WORLD CHAMPION

ELECTRONIC DARTBOARD

Item No. 189 / 289 / 489

User Manual & Game Instructions

Thank you for selecting the electronic dartboard!

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: 37cm x 31cm x 2.5cm

- This electronic dartboard offers 18 games with 159 options.
- Up to 8 players can participate in the game at the same time.
- This product provides automatic scoring with voice announcement.
- LCD screen with blue backlight.
- Automatic switch-off after 30 minutes of inactivity.

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).

2.2 Power Installation

It is designed to be powered by 3 x 1.5V "AA" batteries (Not included). The battery compartment can be opened from the back to install the batteries.

Section 3: Scoring Rules

The dartboard is divided into scoring segments. The outer ring counts double, the inner ring counts triple, and the bullseye counts as shown on the board. Scores are calculated automatically by the electronic system.

Section 4: Operation Instructions

4.1 Button Function

1. Press "POWER" button and the game enters 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 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 to start a game and change to next player.

4.2 Sound List

1. "Laser" - This sound is given out when Single Scoring Segments are hit.
2. "Double" - This advice is given out when Double Scoring Segment is hit.
3. "Treble" - This advice is given out when Treble Scoring Segment is hit.
4. "Bull's Eye" - This advice is given out when the Bull's-Eye is hit.
5. "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".
6. "Score" - This advice is given out when the player gets the score, only used in game "G05" and "G06".
7. "Close" - This advice is given out when the segment is hit that ends the game.
8. "Open" - This advice is given out when the segment is hit that opens or starts the game.
9. "Winner" - This advice is given out when the winning score is made!

10. "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.
11. "Yes" - This advice is given out when the "target" segment is hit.
12. "Sorry" - This advice is given out when "non-target" segment is hit.

Section 5: Game Explanation

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)

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.

The players can choose various game modes by using the "DOUBLE IN/OUT" button.

Double in: When the "Double in" is shown it means the game can only start by throwing a double.

Double out: When the "Double out" is shown it means the game can only finish by throwing a double. If after throwing one, two or three darts the score is 1 or below 0, it means "bust" and the player cannot register any score and returns to the score he started from, and the advice "Too High!" is given out.

Double in/out: When both "Double in" and "Double out" are shown, the game has to start and end by throwing a double.

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

(5, 10, 15, 20) Means hit any scoring segment to get points.

5: Hit the scoring segments from 1 to 5 in order.

10: Hit the scoring segments from 1 to 10 in order.

15: Hit the scoring segments from 1 to 15 in order.

20: Hit the scoring segments from 1 to 20 in order.

After one of the above levels is chosen, the player should throw 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)

(205, 210, 215, 220) Means you can only hit double scoring segment to get points.

205: Hit segments 1-5. 210: 1-10. 215: 1-15. 220: 1-20.

The player should throw 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-Treble (305, 310, 315, 320)

(305, 310, 315, 320) Means can only hit triple scoring segment to get points.

305: Segments 1-5. 310: 1-10. 315: 1-15. 320: 1-20.

The player should throw darts into the segment as advised. If correct, next segment is advised with "Yes" or "Sorry".

G06 Simple Cricket (000, 020, 025)

It is valid only when 15, 16, 17, 18, 19, 20 or bull's-eye is hit.

The player who is the first to hit all the above segments three times is the winner.

Hit single - counts once. Hit double - counts twice. Hit treble - counts three times.

"000" - Hit any segment of 15-20 and bullseye in any order.

"020" - Hit 20 three times first, then 19, 18, 17, 16, 15, bull's eye in order.

"025" - Hit bull's-eye three times first, then 15, 16, 17, 18, 19, 20 in order.

Every segment has three indicators. When hit once, one turns on. When all turn on, the game is over.

G07 Score Cricket (E00, E20, E25)

Valid only when 15, 16, 17, 18, 19, 20 or bull's-eye is hit.

First to hit all above segments three times is the winner.

Single - once. Double - twice. Treble - three times.

"E00" - Any segment 15-20 and bullseye in any order.

"E20" - Hit 20 three times first, then 19, 18, 17, 16, 15, bull's-eye in order.

"E25" - Hit bull's-eye three times first, then 15, 16, 17, 18, 19, 20 in order.

Every segment has three indicators. When hit once, one turns on.

Each segment is open and can score only after hit 3 times by each player. Closed when all players hit it 3 times.

Every player must try to hit the segment 3 times to enter "open" status and start scoring.

Before opponents finish 3 hits, the player can continue to hit other "open" segments for higher scores.

After all players finish 3 hits of the same segment, it will be closed. Choose another segment.

First to close all specified segments with highest score, or highest score after all closed, is the winner.

G08 Cut Throat Cricket (C00, C20, C25)

Valid only when 15, 16, 17, 18, 19, 20 or bull's-eye is hit.

First to hit all above segments three times is the winner.

Single - once. Double - twice. Treble - three times.

"C00" - Any segment 15-20 and bullseye in any order.

"C20" - Hit 20 three times first, then 19, 18, 17, 16, 15, bull's eye in order.

"C25" - Hit bull's-eye three times first, then 15, 16, 17, 18, 19, 20 in order.

Every segment has three indicators. When hit once, one turns on.

Each segment is open and can score after hit 3 times by each player. Closed when all players hit it 3 times.

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

Every player must try to hit the segment 3 times to enter "open" status.

Before opponents finish 3 hits, the player can continue to hit other "open" segments to let opponents get higher scores.

After all players finish 3 hits of the same segment, it will be closed.

First to close all specified segments with lowest score, or lowest score after all closed, is the winner.

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

(10, 20, 30, 40, 50, 60, 70, 80, 90) can be chosen as the selected score.

The player should hit the number segment from 1 to 18 in order. If hit, the next segment will be indicated and you will be advised "Yes" for a hit or "Sorry" for a miss.

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 is hit, 1 point (Eagle dart). If double is hit, 2 points (Bird dart). If single is hit, 3 points. Only the last dart will be used to calculate score.

If you hit the single segment with first dart and get 3 points, you can decide to enter next turn. But if you want a lower score, you can continue. If both of last 2 throws miss, you will get 5 points.

The player who reaches or exceeds the selected score will be kicked out. When only one player left, this player is the winner, or if after all 18 turns finished, the player with lowest score is the winner.

G10 Bingo (132, 141, 168, 189)

The number segments will be shown by the computer automatically. The player who hits all specified number segments 3 times first is the winner. If hit, the next segment will be indicated and you will be advised "Yes" or "Sorry".

132 - Sequence: 15, 4, 8, 14, 3.

141 - Sequence: 17, 13, 9, 7, 1.

168 - Sequence: 20, 16, 12, 6, 2.

189 - Sequence: 19, 10, 18, 5, 11.

The player must hit a number segment three times before going to the next. Single - once. Double - twice. Treble - three times.

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

Option means the original life value of the player.

Each player has a basic life value at the beginning. When a player has no life value, they are out. The first player must hit the number segment that is randomly given out.

If the player can hit the 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 with 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 cannot hit the target with three darts, a point will be lost, and this target will be hit by the next player. If the segment is shot, next segment will be indicated and you will be advised "Yes" if hit or "Sorry" if missed.

It is a valid hit if any place of target number segment is hit no matter whether single, double or treble scoring segment.

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)

Option means the original life value of the player.

Each player has a basic life value. When a player has no life value, they are out. The first player must hit the number segment target randomly.

If the player can hit the 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 with all three darts or cannot build a new target, then the new target will be given out randomly for the next player. If this player cannot hit the target with three darts, a point will be lost, and this target will be hit by the next player. If the segment is shot, you will be advised "Yes" or "Sorry".

It is valid only when hitting the same scoring section of target number segment.

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)

Option means starting life value of the player.

When entering the game, the score windows show "SEL" (Select) to tell the player to choose a scoring segment. The first scoring segment hit is chosen. Then press "NEXT" button. After all players have chosen, the game commences.

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.

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

If the player has become a "killer" and shoots his target segment, he will no longer be "killer" and one point will be deducted.

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

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

Option means the player can become a killer when hitting the selected number segment no matter single, double or treble.

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

The game should be played by more than 2 players.

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

Option means starting life value of the player.

When entering the game, the score windows show "SEL" (Select). The first scoring segment hit is chosen. Then press "NEXT" button. After all players have chosen, the game begins.

After all players select their scoring segments, they can begin to hit. Only after hitting his own scoring segment can he become a killer.

When a player scoring segment is hit by the opponent killer, a point will be taken.

If the player has become a "killer" and shoots his own target segment, he will no longer be a killer and one point will be deducted.

The killer should work hard to take out points from opponents.

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

Option means the player can become a killer only when hitting the selected number segment with double scoring section.

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

The game should be played by more than 2 players.

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

Option means starting life value of the player.

When entering the game, the score windows show "SEL" (Select). The first scoring segment hit is chosen. Then press "NEXT" button. After all players have chosen, the game commences.

After all the players select their scoring segments, they can begin to hit. Only after hitting his scoring segment can he become a killer.

When a player scoring segment is hit by the killer, a point will be deducted.

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.

The killer should work hard to take out points from opponents.

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

Option means the player can become a killer only when hitting the selected number segment with treble scoring section.

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

The game should be played by more than 2 players.

G16 Shoot Out (H03, H05, H07, H09, H11, H13, H15, H17, H19, H21)

Option means starting life value of the player.

A number 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".

Every shot that hits the "target" segment (single, double or treble) will be reduced one point.

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)

Option means starting life value of the player.

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 taken away. The last player who has a (Life) left is the winner.

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).

The player will be eliminated when his life number is 0 and a sound will be heard.

When only one player is left, the game is over and this player is the winner.

The game should be played by more than 2 players.

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

Option means starting life value of the player.

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. The last player who has a (Life) left is the winner.

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).

The player will be eliminated when his life number is 0, and a sound will be heard.

When only one player is left, the game is over and this player is the winner.

The game should be played by more than 2 players.