

ELECTRONIC DARTBOARD

CB 50



OWNER S MANUAL
AND GAME INSTRUCTIONS

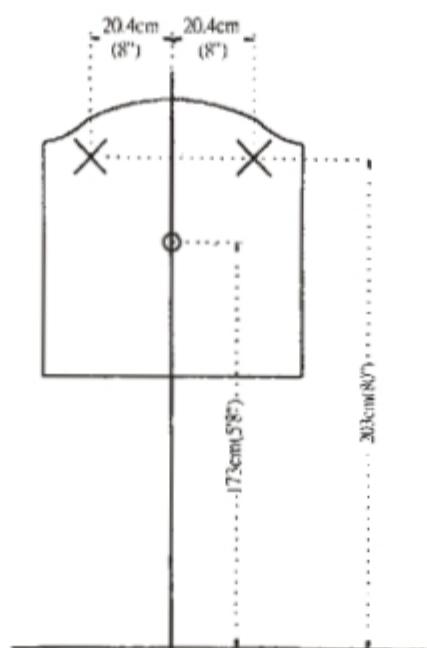
karella[®]
professional Dart

Choose a location to hang the dartboard where there is about 10 feet (305cm) of open space in front of the board. The "toe-line" should be 7'9 1/4" (237cm) 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" (40.60cm) apart so it can be mounted securely on the studs in your home. Locate a wall stud and place a mark 80" (203cm) from the floor. Be sure 16" (40.60cm) 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 (refer to diagram on next page).

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 you are using.

Mount the dartboard on the wall by lining up the hang holes on the back with the screws (refer 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 four screws through the holes located in the catch ring area (the area outside scoring segments)



Dartboard Functions (see back cover for diagram)

POWER button - Press to turn game on or off.

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

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

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 up to 16 player scoring.

DOUBLE/MISS button - This button is used to activate the Double In/Double Out option for the "01" games. This function is only active when selecting 301, 401, etc. games. This button is also used to register a "missed" dart. Player can press when dart lands outside target area so computer registers a thrown dart.

Master Out - can be selected by pressing the DOUBLE/MISS button several times until the master Master Out indicator LED lights up. The dartboard will also acknowledge this selection with a voice command.

Master Out - This end game feature for the "01" game by hitting a double or a triple to reach zero. It is called "Master Out" since it takes additional skill to score a triple to end a game.

SOUND button – Sound level adjustable from 0~7 levels (8 levels)

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.

CYBERMATCH button – This button is used to :

- Before start of the dart game, press Cybermatch button can play against with dartboard computer. You will see C1 to C5 levels, starting from beginner (C5) to professional level (C1). Player can choose the level of his opponent he wishes to compete by pressing the button until he reaches the level he has selected. One player is enough to play the dartboard since he can play with the dartboard computer.

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 and 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.

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.

RESET button – Cancel current score and return to start of game.

Electronic Dartboard Operation

1. Press the **POWER** switch to activate dartboard. A short musical introduction is played as the display goes through power-up test.
2. Press **GAME** button until desired game is displayed .
3. Press **DOUBLE** button (optional) to select starting and/or ending on doubles (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,.....16) or press Cybermatch enter Cybermatch function and choose the computer level you wish to play (C1, C2,.....C5 levels).
5. Press **START/HOLD** button (red) to activate game and begin play .
6. Throw darts (3 per play)
 - 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.

Temporary Score Display

This electronic dartboard is equipped with a Temporary Score display. This display - located to the far left of the display panel. This LED will display each dart's score immediately and remain until the next dart is thrown. This display is also utilized for several games.

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, cleaners that contain ammonia or other harsh chemicals, as they may cause damage.

Demo Mode

To hear your dartboard play through all the voice commands and sound effects follow this procedure: 1) Turn power ON; 2) wait for opening song to complete; 3) press GAME button 1 times; 4) press BOUNCE OUT button 4 times quickly (press as fast as possible). To end Demo mode, Press any button.

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. An illustration of the LED displays are indicated next to the game description for your reference. Please note, the characters may appear slightly different than illustrated here.

301

G O 1 **S T 0** **3 0 1** **2 P**

This popular tournament and pub game is played by subtracting each dart from the starting total until the player reaches 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 that round. For example, if a player needs a 32 to finish the game and he/she hits a 20, 8, and 10 (totals 38), the score goes back to 32 for next round.

In playing the game, the double in / double out option can be chosen (double out is the most widely used option). Simply press the "DOUBLE" button to change this setting. LED indicators will display your current setting.

- **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.
- **Master out** – A double or triple is required to 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.

Dart out Feature ("01 games only)

The electronic dartboard has a special "**Dart out**" feature.

When a player requires less than 160 to reach zero, the dart out feature become 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 **G O 2** **C R I** **S T O** **2 P**

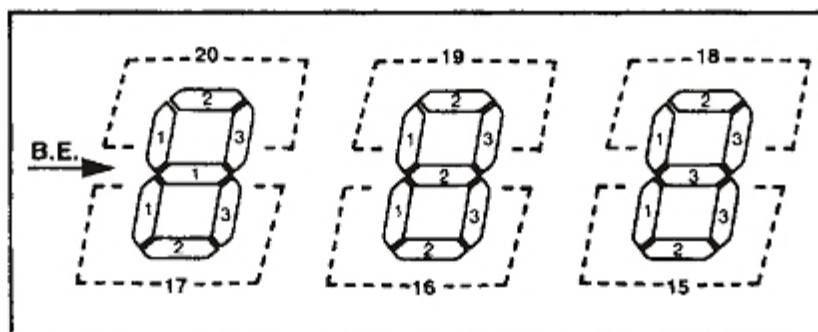
Cricket is a strategic game for accomplished players and beginners alike. Players throw for numbers best suited for them and can force opponents to throw for numbers not as suitable for them. The object of Cricket is to "close" all of the appropriate numbers before one's opponent while racking up the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

Only the numbers 15 through 20 and the inner/outer bullseye 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", it can no longer be scored on by any player for the remainder of the game.

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 points, he/she must continue to score on the "open" numbers. If the player does not make up the point 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.

The Cricket segment scoring is easy to understand. Each segment has 3 lights to indicate the number of hits necessary to open/close it. As a segment is hit ("mark") a light will turn off, thus updating the number of hits remaining to open/close. The LED display is utilized for this scoring as illustrated below. Please feel free to call our Customer Service department if you need further explanation.



NO-SCORE CRICKET

G02	CR1	NC	2P
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(Press SELECT button when Cricket is displayed)

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

SCRAM

G03	SCR		1-7
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(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 bullseye). During this time, player 2 attempts to rack up as many points in the segments the other player has not yet closed. Once all segments have been closed by player 1, round 1 is complete. In round 2, each player's roles are reversed. Now, player 2 tries to close all the segments while player 1 goes for points.

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

CUT-THROAT CRICKET

G04	CUT	CR1	2P
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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 CRICKETG O 5 E M G 1-1*(For 2 players only)*

This game is another variation of Cricket. The game consists of two rounds. The players have a different objective in each round. During the first round, player 2 attempts to throw bullseyes - with the objective of needing 9 to complete round 1. Double bull (center) counts as 2 scores. Meanwhile, player 1 tries to score as many points as possible during this round. Doubles and triples count 2x and 3x their respective values. To score points, however, player 1 must score over 40 points in each round. Only those points over 40 count toward his score. For example, if he throws a 20, 20, and 10 then he gets 10 points in that round. If player 1 fails to score over 40 points, no points are awarded in that round.

Once player 2 scores 9 bullseyes, the players switch roles and player 1 now shoots for bullseyes as player 2 tries to rack up points. The game is over when

round 2 is complete (player 1 scores 9 bullseyes). The player with the highest point total is the winner.

Advanced Cricket

G O 6 A C R C R I 2 P

In this difficult version of Cricket, players must close out the segments (20,19,18,17,16,15 and bullseye) by hitting only triples and doubles. In this challenging game, doubles segments count as 1x the number, and triple segments count as 2x the number. The bullseye scoring is the same as in standard cricket. The first player to close out the numbers with the most points is the winner.

Shooter

G O 7 S H D 6 2 P

This 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 and display the flashing number on the display.

Scoring is as follows: Single segment = 1 Point Double segment = 2 Points

Triple segment = 3 Points 0

When the computer selects double Bullseye as the target, the outer bull scores 2 points and the inner Bull score 4 points. The player with the most points at the end of the game is the winner.

Big six

G O 8 B S I 3 2 P

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. 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 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 difficult targets to hit such as "Double Bullseye" or "triple 20" the last player with a life left is the winner.

Overs **G O 9** **O U R** **3** **2 P**

The object of this game is to simply score higher ("over") than your previous three-dart total score. Before play begins, players choose the amount of 'lives' to be used. When a player fails to score "over" their previous three-dart total, they will lose one life. When a player "equals" the previous three dart total a life will also be lost. The LED display on the right will light up once for each life taken away. The last player with a life remaining is the winner.

Unders **G 1 0** **U N O** **3** **2 P**

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 their own previous three dart 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 **G 1 1** **C U P** **3 0 0** **2 P**

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 display 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**G 1 2** **H 5 C** **3 R** **2 P**

The rules for this competitive game are simple - Rack up the most points in three 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**G 1 3** **R O N** **R 1** **2 P**

Each player attempts to score in each number from 1 through 20 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.

We have added some new levels of difficulty to this game for those looking for a real challenge!

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

G14 HIL = 3 2P

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 7 lives, 8 lives, ... 14 lives. Each option is played exactly as outlined above with the exception of the number of lives each player has in the game. In addition, for those who really want a

challenge, there are three additional difficulty settings: Doubles 3 lives, Doubles 5 lives, and Doubles 7 lives. In these games, you can only "Kill" opponents by scoring doubles in their number segment.

DOUBLE DOWN

G15 DON [] 2P

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.

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

G16 F41 [] 2P

This game follows similar rules as standard Double Down as described above with.

two exceptions. First, instead of going from 15 through 20 and bullseye, 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											

ALL FIVES

G17 ALL 51 2P

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 ($5 \times 5 = 25$).

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

G18 SHI 1 2P

Each player must progress around the board from 1 through 20 and bullseye 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 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

G 1 9 G O L 9 H 2 P

This is a 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."

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

G 2 0 F O T 2 P

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 bullseye and directly across to the other side of the bullseye (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 Bullseye ... Inner Bullseye ... Outer Bullseye ... Inner Single 3 ... Triple 3 ... Outer Single 3 ... and finally a Double 3.

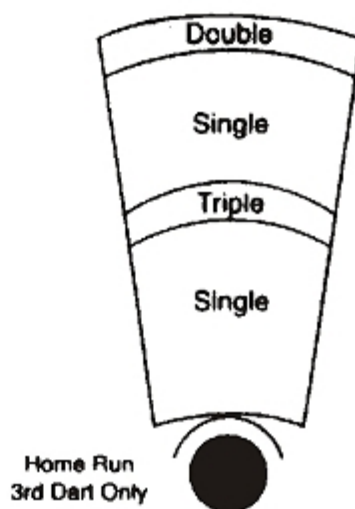
The First player to "score" is the winner. The LED display will keep track of your progress and indicate the segment you need to throw for next.

BASEBALL

G 2 1 B A S 6 2 P

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
Bullseye	"Home Run" (<i>can only be attempted on third dart of each round</i>)



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.

STEEPLECHASE

G 2 2 H O R 2 P

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 bullseye. 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 bullseye 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:

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

The first player to complete the course and hit the bullseye wins the race.

Elimination

G23

ELI

3

2P

The object of the game is to "Eliminate" your opponents. The rules are very simple. Each player must score higher total points with 3 darts than the opponent before them. Each player starts with 3 lives. If the player fails to score higher total points than the previous opponents score, they lose one life. Tie scores will also result in a lost life. The winner is the last player with lives remaining. Press the **SELECT** button before starting to play with 4 or 5 lives per player.

Horseshoes

G24

HSH

15

1-1

This 2 -player game uses only the 20 and 3 segments to represent the two horseshoe pits. Player 1 will shoot at the 20 segment and Player 2 will shoot at the 3 segment.

Scoring is cumulated per round. First player to score 15 points is the winner.

Scoring is as follows:

TRIPLE RING = Ringer 3 points

DOUBLE RING= Leaner 2 points

INNER SEGMENT (Small)= 1 point

Scores will only count for the player or team with the most points in that round. For example, if player 1 scores 3 points and player 2 scores 1 point, only player 1 will awarded 3 points for that round. Rounds continue until 15 points are scored.

Adjustable Difficulty Settings for Horseshoes include games from 15- 25 points. Press the **SELECT** button before starting the game for these variations.

Battleground

G25 BAT SIN I-I

In this 2-player game, the dartboard is a battleground divided into two halves. The first player to hit all of the opposing segments (armies) wins the game. Segments do not have to be hit in order.

Player 1 is the "TOP" army and shoots darts at the bottom sections of the board.
 Player 1 needs to hit bottom segments (6, 10, 15, 2, 17, 3, 19, 7, 16, 8)

Player 2 is the "BOTTOM" army and shoots for the top section of the dartboard
 Player 2 needs to hit top segments (11, 14, 9, 12, 5, 20, 1, 18, 4, 13)

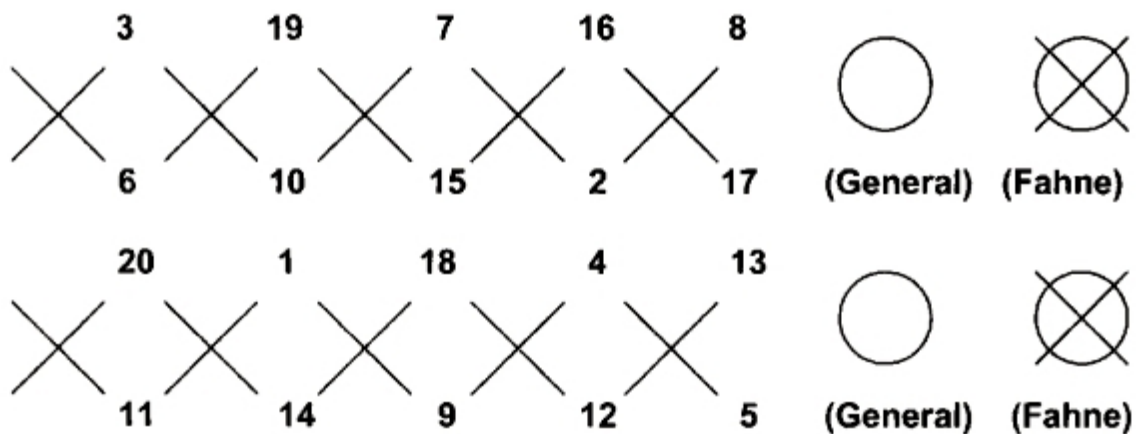
Adjustable difficulty settings are as follows:

BATTLEGROUND DOUBLES:

- Players shoot for double segments only to eliminate opponent's armies

BATTLEGROUND TRIPLES:

- Players shoot for triple segments only to eliminate opponent's armies



Advanced Battleground

G26 ADB --- I-I

The rules are the same as standard Battleground except now there are land mines on the battlefield!

Players must be careful to avoid the land mines located in the Triple and Double rings of opponents segment numbers.

Any player that hits a double or triple ring on the opposing teams battlefield will lose an army of his or her own. For example, if player 1 mistakenly hit the triple ring of the "6" segment, they would lose their own army at the "11" segment. A mine can only be set off once in each segment per game.

Paintball

G27

PBA

SIN

I-I

This game is similar to "Battleground" except there is an alternative way to win the battle other than just hitting the opposing teams armies segments. As in the real game of paintball, players can also capture the opposing team's flag to win the game. To capture the flag, the double bullseye must be hit 2 times to capture the opposing teams flag! Single bullseyes will not count towards the 2 needed to capture the flag. Double bullseyes do not have to be scored in the same round and will be tallied during the game. First player to either capture the flag or eliminate the opposing army is the winner.

Adjustable Difficulty Settings

Paintball Doubles Players must either hit 3 double bullseyes to capture the flag or hit double ringed segments to eliminate armies.

Paintball Triples Players must either hit 3 double bullseyes to capture the flag or hit triple ringed segments to eliminate armies.

Game Menu

Game # (Temp Score)	-----Game-----	Players	Game Description
		(Game options indicated in black area)	
G01	STD	301	2P 301
	Press SELECT for 401,501,601,701,801,901		
G02	CRI	STD	2P CRICKET
	Press SELECT for NO-SCORE-CRICKET		
G03	SCR	---	1-1 SCRAM
G04	CUT	CRI	2P CUT THROAT CRICKET
G05	ENG	---	1-1 ENGLISH CRICKET
G06	ACR	CRI	2P ADVANCDE CRICKET
G07	SHO	6	2P SHOOTER
	Press SELECT for 6,7,8,9,10,11,12		
G08	BSI	3	2P BIG SIX
	Press SELECT for 3,4,5,6,7		
G09	ORU	3	2P OVERS
	Press SELECT for 3,4,5,6,7		
G10	UND	3	2P UNDERS
	Press SELECT for 3,4,5,6,7		
G11	CUP	300	2P COUNT-UP
	Press SELECT for 400,500,600,700,800,900,999		
G12	HSC	3R	2P HIGH SCORE
	Press SELECT for 4r,5r,6r,7r,8r,9r,10r,11r,12r,13r,14r		
G13	RON	R1	2P ROUND-THE CLOCK
	Press SELECT for 5,10,15,d5,d10,d15,t5,t10,t15		
G14	HIL	=3	2P
	Press SELECT for =3,=5,=7,7,8,9,10,11,12,13,14		
G15	DON	---	2P DOUBLE DOWN
G16	F41	---	2P FORTY ONE
G17	ALL	51	2P ALL FIVES
	Press SELECT for 61,71,81,91		
G18	SHI	1	2P SHANGHAI
	Press SELECT for 5,10,15,S1,S5,S10,S15		
G19	GOL	9H	2P GOLF
	Press SELECT for 10 holes, 11 holes, ... 18 holes		
G20	FOT	---	2P FOOTBALL
	Press SELECT for 10 holes, 11 holes, ... 18 holes		
G21	BAS	6	2P BASEBALL
	Press SELECT for 7,8,9 INNINGS		
G22	HOR	---	2P STEEPLECHASE
G23	ELI	3	2P ELIMINATION
	Press SELECT for 4,5		
G24	HSH	15	1-1 HORSESHOES
	Press SELECT for 16,17,18,19,20,21,22,23,24,25		
G25	BAT	SIN	1-1 BATTLEGROUND
	Press SELECT for dou,tri,gen		
G26	ADB	---	1-1 ADVANCED BATTLEGROUND
G27	PBA	SIN	1-1 PAINTBALL
	Press SELECT for dou,tri,sin		

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.

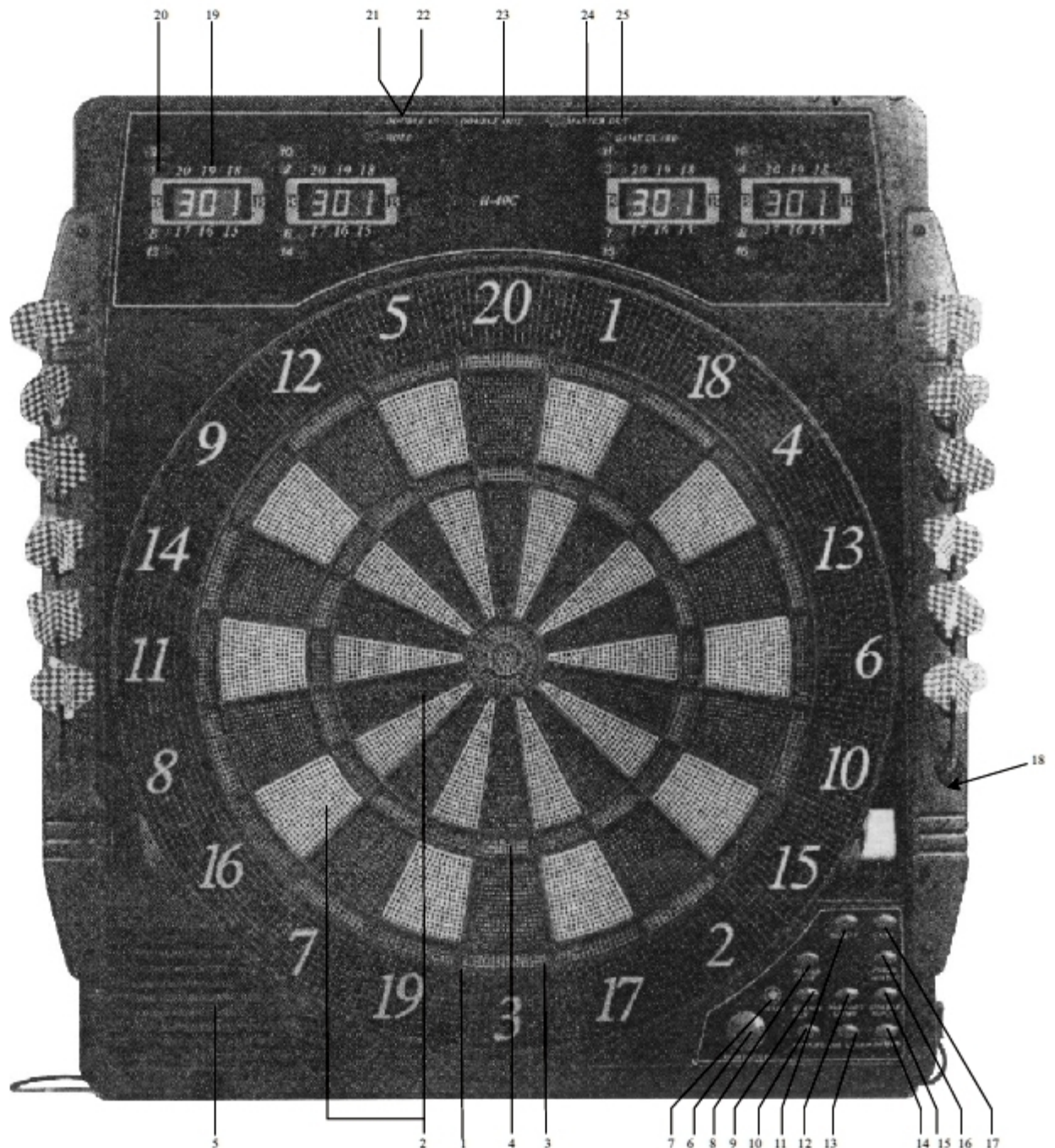
Don't be alarmed if tips break. This is a normal occurrence when playing soft tip darts. We include a pack of replacement tips which should keep you supplied for quite some time. When replacing tips, make sure you use the same type of tips that come with this dartboard.

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. Look for Halex soft tip dart accessories for all your electronic dart needs.

Cleaning The Dartboard

Your electronic dartboard will provide many hours of competition if cared for properly. Regular dusting of the cabinet 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.



- | | |
|---------------------------|-------------------------------|
| 1. Catch Ring | 14. Power button |
| 2. Singles Ring | 15. Double/Miss button |
| 3. Doubles Ring | 16. Cybermatch button |
| 4. Triples Ring | 17. Game button |
| 5. Speaker | 18. Built-in Dart Holders |
| 6. Start/Hold button | 19. LED Displays |
| 7. Reset button | 20. No. of Players Indicators |
| 8. Player/Page button | 21. Hold Indicators |
| 9. Bounce Out button | 22. Double In Indicators |
| 10. Sound button | 23. Double Out Indicators |
| 11. Select button | 24. Master Out Indicators |
| 12. Dart Out/Score button | 25. Game Guard Indicators |
| 13. Game Guard button | |

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