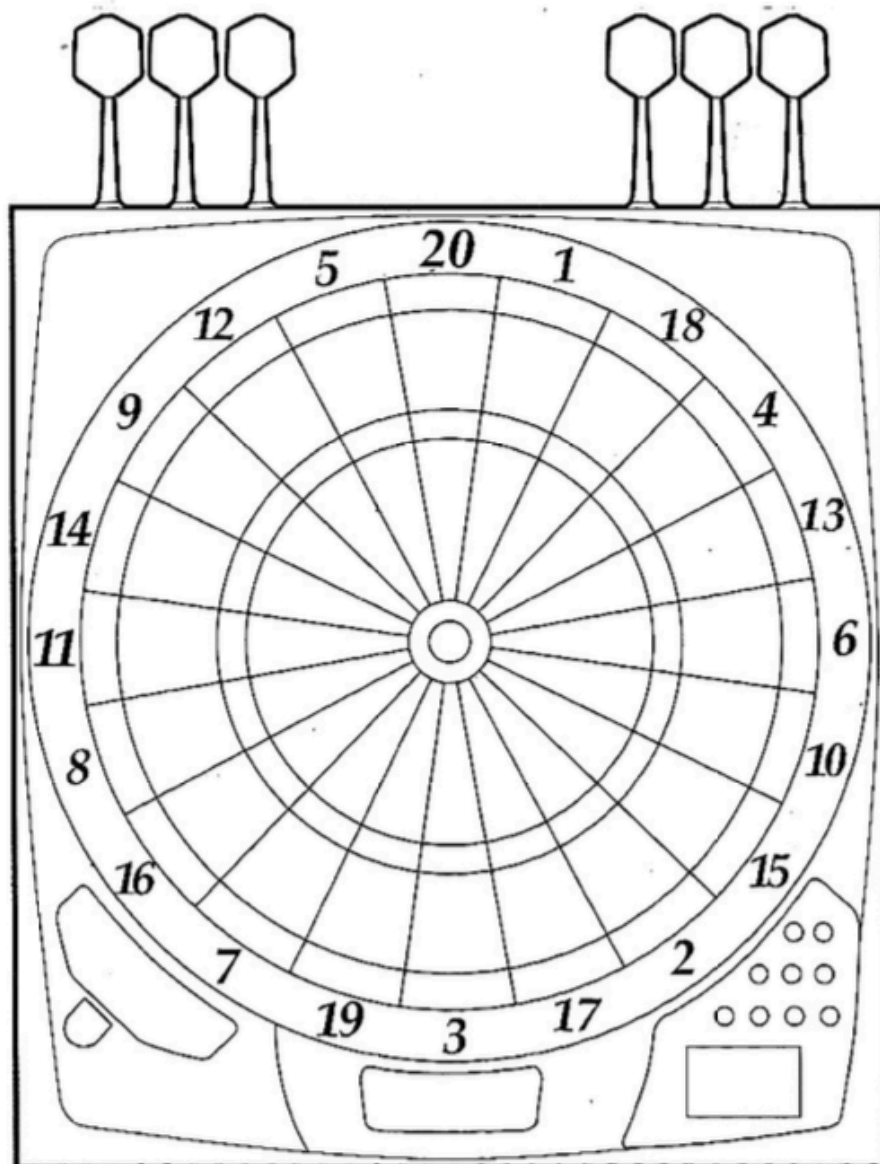


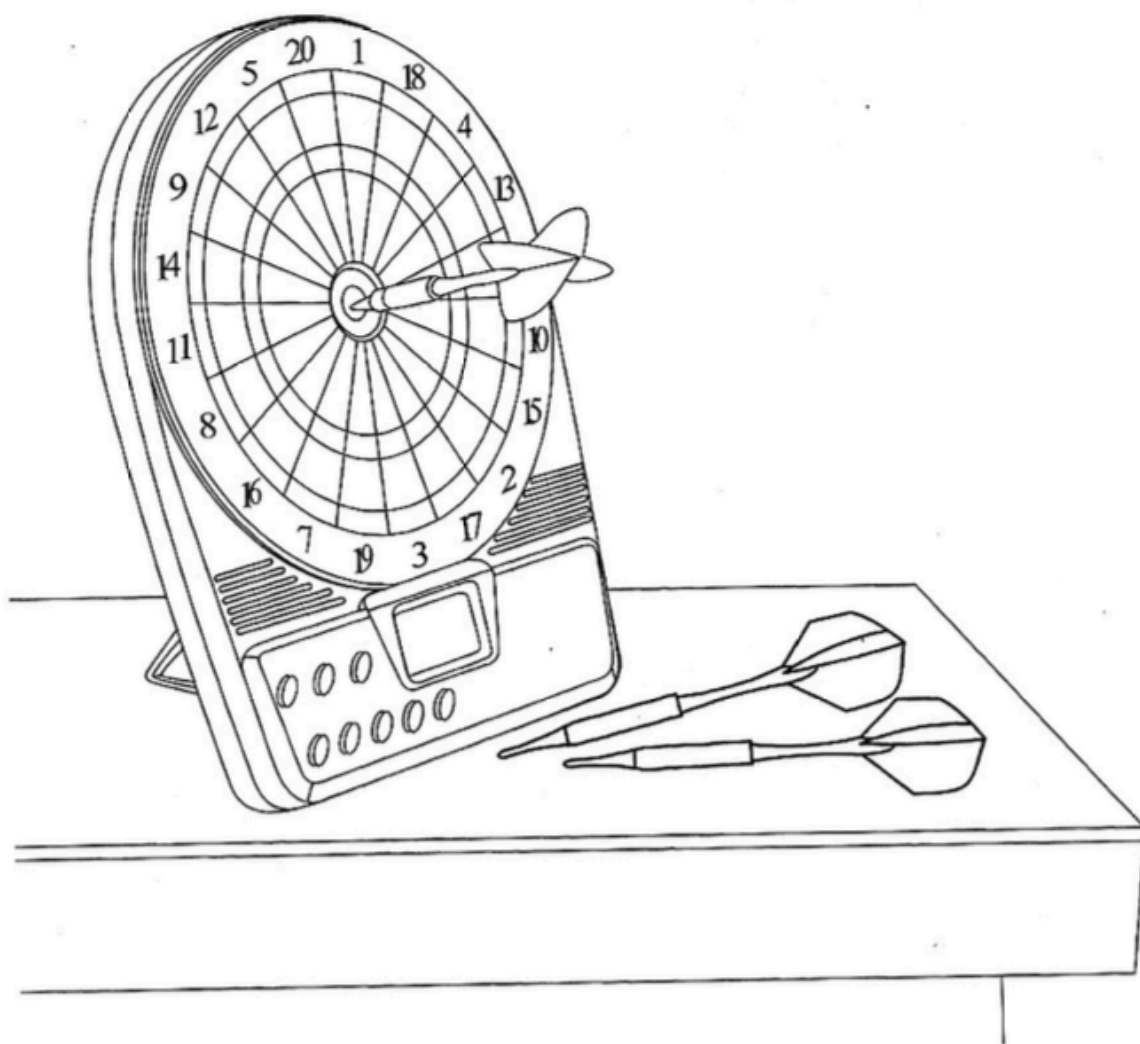
WORLD CHAMPION



**ELECTRONIC
DARTBOARD**

No.189 / No.289 / No.489

User Manual & Games Instructions



**No.189 / No.289 / No.489 Electronic
Dartboard
User Manual & Games Instructions**

Thank you for purchasing your M.Y Electronic Dartboard.

Warning:

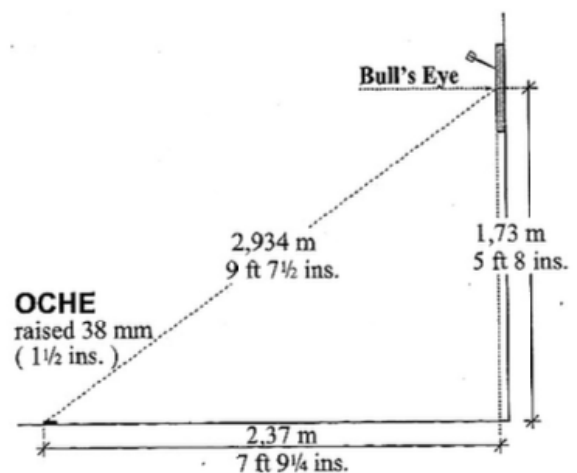
This Dartboard is not a toy and should only be used under competent adult supervision. After you have finished playing ensure the darts are put away safely and out of reach of young children.

Product Features

- LCD Screen
- Blue LCD backlight
- Automatically calculates scores
- Electronic sounds as darts hit the board
- 18 Games with multi levels and multi options
- Maximum 8 players
- Automatically switches off after 30 minutes after play

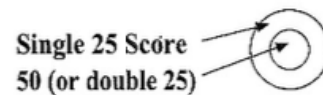
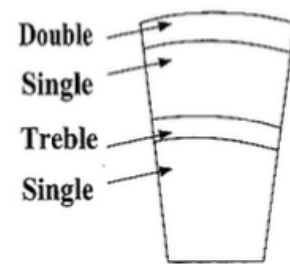
Standard Set Up

Choose a spot on the wall with about 3 clear meters in front to hang the dartboard at a height of 1.73 meters from the floor to the Bull's Eye. The players should stand 2.37 meters away (the oche) from the dartboard when throwing the darts. (See the picture)



Scoring System

Segment	Result
Single scoring segments	Score X1
Double scoring segments	Score X2
Treble scoring segments	Score X3
Inner Ring	1 X 25
Bull's Eye	50 (25X2)



Button Definition

1. Press "POWER" button and the game enter normal working status after you hear a sound.
2. Use "GAME" button to choose games (G01- G18). The "GAME" button can also exit a game and return back to original status.
3. The "OPTION" button can be used to choose a sub-game of the game (G01-G18)
4. Use "PLAYER" button to choose the number of players before playing, the default value is 2.
5. "HANDICAP" button (used to choose the difficulty of the game)
For example if 4 players are playing game "G01" at the same time, player one can choose 800, player two can choose 200, player three can choose 500 and player four can choose 300.
6. "LIGHT" button (used to turn the LCD backlight on or off)
7. The "DOUBLE IN/OUT" button is only used for G02, please see game operating instructions for details.
8. "SOUND" button is used to choose sound or mute.
9. "ELIMINATE" button is used to clear or resume the score of the current dart.
10. The "START/NEXT" button is used of start a game and change to next player.

"Laser" This sound is given out when Single Scoring Segments are hit. "Double" This advice is given out when Double Scoring Segment is hit. "Treble" This advice is given out when Treble Scoring Segment is hit. "Bull's Eye" This advice is given out when the Bull's-Eye is hit.

"Too High" This advice is given out when the score is counted down to 0 or equal to 1 and is only used in game "G02".

"Score" This advice is given out when the player gets the score, only used in game "G05" and "G06".

"Close" This advice is given out when the segment is hit that ends the game.

"Open" This advice is given out when the segment is hit that opens or starts the game.

"Winner" This advice is given out when the winning score is made!

"NEXT PLAYER" This advice is given out to indicate to press the START/NEXT button as the previous player will have thrown their 3 darts

"Ye" This advice is given out when the "target" segment is hit.

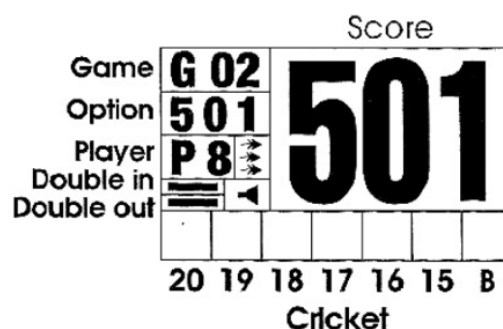
"SORRY" This advice is given out when "none target" segment is hit. Game Operating Instruction

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

The scores of each player will be accumulated up from 0 for each hit. The first player reaching or exceeding the appointed score is the winner.

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

1. The scores of each player will be decreased from the set score for each hit. The first player to reach the score of 0 is the winner.
2. The players can choose various game modes by using the "DOUBLE IN/OUT" button. (See the picture below)

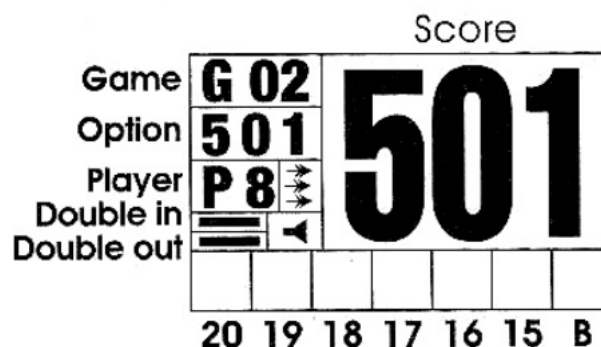


Double in (101, 201, 301, 401, 501, 601, 701, 801, 901)

When the "Double in" is shown it means the game can only start by throwing a double (i.e. hitting the "Double Segment")

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

When the "Double out" is shown it means the game can only finish by throwing a double - however if after throwing one two or three darts the score is 1 or below 0 it means "bust or burst darts" and the player can not register any score and returns to the score he started from and the advice is given out "Too High!" Double in/out (101, 201, 301, 401, 501, 601, 701, 801, 901) When the "Double in" and "Double out" are shown it means the game has to start and end by throwing a double.



G03 Round Clock (5, 10, 15, 20)

1. (5, 10, 15, 20) Means hit any scoring segment to get points.
2. 5 Hit the scoring segments from 1 to 5 in order
3. 10 Hit the scoring segments from 1 to 10 in order
4. 15 Hit the scoring segments from 1 to 15 in order
5. 20 Hit the scoring segments from 1 to 20 in order After one of the above levels is chosen the player should throw his darts into the segment based on the advice given- after each throw the next segment will be indicated and you will be advised "Yes" or "Sorry"

G04 Round Clock-Double (205, 210, 215, 220)

1. (205, 210, 215, 220) Means you can only hit double scoring segment to get points.
2. "205" Hit the scoring segments from 1 to 5.
5. "210" Hit the scoring segments from 1 to 10. "215" Hit the scoring segments from 1 to 15. "220" Hit the scoring segments from 1 to 20.

3. The player should throw his darts into the segment as advised. If the correct segment is hit the next segment will be advised and you will hear "Yes" or "Sorry".

G05 Round Clock-Triple (305, 310, 315, 320)

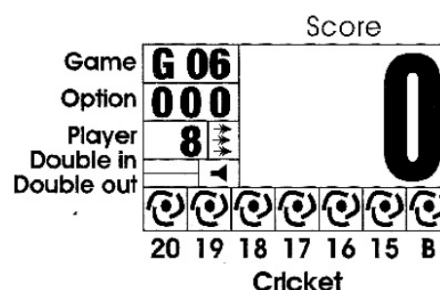
1. (305, 310, 315, 320) Means can only hit triple scoring segment to get points. 305 Hit the scoring segments from 1 to 5. 310 Hit the scoring segments from 1 to 10. 315 Hit the scoring segments from 1 to 15. 320 Hit the scoring segments from 1 to 20.
2. The player should throw his darts into the segment as advised. If the correct segment is hit the next segment will be advised and you will hear "Yes" or "Sorry".

G06 Simple Cricket (000, 020, 025)

1. It is valid only when 15, 16;17,18, 19,20 or bull's-eye is hit.
 2. The player who is the first to hit all the above segments three times is the winner.
- Hit single scoring segment - counts once Hit double scoring segment -counts twice Hit treble scoring segment - counts three times
3. "000" - You can hit any segment of 15, 16,17, 18,19,20 and bulls-eye. These segments can be hit in any order.

"020" - You must hit 20three times first, then follow with 19, 18, 17, 16, 15 and bull's eye in order. "025" - You must hit the bull's-eye three times first, then follow with 15, 16, 17, 18, 19, 20 in order.

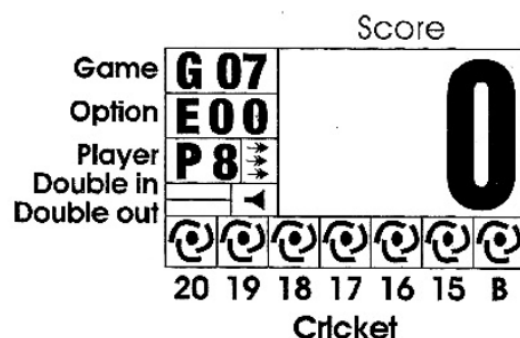
4. Every segment has three "^^" indicators. When it is hit once, one " ^ "will turn on. When all the " ^ "turn on, the game is over. (See the picture below.)



5. The player who turns on all the " ^ " first is the winner

G07 Score Cricket (E00, E20, E25)

1. It is valid only when 15, 16, 17, 18, 19, 20 or bull's-eye is hit.
2. The player who first is the first to hit all the above segments three times is the winner. Hit single scoring segment – counts once Hit double scoring segment – counts twice Hit treble scoring segment – counts three times
3. "E00" - You can hit any segment of 15, 16, 17, 18, 19, 20 and bull's-eye. The segments can be hit in any order. "E20"- You must hit the 20 segment three times first, then follow with 19, 18, 17, 16, 15 and bull's-eye in order. "E25" - You must hit the bull's-eye three times first, then follow with 15, 16, 17, 18, 19, 20 in order.
4. Every segment has three " ^ " indicators. When it is hit once, one " ^ " will turn on.
5. Each scoring segment is open and can score only after it is hit 3 times for each player, but it will be closed and can not be scored if all the players hit it 3 times.
6. Every player must try to hit the scoring segment 3 times so it enters "open" status and can start scoring.
7. Before opponents finish 3 hits to open the scoring segment, the player can continue to hit other "open" scoring segment for him/her to get higher scores.
8. After all players finish the 3 hits of the same scoring segment, this segment will be closed and can not be scored again. The players should choose another scoring segment to hit for scores.
9. The player who first closes all the specified scoring segments with highest score or the player with highest score after all the segments are closed is the winner. (See the picture below.)



G08 Cut Throat Cricket (C00, C20, C25) 1. It is valid only when 15,16, 17, 18, 19, 20 or bull's-eye is hit.

2. The player who first hits all the above segments three times is the winner.

Hit single scoring segment – counts once Hit double scoring

segment – counts twice Hit treble scoring segment – counts three times

3. "C00" - You can hit any segment of 15,16, 17,18, 19,20 and bull's- eye. The segments can be hit in any order. "C20"- You must hit 20 three times first, then follow with 19, 18, 17, 16, 15 and bull's eye in order. "C25" - You must hit the bull's-eye three times first, then follow with 15, 16, 17, 18, 19, 20 in order.

4. Every segment has three " ^ " indicators. When it is hit once, one " ^ " will turn on.

5. Each scoring segment is open and can be scoring after it is hit 3 times by each player, but it will be closed and can not be scoring fi all the players hit it 3 times.

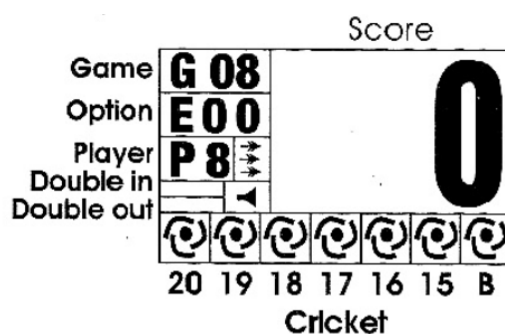
6. The points made by the current player will be added to all the opponents scores.

7. Every player must try to hit the scoring segment 3 times so it can enter "open" status and can then be scoring.

8. Before opponents finish 3 hits to open the scoring segment, the player can continue to hit other "open" scoring segments for him/her to let the opponents get higher scores.

9. After all players finish the 3 hits of the same scoring segment, this segment will be closed and can not be scoring again. The players should choose another scoring segment to hit for scores.

10. The player who closes all the specified scoring segments with lowest score or the player with lowest score after all the segments are closed is the winner. (See the picture below.)



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

1. (10, 20, 30, 40, 50, 60, 70, 80, 90) can be chosen as the selected score.
2. The player should hit the number segment from 1 to 18 in order. (Hit with first throw, 2 with second throw and so on). If the segment is hit then the next segment will be indicated and you will be advised "Yes" for a hit or "Sorry" for a miss.
3. The player should try to get the lowest score. If three darts of a turn miss it means a "bad dart" and 5 points are added. If treble scoring segment is hit 1 point is awarded (Eagle dart). If double scoring segment is hit 2 points are awarded (Bird dart). If single scoring segment is hit 3 points are awarded. You can use any of the 3 darts to finish a turn but only the last dart will be used to calculate score.
4. If you hit the single scoring segment with first dart and get 3 points, you can decide to enter next turn. But if you want to get a lower score, you can continue to hit. But if both of last 2 throws miss you will get 5 points finally.
5. The player who reaches or exceeds the selected score will be kicked out of the game. When there is only one player left this player is the winner. Or if after all 18 turns are finished then the player with lowest score is the winner.

G10 Bingo (132, 141, 168, 189)

1. The number segments will be shown by the computer automatically, the player who hits all the specified number segments 3 times first is the winner. If the segment is hit the next segment will be indicated and you will be advised "Yes" if it is hit or "Sorry" if you miss.
2. 132-Hit with sequence of 15, 4, 8, 14, 3 segments.
3. 141-Hit with sequence of 17, 13, 9, 7, 1 segments.
4. 168-Hit with sequence of 20, 16, 12, 6, 2 segments
5. 189- Hit with sequence of 19, 10, 18, 5, 1 segments.
6. The player must hit a number segments three times and then can go on to hit next number segment. Hit single scoring segment, counts once. Hit double scoring segment, counts twice. Hit treble scoring segment, counts three times.

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

1. Option (3, 5, 7, 9, 11, 13, 15, 17, 19, 21) means the original life value of the player.
2. Each player has a basic life value at the beginning. When a player has no life value he is out of the game. The first player must hit the number segment that is randomly given out.
3. If the player can hit target by using their first or second dart, the player can build a new target by using the third dart. If the player hits the target by using all three darts or cannot build a new effective target, then the new target will be given out randomly for the next player. If this player can not hit the target with three darts, a point will be lost, this target will then be hit by next player continuously. If the segment is shot, next segment will be indicated and you will be advised "Yes" if hit or "Sorry" if missed.
4. If is a valid hit if any place of target number segment is hit no matter whether single, double or treble scoring segment.
5. When there is only one player who has life value, the game is over and this player is the winner.

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

1. Option(X3, X5, X7, X9, X11, X13, X15, X17, X19, X21) means the original life value of the player.
2. Each player has a basic life value at the beginning. When a player has no life value they are out of the game. The first player who is out must hit the number segment "target" randomly.
3. If the player can hit target by using their first or second dart, the player can build a new target by using the third dart. If the player hits the target by using all three darts or cannot build a new and effective target, then the new target will be given out randomly for the next player. If this player can not hit the target with three darts, a point will be lost, this target will be hit by next player. If the segment is shot, next segment will be indicated and the you will be advised "Yes" or "Sorry".
4. It is valid only when hitting the same scoring section of target number segment.

5. When there is only one player who has life value, the game is over and this player is the winner.

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

1. Option(3, 5, 7, 9, 11, 13, 15, 17, 19, 21) means starting life value of the player.
2. When entering the game, the score windows show "SEL" (Select) to tell the player to choose a scoring segment for himself. The first scoring segment hit by the player is chosen to be used as his segment. Then press "NEXT" button to let next player to choose their scoring segment. After all the players have chosen their scoring segments the game commences.
3. After all the players select their scoring segments they can begin to hit. Only after the player hits his scoring segment can he then become a killer throughout the game.
4. When a player's scoring segment is hit by opponent killer, a point will be taken out from this player. The life points are displayed directly on the screen. Each player can look up score by pressing "SCORES" button.
5. If the player has become a "killer" and shoots his target segment he will no longer be "killer" and one point will be deducted from his life points.
6. The killer should work hard to take out points from opponents by hitting opponent's scoring segment.
7. If the target segment is shot, next segment will be indicated and you will be advised "Yes" or "Sorry".
8. Option (3, 5, 7, 9, 11, 13, 15, 17, 19, 21) means the player can become a killer when hitting the selected number segment no matter it is single, double or treble scoring segment.
9. When there is only one player who has life value, the game is over and this player is the winner.
10. The game should be played by more than 2 players.

G14 Kiler - Double (203, 205, 207, 209, 211, 213, 215, 217, 219, 221)

1. Option(X3, X5, X7, X9, X11, X13, X15, X17, X19, X21) means starting life value of the player.
2. When entering the game, the score windows show "SEL" (Select) to

hint the player to choose a scoring segment for himself. The first scoring segment hit by the player is chosen to use as his segment. then press "NEXT" button to let next player choose his scoring segment. After all the players have chosen their scoring segments the game can begin.

3. After all the players select the scoring segments, they can begin to hit. Only after the player hits his own scoring segment can he become a killer throughout the game.

4. When a player's scoring segment is hit by the opponent killer, a point will be taken from this player. The life points are displayed directly on the screen. Each player can look up score by pressing "SCORES" button.

5. If the player has become a "killer" and shoots his own target segments, he will no longer be a killer and one point will be deducted from his life points.

6. The killer should work hard to take out points from opponents by hitting opponent's scoring segment.

7. If the segment is shot, next segment will be indicated and you will be advised "Yes" or "Sorry".

8. Option (207, 209, 211, 213, 215, 217. 219, 221) means the player can become a killer only when hitting the selected number segment with double scoring section.

9. When there is only one player who has life value, the game is over and this player is the winner. 10. The game should be played by more than 2 players.

G15 Killer-Triple (303, 305, 307, 309, 311, 313, 315, 317. 319, 321)

1. Option(X3, X5, X7, X9, X11, X13. X15, X17, X19,X21)means starting life value of the player.

2. When entering the game, the score windows show "SEL" (Select) to tell the player to choose a scoring segment for himself. The first scoring segment hit by the player is chosen to use as his segment. then press "NEXT" button to let next player choose his scoring segment. After all the players have chosen their scoring segments the game can commence.

3. After all the players select their scoring segments they can begin to hit. Only after the player hits his scoring segment can he become a killer throughout the game.

4. When a player's scoring segment is hit by the killer a point will be deducted from this player. The life points are displayed directly on the screen. Each player can look up score by pressing "SCORES" button.
5. If the player has become a "killer" and shoots his own target he will no longer be a killer and will lose one life point from this score.
6. The killer should work hard to take out points from opponents by hitting opponent's scoring segment.
7. If the segment is shot, next segment will be indicated and you will be advised "Yes" or "Sorry".
8. Option(303, 305, 307, 309, 311, 313, 315, 317, 319, 321) means the player can become a killer only when hitting the selected number segment with treble scoring section.
9. When there is only one player who has life value, the game is over and this player is the winner.
10. The game should be played by more than 2 players.

G16 Shoot Out(HO3, H05, H07. H09, H11, H13, H15, H17, H19, H21)

1. Option(X3, X5, X7, X9, X11, X13, X15, X17. X19. X21) means starting life value of the player.
2. An umber segment is randomly given out for the player to hit. The player must hit it within ten seconds, or this hit will be taken away. If the segment is shot, next segment will be indicated and you will be advised "Yes" or "Sorry".
3. Every shot that hits the "target" segment single, double or treble will be reduced one point.
4. The player whose points have been reduced to 0 first is the winner.

G17 Legs over (3, 5, 7, 9, 11, 13, 15, 17, 19, 21)

1. Option(3, 5, 7, 9, 11, 13, 15, 17, 19, 21) means starting life value of the player.
2. The player should try to score higher than or equal to the previous highest score made in a turn. When a player scores less than the previous three-dart total, one (Life) is then taken away from the player. The last player who has a (Life) left is the winner.
3. The players are not allowed to clear points. If the player presses the

START button directly or none of their darts hits the segments they will also lose one (Life).

4. The player will be eliminated when his life number is 0 and a sound will be heard as a reminder.
5. When only one player is left the game is over and this player is the winner.
6. The game should be played by more than 2 players
5. When only one player is left the game is over and this player is the winner.
6. The game should be played by more than 2 players.

G18 Legs Under (U03, U05, U07, U09, U11, U13,U15, U17, U19, U21)

1. Option(U03, U05, U07, U09, U11, U13, U15, U17, U19, U21) means starting life value of the player.
2. The objective is to beat the lowest score of three darts in total. When the three darts in total is higher than the record, then one (Life) is taken away from the player. The last player who has a (Life) left is the winner.
3. The players are not allowed to clear points If the player presses the START button directly or no dart hits the segments he will also lose one (Life).
4. The player will be eliminated when his life number is 0, and a sound will be heard as a reminder.
5. When only one player is left the game is over and this player is the winner.
6. The game should be played by more than 2 players.