



Owner's Manual and Game Instructions



Karella CB-25

Electronic Dartboard Manual



We congratulate you on the purchase of this Electronic Dartboard
„Karella CB - 25“.

With 29 plays and more than 90 play variations, with Jumbo LED-Display, with vocal announcement and sound effects as well as the specially wide catch ring let arise the biggest play joy.

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IMPORTANT SERVICE TIPS AND USE REGULATIONS

Unpack your new Dartboard carefully and examine whether the following additional scope of supply is included:

6 Softdarts approx.16 g., Substitute-soft tips, A/C adapter, 2 fixing bolts with rawl plug, Operating instructions.

Please, check immediately after the purchase of this electronic dartboard all functions and play options for functional ability.

This Dartboard is designated for the private use and not for commercial purposes or commercial use which would limit the durability by an overloading.

With this Dartboard it concerns a consumer goods purchase and, on this occasion, the warranty claim cannot be given immediately after the purchase or at the end of 6 months any more, if you have not observed during the use the following operating instructions.

This device is planned basically only for the use in the inside area. Should you use it in the outside area, take care for no solar irradiation as well as no humidity.

Close to magnetic fields it can come to malfunctionings of the message display.

Darts: Only the provided soft tip darts with plastic tips may be used or similar soft darts with a weight not higher than 16 g. The soft tip may be no longer as 12 mm of disc penetration depth. Turn darts clockwise as you pull them from the board. This makes it easier to remove darts and extends the life of the tips.

It is not allowed to use Darts with steel tips (steeldarts). They would damage the electronics of this soft dartboard.

The soft darts may be thrown only in intended distance 237 cm (board distance) and with sensible effort.

The Dartsegments may not be cleaned with abrasive cleaners or similar chemicals.

The segments are produced in a good quality, however, they are a wear product, which you can buy from your trader and therefore can be exchanged very easily.

Occasionally, a dart will cause a segment to become wedged within the segment separator web. If this happens, all games will be suspended and the LCD 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.

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 included 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.

TECHNICAL SECURITY TIPS

Connect the device only in an according to regulation installed outlet, which voltage agrees with the technical data of the net adapter. Use exclusively the net adapter, which is included in the scope of supply. You can also operate the device in place of a AC - adapter with 3 batteries AA (not included). If you use batteries do not mix old and new batteries. Do not mix alkaline, standard (carbon-zinc), or rechargeable (nickel-cadmium) batteries.

On no account start running the device, if the device itself shows visible damages or the connecting pipe. This would be a considerable security risk.

Pull after ending of the play or by any disturbance always the net plug (adapter) from the outlet. Let make any repair in the device or in the adapter only from a professional workshop. With independent, improper repair after opening the dartboard considerable dangers for the user can originate. Besides, in this case there will be lost any warranty claims.

General security tips

This Dartboard is no toy.

Attention: Danger for children. Use only for children more than 3 years!

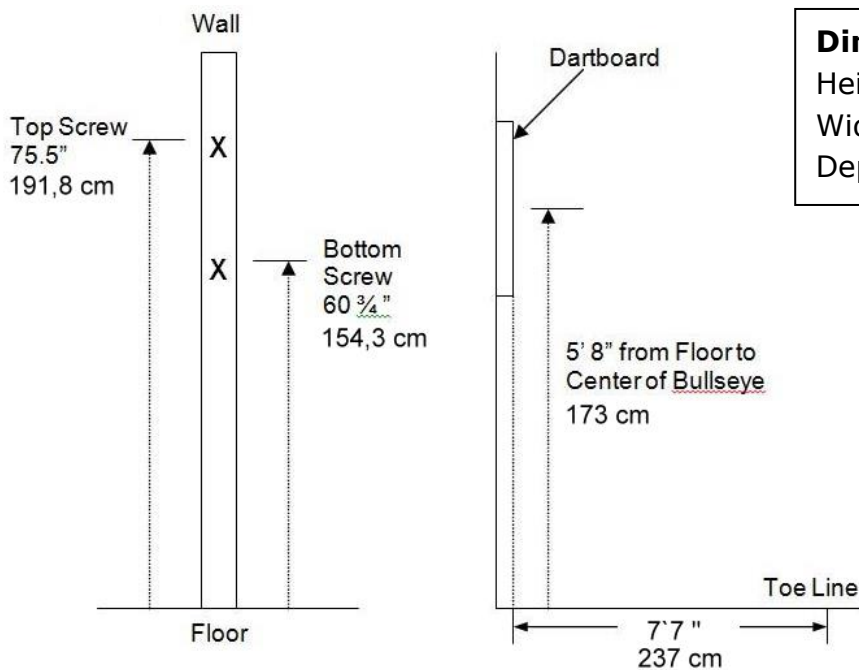
Keep away children from this Dartboard

Keep the small parts like darts or spare tips beyond their reach. There is the danger of swallow small parts and suffocation.



ASSEMBLY – INSTRUCTIONS

Hang up the dartboard with the provided fixing bolts incl. rawl plug according to the following measurements. Respect to the fact, that the screws are directly on a horizontal line, so that the dartboard just hangs correct later. With the throwing the distance of the front surface of the dartboard is to the dropping line 2.37 m.



Dimensions of the dartboard:

Height 45,0 cm

Width 41,5 cm

Depth 7,0 cm

WARRANTY / REPAIR

The warranty begins with the date of the invoice or the date of shipment.

A free exchange, change or repair can only occur, if the „**Important service tips and use regulations**“ were considered.

The warranty refers to production mistake and material defect.

Should the play device have been put into operation more than 6 months without complaints, we will claim a proof, that you have kept to the proper use according to the service tips and use regulations.

Returns because disturbances (complaints) are only possible after previous communication or arrangement with your trader. Announce to us please immediately all defects of the product. Returns please very well packed in original packaging with invoice (purchase document) and failure description to the trader's address!

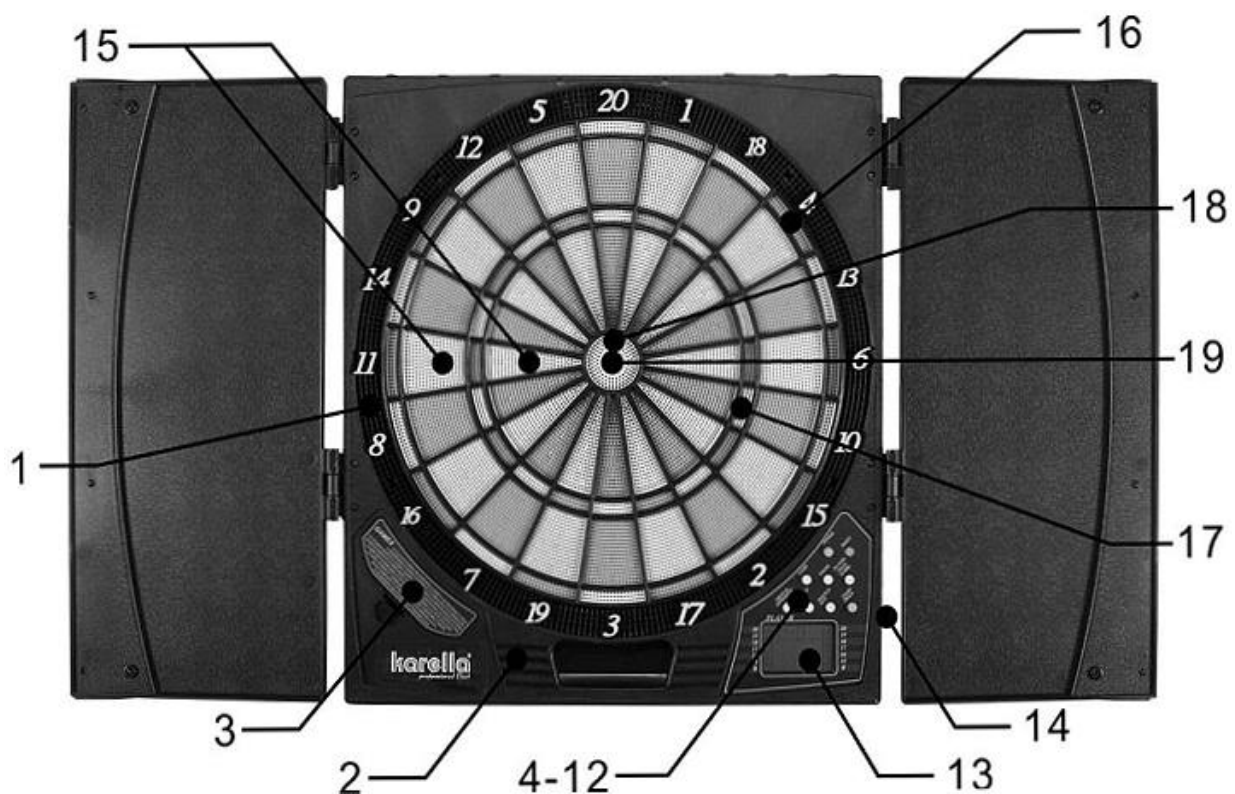
Please, request in addition from the trader for the form „mistake description / complaint dartboard“.

The better the mistake description, the service team can easier localise the reason of a defect and work on it.

Should repair efforts with approved complaints are not successful during the warranty time or be uneconomical the repair, the right on cancellation of the bill of sale or lowering the purchase price (decrease) is entitled alternatively.

With an evident damage during transport you reject please the acceptance or announce to us immediately a possible damage.

DESCRIPTION OF THE DARTMACHINE



1	Catch Ring	11	Bounce Out Button
2	Speaker	12	Virtual Opponent Button
3	Game Menu	13	LCD - Display
4	Power Button	14	AC Adapter Jack
5	Reset Button	15	Single Ring
6	Start/Hold button	16	Double Ring
7	Player/Page button	17	Triple Ring
8	Sound button	18	Bullseye
9	Double/Miss button	19	Double Bullseye
10	Game button		

Buttons Function

POWER button - Press to turn game on or off. Dartboard has an automatic suspend mode to conserve power. The dartboard will make sound effect and display "SLEEP" on the display after approximately 3 minutes of non-use. However, the scores are stored in memory and can be restored by pressing any button.

RESET button - Cancels current score and returns to start of game.

SOUND button - Press to change volume to on or off.

PLAYER / PAGE SCORE 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, press and hold this button allows players to see other player scores of not on active display. This dartboard keeps track of up to 4 player scoring or 4 two-person teams. When playing with more than 2 players, some scores will be not be visible when not active. This button allows you to page through all players' scores as needed.

DOUBLE / MISS button - This button is used to activate the Double In / Double Out option for games which has Special Functions and only active on these games. Also press this button if you wish to register a dart that misses the target area.

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.

VIRTUAL OPPONENT button - This button is used at the start Virtual Opponent mode. In this mode, player will play against computer.

START / HOLD button - This multi-function button is used to: START the game when all options have been selected. CHANGE to the next player when one player is finished with his round. This will put dartboard in HOLD status between rounds to allow player to remove darts from the target area.

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

DISPLAY PROTECTIVE FILM

This electronic dartboard may have a clear film over the entire display area to prevent scratching during shipping. It is recommended that this film be removed before play to enhance the display area visibility. To remove, simply lift edge, peel off, and discard.

ELECTRONIC DARTBOARD OPERATION

1. Press the **POWER** button to activate dartboard. A short musical introduction is played as the display goes through power-up test. Press **GAME** buttons until desired game is displayed.
2. Press **PLAYER** button to select the number of players (1, 2, 3, 4, t 2 -2, t 3 -3 , t 4 -4).
3. Press **START** button to activate game and begin play.
4. Throw darts

The dart indicator display is located to the right of the score display. The number of darts displayed indicate the remaining throws for the active player.

When all 3 darts have been thrown, a voice command will indicate “next player” 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.

TEAM PLAY

In addition to scoring for up to 4 players, this dartboard is capable of keeping score for team play up to a maximum of 4 two-person teams (8 individuals). To enter team play mode, press **PLAYER** button continually until a “t” appears on the display. Each team option is illustrated below:

t 2- 2 2 teams, 4 individual players
(1st team-players 1&3, 2nd team-players 2&4)

t 3- 3 3 teams,6 individual players
(1st team-players 1&4, 2nd team-players 2&5, 3rd team-players 3&6)

t 4- 4 4 teams,8 individual players
(1st team-players 1 & 5, 2nd team-players 2 & 6, 3rd team-players 3 & 7, 4th team-players 4&8)

During team play, team members combine their scores to arrive at a team score.

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.

5. Do not spill liquids on the dartboard. **Do not use spray cleaners, or cleaners that contain ammonia or other harsh chemicals as they may cause damage.**

AUTOMATIC SUSPEND MODE FEATURE

The dartboard will automatically suspend if no action occurs within approximately five minutes. This is designed to save power. The display will indicate "SL – EEP". All scores will be stored in memory and play will resume when any button is pressed.

VIRTUAL OPPONENT FEATURE

This exciting feature allows solo player to play against the computer at one of five different levels of skill – only 1 player can compete against the Virtual Opponent competitor. This adds a level of competition to normally routine practice sessions.

To activate the Virtual Opponent:

Select the Game you wish to play

Press **Virtual Opponent** button

Select **Virtual Opponent** skill level by pressing the **Virtual Opponent** button continually

Virtual Opponent Levels

Level 1	Professional
Level 2	Advanced
Level 3	Intermediate
Level 4	Novice
Level 5	Beginner

Press **START** to begin play

When play begins:

The 'human' player throws first. After 3 darts are thrown, go to the board to take darts out and press **START** to change to the next player (Virtual Opponent). Watch as the Virtual Opponent's dart scores are registered on the display. After the Virtual Opponent completes his round, the board will **automatically reset** for the "human" player. Play continues until one player wins.

Good luck!

SPECIAL FUNCTIONS

To make the game more challenging, some of games mode have the Special Functions. You may select the **DOUBLE** option to set additional restrictions on how to start and end the game. The choices are as follows:

Open In: The scoring begins when any number is hit.

Open Out: The player can finish the game with a hit on any number that reduces the score to exactly zero.

Double In: To start, the player must hit a number in the double's ring or a double Bull's Eye. No score will be counted until this condition is met.

Double Out: To win, the player must hit a number in the double's ring or a double Bull's Eye that reduces the score to exactly zero. A score leaving the player with "1" will BUST and revert back to previous score. (This is because 1 isn't divisible by 2. For Example: If a player has 17 and throws a double 8, he/she is then left with 1 which will BUST and revert back to 17).

GAME CONTENT

GAME	DART GAME	GAME VARIATION	SPECIAL FUNCTIONS
G01	_01	301	OPEN IN / OPEN OUT DOUBLE IN / OPEN OUT OPEN IN / DOUBLE OUT DOUBLE IN / DOUBLE OUT
G02		401	
G03		501	
G04		601	
G05		701	
G06		801	
G07		901	
G08	CRICKET	-	
G09	NO SCORE CRICKET	-	
G10	SCRAM	-	
G11	CUT-THROAT CRICKET	-	
G12	ADVANCE CRICKET	-	
G13	SHOOTER	6 ROUNDS	
G14		9 ROUNDS	
G15		12 ROUNDS	
G16	OVER	3 LIVES	
G17		5 LIVES	
G18		7 LIVES	
G19	UNDER	3 LIVES	
G20		5 LIVES	
G21		7 LIVES	
G22	COUNT UP	300	OPEN IN / OPEN OUT DOUBLE IN / OPEN OUT OPEN IN / DOUBLE OUT DOUBLE IN / DOUBLE OUT
G23		400	
G24		500	
G25		600	
G26		700	
G27		800	
G28		900	
G29		999	
G30	HI SCORE	3 ROUNDS	OPEN IN / OPEN OUT DOUBLE IN / OPEN OUT OPEN IN / DOUBLE OUT DOUBLE IN / DOUBLE OUT
G31		4 ROUNDS	
G32		5 ROUNDS	
G33		6 ROUNDS	
G34		7 ROUNDS	
G35		8 ROUNDS	
G36		9 ROUNDS	
G37		10 ROUNDS	
G38		11 ROUNDS	
G39		12 ROUNDS	
G40		13 ROUNDS	

G41		14 ROUNDS	
G42	ROUND THE CLOCK	R1 SINGLES	
G43		R5 SINGLES	
G44		R10 SINGLES	
G45		R15 SINGLES	
G46		R1 DOUBLES	
G47		R5 DOUBLES	
G48		R10 DOUBLES	
G49		R15 DOUBLES	
G50		R1 TRIPLES	
G51		R5 TRIPLES	
G52		R10 TRIPLES	
G53		R15 TRIPLES	
G54		KILLER	-
G55	DOUBLE DOWN	-	
G56	DOUBLE DOWN 41	-	
G57	ALL FIVES	51	
G58		61	
G59		71	
G60		81	
G61		91	
G62	SHANGHAI	1	
G63		5	
G64		10	
G65		15	
G66	GOLF	9 HOLES	
G67		18 HOLES	
G68	FOOTBALL	-	
G69	BOWLING	-	
G70	BASEBALL	6 INNING	
G71		9 INNING	
G72	STEEPLECHASE	-	
G73	SHOVE A PENNY	-	
G74	NINE DART CENTURY	-	OPEN IN / OPEN OUT DOUBLE IN / OPEN OUT
G75	GREEN VS RED	-	
G76	BIG SIX	3 LIVES	
G77		5 LIVES	
G78		7 LIVES	
G79	HORSESHOES	15	
G80		18	
G81		21	
G82		24	
G83	ELIMINATION	3 LIVES	
G84		4 LIVES	
G85		5 LIVES	
G86	CAT & MOUSE	-	
G87	GOLD HUNT	12	
G88		15	
G89		18	
G90		21	

GAME INSTRUCTIONS

GAME: 301

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 the next round.

In playing the game, the double in / double out option can be chosen (double out is the most widely used option).

- 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.

401 Starting number 401

701 Starting number 701

501 Starting number 501

801 Starting number 801

601 Starting number 601

901 Starting number 901

GAME: CRICKET

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”, any player for the remainder of the game can no longer score on it.

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.

GAME: NO-SCORE CRICKET

(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).

GAME: SCRAM (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 that the other player has not yet closed. Once player 1 has closed all segments, 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.

GAME: CUT-THROAT CRICKET

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!

GAME: ADVANCED CRICKET

This difficult version of cricket was developed for the advanced player. Players must close out the segments (20, 19, 18,17,16,15 and bullseye) **by using 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.

GAME: SHOOTER - 6 ROUND

This challenging 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 – indicated by a number in the display.

Scoring is as follows: Single segment = 1 Point Double segment = 2 Points
Triple segment = 3 Points Single Bullseye= 4 Points.

When the computer selects players to hit double Bullseye, the outer bull scores 2 points and the inner Bull scores 4 points. The player with the most points at the end of the rounds is the winner.

Note: you can adjust number of rounds: SHOOTER 9 ROUND, SHOOTER 12 ROUND

GAME: OVERS - 3 LIVES

The object of this game is to simply score higher (“over”) than your own 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 last player with a life remaining is the winner. Note: you can adjust number of lives.

OVER 5 LIVES

OVER 7 LIVES

GAME: UNDERS - 3 LIVES

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 his

or her 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.

Note: you can adjust number of lives.

UNDER 5 LIVES

UNDER 7 LIVES

GAME: COUNT-UP 300

The object of this game is to be the first player to reach the specified point total (400, 500 ...). 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.

Note: you can adjust total score.

COUNT-UP 400

COUNT-UP 800

COUNT-UP 500

COUNT-UP 900

COUNT-UP 600

COUNT-UP 999

COUNT-UP 700

GAME: HIGH SCORE – 3 ROUNDS

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. You can adjust number of rounds.

The rules are the same except the number of rounds varies as indicated in the number.

High-Score - 4 Rounds

High-Score - 10 Rounds

High-Score - 5 Rounds

High-Score - 11 Rounds

High-Score - 6 Rounds

High-Score - 12 Rounds

High-Score - 7 Rounds

High-Score - 13 Rounds

High-Score - 8 Rounds

High-Score - 14 Rounds

High-Score - 9 Rounds

GAME: ROUND-THE-CLOCK

Each player attempts to score in each number from 1 through 20 and bullseye 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 1 - Game starts at segment number 1

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.

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

GAME: KILLER

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" (3 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. Note: you can adjust number of lives. 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.

GAME: DOUBLE DOWN

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										

Any Double
Any Triple

GAME: DOUBLE DOWN 41

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											

Any Double

Any Triple

"41" Round

GAME: ALL FIVES

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. Note: you can adjust number of 5 you need to get.

Additional variations of this game are detailed below. The rules are the same except the total needed to win varies as indicated in the number following the game.

ALL FIVES - 61
ALL FIVES - 71

ALL FIVES - 81
ALL FIVES - 91

GAME: SHANGHAI-1

Each player must progress around the board from 1 through 20 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

GAME: GOLF – 9 Holes

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 complete that hole with 1 "stroke."

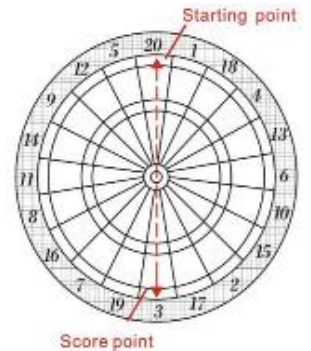
Note: The active player continues to throw darts until he "holes out" (scores 3 hits on the current hole). The voice announcer will indicate the player that is up - listen carefully to avoid shooting

out of sequence. By the way, there are no “gimmes” in this game!

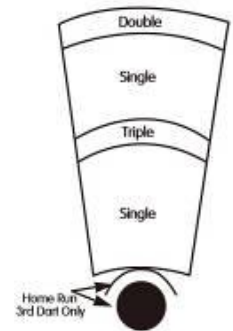
GAME: GOLF – 18 Holes Same as above except play lasts 18 holes (rounds)

GAME: FOOTBALL

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). 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.



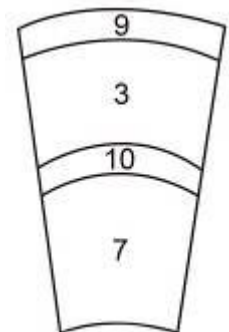
For example, if you select the 20 segment, you start on the double 20 (outer ring) and continue all the way through to the double 3. The “field” is made up of 11 individual segments and must be hit in order. So, keeping with the example above, you must throw darts in the following segments in this order: Double 20 ... Outer Single 20(Rectangle) ... Triple 20 ... Inner Single 20(Triangle) ... Outer Bullseye ... Inner Bullseye ... Outer Bullseye ... Inner Single 3(Triangle) ... Triple 3 ... Outer Single 3 (Rectangle) ... and finally a Double 3.



GAME: BOWLING

This dartboard adaptation of bowling is a real challenge! It is a difficult game in that you must be very accurate to rack up a decent score. Player one starts the game. You must select your “alley” by either throwing dart or manually pressing segment of choice. Once alley is selected, you have 2 remaining darts to throw in which to score points or “pins.” Each specific segment in your “alley” is worth a given pin total:

<u>Segment</u>	<u>Score</u>
Double	9 pins
Outer Single	3 pins
Triple	10 pins



There are several rules for this game as follows:

1. A perfect game score would be 200 in this version of bowling. The highest score player is the winner after finishing 10 round
2. You cannot hit the same singles segment twice within the same “frame” (round). The second hit will count as zero points. **Hint:** Try to hit each single to reach 10 points in the frame.
3. You can score 20 points per “frame” by hitting the triple segment twice.
4. If your first dart hits a Double segment, your second dart hits a Double too and the third dart hit any segment, you will score 10 pins (point) for this round.
5. If your first dart hits a Double segment, your second dart hits an Outer or Inner Single segment

and the third dart hit the Double, this round will only score 9 points.

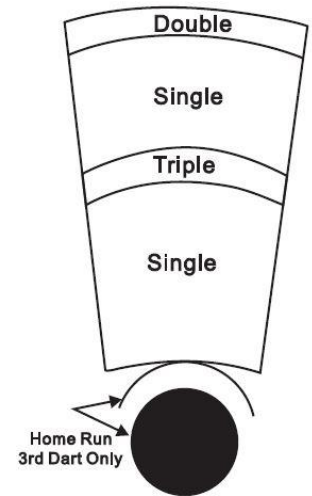
6. If your first dart hits a Double segment, your second dart hits a Triple and the third dart hit a Double segment, you will score 19 points total.

GAME: BASEBALL - 6 Innings

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.

<u>Segment</u>	<u>Result</u>
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.

GAME: BASEBALL - 9 Innings Same as above except 9 innings (rounds)

GAME: STEEPLECHASE

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 (Triangle) 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:

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

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

GAME: SHOVE A PENNY

Only the numbers 15 through 20 and the bullseye are used. Singles are worth 1 point, doubles are worth 2, and triples are worth 3 points. Each player must throw for the numbers in order with the objective of scoring 3 points in each segment to move on to the next. If a player scores more than 3 points in any one number, the excess points are given to the next player. The first player to score 3 points in all segments (15 - 20 and bull) is the winner.

GAME: NINE-DART CENTURY

The object of this game is to attempt to score 100 points, or come as close as possible, after 3 rounds (9 darts). Doubles and triples count as 2x and 3x their value respectively. Going over 100 points is considered a "bust" and causes you to lose unless all players go over. In that case, the player closest to 100 wins (player that scored the lowest amount over 100).

GAME: GREEN VS. RED (2 players only)

This game is a race around the board, where skill at hitting doubles and triples pays off with victory. Player 1 is "green" and player 2 is "red." Player 1 starts at 1, shooting for only doubles and triples that are green, works around the board clockwise, and ends at shooting inner and outer bullseye. Player 2 starts at 20, shooting for red segments, works around the board counter-clockwise, and ends at shooting inner and outer bullseye. The display will indicate the target player must hit in a current round. Player has 3 chances to score double and triple in a round. If a player hits the double and triple with first two darts, the third darts will not be scored even if he/she hits the appointed target. What's more, hitting the wrong number (of your opponent's color) subtracts that amount from your score - so be careful. Note: a maximum of one double and one triple of the same number can be scored in a single round. When a player finishes shooting all required target, the player with the most points is the winner.

Player 1:Green

Double and triple of	1	4	6	15	17	19	16	11	9	5	B
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Player 2:Red

Double and triple of	20	12	14	8	7	3	2	10	13	18	B
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Note: Please use above chart to determine player 1 and 2 if your dartboard segment color is not red and green.

GAME: BIG SIX - 3 Lives

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 tough targets for your opponent to hit such as "Double Bullseye" or "triple 20" The last player with a life left is the winner

BIG SIX 5 LIVES

BIG SIX 7 LIVES

GAME: HORSESHOE - 15

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

INNER SINGLE SEGMENT (Triangle) = 1 point

DOUBLE RING= Leaner 2 points

OUTER SINGLE SEGMENT (Rectangle) = 0 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. If the 2 players or teams score equal point, no one get a score. Rounds continue until 15 points are scored. Note: you can adjust the end-game point total.

HORSE SHOES 18
HORSE SHOES 24

HORSE SHOES 21

GAME: ELIMINATION

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. Note: you can adjust number of lives.

ELIMINATION 4 LIVES

ELIMINATION 5 LIVES

GAME: CAT & MOUSE

This is a very challenging 2-player game that is best suited for players of advanced skill. One player will play the role of the cat and the other will be the mouse. The object of the game is for the mouse to get back to his hole before being caught by the cat. The mouse starts first from the “20” segment and proceeds counter-clockwise around the dartboard by hitting first the double segment and then the single of each segment. The cat starts back at the “18” segment and proceeds counter clockwise around the dartboard to catch the mouse by hitting doubles only of each segment. If the mouse makes it all the way around the board back to the double 20, the mouse wins the game. If the cat hits the double segment that the mouse is on, the cat has caught the mouse and has won the game.

GAME: GOLD HUNTING

The object of this game is to find “gold.” You collect gold for each 50 points. Gold is only collected only if your score is exactly 50 or a multiple of 50 (100, 150, etc.) at any point during a round. The player who reaches to selected total gold required first is the winner.

GOLD HUNT 12
GOLD HUNT 18

GOLD HUNT 15
GOLD HUNT 21

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 scoring 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 that 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 average 10 grams and use standard soft tips. Replacement tips are available at most retailers carrying dart products. Look for soft tip dart accessories for all your electronic dart needs.

Cleaning your Electronic 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 and is not covered by the warranty.

Disposal of the old device



This electronic Dartspiel is marked according to the EU directive in 2002 / 96 / CE over Electric and electronics-old devices (WEEE). Please, provide for the fact that the device is decontaminated properly, so that possible negative effects on environment and health are avoided which could originate with an improper disposal of the old device.

The symbol on the product means that this product must be heard not in the normal domestic waste, but be handed over the respective municipal taking back system of Electric and electronics-old devices. The disposal must occur in the harmony with the valid environmental directives for the waste disposal.

For closer information about disposal and recycling of this product you turn please to your municipal facilities (environmental office) or to the waste disposal society of your town or to your trader.



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