Hathaway

GAMES & SPORTS

Designed for Fun, Built to Last™

ELECTRIC DART BOARD INSTRUCTION MANUAL

Please Do Not Hesitate to Contact Our Consumer Hotline at 800-759-0977 with Any Questions That May Arise During Assembly or Use of This Product!

Parts
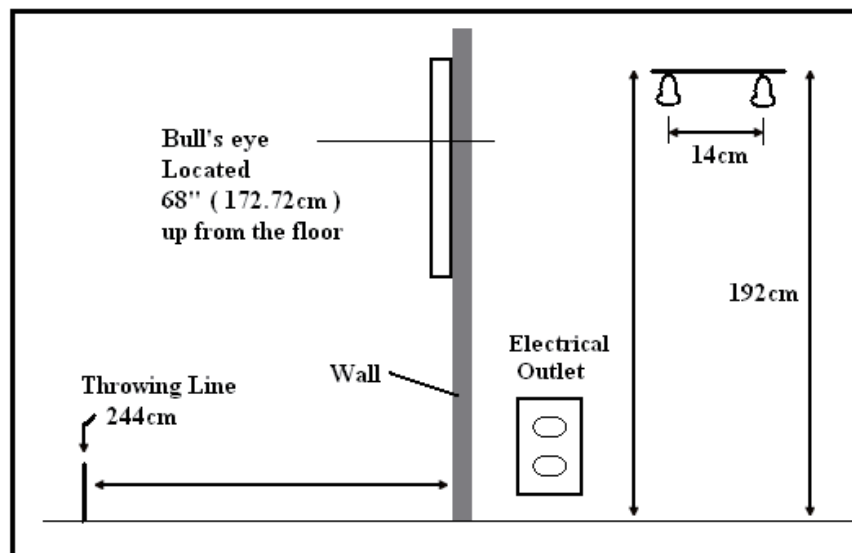Red Darts: NGP7518; Blue Darts: NGP7546

Thank you for purchasing this electronic dart game. Its computerized scoring system makes game playing easy and enjoyable. With 32 built-in games and over 590 options/variations to choose from, both beginners and more advanced players will find games to suit them. Up to 8 players can play at one time. Please read the instructions before playing and be sure to save them for future reference.

MOUNTING (PHYSICAL INSTALLATION)

The dartboard should be hung on a wall hook, with the bull's eye 172.72cm (68") above the floor. Darts are supposed to be thrown from a distance of about 244cm (96"), so be sure there is about 3m (10') of open floor space in front of the board.

Place two marks side-by-side on the selected wall studs 192cm (75 5/8") above the floor, with 14cm (5 1/2") between them. Screw two screws into the reference marks until the screw heads are protruding about 1/2" from the wall.

Line up the mounting holes on the back of the game with the screw heads, then mount the game. It may be necessary to adjust the screws until the board fits snugly against the wall.
After the board is mounted, the bull's eye should be 172.72cm (68") above the floor.

Bull's eye
Located
68" (172.72cm)
up from the floor

14cm

192cm

Electrical
Outlet

Wall

Throwing Line
244cm

Mounting the game
(View facing wall)

There are four mounting holes on front casing of dartboard. They are used when dartboard is to be mounted on the wood surface / door. Screw four screws into the reference marks as below until the screw heads are protruding about 1/2" from the surface.

POWER INSTALLATION

The dartboard is designed to be powered by 3 x 1.5v AA (LR6) batteries or the adapter. The battery compartment can be opened from the back to install the batteries. It can also be connected by a power adapter (included). the adapter is UL AC to 5V DC, 1000mA (minimum) adapter, with the DC plug polarity as positive (+) outside and negative (-) center. To connect, plug the DC plug insert into the DC power jack and the AC plug into an electrical outlet. To conserve energy, this dartboard is equipped with an auto power-off mode. If the dartboard is not being used, it will automatically turn off after 30 minutes.

WARNING!

- Batteries should be replaced by an adult.
- Non-rechargeable batteries are not to be recharged.
- Rechargeable batteries are to be removed from the toy before being charged.
- Rechargeable batteries are only to be charged under adult supervision.
- Different types of batteries or new and used batteries are not to be mixed.
- Only batteries of the same or equivalent types as recommended are to be used.
- Batteries are to be inserted with the correct polarity.
- Exhausted batteries are to be removed from the toy.
- The supply terminals are not to be short-circuited.
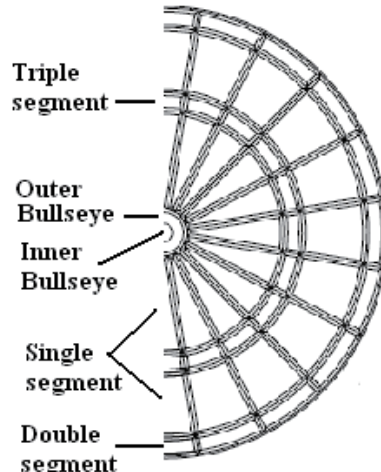- Do not dispose of in fire, in water or the general rubbish.

IMPORTANT NOTE

1. During shipping or in the course of normal play it is possible for scoring segments of this board to become temporarily jammed, resulting in a frozen segment. If this occurs, the score of stuck segment will be counted and displayed when player change. Take the following steps when this error appears:

   a. Find the stuck segment.

   b. Press firmly down on the stuck segment until it breaks free and loose. Once stuck segments are loosened, the error should be gone and the board should continue to operate normally.

2. This game is designed for use with soft tip darts only. Do not attempt to use steel tip darts or longer soft tip darts at any time (maximum length: 2.5 cm).
3. Electronic and mechanical reaction time is required between shots. If two shots occur too close together, pull out second dart and re-throw to properly record your score.
4. Under the environment with electrical fast transient the dart game may malfunction and require use to reset the dart game.
5. This is an adult game which includes functional sharp point. Children should only play under adult supervision.
6. Please peel off the protective film at the display area before use.

CALCULATING POINTS

Segment	Scoring rule
Single segment	Score x 1
Double segment	Score x 2
Triple segment	Score x 3
Outer Bullseye	25 X 1
Inner Bullseye	25 x 2

OPERATION MANUAL

1. Press the *On/Off* button to turn on the game and all displays will light up with a welcoming sound. When the sound goes off, the player display and score display will show "G01" and "301" respectively.
2. Press the *Up* or *Down* buttons to select games. The selection is shown on the player and score displays. Then press the *Enter* button to confirm the selection.

GAME SELECTION

Game	Description	Display	No. of Option / Variations	No. of Players
G01	301	301	6/ 12	1-8
G02	501	501	6/ 12	1-8
G03	601	601	6/ 12	1-8
G04	701	701	6/ 12	1-8
G05	801	801	6/ 12	1-8
G06	901	901	6/ 12	1-8

G07	301 League	3L1	6/ 48	1-8
G08	501 League	5L1	6/ 48	1-8
G09	601 League	6L1	6/ 48	1-8
G10	701 League	7L1	6/ 48	1-8
G11	801 League	8L1	6/ 48	1-8
G12	901 League	9L1	6/ 48	1-8
G13	Count Up	CUP	9 / 18	1-8
G14	Round the Clock	rCL	12	1-8
G15	Shanghai	SHi	4	1-8
G16	High-Score	HiS	12 / 24	1-8
G17	Shoot Out	S-0	19	1-8
G18	Cricket	Cri	3 / 6	1-8
G19	No Score Cricket	NSc	3 / 6	1-8
G20	Cut Throat Cricket	CUc	3 / 6	1-8
G21	Killer Cricket	LLc	3 / 6	2-8
G22	Low Pitch Cricket	LPc	3 / 6	1-8
G23	Color	CL2	5	1-8
G24	Bonus Color	bC2	5	1-8
G25	Correctional Color	CC2	5	1-8
G26	No Score Color	NC2	5	2-8
G27	Free Dart Color	FdC	4	1-8
G28	Overs	orS	19 / 38	2-8
G29	Unders	Und	19 / 38	2-8
G30	Halve-It	HAL	1 / 2	1-8
G31	Big-6	biG	19	2-8
G32	21 Points	21P	7	1-8

3. Press the *Up* or *Down* buttons to select option and press the *Enter* button to confirm the selection.

4. Press the *Up* or *Down* buttons to select number of players. There are total 9 selections of players from 1 player mode to 8 players mode plus a computer player mode. Press the *Enter* button to confirm the selection and start the game. For more than 2 players, some players will share the player score display.

5. If the option you selected and confirmed is at computer player mode, you will play against the computer. Press the *Up* or *Down* buttons to select the levels of the computer player and press the *Enter* button to start the game. The five levels of computer player are as follow:

C-1: Beginner

C-2: Intermediate

C-3: Advanced

C-4: Expert

C-5: Professional

6. In case the game has 25/50 & 50/50 bull options, you can press the *Up* or *Down* buttons to select and press the *Enter* button to confirm the selection. 25/50 (outer bull is 25 and inner bull is 50) and 50/50 (both inner and outer bull is 50).

7. During the game, when the computer announce "NEXT", any pressure on the segments will not activate the dartboard. The player is required to remove all the darts and press the *Next* button for the next player's round. The dartboard will automatically switch to the next player if the board has not been played for roughly 10 seconds after the "NEXT" announcement.

8. Press the *Miss* button to score 0 and record one dart when a dart hits on the WEB dart catcher or misses the board altogether during the play of the game.

9. If you want to reset the game, push the *Reset* button and hold for 2 seconds.

10. During the course of playing, you can press the *Enter* button to check the scores of other players.

11. Press and hold the *On/Off* button for 3 seconds to turn off the game. For energy saving purpose, the board is equipped with an auto power off feature. If the game has not been played for 30 minutes, the game will turn off automatically.

GAME DESCRIPTIONS & RULES

G01 – G06: 301 - 901 (With option of Single In/Single Out, Double In/Single Out, Single In/Double Out, Double In/Double Out, 25/50 & 50/50 Bull)

The score will be deducted for each dart from 301/ 501/ 601/ 701/ 801/ 901 points respectively. The first player who reaches exactly 0 will be the winner. When a player exceeds the score needed to reach exactly zero, the turn is a "bust" and the score reverts back to what it was before the turn.

L01 (Single In + Single Out): All indication icons will be off during the game.

The scoring begins and ends when any number is hit. The player can finish the game with a hit on any number that reduces the score to exactly zero.

L02 (Double In + Single Out): DI indication icon will be on during the game.

The scoring begins when a number in the double's ring or the double bull's eye is hit. No score will be counted until this condition is met.

L03 (Single In + Double Out): DO indication icon will be on during the game.

The player can finish the game with a hit on a number in the double's ring or the double bull's eye that reduces the score to exactly zero. When a player exceeds the score needed to reach exactly zero or "1", the turn is a "bust" and the score reverts back to what it was before the turn (Remaining "1" score is also a bust, because there is no possibility to bring it to zero with a double hit)

L04 (Double In + Double Out): Both DI and DO indication icons will be on during the game.

The scoring begins when a number in the double's ring or the double bull's eye is hit and it ends when a double's ring or the double bull's eye is hit that reduces the score to exactly zero.

L05 (Single In + Master Out): MO indication icon will be on during the game. The player can finish the game with a hit on a number in the double's or triple's ring or the double bull's eye that reduces the score to exactly zero.

L06 (Double In + Master Out): Both DI and MO indication icons will be on during the game. The scoring begins when a number in the double's ring or the double bull's eye is hit and it ends when a double's or triple's ring or the double bull's eye is hit that reduces the score to exactly zero.

With an option of selecting 50/50 bull (both inner and outer bull is 50) or 25/50 bull (inner bull is 50 and outer bull is 25), there are total 12 variation can be selected for each game. To make games more enjoyable, the game will also display the ranking and ppd (point per dart) for each player.

G07 – G12: 301 - 901 LEAGUE (With option of Single In/Single Out, Double In/Single Out, Single In/Double Out, Double In/Double Out , 25/50 & 50/50 Bull)

Similar to 301 Game but here the teams play against each other. All odd number players will be at one team whilst the even number players will be at another team. The team's score, which shared by all team players, will be deducted for each dart from 301/ 501/ 601/ 701/ 801/ 901 points. If one team reaches 0 exactly, this team has won. Apart from the 301 game variations, this game also allows selection of the following 4 different team members.

Options: 2-C, 3-C, 4-C, Cyb

2-C: 2 players in each team

3-C: 3 players in each team

4-C: 4 players in each team

Cyb: 1 player vs computer player

G13: COUNT UP (With option of 100, 200, 300, …... 900, 25/50 & 50/50 Bull)

The objective is to beat the other players by being the first to reach a preset score. The score will be accumulated for each dart, the first player who reaches or goes over the set points will be the winner. The set point options are 100, 200, 300 … 900 respectively.

G14: ROUND THE CLOCK (With option of 105, 110, 115, 120, 205, 210, 215, 220, 305, 310, 315, 320)

Hit in strict order of 1, 2, 3 …until 5, 10, 15 or 20 are reached with straight, double or triple shots depending on the performance level. The first player to hit the final number is the winner. Players start their next turn with the next correct number in the sequence. The computer will display the number that the player has to hit.

105,110,115,120:   The last number is 5,10,15,20 respectively regardless of single, double or triple.

205,210,215,220:   The last number is 5,10,15,20 respectively and only double is valid.

305,310,315,320:   The last number is 5,10,15,20 respectively and only triple is valid.

G15: SHANGHAI (With option of L01, L05, L10, L15)

Each player has to proceed around the board to score from 1 through 20 and then the bull's eye. Throw a dart for each number and the player who gets the highest scores wins. The computer will display the number that the player has to hit. Each player can score on any correct segments (single X 1, Double X 2, Triple X 3) and selections are varied as follows:

L01:   the game starts from segment 1

L05:   the game starts from segment 5

L10:   the game starts from segment 10

L15:   the game starts from segment 15

G16: HIGH-SCORE (With option of H03, H04, H05……H14, 25/50 & 50/50 Bull)

Each player has to rack up the most points in 3, 4, 5…or 14 rounds (each round 3 darts) to win. Doubles and triples count as 2X and 3X that segment's score respectively. The cricket display will count how many rounds you have played.

H03, H04, H05 ….. H14 represent 3, 4, 5….. 14 rounds respectively

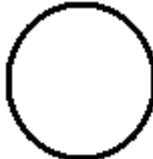**G17: SHOOT OUT (With option of   -03, -04, -05, …….. -19, -20, -21)**

The computer will randomly display a number for the player to hit. One mark will be deducted for each correct hit. The first player who reaches zero from the starting mark wins. If a player does not hit the dartboard within 10 seconds, the dart is regarded as a miss and the dartboard will automatically change to another random number for the player to hit for the next dart.

-03, -04, -05 ….. -21 represent the starting marks 3, 4, 5….. 21 respectively.

G18: CRICKET (With option of C00, C20, C25, 25/50 & 50/50 Bull)

1.   The Cricket game will only use the number 15-20 & bull's eye.   All valid hits will be confirmed & displayed by the cricket display.

2.   When a number has been hit 3 times by a player, it is then 'opened' (number closed and opened for scoring) to that player and any further hits will score points as thrown.

3.   Once a number has been hit 3 times by all players, that number is then 'closed' and can no longer be scored upon by any player.

4.   A player who has 'opened' a number can continue to score on that number until it becomes 'closed'.

5.   A player wins the game when he/she first 'closed' all the numbers and has equal or greater scores than the other players. However if players are tied on points, or have no points, the first player to 'close' all numbers wins.

6.   And if a player has 'closed' all numbers first, but is behind on points, scoring continues on 'opened' numbers. If that player has not accumulated the highest points by the time another

player 'closed', the player with the highest points will be the winner.

Option	Description
C00	Hit and 'open' numbers 15-20 and bull's eye in any order.
C20	Hit and 'open' the number 20 first, then in order 'open' numbers 19,18,17,16,15 and bull's eye
C25	Hit and 'open' bull's eye first, then in order 'open' numbers 15, 16, 17, 18, 19 and 20.

Cricket	One time	Two times	Open	Close
Sign	\	X	⊗	○

Note:

1. Single segment :   Count one time

   Double segment :   Count two times

   Triple segment :   Count three times

2. The segment will be 'opened' if already hit more than three times. It will be 'closed' if all players 'opened' the same segment.

G19: NO SCORE CRICKET (With option of 000, 020, 025, 25/50 & 50/50 Bull)

The game is similar to the Cricket game EXCEPT no score is made. The winner is the player who first 'closed' all the points.

Option	Description
000	Hit and 'open' numbers 15-20 and bull's eye in any order.
020	Hit and 'open' the number 20 first, then in order 'open' numbers 19,18,17,16,15 and bull's eye
025	Hit and 'open' bull's eye first, then in order 'open' numbers 15, 16, 17, 18, 19 and 20.

G20: CUT THROAT CRICKET (With option of 00C, 20C, 25C, 25/50 & 50/50 Bull)

Similar basic rules as the Cricket game EXCEPT points are added to your opponent's scores once scoring begins. The player who first 'closed' all segments with the fewest scores wins. This variation enables players to rack up scores for their opponents, digging them into a deeper hole.

Option	Description
00C	Hit and 'open' numbers 15-20 and bull's eye in any order.

20C	Hit and 'open' the number 20 first, then in order 'open' numbers 19,18,17,16,15 and bull's eye
25C	Hit and 'open' bull's eye first, then in order 'open' numbers 15,16,17,18,19 and 20.

G21: KILLER CRICKET (With option of H00, H20, H25, 25/50 & 50/50 Bull)

The game is similar to the No Score Cricket game EXCEPT when you 'closed' a number, and your opponents do not, you can eliminate opponent's marking by hitting the same number again. The winner is the player who 'closed' all the numbers.

Option	Description
H00	Hit and 'open' numbers 15-20 and bull's eye in any order.
H20	Hit and 'open' the number 20 first, then in order 'open' numbers 19,18,17,16,15 and bull's eye
H25	Hit and 'open' bull's eye first, then in order 'open' numbers 15,16,17,18,19 and 20.

G22: LOW PITCH CRICKET (With option of E00, E20, E25, 25/50 & 50/50 Bull)

The game is similar to the Cricket game. EXCEPT the numbers to be shot are changed from "15 to 20 and bull's eye" to "1 to 6 and bull's eye".

Option	Description
E00	Hit and 'open' numbers 1-6 and bull's eye in any order.
E20	Hit and 'open' the number 6 first, then in order 'open' numbers 5, 4, 3, 2, 1 and bull's eye.
E25	Hit and 'open' bull's eye first, then in order 'open' numbers 1, 2, 3, 4, 5 and 6.

G23: COLOR (With option of 100, 200, 300, 400, 500)

To begin this game, player 1 must throw one dart to determine which color (#20 color or #1 color) to shoot at. If player 1 hits a bull's eye with this dart, he/she must throw again to decide the color. All odd number players will be at the same color as player 1 whilst the even number players will be at another color. The double and triple segments are considered to have the same color as the single segment. Each player then tries to hit his/her color target in order to add up to or go over the total scores (which must be decided on and set up in Game Options at the beginning of the game: 100, 200, 300, 400 or 500). If a player throws a dart in an opponent's color, then the mark does not count. The bull's eye does count towards your total scores. The first player reaching the preset final score wins.

100, 200…….500 represent 100 scores, 200 scores…….. 500 scores respectively.

G24: BONUS COLOR (With option of 100, 200, 300, 400, 500)

This game is similar to the Color game with the following EXCEPTION. If a player throws a dart in an opponent's color, all players in this color will get the points added towards their total scores.

100, 200…….500 represent 100 scores, 200 scores…….. 500 scores respectively.

G25: CORRECTIONAL COLOR (With option of 100, 200, 300, 400, 500)

This game is similar to the Color game with the following EXCEPTION. If a player throws a dart in an opponent's color, those points are deducted from this player's total scores.

100, 200…….500 represent 100 scores, 200 scores…….. 500 scores respectively.

G26: NO SCORE COLOR (With option of 003, 004, 005, 006, 007)

This game is similar to the Color game with the following EXCEPTION. Each player tries to hit his/her color target to make one mark. If a player throws a dart in an opponent's color or hit out of the dartboard, one mark is deducted from this player's total marks and he/she loses his/her turn. (The bull's eye does count towards his/her total marks.) The winner will be the only player with marks remaining.

003, 004…. 007 represent 3 marks, 4 marks…. 7 marks respectively.

G27: FREE DART COLOR (With option of 005, 010, 015, 020)

This game is similar to the Color game with the following EXCEPTION. Each player tries to hit his/her color target to gain the highest possible scores. If a player throws a dart in an opponent's color, it does not count towards the total scores. (The bull's eye does count towards his/her total score.) The player with the highest total scores after all the darts are thrown is the winner.

005, 010, 015 and 020 represent 5 darts, 10 darts, 15 darts and 20 darts respectively. The cricket display will count down how many darts you have left.

G28: OVERS (With option of O03, O04, O05……..O20, O21, 25/50 & 50/50 Bull)

The players have to take turns to throw 3 darts. If a player's score is less than the previous player's score, one cricket light will turn off which means he/she loses one life. Before each player shoots in each round, the player score display show the target score (the first target is randomly assigned by the computer). A player will be out of the game when all his/her lives are gone. The last surviving player is the winner.

O03 –O21 represents 3 lives to 21 lives. The cricket display will count down how many lives you have left.

G29: UNDERS (With option of U03, U04, U05……..U20, U21, 25/50 & 50/50 Bull)

This game is played the same as the Overs game with the following EXCEPTION.

    1.   The target score is the lowest score for each turn.

    2.   A missed dart should be counted as 60 by pressing the *Miss* button.

U03-U21 represents 3 lives to 21 lives. The cricket display will count down how many lives you have left.

G30: HALVE-IT (With option of 25/50 & 50/50 Bull)

There are 12 rounds of three darts each in this game. The objective is to score as many points of the designated numbers as possible. The designated numbers for each round are:

Round	12	13	14	D	15	16	17	T	18	19	20	B	Total
Player													

                    D: Double   T: Triple   B: Bull

Scoring occurs when the dart hits the designated area only. All hits are scored at face value. Should all three of a player's darts miss the designated target area, his/her total scores to those points is cut in half. The player with the highest scores at the end is the winner.

G31: BIG-6 (With option of b03, b04, b05……..b20, b21)

Single 6 is the first target to hit when the game begins. Within the three throws, player 1 must hit a 6 to "save" his/her life. After the current target is hit, the next dart thrown will determine the opponent's target. If player 1 fails to hit the current target within 2 darts, he/she will lose the chance to determine the next target for player 2. Player 2 will shoot for a new target generated by computer randomly. 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 bull's eye" or "triple 20". The last player with a life left is the winner.

b03 to b21 represents 3 to 21 lives respectively. The number of lives left is shown on the cricket display.

G32: 21 POINTS (With option of 005, 006, 007, 008, 009, 010, 011)

The object of this game is to get the most marks. A player can get one mark in two ways:

1.   Gets 21 points exactly within 3 darts, or

2.   Has the highest points up to 21 points (if no one gets 21 points in this round)

The player will "bust" when a score is over 21 points and the player cannot get a mark.

After the game is over, the player with the most marks wins the game.

005, 006, 007….. 011 represent 5 rounds, 6 rounds, 7 rounds….. 11 rounds respectively. The cricket display will count down how many rounds you have left.

180-DAY LIMITED WARRANTY

This product is warranted to the original purchaser to be free from defects in material or workmanship for a period of 180 days from the date of the original retail purchase.

This warranty does not cover defects or damage due to improper installation, alteration, accident or any other event beyond the control of the manufacturer. Defects or damage resulting from misuse, abuse or negligence will void this warranty. This warranty does not cover scratching or damage that may result from normal usage.

This product is not intended for institutional or commercial use; the manufacturer does not assume any liability for such use. Institutional or commercial use will void this warranty.

This warranty is nontransferable and is expressly limited to the repair or replacement of the defective product. During the warranty period, the manufacturer shall repair or replace defective parts at no cost to the purchaser. Shipping charges and insurance are not covered and are the responsibility of the purchaser. Labor charges and related expenses for removal, installation or replacement of the product or components are not covered under this warranty.

The manufacturer reserves the right to make substitutions to warranty claims if parts are unavailable or obsolete.

The manufacturer shall not be liable for loss of use of the product or other consequential or incidental costs, expenses or damages incurred by the consumer of any other use. The user assumes all risk of injury resulting from the use of this product.

This warranty is expressly in lieu of all other warranties, expressed or implied, including warranties of merchantability or fitness for use to the extent permitted by Federal or state law. Neither the manufacturer nor any of its representatives assumes any other liability in connection with this product.

All warranty claims must be made through the retailer where the product was originally purchased. A purchase receipt or other proof of date of purchase will be required to process all warranty claims. The model number and part numbers found within the assembly instructions will be required when submitting any parts requests or warranty claims.

For further warranty information or inquiries, please call 800-759-0977

Hathaway

GAMES & SPORTS

Conçu pour le plaisir, construit pour durer™

MODE D'EMPLOI DU JEU DE FLÉCHETTES ÉLECTRIQUE

Pour toute question pendantl'assemblageou l'utilisation de ce produit veuillez appeler au 1800-759-0977

BG50352

Pièces
Fléchettes rouges: NGP7518; Fléchettes bleues: NGP7546

Merci d'avoir acheté ce jeu de fléchettes électronique. Son système de score automatisé rend le jeu facile à jouer et plaisant. Ses 32 modes de jeu et plus de 590 options disponibles assurent que les débutants et les joueurs confirmés trouveront des modes de jeu qui les satisferont. Jusqu'à 8 joueurs peuvent jouer en même temps. Veuillez lire les instructions avant de joueur et assurez vous de les conserver pour référence future.

Montage (Installation)

La cible devrait être accrochée à un crochet mural , avec le coeur de cible à 172.72 cm (68 pouces) au dessus du sol. Les fléchettes sont cens.es être lancées d'une distance d'environ 244cm (96 pouces), alors assurez vous qu'il y'ait environ 3 mètres d'espace libre en avant de la cible.

Inscrivez deux marques l'une à coté de l'autre sur les poteaux muraux à 192 cm (75 pouces 5/8) au dessus du sol avec 14 cm (5 pouces 1/2) d'écart entre elles. Placez 2 vis sur chaque marque avec les têtes de vis dépassant d'environ un demi pouce du mur.

Alignez les trous à l'arrière de la cible avec les têtes de vis, puis installez la cible. Il se peut que vous deviez faire des ajustements aux vis pour que la cible soit bien collée au mur. Une fois la cible installée, le coeur de cible devrait être à 172,72 (68 pouces) du sol.
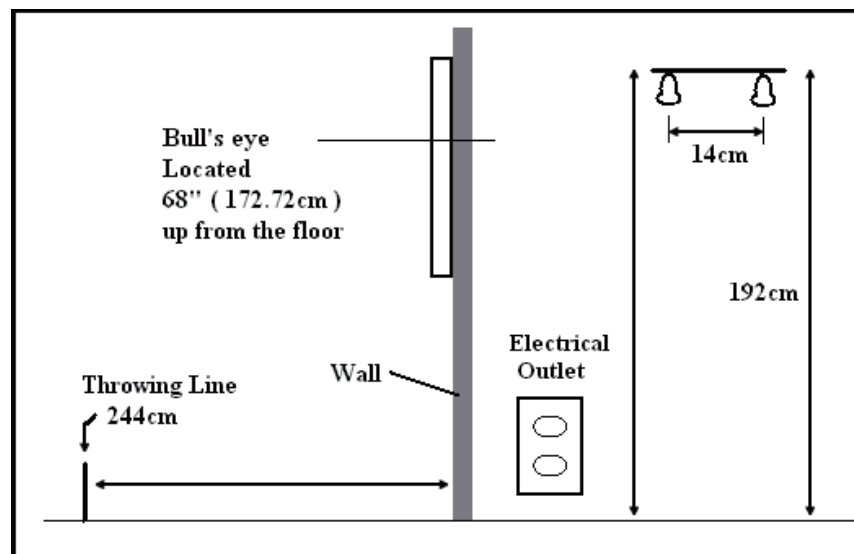
Mounting the game
(View facing wall)

Il y'a 4 trous de montage en avant du boitier de la cible. Ils sont utilisés quand la cible est installée sur une surface en bois/porte. Vissez 4 vis sur les repères comme indiqué ci-dessous jusqu'à ce que les têtes de vis dépassent d'environ un demi pouce de la surface.

BRANCHEMENT

La cible est concue pour être alimentée par 3 piles AA de 1,5 volts (LR?)ou par l'adaptateur. Le compartiment des piles peut être ouvert de l'arrière pour installer les piles. Elle peut aussi être branchée avec un adaptateur électrique (inclus). L'adaptateur est de type UL AC vers 5 V DC, 1000 mA (minimum)avec la polarité suivante : borne positive (+) vers l'extérieur et négative(-) au centre. Pour le branchement, brancher la prise dans l'emplacement requis et connectez à la prise murale. Pour conserver l'électricité cette cible est équipée d'un mode d'extinction automatique. Si la cible n'est pas utilisée, elle s'éteindra après 30 minutes.

AVERTISSEMENT !
- Les piles doivent être remplacées par un adulte.
Les piles non rechargeables ne doivent pas être rechargées.
Les piles rechargeables doivent être retirées du jouet avant d'être chargées.
- Les piles rechargeables ne doivent être rechargées que sous la surveillance d'un adulte.
Les différents types de piles ou les piles neuves et usagées ne doivent pas être mélangés. N'utiliser que des piles du même type ou d'un type équivalent que celles recommandées. Les piles doivent être insérées avec la polarité correcte.
Les piles usées doivent être retirées du jouet.
Les bornes d'alimentation ne doivent pas être court-circuitées.
- Ne pas jeter au feu, dans l'eau ou dans les ordures ménagères.

REMARQUE IMPORTANTE

1. Pendant l'expédition ou au cours du jeu normal, il est possible que des segments de cette planche se coincent temporairement, ce qui entraîne le blocage d'un segment gelé. Si cela se produit, le score du segment bloqué sera compté et affiché lors du changement de joueur. Effectuez les étapes suivantes lorsque cette erreur apparaît :
   a. a. Trouvez le segment coincé.
   b. b. Appuyez fermement sur le segment coincé jusqu'à ce qu'il se détache et se détache. Une fois coincé
   c. sont desserrés, l'erreur doit être supprimée et la cible doit continuer à fonctionner normalement.

   i.
2. Ce jeu est conçu pour être utilisé uniquement avec des fléchettes à embouts souples. N'essayez jamais d'utiliser des fléchettes en acier ou des fléchettes à pointe souple plus longues (longueur maximale : 2,5 cm).
3. Un temps de réaction électronique et mécanique est nécessaire entre les tirs. Si deux tirs se produisent trop près l'un de l'autre, retirez la deuxième fléchette et relancez pour enregistrer correctement votre score.
4. Dans des conditions de jeu avec des transitions électriques rapides, le jeu de fléchettes peut ne pas

fonctionner correctement et nécessiter une réinitialisation.
5. Il s'agit d'un jeu pour adultes qui impliquant des objets pointus. Les enfants ne devraient jouer que sous la surveillance d'un adulte.
6. Avant l'utilisation, veuillez enlever le film de protection de la zone d'affichage.

CALCUL DES POINTS

Segment	Scoring rule
Single segment	Score x 1
Double segment	Score x 2
Triple segment	Score x 3
Outer Bullseye	25 X 1
Inner Bullseye	25 x 2

Triple segment

Outer Bullseye

Inner Bullseye

Single segment

Double segment
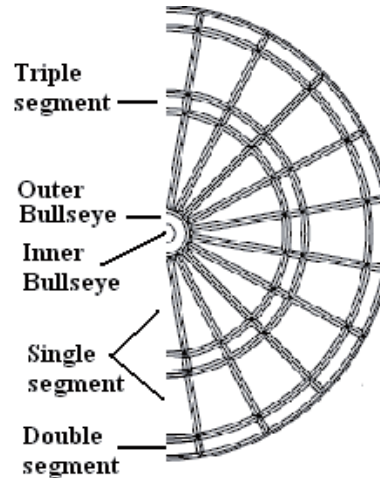
MANUEL D'UTILISATION

1. Appuyez sur le bouton Marche/Arrêt pour allumer le jeu et tous les écrans s'allument avec un son de bienvenue. Lorsque le son s'éteint, l'écran du lecteur et l'écran de la partition affichent respectivement "G01" et "301".

2. Appuyez sur les boutons Haut ou Bas pour sélectionner une partie. La sélection est affichée sur l'écran du joueur et du score. Appuyez ensuite sur le bouton Enter pour confirmer la sélection.

SÉLECTION DU JEU

Jeu	Description	Affichage	Nombre d'option Variations	Nombre de joueurs
G01	301	301	6/ 12	1-8
G02	501	501	6/ 12	1-8
G03	601	601	6/ 12	1-8
G04	701	701	6/ 12	1-8
G05	801	801	6/ 12	1-8
G06	901	901	6/ 12	1-8

G07	301 League	3L1	6/ 48	1-8
G08	501 League	5L1	6/ 48	1-8
G09	601 League	6L1	6/ 48	1-8
G10	701 League	7L1	6/ 48	1-8
G11	801 League	8L1	6/ 48	1-8
G12	901 League	9L1	6/ 48	1-8
G13	Count Up	CUP	9 / 18	1-8
G14	Round the Clock	rCL	12	1-8
G15	Shanghai	SHi	4	1-8
G16	High-Score	HiS	12 / 24	1-8
G17	Shoot Out	S-0	19	1-8
G18	Cricket	Cri	3 / 6	1-8
G19	No Score Cricket	NSc	3 / 6	1-8
G20	Cut Throat Cricket	CUc	3 / 6	1-8
G21	Killer Cricket	LLc	3 / 6	2-8
G22	Low Pitch Cricket	LPc	3 / 6	1-8
G23	Color	CL2	5	1-8
G24	Bonus Color	bC2	5	1-8
G25	Correctional Color	CC2	5	1-8
G26	No Score Color	NC2	5	2-8
G27	Free Dart Color	FdC	4	1-8
G28	Overs	orS	19 / 38	2-8
G29	Unders	Und	19 / 38	2-8
G30	Halve-It	HAL	1 / 2	1-8
G31	Big-6	biG	19	2-8
G32	21 Points	21P	7	1-8

3. Appuyez sur les boutons Haut ou Bas pour sélectionner l'option et appuyez sur le bouton Enter pour confirmer la sélection.

4. Appuyez sur les boutons Haut ou Bas pour sélectionner le nombre de joueurs. Il y a au total 9 sélections de joueurs du mode 1 joueur au mode 8 joueurs plus un mode ordinateur. Appuyez sur le bouton Enter pour confirmer la sélection et démarrer le jeu. Pour plus de 2 joueurs, certains joueurs partageront l'affichage du score du joueur.

5. Si l'option que vous avez sélectionnée et confirmée est en mode Lecteur d'ordinateur, vous jouerez contre l'ordinateur. Appuyez sur les boutons Haut ou Bas pour sélectionner les niveaux du lecteur d'ordinateur et appuyez sur le bouton Enter pour démarrer le jeu. Les cinq niveaux du lecteur d'ordinateur sont les suivants :

      C-1 : Débutant
      C-2 : Intermédiaire
      C-3 : Avancé
      C-4 : Expert
      C-5: Professionnel

6. Dans le cas ou vous jouez le coeur de cible à 25/50 & 50/50 , vous pouvez appuyer sur les boutons Haut ou Bas pour sélectionner et appuyez sur la touche Entrée pour confirmer la sélection. 25/50 (coeur de cible extérieur 25 et coeur de cible intérieur 50) et 50/50 (taureau intérieur et extérieur 50).

7. Pendant le jeu, lorsque l'ordinateur annonce "NEXT", aucune pression sur les segments n'activera la cible. Le joueur doit enlever toutes les fléchettes et appuyer sur le bouton Suivant pour le tour suivant du joueur. Le jeu de fléchettes passera automatiquement au joueur suivant.

si le plateau n'a pas été joué pendant environ 10 secondes après l'annonce "NEXT".

8. Appuyez sur le bouton Miss pour marquer 0 et enregistrer une fléchette lorsqu'une fléchette touche le receveur de fléchettes WEB ou manque complètement le plateau pendant le jeu.

9. Si vous voulez réinitialiser le jeu, appuyez sur le bouton Reset et maintenez-le enfoncé pendant 2 secondes.

10. En cours de lecture, vous pouvez appuyer sur le bouton Enter pour vérifier les scores des autres joueurs.

joueurs.

11. Maintenez le bouton Marche/Arrêt enfoncé pendant 3 secondes pour éteindre le jeu. Pour économiser l'énergie

la carte est équipée d'une fonction de mise hors tension automatique. Si le jeu n'a pas été joué pendant 30 minutes, le jeu s'éteindra automatiquement.