Karella CB-50 Dart Machine Instruction Manual

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   Instruction Manual
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Karella Dartautomat
CB-50

Operation manual

Art-Nr. 8072.03

This sports equipment is designed exclusively for private use. In the event of commercial use or use not in accordance with the article of any kind, all warranty claims are void!

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Content

Carefully unpack your new electronic soft dartboard CB-50 and check if all components are included. The delivery includes the following components:

- 1 electronic dartboard
- Replacement pack of soft tips
- 12 darts
- User manual
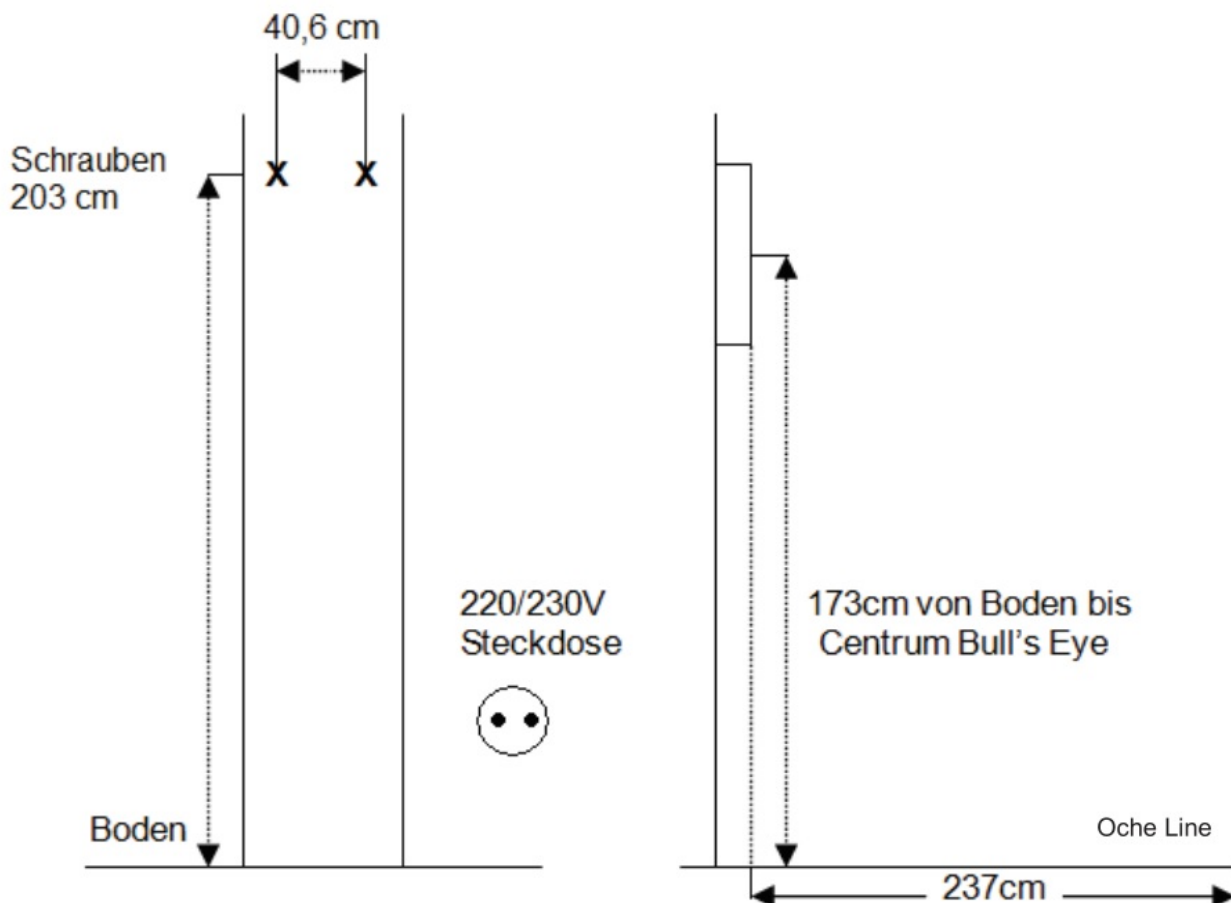- Power adapter 5V DC, 1.0 A

Exploded View

1. Außenring
2. Einfach-Segmente
3. Doppel-Segmente
4. Dreifach-Segmente
5. Bull´s Eye = 25 Punkte
6. Double Bull´s Eye = 50 Punkte
7. Lautsprecher
8. START/HOLD-Taste
9. Display
10. SELECT-Taste
11. GAME-Taste
12. PLAYER/PAGE-Taste
13. CYBERMATCH-Taste
14. RESET-Taste
15. BOUNCE OUT-Taste
16. DART OUT/SCORE-Taste
17. DOUBLE/MISS-Taste
18. START/HOLD-Taste
19. GAME/GUARD-Taste
20. POWER-Taste
21. Buchse für Adapteranschluß

Assembly instruction

Hang the dartboard in a location where there is a minimum throwing distance of 3 meters. When throwing, stand behind an imaginary line that is 2.37 meters away from the front surface of the board. The center of the board (Bull's Eye) should be at a height of 1.73 meters from the ground (official tournament height).

To mount the board at the correct height, mark a point on the wall at 203 cm above the floor. Then, mark a second point at the same height with a distance of 40.6 cm from the first marked point. These two marks should now be where you attach the screws. Please consider the specific conditions of your wall where the board will be mounted. Ensure that the screws are screwed in as straight as possible so that the dartboard hangs straight later. Hang the dartboard by aligning the holes on the back of the dartboard with the screws. The screws may need to be tightened until the board is securely against the wall.

40,6 cm

Schrauben 203 cm

X X

220/230V Steckdose

Boden

173cm von Boden bis Centrum Bull's Eye

Oche Line

237cm

Power Connection

The Electronic Soft Dartboard CB-50 is powered by a 5V DC, 1.0 A adapter. Insert the adapter plug into the socket on the right side of the dartboard and plug the power plug into the electrical outlet. Ensure that the voltage matches that of your household power supply.

Display Protective Film

The display of your electronic dartboard is protected by a transparent film to prevent scratching during transport. We recommend removing this film before your first game to ensure better visibility of the display area. To remove it, lift the film from one corner, peel it off, and dispose of it.

Functions

POWER-Button: Turn the device on and off.
START/HOLD-Button: This multifunction button can perform the following functions:

- START the game after all desired options have been selected.

- SWITCH to the next player when a player has completed their round. The dartboard goes into HOLD mode between rounds to allow for arrow retrieval from the target area

SELECT-Button: Use this button to adjust the different difficulty levels of individual games.

GAME/GUARD-Button: This button allows you to navigate through the game menu on the display. Additionally, it can activate a key lock during the game, preventing an errant dart from accidentally erasing the game if it hits one of the function buttons. To activate this function, press the GAME/GUARD button once after starting a game. An audible signal will indicate that this function is active. While the function is active, all other buttons are locked. The GAME/GUARD function can be deactivated at any time by pressing the GAME/GUARD button **again.**

PLAYER/PAGE-Button: This button is used to input the number of players at the beginning of the game. It can also be used to access the score of the other player not displayed on the active screen. The dartboard can store the scores of up to 16 players. With this button, you can display the scores of the remaining players as needed.

CYBERMATCH-Button: Activating the Cybermatch Function, where you can play against the computer. Hold the button down to cycle through the 5 different difficulty levels. Cybermatch Difficulty Levels:

Level 1 (C1) Professional
Level 2 (C2) Expert
Level 3 (C3) Advanced
Level 4 (C4) Beginner II
Level 5 (C5) Beginner I

RESET-Button: This button can be used to trigger the deletion of the current score and return to the start of the game.

BOUNCE OUT-Button: Before the game, decide whether arrows that do not stick in the dartboard (so-called "bounce-outs") should be counted. If you choose not to count these arrows, simply press the BOUNCE OUT button when an arrow falls down to subtract the registered score.

DOUBLE/MISS-Button: This button is used to activate the "Double In/Double Out" function for the "01" games. This function is only active when games like 301, 401, etc., are selected. Press the button when you want to register an arrow that missed the target area. The DOUBLE/MISS button can also activate the MASTER OUT function for "01" games. This function allows players to finish a game by hitting a double or triple segment and reaching zero points. Press the DOUBLE/MISS button repeatedly until the MASTER OUT display lights up. The selection will be confirmed by an audible signal.

SOUND-Button: Volume Control for Audible Signals in 8 Levels.

DART OUT/SCORE-Button: This feature can only be activated during the "01" games. If a player has fewer than 160 points, they can use this button to get suggestions on which fields offer the best chances of winning or how to throw their three darts to reach their target. Please note that DOUBLE and TRIPLE hits will be indicated with two or three marks to the left of the number. With the SCORE function, you can display another player's points on the large display.

Starting a Game

1. Press the POWER button to activate the dartboard. During the display self-test, a melody will play.
2. Press the GAME button until the desired game is displayed (see game menu).
3. Press the PLAYER/PAGE button to select the number of players (1-16). The default setting is 2 players.
4. Press the DOUBLE button to set Double or MasterOut (only for X01 games).
5. Press the CYBERMATCH button to choose the Cybermatch game level (Level 1 to 5).
6. Press the START/HOLD button (red) to activate the game.
7. Throw the darts. The dart display is located to the right of the score display. The number of arrows displayed

indicates how many throws the active player has left. When all 3 darts have been thrown, a voice announcement says "Next Player," and the score blinks. When all darts have been removed from the board, press the START button to switch to the next player. A voice announcement will indicate which player's turn it is.

Current Score Display
The CB-50 has a total of 4 LED indicators. The displays show current scores for up to 16 players. Cricket viewing is also done on these displays.

Demo Mode

To hear all the voice and sound functions of your dart set, follow these steps:

1. Turn on the dart set using the POWER button.
2. Wait for the entrance music to play.
3. Press the GAME button once.
4. Quickly press the BOUNCE OUT button 4 times in a row.
5. To turn off this function, press any button.

Proper Use of the Electronic Dartboard

- Never use darts with metal tips on this dartboard. Darts with metal tips can cause serious damage to the electronic circuit and affect the functionality of your dartboard
- Avoid applying excessive force when throwing darts. If darts are thrown too hard, the tips are often damaged, and the dartboard wears out faster.
- When removing darts from the board, twist them clockwise. They will come out more easily, and the tips will last longer.
- Use only the provided power adapter. Using the wrong adapter can result in electric shock and damage to the electronic circuits.
- Avoid spilling liquids over the dartboard. Do not use spray cleaners or cleaners with ammonia or aggressive chemicals.

Game Rules
The electronic dartboard comes pre-programmed with various games and game options. The rules for each game are described in detail below. The order corresponds to the display on the screen when scrolling through the games. Each game is associated with a game number.

G01 = Game 1 = COUNT DOWN 301, 401, 501, 601, 701, 801, 901
In this popular tournament and pub game, players subtract each dart's score from the starting number (e.g., 301) until the player reaches exactly zero (0) points. If a player goes over zero, it is considered a "bust," and the points count back to the beginning of that round. For example, if a player needs 32 points to reach zero and then throws 20, 8, and 10 (totaling 38), the player will start the next round with a score of 32.

This game can be played with the Double In/Double Out option (Double Out being the most common variation). Double In: Before points are deducted from the total score, a double ring must be hit. In other words, scoring begins after hitting a double ring.
Double Out: To finish the game, a double ring must be hit. This means an even number is required to finish the game.

Double In and Double Out: Each player must hit a double ring to start and finish the game.
Double In and MASTER Out: Each player must hit a double ring to start and hit a double or triple ring to finish.
MASTER Out: Each player must hit a double or triple ring to finish the game.

DART Out: The dartboard has a special DART OUT function for "01" games. If a player has less than 160 points, they can use the DART OUT button to get suggestions on which sectors to aim their three darts to win the game (they must reach exactly 0 points). DOUBLES and TRIPLES are indicated with corresponding 2 or 3 lines to the left side of each number.

There are additional difficulty levels for the 301 game, including:

401 Starting number ist 401
501 Starting number ist 501
601 Starting number ist 601
701 Starting number ist 701
801 Starting number ist 801
901 Starting number ist 901

To select these game variants, you must press the "SELECT" button. Each of these game variants is played like 301, but the difference lies in starting with a different initial score.

G02 = Game 2 = CRICKET
Cricket is a strategic game suitable for both experienced players and beginners. Players aim at numbers that suit them best and can force their opponents to throw at less suitable numbers. The goal of Cricket is to "close" all matching numbers before your opponent while simultaneously achieving the highest score.
Only numbers 15 to 20 and the inner/outer Bullseye are used. Each player must hit a number 3 times to "open" that segment for scoring. Once a player has opened a segment, they score each time they hit a dart in that segment, provided their opponent has not closed that segment. Hitting the double ring counts as 2 hits, and the triple ring counts as 3 hits. Numbers can be opened or closed in any order. A number is considered "closed" when the opposing player(s) hit the open segment three times. Once a number is "closed," no other player can score on it.

How to win
The player who first closes all numbers and achieves the highest total score is the winner. If a player closes all numbers first but is behind in points, they must continue with the "open" numbers. If the player does not catch up in points before the opponents close all numbers, the opposing side wins. The game continues until all segments are closed, and the winner is the player with the highest score.

Scoring
Scoring in Cricket is easy to understand. Each segment has three light indicators to display the required hits to "open" or "close" that segment. When a segment is hit, a lit LED in the display goes out, indicating the remaining number of hits needed to "open" or "close" that segment. A diagram of the LED displays can be found below.

20	19	18	17	16	15	B
III	III	III	III	III	III	III
III	III	III	III	III	III	III
III	III	III	III	III	III	III
III	III	III	III	III	III	III

After hitting a segment three times, that segment is considered "open," and you will hear the announcement "OPEN." If the player hits the segment again, you will hear "SCORE." From this point on, you can use the Player button to check the scores of individual players.

NO-SCORE CRICKET

The rules are the same as standard Cricket, but no scoring is done. The goal of this game version is simply to be the first to "close" all matching numbers (15 to 20 and the Bullseye).

G03 = Game 3 = SCRAM (For 2 players only)

This game is a variation of Cricket and consists of two rounds. In each round, players have a different objective. In Round 1, Player 1 tries to "close" (3 hits per segment – 15 to 20 and Bullseye). During this time, Player 2 tries to collect as many points as possible in the segments that the other player has not closed. When Player 1 has closed all segments, Round 1 ends. In Round 2, the roles of the players are reversed. Player 2 now tries to close all segments, while Player 1 collects points. The game ends when Round 2 is completed (Player 2 closes all segments). The player with the highest total score wins.

G04 = Game 4 = CUT-THROAT CRICKET

The basic rules are the same as standard Cricket, but in this version, points are added to the opponent's total score from the beginning of scoring. The goal is to finish the game with as few points as possible. This variation of Cricket introduces a new psychological element. It's not just about increasing your own score and progressing as far as possible, as in standard Cricket; in Cut-Throat Cricket, you can also push your opponent further back with points. Highly competitive players will love this variation!

G05 = Game 5 = ENGLISH CRICKET

This game is another variation of CRICKET and consists of two rounds where players have different objectives to pursue. In the first round, Player No. 2 tries to hit the Bullseyes. They must hit a total of nine Bullseyes to complete Round 1, with the DOUBLE BULL'S EYE counting as two hits. Meanwhile, Player No. 1 tries to score as many points as possible. Double and triple segments count as double and triple points. Player No. 1 must score at least 40 points in each round because only points above 40 are counted (e.g., if the total score after three throws is 45, the points scored are 5). If the total score after three throws is below 40 points, no points are awarded. Once Player No. 2 has hit nine Bullseyes, the roles switch for both players. The game ends when Round 2 is completed, meaning when Player No. 1 hits nine Bullseyes. The player with the highest total score wins.

G06 = Game 6 = ADVANCED CRICKET

In this challenging variation of CRICKET, players must "close" the segments 20, 19, 18, 17, 16, 15, and Bullseye by hitting only double and triple segments. Double segments count as single hits, and triple segments count as double hits. The player who first closes all segments and achieves the highest score wins.

G07 = Game 7 = SHOOTER

This game tests the players' ability to place multiple darts in a segment during one turn. The computer randomly selects the segment to aim for. The points are scored as follows:

Single segment = 1 point
Double segment = 2 points
Triple segment = 3 points

If the computer selects Bullseye, the outer Bullseye is worth 2 points, and the inner Bullseye is worth 4 points. The player with the most points at the end of the game is the winner.

G08 = Game 8 = BIG SIX

This game allows players to dictate the target for their opponents. However, players must earn the chance to choose the target by hitting the current target. The first target is Single 6. Before the game begins, players must agree on how many "lives" each player has. Within three throws, Player 1 must hit a "6" to save their life. After hitting this target, the next dart determines the opponent's target. If Player 1 fails to hit the target, they lose a life and the opportunity to choose the next target. Player 2 must then attempt to hit the "6," and so on. Single, Double, and Triple segments are considered separate target segments in this game. The goal is to choose target segments that are difficult for the opponent to hit (e.g., "Double Bull's Eye" or "Triple 20"), causing them to lose their "lives." The player who is the last one with remaining "lives" wins.

G09 = Game 9 = OVERS

In this game, each player must score more points than the previous player in three throws. Before the game begins, the number of "lives" or rounds is determined. If a player scores fewer or the same number of points as their predecessor, they lose a "life." The LED display on the right side flashes once for each lost life. The player

who is the last one with remaining "lives" wins.

G10 = Game 10 = UNDERS
This game is the opposite of OVERS. Players must score fewer points than their predecessors. The game starts with the highest possible score (180 points). If a player scores more points than their predecessor, they lose a "life." Any dart outside of the segments and dropped darts are penalized with 60 points. The last player with remaining "lives" wins.

G11 = Game 11 = COUNT-UP
The objective of the game is to be the first to reach the predetermined total score (300), which is set when selecting the game. Each player attempts to accumulate as many points as possible in each round. Double and triple segments double or triple the numerical value of the individual segments, respectively. For example, if a dart lands in the Triple 20 segment, that's worth 60 points. The total score for each player is displayed on the screen as the game progresses. Other variations of this game are described below. The rules are the same except for the varying total score as indicated by the last number.

COUNT-UP 400
COUNT-UP 500
COUNT-UP 600
COUNT-UP 700
COUNT-UP 800
COUNT-UP 900
COUNT-UP 999

G12 = Game 12 = High Score
The rules for this competitive game are simple. The winner must have scored the most points in three rounds (nine darts). Double and triple segments count as double or triple points for the respective segment. Other variations of this game are described below. The rules are the same, except for the number of rounds, which is indicated by the last number.

High Score – 4 Rounds High Score – 10 Rounds
High Score – 5 Rounds High Score – 11 Rounds
High Score – 6 Rounds High Score – 12 Rounds
High Score – 7 Rounds High Score – 13 Rounds
High Score – 8 Rounds High Score – 14 Rounds
High Score – 9 Rounds

G13 = Game 13 = ROUND-THE-CLOCK
Each player attempts to score in succession from 1 to 20 and the bullseye. Each player throws 3 darts per round. If they hit the correct number, they then aim for the following number. The first player to reach 20 wins. The display indicates which segment to throw at. A player must aim at a segment until they hit it, and then the display shows the next segment to target.

For this game, many difficulty levels can be set. In each game, the same rules apply with the following differences:
ROUND-THE-CLOCK 5 – The game starts with segment number 5.
ROUND-THE-CLOCK 10 – The game starts with segment number 10.
ROUND-THE-CLOCK 15 – The game starts with segment number 15.

Since no scoring is done in this game, double and triple rings count as single numbers. For those who love a challenge, additional difficulty levels are available:

ROUND-THE-CLOCK Double – Players must hit a double in each segment in the order from 1 to 20.
ROUND-THE-CLOCK Double 5 – The game starts with double segment 5.
ROUND-THE-CLOCK Double 10 – The game starts with double segment 10.
ROUND-THE-CLOCK Double 15 – The game starts with double segment 15.

ROUND-THE-CLOCK Triple – Players must hit a triple in each segment in the order from 1 to 20.
ROUND-THE-CLOCK Triple 5 – The game starts with triple segment 5.
ROUND-THE-CLOCK Triple 10 – The game starts with triple segment 10.
ROUND-THE-CLOCK Triple 15 – The game starts with triple segment 15.

G14 = Game 14 = KILLER

In this game, you find out who your true friends are. The game can also be played with two players, but the more players, the more exciting it becomes. At the beginning, each player selects their number by throwing a dart at the target area. The LED display will show the message "SEL." Each player keeps the assigned number for the entire game, and two players cannot have the same number. Once each player has a number, the game begins.
Your first goal is to designate yourself as a "Killer" by hitting the double ring of your chosen number. Once you achieve this, you become a "Killer" for the rest of the game. Your next goal is to "kill" your opponents, meaning ou must hit their segment number until they have lost all their "lives." The last player with remaining lives is the winner. You can also form a "team" and try to eliminate the stronger player from the field.

G15 = Game 15 = DOUBLE DOWN

Each player starts the game with 40 points. The goal is to land as many hits as possible in the active segment of the current round. In the first round, the player must throw at the 15 segments. If they don't hit any 15 segments, their score is halved. When they do hit 15 segments (double and triple rings count accordingly), each 15 is added to the starting total. In the next round, players throw at the 16 segment, and the hits are added to the new cumulative score. If no hits are recorded, the total score is halved.
Each player takes turns throwing at the numbers indicated in the table below (the active segment to aim for is displayed on the screen). The winner is the player who finishes the game with the highest score.

	every Double Field				every Triple Field			Bullseye		
	15	16	DBL	17	18	TPL	19	20	B	TAL
Player 1										
Player 2										

G16 = Game 16 = DOUBLE DOWN 41

This game follows the same rules as Double Down, with two exceptions. Firstly, you don't throw in the order from 15 to 20 and Bullseye, but the order is reversed, as indicated on the LED display. Secondly, towards the end of the game, there is an additional round where players must try to land three hits that total 41 points (20, 20, 1; 19, 19, 3; D10, D10, 1, etc.). This "41-round" adds an additional level of difficulty to the game. Remember, a player's score is halved if they fail, so the "41-round" is quite a challenge!

	every Double Field				every Triple Field		41er Round	Bullseye		
	20	19	DBL	18	17	TPL	16	15	41	B	TAL
Player 1										
Player 2										

G17 = Game 17 = ALL FIVES

In this game, the entire board is in play (all segments are active). In each round (3 darts), players must achieve a total score that is divisible by 5. Each "five" counts as one point. For example: 10, 10, 5 = 25. 25 is divisible by 5 five times, so the player receives 5 points (25 ÷ 5 = 5).

If a player throws a total score with their 3 darts that is not divisible by 5, they receive no points. Additionally, the last dart in each round must land in a segment. If a player throws the third dart, and it lands in the outer ring (or misses the board entirely), they receive no points, even if their first two darts achieved a score divisible by 5. This

prevents a player from intentionally missing the third dart when their first two throws were good. The first player to reach a total of fifty-one (51) "fives" is the winner. The LCD display always shows the current score.

There are variations of this game with different target scores, as indicated by the last number:

ALL FIVES – 61
ALL FIVES – 71
ALL FIVES – 81
ALL FIVES – 91

G18 = Game 18 = SHANGHAI
Each player must work their way through the dartboard from 1 to 20 consecutively. Players start at number 1 and throw 3 darts. The goal is to score as many points as possible with 3 darts in each round. Double and triple segments also count towards your score. The player who achieves the highest score after going through all twenty segments is the winner. There are variations of this game where the starting segment changes, as indicated by the number after the game:

SHANGHAI 5 (G53) – The game starts with segment 5
SHANGHAI 10 (G54) – The game starts with segment 10
SHANGHAI 15 (G55) – The game starts with segment 15

G19 = Game 19 = GOLF
This game is a simulation of golf played on a dartboard. The objective is to complete a round of 9 or 18 "holes" with the lowest score possible. The Master "golf course" consists of all Par-3 holes, resulting in a Par-27 for a 9-hole round and a Par-54 for an 18-hole round.
Segments 1 to 18 are used, with each number representing a "hole." You must land 3 hits in each hole before moving on to the next one. Double and triple rings also affect your score, as they allow you to complete a hole with fewer strokes. For example, if a player hits a triple ring on the first throw in a hole, it's called an "Eagle," and the player has completed that hole in 1 "stroke."
Note: The active player throws their darts until they have landed 3 hits on the current hole. The voice announcement indicates which player's turn it is. Pay close attention to ensure you throw in the correct order.

There are variations of this game with different numbers of holes:

GOLF – 9 Holes: Play with 9 holes (rounds).
GOLF – 18 Holes: Play with 18 holes (rounds).

The rules are the same, except for the number of holes played, as indicated by the number in the game description.

G20 = Game 20 = FOOTBALL
In this game, you might want to wear a protective helmet! First, each player needs to select their "field" by either throwing a dart or touching a segment with their finger. You can choose your preferred method, but the segment you select will be your starting segment as you progress from the Bullseye to the other side of the Bullseye.
For example, if you've chosen Segment 20, you start on the Double Ring 20 (outer ring) and then move on to Double Ring 3. The "field" consists of 11 individual segments that must be hit in sequence. So, sticking with our example, you'd have to throw the darts successively into the following segments:
Double 20 … Outer Single 20 … Triple 20 … Inner Single 20 … Outer Bullseye … Inner Bullseye … Outer Bullseye … Inner Single 3 … Triple 3 … Outer Single 3 … and finally, a Double 3.
The first player to reach this point is the winner. The LCD display shows your progress and indicates which segment you need to aim for next.

G21 = Game 21 = BASEBALL – 9 Innings
In this dartboard version of baseball, you need to be very skilled. Like in real baseball, a complete game consists

of 9 innings (rounds). Each player throws 3 darts per inning. The field is arranged as shown in the illustration.

Segment Result
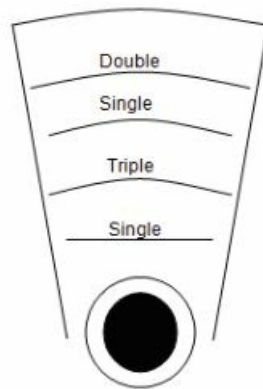
Single segment SINGLE = Single = one "base"
Double segment DOUBLE = Double = two "bases"
Triple segment TRIPLE = Triple = three "bases"
Bullseye = "Home Run" (can only be attempted with the third dart in each inning)
The goal of the game is to score as many runs as possible per inning.
The player with the most runs at the end of the game is the winner.

G22 = Game 22 = STEEPLECHASE
The goal of this game is to be the first to complete the "race" by finishing your "track" first. The track starts at Segment 20 and proceeds clockwise around the board to Segment 5, ending with a bullseye. Sounds easy? Well, there's one catch: you must hit the inner single segment of each number to progress along the track. That's the area between the bullseye and the triple ring. Just like in a real obstacle race, you'll need to overcome obstacles (hurdles) along the way. These four hurdles are found in the following segments:

1. Hurdle Triple 13

2. Hurdle Triple 17

3. Hurdle Triple 8

4. Hurdle Triple 5

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

G23 = Game 23 = ELIMINATION (3 variants)
In this game, the opponents must be "eliminated." The rules are very simple: each player must achieve a higher score with their 3 throws than the player before them. Each player starts with 3 "lives." If a player scores lower than the player before them, they lose a "life." The winner is the last player remaining with "lives." To change the number of "lives" to 4 or 5, please press the SELECT button.

G24 = Game 24 = HORSESHOES
In this game for 2 players, only the 20 segments and the 3 segments, representing the two horseshoes, are used. Player 1 aims for the 20 segments, and Player 2 aims for the 3 segments. Points are counted per round.
The player who reaches 15 points first is the winner. The point scoring in HORSESHOES is as follows:

Triple segment: 3 points
Double segment: 2 points
Single segment: 1 point

Only the player with the most points gets them credited. For example, if Player 1 scores a total of 3 points in the

round, and Player 2 scores only 1 point, only Player 1 gets 3 points credited for that round. The player who first reaches 15 points wins the game. Difficulty Levels: To make the game more challenging, you can increase the number of points required to win to 15-25 points. To do this, press the SELECT button before starting the game.

G25 = Game 25 = BATTLEGROUND (4 variants)
In this game for 2 players, the dartboard is divided into a "battlefield" with two halves. The player who first hits all the segments on the opponent's side wins the game. The segments can be hit in any order. Player 1 is the "upper army" and throws the darts at the lower segments (6, 10, 15, 2, 17, 3, 19, 7, 16, 8). Player 2 is the "lower army" and aims for the upper segments (11, 14, 9, 12, 5, 20, 1, 18, 4, 13). If a player hits a segment on their own side, they lose that segment.

3	19	7	16	8	General	Flag
✘	✘	✘	✘	✘	◯	⊗
6	10	15	2	17		
20	1	18	4	13	General	Flag
✘	✘	✘	✘	✘	◯	⊗
11	14	9	12	5		

The upper CRICKET display shows the "army" of Player 1, and the "army" of Player 2 is displayed in the second row. Each time a segment is hit, the corresponding light on the display goes out. The display shows the players which segments still need to be hit. There are various variations to make the game more complicated:
Battleground Doubles: Only double segments count for eliminating soldiers.
Battleground Triples: Only triple segments count for eliminating soldiers.
Battleground with Generals: After eliminating all enemy soldiers, the enemy general must be eliminated. The Bullseye represents the general in this version.

G26 = Game 26 = ADVANCED BATTLEGROUND
The rules are the same as in BATTLEGROUND, but there are also "landmines" on the battlefield. These are located on the double and triple segments in the opponent's half. If a player hits a double or triple segment of the opponent, they lose their own segment on the opposite side. For example, if a player hits the triple ring of 6, they lose their segment 11. A mine can only be triggered once per segment.

G27 = Game 27 = PAINTBALL (3 variants)
This game is very similar to BATTLEGROUND, but there is a different way to win the "battle." Similar to "real" paintball, you win the game by capturing the opponent's flag. To capture the flag, you must hit the double bull'seye twice. Hits on the single bull's-eye do not count. Hits on the double bull's-eye are added up during the game. The winner is the first player to either hit all of the opponent's segments or capture the opponent's flag.

Difficulty levels:
PAINTBALL DOUBLES:
Players must either hit the double bull's-eye three times to capture the opponent's flag or disable the opponent's segments by hitting the double segments.
PAINTBALL TRIPLES:
Players must either hit the double bull's-eye three times to capture the opponent's flag or disable the opponent's segments by hitting the triple segments.

Game Overview

Nr.	Name	Nr.	Name
G01	301-901	G15	Double Down
G02	Cricket	G16	Forty One
G03	Scram	G17	All Fives
G04	Cut-Throat Cricket	G18	Shanghai
G05	English Cricket	G19	Golf
G06	Advanced Cricket	G20	Football
G07	Shooter	G21	Baseball
G08	Big Six	G22	Steeplechase
G09	Overs	G23	Elimination
G10	Unders	G24	Horseshoes
G11	Count-Up	G25	Battleground
G12	High Score	G26	Advanced Battleground
G13	Round-The-Clock	G27	Paintball
G14	Killer		

Important Notes

Tips for Removing Dart Arrows
Turn the arrows clockwise when removing them from the board. This makes them easier to pull out and prolongs the life of the tips.

Jammed Segment
Occasionally, a segment may become jammed during play. If this happens, the game will pause, and the display will indicate that a segment is jammed. To release the segment, simply pull the dart arrow or broken dart tip out of the segment. If the issue persists, gently wiggle the segment until it loosens. The game will resume where it left off.

Broken Dart Tips
Sometimes, a tip may break and become stuck in a segment. Attempt to grasp the broken tip with pliers or tweezers and remove it carefully. If this does not work, you can try pushing the broken tip through the segment to the backside. Use a blunt nail or similar tool smaller than the hole in the segment to gently push the broken tip backward until it falls out on the other side. Do not exert excessive force to avoid damaging the electronic components behind it. This minor "repair" should be done with the power cord unplugged. Please note that plastic dart tips may occasionally break. Replacement tips are included with the dart set, and additional ones can be purchased from specialty retailers as needed.

Darts
Please use dart arrows that weigh less than 18 grams for this dart game. The included dart sets each weigh 12 grams and have standard plastic tips. Replacement tips and 12 dart arrows are included with the dart game. Please be aware that dart arrows are not covered by the warranty as they are consumable items. Additional arrows can be purchased from specialty retailers as needed.

Cleaning

Use a dust cloth or a slightly damp cloth for cleaning. If necessary, mild cleaning agents can be used. Avoid using sharp or ammonia-based cleaning agents, as they can damage the dart set. Do not allow liquids to enter the dartboard, as this can cause permanent damage.

These guidelines will help ensure that you enjoy the dart game safely and maintain the equipment for lasting use.

Warranty Conditions

The current legal warranty conditions apply. For spare part orders and repair requests, please submit your requests exclusively in writing, along with the purchase receipt and specifying the desired part number, to your point of purchase or directly to:

Note of Disposal
This electrical appliance must not be disposed of in household waste at the end of its life cycle. Please ensure that the device and all associated components are properly disposed of to prevent potential negative impacts on the environment and health that could result from improper disposal of the old appliance.
The symbol on the product indicates that it should not be disposed of in regular household waste but must be handed over to the respective municipal collection systems for electrical and electronic waste.

Manufacturer

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WEEE-Reg.-№: DE 91046067

Contents

Documents / Resources

Karella CB-50 Dart Machine [pdf] Instruction Manual
CB-50 Dart Machine, CB-50, Dart Machine, Machine

References

- **winsport.de**
- **User Manual**