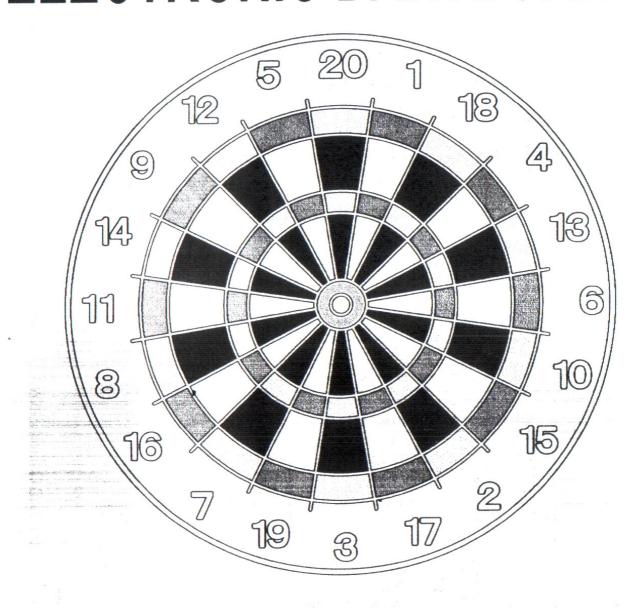


Soft-Tip

# ELECTRONIC DARTBOARD



MARKET CONTROLL CONTROL CONTR

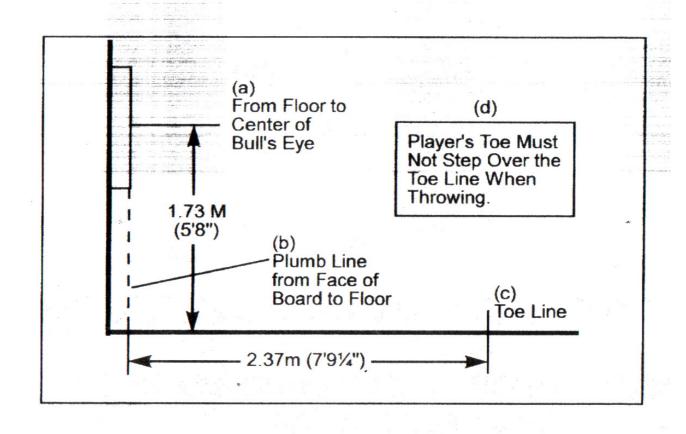
Model:

FH-9303 FH-9304 FH-9313 FH-9314 FH-9317

FH-9371 FH-9348 FH-9914

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#### MOUNTING INSTRUCTIONS

- 1. Select a suitable location with about 2.5 m (8 feet) of open space and a household AC outlet nearby. "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.
- Connect the AC adapter to the wall outlet and the DC plug to the dartboard.Now, you are ready to play.



# SOFT-TIP ELECTRONIC DART GAME

# FH-9300 Series

English The history of darts goes back hundreds of years. Henry VIII of England and Charles VI of France were said to be among the dart throwers. The game was likely evolved from archery and spear throwing. Moreover, the development of modern darts was closely associated with English pubs. To hit the center of the board (called "Bull's Eye", used to be made from cork) with a dart was once thought to be purely lucky. Yet, to the English Court's satisfaction in 1908, a Leeds innkeeper demonstrated that it is indeed a game of skill. Ever since, dart playing has been accepted as a popular social and sporting activity. There are tournaments in every country, and the game is enjoyed by millions of people worldwide.

Revolution in electronics has elevated the joy and fun of playing darts. New and exciting games are being added to the collection. Automatic score-keeping and hints for rules are making it ever so easy to play. From young to old, for men and women, competing as individual or team, darts brings friends together. It is no wander, in darts tradition, that each game begins and ends with a handshake.

WARNING: DARTS IS AN ADULT SPORT. NOT A TOY FOR USE BY CHILDREN WITHOUT ADULT SUPERVISION. PLEASE READ INSTRUCTIONS CAREFULLY. PROPER USE OF DARTS CAN AVOID DAMAGE OR INJURY.

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 FORHOUSE label. Long tips are not recommended for electronic dartboards. They break or crook more easily. (See TROUBLE SHOOTING for removing broken tips.)
- ⇒ Use only the AC adapter that comes with the game set.

- ⇒ 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.

#### TIPS AND TECHNIQUES

- TIP 1: A proper stance is to align your hand, elbow, shoulder, hip and foot. If you are using right hand, then turn the right side of your body facing the board. Put your weight on your right foot in the front, slightly lean forward, and balance with the left foot. If you are using left hand, then do it vice versa.
- TIP 2: The throwing motion should be from your elbow out. Keep your body steady and use only your hand, wrist and forearm. Bring your forearm slightly back, and with a fluid motion throw the dart toward the board. Follow through the throw by pointing the index finger at the area that you are aiming.
- TIP 3: When removing dart from the board, apply a little twist to the right while pulling the dart out will make it easier.
- TIP 4: Practice, Practice! Practice makes you a better dart player.

#### HOW TO TURN POWER ON

This electronic dartboard is equipped with automatic turn-off function (sleeping mode). There is no power switch. Simply plug in the AC adapter and the DC plug, and then the board is turned on. If the board is left inactive over 5 minutes, the displays and peripheries will shut off automatically, into the sleeping mode. As long as the power is remained connected, the board will remember the state of the game where it was left. By pushing the GAME button, the board will wake up and resume playing.

#### **GETTING STARTED**

#### **GAME SETUP**



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

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

Push this button to select the number of players. Each display being lit up means a player is selected.

Team Play: When you have more guests in the game, you may team up with a partner to play on the same score against others.

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).

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.
- 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	НАМ	IDICAP
Group	Code	Dart Game	Range	Step
301	301	301	301 to 1001	change by 100 points
	501	501	301 to 1001	change by 100 points
	<i>501</i>	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
LER	301	League 301	301 to 1001	change by 100 points
	501	League 501	301 to 1001	change by 100 points
hampy -	<i>501</i>	League 601	301 to 1001	change by 100 points
	וסר	League 701	301 to 1001	change by 100 points
no No estr	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

	5_0 5H	Shoot-Out Shanghai Halve-It	0 to 9 points No. 1 to 9 0 to 950 points	add 1 point advance 1 number add 50 points
Еи∂	1-2 Cu2 400 600 800 1000 Hi	Count Up 200 Count Up 400 Count Up 600 Count Up 800 Count Up 1000 High Score	O to 150 points O to 350 points O to 350 points O to 550 points O to 750 points O to 950 points O to 500 points	add 50 points
0-	0 <sup>-</sup> U_ b-δ	Overs Unders Big-6	3 to 7 lives 3 to 7 lives 3 to 7 lives	add 1 life add 1 life add 1 life
Eri	Eri no Eut PuP	Cricket No Score Cricket Cut Throat Cricket Killer Cricket	19, 18, "25": must	(see Note) (see Note) (see Note) (see Note) ic order. ose numbers from 20, 17, 16, 15 to Bull. close numbers from 16, 17, 18, 19 to 20.
biL	biL mF PAC Hot	Billiard Minefield Pachisi Hot Potato	spot No. 20 to 11 spot No. 20 to 11 spot No. 20 to 11 spot No. 20 to 11	fill 1 spot fill 1 spot fill 1 spot fill 1 spot

### **SPECIAL FUNCTIONS**

DOUBLE

For the games, 301-1001 and League 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 C	Out		
(DO)				
Open In / Master Out (MO)	Double In (DI) / Master C	Out		
(MO)				

