

ELECTRONIC DARTBOARD

Item No. 881

User Manual & Game Instructions



**Thank you for selecting the electronic
dartboard!**

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Warning: For safety, children must be under adult supervision when using this product. Please read this manual carefully and keep it for future reference.

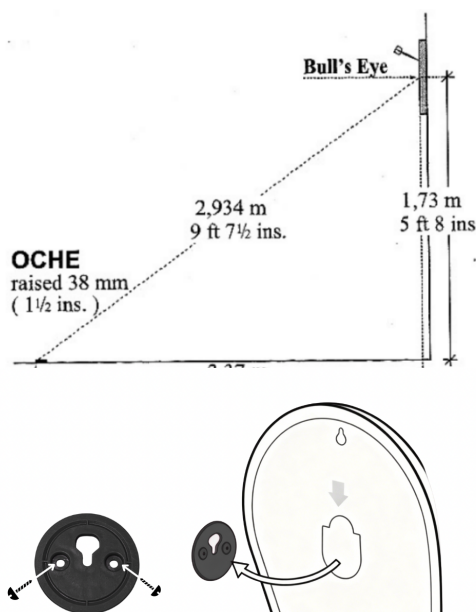
Section 1: Product Introduction

- Product dimension: 47cm*41cm*2.2cm
- This electronic dartboard offers 25 games with 157 options.
- Up to 8 players can participate in the game at the same time.
- This product provides automatic scoring with voice announcement.

Section 2: Installation

2.1 Mounting Instruction

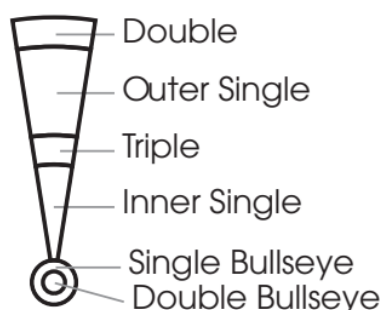
- **Height:** The center of the bullseye should be 5 feet 8 inches (1.73 meters) from the floor.
- **Dartboard Distance:** Horizontal distance from the face of the dartboard to the front of the throw line should be 7 feet 9 1/4 inches (2.37 meters).
- **Hanging Dartboard:** Use the two screws to install the bracket to the wall, using wall anchors if not positioned over a stud. Place the dartboard onto the Mounting Bracket and check for tightness against the wall.



2.2 Power Installation

- It is designed to be powered by 3 x 1.5V “AAA” batteries (Not included). The battery compartment can be opened from the back to install the batteries.
- It can also be powered by a USB-C cable (Not included).

Section 3: Scoring Rules



Segment	Scores
Double Ring	Score*2
Outer Single Ring	Score*1
Triple Ring	Score*3
Inner Single Ring	Score*1
Single bullseye	25*1=25
Double bullseye	25*2=50

Section 4: Operation Instruction

4.1 Button Function

"GAME/POWER" Button

- **Power switch:** Short-press to turn on, long press to turn off. There is an automatic sleep mode after more than 10 minutes of inactivity.
- **Game selection:** Short-press to select games from G01-G25.
- **Termination:** Player can press this button to terminate the game.

"OPTION/SCORE" Button

- **Option selection:** Short-press to select options.
- **Score Check:** Players can press this button continuously to check the scores of each player during the game. After 2 seconds without pressing, it will automatically return to the normal game state.

"PLAYER/MISS" Button

- **Player number selection:** Short-press to select the number of players, ranging from solo play to 8 players.
- **Missed darts registration:** During the game, short-press the button to register and score zero for darts that land outside target areas.

"HANDICAP/ELIMINATE" Button

- **Handicap:** Player can press this button to set different difficulty levels by adjusting different sub-game options for each individual player. Note that some games have no handicap function.
- **Eliminate:** In the game state, players can cancel the score for darts that fall off without sticking firmly but have already been recorded.

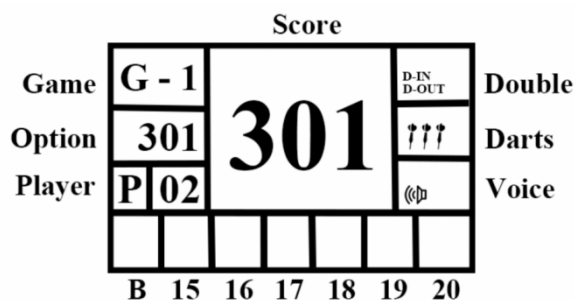
"SOUND/DOUBLE" Button

- **Sound:** long press for 3 seconds to turn the sound on and off. The sound icon being displayed indicates that the sound is on, while its absence indicates that the sound is off.
- **Double:** This function is only effective in the game "G01 Count Down" to activate features of "Double In" and "Double Out".

"START/NEXT" Button

- **Start:** Press this button to initiate a game after setup.
- **Next:** In the game state, press this button to switch to the next player.

4.2 LCD Introduction



4.3 Sound List

NO	Filename	Description	Sound Type
1	"Dididi" sound effect	The sound of a valid throw in a cricket game	Sound effect
2	Glass breaking sound effect	The sound of an invalid throw	Sound effect
3	Metal negative sound effect	The sound of the incorrect button pressing	Sound effect
4	Metal sound effect	The sound of the correct button pressing	Sound effect
5	Explosion sound effect	Prompt a bust when the remaining points go below zero	Sound effect
6	Triple	Dart lands in the triple ring	Voice
7	Double	The dart lands in the double ring	Voice
8	bullseye	Dart lands in the single bullseye ring	Voice
9	Double bullseye	Dart lands in the double bullseye ring	Voice
10	Next player	Prompt to switch to the next player	Voice
11	Winner	Prompt the winner	Voice

Section 5: Game Explanation

G01 Count Down

Options: 301, 501, 601, 701, 801, 901, 999

Players start with a set score and subtract their dart scores to reach exactly zero. The goal is to be the first to reach zero.

- **Starting score:** Players begin with a score of 301, 501, 601, 701, 801, 901, or 999 according to the options selected.
- **Deducting points:** Each turn, players throw three darts, and the points scored from those darts are deducted from their current total.
- **Busting:** If a player scores more than their remaining total to reach zero, they "bust," and their turn ends. Their score reverts to what it was at the start of

the turn.

- **To win:** The first player to reduce the score to exactly zero wins.
- **Handicap:** Each player can set different options by pressing the "HANDICAP/ELIMINATE" button to activate the handicap function.
- **Double:** Player can activate the "double" modes via the "SOUND/DOUBLE" button:
 - ✓ **Double in:** Player should hit the double segments to start the game.
 - ✓ **Double out:** Player should hit double segments to reduce the score to exactly zero. A bust occurs when a dart leaves a score of less than 1.
 - ✓ **Double in&out:** Player should hit the double segments to start and end the game. A bust occurs when a dart leaves a score of less than 1.

G02 Count Up

Options: 100, 200, 300, 400, 500, 600, 700, 800, 900

Players start at zero and add their dart scores to reach target score. The goal is to be the first to reach the predetermined target score.

- **Target score:** Players decide on a target score of 100, 200, 300, 400, 500, 600, 700, 800, or 900 according to the options selected.
- **Start from zero:** All players begin with a score of zero.
- **Adding points:** Each turn, players throw three darts, and the points from each dart hit are added to the player's total score.
- **To win:** The first player to reaches or exceeds the target score wins.
- **Handicap:** Each player can set different options by pressing the "HANDICAP/ELIMINATE" button to activate the handicap function.

G03 Score Cricket (AKA: Standard Cricket)

Options: E00, E20, E25

Players aim to close designated numbers and add their dart scores as high as possible. The goal is to be the first to close all numbers and have a higher score than their opponent.

- **Designated number:** 15, 16, 17, 18, 19, 20, and bullseye.
- **Closing a number:** A player must hit a designated number three times to close it. A single is one hit. A double counts as two hits. A triple counts as three hits.
- **Scoring points:** Once a player closes a number, they can score points for subsequent hits on that number. For example, if you've closed the 20, a single 20 is worth 20 points, a double 20 is 40 points, and a triple 20 is 60 points. If all players close that same number, scoring on that number stops for everyone.
- **To win:** The player with the highest score after all numbers are closed wins.
- **Difference between 3 options:**

- ✓ **E00:** No specific order required to start the game.
- ✓ **E20:** Start the game by hitting at number 20 three times, then hitting at 19, 18, 17, 16, 15, bullseye in sequence.
- ✓ **E25:** Start the game by hitting at the bullseye three times, then hitting at 15, 16, 17, 18, 19, 20 in sequence.
- **Handicap:** Each player can set different options by pressing the "HANDICAP/ELIMINATE" button to activate the handicap function.

G04 Simple Cricket (AKA: No Score Cricket)

Options: N00, N20, N25

Players aim to close designated numbers but no points are scored on the scoreboard. The goal is to be the first to close all numbers.

- **Designated number:** 15, 16, 17, 18, 19, 20, and bullseye.
- **Closing a number:** A player must hit a designated number three times to close it. A single is one hit. A double counts as two hits. A triple counts as three hits.
- **To win:** The first player who close all numbers wins the game.
- **Difference between 3 options:**
 - ✓ **N00:** No specific order required to start the game.
 - ✓ **N20:** Start the game by hitting at number 20 3 times, then hitting at 19, 18, 17, 16, 15, and the bullseye in sequence.
 - ✓ **N25:** Start the game by hitting at the bullseye 3 times, then hitting at 15, 16, 17, 18, 19, 20 in sequence.
- **Handicap:** Each player can set different options by pressing the "HANDICAP/ELIMINATE" button to activate the handicap function.

G05 Cut Throat Cricket

Options: C00, C20, C25

Players aim to close designated numbers and give points to the opponents. The goal is to be the first to close all numbers and have a lower score than their opponent.

- **Designated number:** 15, 16, 17, 18, 19, 20, and bullseye.
- **Closing a number:** A player must hit a designated number three times to close it. A single is one hit. A double counts as two hits. A triple counts as three hits.
- **Scoring points (The "Cut-Throat" Twist):** Once a player closes a number, they score points for their opponents who have not yet closed that same number. If the opponent has the number closed as well, then no marks will be added to that player.
- **To win:** The player with the lowest score after all numbers are closed wins.
- **Difference between 3 options:**

- ✓ **C00:** No specific order required to start the game.
- ✓ **C20:** Start the game by hitting at number 20 3 times, then hitting at 19, 18, 17, 16, 15, bullseye in sequence.
- ✓ **C25:** Start the game by hitting at the bullseye 3 times, then hitting at 15, 16, 17, 18, 19, 20 in sequence.
- **Handicap:** Each player can set different options by pressing the "HANDICAP/ELIMINATE" button to activate the handicap function.

G06 Killer Cricket

Options: H00, H20, H25

Players aim to close designated numbers and eliminate lives of the opponents. The goal is to be the first to close all numbers.

- **Designated number:** 15, 16, 17, 18, 19, 20, and bullseye.
- **Closing a number:** A player must hit a designated number three times to close it. A single is one hit. A double counts as two hits. A triple counts as three hits.
- **Lives eliminating:** Once a number is closed by more than three hits by a player, then it can eliminate the lives of the opponents who have not closed that same number. For example, for number 15, Player 1 has one or two hit, and Player 2 comes up. The following situations where Player 1 will be eliminated one life as the number is closed by more than three hits:
 - ✓ Player 2 has one hit already, and hit a triple 15 (three hits)
 - ✓ Player 2 has two hits already, and hit a double 15 (two hits) or a triple 15 (three hits)

If the opponent has the number closed as well, then no lives will be taken away from that player. If Player 1 has three hits, then he/she is not affected.

- **To win:** The winner is the first player to "close out" the numbers 15 through 20, plus the bullseye.
- **Difference between 3 options:**
 - ✓ **H00:** No specific order required to start the game.
 - ✓ **H20:** Start the game by hitting at number 20 3 times, then hitting at 19, 18, 17, 16, 15, bullseye in sequence.
 - ✓ **H25:** Start the game by hitting at the bullseye 3 times, then hitting at 15, 16, 17, 18, 19, 20 in sequence.
- **Handicap:** Each player can set different options by pressing "the HANDICAP/ELIMINATE" button to activate the handicap function.

G07 Low Pitch Cricket

Option: L00, L20, L25

Players aim to close designated numbers and add their dart scores as high as possible. The goal is to be the first to close all numbers and have a higher score than their opponent. This game is similar to G03 Score Cricket. However, the

numbers change to 1-6 and the bullseye.

- **Designated number:** 1, 2, 3, 4, 5, 6, and bullseye.
- **Closing a number:** Player must hit a designated number three times to close it. A single, double and triple counts as one hit, two hits and three hits respectively.
- **Scoring points:** Once a player closes a number, they can score points for subsequent hits on that number. For example, if you've closed the 6, a single 6 is worth 6 points, a double 6 is 12 points, and a triple 6 is 18 points. If all players close that same number, scoring on that number stops for everyone.
- **To win:** The player with the highest score after all numbers are closed wins.
- **Difference between 3 options:**
 - ✓ **L00:** No specific order required to start the game.
 - ✓ **L20:** Start the game by hitting at number 6 three times, then hitting at 5, 4, 3, 2, 1, bullseye in sequence.
 - ✓ **L25:** Start the game by hitting at the bullseye three times, then hitting at 1, 2, 3, 4, 5, 6 in sequence.
- **Handicap:** Each player can set different options by pressing "the HANDICAP/ELIMINATE" button to activate the handicap function.

G08 Round Clock

Option: 105, 110, 115, 120; 205, 210, 215, 220; 305, 310, 315, 320

Players must hit each number on the dartboard in sequential order, with the first player to successfully hit all numbers winning the game. Each player takes turns throwing three darts, but they cannot advance to the next number until their dart lands in the segment of the current target number.

- **To win:** The player who completes hitting all target numbers wins the game.
- **Difference between options:**
 - ✓ **105, 110, 115, 120:** Order starts from 1 and proceeds to 5, 10, 15, 20 respectively, with single, double, and triple rings all acceptable.
 - ✓ **205, 210, 215, 220:** Order starts from 1 and proceeds to 5, 10, 15, 20 respectively, with only double rings acceptable.
 - ✓ **305, 310, 315, 320:** Order starts from 1 and proceeds to 5, 10, 15, 20 respectively, with only triple rings acceptable.
- **Handicap:** Each player can set different options by pressing "the HANDICAP/ELIMINATE" button to activate the handicap function.

G09 Shoot Out

Option: -05, -07, -09, -11, -13, -15, -17, -19, -21

Players aim to hit the target number and deduct scores from the determined starting score. The goal is to be the first to reach zero.

- **Starting scores:** The options represent the starting scores. For example, -05 is 5 scores.
- **Target number:** Players aim to hit the target number generated randomly on the LCD screen.
- **Deducting scores:** Single, double, and triple rings are all treated as 1 score, and are subtracted from the starting scores.
- **Missing:** If players don't have a throw within 10 seconds, the throw will be considered as a miss.
- **To win:** The first player to reduce the initial score to 0 wins.
- **Handicap:** Each player can set different options by pressing "the HANDICAP/ELIMINATE" button to activate the handicap function.

G10 Shanghai

Option: 101, 105, 110, 115

Players must hit each number on the dartboard in sequential order. The first player to successfully hit all numbers and have highest scores wins the game. Each target number has 1 chance of being hit. If players hit the target number, scores are accumulated. If players don't hit the target number, it is missed, and no chance to hit that area again.

- **To win:** The Player who completes hitting the target numbers and has the highest score wins the game.
- **Difference between options:**
 - ✓ 101: Order starts from 1 and proceeds to 20 and bullseye.
 - ✓ 105: Order starts from 5 and proceeds to 20 and bullseye.
 - ✓ 110: Order starts from 10 and proceeds to 20 and bullseye.
 - ✓ 115: Order starts from 15 and proceeds to 20 and bullseye.

G11 Halve It

Options: H12

Players hit the target numbers shown in the LCD screen. The order is as follows:

- First, 12, 13, 14, no matter single, double, or triple rings;
- Next, double rings of any number;
- Then, 15, 16, 16, no matter single, double, or triple rings;
- Next, triple rings of any number;
- Then, 18, 19, 20, no matter single, double, or triple rings;
- The end, bullseye.

In this game, scores accumulate. If a player misses all three throws on a specific target in a round, his/her scores will be cut in half.

To win: The player who completes hitting the target numbers and has the highest

score wins the game.

G12 High Score

Options: 003, 004, 005, 006, 007, 008, 009, 010, 011, 012, 013, 014

Players start at zero and add the points from each dart they throw. The goal is to accumulate the highest score by the end of the game. Players decide how many rounds to play according to the options selected. All players begin with a score of zero. Each turn, players throw three darts, and the points from each dart hit are added to the player's total score.

- **To win:** The Player with the highest score after the set number of rounds wins.

G13 Over (AKA: Legs Over)

Option: 003, 005, 007, 008, 009, 010, 011, 012, 013, 014, 015, 016, 017, 018, 019, 020, 021

Players start at zero and add their dart scores to exceed the target score to keep their lives. The goal is to be the last to have a life left.

- **Initial Lives:** Options represent the initial number of lives of players.
- **Starting score:** Players begin with a score generated randomly on the LCD screen.
- **Target score:** Players begin with a score generated randomly on the LCD screen. Once the player has a higher total score in a round, his/her score becomes the new target score to chase.
- **Adding points:** Each turn, players throw three darts, and the points scored from those darts are adding.
- **Losing lives:** Each player should try to score higher than or equal to the previous highest score made in a turn; otherwise, he/she will lose a life.
- **To win:** The last player who has a life left is the winner.
- **Handicap:** Each player can set different options by pressing the "HANDICAP/ELIMINATE" button to activate the handicap function.

G14 Under (AKA: Legs Under)

Option: U03, U05, U07, U08, U09, U10, U11, U12, U13, U14, U15, U16, U17, U18, U19, U20, U21

Players start at zero and add their dart scores to below the target score to keep their lives. The goal is to be the last to have a life left.

- **Initial Lives:** Options represent the initial number of lives of players.
- **Starting score:** Players begin with a score generated randomly on the LCD screen.
- **Target score:** Once the player has a lower total score in a round, his/her

score becomes the new target score to chase.

- **Adding points:** Each turn, players throw three darts, and the points scored from those darts are adding.
- **Losing lives:** Each player should try to score lower than or equal to the previous lowest score made in a turn; otherwise, he/she will lose a life.
- **To win:** The last player who has a life left is the winner.
- **Handicap:** Each player can set different options by pressing the "HANDICAP/ELIMINATE" button to activate the handicap function.

G15 Big-6

Options: B03, B05, B07, B08, B09, B10, B11, B12, B13, B14, B15, B16, B17, B18, B19, B20, B21

Players aim to hit the target segment to keep their lives. The goal is to be the last to have a life left.

- **Initial Lives:** Options represent the initial number of lives of players.
- **First target:** The first player aims to hit the single 6 segment.
- **Setting a new target:** Each turn, players throw three darts.
 - ✓ If the first player successfully hits the single 6 with the first or second darts, then he/she can set a target for their opponent by the third dart.
 - ✓ If the first player successfully hits the single 6 until the third darts, then a new target number will be generated randomly for the opponents.
 - ✓ If the first player fail to hit the single 6, he/she lose a life.
- **The Domino effect:** The player who follows must hit the target set for them. If they succeed, they set a new target for the next player.
- **Losing lives:** A player loses a life if they miss the designated target segment for their turn.
- **To win:** The last player who has a life left is the winner.
- **Handicap:** Each player can set different options by pressing the "HANDICAP/ELIMINATE" button to activate the handicap function.

G16 Color

Options: 100, 200, 300, 400, 500

Players must determine at which color they will be shooting. Players start at zero and add their dart scores to reach target score when they hit their color or bullseye. The goal is to be the first to reach the predetermined target score.

- **Benchmark Color:** The benchmark color is the color of the single ring. For example, no matter whether the first player hits the single, double, or triple ring of number 20, his/her color is blue.
- **Color for players:** The first player must throw one dart to determine at which color to hit. The color for odd-numbered players (1, 3, 5, 7) is the same as the

first player. The even-numbered player (2, 4, 6, 8) hit another color. If players hit bullseye, they must throw again to decide the color.

- **Target score:** Players decide on a target score of 100, 200, 300, 400, 500 according to the options selected.
- **Start from zero:** All players begin with a score of zero.
- **Adding points:** Each turn, players throw three darts, and the points from each dart hit are added to the player's total score. When players hit the opponent's color, the scores can not be added up.
- **To win:** The player who first reaches or exceeds the target score is the winner.
- **Handicap:** Each player can set different options by pressing the "HANDICAP/ELIMINATE" button to activate the handicap function.

G17 Bonus Color

Option: 100, 200, 300, 400, 500

Players must determine at which color they will be shooting. Players start at zero and add their dart scores to reach target score when they hit their color or bullseye. When players hit the opponents' color, the scores will be added up to the opponents. The goal is to be the first to reach the predetermined target score.

- **Benchmark Color:** The benchmark color is the color of the single ring. For example, no matter whether the first player hits the single, double, or triple ring of number 20, his/her color is blue.
- **Color for players:** The first player must throw one dart to determine at which color to hit. The color for odd-numbered players (1, 3, 5, 7) is the same as the first player. The even-numbered player (2, 4, 6, 8) hit another color. If players hit bullseye, they must throw again to decide the color.
- **Target score:** Players decide on a target score of 100, 200, 300, 400, 500 according to the options selected.
- **Start from zero:** All players begin with a score of zero.
- **Adding points:** Each turn, players throw three darts, and the points from each dart hit are added to the player's total score.
- **Points switching:** When players hit the opponents' color, the scores will be added up to the opponents.
- **To win:** The player who first reaches or exceeds the target score is the winner.
- **Handicap:** Each player can set different options by pressing the "HANDICAP/ELIMINATE" button to activate the handicap function.

G18 Correctional Color

Options: 100, 200, 300, 400, 500

Players must determine at which color they will be shooting. Players start at zero and add their dart scores to reach target score when they hit their color or bullseye. When players hit the opponents' color, they will lose the corresponding scores. The goal is to be the first to reach the predetermined target score.

- **Benchmark Color:** The benchmark color is the color of the single ring. For example, no matter whether the first player hits the single, double, or triple ring of number 20, his/her color is blue.
- **Color for players:** The first player must throw one dart to determine at which color to hit. The color for odd-numbered players (1, 3, 5, 7) is the same as the first player. The even-numbered player (2, 4, 6, 8) hit another color. If players hit bullseye, they must throw again to decide the color.
- **Target score:** Players decide on a target score of 100, 200, 300, 400, 500 according to the options selected.
- **Start from zero:** All players begin with a score of zero.
- **Adding points:** Each turn, players throw three darts, and the points from each dart hit are added to the player's total score.
- **Losing points:** When players hit the opponent's color, they will lose the corresponding scores.
- **To win:** The player who first reaches or exceeds the target score is the winner.
- **Handicap:** Each player can set different options by pressing the "HANDICAP/ELIMINATE" button to activate the handicap function.

G19 No Score Color

Options: 003, 004, 005, 006, 007

Players must determine at which color they will be shooting. Players gain lives when they hit their color or bullseye and lose lives when hitting the opponent's color. The goal is to be the last to have one life left.

- **Benchmark Color:** The benchmark color is the color of the single ring. For example, no matter whether the first player hits the single, double, or triple ring of number 20, his/her color is blue.
- **Color for players:** The first player must throw one dart to determine at which color to hit. The color for odd-numbered players (1, 3, 5, 7) is the same as the first player. The even-numbered player (2, 4, 6, 8) hit another color. If players hit bullseye, they must throw again to decide the color.
- **Initial lives:** Options represent the initial number of lives of players.
- **Gaining/Losing lives:** Each player throws three darts per turn. When they hit their colors or bullseye, they will have one more life. On the contrary, when players hit the opponent's color, they will lose 1 life.

- **To win:** The last player who has a life left is the winner.
- **Handicap:** Each player can set different options by pressing the "HANDICAP/ELIMINATE" button to activate the handicap function.

G20 Free-Dart Color

Options: 005, 010, 015, 020

Players must determine at which color they will be shooting. Players start at zero and add their dart score points. The goal is to have highest score.

- **Benchmark Color:** The benchmark color is the color of the single ring. For example, no matter whether the first player hits the single, double, or triple ring of number 20, his/her color is blue.
- **Color for players:** The first player must throw one dart to determine at which color he/she will be hitting. The color for odd-numbered players (1, 3, 5, 7) is the same as the first player. The even-numbered player (2, 4, 6, 8) hit another color. If players hit bullseye, they must throw again to decide the color.
- **Number of darts:** Options indicate the total numbers of darts for each player.
- **Start from zero:** All players begin with a score of zero.
- **Adding points:** Each turn, players throw three darts, and the points from each dart hit are added to the player's total score. When players hit the opponent's color, the scores can not be added up.
- **To win:** The player who has the highest score is the winner.
- **Handicap:** Each player can set different options by pressing the "HANDICAP/ELIMINATE" button to activate the handicap function.

G21 Shooting I

Each player throws three darts, with their scores accumulating. The player with the highest score in a round is the winner of that round. The game is played until one player reaches a total of 7 rounds won.

To win: The player who has 7 wins is the final winner.

G22 Shooting II

Each player throws three darts, with their scores accumulating. The player with the highest score in a round is the winner of that round. The game is played until one player reaches a total of 7 rounds won.

However, the only valid target areas are the single, double, and triple regions of 15, 16, 17, 18, 19, and 20, as well as the single and double bullseye.

To win: The player who has 7 wins is the final winner.

G23 Shooting III

Each player throws three darts, with their scores accumulating. The player with

the highest score in a round is the winner of that round. However, the game lasts only seven rounds.

To win: The winner is the first to have 4 wins.

G24 Shooting IV

Each player throws three darts, with their scores accumulating. The player with the highest score in a round is the winner of that round. The game lasts only seven rounds.

However, the only valid target areas are the single, double, and triple regions of 15, 16, 17, 18, 19, and 20, as well as the single and double bullseye.

To win: The winner is the first to have 4 wins.

G25 Gotcha

Options: 101, 201, 301, 401, 501, 601, 701, 801, 901

Players start at zero and add their dart scores to reach target score. Gotcha happens when the opponent has the same score. The goal is to be the first to reach the predetermined target score.

- **Target score:** Players decide on a target score of 101, 201, 301, 401, 501, 601, 701, 801, or 901 according to the options selected.
- **Start from zero:** All players begin with a score of zero.
- **Adding points:** Each turn, players throw three darts, and the points from each dart hit are added to the player's total score.
- **Gotcha:** if a player's score is exactly the same as the previous player's score, then gotcha is successful, and that player's score will be reset to zero.
- **Busting:** If a player scores more points necessary to reach the target score, they “bust” and their score reverts to what it was at the start of the turn.
- **To win:** The first player to reaches the exact target score wins.
- **Handicap:** Each player can set different options by pressing the "HANDICAP/ELIMINATE" button to activate the handicap function.

Section 6:Important Note

1. During shipping or in the course of normal play, it is possible for scoring segments of this board to become temporarily jammed, resulting in a “frozen” board. If this occurs, the built-in **Self Diagnostic Function** of the e-BOARD Computer will be activated automatically. Your dartboard will run a self-test routine to determine which segment is stuck. An error message will appear on the display together with the description for the “Frozen” button or segment.

- A. Find the “frozen” segment according to the display.

- B. Press firmly down on the “frozen” segment until it breaks free and the loose fit is restored. Once the “frozen” segments are loosened, the error message should be gone and the board will continue to operate normally.



2. This game is designed for use with soft tip darts only. Do not attempt to use steel tip darts or longer soft tip darts at any time (maximum length: 2.5 cm).
3. Electronic and mechanical reaction time is required between shots. If two shots occur too close together, pull out second dart and rethrow to properly record your score.
4. Do not use excessive force when throwing darts. Throwing a dart too hard will cause frequent tip breakage and cause excessive wear on the board.

Helpful Tip: To prevent dart tips from loosening, twist the dart to the right (clockwise when pulling it from the board). This motion will make dart removal easier and will prolong the life of your dart tips.

