




Kings Dart 2509411 Elektronische Dartscheibe User Guide

[Home](#) » [Kings Dart](#) » Kings Dart 2509411 Elektronische Dartscheibe User Guide 

Contents

- [1 Kings Dart 2509411 Elektronische Dartscheibe](#)
- [2 Product Usage Instructions](#)
- [3 Frequently Asked Questions](#)
- [4 Unpacking the Game](#)
- [5 Mounting with adapter](#)
- [6 Dartboard Functions](#)
- [7 Electronic Dartboard Operation](#)
- [8 The 38 available games](#)
- [9 Caring for your Electronic Dartboard](#)
- [10 Disposal](#)
- [11 Documents / Resources](#)
 - [11.1 References](#)

Kings Dart 

Kings Dart 2509411 Elektronische Dartscheibe



Product Specifications

- **Brand:** Kings Dart
- **Model:** 2509411 Electronic Dart Board Cabinet
- **Product Code:** 0323216 2023 Sportime
- **Manual:** Art. 2509411 f.

Product Usage Instructions

Unpacking and Mounting

- Choose a location with about 10 feet of open space in front of the dartboard. Mark the center location on the wall and hang the dartboard ensuring the bullseye is at the correct height.
- Mount the dartboard on the wall using the provided screws and adjust as needed for a snug fit. For added security, fasten four screws through the holes located in the catch ring area.

Functions of the Dartboard

- POWER Button
- START Button
- GAME Button
- SELECT Button
- PLAYER/PAGE Button
- DOUBLE/MISS Button
- SOUND Button
- iMATCH/RETURN Button

iMatch Difficulty Levels

- C1 – Professional
- C2 – Advanced
- C3 – Intermediate
- C4 – Novice

Electronic Dartboard Operation

1. Press POWER to activate the dartboard.
2. Select the desired game using the GAME button.
3. Use the DOUBLE button to set starting options.

Available Games

301 – Players subtract darts from the starting total until reaching exactly 0.

Frequently Asked Questions

Q: How do I power on the dartboard?

A: Press the POWER button to activate the dartboard.

Q: What is the purpose of the DOUBLE button?

A: The DOUBLE button is used to select starting options in the game.

Q: How do I select different games on the dartboard?

A: Press the GAME button to cycle through and select the desired game.

Kings Dart Elektronische Dartscheibe „Cabinett“

Kings Dart Electronic Dart Board "Cabinett"

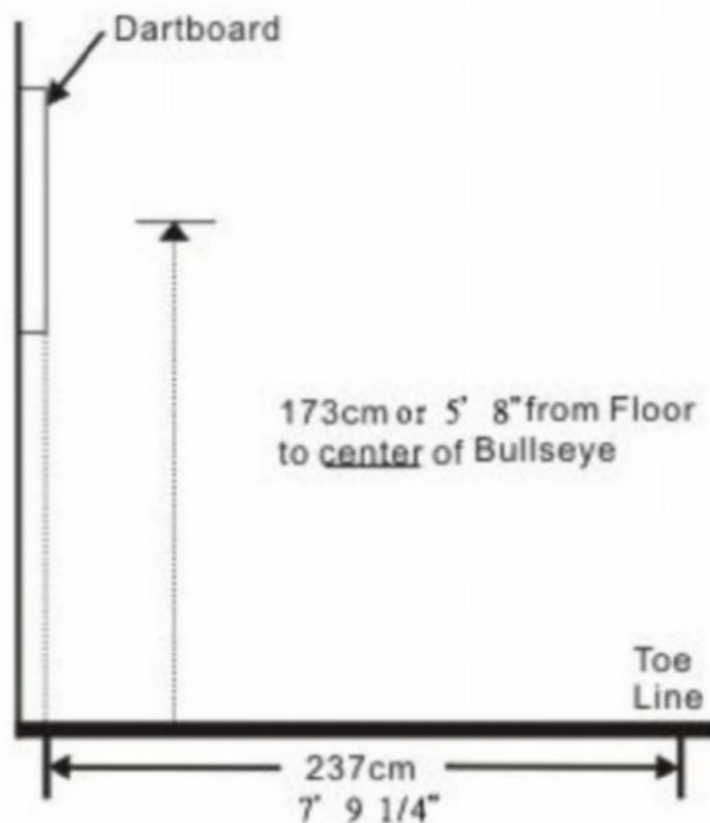
Unpacking the Game

Unpack your new dartboard carefully, making sure all parts are included. The following components are included in this set:

- 1 Electronic Dartboard
- Soft tip replacement pack
- 6 Darts (unassembled)
- Owner's Manual

Mounting with adapter

- Choose a location to hang the dartboard which is about 10 feet (3.048 m) of open space in front of the board. The “toe-line” should be 7’9 1/4” (2.37 M) from the face of the dartboard. Since this dartboard is powered with an AC adapter, you could mount it close to an electronic outlet for convenience.
- No matter whether the dartboard has horizontal or vertical hang hole(s), the center of the bullseye should be 5’8” (1.73 m) from the ground. Mark the center location on the wall. Measure the distance between the hang hole(s) and the center. Then, make the mark(s) for the hang hole(s). Make sure the second mark for the hang hole is level with the first mark.
- Mount the dartboard on the wall by lining up the hang holes on the back with the screws. It may be necessary to adjust the screws until the board fits snugly against the wall. If you want to mount the dartboard even more securely to the wall, you can fasten four screws through the holes located in the catch ring area (the area outside the scoring segments)



Dartboard Functions

- **POWER switch/button**
Press to turn the game on or off
- **START button**
Press to start the game once all options are selected.
- **GAME button**
Press to scroll through the games menu on the display and select a game.
- **SELECT button**
Press to adjust different game difficulty settings. Many games have multiple difficulty options that can be

selected by pressing this button.

- **PLAYER/PAGE button**

This button is used at the beginning of each game to determine the number of players. The button also allows players to see other players' scores when they are not shown on the active display.

- **DOUBLE/MISS Taste**

- Diese Taste wird benutzt, um die Double In / Double Out und Master Out Optionen für die „01“ Spiele zu aktivieren. Diese Funktion ist nur aktiv, wenn Sie 301, 401, etc. Spiele wählen. Hinweis: Nicht alle Modelle haben die Master Out Option.
- Die MISS Funktion ist während aller Spiele aktiv. Drücken Sie die Taste, um einen „verpassten“ Dartpfeil zu registrieren. Spieler können diese Taste drücken, wenn ein Dartpfeil außerhalb der Zielfläche landet, damit der Computer den Wurf registriert.

- **SOUND button**

The volume can be adjusted from 0-7 (eight levels).

- **iMATCH/RETURN button**

This exciting feature allows a single player to play against the computer on five difficulty levels! Only one player can compete against the iMatch opponent at a time. With the Cybermatch function, you give a normal training session to a certain competitive character. Press the button to activate the iMatch function and play against the computer, then press START. When the game begins: The “human” player throws first. After three darts are thrown, go to the target, remove the darts, and press START to move to the next player (iMatch). You can now see the iMatch opponent's points displayed on the display.

- As soon as the iMatch opponent has completed their round, the disc automatically switches to the “human” player. The game continues until one player wins. GOOD LUCK!
- The RETURN function is active during all games. Press the button to register a dart.

iMatch difficulty levels:

- Level 1 (C1) Professional
- Level 2 (C2) Advanced
- Level 3 (C3) Intermediate
- Level 4 (C4) Novice
- Level 5 (C5) Beginner

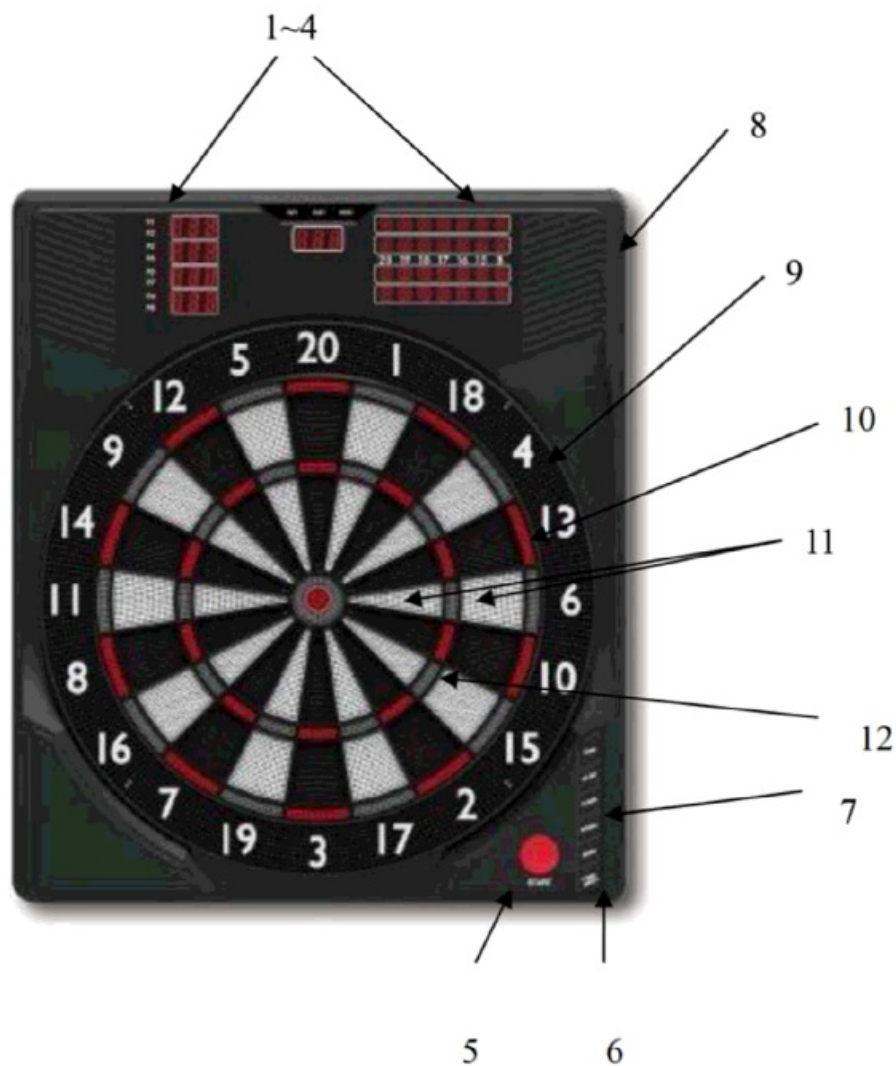
- **Live collection area**

When a dart hits the live catch area, the dartboard registers one throw and zero points.

Electronic Dartboard Operation

1. Press the POWER to activate the dartboard. A short musical introduction is played as the display goes through a power-up test.
2. Press the GAME button until the desired game is displayed.
3. Press the DOUBLE button (optional) to select starting and/or ending on Double or Master Out (used only in 301 – 901 games). This is explained in the game rules section.
4. Press the PLAYER button to select the number of players (1, 2 ... 8). The default setting is 2 players. Or select the iMATCH option by pressing the iMATCH button.
5. Press the START/HOLD button (red) to activate the game and begin play.
6. Throw darts: When all 3 darts have been thrown, a voice command will indicate „Remove Darts“ and the score will flash. The darts can now be removed without affecting the electronic scoring. When all darts are removed

from the playing surface press the START button to go to the next player. Voice command will indicate which .play'er is up. Also, the player indicator lights will illuminate to show which player's turn it is.



1. Player Indicator
2. Scoring Displays
3. Double In/Out
4. Master Out indicators
5. start/Hold Button
6. Adapter Jack(on side)
7. Function Buttons
8. Built-in Speakers
9. Live Catch Ring
10. Doubles segments
11. Singles segments
12. Triples segments

The 38 available games

G01	301	G20	Football
G02	Cricket	G21	Baseball
G03	Scram	G22	Steeplechase
G04	Cut-Throat Cricket	G23	Bowling
G05	English Cricket	G24	Car Rally
G06	Advanced Cricket	G25	Shove a Penny
G07	Shooter	G26	Nine Dart Century
G08	Big Six	G27	Green vs Red
G09	Overs	G28	Gold Hunt
G10	Unders	G29	Casino A
G11	Count Up	G30	Casino B
G12	High Score	G31	Casino C
G13	Round the Clock	G32	Elimination
G14	Killer	G33	Horseshoe
G15	Double Down	G34	Warfare
G16	Forty One	G35	Advanced Warfare
G17	All Fives	G36	Paintball
G18	Shanghai	G37	Fox Hunt
G19	Golf	G38	Tic Tac Toe

GAME 1: 301

- This popular tournament and pub game is played by subtracting each dart from the starting total until the player reaches exactly 0 (zero). If a player goes past zero it is considered a “Bust” and the score returns to where it was at the start of that round. For example, if a player needs a 32 to finish the game and he/she hits a 20, 8, and 10 (totals 38), the score goes back to 32 for the next round.
- In playing the game, the double in / double out option can be chosen (double out is the most widely used option). Simply press the “DOUBLE” button to change this setting. LED indicators will display your current setting: Note: you can adjust the total score of this game.
 - Double In – A double must be hit before points are subtracted from the total. In other words, a player’s scoring does not begin until a double is hit.
 - Double Out – A double must be hit to end the game.
 - Double In and Double Out – A double is required to start and end the scoring of the game by each player.
 - Master Out – A double or triple is required to finish the game.

Dart-Out Feature (“01” games only)

This electronic dartboard has a special “Dart Out” feature. When a player requires less than 160 to reach zero, the estimate feature becomes active. The player can press the DART OUT button to view the darts necessary to throw to finish the game (reach zero exactly). Doubles and triples are indicated with 2 or 3 lines to the left of each number respectively.

GAME 2: CRICKET

- Cricket is a strategic game for accomplished players and beginners alike. Players throw for numbers best suited for them and can force opponents to throw for numbers not as suitable for them. The object of Cricket is to “close” all of the appropriate numbers before one’s opponent while racking up the highest number of points.
- Only the numbers 15 through 20 and the inner/outer bullseye are used. Each player must hit a number 3 times to “open” that segment for scoring. A player is then awarded the number of points of the “open” segment each time he/she throws a dart that lands in that segment, provided their opponent has not closed that segment. Hitting the double ring counts as two hits, and the triple ring counts as 3 hits. Numbers can be opened or closed in any order. A number is “closed” when the other player(s) hit the open segment 3 times. Once a number has been “closed”, any player for the remainder of the game can no longer score on it.

Winning

The side closing all the numbers first and accumulating the highest point total is the winner. If a player “closes” all numbers first but is behind in points, he/she must continue to score on the “open” numbers. If the player does not make up the point deficit before the opposing player(s) “closes” all the numbers, the opposing side wins. Play continues until all segments are closed.

GAME 2-1: NO-SCORE CRICKET

(Press the SELECT button when Cricket is displayed) Same rules as standard Cricket except there is no point scoring. The object of this version is to be the first to simply “close” all the appropriate numbers (15 through 20 and the bullseye).

GAME 3: SCRAM (For 2 players only)

This game is a variation of Cricket. The game consists of two rounds. The players have a different objective in each round. In round 1, player 1 tries to “close” (score 3 hits in each segment – 15 to 20 and bullseye). During this time, player 2 attempts to rack up as many points in the segments that the other player has not yet closed. Once player 1 has closed all segments, round 1 is complete. In round 2, each player’s roles are reversed. Now, player 2 tries to close all the segments while player 1 goes for points. The game is over when round 2 is complete (player 2 closes all segments). The player with the highest point total is the winner.

GAME 4: CUT-THROAT CRICKET

Same basic rules as standard Cricket except once scoring begins, points are added to your opponent(s) total. The object of this game is to end up with the fewest points. This variation of Cricket offers a different psychology to the players. Rather than adding to your own score and helping your own cause as in standard Cricket, Cut-Throat offers the benefit of racking up points for your opponent(s), digging him in a deeper hole. Competitive players will love this variation!

GAME 5: ENGLISH CRICKET (For 2 players only)

This game is another variation of Cricket that requires precision dart throwing. The game consists of two rounds. The players have a different objective in each round. During the first round, player 2 attempts to throw bullseyes – to need 9 to complete round 1. Double bull (red center) counts as 2 scores. Any throw that hit Otter’s single and double segment is credited to player 1’s point total. For example, if player 2 throws a 20, a single bullseye, and a 7 during his/her turn, player 2 will have one bullseye subtracted from the 9 needed, and 27 points will be credited to player 1’s point total. Player 2 must exhibit accurate bullseye dart throwing!

Meanwhile, player 1 attempts to score as many points as possible during this first round. Doubles and triples

count 2x and 3x their respective values. However, to score points, player 1 must score over 40 points in each turn (3 throws) to amass points against player 2. Only those points over 40 are counted toward the cumulative score. Player 1 must also exhibit precision dart throwing and avoid hitting any bullseyes during this first round because any hits scored by Player 1 in the bullseye area will be subtracted from Player 2's needed total of 9 bullseyes. Once player 2 reaches the objective of getting 9 bullseyes, the roles are reversed for round two.

GAME 6: ADVANCED CRICKET

This difficult version of cricket was developed for the advanced player. Players must close out the segments (20, 19, 18, 17, 16, 15, and bullseye) by using only triples and doubles! In this challenging game, double segments count as 1x the number, and triple segments count as 2x the number. The bullseye scoring is the same as in standard cricket. The first player to close out the numbers with the most points is the winner.

GAME 7: SHOOTER

This challenging game tests the player's ability to "group together" darts within a segment during each round of play. The computer will randomly select the segment the players must shoot for at the start of each round – indicated by a number in the display. Scoring is as follows:

- Single-segment = 1 Point
- Double segment = 2 Points
- Triple segment = 3 Points

When the computer selects players to hit double Bullseye, the outer bull scores 2 points, and the inner Bull scores 4 points. The player with the most points at the end of the rounds is the winner. Note: you can adjust several rounds.

GAME 8: BIG SIX

- This game allows players to challenge their opponents to hit the targets of their choice. Similar to the popular basketball game "HORSE"; however, players must earn the chance of picking the next target for their opponent by making a hit on the current target first.
- Single 6 is the first target to hit when the game begins. Before the game starts, players must agree on how many lives will be used by pressing the SELECT button. Within the three throws, player 1 must hit a 6 to "save" their 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 3 darts, they will lose a life and a chance to determine the next target for player 2. Player 2 will shoot for the single 6 that Player 1 missed – and if it is hit, he can throw for a segment for the next round. 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 Bullseye" or "Triple 20" The last player with a life left is the winner. Note: you can adjust several lives.

GAME 9: OVERS

The object of this game is to simply score higher ("over") than your own previous three-dart total score. Before play begins, players choose the number of lives to be used by pressing the SELECT button. When a player fails to score "over" their previous three-dart total, they will lose one life. When a player "equals" the previous three darts total, a life will also be lost. The LED screen on the right will light up once for each life taken away. The last player with a life remaining is the winner. Note: you can adjust several lives.

GAME 10: UNDERS

This game is the opposite of "Overs". Players must score less ("Under") than their previous three-dart total. The game begins with 180 (highest total possible) when the player shoots higher than his or her own previous three-

dart total, they will lose a life. Each dart that hits outside the scoring area, including bounce outs, will be penalized with 60 points added to your score. This will be added at the end of the round when the "START/HOLD" button is pressed. The last player with a life remaining is the winner. Note: you can adjust a number of lives.

GAME 11: COUNT-UP

The object of this game is to be the first player to reach the specified point total (400, 500 ...). The point total is specified when the game is selected. Each player attempts to score as many points as possible per round. Doubles and triples count 2 or 3 times the numerical value of each segment. For example, a dart that lands in the triple 20 segment is scored as 60 points. The cumulative scores for each player will be displayed in the display as the game progresses. Note: you can adjust the total score.

GAME 12: HIGH SCORE

The rules for this competitive game are simple – Rack up the most points in three rounds (nine darts) to win. Doubles and triples count as 2x and 3x that segment's score respectively. You can adjust a number of rounds.

GAME 13: ROUND-THE-CLOCK

Each player attempts to score in each number from 1 through 20 in order. Each player throws 3 darts per turn. If a correct number is hit, he/she tries for the next number in sequence. The first player to reach 20 is the winner. The display will indicate which segment you are shooting for. A player must continue shooting for a segment until it is hit. The display will then indicate the next segment you should shoot for. There are many difficulty settings available for this game. Each game has the same rule, the differences are detailed as follows:

- ROUND-THE-CLOCK 1 – The game starts at segment number 1
- ROUND-THE-CLOCK 5 – The game starts at segment number 5
- ROUND-THE-CLOCK 10 – The game starts at segment number 10
- ROUND-THE-CLOCK 15 – Game starts at segment number 15

Since this game does not utilize point scoring, the double and triple rings count as single numbers.

ROUND-THE-CLOCK Double – The Player must score a Double in each segment from 1 through 20 in order.

- ROUND-THE-CLOCK Double 5 – Game starts at double segment 5
- ROUND-THE-CLOCK Double 10 – Game starts at double segment 10
- ROUND-THE-CLOCK Double 15 – The game starts at double segment 15

ROUND-THE-CLOCK Triple – The player must score a Triple in each segment from 1 through 20 in order.

- ROUND-THE-CLOCK Triple 5 – The game starts at triple segment 5
- ROUND-THE-CLOCK Triple 10 – The game starts at triple segment 10
- ROUND-THE-CLOCK Triple 15 – The game starts at triple segment 15

GAME 14: KILLER

- This game will really show who your friends are. The game can be played with as few as two players, but the excitement and challenge build with even more players. To start, each player must select his number by throwing a dart at the target area. The display will indicate "SEL" at this point. The number each player gets is his assigned number throughout the game. No two players can have the same number. Once each player has a number, the action starts.
- Your first objective is to establish yourself as a "Killer" by hitting the double segment of your number. Once your

double is hit, you are a “Killer” for the rest of the game. Now, your objective is to “kill” your opponents by hitting their segment number until all their “lives” are lost. The last player to remain with lives is declared the winner. It is not uncommon for players to “team up” and go after the better player to knock him out of the game. Note: you can adjust several lives. In addition, for those who really want a challenge, there are three additional difficulty settings: Doubles 3 lives, Doubles 5 lives, and Doubles 7 lives. In these games, you can only “Kill” opponents by scoring doubles in their number segment.

GAME 15: DOUBLE DOWN

Each player starts the game with 40 points. The object is to score as many hits in the active segment of the current round. In the first round, the player must throw for the 15-segment. If no 15s are hit, his score is cut in half. If some 15s are hit, each 15 (doubles and triples count) is added to the starting total. The next round players throw for the 16 segment and hits are added to the new cumulative point total. Again, if no hits are registered, the point total is cut in half. Each player throws for the numbers as indicated in the chart below in order (the LED screen will indicate the active segment in which to throw). The player who completes the game with the most points is the winner.

	15	16	D	17	18	T	19	20	B	TOTAL
Player 1										
Player 2										

Any Double

Any Triple

GAME 16: FORTY-ONE

This game follows similar rules as standard Double Down as described above with two exceptions. First, instead of going from 15 through 20 and bullseye, the sequence is reversed which will be indicated on the LED display. Second, an additional round is included toward the end in which players must attempt to score three hits that add up to 41 points (20, 20, 1; 19, 19, 3; D10, D10, 1: etc.). This “41” round adds an extra level of difficulty to the game. Remember, a player’s score is cut in half if not successful, so the “41” round presents quite a challenge!

	20	19	D	18	17	T	16	15	41	B	TOTAL
Player 1											
Player 2											

Any Double

Any Triple

"41" Round

GAME 17: ALL FIVES

- The entire board is in play for this game (all segments are active). With each round (of 3 darts) each player has to score a total which is divisible by 5. Every “five” counts as one point. For example 10, 10, 5 = 25. Since 25 is divisible by 5 fives, this player scores 5 points (5 x 5 = 25).
- If a player throws 3 darts that are not divisible by 5, no points are given. Also, the last part of each round must land in a segment. If a player throws the third dart and lands in the catch ring area (or misses the board completely), he earns no points even if the first two darts are divisible by 5. This prevents a player from “tanking” the third throw if his first two are good. The first player to total fifty-one (51) “fives” is the winner. The

LED screen will keep track of the point totals. Note: you can adjust several 5 you need to get.

GAME 18: SHANGHAI

Each player must progress around the board from 1 through 20 in order. Players start at number 1 and throw 3 darts. The object is to score the most points possible in each round of 3 darts. Doubles and triples count toward your score. The player with the highest score after completing all twenty segments is the winner.

Adjustable Difficulty Settings for Shanghai include the following options:

- SHANGHAI 5 – Game starts at segment 5
- SHANGHAI 10 – Game starts at segment 10
- SHANGHAI 15 – Game starts at segment 15

In addition, we added Super Shanghai as a difficulty option. This game is played exactly as described above except various doubles and triples must be hit as specified by the LED display.

Adjustable Difficulty Settings for Super Shanghai include the following options:

- SUPER SHANGHAI 5 – Game starts at segment 5
- SUPER SHANGHAI 10 – Game starts at segment 10
- SUPER SHANGHAI 15 – The game starts at segment 15

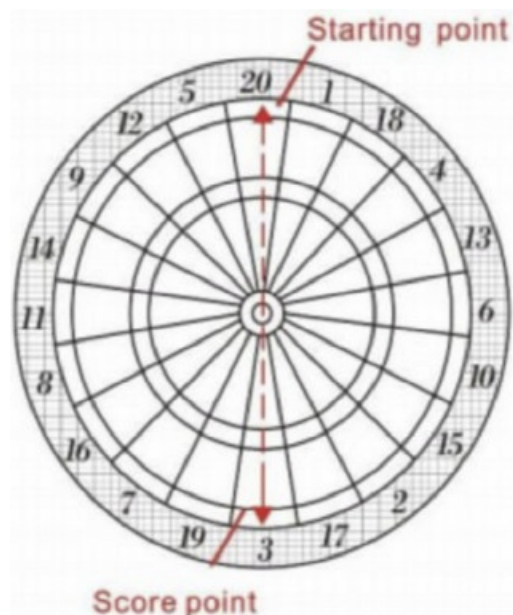
GAME 19: GOLF

- This is a dartboard simulation of the game golf (but you don't need clubs to play). The object is to complete a round of 9 through 18 "holes" with the lowest score possible. The Championship "course" consists of all par 3 holes making par 27 for a nine-hole round or 54 for a round of 18.
- Segments 1 through 18 are used with each number representing a "hole." You must score 3 hits in each hole to move to the next hole. Double and triples affect your score as they allow you to finish a hole with fewer strokes. For example, throwing a triple on the first shot of a hole is counted as an "eagle" and that player gets a complete that hole with 1 "stroke."
- **Note:** The active player continues to throw darts until he "holes out" (scores 3 hits on the current hole). The voice announcer will indicate the player that is up – listen carefully to avoid shooting out of sequence. By the way, there are no "gimmes" in this game!

GAME 20: FUSSBALL

Strap your helmet on for this game! The first thing necessary is to select each player's "playing field." This can be done by throwing a dart or by manually pressing a segment on the board by each player. This is entirely up to you, but whichever segment is selected becomes your starting point which carries through the bullseye and directly across to the other side of the bullseye (see diagram). The First player to "score" is the winner. The LED display will keep track of your progress and indicate the segment you need to throw for next.

For example, if you select the 20 segments, you start on the double 20 (outer ring) and continue through to the double 3. The "field" is made up of 11 individual segments and must be hit in order. So, keeping with the example above, you must throw darts in the following segments in this order: Double 20 ... Outer Single 20(Rectangle) ... Triple 20 ... Inner Single 20(Triangle) ... Outer Bullseye ... Inner Bullseye ... Outer Bullseye ... Inner Single 3(Triangle) ... Triple 3 ... Outer Single 3 (Rectangle) ... and finally a Double 3.



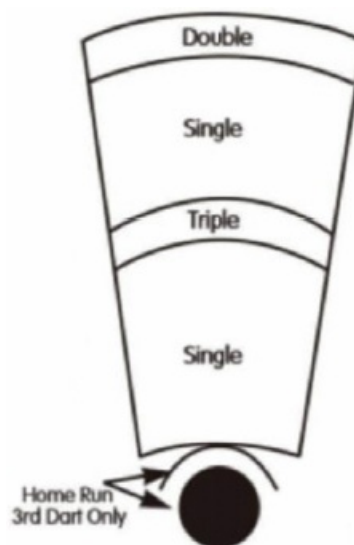
GAME 21: BASEBALL

This dartboard version of baseball takes a great deal of skill. As in the real game, a complete game consists of 9 innings. Each player throws 3 darts per “inning.” The field is laid out as shown in the diagram.

Segment/Result

- Singles segments “Single” – one base
- Doubles segment “Double” – two bases
- Triples segment “Triple” – Three bases
- Bullseye “Home Run” (can only be attempted on the third dart of each round)

The object of the game is to score as many runs as possible in each inning. The player with the most runs at the end of the game is the winner.



GAME 22: STEEPLECHASE

The object of this game is to be the first player to finish the “race” by being the first to complete the “track.” The track starts at the 20 segments runs clockwise around the board to the 5 segments and ends with a bullseye. Sounds easy right? What has not yet been specified is that you must hit the inner single segment (Triangle) of each number to get through the course. This is the area between the bullseye and the triples ring. And, as with a real steeplechase, there are obstacles throughout the course to hurdle. The four hurdles are found at the following

places:

- 1st fence Triple 13
- 2nd fence Triple 17
- 3rd fence Triple 8
- 4th fence Triple 5

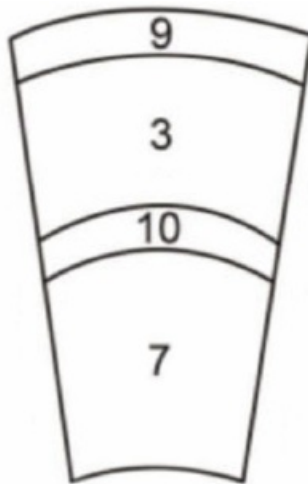
The first player to complete the course and hit the bullseye wins the race.

GAME 23: BOWLING

This dartboard adaptation of bowling is a real challenge! It is a difficult game in that you must be very accurate to rack up a decent score. Player one starts the game. You must select your “alley” by either throwing a dart or manually pressing the Diagram segment of choice. Once the alley is selected, you have 2 remaining darts to throw in which to score points or “pins.” Each specific segment in your “alley” is worth a given pin total:

Segment/Score

- Double 9 Pins
- Äußere Single 3 Pins
- Triple 10 Pins
- Innere Single 7 Pins



There are several rules for this game as follows:

1. A perfect game score would be 200 in this version of bowling
2. You cannot hit the same singles segment twice within the same “frame” (round).
The second hit will count as zero points. Hint: Try to hit each single to reach 10 points in the frame.
3. You can score 20 points per “frame” by hitting the triple segment twice.
4. If your first dart hits a Double segment, your second dart hits a Double too and the third dart hits any segment, you will score 10 pins (points) for this round.
5. If your first dart hits a Double segment, your second dart hits an Outer or Inner Single-segment and the third dart hits the Double, this round will only score 9 points.
6. If your first dart hits a Double segment, your second dart hits a Triple and the third dart hits a Double segment, you will score 19 points total.

GAME 24: CAR RALLYING

- This game is similar to steeplechase except we let you set up your own “race track.” You can set up as many obstacles as you wish. The track must be 20 lengths long.
- Before the game starts, the display will prompt you to select the course (“SEL”). Players should alternate selecting segments by pressing on the specific segment of their choice. Note: You will have to hit the exact segment you selected to move on during the race. If you choose inner single 20, that inner single area will need to be hit during the race. The display will indicate an inner single with a line next to the bottom of the 1, and an outer single is shown with a line next to the top portion of the 1.
- Obstacles usually comprise hitting a difficult number before continuing on the racetrack. Again, the route can be made as difficult or easy as you wish and can go anywhere on the target area of the board. After the track is selected, press START to begin the race. The first player to complete the course is the winner.

GAME 25: SHOVE-A-PENNY

Only the numbers 15 through 20 and the bullseye are used. Singles are worth 1 point, doubles are worth 2, and triples are worth 3 points. Each player must throw for the numbers to score 3 points in each segment to move on to the next. If a player scores more than 3 points in any one number, the excess points are given to the next player. The first player to score 3 points in all segments (15 – 20 and bull) is the winner.

GAME 26: NINE-DART CENTURY

The object of this game is to attempt to score 100 points or come as close as possible, after 3 rounds (9 darts). Doubles and triples count as 2x and 3x their value respectively. Going over 100 points is considered a “bust” and causes you to lose unless all players go over. In that case, the player closest to 100 wins (the player that scored the lowest amount over 100).

GAME 27: GREEN VS RED (2 players only)

This game is a race around the board, where skill at hitting doubles and triples pays off with victory. Player 1 is “green” and player 2 is “red.” Player 1 shoots for only doubles and triples that are green and works around the board clockwise. Player 2 starts at 20 and works around the board counter-clockwise, shooting for red segments (the temporary score display will indicate which segment to throw for). Note: a maximum of one double and one triple of the same number can be scored in a single round. What’s more, hitting the wrong number (of your opponent’s color) subtracts that amount from your score – so be careful. The player with the most points after completion of the game is the winner.

Player 1: Green

Double und Triple von	1	4	6	15	17	19	16	11	9	5	B
-----------------------	---	---	---	----	----	----	----	----	---	---	---

Player 2: Red

Double und Triple von	20	12	14	8	7	3	2	10	13	18	B
-----------------------	----	----	----	---	---	---	---	----	----	----	---

Note:

Please use the above chart to determine player 1 and player 2 if your dartboard segment color is not red and green.

GAME 28: GOLD HUNT

The object of this game is to find “gold.” You collect gold for each 50 points. Gold is only collected if your score is exactly 50 or a multiple of 50 (100, 150, etc.) at any point during a round. The player who reaches to selected total

gold required first is the winner.

GAME 29: CASINO A- FLUSH

This game, inspired by casino play, tests your nerves and skill as you gamble points to defeat your opponent. The object of the game is to be the first player to reach the designated point total. Note: you can adjust the end-game point total.

The dartboard will indicate the number you must throw for. The default „bet“ is 10 points. However, each player can increase his bet at the start of each round to 20, 30, 40 ... 90 points. Players usually wager high when a number appears they are confident in hitting. To change your bet (at the start of a round), press the BOUNCE OUT button. Your new bet will be indicated in the display (for example, „b20“ will appear to indicate a bet of 20 points). The bet will automatically revert to 10 points at the start of each round. To „cash in“ on your bet, you need to hit the indicated number segment. Hitting a single on the first throw is a „push“ and does not score points. However, throwing a double or triple of the correct segment on the first throw counts as 1x and 2x your bet respectively. Your next two darts in the round count as 1 x, 2x, and 3x your bet for a single, double, or triple. The segment scoring display will light to indicate the number of successful hits you have registered. Failing to hit the active segment in a round costs you the value of the bet you selected at the start of the round. The first player to reach the designated point total is the winner.

GAME 30: CASINO B – STRAIGHT

- This game, while similar to Casino A, has an added element of play. Again, the object of the game is to be the first player to reach the designated point total. Note: you can adjust the end-game point total.
- The dartboard will indicate the number you must throw for. The default „bet“ is 10 points. However, each player can increase his bet at the start of each round to 20, 30, 40 ... 90 points. Players usually wager high when a number appears they are confident in hitting. To change your bet (at the start of a round), press the BOUNCE OUT button. Your new bet will be indicated in the display (for example, „b20“ will appear to indicate a bet of 20 points). The bet will automatically revert to 10 points at the start of each round.
- To „cash in“ on your bet, you need to hit the indicated number segment. Hitting a single on the first throw is a „push“ and does not score points. However, throwing a double or triple of the correct segment on the first throw counts as 1 x and 2x your bet respectively. This is where the new element comes into play. Instead of throwing for the same segment during each round, your sequence is to span across the target area. For example, if the display indicates to throw for segment 1, you attempt to throw for segment 1, followed by a bullseye, followed by segment 19. The temporary score display will indicate the segment to aim for after each throw.
- Your next two darts in the round count as 1x, 2x, and 3x your bet for a single, double, or triple (the bullseye segment has no triple area). The segment scoring display will light up to indicate the number of successful hits you have registered. Failing to hit the active segment in a round costs you the value of the bet you selected at the start of the round. The first player to reach the designated point total is the winner.

GAME 31: CASINO C – 3-STAR

- This version of Casino is very difficult, as you need to score at least 3 hits in the active segment during each round to score points. Again, the object of the game is to be the first player to reach the designated point total. Note: you can adjust the end-game point total. Only the segments 15 through 20 and Bullseye are active in this game. The segment scoring display will be lit at the start of each round. The default „bet“ is 10 points. However, each player can increase his bet at the start of each round to 20, 30, 40 ... 90 points. Players usually wager high when a number appears they are confident in hitting. To change your bet (at the start of a round), press the BOUNCE OUT button. Your new bet will be indicated in the display (for example, „b20“ will appear to indicate a bet of 20 points). The bet will automatically revert to 10 points at the start of each round.

- To „cash in“ on your bet, you need to hit an active segment (15 – 20 and bullseye) 3 times or score a triple „opens“ the segment for scoring and that player receives 3 times the value of his bet. Doubles and triples count as 2 and 3 hits respectively. Failing to hit a segment 3 times forces that player to lose the value of his bet. Also, hits within segments are not carried over to the next round. The first player to reach the designated point total is the winner.

GAME 32: ELIMINATION

The object of the game is to „Eliminate“ your opponents. The rules are very simple. Each player must score higher total points with 3 darts than the opponent before them. Each player starts with 3 lives. If the player fails to score higher total points than the previous opponents score, they lose one life. Tie scores will also result in a lost life. The winner is the last player with lives remaining. Note: you can adjust several lives.

GAME 33: HORSESHOES

This 2-player game uses only the 20 and 3 segments to represent the two horseshoe pits. Player 1 will shoot at the 20 segment and Player 2 will shoot at the 3 segment. Scoring is cumulated per round. The first player to score 15 points is the winner.

Scoring is as follows:

- TRIPLE RING = Ringer 3 points
- INNER SINGLE SEGMENT (Triangle)= 1 point
- DOUBLE RING= Leaner 2 points
- OUTER SINGLE SEGMENT (Rectangle) = 0 point

Scores will only count for the player or team with the most points in that round. For example, if player 1 scores 3 points and player 2 scores 1 point, only player 1 will awarded 3 points for that round. Rounds continue until 15 points are scored. Note: you can adjust the end-game point total.

GAME 34: WARFARE

In this 2-player game, the dartboard is a battleground divided into two halves. The first player to hit all of the opposing segments (anemias) wins the game. Segments do not have to be hit in order.

- Player 1 is the „TOP“ army and shoots darts at the bottom sections of the board.
- Player 1 needs to hit the bottom segments (6, 10, 15, 2, 17, 3, 19, 7, 16, and 8)
- Player 2 is the „BOTTOM“ any and shoots for the top section of the dartboard
- Player 2 needs to hit top segments (11, 14, 9, 12, 5, 20, 1, 18, 4, and 13)

Adjustable difficulty settings are as follows:

- **BATTLEGROUND DOUBLES:**

Players shoot for double segments only to eliminate the opponent's armies

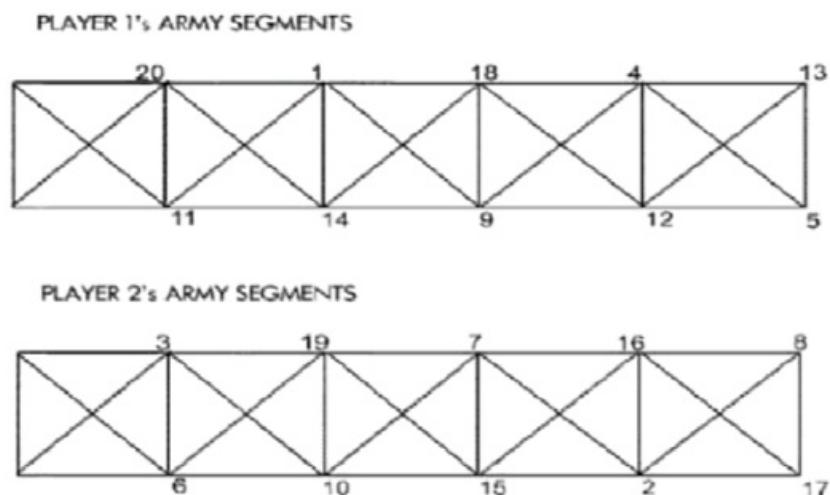
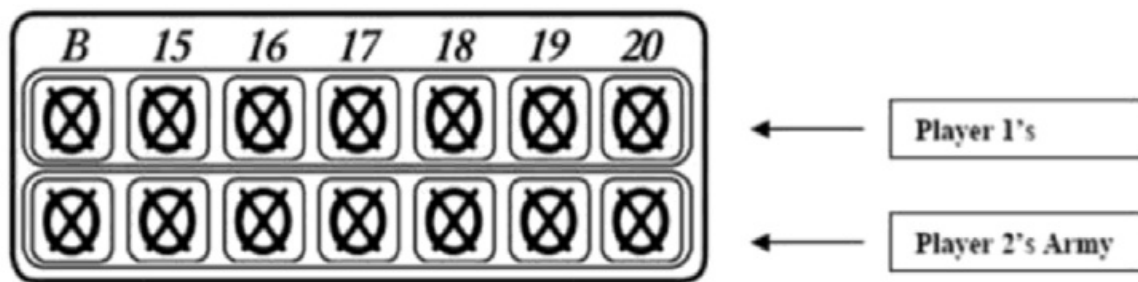
- **BATTLEGROUND TRIPLES:**

Players shoot for triple segments only to eliminate othe opponent's armies

- **BATTLEGROUND with GENERALS**

This variation of the game includes one more obstacle to accomplish. Players must capture the „general“ after all segments (armies) have been hit to win the game. One hit on the bullseye will capture the general. Hits to the bullseye will not count if all segments are not first closed.

The top clicket scaling display on the dartboard shows Player 1's army segments. Player 2's army segments are in the second row. Each time a segment is hit, the corresponding light will shut off. Follow the scoreboard map on the next page to keep track of which segments you need to hit to win.



GAME 35: ADVANCED WARFARE

- The rules are the same as standard Battleground except now there are land mines on the battlefield!
- Players must be careful to avoid the land mines located in the Triple and Double rings of the opponent's segment numbers.
- Any player that hits a double or triple ring on the opposing team's battlefield will lose an army of his or her own. For example, if player 1 mistakenly hit the triple ring of the „6“ segment, they would lose their own army at the „11“ segment.

GAME 36: PAINTBALL

This game is similar o „Battleground “except there is an alternative way to win the battle other than just hitting the opposing teams' armies segments. As in the real game of paintball, players can also capture the opposing team's flag to win the game. To capture the flag, the double bullseye must be hit 3 times to capture the opposing team's flag! A single bullseye will not count towards the 3 needed to capture the flag. Double bullseyes do not have to be scored in the same round and will be tallied during the game. The first player to either capture the flag or eliminate the opposing army is the winner.



Adjustable Difficulty SeWngs

- Paintball Doubles Players must either hit 3 double bullseyes to capture the flag or hit double-ringed segments to eliminate armies.
- Paintball Triples Players must either hit 3 double bullseyes to capture the flag or hit triple-ringed segments to eliminate armies.

GAME 37: FOX HUNT

This is a very challenging 2-player game that is best suited for players of advanced skill. One player will play the role of the cat and the other will be the mouse. The object of the game is for the mouse to get back to his hole before being caught by the cat. The mouse starts first from the „20“ segment and proceeds counter-clockwise around the dartboard by hitting first the double segment and then the single of each segment. The cat starts back at the „18“ segment and proceeds counterclockwise around the dartboard to catch the mouse by hitting doubles only of each segment. If the mouse makes it around the board back to the double 20, the mouse wins the game. If the cat hits the double segment that the mouse is on, the cat has caught the mouse and has won the game.

GAME 38: TIC-TAC-TOE

Using the specified dartboard segments, the object of the game is to close out numbers to gain an X or an O. Traditional tic-tac-toe rules apply. Three Xs or O's in a row horizontally, diagonally, or vertically will win the game. To place an X or O in one of the boxes, a player needs to score 3 times within that segment. (Double and triple Jings count) (B is the Bullseye) The number of hits on each segment will be displayed on the screen. One hit to the segment will show „\“ Two hits will show ‚X‘ A closed segment will display either an „“ or „“ depending on which player is scoring. Use the map below as a guide during play.

12	20	18
11	B	6
7	3	2

Caring for your Electronic Dartboard

1. Never use metal-tipped darts on this dartboard. Metal-tipped darts will seriously damage the circuitry and electronic operation of this dartboard.
2. Do not use excessive force when throwing darts. Throwing darts too hard will cause frequent tip breakage and cause excess wear on the board.
3. Turn darts clockwise as you pull them from the board. This makes it easier to remove darts and extends the life of the tips.
4. Use only the A/C adapter that comes with the dartboard. Using the wrong adapter may cause electrical shock and damage to the electronic circuits.
5. Remove the batteries when not in use or if using the optional A/C adapter. This will prolong the life of your batteries.
6. Do not spill liquids on the dartboard. Do not use spray cleaners, or cleaners that contain ammonia or other harsh chemicals as they may cause damage.

Important Notes

- **Stuck Segment:**

- Occasionally, a dart will cause a segment to become wedged within the segment separator web. If this happens, all games will be suspended and the LCD display will indicate the segment number that is stuck.
- To free the segment, simply remove the dart or broken tip from the segment. If the problem is still not solved, try wiggling the segment until it is loose. The game will then resume where it left off.

- **Broken Tips:**

From time to time a tip will break off and become stuck in the segment. Try to remove it with a pair of pliers or tweezers by grasping the exposed end and pulling it out of the segment. If this is not possible, you can attempt to push the tip through to the back of the segment. Use a nail that is smaller than the hole and gently push the tip until it falls through the other side. Be careful not to push too far and damage the circuitry behind the segment. Don't be alarmed if tips break. This is a normal occurrence when playing soft-tip darts. We included a pack of replacement tips which should keep you supplied for quite some time. When replacing tips, make sure you use the same type of tips that come with this dartboard.

- **Darts:**

It is recommended that you use the enclosed darts on this dart board. Using other darts may cause damage to the segment and electronic circuit. Replacement tips are available at most retailers carrying dart products

- **Cleaning The Electronic Dartboard:**

Your electronic dartboard will provide many hours of competition if cared for properly. Regular dusting of the cabinet is recommended using a damp cloth. A mild detergent can be used if necessary. The use of abrasive cleaners or cleaners that contain ammonia may cause damage and should not be used. Avoid spilling liquid onto the target area since it can result in permanent damage and is not covered by the warranty.

Disposal

Notes on disposal

This electrical or electronic appliance must not be disposed of with household waste at the end of its service life. Free collection points for old electrical appliances are available in your area, as well as other collection points for the reuse of the appliances. You can obtain the addresses from your city or local government. If the old electrical or electronic equipment contains personal data, you are responsible for deleting it yourself, before returning it. If it is possible to do so without destroying the old electrical or electronic equipment, please remove old batteries or accumulators and old lamps before returning them for disposal and take them to a separate collection point.

The meaning of the “crossed-out wheeled bin” symbol

The symbol of a crossed-out wheeled bin regularly displayed on electrical and electronic equipment indicates that the respective device must be collected separately from unsorted municipal waste at the end of its service life.



Thank you very much for choosing a Sportime product. Should you have any questions, we are happy to help.

- c/o Sport-Thieme GmbH · Helmstedter Straße 40 38368 Grasleben, Germany
- www.sportime.de.

Documents / Resources

	<p>Kings Dart 2509411 Elektronische Dartscheibe [pdf] User Guide 2509411, 0323216, 2509411 Elektronische Dartscheibe, 2509411, Elektronische Dartscheibe, Dartscheibe</p>
---	---

References

- [User Manual](#)

Manuals+, Privacy Policy

This website is an independent publication and is neither affiliated with nor endorsed by any of the trademark owners. The "Bluetooth®" word mark and logos are registered trademarks owned by Bluetooth SIG, Inc. The "Wi-Fi®" word mark and logos are registered trademarks owned by the Wi-Fi Alliance. Any use of these marks on this website does not imply any affiliation with or endorsement.