PREMIUM MINI

SOFT-TIPPED ELECTRONIC DARTBOARD
MANUAL INSTRUCTION
REF. 99072

CARROMCO

Setup Instructions

This mini dartboard set can be mounted on a wall, just like in a real darts game, and is also equipped with a stand so it can be set up on a desk or table top. Remember, this board is smaller than a standard dartboard so you might not want to play using standard darts rules.

Wall mounting:

First find an area to mount the dartboard. This should be on a wall where there is at least 2.5m of open space in front of it.

Next choose an appropriate height for your dartboard. Standard darts rules say that the bullseye (centre of the dartboard) should be exactly 1.73m / 5 feet 8 inches from the floor. Note that the mounting hook is 10cm above the centre of the board, so if you want to mount the board at standard height screw in a mounting screw 1.83m from the floor. Mount the dartboard on the wall by lining up the hole in the back of the board with the screw. You may need to adjust the screw until the board fits snugly against the wall.

Next you need to set up a mark on the floor which all darts players must stand behind before they throw. For a standard dartboard the distance between the board and the distance mark is 2.37m / 7 feet 9¼ inches. However this board is smaller than a regular board so we recommend a distance of approximately 1.5m / 4 feet 11 inches.

Stand alone:

This mini dartboard comes equipped with a stand (see figure 1 below) that lets you stand the board on a desk or table top. Simply line up the points on the stand (A) with the two holes in the back of the unit (slots B and C). The stand is locked in place by sliding it upwards into slot C.
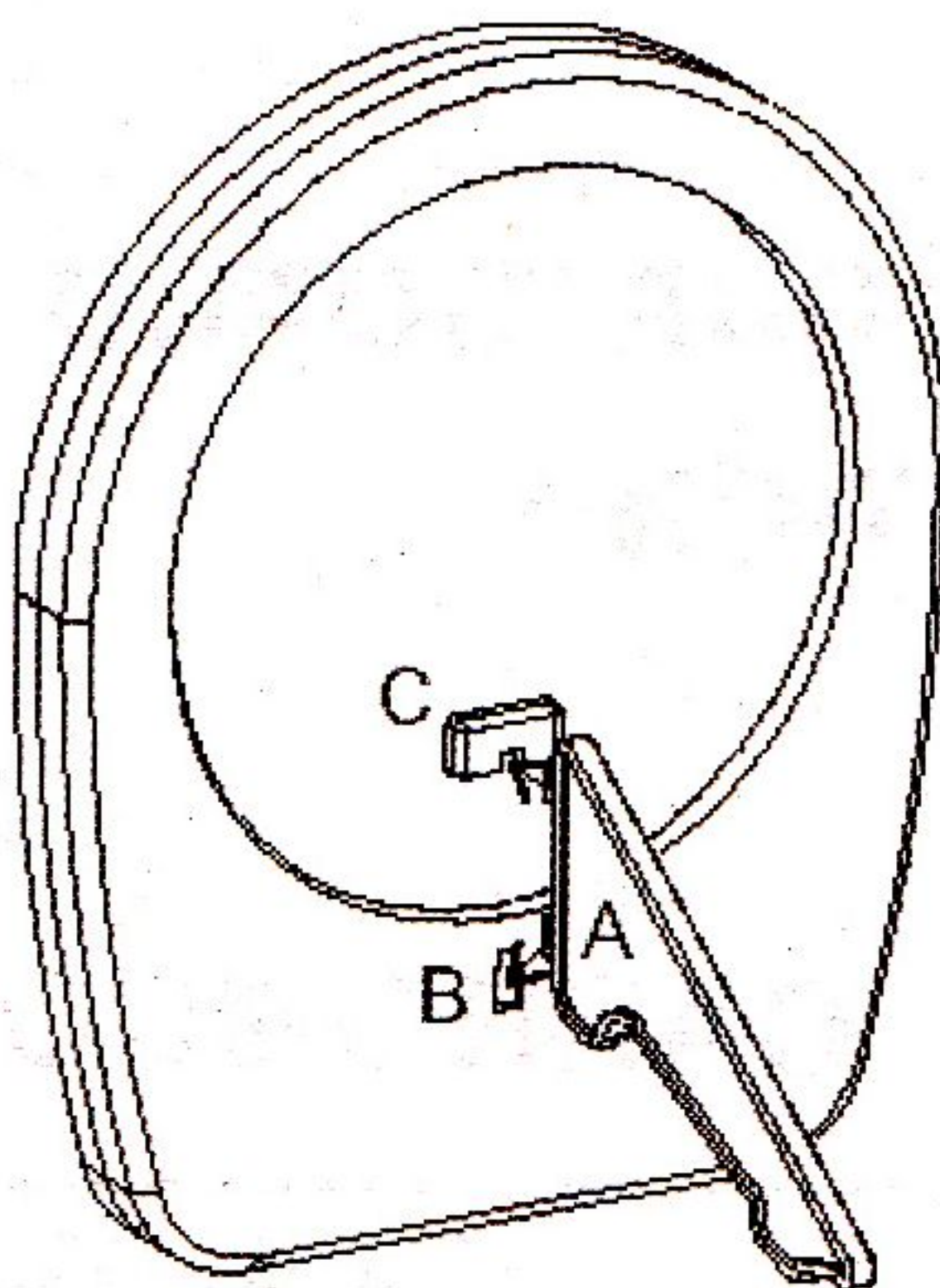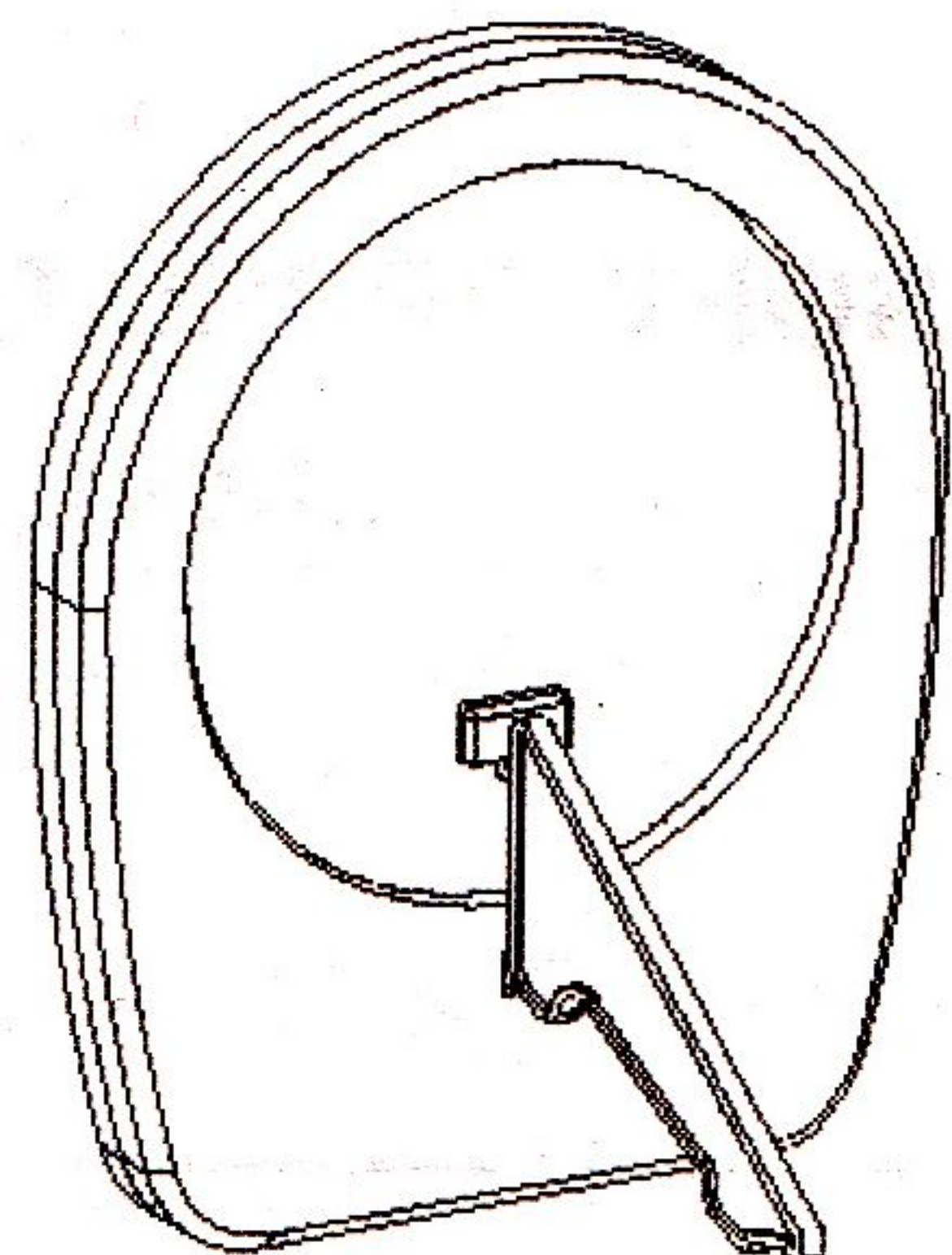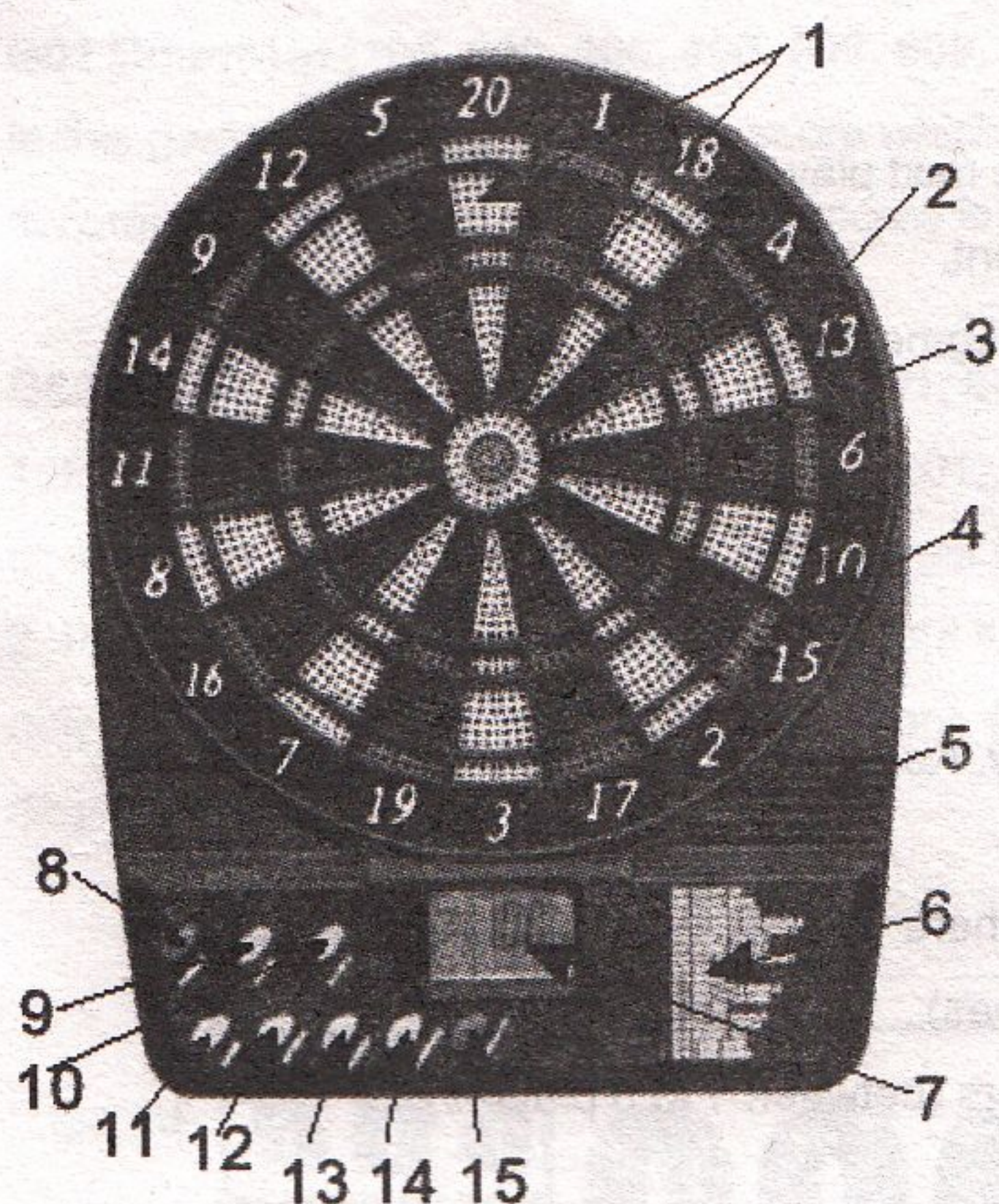
Diagram 1

Diagram 2

PHYSICAL DESCRIPTION

1. **Single number rings**. When your dart hits these sections they will score the number of that segment.

2. **Double ring**. When your dart hits the double ring you score double the number of that segment.

3. **Triple ring**. When your dart hits the triple ring you score triple the number of that segment.

4. **Off the board**. If your dart hits this area it does not have any score.

5. **Speaker**. This is the speaker that plays the voice and sound effects.

6. **Game menu**. This is a convenient list of all the different games the unit can play.

7. **LCD display**. This shows the current score / game information.

8. **Power button**. Turns the unit on / off.

9. **Sound button**. Turns the unit's sound on / off.

10. **Double button**. Used only in Game G02.

11. **Game button**. Allows the user to select which game to play (G01-G18). Also used to exit any game and return to the main menu.

12. **Option Button**. Allows the user to choose a sub-game (G01-G18).

13. **Player Button**. Allows the user to set the number of players before starting a game - the default value is 2 players.

14. **Eliminate button**. Allows a player to undo his last throw.

15. **Start/Next button**. Allows the user to start a game or go to the next player.

SOUNDS

Laser - Sounds when a single number segment is hit.

Double - Sounds when a double number segment is hit.

Triple - Sounds when a triple number segment is hit.

Score - Plays the current score.

Close - Represents the end of a turn.

Open - Represents the start of a turn.

Too High - Means the player has "gone bust" (over the score he needs to complete the game, and the turn is void.

Winner - Sounds when a player wins the game.

Bullseye - Sounds when the bullseye has been hit.

Next player - Sounds when a player's turn is over and the next player should throw.

Yes - Sounds when a player hits his target number segment.

Sorry - Sounds when a player misses his target number segment.

BUTTONS OPERATION

1. Press the POWER button to turn on the game

2. Press GAME button to select the game you want to play. Keep pressing the GAME button to cycle through the games.

3. Press the DOUBLE button if you want to play a game where you can only start/ finish by hitting a double number (optional, and used only in 301-901 games).

4. Press the PLAYER button to select the number of players (between 1 to 8 players).

5. Press the START/NEXT button to begin a game.

6. Start playing!

- The 3 dart indicator lights (the small lights at the top of the display) show the numbers of throws the current player has left in his turn.

- After a player has thrown his 3 darts a sound will play and the display will flash. This means the score has been recorded and the darts can be removed.

Automatic shut-off feature

To save battery power this mini dartboard will automatically shut off after 30 minutes if it is not in use. All of the current scores will be stored in the unit's memory and you can resume play from where you left off. When the unit is in this automatic shut-off mode the LCD display will show "SLEEP".

Batteries

The battery compartment is located at the rear of the unit, towards the base.

This unit requires 3 x 1.5vAA batteries (not included) which must be aligned correctly (see diagram).

Removing/ Inserting batteries

1. To remove the cover, press the latch inwards and gently lift it.

2. 3 x AA or UM-3 batteries should be inserted as per the below diagram.

3. Replace all batteries at the same time. Never mix used and unused batteries, and never mix different types of batteries.

Battery Insertion

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+    1.5vAA    −
−    1.5vAA    +
+    1.5vAA    −
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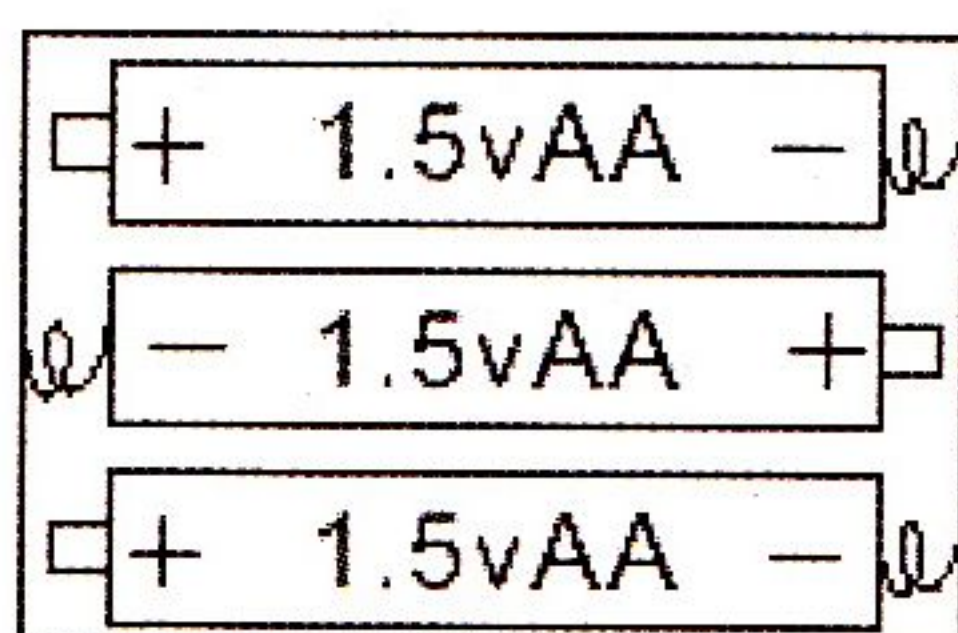
GAME RULES

G01 Count-Up (100, 200, 300, 400, 500, 600, 700, 800, 900)

In this game a player gets a target score which he must then reach. The score for each player is accumulated each turn until the target score is reached. The winner is the first to reach his target score.

G02 Count-Down (101, 201, 301, 401, 501, 601, 701, 801, 901)

1. Players start at a specified score (101, 201, 301 etc.) and every time a dart hits a number it will be deducted from the total. The first player to get to zero is the winner.

2. Players can play this game with or without the DOUBLE option. With the double option a player can only start / finish by hitting a double segment. (See the picture below to see where the double function is displayed).
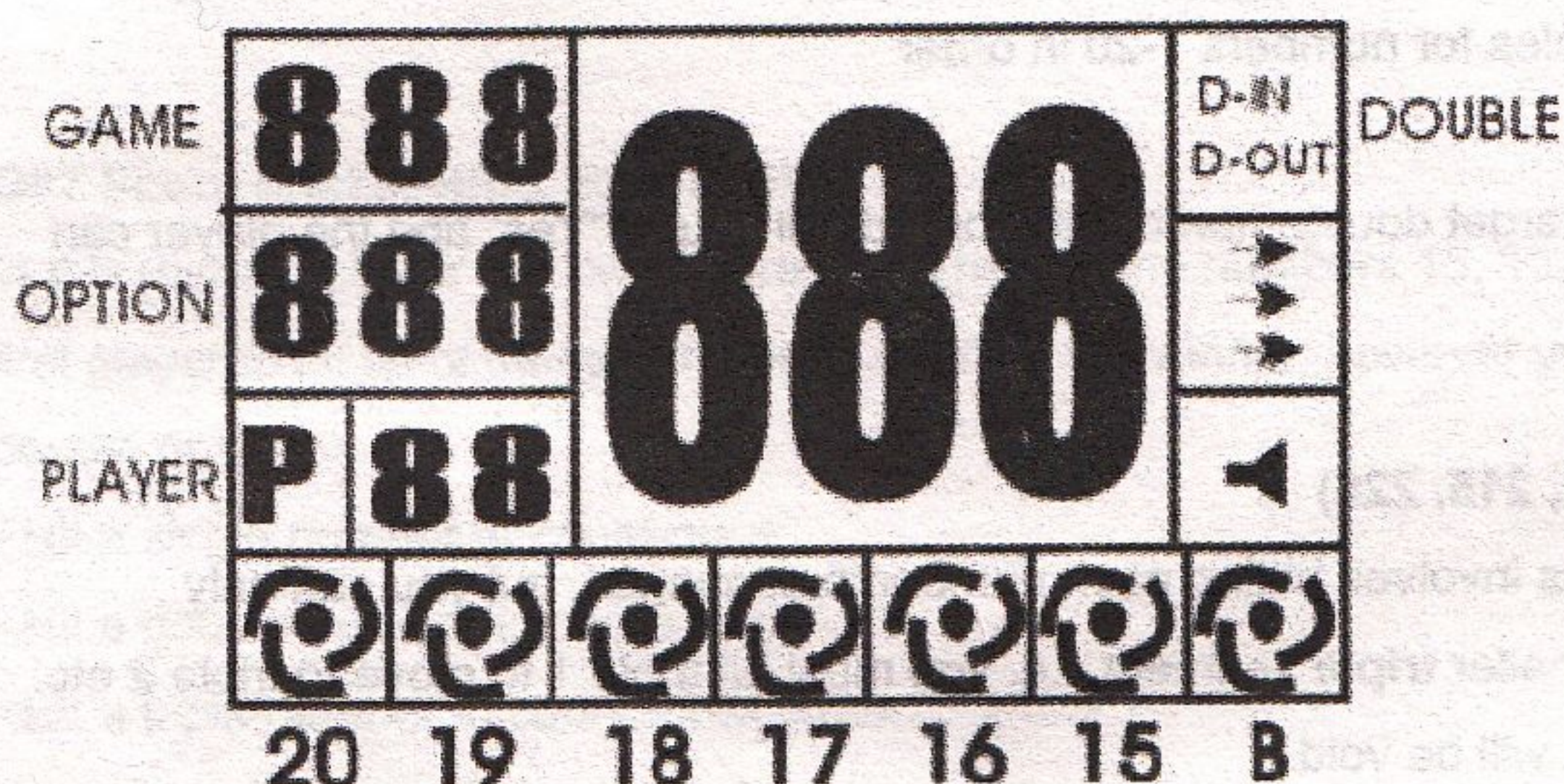
Double in (101, 201, 301, 401, 501, 601, 701, 801, 901)

When "double in" is displayed it means a player can only start to score after he has hit a double number segment. Any darts thrown previously will not be counted.

Double out (101, 201, 301, 401, 501, 601, 701, 801, 901)

When "double out" is displayed it means a player can only end the game by hitting the appropriate double number segment (for example if a player needs 8 points to finish he must hit double 4). If a player hits a number higher than his required total he will then go "bust" and go back to the start of the last turn. (For example if a player needs 8 points to finish, then scores higher than 8 he is now "bust" and does not complete his turn. His opponents now play and they return to their total of double 8.)

Double in/out (101, 201, 301, 401, 501, 601, 701, 801, 901)

When both "double in" and "double out" are displayed it means both of the above rules apply. A player can only start after he has hit a double number segment (as detailed above) and can only end the game by hitting the appropriate double number segment (as detailed above).

G03 Round the clock (5, 10, 15, 20)

This game involves hitting every number in order (number 1, then number 2, number 3 etc.)

"5" Involves hitting only the numbers 1-5 in order.

"10" Involves hitting only the numbers 1-10 in order.

"15" Involves hitting only the numbers 1-15 in order.

"20" Involves hitting only the numbers 1-20 in order.

When a player successfully hits a target number the board will sound "Yes" and the player can move on to the next number.

G04 Round clock double (205, 210, 215, 220)

Very similar to the above game, this involves hitting each number in sequence, but you can only advance when you hit the much smaller **double** segment, i.e. you must hit double 1 to move to double 2 etc. Any other area of the board you hit will be void.

"205" Involves hitting only the doubles for numbers 1-5 in order.

"210" Involves hitting only the doubles for numbers 1-10 in order.

"215" Involves hitting only the doubles for numbers 1-15 in order.

"220" Involves hitting only the doubles for numbers 1-20 in order

When a player successfully hits a target double number the board will sound "Yes" and the player can move on to the next number.

G05 Round clock triple (205, 210, 215, 220)

Very similar to the above game, this involves hitting each number in sequence, but you can only advance when you hit the much smaller **triple** segment, i.e. you must hit triple 1 to move to triple 2 etc. Any other area of the board you hit will be void.

"305" Involves hitting only the triples for numbers 1-5 in order.

"310" Involves hitting only the triples for numbers 1-10 in order.

"315" Involves hitting only the triples for numbers 1-15 in order.

"320" Involves hitting only the triples s for numbers 1-20 in order

G06 Simple cricket (000, 020, 025)

In this game a player can only score when he hits the numbers 15, 16, 17, 18, 19, 20 or bullseye. The first player to hit all of these numbers 3 times is the winner; however you can jump in scoring if you hit a double or a triple:

- Hit a single number to count once

- Hit a double number to count twice

- Hit a triple number to count three times

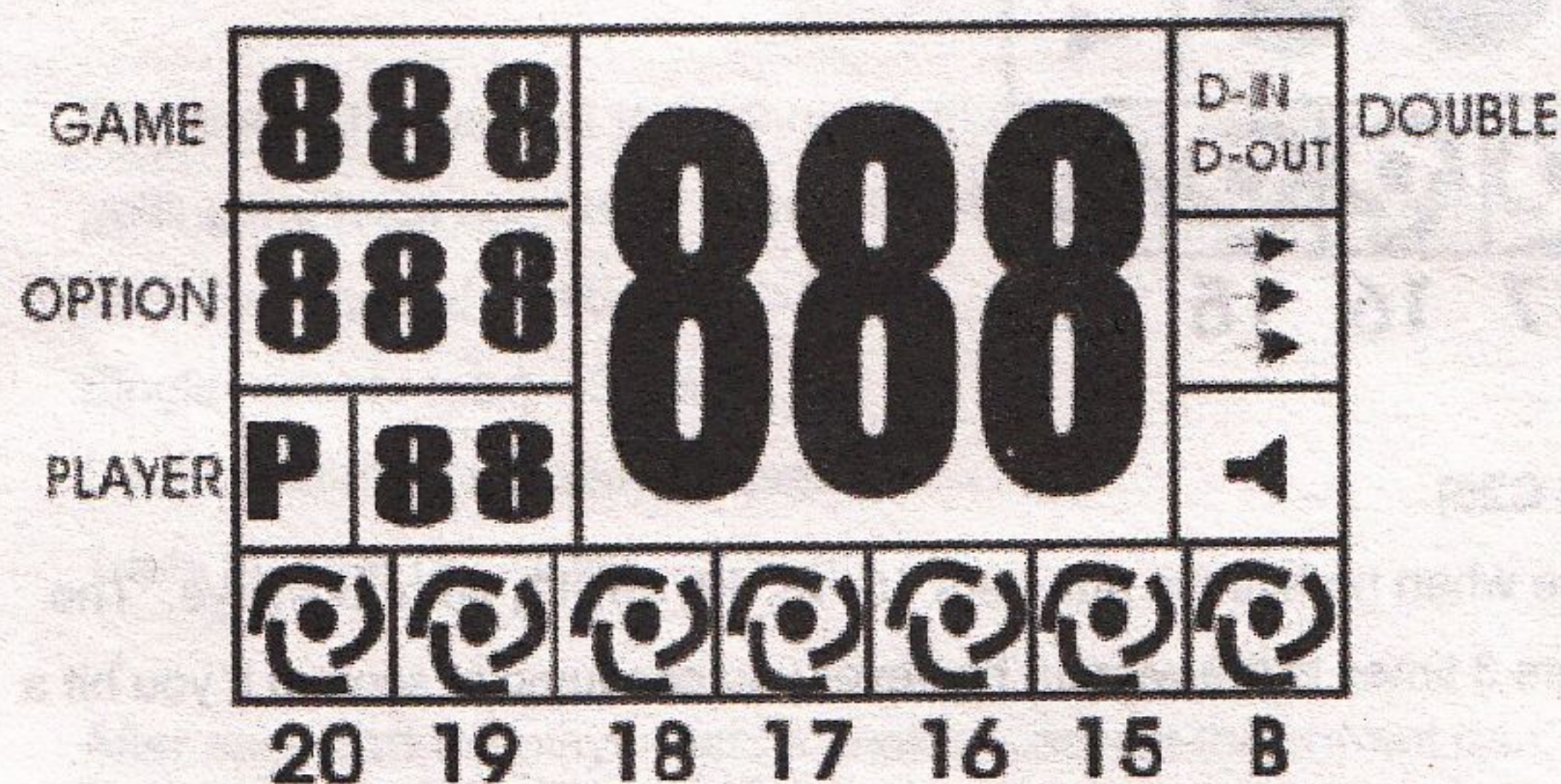"000" - The player can hit any number from 15, 16, 17, 18, 19, 20 and the bullseye, and there is no priority or order for the numbers.

"020" - The player must hit 20 three times first, then go numerically down through 19, 18, 17, 16, 15 and then the bullseye in order.

"025" - The player must hit the bullseye three times first, then go numerically up through 15, 16, 17, 18, 19, and 20 in order.

The display shows above every number a field with three indicators. If a number is hit once, one indicator will be displayed. When all the indicator symbols are displayed the game is over (see the diagram below).

G07 Score cricket (E00, E20, E25)

In this game a player can only score when he hits the numbers 15, 16, 17, 18, 19, 20 or bullseye. The first player to hit all of these numbers 3 times is the winner; however you can jump in scoring if you hit a double or a triple:

- Hit a single number to count once

- Hit a double number to count twice

- Hit a triple number to count three times

"E00" - The player can hit any number from 15, 16, 17, 18, 19, 20 and the bullseye, and there is no priority or order for the numbers.

"E20" - The player must hit 20 three times first, then go numerically down through 19, 18, 17, 16, 15 and then the bullseye in order.

"E25" - The player must hit the bullseye three times first, then go numerically up through 15, 16, 17, 18, 19, and 20 in order.

The display shows above every number a field with three indicators. If a number is hit once, one indicator will be displayed. When all the indicator symbols are displayed the game is over (see the diagram below).

The difference with the last game is that a number must be "opened" before it can score points. A number is opened by hitting it three times. Once a number is opened it can be hit and score points for the player. Once every player has hit a number 3 times the number is then closed for the rest of the game.

The player with the highest score, once all the numbers are closed, is the winner.

G09 Golf (10, 20, 30, 40, 50, 60, 70, 80, 90)

First select a value from 10-90 for your selected score. The player should now aim to hit every number from 1 to 18 in order (i.e. hit 1 first, then 2, etc.) and every time the correct number is hit the board will sound "yes" (if you miss it will say "sorry"). Each time you hit a target number the next number will be indicated.

The aim of the game is to go through the desired numbers using the least possible number of darts and getting the least number of points. Points are allocated as follows:

Miss the required number – 5 points

Single number (par) – 3 points

Double number (a birdie) – 2 points

Triple number (an eagle) – 1 point

After each dart the player gets a choice – accept the current dart, or try to better it. For example if a player hits a single 1 with the first dart he would score three points. He now gets the option to accept that score or try to better it (e.g. hit a double or a triple). A player may finish his turn after any of his 3 darts, but his last score will be the one that is counted, so if a player gets 3 points on his first dart, then misses the target with the next 2 then the last dart's score (5 points) will be counted.

The first player to reach the score limit (from 10-90) will be excluded from the game, until there is only one player left (who will have the lowest score) who is the winner.

G10 Bingo (132, 141, 168, 189)

In this game the players must hit a number that the unit displays on its display panel. At the start of each turn a player's required number is shown on screen, and the first player to hit all of his required numbers is the winner. If a target number is hit then the unit will sound "Yes" and if the player misses, the unit will sound "Sorry".

"132" - Hit the numbers 15, 4, 8, 14, and 3 in sequence.

"141" - Hit the numbers 17, 13, 9, 7, and 1 in sequence.

"168" - Hit the numbers 20, 16, 12, 6, and 2 in sequence.

"189" - Hit the numbers 19, 10, 18, 5, and 11 in sequence.

A number must be hit 3 times before a player can progress, however you can jump in scoring if you hit a double or a triple:

- Hit a single number to count once

- Hit a double number to count twice

- Hit a triple number to count three times

The first player to complete all the required numbers is the winner.

G11 Big Little Simple (3, 5, 7, 9, 11, 13, 15, 17, 19, 21)

Select from the numbers 3, 5, 7, 9, 11, 13, 15, 17, 19 and 21 – this is the number of lives each player will have. Each player starts with the same number of lives, when a player runs out of lives he is out of the game.

The first player must hit the number that is randomly allocated by the display. If he hits that number with his first or second dart he can now decide which number to allocate the next player – the next number he throws will belong to the next player. If the player takes 3 darts to hit his target number then the next player's number is allocated randomly by the board.

If the player cannot hit the target number with 3 darts then he loses a life and the turn passes to the next player, who receives a random number as above. In this version of the game it does not matter whether a player hits single, double or triple numbers. If a player hits the target number the unit will sound "Yes", if not it will sound "Sorry".

The game continues until only one player has lives remaining.

G12 Big Little Hard (H03, H05, H07, H09, H11, H13, H15, H17, H19, H21)

Select from the numbers H03, H05, H07, H09, H11, H13, H15, H17, H19 and H21 – this is the number of lives each player will have. Each player starts with the same number of lives, when a player runs out of lives he is out of the game.

The first player must hit the number that is randomly allocated by the display. If he hits that number with his first or second dart he can now decide which number to allocate the next player – the next number he throws will belong to the next player. If the player takes 3 darts to hit his target number then the next player's number is allocated randomly by the board.

If the player cannot hit the target number with 3 darts then he loses a life and the turn passes to the next player, who receives a random number as above. If a player hits the target number the unit will sound "Yes", if not, it will sound "Sorry".

In this version of the game you can only score if you hit the same segment of the target number (single / double / triple) as your opponent.

The game continues until only one player has lives remaining.

G13 Killer (3, 5, 7, 9, 11, 13, 15, 17, 19, 21)

Select from the numbers 3, 5, 7, 9, 11, 13, 15, 17, 19 and 21 – this is the number of lives each player will have. Each player starts with the same number of lives, when a player runs out of lives he is out of the game.

The first player can hit any number on the board ("SEL" will be displayed on the screen to indicate that you should select your number) and this will be that player's designated number for the rest of the game. The next player should then throw to select his number until all players have been allocated a number.
Press the "NEXT" button to move to the next player during this process.

Once all players have been allocated a number the game can begin. First every player must hit his own number in order to become a "killer". The players must then target another player's number. Every time

he hits an opponent's number the opponent will lose a life. The life of each remaining player can be seen by pressing and cycling through the "SCORES" button

If a player has hit his number again during the game, he will lose a life and also have his "killer" status removed and his number must be hit again in order to activate it again.

A successful dart will sound "Yes", and a miss will sound "Sorry".

In this version of the game it does not matter if you hit a single, double or triple of the required number. The winner is the last player with lives remaining.

This game requires 2 or more players.

G14 Killer double (203, 205, 207, 209, 211, 213, 215, 217, 219, 221)
This game is identical to the above game except that the game can only be activated and points can only be scored by hitting the double segments of each number.

G15 Killer triple (303, 305, 307, 309, 311, 313, 315, 317, 319, 321)
This game is identical to the above game except that the game can only be activated and points can only be scored by hitting the triple segments of each number.

G16 Shoot Out (H03, H05, H07, H09, H11, H13, H15, H17, H19, H21)
Select from the numbers H03, H05, H07, H09, H11, H13, H15, H17, H19 and H21 – this is the number of lives each player will have. Each player starts with the same number of lives, when a player runs out of lives, he has finished the game.

A number will be randomly selected and displayed that the first player must hit – but with a time limit of 10 seconds. If the segment is successfully hit, the unit will sound "Yes", if a player misses it will sound "Sorry". If a number is successfully hit the next target number will then be displayed.

Hitting a number successfully will reduce a player's life by one point. The first player to reach zero lives is the winner.

G17 Legs over (3 5 7 9 11 13 15 17 19 21)
Select from the numbers 3, 5, 7, 9, 11, 13, 15, 17, 19 and 21 – this is the number of lives each player will have. Each player starts with the same number of lives, when a player runs out of lives he is out of the game.

At the start of the each turn the display will randomly show a number. The first player must then try to score over that number with 3 darts. If he fails, he will lose a life. If he succeeds then the next player must score higher with 3 darts than the previous player. This continues until a player fails to score higher than the previous player, which means he will then lose a life.

The winner is the last player remaining.

In this game there is no RESTART option. If the restart button is pressed during a player's turn he will lose a life.

This game requires a minimum of 2 players.

G18 Legs under (UO3, U05, U07, U09, U11, U13, U15, U17, U19, U21)

Select from the numbers UO3, U05, U07, U09, U11, U13, U15, U17, U19 and U21 – this is the number of lives each player will have. Each player starts with the same number of lives, when a player runs out of lives he is out of the game.

Very similar to the last game, the main difference is that in this game you must try to score less than the number allocated by the display or by the previous player – i.e. a player must get less than the displayed number with 3 darts. If he fails he will lose a life. If he succeeds then the next player must score less than the previous player with 3 darts. This continues until a player fails to score less than the previous player, which means he will then lose a life.

Note – if a zero (off the board) score is recorded after 3 darts in this game it does not count – the player will lose a life. The first player to reach zero lives has lost the game.

IMPORTANT NOTES

Stuck Segment

Occasionally, a dart will get stuck or wedged into the board incorrectly. If this happens the unit will indicate that a dart is stuck and that a malfunction has occurred. To clear the problem, simply remove the dart that is stuck in the board by turning it. The game will then resume where it left off.

Broken Tips

From time to time a dart tip will break off and become stuck in board. Try to remove it with a pair of pliers or tweezers or by wiggling the piece. If this does not work it may be possible to remove the broken piece by pushing it with a pin or something similar through the segment of the board to the inner side. Take care when doing this as it can damage the unit.

Darts

It is recommended that you do not use darts that exceed 10 grams in weight for this dartboard. The darts included with this dartboard are 6 grams and use standard soft tips. These tips can be replaced at most retailers that carry dart products.

Warning:

If this unit is out of use for a long period of time the batteries should be removed.

SAFETY INFORMATION

1. Darts are adult games with functional sharp points and edges. Children should play only under supervision of adults. This device includes small parts and it is not intended for children under 3 years old. Please read all instructions carefully before use.

2. If this unit is out of use for a long period of time the batteries should be removed. Always turn off the dart before touching the batteries.

3. This game is designed for soft-tipped darts only. Steel-tipped darts will damage this dartboard.

4. A player should always pay attention when playing darts. Never throw a dart without making shure that the playing area is clear.

5. This unit uses 3 x 1.5V batteries (not included) only.

6. Use an appropriate amount of power when throwing darts. It is not necessary to throw darts very hard in order to make them stick into the board. It is recommended that you use soft-tip darts weighting maximum 10g with this device.

7. Do not leave the unit in extreme temperatures or weather conditions.

8. Keep the unit away from water and humid conditions.

9. Remove the batteries before cleaning. Clean the unit only with a dry or slightly damp cloth. Do not use water or chemical agents to clean the product.

Please always keep this manual for your reference.
Before using your new mini-dartboard please read all instructions carefully.
This unit has many different functions; please take the time to learn them.
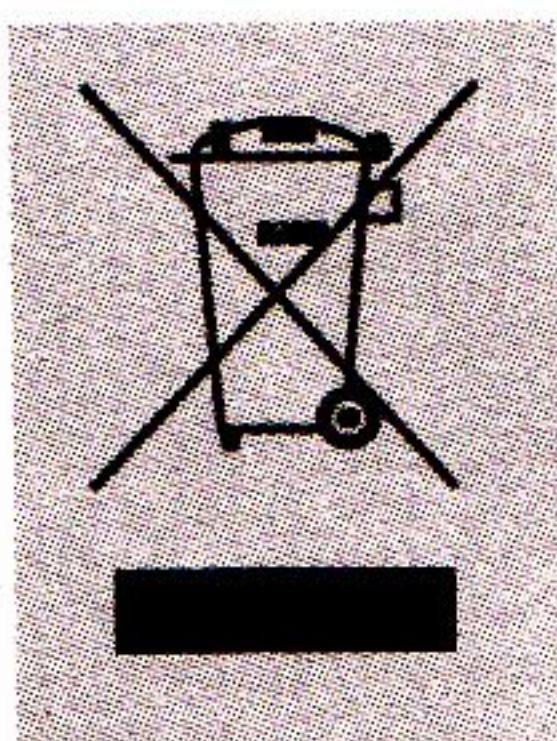
Environmental Protection

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.)

CARROMCO