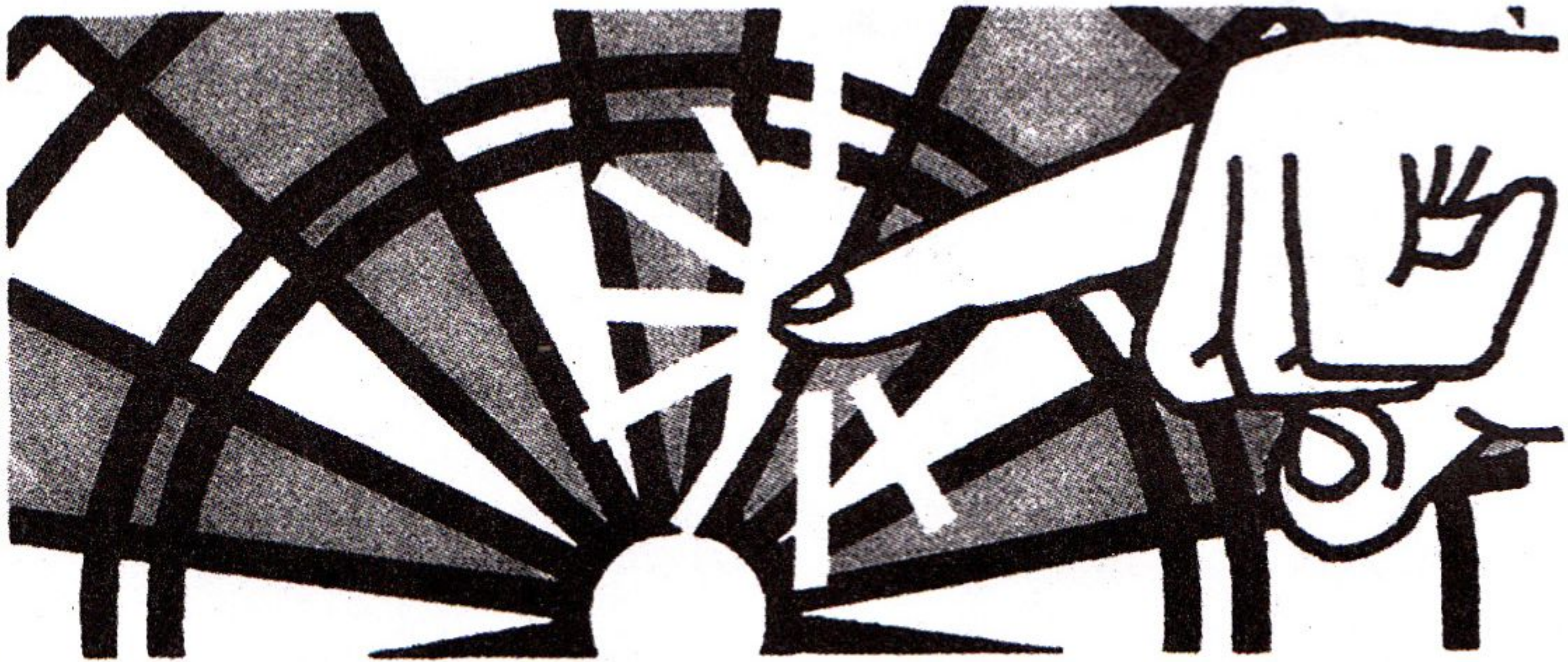


MODEL E5 SCORER

ELECTRONIC DART GAME

INSTRUCTIONS

WARNING: NOT TO BE USED BY CHILDREN WITHOUT ADULT SUPER VISION. PLEASE READ INSTRUCTIONS CAREFULLY.



IMPORTANT

During shipping or in the course of normal play it is possible for touch pad of this scorer to become temporarily jammed, resulting in a frozen scorer. If this occurs, the built-in "Self Diagnostic Function" will be activated automatically. The scorer will run the self test routine to determine which area is stuck and display on the screen a flashing error message together with the number of the stuck area. Take the following steps when the error shows up:

1. Find the stuck area according to the number showing on the LCD Display.
2. Use fingers to loosen the touch pad. Once touch pad area is loosened, the error message should be disappear and the scorer should be continue to operate normally.

INTRODUCTION

Thank you for purchasing this dartboard scorer. Its computerized scoring system makes game playing easy and enjoyable. With 18 built-in games & 96 options to choose from, both beginners and more advanced players will find games to suit them. Up to 8 players can play at one time. Please read the instructions before playing, and be sure to save them for future reference.

IMPORTANT NOTE:

This game is designed for use with finger or obtuse stick only. Do not attempt to use steel tip or other sharp points object to tap the pouch pad.

Electronic and mechanical reaction time is required between tap. If two tap occur too close together, please re-tap to properly record your score.

INFORMATION

Please peel off the protective film at the display area before use.

Power Installation

The dartboard is designed to be powered by 2 X AAA cells. Battery compartment can be opened from the front and then installing 2 alkaline AAA cells. Also for energy saving purpose, this scorer is equipped with auto sleeping & auto power off mode. If the scorer is not being played, it will automatically keep at sleep mode after 3 minutes and will turn off after another 30 minutes.

OPERATION MANUAL

1. Press POWER/DOUBLE button to turn on the scorer.
2. With the power turned on, all displays will light up with 5 "DI" sound. When the sound goes off, the player display and score display will show "2", "G01" respectively.
3. Press GAME button repeatedly for various game choices. The number of the game is displayed at the score display.

Game	Description	Options/Difficulty Levels	No. of Players
G01	Count-up	9	1 - 8
G02	301 Count-down	6	1 - 8
G03	301 League	6	4
G04	Round The Clock	12	1 - 8
G05	Simple Cricket	3	1 - 8
G06	Standard Cricket	3	1 - 8
G07	Cut Throat Cricket	3	1 - 8
G08	Scram Cricket	1	1 - 8
G09	Hi-score	10	1 - 8
G10	Shoot Out	10	1 - 8
G11	Shanghai	12	1 - 8
G12	Double Down	1	1 - 8
G13	Forty One	1	1 - 8
G14	All Fives	5	1 - 8
G15	Big 6	5	1 - 8
G16	Over	3	2 - 8
G17	Under	3	2 - 8
G18	Baseball	3	1 - 8
Total:		96	

4. Press PLAYER button to select the number of players. The selection will be displayed at the player display. This scorer allows up to eight players to play. The scores for players are shown on score display as specified on the panel. For cricket games, the cricket score display shows the cricket score of each player. Also during the game, players can display all players' scores by pressing PLAYER button.
5. Press OPTION button to select the desired game options/performance levels for all players. The selection will be displayed on score display.

6. For the 301 Count Down game, players can also press the POWER\DOUBLE button to select double In/double Out options before starting. 2 indicating icons will be displayed to show the alternatives selections.

IN ICON	OUT ICON	Selection
Off	Off	Single In / Single Out
On	Off	Double In / Single Out
Off	On	Single In / Double Out
On	On	Double In / Double Out

Single In: To start the game, any segment may be hit.

Double In: To start the game, only doubles including the double bull may be hit

Single Out: To finish the game, any numbers that will make the player's score 0 counts as a winning dart.

Double Out: To finish the game, only a double that will make the player's score 0 counts as a winning dart.

This feature will only be applied on 2 or more player 's mode.

7. Press PLAY/NEXT button to start a game.
8. During the game, the player display shows the number of player playing at that time. There are 3 dart icons showing the dart being thrown. After throws 3 darts and counting 3 score, the dart icon and score will flash. The player is required to press PLAY/NEXT button for count the next player's score.
9. If a wrong score is activated press the BOUNCE/ ELIMINATE button to flash the particular score displayed, then eliminate this score by pressing & holding BOUNCE/ELIMINATE button for 1 second.
10. When a player finishes the game first, his score display will show his rank "r 1". And a winning melody will be played.
11. To turn off the main power, press and hold the POWER\DOUBLE button for 1.5seconds.

GAME DESCRIPTIONS & RULES

G01 COUNT-UP (WITH OPTIONS OF 100, 200, 300 ... 900)

The score will be accumulated for each dart, the first player who reaches or goes over the set points will be the winner.

G02 301 COUNT-DOWN (WITH OPTIONS OF 301, 501, 601, 701, 801 or 901)

The score will be deducted for each dart from 301/501/601/701/801/901 points, the first player who reaches exactly 0 will be the winner. The games can have various DOUBLE/SINGLE options by pressing DOUBLE button and indicated by DOUBLE IN / DOUBLE OUT icons.

For single in or single out options, the game can be started or ended by throwing at any segments, regardless if single, double or triple. For double in / double out options, the beginning / ending throw will only be accepted respectively by hitting the double zone or double the bull's eye. You cannot start or end the game by hitting the wrong score segments.

G03 301 LEAGUE (WITH OPTIONS OF 301, 501, 601, 701, 801 or 901)

Similar to 301 Count-down but here the teams play against each other. If a member of the team reaches 0 exactly, his/her team has won. However, there is one condition. The total score of his/her team must not be greater than the opposing team's total score. If it is greater, the team has not won and it resumes its previous position.

G04 ROUND THE CLOCK (WITH OPTIONS OF 105, 110, 115, 120, 205, 210, 215, 220, 305, 310, 315, 320)

Hit in strict order of 1, 2, 3 ... until 5, 10, 15 or 20s are reached with straight, double or triple shots depending on the performance level. The first player to reach the final score is the winner. If a wrong number is hit in the round, that player's turn is over. Players start their next turn with the next correct number in the sequence. The computer will display the number that the player has to hit.

G05 SIMPLE CRICKET (WITH OPTIONS OF 000, 020, or 025)

Following the standard rules, in Simple Cricket only the number 15-20 & bull's eye are used. The first player to hit three shots & "open" all the seven segments is the winner. All valid hits will be confirmed & displayed by the Cricket Display.

- 000 hit & "open" the numbers 15-20 and bull's eye at any order.
- 020 hit & "open" the number 20 first, then in order "open" numbers 19, 18, 17, 16, 15 & bull's eye
- 025 hit & "open" bull's eye first, then in order "open" numbers 15, 16, 17, 18, 19 & 20.

Note: (1) Single segment - count one time
Double segment - count two times
Triple segment - count three times
(2) The segment will be closed if already hit more than three times.

G06 STANDARD CRICKET (WITH OPTIONS OF C00, C20, C25)

Similar to simple cricket, players must first hit the numbers 15-20 & bull's eye three times. Double & Triple count as two or three "hits" respectively.

For games C00, C20, C25, rules are similar to those 000, 020, 025 of the simple cricket except with more complicated scoring & winning procedures as follows:

1. When a number has been hit 3 times by a player, it is then 'open' to that player and any further hits will score points as thrown
2. Once a number has been hit 3 times by all players, that number is then 'closed' and can no longer be scored upon by any player. At that time, the cricket score of that number flashes.
3. A player who has 'opened' a number can continue to score on that number until it becomes 'closed'.
4. A player wins the game when he first 'closes' all the numbers and has equal or greater scores than the other players. However if players are tied on points, or have no points, the first player to 'close' all numbers wins.
5. And if a player has 'closed' all numbers first, but is behind on points, scoring continues on 'open' numbers. If that player has not accumulated the highest point total by the time another player 'closes', the player with the most points will be the winner.

G07 CUT THROAT CRICKET (WITH OPTIONS OF 00C, 20C, 25C)

Same basic rules as the standard cricket EXCEPT points are added to your opponents' total once scoring begins. The player who first closes all segments with the fewest scores wins. This variation enables players to rack up scores for his opponents, digging them into a deeper hole.

G08 SCRAM CRICKET (2 PLAYERS OR 2 TEAMS ONLY)

This game is a variation of Cricket. The game consists of 2 rounds. In first round, player 1 has to "close" 15-20 and bull's eye, whilst player 2 attempts to get as many scores as he can for the non-closed segments. Round 1 will be finished when all segments have been closed. For round 2, the reverse is practiced. The one with the most scores is the winner.

G09 HI SCORE (WITH OPTIONS OF H03, H04, H05, H06, H07, H08, H09, H10, H11, H12)

The rules are simple. Each player has to rack up the most points in 3, 4, 5...or 12 rounds (a round 3 darts) to win. Doubles and triples count as 2X and 3X that segment's score respectively.

G10 SHOOT-OUT (WITH OPTIONS OF -11, -12, -13, -14, -15, -16, -17, -18, -19, -20)

The computer will randomly display a score for the player to hit. One correct hit scores a point. The first player who hits 11, 12, 13 ... 20 marks depending on the level of difficulty is the winner. If a player does not hit the board within 10 seconds, it will automatically change to another score for the player to hit.

G11 SHANGHAI (WITH OPTIONS OF L01, L05, L10, L15, H01, H05, H10, H15, P01, P05, P10, P15)

Each player has to proceed around the board to score from 1 through 20 and then the bull's eye. Throw 3 darts for each number and the player who gets the highest scores wins. There are 3 performance levels and each player can score on any correct segments (single X 1, Double X 2, Triple X 3) for L level; and only double, triple will count for H' level. Also players can select super Shanghai (P level) as an additional option. The rules are the same as above except various doubles and triples must be hit as specified by the computer. The computer will announce the chosen "double" or "triple" and display the number

L01, H01 and P01 the game starts from segment 1

L05, H05 and P05 the game starts from segment 5

L10, H10 and P10 the game starts from segment 10

L15, H15 and P15 the game starts from segment 15

The opening segment will automatically appear on the display.

G12 DOUBLE DOWN

The game starts with a base score of 60 for each player. The player has to score by hitting the active segments of the current round. For instance the 1st round, the player must throw to hit segment 15. If no 15's are hit, the player's score will be cut by half. The next round is 16 and so on. For D and T, the player has to hit any double or triple and the same rule will be applied. The player who gets the highest score is the winner.

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

D: Double T: Triple B: Bull's eye

G13 FORTY ONE

This game is the same as the Double Down except:

1. The sequence is reversed from 20 to 15, 41 and B.
2. An additional round or 41 points is included before bull's eye and a player has to get through this challenge before proceeding to the last round.
3. The player who gets the highest score is the winner.

	20	19	D	18	17	T	16	15	'41'	B	TOTAL
PLAYER 1											
PLAYER 2											

D: Double T: Triple B: Bull's eye

G14 ALL FIVES (WITH OPTIONS OF 551, 561, 571, 581, 591)

Each round each player has to score a total divisible by 5. And every divisible '5' counts as one point. For instance 2,8,5 with a total 15, player can get 3 points as 15 divided by 5 is three.

There will be no points if

- a. The round (3 darts) total scores are not divisible by 5.
- b. Any dart misses even though the sum of other 2 darts' score is divisible by 5

The first player to get a score of 51, 61, 71, 81 and 91 will be the winner.

G15 BIG SIX (WITH OPTION OF 3, 4, 5, 6 & 7)

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 OPTION button. Within the two throws, player 1 must hit a 6 to "save" their life. After the current target is hit, the next dart thrown will determine the opponent's target. If player 1 fails to hit the current target within 2 darts, he will lose a life and a chance to determine the next target for player 2. Player 2 will shoot for the single 6 that player 1 missed. Singles, doubles and triples are all separate targets for this game

The object of the game is to force your opponent into losing lives 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.

The no. of lives left is displayed by the cricket display.

G16 OVER (WITH OPTIONS OF O-7, O-8, O-9)

The players have to take turns to throw 3 darts, the highest score among the players is the "leader's score" A player's score will become a new "leader's score" if his score in the new turn is higher than the previous "leader's score" If not, he will lose one life.

If a leader does not want to challenge and keeps his leader's score, he can press PLAY/NEXT button and skips his turn

Players can select either 7, 8, 9 lives according to their skill, the last player alive wins the game. If Cricket Display displays 9 segments this indicates the player has 9 lives. After the throws, if he does not attain a new top score, only 8 segments will light up. If his score is higher than the leader's score, then the computer will announce LEADER and show his score.

The leader can try to better his/her score. If he/she does not manage it a life is lost but the leading position is retained.

G17 UNDER (WITH OPTIONS OF U-7, U-8, U-9)

Rules follow exactly as above except

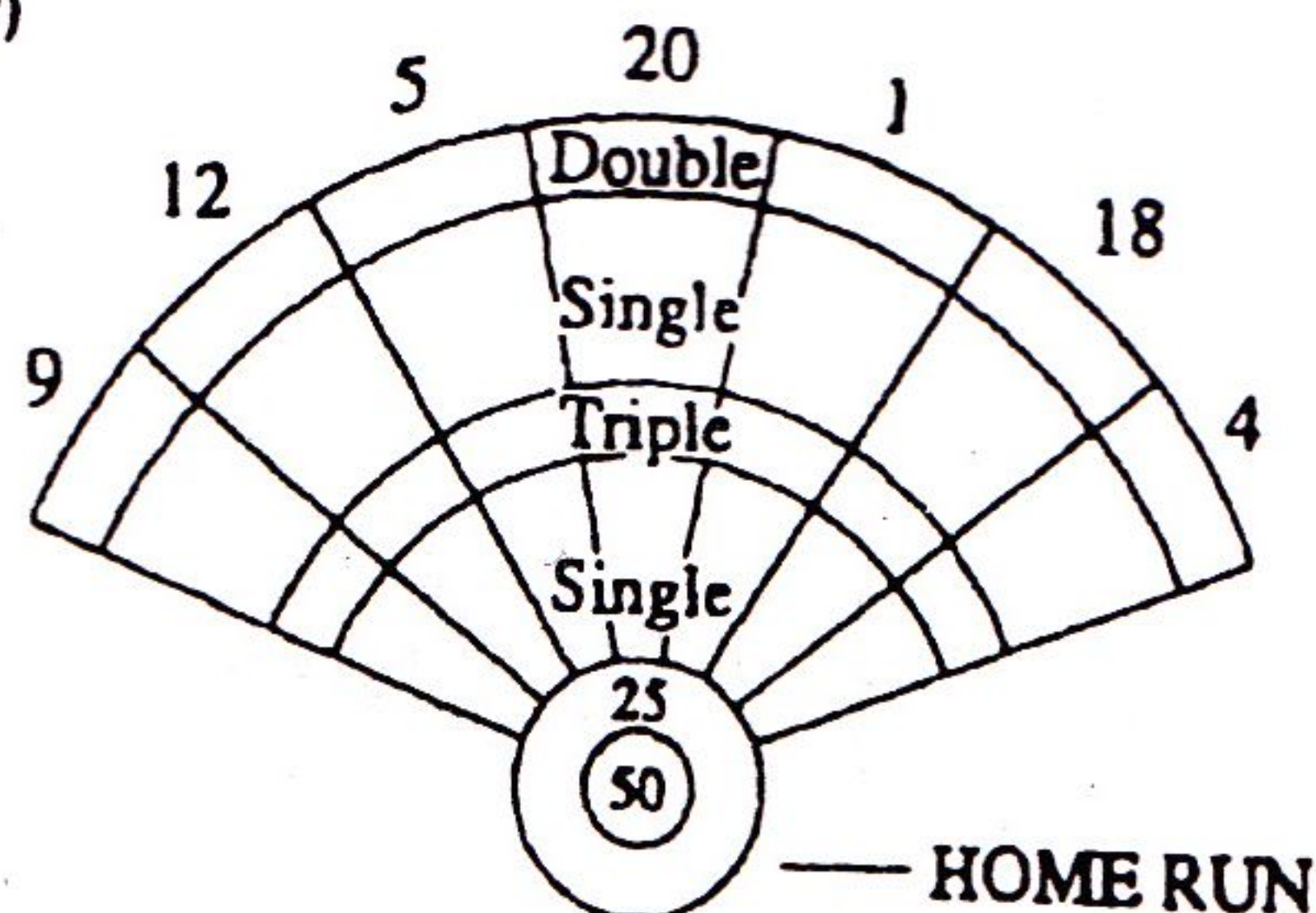
1. The leader's score is the lowest score for each turn.
2. A missed dart should be counted as 60.

G18 BASEBALL (WITH OPTIONS OF B07, B08, B09)

A baseball field is laid out as shown in the diagram.

A player throws 3 darts in each innings, and the runs/bases are set as follows:-

Segment	Result
Single	One base
Double	Two bases
Triple	Three bases
Bull's eye	Home run



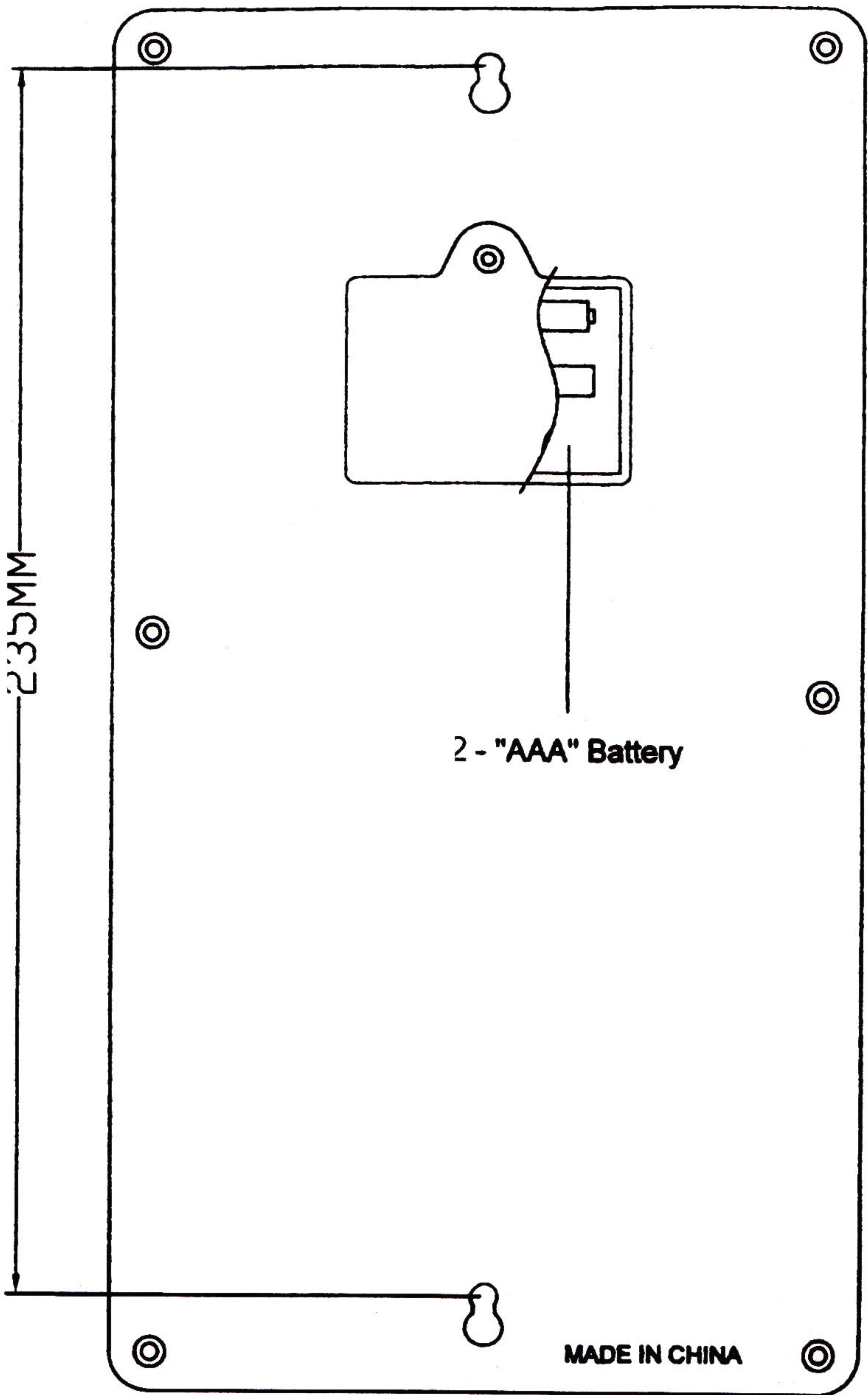
The 'home run' can only be attempted by the 3rd dart. The player with the most runs in the game is the winner. The Cricket Display will indicate a player's base and the run total by innings.

Players can select 7, 8, 9 innings in this game and compete at different levels.

REMARKS: USE OF BATTERIES

1. Non rechargeable batteries are not to be recharged.
2. Rechargeable batteries are to be removed from the game before being charged (if removable).
3. Rechargeable batteries are only to be charged under adult supervision (if removable).
4. Different types of batteries or new and used batteries are not to be mixed.
5. Only batteries of the same or equivalent type as recommended are to be used.
6. Batteries are to be inserted with the correct polarity.
7. Exhausted batteries are to be removed from the game.
8. The supply terminals are not to be short-circuited.

ILLUSTRATION



E5

