Q-40C PRO Q-40CW PRO

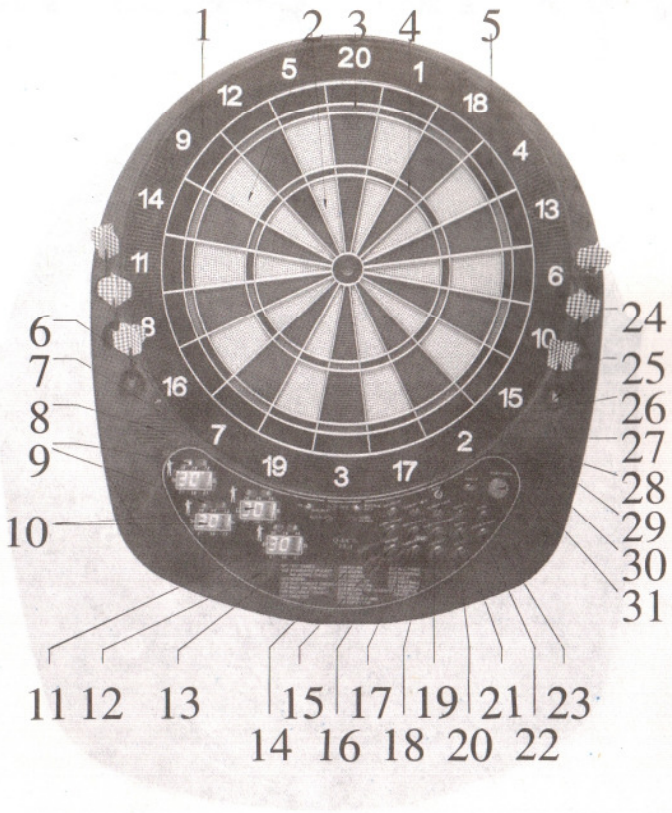
ELECTRONIC DARTBOARD

OWNER'S MANUAL

AND GAME INSTRUCTIONS

126-0011052100+001

GLOSSARY



1. Catch Ring
2. Singles Ring
3. Doubles Ring
4. Triples Ring
5. Live Catch Ring
6. Double Out LED
7. Double In LED
8. Speaker
9. Player Indicators
10. LED Scoring Displays
11. Hold LED
12. Game Menu
13. Game Guard LED
14. Game Guard Button
15. Big Six Button
16. Bounce Out Button
17. Cut-Cricket Button
18. Dart Out/Score Button
19. Cricket Button
20. 301/501 Button
21. Sound Button
22. Double/Miss Button
23. Game Button
24. Master Out LED
25. Dart Holders
26. Cybermatch Button
27. Reset Button
28. Player/Page Button
29. Power Button
30. Start/Hold Button
31. Select Button

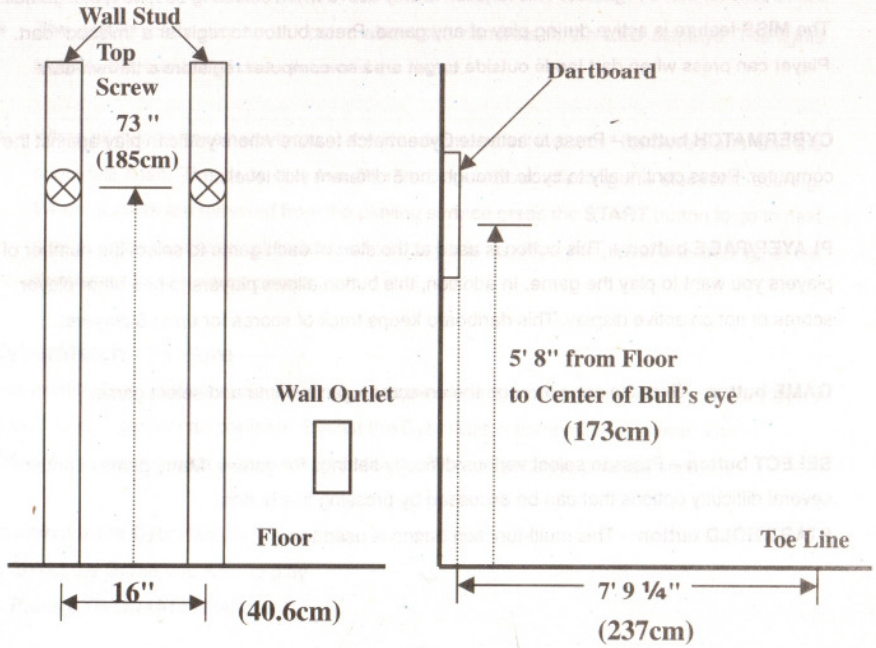
Setup/Mounting Instructions (Left/Right Holes)

Choose a location to hang the dartboard where there is about 10 feet of open space in front of the board. The "toe line" should be 7'9 1/4" from the face of the dartboard. Since this dartboard is powered with an AC adapter, you may want to mount it close to an electric outlet for convenience.

The mounting holes on this dartboard set are 16" apart so it can be mounted securely on wall studs in your home. Locate a wall stud and place a mark 73" from the floor. Measure 16" from your first mark (staying level with the first mark) and place the second mark on the wall, which should be over another wall stud (see diagram below) **Center of Bull's eye should be 5'8" from the floor.**

Insert 2 mounting screws in the center of the studs using the marks you made as guides. Be sure the screws are level to ensure an accurate playing surface. If not mounting into studs, be sure to use drywall anchors or other securing hardware appropriate to the wall your are using.

Mount the dartboard on the wall by lining up the hang holes on the back with the screws (see diagram below). It may be necessary to adjust the screws until the board fits snugly against the wall. If you want to mount the dartboard even more securely to the wall, you can fasten 4 screws through the holes located in the catch ring area (the area outside the scoring segments).



Dartboard Functions (see page 1 for diagram)

POWER button- Press to turn game on or off.

GAME GUARD button – Press to activate Game Guard Feature.

BOUNCE OUT button – Decide before play if you want to count darts that do not remain in board ("bounce outs") or not. If not, simply press the **BOUNCE OUT** button immediately after a bounce out occurs to deduct the score that registers

DART OUT/SCORE button – The dart-out feature is active only during the "01" games (301, 401, etc.). when a player's score falls below 160, he/she can press the **DART OUT** button to get a suggestion from the dartboard as to the 3 darts needed to finish the game. Note: doubles and triples are indicated with 2 and 3 dashes to the left of the number respectively. The **SCORE** feature allows player to access score not current on display.

SOUND button – Press continually to set desired volume level (1-7) or mute. The default setting is level 5.

DOUBLE/MISS button – This button is used to activate the Double in/Double Out and Master Out options for the "01" games. This function is only active when selecting 301, 401, etc. games. The **MISS** feature is active during play of any game. Press button to register a "missed" dart. Player can press when dart lands outside target area so computer registers a thrown dart.

CYBERMATCH button – Press to activate Cybermatch feature where you can play against the computer. Press continually to cycle through the 5 different skill levels.

PLAYER/PAGE button – This button is used at the start of each game to select the number of players you want to play the game. In addition, this button allows players to see other player scores of not on active display. This dartboard keeps track of scores for up to 8 players.

GAME button – Press to page through the on-screen game menu and select game.

SELECT button – Press to select various difficulty settings for games. Many games contain several difficulty options that can be accessed by pressing this button.

START/HOLD button – This multi-function button is used to :

- **START** the game when all options have been selected.
- **HOLD** to put dartboard in **HOLD** status between rounds to allow player to remove darts from the target area.

RESET button – Press to clear display and reset dartboard to opening sound.

QUICK PICK buttons- Press to launch directly into indicated game (301/ 501, CRICKET , CUT THROAT CRICKET , BIG SIX)

Electronic Dartboard Operation

1. Press the **POWER** switch to activate dartboard. A short musical instruction is played as the display goes through power up test.
2. Press **Game** button until desired game is displayed (see Game Menu on page XX) –or press any of the Quick Pick buttons.
3. Press **DOUBLE button** (optional) to select starting and/or ending on doubles or Master Out (**used only in 301 –901 games**). This is explained in the game rules section.
4. Press **PLAYER** button to select the number of players (1,2,...8) The default setting is 2 players.
5. Press **START/HOLD** button (red) to activate game and begin play.
6. Throw darts

- The dart indicator display is located above the numbers in the **LED** displays. The lights indicate the number of darts thrown in the round.

- When all 3 darts have been thrown, a voice command will indicate " Remove Darts" and the score will flash. The darts can now be removed without affecting the electronic scoring. When all darts are removed from the playing surface press the **START** button to go to next player. Voice command will indicate which player is up. Also, the player indicator lights will illuminate to show which player's turn it is.

CyberMatch Feature

This exciting feature allows solo player to play against the computer at one of five different levels of skill! Only 1 player can compete against the CyberMatch competitor at a time. The CyberMatch feature adds a level of competition to normally routine practice sessions.

To activate the CyberMatch opponent:

1. Select the Game you wish to play
2. Press **CYBERMATCH** button

Select CyberMatch opponent skill level by pressing the **CYBERMATCH** button continually

CyberMatch Levels

Level 1 (C1)	Professional
Level 2 (C2)	Advanced
Level 3 (C3)	Intermediate
Level 4 (C4)	Novice
Level 5 (C5)	Beginner

3. Press **START** to begin play

When play begins:

The 'human' player throws first. After 3 darts are thrown, go to the board to take darts out and press **START** to change to the next player (CyberMatch). Watch as the CyberMatch opponent's dart scores are registered on the display. After the CyberMatch opponent completes his round, the board will **automatically reset** for the 'human' player. Play continues until one player wins. **Good Luck!**

Sound Demo

To hear a demo of all the sound effects and voice commands press the **GAME** button then press the **BOUNCE OUT** button 4 times quickly after the dartboard is turned on This may take a few triesinitially until you determine the proper cadence.

Demo will end after all sounds are played .To end before all sounds are played, press any button.

Team Play

In addition to scoring for up to 8 players, this dartboard is capable of keeping score for team play up to a maximum of 4 two person teams (8 individuals). To enter team play mode, press PLAYER button continually until a " t " appears on the display. Each team option is illustrated below:

t 2-2 2 teams, 4 individual players (1st team players **1 & 3**, 2nd team players **2 & 4**).

t 3-3 3 teams, 6 individual players (1st team players **1 & 4**, 2nd team players **2 & 5,** 3rd team-players **3 & 6**).

t 4-4 4 teams, 8 individual players (1st team players **1 & 5**, 2nd team players **2 & 6,** 3rd team-players **3 & 7,** 4th team players **4 & 8**).

During team play, team members combine their scores to arrive at a team score.

Game Guard Feature

After the **START** button has been pressed and play has begun, the GAME GUARD feature can be activated. When the button is pressed, all of the keys will 'lock'. When Game Guard is active, a misguided dart hitting a button will not affecting your game. To deactivate the Game Guard, simply press the button again and the keys will unlock.

Quick Pick Game Buttons

These buttons launch you directly into the game indicated below the button. With the large selection of available games included in this dartboard, these buttons are a convenient way to jump directly into a game. The default setting is for 2 players.

Caring for your Electronic Dartboard

1. **Never use metal tipped darts on this dartboard.** Metal tipped darts will seriously damage the circuitry and electronic operation of this dartboard.

2. **Do not use excessive force when throwing darts.** Throwing darts too hard will cause frequent tip breakage and cause excess wear on the board.

3. **Turn darts clockwise as you pull them from the board.** This makes it easier to remove darts and extends the life of the tips.

4. **Use only the A/C adapter that comes with the dartboard.** Using the wrong adapter may cause electrical shock and damage to the electronic circuits.

5. **Do not spill liquids on the dartboard.** Do not use spray cleaners, or cleaners that contain ammonia or other harsh chemicals as they may cause damage.

Game Menu

Game #	--------Game-------		Game Description
G01	Std	301	301
	Press SELECT for 401,501,601,701,801,901		
G02	Cri	Std	CRICKET
	Press SELECT for NO SCORE CRICKET		
G03	Scr		SCRAM
G04	Cut	CRI	CUT THROAT CRICKET
G05	ENG		ENGLISH CRICKET
G06	Acr	Cri	ADVANCED CRICKET
G07	Sho	6	SHOOTER
	Press SELECT for 6,7,8,9,10,11,12		
G08	bSi	3	BIG SIX
	Press SELECT for 4,5,6,7		
G09	Our	3	OVERS
	Press SELECT for 4,5,6,7		
G10	Und	3	UNDERS
	Press SELECT for 4,5,6,7		
G11	CUP	300	COUNT UP
	Press SELECT for 400,500,600,700,800,900,999		
G12	HSC	3r	HIGH SCORE
	Press SELECT for 4r,5r,6r,7r,8r,9r,10r,11r,12r,13r,14r		
G13	ron	r1	ROUND THE CLOCK
	Press SELECT for r5,r10,r15,d1,d5,d10,d15,t1,t5,t10,t15		
G14	HiL	=3	KILLER
	Press SELECT for =4,=5,=6		
G15	don		DOUBLE DOWN
G16	F41		DOUBLE DOWN41
G17	ALL	51	ALL FIVES
	Press SELECT for 61,71,81,91		
G18	Shi	1	SHANGHAI
	Press SELECT for 5,10,15,s1,s5,s10,s15		
G19	GoL	9H	GOLF
	Press SELECT for 10H,11H,12H,13H,14H,15H,16H,17H,18H		
G20	Fot		FOOTBALL
G21	bAS	6	BASEBALL
	Press SELECT for 7,8,9		
G22	Hor		STEEPLECHASE

Game Rules

The electronic dartboard is loaded with games and options. The rules for each game are detailed below in the order they appear on the **LED** display when paging through the games. The game number is indicated next to each game for your reference.

301

This popular tournament and pub game is played by subtracting each dart from the starting total until the player reached exactly 0 (zero). If a player goes past zero it is considered a "Bust" and the score returns to where it was at the start of the round. For example, if a player needs a 32 to finish the game and he/she hits a 20, 8 and 10 (total 38), the score goes back to 32 for the next round.

In playing the game, the double in / double out option can be chosen (double out is the most widely used option)

- **Double In** – A double must be hit before points are subtracted from the total. In other words, a player's scoring does not begin until a double is hit.
- **Double Out** – A double must be hit to end the game. This means that an even number is necessary to finish the game.
- **Double In and Double Out** – A double is required to start and end scoring of the game by each player.
- **Double In and Master Out** – The first hit must be Double, and player must hit either Double or Triple to end the game.
- **Master Out** – A double or triple is required to finish the game.

Dart Out Feature("01 games only)

This electronic dartboard has a special "**Dart Out**" feature. When a player requires less than 160 to reach zero, the estimate feature becomes active. The player can press the **DART OUT** button to view the darts necessary to throw to finish the game (reach zero exactly). Doubles and triples are indicated with 2 or 3 lines to the left of each number respectively.

Adjustable Difficulty Settings for 301 include 401, 501, 601, 701, 801 and 901. To change to these more difficult settings, simply press the **SELECT** button. Each option is played exactly as outlined for 301 with the exception of the starting total; 401 has starting total of 401 points; 501 has starting total of 501 points and so on up to 901.

CRICKET

Cricket is a strategic game for accomplished players and beginners alike. Players throw for numbers best suited for them and can force opponents to throw for numbers not as suitable for them. The object of Cricket is to "close" all of the appropriate numbers before one's opponent while racking up the highest number of points.

Only the numbers 15 through 20 and the inner/outer bull's eye are used. Each player must hit a number 3 times to "open" that segment for scoring. A player is then awarded the number of points of the " open" segment each time he/she throws a dart that lands in that segment, provided their opponent has not closed that segment. Hitting the double ring counts as two hits, and the triple ring counts as 3 hits.

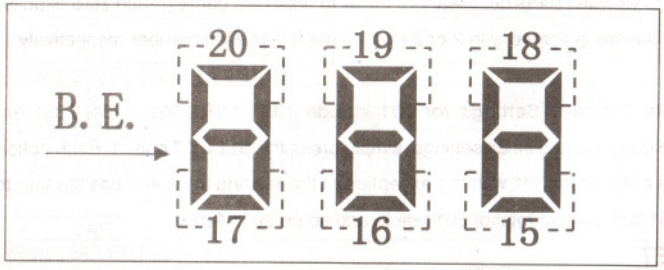
Numbers can be opened or closed in any order. A number is "closed" when the other player(s) hit the open segment 3 times. Once a number has been "closed", any player for the remainder of the game can no longer score on it.

Winning – The side closing all the numbers first and accumulating the highest point total is the winner. If a player "closes" all numbers first but is behind in point, he/she must continue to score on the "open" numbers. If the player does not make up the points deficit before the opposing player(s) "closes" all the numbers, the opposing side wins. Play continues until all segments are closed- the winner is the player with the highest score.

Cricket Scoring Display

This dartboard utilizes a dedicated scoreboard that keeps track of each player's segment status when playing cricket. When Cricket is selected, all lights on the Cricket scoreboard will light up – there are 3 separate lights within each number (15 through 20 and bull's eye) that make up the **LED** numbers (888). During play, one of the status lights will turn off as a segment is hit. If a double or triple of an active number is hit, 2 or 3 lights will turn on respectively. Please refer to the illustration below as to the order each segment light will turn off.

While playing Cricket, the segment status will appear in **LED** display. To review player scores, simply press the **PLAYER/ PAGE** button. When button is released, display will revert to segment scoring status.



NO SCORE CRICKET

Same rules as standard Cricket except there is no point scoring. The object of this version is to be the first to simple " close" all the appropriate numbers (15 through 20 and the bull's eye).

SCRAM

(For 2 players only)

This game is a variation of Cricket. The game consists of two rounds. The players have a different objective in each round. In round 1, player 1 tries to "close" (score 3 hits in each segment 15 to 20 and bull's eye). During this time, player 2 attempts to rack up as many points in the segments that the other player has not yet closed. Once player 1 has closed all segments, round 1 is complete. In round 2, each player's roles are reversed. Now, player 2 tried to close all the segments while player 1 goes for points.

The game is over when round 2 is complete (player 2 closed all segments). The player with the highest point total is the winner.

CUT THROAT CRICKET

Same basic rules as standard Cricket except once scoring begins, points are added to your opponent(s) total. The object of this game is to end up with the fewest points. This variation of Cricket offers a different psychology to the players. Rather than adding to your own score and helping your own cause as in standard Cricket, Cut Throat offers the benefit of racking up points for your opponent(s), digging him in a deeper hole. Competitive players will love this variation.

ENGLISH CRICKET

(For 2 players only)

This game is another variation of Cricket that requires precision dart throwing. The game consists of two rounds. The players have a different objective in each round. During the first round, player 2 attempts to throw bull's eye – with the objective of needing 9 to complete round 1. Double bull (red center) counts as 2 scores. Any throw that does not hit bull's eye is credited to player 1's point total. For example, if player 2 throws a 20, a single bull's eye, and a 7 during his/her turn, player 2 will have one bull's eye subtracted from the 9 needed, and 27 points will be credited to player 1's point total. Player 2 must exhibit accurate bull's eye dart throwing!

Meanwhile, player 1 attempts to score as many points as possible during this first round.

Doubles and triples count 2x and 3x their respective values. However, to score points, player 1 must score over 40 points in each turn (3 throws) to amass points against player 2. Only those points over 40 are counted toward the cumulative score. Player 1 must also exhibit precision dart throwing and avoid hitting any bull's eye during this first round because any hits scored by player 1 in the bull's eye area will be subtracted from player 2's needed total of 9 bull's eye. Once player 2 reaches the objective of getting 9 bull's eye, the roles are reversed for round two.

ADVANCED CRICKET

This difficult version of cricket was developed for the advanced player. Players must close out the segments (20,19,18,17,16,15 and bull's eye) **by using only triples and doubles.** In this challenging game, doubles segments count as 1x the number, and triple segments count as 2x the number .The bull's eye scoring is the same as in standard cricket .The first player to close out the numbers with the most points is the winner.

SHOOTER

This challenging game tests the players ability to "group together" darts within a segment during each round of play/ the computer will randomly select the segment the players must shoot for at the start of each round indicated by a flashing number in the display. Scoring is as follows: Single segment = 1 Point Double segment = 2 Points Triple segment = 3 Points Single Bull's eye = 4 Points.

When the computer selects players to hit double Bull's eye, the outer bull scores 2 points and the inner Bull scores 4 points. The player with the most points at the end of the rounds is the winner.

BIG SIX

This game allows players to challenge their opponents to hit the targets of their choice. However, players must *earn* the chance of picking the next target for their opponent by making a hit on the current target first.

Single 6 is the first target to hit when the game begins. Before the game starts, players must agree on how many lives will be used by pressing **SELECT** button. Within the three throws, player 1 must hit a 6 to "save" their life. After the current target is hit, the next dart thrown will determine the opponents target. If player 1 fails to hit the current target within 3 darts, they will lose a life and chance to determine the next target for player 2. Player 2 will shoot for the single

6 that player 1 missed. Singles, double and triples are all separate targets for this game.

The object of the game is to force your opponent into losing lies by selecting tough targets for your opponent to hit such as "Double Bull's eye" or "triple 20" The last player with a life left is the winner.

OVERS

The object of this game is to simply score higher over than your own previous three dart total score. Before play begins, players choose the amount of lives to be used by pressing the **SELECT** button. When a player fails to score "over" their previous three-dart total, they will lose one life. When a player "equals" the previous three darts total, a life will also be lost. The last player with a life remaining is the winner.

UNDERS

This game is the opposite of "Overs" Players must score less "Under" than their own previous three-dart total. The game begins with 180 (highest total possible) when the player shoots higher than his or her own previous three-darts total, they will lose a life. Each dart that hits outside the scoring area, including bounce outs will be penalized with 60 points added to your score. The last player with a life remaining is the winner.

COUNT UP

The object of this game is to be the first player to reach the specified point total. Point total is specified when the game is selected. Each player attempts to score as many points as possible per round. Doubles and triples count 2 or 3 times the numerical value of each segment. For example a dart that lands in the triple 20 segment is scored as 60 points. The cumulative scores for each player will be displayed in the **LED** isplay as the game progresses.

Adjustable Difficulty Settings for Count Up include 400, 500, 600, 700, 800, 900, and 999. To change to these more difficult settings, simply press the **SELECT** button. Each option is played exactly as outlined above with the exception of the total necessary to win the game. For example, in Count up 500, the first player to reach 500 points is the winner.

HIGH SCORE

The rules for this competitive game are simple Rack up the most points in 3 rounds (nine darts)

to win. Doubles and triples count as 2x and 3x that segment's score respectively.

Adjustable Difficulty Settings for High Score include 4 rounds, 5 rounds, ... 14 rounds. Each option is played exactly as outlined above with the exception of the number of rounds in the game. For example, in High Score 7 rounds, the player with the most points after 7 rounds is the winner.

ROUND THE CLOCK

Each player attempts to score in each number from 1 through 20 and bulls eye in order. Each player throws 3 darts per turn. If a correct number is hit, he/she tries for the next number in sequence. The first player to reach 20 is the winner. The display will indicate which segment you are shooting for. A player must continue shooting for a segment until it is hit. The display will then indicate the next segment you should shoot for.

There are many difficulty settings available for this game. Each game has the same rules, the differences are detailed as follows:

- **ROUND THE CLOCK 5** – Game starts at segment number 5
- **ROUND THE CLOCK 10** – Game starts at segment number 10
- **ROUND THE CLOCK 15** – Game starts at segment number 15

Since this game does not utilize point scoring, the double and triple rings count as single numbers.

ROUND THE CLOCK Double – Player must score a **Double** in each segment from 1 through 20 in order.

- **ROUND THE CLOCK Double 5** – Game starts at double segment 5
- **ROUND THE CLOCK Double 10** – Game starts at double segment 10
- **ROUND THE CLOCK Double 15** – Game starts at double segment 15

ROUND THE CLOCK Triple – Player must score a **Triple** in each segment from 1 through 20 in order.

- **ROUND THE CLOCK Triple 5** – Game starts at triple segment 5
- **ROUND THE CLOCK Triple 10** – Game starts at triple segment 10
- **ROUND THE CLOCK Triple 15** – Game starts at triple segment 15

KILLER

This game will really show who your friends are. The game can be played with as few as two

players, but the excitement and challenge builds with even more players. To start, each player must select his number by throwing a dart at the target area. The **LED** display will indicate "SEL" at this point .The number each player gets is his assigned number throughout the game. No two players can have the same number. Once each player has a number, the action starts.

Your first objective is to establish yourself as a "Killer" by hitting the double segment of your number. Once your double is hit, you are a "Killer" for the rest of the game. Now, your objective is to "kill" your opponents by hitting their segment number until all their "lives" are lost. The last player to remain with lives is declared the winner. It is not uncommon for players to "team up" and go after the better player to knock him out of the game.

Adjustable Difficulty Settings for Killer include Doubles 3 lives, Doubles 4 lives, Doubles 5 lives and Double 6. In these games, you can only "kill" opponents by scoring doubles in their number segment.

DOUBLE DOWN

Each player starts the game with 40 points. The object is to score as many hits in the active segment of the current round. The first round, the player must throw for the 15 segment. If no 15's are hit, his score is cut in half. If some 15's are hit, each 15 (doubles and triples count) is added to the starting total. The next round players throw for the 16 segment and hits are added to the new cumulative point total. Again, if no hits are registered, the point total is cut in half. "B" in the chart below indicates Bull's eye.
Each player throws for the numbers as indicated in the chart below in order (the **LED** screen will indicate the active segment in which to throw). The player who completes the game with the most points is the winner.

	15	16	D	17	18	T	19	20	B	TOTAL
Player 1										
Player 2										

DOUBLE DOWN 41

This game follows similar rules as standard Double Down as described above with two exceptions. First, instead of going from 15 through 20 and bull's eye, the sequence is reversed which will be indicated on the **LED** display. Second, an additional round is included toward the

end in which players must attempt to score three hits that add up to 41 points (20, 20, 1; 19, 19. 3; D10, D10, 1:etc.). This "41" round adds an extra level of difficulty to the game. Remember, a player's score is cut in half if not successful, so the "41" round presents quite a challenge!

	20	19	D	18	17	T	16	15	41	B	TOTAL
Player 1											
Player 2											

Any Double | Any Triple | "41" Round

ALL FIVES

The entire board is in-play for this game (all segments are active). With each round (of 3 darts) each player has to score a total which is divisible by 5. Every "five" counts as one point. For example 10, 10, 5 = 25. Since 25 is divisible by 5 fives, this player scores 5 points (5 x 5 = 25) .

If a player throws 3 darts that are not divisible by 5, no points are given. Also, the last dart of each round must land in a segment. If a player throws the third dart and it lands in the catch ring area (or misses the board completely), he earns no points even if the first two darts are divisible by 5. This prevents a player from "tanking" the third throw if his first two are good. The first player to total fifty-one (51) "fives" is the winner. The **LED** screen will keep track of the point totals.

Adjustable Difficulty Settings for All Fives include 51, 61, 71, 81, and 91. Each option is played exactly as outlined above with the exception of the number of points (or fives) it takes to win the game.

SHANGHAI

Each player must progress around the board from 1 through 20 in order. Players start at number 1 and throw 3 darts. The object is to score the most points possible in each round of 3 darts. Doubles and triples count toward your score. The player with the highest score after completing all twenty segments is the winner.

Adjustable Difficulty Settings for Shanghai include the following options:

- **SHANGHAI 5** – Game starts at segment 5
- **SHANGHAI 10** – Game starts at segment 10
- **SHANGHAI 15** – Game starts at segment 15

In addition, we added Super Shanghai as a difficulty option. This game is played exactly as

described above except various doubles and triples must be hit as specified by the LED (LCD) display.

Adjustable Difficulty Settings for Super Shanghai include the following options:

- **SUPER SHANGHAI 5** – Game starts at segment 5
- **SUPER SHANGHAI 10** – Game starts at segment 10
- **SUPER SHANGHAI 15** – Game starts at segment 15

GOLF

This is dartboard simulation of the game golf (but you don't need clubs to play). The object is to complete a round of 9 through 18 "holes" with the lowest score possible. The Championship "course" consists of all par 3 holes making par 27 for a nine hole round or 54 for a round of 18.

The segments 1 through 18 are used with each number representing a "hole." You must score 3 hits in each hole to move to the next hole. Obviously, double and triples affect your score as they allow you to finish a hole with fewer strokes. For example, throwing a triple on the first shot of a hole it is counted as an "eagle" and that player gets a completes that hole with 1 "stroke."

Available Options of GOLF Include 9 Holes,10 Holes,.....18 Holes.

Note : **The active player continues to throw darts until he "holes out"** (scores 3 hits on the current hole). The voice announcer will indicate the player that is up – listen carefully to avoid shooting out of sequence. By the way, there are no "gimmes" in this game!

FOOTBALL

Strap your helmet on for this game! The first thing necessary is to select each player's "playing field." This can be done by throwing a dart or by manually pressing a segment on the board by each player. This is entirely up to you, but whichever segment is selected becomes your starting point which carries through the bull's eye and directly across to the other side of the bull's eye (see diagram).

For example, if you select the 20 segment, you start on the double 20 (outer ring)and continue all the way through to the double 3. The "field" is made up of 11 individual segments and must be hit in order. So, keeping with the example above, you must throw darts in the following segments in this order:

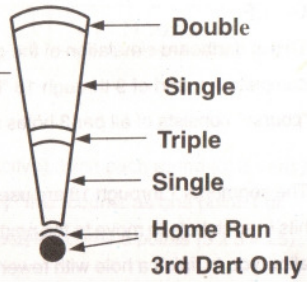
Double 20...Outer Single 20... Triple 20...Inner Single 20...Outer Bull's eye... Inner Bull's eye...Outer Bull's eye... Inner Single 3...Triple 3... Outer Single 3... and finally a Double 3.

The First player to "score" is the winner. The **LED** display will keep track of your progress and indicate the segment you need to throw for next.

BASEBALL

This dartboard version of baseball takes a great deal of skill. As in the real game, a complete game consists of 9 innings. Each player throws 3 darts per "inning." The field is laid out as shown in the diagram.

Segment	Result
Singles segments	"Single" – one base
Doubles segment	"Double" – two bases
Triples segment	"Triple" – Three bases
Bull's eye	"Home Run" (can only Be attempted on third Dart of each round)



The object of the game is to score as many runs as possible each inning. The player with the most runs at the end of the game is the winner.

Available Options of BASEBALL Include 6 Innings,7 Innings,8 Innings,9 Innings.

STEEPLECHASE

The object of this game is to be the first player to finish the "race" by being the first to complete the "track." The track starts at the 20 segment and runs clockwise around the board to the 5 segment and ends with a bull's eye. Sounds easy right? What has not yet been specified is that you must hit the inner single segment of each number to get through the course. This is the area between the bull's eye and the triples ring. And, as with a real steeplechase, there are obstacles throughout the course to hurdle. The four hurdles are found at the following places:

- 1st fence Triple 13
- 2nd fence Triple 17
- 3rd fence Triple 8
- 4th fence Triple 5

The first player to complete the course and hit the bull's eye wins the race.

Important Notes

Stuck Segment

Occasionally, a dart will cause a segment to become wedged within the segment separator web. If this happens, all play will be suspended and the **LED** display will indicate the segment number that is stuck.

To free the segment, simply remove the dart or broken tip from the segment, If the problem is still not solved, try wiggling the segment until it is loose. The game will then resume where it left off.

Broken Tips

From time to time a tip will break off and become stuck in the segment. Try to remove it with a pair of pliers or tweezers by grasping the exposed end and pulling it out of the segment. If this is not possible, you can attempt to push the tip through to the back of the segment. Use a nail that is smaller than the hole and gently push the tip until it falls through the other side. Be careful not to push too far and damage the circuitry behind the segment.

Don't be alarmed if tips break. This is a normal occurrence when playing soft tips darts. The darts include a pack of replacement tips, which should keep you supplied for quite some time. When replacing tips, make sure you use the same type of tips that come with this dartboard.

Darts

It is recommended that you do not use darts that exceed **18 grams** on this dartboard. The darts included with this dartboard are **12 grams** and use standard soft tips. Replacement tips are available at most retailers carrying dart products.

Cleaning your Electronic Dartboard

Your electronic dartboard will provide many hours of competition if cared for properly. Regular dusting of the dartboard is recommended using a damp cloth. A mild detergent can be used if necessary. The use of abrasive cleaners or cleaners that contain ammonia may cause damage and should not be used. Avoid spilling liquid onto the target area since it can result in permanent damage and is not covered by the warranty.