as the starting point.
4. Select Player 3, a novice player, and then push HANDICAP several times to set starting point at "301"
5. Assuming only three players are participating, then push HOLD/START to start the game.

TABLE 1: Game Selection and Handicapping List

GAME	OPTION		HANDICAP	
Group	Code	Dart Game	Range	Step
_01	301	301	301 to 1001	change by 100 points
	501	501	301 to 1001	change by 100 points
	601	601	301 to 1001	change by 100 points
	701	701	301 to 1001	change by 100 points
	801	801	301 to 1001	change by 100 points
	901	901	301 to 1001	change by 100 points
	1001	1001	301 to 1001	change by 100 points
LEA	301	LEAGUE 301	301 to 1001	change by 100 points
	501	LEAGUE 501	301 to 1001	change by 100 points
	601	LEAGUE 601	301 to 1001	change by 100 points
	701	LEAGUE 701	301 to 1001	change by 100 points
	801	LEAGUE 801	301 to 1001	change by 100 points
	901	LEAGUE 901	301 to 1001	change by 100 points
	1001	LEAGUE 1001	301 to 1001	change by 100 points
rc	rc	Round the Clock	No. 1 to 9	advance 1 number
	S_O	Shoot-Out	0 to 9 points	add 1 point
	SH	Shanghai	No. 1 to 9	advance 1 number
	1-2	Halve-It	0 to 950 points	add 50 points
Cu2	Cu2	Count Up 200	0 to 150 points	add 50 points
	Cu4	Count Up 400	0 to 350 points	add 50 points
	Cu6	Count Up 600	0 to 550 points	add 50 points
	Cu8	Count Up 800	0 to 750 points	add 50 points
	Cu0	Count Up 1000	0 to 950 points	add 50 points
	Hi	High Score	0 to 500 points	add 50 points
O⁻	O⁻	Overs	3 to 7 lives	add 1 life
	U_	Unders	3 to 7 lives	add 1 life
	b-6	Big-6	3 to 7 lives	add 1 life
Cri	Cri	Cricket - (Standard)	0, 20, 25	(see Note)
	no	No Score Cricket	0, 20, 25	(see Note)
	Cut	Cut Throat Cricket	0, 20, 25	(see Note)
	Pup	Killer Cricket	0, 20, 25	(see Note)

Note: "0": no specific order.

"20": must close numbers from 20,19, 18, 17, 16, 15 to Bull.
"25": must close numbers from Bull,15, 16, 17, 18, 19 to 20.

cL2	cL2	Color 200	0 to 150 points	Add 50 points
	cL4	Color 400	0 to 350 points	Add 50 points
	cL6	Color 600	0 to 550 points	Add 50 points
	cL8	Color 800	0 to 750 points	Add 50 points
	cL0	Color 1000	0 to 950 points	Add 50 points
bc2	bc2	Bonus Color 200	0 to 150 points	Add 50 points
	bc4	Bonus Color 400	0 to 350 points	Add 50 points
	bc6	Bonus Color 600	0 to 550 points	Add 50 points
	bc8	Bonus Color 800	0 to 750 points	Add 50 points
	bc0	Bonus Color 1000	0 to 950 points	Add 50 points
cc2	cc2	Correctional Color 20	0 to 150 points	Add 50 points
	cc4	Correctional Color 400	0 to 350 points	Add 50 points
	cc6	Correctional Color 600	0 to 550 points	Add 50 points
	cc8	Correctional Color 800	0 to 750 points	Add 50 points
	cc0	Correctional Color 1000	0 to 950 points	Add 50 points
nc3	nc3	No Score Color 3	0 to 950 points	Add 50 points
	nc4	No Score Color 4	0 to 950 points	Add 50 points
	nc5	No Score Color 5	0 to 950 points	Add 50 points
	nc6	No Score Color 6	0 to 950 points	Add 50 points
	nc7	No Score Color 7	0 to 950 points	Add 50 points
FdC	FdC	Free dart Color 5, 10, 15,20	0 to 500 points	Add 50 points
Lc5	Lc5	League Contest 5	0 to 2 marks	Add 1 mark
	Lc7	League Contest 7	0 to 3 marks	Add 1 mark
	Lc9	League Contest 9	0 to 3 marks	Add 1 mark
S-1	S-1	Shooting I	1 to 3 rounds	Add 1 round
	S-2	Shooting II	1 to 3rounds	Add 1 round
	S-3	Shooting III	1 to 3 rounds	Add 1 round
	S-4	Shooting IV	1 to 3 rounds	Add1 round

SPECIAL FUNCTIONS

DOUBLE — For the game 301-1001, you can choose additional settings to make the game more challenging (see GAME INSTRUCTIONS). You may change this setting anytime before or during the game to give the less skillful player a break. The available settings are:

Open In / Open Out   Double In (DI) / Open Out
Open In / Double Out (DO)   Double In (DI) / Double Out (DO)
Open In / Master Out (MO)   Double In (DI) / Master Out (MO)

SOLITAIRE — Push this button to turn on the automatic player change function. When 3 throws are registered on the board, the computer will

change player automatically. This is ideal for a single player with a handful of darts in practice. This function is only valid after the game starts.

SOUND — Turn speaker on or off. When sound is on, a speaker sign appears on the display.

HOLD	During a play, a push on the HOLD/START button provides a pause to the game. This is typically useful to avoid accidentally touching off scoring when removing darts. A push on the button again will resume the game.
RESET	A push on this button will cause interruption and prompt up the setup mode. You may choose to change settings, or you may simply push the START button to play the same game from the beginning again. Push the RESET button twice will clear the HANDICAP settings.
SCORES	Push this button to view other players' scores at anytime during the play. The game is paused when viewing scores.

BEWARE: *When checking the scores, player must go throught the display until it is back to show the Current Player's score and a "Beep" sound will be heard. Otherwise, the dartboard is in the pausing mode and segments can't be scored on. (see TROUBLE SHOOTING section for "Game Will Not Score").*

PLAYING GAME

1. Player's turn is indicated by P1, P2, etc. Each player is entitled to throw 3 darts per turn. The three small marks above the score on the display are showing remaining throws for the turn.

2. This smart dart game can track scores and reveal target automatically. Single, double, or triple is marked with a precursor before the digits. A single is shown with a lower bar, for example "_18" is indicating Single 18. A double is marked with 2 bars, such as "=18". A triple is marked with 3 bars. Single Bull's Eye is indicated by its face value - "25".

3. Always wait for the board to finish sounding the signal before throwing darts.

4. At the end of one's turn, the board is automatically on hold (unless you have turn on the Solitaire function). Pull out the darts and press the PLAYER button to advance the play.

5. The game ends when the finishing placement of all players becomes determined. Use the PLAYER button or the SCORE button to view each player's finishing placement and final score.

GAME INSTRUCTIONS

301-1001

This is the most popular dart game, played in most leagues and tournaments. Each player starts the game with 301 points (or 501, 601, etc.). At the end of each player's turn, the sum of the three darts thrown is subtracted from the player's score. The player who reaches exactly zero first wins. The play can continue until the 2nd, 3rd, and 4th places are determined.

Busting Rule: When a player exceeds the score needed to reach exactly zero, the turn is a "bust" and the score reverts back to what it was before the turn.

To make the game more challenging, you may use the DOUBLE button to set additional restrictions on how to start and end the game. The choices are

Open In: The scoring begins when any number is hit.

Open Out: The player can finish the game with a hit on any number that reduces the score to exactly zero.

Double In: To start, the player must hit a number in the double ring or a double Bull's Eye. No score will be counted until this condition is satisfied.

Double Out: To win, the player must hit a double or a double Bull's Eye that reduces the score to exactly zero. A score leaving the player with "1" will BUST.

Master Out: To win, the player must hit a double, a double Bull's Eye, or a triple that reduces the score to exactly zero. A residual score of "1" will BUST.

LEAGUE 301 – 1001

This is a team play of the 301-1001 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 individual 301-1001 game. Any player reducing his/her score to exact zero first makes his/her team a winner, BUT a *"Freeze Rule"* applies.

Freeze Rule: A player can not go out the game when the partner's residual score is higher than the sum of their opponents' residual scores. (A tie is OK to go out.) A "frozen" player can only try to get his/her score as low as possible and hope his/her partner can win. If a player is frozen and reaches zero, then the game is *Burst* on that player.

The rule is to ensure that the winning team has the best combined performance, and none can win the game without the help of his/her partner. Moreover, this dartboard allows handicapping each player separately for the League play. The team play can also take 8 players, with two each on one score and four in a team.

ROUND THE CLOCK

The player tries to hit the numbers from 1 to 20 in order. When a number is hit, then the game is advanced for shooting the next number. The player reaches and hits 20 first is the winner. Double and triple are treated the same as a single, being counted as one hit.

SHOOT-OUT

With the help of smart electronics, this game is invented and is more exciting than *Round-The-Clock*. The target is being randomly picked by the on-board computer. There are 10 seconds for you to throw the dart. A hit on the target counts as 1 point. Double and triple are treated the same as a single. If the 10-second time expires, it is considered a throw has made and missed. The target is renewed after each throw. The player to accumulate 15 points first wins.

SHANGHAI

The game is similar to *Round-The-Clock*, except scores are being cumulated and the game is limited to 7 rounds, or 21 shots. Player starts shooting with the number 1 and progress toward 20 and Bull's Eye. No hit is counted when it is out of the numbering sequence. A hit on a double or a triple is counted as 2x or 3x the number. Example: A hit on double 3 counts as 2x3=6 points. By the end of the 7th round, the player who accumulates the most points wins.

HALVE-IT

The game is like playing Jeopardy. A total miss with three throws can send your score tumbling down. Everybody starts the game by shooting 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 progress 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 the specific target in a round, his/her scores will be cut in half. The more score you have accumulated, the more serious is the result, should you miss any hit completely in a turn. At the end of the game, the player who accumulates the most points is the winner.

COUNT-UP

This is a simple game that anybody can play. The objective is to beat other players by reaching a preset score first. The available settings are: 200, 400, 600, 800 and 1000. Each player tries to score as high as possible in his/her turns, and the final total score is allowed to be more than the preset score.

HIGH SCORE

This game is much like *Count-Up*, except that the game ends at the finish of the 7th round. The player who accumulates the highest total scores wins.

OVERS

This is a simple and quick game. The player should try to score higher than or equal to the pervious highest score made in a turn. When a player scores less than the record of three-dart total, a "Life" is then taken away from the player. By default, each player has 3 lives to spare. However, Handicaping can extend the player's lives up to 7. The last player stands to be alive in the game is the winner.

UNDERS

The game is similar to *Overs*, except the objective is to beat the lowest record of three-dart total. When the three-dart total is higher than the record, then a "Life" is taken away from the player. A pass of a throw, a hit outside the scoring area, or a discarded bounce-out dart (i.e., the bounce-out button was pushed) is penalized with 60 points (3x20, the highest possible one-dart score). The last player stands to be alive in the game is the winner.

BIG-6

The player tries 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 stands to be alive in the game is the winner.

CRICKET- (STANDARD)

Cricket is a game that is extremely popular in America and Central Europe. Players adopt defensive or attacking strategy, depending on the state of the game. At any point in the game, each player can make effort to increase the score or to attempt blocking other players from scoring.

The game is played with the numbers 15 through 20 and the Bull's Eye. Each player must mark a number 3 times to *CLOSE* it. A hit of a single counts as 1 mark; a double counts as 2 marks and a triple counts as 3 marks. After a number is closed, additional "markings" are converted into scores that is equal to the number. However, when a number is closed by all players (*ALL CLOSED*), that number is then no longer available for cumulating scores. The winner is who has the highest score and closed all the numbers first. If scores are even, the

player who closes all the numbers first wins.

The strategy can be very different if the game is being played with the restriction that is to close each number in a specific order. Use HANDICAP function to choose such variations: playing "20 down to 15 then Bull" or "Bull and then 15 up to 20". Close the numbers in the set sequence. You will see the difference after playing couple games in this fashion.

NOTE: See the DESCRIPTION section for special notes on Cricket Display.

NO SCORE CRICKET

This is a simplified version of *Cricket*. The objective is to close all the numbers as soon as possible. No score is given for hit on a closed number at any time.

CUT THROAT CRICKET

This is a reversed version of *Cricket* in scoring. Most popularly being played with 3 players. Two of the players may joint up and sack another player before they turn to each other for a fight.

After a number is closed, a hit for the scoring is being add to the opponents' scores. The higher cumulative score is on the losing side. However, no score will be added to a player who has the number already closed. The winner is who has the lowest score and closed all the numbers first. If a player closed all the numbers first but also has a higher score, he/she must keep on scoring to bring opponents' scores surge over or equal to his/her score. Hence, the best strategy is to close the numbers as soon as possible to block others from giving you points, while adding the chance to penalize others.

KILLER CRICKET

This game is muchlike NoScoreCricket with an added twist. When a numberis closed, the player has a chance to eliminate opponents' marking by hitting the same number again. However, if the number closed as well, then no marks will be taken away from that player. Note/; istad of turning in a light, each positive marking will turn off a light on the screen. The playerwho closes all the numbers frst is the winner.

Example: For the number 19, Player1 has one hit (one light off), Player2 has two hits (two lights off, and Player 3 has numbr 19 closed (three lights off). Player 4 comes p and hits a triple 19, so he closed number 19, too. Player4 then aims an hits in the number again. In consequence, Player a and 2 now have one lightput backon for19, and Player 3 is notaffected. This means that Player a and 2 are 1 hit furtht away from chosing 19.

COLOR

To begin this game, the first player need to on behalf of player 1, 3, 5, 7 to throw one dart to determine which block/color (#20 color or #1 color) players will shoot at. If the first player threw #20 color, then the player 2, 4, 6, 8 need to throw # 1 color. (if the first player hits a bull's eye with this dart, he/ she must throw again to decide the color). Each player then tries to hit their olor target in order to add up to the total score (which must be decided on and set up in Game Options at the beginning of the game: 200, 400, 600, 800, 1000). If a player throws a dart in an total score. The first player to pre-set final score wins.

BONUS COLOR

This game is played the same as " Color" with the following exception. If a player throws their dart n an opponent's color, that opponent gets the points added toeards his totoal score.

CORRECTIONAL COLOR

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

NO SCORE COLOR

This game is played the same as " Color" with the following exception. Each player then tries to hit their color target to mark one point. (The total score must be decided on and set up in Gam Option at the beginning of the game: 3,4,5,6, or 7 totoal marks). If a player throws a dart in an opponent's color, onemark is removed from the player's total score and the player loose his run. (The bullseye does count towards your total score.) The winner will be the only player with marks remaining (when all others are at zero).

FREE DART COLOR

This game is played the same as " Color" with the following exception. Each player then tries to hit their color target to gain the highest possible score. (The total number of darts to be thrown must be decided on and set up in Game Option at the beginning of the games: 5,10,15,20 total darts). If a player throws a dart in an opponent's color, it does not count towards the total score. (The bull's eye count toward your total score.) The Player with the highest total of point after all darts are thrown is the winner.

LEAGUE CONTEST

There are always 2 / 4 / 6 / 8 teams and 4 scores to track. Each player throws three darts. The player with the highet score of that innng gets a mark. (The total number of inning to be played must be decided on and setup in Game Options at the beginning of the game: 5, 7. or 9 inning). The player who gets the majority of the marks out f the total inning possible wins. For example, if you are playng 7 innings, then the player to score 4 marks is the winner.

SHOOTING I

In this game, each player throws three darts. The playerwith the highest 3 dart total win the round. Game is played until one player reaches a total of 7 rounds won.

SHOOTING II

This game is played just like ShootingI, however, only darts that land in the single, double, triple areas of thefollowing Target Area number will count towards the scor: 15, 16, 17, 18, 19, 29, Bullseye. Winner is the first one to win 7 rounds.

SHOOTING III

This game is played just like Shooting I. The game lasts seven rounds and the winner is the first to reach four rounds won.

SHOOTING IV

This game is played just like Shooting I, however, only darts that land in the single, double, or triple areas of the following Target Area numbers will count towards the scorer: 15, 16, 17, 18, 19, 29, Bullseye. The game lasts seven rounds and the winner is the first to reach four rounds.

TROUBLE SHOOTING

No Power
Game Will
Not Score

Check if the batteries are installed properly or if the battery power is low or dead.

Check to see if the game is in the setup mode or if the game is on hold or in the middle of score checking. Push the START/HOLD button to see if the game will start playing. If not, then push the SCORE button until a "Beep" sound is heard to release the pausing state.You may also check to see if any scoring segments or function buttons are stuck.

Stuck
Segment or
Button

During shipping or in the course of normal play, it is possible for the scoring segments to become temporarily jammed. If such situation happens, all automated scoring ceases. A warning signal sounds and the display begins flashing with the indication of which number is stuck. By gently removing the dart or wiggling the segment with your finger, you will be able to free the segment. The game may then be resumed and scoring will not be affected.

A stuck function button will result in a frozen board as well. The flashing display shows "-F-" with a warning sound. Apply the same technique gently to free the stuck button.

Removing
Broken Tips

Plastic tip is safer but does not last forever. If a tip breaks and remains in the board, try to pull it out gently with a pair of pliers. However, for a short broken tip that sticks flush with the segment surface, you may push it through the hole into the board. The soft tip will not hurt the circuit behind the segment. Nevertheless, we recommend you to use a good *SOFT TIP* on a dart to push the broken one through. Be careful, not to use a pointed metal object to do the job. A pointed object may cause damage if being stuck too deep into the board. Remember, the heavier the dart is, the higher the chance that the tip will break

Power or
Electro-
magnetic
Interference

Under extreme situation of electromagnetic interference, the electronics of the dartboard may show erratic behavior or fail to continue working. The examples of these situations may be: heavy thunderstorm, power line surge, rolling brown out, or too close to an electrical motor or microwave. To restore the game to normal

operation, remove the batteries or unplug the AC adapter for several seconds and then reconnect the power again. Be sure to remove the source that causes the interference as well.

DESCRIPTIONS

1) **Single:** Score as number shown.

2) **Double:** Score x 2.

3) **Triple:** Score x 3.

4) **Bull's Eye:** The outer bull is 25 points; the center double bull is 50 points.

5) **Catch-Ring:** Catch missed dart, no score.

6) **Screen:** alternately showing

   When started: "P_x" → "Cumulative Score" → "P_x"

   After one shot: "P_x" → "Cumulative Score" → "Target"(A or b)

7) **Turn indicator** (P1-P8): Show who is up to throw the darts.

8) **Dart Indicators:** Show how many throws remain for the turn.

9) **Cricket Score Board:** Show marking of cricket numbers, one mark for one "Hit".

10) **Cricket Summary Marks:**

   (i) *Cricket & No Score Cricket:* Indicate all opponents have closed the number.

   (ii) *Cut Throat Cricket:* Indicate one or more opponents have closed the number.

   Example: (see illustration) for Player 1,

   (a) Cumulative Score = 20.

   (b) Cricket Marking: #20 → 3 hits,   #19 → 3 hits,#18 → none,

       #17 → 1 hit,   #16 → none,   #15 → 2 hits,**Bull** → 1 hit.

   (c) Cricket Summary Marks: #19, #17 and #16.

11) **Indicators for Double In** *(DI)*, **Double Out** *(DO)* **and Master Out** *(MO)*.

   <This setting is available in Game 301-901 only>

12) **Speaker Indicator:** indicate sound on

13) **Time:** (a) Hour, (b) Minute, (c) Second, (d) p.m.