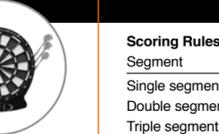


# Instruction Manual

## 18 Game Electronic Dartboard



Read through this entire instruction manual BEFORE using your **18 Game Electronic Dartboard**. We're dedicated to bringing you well-designed products that make living fun and easy. We stand behind all our products and warrant this to be free from defects in workmanship and materials for 1 year from the date of purchase.

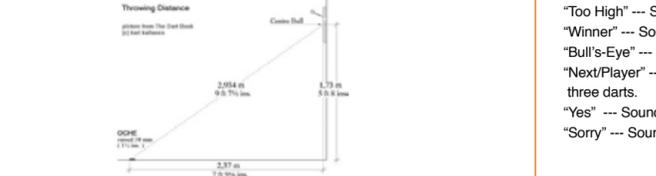
For service claims or questions please consult our website [ProtocolNY.com](http://ProtocolNY.com).

- Description**
- 1 LCD display.
  - There are 18 total games
  - 6 Brass Soft Tip Darts
  - 12 Replacement soft tips
  - It can be played by 8 players maximum at the same time.
  - Powered by 3 X AA 1.5V batteries
  - If the dartboard is left inactive over 30 minutes, the display will shut off automatically then go into sleeping mode.

**Installation**

Choose a location to hang the dartboard where there is about 3 meters space in front of the board. Fix the dartboard and confirm that the height from the floor to Bull's Eye should be approx. 1.73 meters. The "Toe-line" should be 2.37 meters from the face of the dartboard.

Remove the battery compartment in the back and install 3 'AAA' batteries.



**Scoring Rules**

Segment	Result
Single segment	"Single" --- one base
Double segment	"Double" ----two bases
Triple segment	"Triple"-----three bases
Bull's-eye	25 Score
Double Bull's-eye	Double 25 score

**Buttons**

1. Press "POWER" button and the dartboard will turn on with a beep.
2. Use "GAME" button to choose sub-games (G01—G18). The "GAME" button can be also used to exit games and return to the basic power mode.
3. The "OPTION" button can be used to choose a sub-game. (G01—G18)
4. Use "PLAYER" button to choose the number of players before playing, the default value is 2.
5. The "DOUBLE IN/OUT" button is only used for G02, please see game operating instructions for details.
6. The "START/NEXT" button is used to start a game or change to next player.

- Sound Indication**
- "Laser" --- Sound represents the Single Segment was hit.
  - "Double" --- Sound represents the Double Segment was hit.
  - "Triple" --- Sound represents the Triple Segment was hit.
  - "Score" --- Sound represents the scoring.
  - "Close" --- Sound represents Scoring Segment closed.
  - "Open" --- Sound represents Scoring Segment opened.
  - "Too High" --- Sound represents the points are subtracted.
  - "Winner" --- Sound represents the first winner appears.
  - "Bull's-Eye" --- Sound represents the Bull's-Eye was hit.
  - "Next/Player" --- Sound indicates next player to play after the previous player threw three darts.
  - "Yes" --- Sound represents the target segment is hit.
  - "Sorry" --- Sound represents the target segment isn't hit.

**Game Rules**

**G01 Count-Up** (100, 200, 300, 400, 500, 600, 700, 800, 900)  
The score for each player will be added up until the specified point total is reached. The one who first reaches or exceeds the specified point total is the winner.

**G02 Count-Down** (101, 201, 301, 401, 501, 601, 701, 801, 901)  
With every hit by the player, the specified point total will deduct the point of the hit. The first player to reach a point total of zero is the winner.

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 "Double in" is shown on the LCD screen, it means "Double In" game is played. In Double In, players score only when they hit the double scoring segments of the board.

**Double out** (101, 201, 301, 401, 501, 601, 701, 801, 901)  
When "Double Out" is shown on the LCD screen, it means the Double Out game is played. In this game, players must hit the double scoring segments to score. If a player scores a 1 or below 0, then that is a 'burst dart' and the player receives no score for that dart.

**Double in/out** (101, 201, 301, 401, 501, 601, 701, 801, 901)  
When both "Double in" and "Double out" are shown on the LCD screen, it means both the Double In and Double Out games are being played. In these games, players score points only when they hit the double scoring segments of the board. If a player's score is 1 or 0 for any toss, that is a 'burst dart' and the player receives no points for that toss.

**G03 Round Clock** (5, 10, 15, 20)  
1. (5, 10, 15, 20 ) Means that points are scored by hitting scoring segments as indicated by the board.

"5" Hit the scoring segments from 1 to 5.  
"10 " Hit the scoring segments from 1 to 10.  
"15" Hit the scoring segments from 1 to 15.  
"20 " Hit the scoring segments from 1 to 20.

2. The player should shoot darts to the segment based on the indication of the dartboard. If the segment is hit, the dartboard will shout out "Yes", or if the segment is missed, it will shout out "Sorry". After the segment is hit, the next segment will be indicated.
- G04 Round Clock-Double** (205, 210, 215, 220)  
1. (205, 210, 215, 220) Means players score points by hitting double scoring segments as indicated by the board.  
"205" Hit the scoring segments from 1 to 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.
2. The player should hit the segment based on the indication of the dartboard. If the correct segment is hit, the dartboard will shout "Yes", or if the segment is missed, it will shout "Sorry". After the segment is hit, the next segment will be indicated.

- G05 Round Clock-Triple** (305, 310, 315, 320)  
1. "305, 310, 315, 320" Means players score points by hitting triple scoring segments as indicated by the board.  
"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. If the segment is hit, the dartboard will shout out "Yes", or if the segment is missed, it will shout out "Sorry". After the segment is hit, the next segment will be indicated.

- 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 first hits all the above numbers three times is the winner.  
Hit single scoring segment ----count once  
Hit double scoring segment ----count twice  
Hit triple scoring segment ---- count three times
3. "000" --- The player can hit any segment of 15,16,17,18,19,20 and bull's-eye. There is no priority of these segments.
4. "020" --- The player must hit 20 three times first, then hit 19, 18, 17, 16, 15 and bull's eye in order.  
5. "025" --- The player must hit the bull's-eye three times first, then hit 15, 16, 17, 18, 19, 20 in order.

6. Every scoring segment has three indicators. When a segment is hit once, one indicator is turned on, when hit twice two indicators turn on, etc. When all three indicators are turned on for all segments of the board, the game is over. (See the picture below.)
7. The first player to turn on all three indicators for each segment is the winner.

- G07 Score Cricket** (E00, E20, E25)  
1. Players score in this game by hitting 15,16,17,18,19,20 or the bull's-eye.  
2. The player should hit all the above numbers.  
Hit single scoring segment ----count once  
Hit double scoring segment ----count twice  
Hit triple scoring segment ----count three times
3. "C00" --- The player can hit any segment of 15,16,17,18,19,20 and bull's-eye. There is no priority of these segments.  
4. "C20" --- The player must hit 20 three times first, then follow 19, 18, 17, 16, 15 and bull's eye in order.  
5. "C25" --- The player must hit the bull's-eye three times first, then follow 15, 16, 17, 18, 19, 20 in order.

- G08 Cut Throat Cricket** (C00, C20, C25)  
1. Players score in this game by hitting 15,16,17,18,19,20 or the bull's-eye.  
2. The player should do best to hit all the above numbers.  
Hit single scoring segment ----count once  
Hit double scoring segment ----count twice  
Hit triple scoring segment ----count three times
3. "C00" --- The player can hit any segment of 15,16,17,18,19,20 and bull's-eye. There is no priority of these segments.  
4. "C20" --- The player must hit 20 three times first, then follow 19, 18, 17, 16, 15 and bull's eye in order.  
5. "C25" --- The player must hit the bull's-eye three times first, then follow 15, 16, 17, 18, 19, 20 in order.

6. Every scoring segment has three indicators. When a segment is hit once, one indicator is turned on, when hit twice two indicators turn on, etc. When all three indicators are turned on for all segments of the board, the game is over. (See the picture below.)
7. The first player to turn on all three indicators for each segment is the winner.

- 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 scoring segment from 1 to 18 in order. (Hit 1 at first turn, 2 at second turn, and so on). If the segment is hit, the dartboard will shout out "Yes", or will shout out "Sorry" if the segment is missed. After the segment is hit, next segment will be indicated.
2. The player should try to get the lowest score. If all three darts in a turn miss, the player receives 5 points. If hitting triple scoring segment, the player gets 1 point. (Eagle dart) If hitting double scoring segment, the player gets 2 points. (Bird dart) If hitting single scoring segment, the player gets 3 points. The player can choose any of the 3 darts to finish a turn but only the last dart would be used to calculate score.
3. If the player hits the single scoring segment with first dart and gets 3 points, the player can decide to throw another dart. But if the player misses with the two remaining darts, the player receives 5 points for that turn.
4. The player who gets the selected score will be kicked out of the game. When there is only one player left, this player is the winner. Or when all 18 turns are finished, the player with lowest score is the winner.

- G10 Bingo** (132, 141, 168, 189)  
1. The number segments will be shown on the screen, the player who hits all the number segments 3 times first is the winner. If a segment is hit, the dartboard will shout out "Yes", or will shout out "Sorry" if the segments are missed. After the segment is hit, the next segment will be indicated.
2. 132---Hit following sequence of 15, 4, 8, 14, 3 segments.  
3. 141---Hit following sequence of 17, 13, 9, 7, 1 segments.  
4. 168---Hit following sequence of 20, 16, 12, 6, 2 segments  
5. 189--- Hit following sequence of 19, 10, 18, 5, 11 segments.
6. The player must hit a number segment 3 times and then can hit next number segment.
- Hit single scoring segment ---- count once.  
Hit double scoring segment ---- count twice.  
Hit triple scoring segment ---- count three times.

- G11 Big Little---Simple** (3, 5, 7, 9, 11, 13, 15, 17, 19, 21)  
1. Each player has one life at the beginning. When no lives are left, the player is kicked out of the game. The first player must hit a number segment randomly given out.  
2. If hitting the target with first or second dart, the player can build a new target with a leftover dart for next player. If hitting the target by using up all three darts, the player cannot build a new target and the target will be given out randomly for the next player. If the player can not hit the target with three darts, one life will be lost once the target is hit by the next player. If the segment is hit, the dartboard will shout out "Yes", or will shout out "Sorry".
3. It is safe to hit any place of target number segment, no matter single, double, triple scoring segments.
4. When there is only one player who has a 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. Each player has a basic life at the beginning. When no lives are left, the player will be kicked out of the game. The first player must hit the number segment randomly given out.  
2. If hitting target with first or second dart, the player can build a new target with leftover dart for next player. If hitting the target by using up all three darts, the player cannot build new target and the new target will be given out randomly for the next player. If the player can not hit the target with three darts, one life will be lost, once the target is hit by the next player. If the segment is hit, the dartboard will shout out "Yes", or will shout out "Sorry".
3. It is safe to hit the same scoring segment (single, double, triple) of the target number.
4. When there is only one player who has life, the game is over and this player is the winner.

- G13 Killer** (3, 5, 7, 9, 11, 13, 15, 17, 19, 21)  
1. The game starts with each player choosing a scoring segment by tossing a dart. Whatever segment is hit by that dart is the player's segment. Once each player has a scoring segment, the game can begin.  
2. After all the players select their scoring segments, they start. Players become a "killer" by hitting their scoring segment.  
3. When a player's scoring segment is hit by an opponent killer, one life will be taken away from this player. The lives can be displayed on the screen.  
4. If the player has become a "killer" and hits his/her target segment again, the player will be called off the "killer" qualification and reduced one life.  
5. Players should try to take lives away from opponents by hitting opponent's scoring segments.  
6. If the segment is hit, the dartboard will shout out "Yes", or will shout out "Sorry" if it is missed.  
7. Option (303, 305, 307, 309, 311, 313, 315, 317, 319, 321 ) means the player can become a killer only by hitting the selected number with triple scoring segment.  
8. When there is only one player who has a life, the game is over and this player is the winner.  
9. The game should be played by more than 2 players.

- G14 Killer-Double** (203, 205, 207, 209, 211, 213, 215, 217, 219, 221)  
1. The game starts with each player chooses a scoring segment by tossing a dart. Whatever segment is hit by that dart is the player's segment. Once each player has a scoring segment, the game can begin.  
2. After all the players select their scoring segments, they start. Players become a "killer" by hitting their scoring segment.  
3. When a player's scoring segment is hit by an opponent killer, one life will be taken away from this player. The lives can be displayed on the screen.  
4. If the player has become a "killer" and hits his/her target segment again, the player will be called off the "killer" qualification and reduced one life.  
5. Players should try to take lives away from opponents by hitting opponent's scoring segments.  
6. If the segment is hit, the dartboard will shout out "Yes", or will shout out "Sorry" if it is missed.  
7. Option (303, 305, 307, 309, 311, 313, 315, 317, 319, 321 ) means the player can become a killer only by hitting the selected number with triple scoring segment.  
8. When there is only one player who has a life, the game is over and this player is the winner.  
9. The game should be played by more than 2 players.

- G15 Killer-Triple** (303, 305, 307, 309, 311, 313, 315, 317, 319, 321)  
1. When entering the game, the score window shows "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 to choose his scoring segment. After all the players have chosen the scoring segments, the game is beginning.  
2. After all the players select their scoring segments, they start. Players become a "killer" by hitting their scoring segment.  
3. When a player's scoring segment is hit by an opponent killer, one life will be taken away from this player. The lives can be displayed on the screen.  
4. If the player has become a "killer" and hits his/her target segment again, the player will be called off the "killer" qualification and reduced one life.  
5. Players should try to take lives away from opponents by hitting opponent's scoring segments.  
6. If the segment is hit, the dartboard will shout out "Yes", or will shout out "Sorry" if it is missed.  
7. Option (303, 305, 307, 309, 311, 313, 315, 317, 319, 321 ) means the player can become a killer only by hitting the selected number with triple scoring segment.  
8. When there is only one player who has a life, the game is over and this player is the winner.  
9. The game should be played by more than 2 players.

- G16 Shoot Out** (H03, H05, H07, H09, H11, H13, H15, H17, H19, H21)  
1. A number segment is randomly given out for the player to hit. The player must hit it within ten seconds, or the hit will not be valid. If the segment is hit, the dartboard will shout out "Yes", or will shout out "Sorry" if it is missed. After the segment is hit, next segment will be indicated.  
2. Each hit at the "target" single, double or triple segment will result in the player losing one life.  
3. The player whose life has been reduced to 0 first is the winner.
- G17 Legs over** (3, 5, 7, 9, 11, 13, 15, 17, 19, 21)  
1. The game begins with the first player tossing three darts and adding up the total score of those three darts. Then the other players toss their darts and add up their scores. The first player to score lower than the first player loses one life.  
2. The player should try to get higher score than the score of previous player made in a turn. When a player scores less than the score of total three darts by the previous player, one life is taken away from the player.  
3. The players are not allowed to clear score. If the player presses the START button directly or no dart hits the segment, the player will also lose one life.  
4. The player will be eliminated when no lives are left, and a beep will be given out as a reminder.  
5. When there is only one player who has life, the game is over and this player is the winner.

- G18 Legs Under** (U03, U05, U07, U09, U11, U13, U15, U17, U19, U21)  
1. At first, a score will be randomly given out and the first player should try to get a lower score than that in three darts. When the first player scores higher than it, one life is taken away from the player.  
2. It is not permitted for 0 points. If the player misses three darts and gets 0 points, one life is taken away from the player and the score stays the same.  
3. The player should try to get a lower score than the score of the previous player made in a turn. When a player scores higher than the score of the three-darts by the previous player, one life is taken away from the player.

- G19 Killer-Double** (203, 205, 207, 209, 211, 213, 215, 217, 219, 221)  
1. The game starts with each player chooses a scoring segment by tossing a dart. Whatever segment is hit by that dart is the player's segment. Once each player has a scoring segment, the game can begin.  
2. After all the players select their scoring segments, they start. Players become a "killer" by hitting their scoring segment.  
3. When a player's scoring segment is hit by an opponent killer, one life will be taken away from this player. The lives can be displayed on the screen.  
4. If the player has become a "killer" and hits his/her target segment again, the player will be called off the "killer" qualification and reduced one life.  
5. Players should try to take lives away from opponents by hitting opponent's scoring segments.  
6. If the segment is hit, the dartboard will shout out "Yes", or will shout out "Sorry" if it is missed.  
7. Option (303, 305, 307, 309, 311, 313, 315, 317, 319, 321 ) means the player can become a killer only by hitting the selected number with triple scoring segment.  
8. When there is only one player who has a life, the game is over and this player is the winner.  
9. The game should be played by more than 2 players.

- G20 Killer-Triple** (303, 305, 307, 309, 311, 313, 315, 317, 319, 321)  
1. When entering the game, the score window shows "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 to choose his scoring segment. After all the players have chosen the scoring segments, the game is beginning.  
2. After all the players select their scoring segments, they start. Players become a "killer" by hitting their scoring segment.  
3. When a player's scoring segment is hit by an opponent killer, one life will be taken away from this player. The lives can be displayed on the screen.  
4. If the player has become a "killer" and hits his/her target segment again, the player will be called off the "killer" qualification and reduced one life.  
5. Players should try to take lives away from opponents by hitting opponent's scoring segments.  
6. If the segment is hit, the dartboard will shout out "Yes", or will shout out "Sorry" if it is missed.  
7. Option (303, 305, 307, 309, 311, 313, 315, 317, 319, 321 ) means the player can become a killer only by hitting the selected number with triple scoring segment.  
8. When there is only one player who has a life, the game is over and this player is the winner.  
9. The game should be played by more than 2 players.

- G21 Killer-Double** (203, 205, 207, 209, 211, 213, 215, 217, 219, 221)  
1. The game starts with each player chooses a scoring segment by tossing a dart. Whatever segment is hit by that dart is the player's segment. Once each player has a scoring segment, the game can begin.  
2. After all the players select their scoring segments, they start. Players become a "killer" by hitting their scoring segment.  
3. When a player's scoring segment is hit by an opponent killer, one life will be taken away from this player. The lives can be displayed on the screen.  
4. If the player has become a "killer" and hits his/her target segment again, the player will be called off the "killer" qualification and reduced one life.  
5. Players should try to take lives away from opponents by hitting opponent's scoring segments.  
6. If the segment is hit, the dartboard will shout out "Yes", or will shout out "Sorry" if it is missed.  
7. Option (303, 305, 307, 309, 311, 313, 315, 317, 319, 321 ) means the player can become a killer only by hitting the selected number with triple scoring segment.  
8. When there is only one player who has a life, the game is over and this player is the winner.  
9. The game should be played by more than 2 players.

- G22 Killer-Triple** (303, 305, 307, 309, 311, 313, 315, 317, 319, 321)  
1. When entering the game, the score window shows "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 to choose his scoring segment. After all the players have chosen the scoring segments, the game is beginning.  
2. After all the players select their scoring segments, they start. Players become a "killer" by hitting their scoring segment.  
3. When a player's scoring segment is hit by an opponent killer, one life will be taken away from this player. The lives can be displayed on the screen.  
4. If the player has become a "killer" and hits his/her target segment again, the player will be called off the "killer" qualification and reduced one life.  
5. Players should try to take lives away from opponents by hitting opponent's scoring segments.  
6. If the segment is hit, the dartboard will shout out "Yes", or will shout out "Sorry" if it is missed.  
7. Option (303, 305, 307, 309, 311, 313, 315, 317, 319, 321 ) means the player can become a killer only by hitting the selected number with triple scoring segment.  
8. When there is only one player who has a life, the game is over and this player is the winner.  
9. The game should be played by more than 2 players.

- G23 Killer-Double** (203, 205, 207, 209, 211, 213, 215, 217, 219, 221)  
1. The game starts with each player chooses a scoring segment by tossing a dart. Whatever segment is hit by that dart is the player's segment. Once each player has a scoring segment, the game can begin.  
2. After all the players select their scoring segments, they start. Players become a "killer" by hitting their scoring segment.  
3. When a player's scoring segment is hit by an opponent killer, one life will be taken away from this player. The lives can be displayed on the screen.  
4. If the player has become a "killer" and hits his/her target segment again, the player will be called off the "killer" qualification and reduced one life.  
5. Players should try to take lives away from opponents by hitting opponent's scoring segments.  
6. If the segment is hit, the dartboard will shout out "Yes", or will shout out "Sorry" if it is missed.  
7. Option (303, 305, 307, 309, 311, 313, 315, 317, 319, 321 ) means the player can become a killer only by hitting the selected number with triple scoring segment.  
8. When there is only one player who has a life, the game is over and this player is the winner.  
9. The game should be played by more than 2 players.

- TROUBLE SHOOTING**
1. No Power  
Check to see if the batteries are installed properly or the battery power is low or dead.
  2. Game Will Not Score  
Check to see if the game is in the setup mode or if the game is on hold. Push the START/NEXT button to see if the game will start playing. You may also check to see if any scoring segments or function buttons are stuck.
  3. Stuck Segment or Button  
It is possible for the scoring segments to become temporarily stuck. If such a situation happens, all automated scoring will cease. By gently removing the dart or wiggling the segment with your finger, you will be able to free the segment. The game may then be resumed and scoring functions will be back to normal.
  4. Removing Broken Tips  
Plastic tips are safer but do not last forever. They may break and remain in the board. If this happens, try to pull it out gently with a pair of pliers. Remember, the heavier the dart is with the plastic tip, the higher the chance that the tip will bend or break.
  5. Power or Electromagnetic Interference  
Should there be an electromagnetic interference, the electronics of the dartboard may possibly show erratic behavior or fail to continue working. (For example: a heavy thunderstorm, a power line surge, a rolling brown out, or too close proximity to an electrical motor or microwave.) To restore the game to normal operation, remove the batteries for several seconds and then reinstall the batteries. Be sure to remove the source that causes the interference as well.

4. The players are not allowed to clear score. If the player presses the START button directly or no dart hits the segment, the player will also lose one life.  
5. The player will be eliminated when no life is left, and a beep will be given out as a reminder.  
6. When there is only one player who has life, the game is over and this player is the winner.  
7. The game should be played by more than 2 players.