

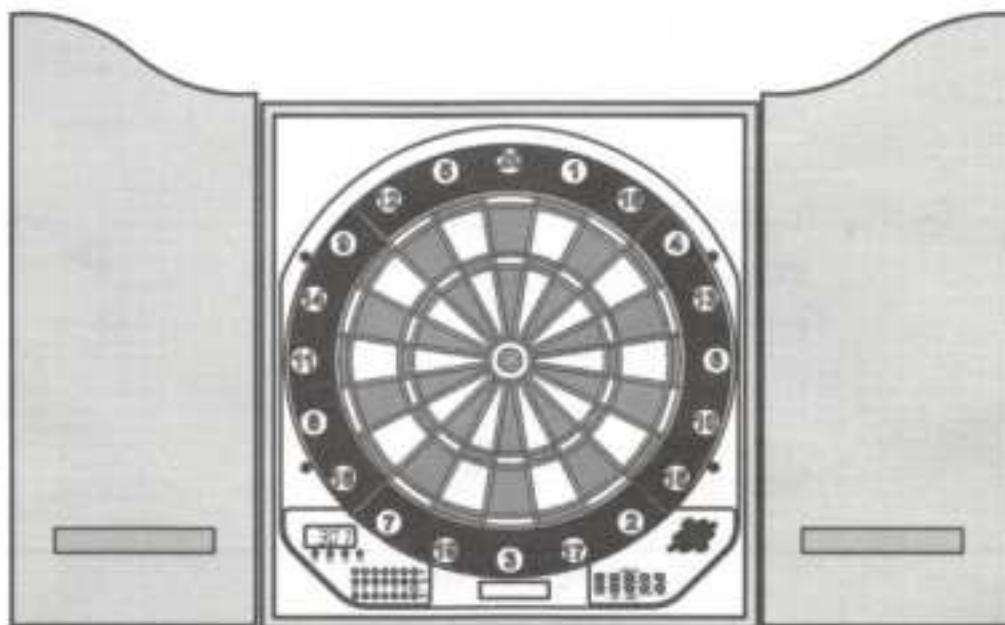


**unicorn**

*The Big Name in Darts*

# ***ELECTRONIC DARTBOARD***

Model: 78055, 78017, 78018 & 68018



INSTRUCTION MANUAL

INSTRUCCIONES DE MANEJO

INSTRUCTIONS DE SERVICE

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**SPORTCRAFT**

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### LIMITED WARRANTY

Sportcraft / Unicorn products are warranted for one year after date of purchase from Sportcraft / Unicorn against defective workmanship or material where used for the purpose intended and under normal conditions, and provided proper care has been given.

This warranty isn't applicable to products damaged through accidents, neglect or misuse.

Sportcraft / Unicorn will review each claim and determine whether repair or replacement is due.

Please make sure you keep all receipts and packaging in the event that the product has to be returned to the factory.

**DO NOT RETURN YOUR ELECTRONIC GAME TO STORE WHERE PURCHASED.** Call Sportcraft / Unicorn Consumer Services between 9.00 am and 5.00 pm Eastern Standard Time at 1-800-526-0244.

## MOUNTING INSTRUCTIONS

1. Select a suitable location with about 2.5 m (8 feet) of open space and a household AC outlet nearby. "Toe-line" should be 2.37 m (7 feet 9 ¼ inches) from the face of the board for throwing distance.
2. Hold the dartboard against the wall so the mounting holes are centered over the studs, and the center of Bull's Eye is 1.73 m (5 feet 8 inches) from the floor. Mark the holes with a pencil.
3. Drill pilot holes where you have marked.
4. Mount the dartboard securely to the wall using the mounting screws provided.
5. (For Model 78055) Place the dartboard inside the cabinet first and then align the holes in the dartboard with the holes drilled in the back of the cabinet. With the help of an assistant, lift both the dartboard and cabinet together and line up the holes in the dartboard and cabinet with the pilot holes you have drilled into the wall. Mount the dartboard and cabinet securely to the wall using the mounting screws provided.
6. Connect the AC adapter to the wall outlet and the DC plug to the dartboard. Now, you are ready to play.

## INSTRUCCIONES DE MONTAJE

1. Seleccione una ubicación apropiada con unos dos metros y medio de espacio libre y con un enchufe doméstico de CA cercano. La «línea de pies» debería estar a 2,37 m de la superficie del tablero para la distancia de lanzamiento.
2. Sostenga el tablero de dardos contra la pared de modo que los orificios para montaje se centren sobre los pernos y que el centro de la diana esté a 1,73 m del suelo. Marque cuatro orificios con un lápiz.
3. Haga cuatro orificios con un taladro donde ha hecho las marcas.
4. Instale el disco de tiro al blanco, asegurándolos en la pared con los tornillos de instalación proporcionados.
5. (Para el Modelo 78055) Primero coloque el tablero del blanco dentro del gabinete y luego alinee los orificios del tablero de blanco con los orificios hechos en la parte posterior del gabinete. Con la ayuda de otra persona, levante el disco de tiro al blanco junto con el gabinete y alinee los agujeros del disco de tiro al blanco y del gabinete con los agujeros guías que taladró en la pared. Instale el disco de tiro al blanco y el gabinete, asegurándolos en la pared con los tornillos de instalación proporcionados.
6. Enchufe el adaptador de CA en la base de la pared y la Clavija de CC en la esquina inferior izquierda del tablero de dardos. Ahora está listo para jugar.

**Títulos de las Figuras** (a) Desde el suelo al centro del ojo de buey, (b) Línea a nivel desde la superficie del disco hasta el suelo, (c) Línea inferior, (d) El pie del jugador no debe sobrepasar la línea inferior al tirar.

## INSTRUCTIONS DE MONTAGE

1. Cherchez un endroit approprié et dégagé sur 2,5 m, comprenant une prise électrique. La "ligne de lancer" doit être à 2,37 m de la face de la cible du jeu de fléchettes pour être à la bonne distance pour lancer.
2. Tenez la cible au mur pour faire coïncider les trous de montage avec les goujons. Le centre de la cible doit être à 1,73 m du sol. Marquez les emplacements avec un crayon.
3. Percez quatre trous aux endroits marqués.
4. Fixez la cible solidement au mur à l'aide des vis de montage fournies.
5. (Pour le modèle 78055). Placez d'abord la cible à l'intérieur du coffret et alignez ensuite les trous de la cible avec ceux du coffret. Avec l'aide d'une autre personne, soulevez la cible et l'armoire ensemble et alignez les trous de la cible et de l'armoire avec les trous de guidage que vous avez percés dans le mur. Fixez la cible et l'armoire solidement au mur à l'aide des vis de montage fournies.
6. Branchez l'adaptateur AC dans la prise et raccordez le câble d'alimentation DC à la partie inférieure gauche de la cible. Le jeu est prêt à fonctionner.

### Illustrations

(a) Du sol au centre du Bulls-eye; (b) Ligne de mise à plomb de la surface de la cible jusqu'au sol; (c) Ligne au sol; (d) Il est interdit de dépasser la ligne au sol en lançant la fléchette.

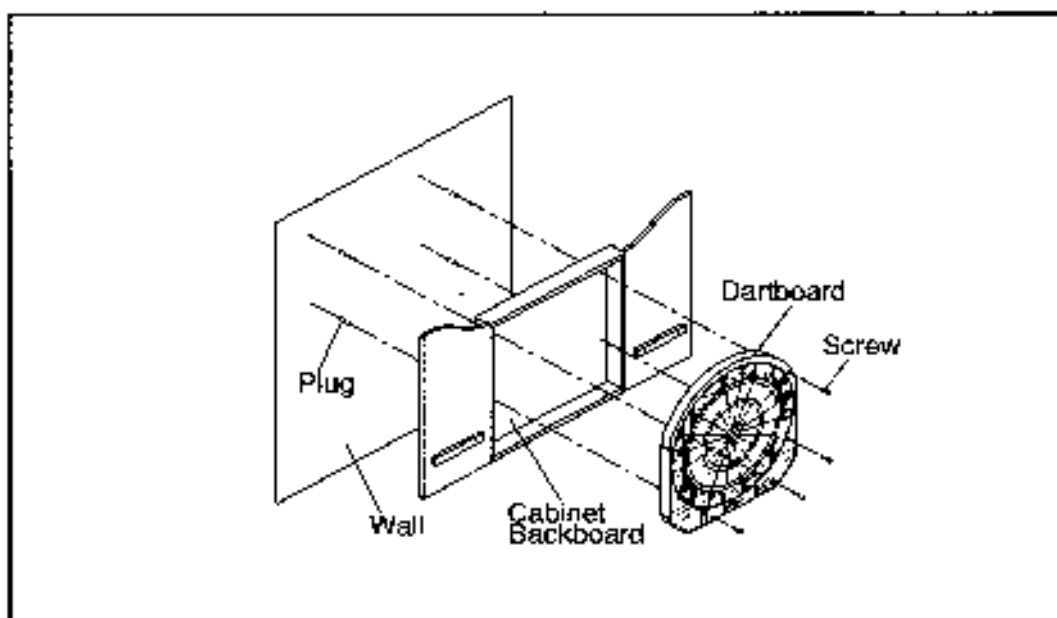
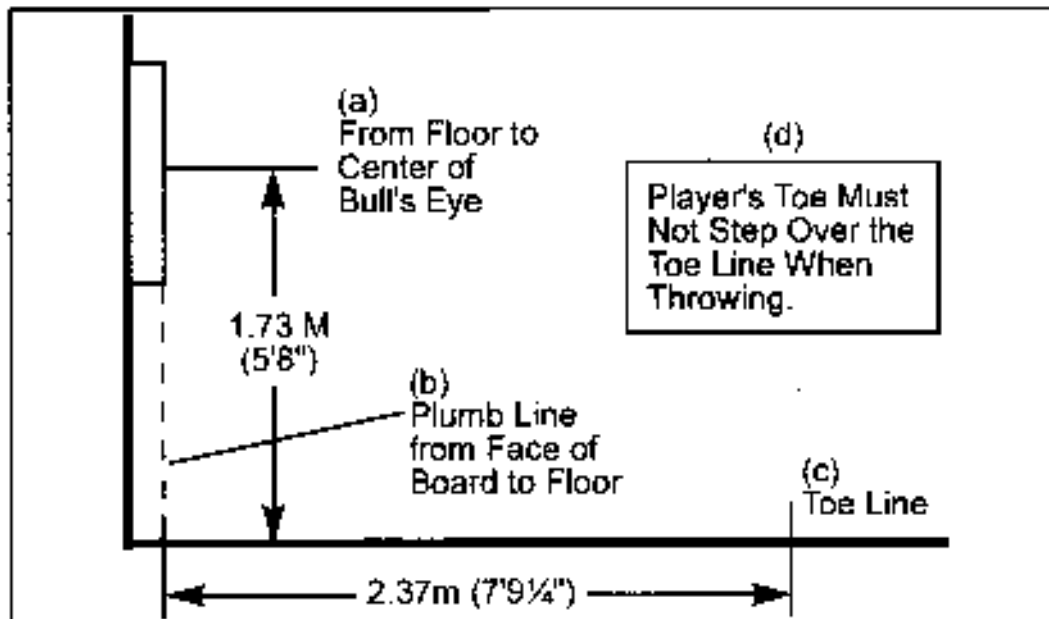
## MONTAGEANWEISUNGEN

1. Wählen Sie einen geeigneten Standort mit ca. 2,5 m freiem Platz und einer 230Volt Wechselstrom-Steckdose aus. Die "Fußlinie" befindet sich in einem Abstand von 2,37 m vom Dartboard entfernt.
2. Halten Sie das Dartspiel so an die Wand, daß sich die Mitte des Bull's Eye in einer Höhe von 1,73 m über dem Boden befindet. Markieren Sie nun die vier Montagebohrungen mit einem Bleistift an der Wand.
3. Bohren Sie die Befestigungslöcher an den angezeichneten Stellen.
4. Dartboard sicher mit Hilfe der mitgelieferten Befestigungsschrauben an der Wand montieren.
5. (Für Modell 78055) Zuerst die Dartscheibe in das Gehäuse geben, und dann die Löcher in der Dartscheibe auf die Löcher an der Rückseite des Gehäuses ausrichten. Das Dartboard in den Schrank einsetzen und die Löcher im Dartboard mit den in der Schrankrückwand gebohrten Löchern ausrichten. Mit einem Helfer das Dartboard zusammen mit dem Schrank anheben, und die Löcher im Dartboard und dem Schrank mit den vorgebohrten Löchern in der Wand ausrichten. Dartboard und Schrank sicher mit Hilfe der mitgelieferten Befestigungsschrauben an der Wand montieren.

8. Stecken Sie den Netzstecker des Adapters in die Netzsteckdose, und stecken Sie den Adapteranschluß in die Buchse an der unteren linken Seite des Dartboards ein. Das Spiel ist nun betriebsbereit.

### Bildinschriften

(a) Vom Boden bis zur Mitte des Bulls-eye; (b) Lotlinie von der Oberfläche des Dartboard zum Boden, (c) Fußlinie, (d) Kein Fuß des Spielers darf beim Werfen die Fußlinie überschreiten





## SOFT-TIP ELECTRONIC DART GAME

Model: 78055, 78017, 78018 & 88018

The history of darts goes back hundreds of years. Henry VIII of England and Charles VI of France were said to be among the dart throwers. The game was evolved from archery and spear throwing. Moreover, the development of the modern game of darts was closely associated with English pubs. To hit the center of the board (called "Bull's Eye", which used to be made from cork) with a dart was once thought to be purely lucky. Yet, to the English Court's satisfaction in 1908, a Leeds innkeeper demonstrated that it is indeed a game of skill. Ever since, dart playing has been accepted as a popular social and sporting activity. There are tournaments in every country, and the game is enjoyed by millions of people worldwide.

The revolution in electronics has elevated the joy and fun of playing darts. New and exciting games are being added to the collection. Automatic score-keeping and hints for rules are making it ever so easy to play. From young to old, for men and women, competing as individuals or teams, darts brings friends together. It is no wonder, in darts tradition, that each game begins and ends with a handshake.

Included in this set are the following:

- 1 Electronic Dartboard
- 1 Cabinet (for Model 78055 only)
- 6 Darts Barrel / Shaft / Flight
- 24 Soft Tips
- 1 Dart Holder with Accessory Tray (For Model 78017 only)
- 4 Mounting Screws
- 1 Assembly Instructions/Rules Booklet

Enjoy your new Electronic Dartboard from SPORTCRAFT. We hope that your enjoyment will cause you to purchase other SPORTCRAFT products.

**WARNING: THIS IS NOT A CHILD'S TOY. ADULT SUPERVISION IS REQUIRED FOR CHILDREN PLAYING DARTS. CONTAINS SMALL PARTS THAT ARE NOT APPROPRIATE FOR CHILDREN UNDER 3 YEARS OLD. PLEASE READ INSTRUCTIONS CAREFULLY. PROPER USE OF DARTS CAN AVOID DAMAGE OR INJURY.**

Carefully unpack your new dartboard and familiarize yourself with its function and controls before use. Check to be sure that all parts have been included. Although we at SPORTCRAFT are dedicated to product quality and customer satisfaction, occasionally there may be a missing part. If you have any questions or comments, please call our Customer Service Department between 9:00 A.M. and

5:00 P.M. Eastern Standard Time at 1-800-526-0244. Should you suspect the dartboard does not work correctly, please refer to the TROUBLE SHOOTING section in this manual first.

## CARING FOR YOUR DARTBOARD

**IMPORTANT!** This game is designed for use with **SOFT-TIP DARTS ONLY**. *Use of steel tip darts will cause permanent damage to the board.*

- ⇒ **Apply proper force and stance to throw darts.** It is not necessary to throw hard for the darts to stick in the board. The recommended weight of the soft-tip dart is no more than 16 grams (official standard for many dart organizations and tournaments). (See TIPS AND TECHNIQUES.)
- ⇒ **Use proper replacement tips.** To reduce bounce-outs, you should use the same kinds of soft tips as those that come with the game or those packed with the SPORTCRAFT label. Long tips are not recommended for electronic dartboards. They break or bend more easily. (See TROUBLE SHOOTING for removing broken tips.)
- ⇒ **Use only the AC adapter that comes with the game set.**
- ⇒ **Avoid dartboard being subjected to extreme weather or temperature.**
- ⇒ **Avoid dartboard being subjected to liquid or excessive moisture.**
- ⇒ **Clean dartboard with damp cloth and/or mild detergent only.**

## TIPS AND TECHNIQUES

- TIP 1:** A proper stance is to align your hand, elbow, shoulder, hip and foot. If you are right handed, then turn the right side of your body so that it faces the board. Put your weight on your right foot in the front, slightly lean forward, and balance with the left foot. If you are left handed, then do it vice versa.
- TIP 2:** The throwing motion should be from your elbow out. Keep your body steady and use only your hand, wrist and forearm. Bring your forearm slightly back, and with a fluid motion throw the dart toward the board. Follow through the throw by pointing the index finger at the area that you are aiming.
- TIP 3:** When removing the dart from the board, apply a little twist to the right while pulling the dart out. This will make it easier.
- TIP 4:** Practice, Practice, Practice! Practice makes you a better dart player.

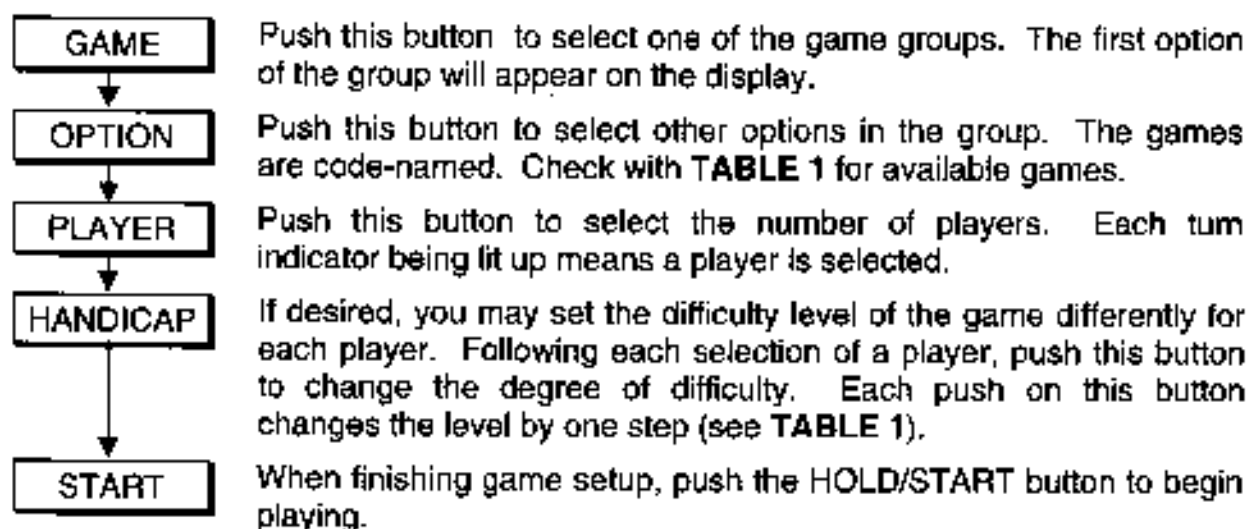
## HOW TO TURN POWER ON

This electronic dartboard is equipped with automatic turn-off function (sleeping mode). There is no power switch. Simply plug in the AC adapter and the DC plug, and then the board is turned on. If the board is left inactive over 5 minutes, the displays and peripherals will shut off automatically into the sleeping mode. As long as the power is connected, the board will remember the state of the

game where it was left. By pushing the **GAME** button, the board will wake up, and the game is resumed.

## GETTING STARTED

### GAME SETUP



### Example:

1. Push **GAME** and then **OPTION** to select 501 game.
2. Select Player 1 and then push **HANDICAP** twice to set starting point at "701", for Player 1 as a better player.
3. Select Player 2. Player 2's score shows "501" as the starting point.
4. Select Player 3, a novice player, and then push **HANDICAP** several times to set starting point at "301"
5. Assuming only three players are participating, then push **HOLD/START** to start the game.

**TABLE 1: Game Selection and Handicapping List**

GAME	OPTION		HANDICAP	
	Code	Dart Game	Range	Step
_01	301	301	301 to 1001	change by 100 points
	501	501	301 to 1001	change by 100 points
	601	601	301 to 1001	change by 100 points
	701	701	301 to 1001	change by 100 points
	801	801	301 to 1001	change by 100 points



GAME	OPTION		HANDICAP	
Group	Code	Dart Game	Range	Step
	901 1001	901 1001	301 to 1001 301 to 1001	change by 100 points change by 100 points
rc	rc S_O SH 1-2	Round the Clock Shoot-Out Shanghai Halve-It	No. 1 to 9 0 to 9 points No. 1 to 9 0 to 950 points	advance 1 number add 1 point advance 1 number add 50 points
Cu2	Cu2 400 600 800 1000 Hi	Count Up 200 Count Up 400 Count Up 600 Count Up 800 Count Up 1000 High Score	0 to 150 points 0 to 350 points 0 to 550 points 0 to 750 points 0 to 950 points 0 to 500 points	add 50 points add 50 points add 50 points add 50 points add 50 points add 50 points
Cri	Cri no Cut PuP	Cricket No Score Cricket Cut Throat Cricket Killer Cricket	0, 20, 25 0, 20, 25 0, 20, 25 0, 20, 25 <b>Note:</b> "0": no specific order.  "20": must close numbers from 20, 19, 18, 17, 16, 15 to Bull.  "25": must close numbers from Bull, 15, 16, 17, 18, 19 to 20.	(see Note) (see Note) (see Note) (see Note)
biL	biL mF PAC Hot	Billiard Minefield Pachisi Hot Potato	spot No. 20 to 11 spot No. 20 to 11 spot No. 20 to 11 spot No. 20 to 11	fill 1 spot fill 1 spot fill 1 spot fill 1 spot

## SPECIAL FUNCTIONS

### DOUBLE

For the game 301-1001, you can choose additional settings to make the game more challenging (see GAME INSTRUCTIONS). You may change this setting anytime before or during the game to give the less skillful player a break. The available settings are:

Open In / Open Out	Double In (DI) / Open Out
Open In / Double Out (DO)	Double In (DI) / Double Out (DO)
Open In / Master Out (MO)	Double In (DI) / Master Out (MO)

**BOUNCE  
OUT**

Push this button before next throw allowing you to discard the score registered by the dart that does not stay on the board. In many tournaments, bounce-out scores are not counted.

**SOLITAIRE**

Push this button to turn on the automatic player change function. When 3 throws are registered on the board, the computer will change players automatically. This is ideal for a single player with a handful of darts in practice. *This function is only valid after the game starts.*

**SOUND  
VOLUME**

This button allows you to adjust speaker volume. There are 7 levels between sound-off and the maximum volume.

**HOLD**

During play, a push on the HOLD/START button provides a pause to the game. This is typically useful to avoid accidentally touching off scoring when removing darts. A push on the button again will resume the game.

**RESET**

A push on this button will cause an interruption and prompt up the setup mode. All the settings remain the same as the last game. You may choose to change the settings, or you may simply push the START button to play the same game from the beginning again. Push the RESET button twice to clear the HANDICAP settings.

**SCORES**

Push this button to view other player's scores at anytime during the game. The game is paused during score checking.

**GAME PLAYING**

1. Player's turn is indicated by P1, P2, etc. Each player is entitled to throw 3 darts per turn. The three small marks above the score on the display shows remaining throws for the turn.
2. This electronic dart game can track cumulative scores and reveal the target or hints automatically. Single, double, or triple is marked with a precursor before the digits. A single is shown with a lower bar, for example "\_18" is indicating Single 18. A double is marked with 2 bars or a "d", such as "=18" or "d18". A triple is marked with 3 bars or a "t". Single Bull's Eye is indicated by its face value - "25".
3. Always wait for the board to finish sounding the ready signal before throwing darts.
4. At the end of one's turn, the board is automatically on hold (unless you have turned on the Solitaire function). Pull out the darts and press the PLAYER button to advance the play.
5. The game ends when the finishing placement of all players becomes determined. The display will then alternately show the finishing placement and the final score of each player.

## GAME INSTRUCTIONS

### 301-1001

This is the most popular dart game, played in most leagues and tournaments. Each player starts the game with 301 points (or 501, 601, etc.). At the end of each player's turn, the sum of the three darts thrown is subtracted from the player's score. The player who reaches exactly zero first wins. The play can continue until the 2nd, 3rd, and 4th places are determined.

**Busting Rule:** 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.

To make the game more challenging, you may use the **DOUBLE** button to set additional restrictions on how to start and end the game. The choices are

**Open In:** The scoring begins when any number is hit.

**Open Out:** The player can finish the game with a hit on any number that reduces the score to exactly zero.

**Double In:** To start, the player must hit a number in the double ring or a double Bull's Eye. No score will be counted until this condition is satisfied.

**Double Out:** To win, the player must hit a double or a double Bull's Eye that reduces the score to exactly zero. A score leaving the player with "1" will BUST and revert back to the previous score. (This is because 1 is not divisible by 2. For example: If a player has 17 and throws a double 8, he/she is left with 1 which will BUST and revert back to 17.)

**Master Out:** To win, the player must hit a double, a double Bull's Eye, or a triple that reduces the score to exactly zero. A residual score of "1" will BUST and revert back to the previous score.

**Dart Out Feature:** In professional competitions, the game is usually played with Double Out. When the score drops below 170 points, the player can get a double out and win the game within the three throws for that turn. The board will automatically calculate and show hints for Dart Out. The hints will be shown, one at a time per throw, in its suggested order. If the player misses the first suggestion, he/she still has the chance to finish with the remaining two throws, the board will re-calculate hints for Dart Out. No hints will be provided for score below 40, since it will be very easy to figure out the combination.

### ROUND THE CLOCK

The player tries to hit the numbers from 1 to 20 in order. When a number is hit, then the game is advanced for shooting the next number. The player who reaches and hits 20 first is the winner. Double and triple are treated the same as a single, being counted as one hit.

### SHOOT-OUT

With the help of unique electronics, this game is more exciting than *Round-The-Clock*. The target is being randomly picked by the on-board computer. There are

10 seconds for you to throw the dart. A hit on the target counts as 1 point. Double and triple are treated the same as a single. If the 10-second time expires, it is considered a throw that has been made and missed. The target is renewed after each throw. The player to accumulate 15 points first wins.

### **SHANGHAI**

The game is similar to *Round-The-Clock*, except scores are being cumulated and the game is limited to 7 rounds, or 21 shots. Player starts shooting with the number 1 and progresses toward 20 and Bull's Eye. No score is counted when it is out of the numbering sequence. A hit on a double or a triple is counted as 2x or 3x the number. For Example: A hit on double 3 counts as  $2 \times 3 = 6$  points. By the end of the 7th round, the player who accumulates the most points wins.

### **HALVE-IT**

The game is like playing Jeopardy. A total miss with three throws can send your score tumbling down. Everybody starts the game by shooting the number 12, and then 13, 14, any Doubles, 15, 16, 17, any Triples, 18, 19, 20 and Bull's Eye. Each player throws three darts at the same number, and then progress to the next number in the next round. A hit on a double or triple counts as 2x or 3x the points. If a player misses all three throws on the specific target in a round, his/her scores will be cut in half. For example: If a player has a cumulative score of 76 after two turns and then misses the next number with all 3 darts, the players score is cut in half, leaving 38. If an odd-numbered score is halved, the score is rounded up (for example: 51 halved would be 26). The player with the most points at the end of the game wins. In the case of a tie, players may opt to replay the double bullseye or another number or the player with the least number of halved scores in the game is declared the winner.

### **COUNT-UP**

This is a simple game that anybody can play. The objective is to beat other players by reaching a preset score first. The available settings are: 200, 400, 600, 800 and 1000. Each player tries to score as high as possible in his/her turns, and the final total score is allowed to be more than the preset score.

### **HIGH SCORE**

This game is much like *Count-Up*, except that the game ends at the finish of the 7th round. The player who accumulates the highest total scores wins.

### **CRICKET**

*Cricket* is a game that is extremely popular in America and Central Europe. Players adopt defensive or attacking strategy, depending on the state of the game. At any point in the game, each player can make an effort to increase the score or to attempt blocking other players from scoring.

The game is played with the numbers 15 through 20 and the Bull's Eye. Each player must mark a number 3 times to *CLOSE* it. A hit of a single counts as 1

mark; a double counts as 2 marks and a triple counts as 3 marks. After a number is closed, additional "markings" are converted into scores that are equal to the number. However, when a number is closed by all players (**ALL CLOSED**), that number is then no longer available for cumulating scores. The winner is the one who has the highest score and has closed all the numbers first. If scores are even, the player who closes all the numbers first wins.

The strategy can be very different if the game is being played with the restriction of closing each number in a specific order. Use the **HANDICAP** function to choose such variations: playing "20 down to 15 then Bull" or "Bull and then 15 up to 20". Close the numbers in the set sequence. You will see the difference after playing a couple games in this fashion.

**NOTE:** See the **DESCRIPTION** section for special notes on Cricket display.

### **NO SCORE CRICKET**

This is a simplified version of *Cricket*. The objective is to close all the numbers as soon as possible. No score is given for a hit on a closed number at any time. Therefore, once a number is hit three times, you should move on to hit other targets. The winner is the one who registers all three hits on all numbers first.

### **CUT THROAT CRICKET**

This is a reversed version of *Cricket* in scoring. When a player scores on an opening number, the points are being added to his/her opponents' scores. To be exact, opponents who have not yet marked three hits of that specific number. If you have marked three hits on a number, then you are protected from being penalized with additional points. The player who has the lowest total points and who has closed all numbers, is the winner. If players are tied for points, then the player who has closed all the numbers first, wins. If a player has closed all the numbers but has the higher points, he/she must continue to hit the opened numbers to bring his/her opponents scores over or equal to his/her own score. However, the best strategy is to close the numbers as soon as possible to block others from giving you points while adding the chance to penalize others.

### **KILLER CRICKET**

This game is much like the *No Score Cricket* but with an added twist. When a number is closed, the player has a chance to eliminate opponent's marking by hitting the same number again. However, if the opponent has the number closed as well, then no marks will be taken away from that player. Noticing that, instead of turning on a light, each positive marking will turn off a light on the Cricket Score Board.

The player who closes all the numbers first is the winner.

**Example:** For the number 19, Player 1 has 1 hit (hence 1 light off), Player 2 has 2 hits (hence 2 lights off), and Player 3 has number 19 closed (3 lights off). Player 4 comes up and hits a triple 19, and closes number 19 too. Player 4 then aims and hits single 19 again. In consequently, Player 1 and 2 are put back one

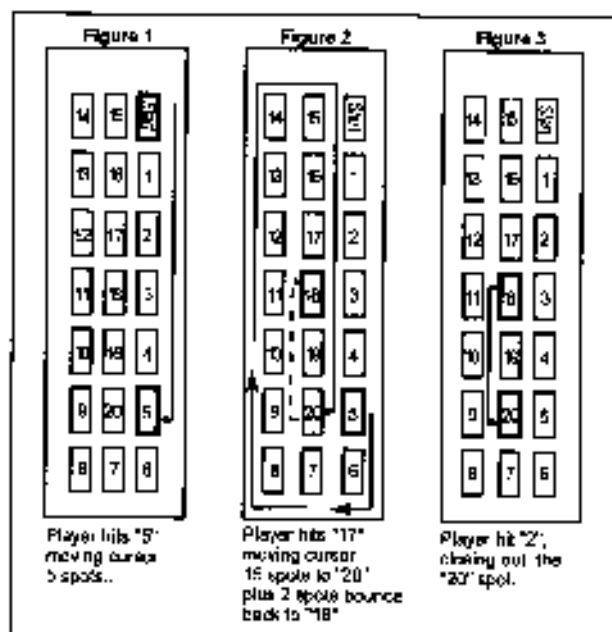
light on 19, and Player 3 is not affected. Which means, Player 1 and 2 are being pushed back 1 hit away from closing 19.

## BILLIARD

This game, along with the next three games, are new creations. The object of Billiard is to score or fill every number from 20 to 1 in that order - either by hitting the number directly or through a combination of numbers. Target numbers are indicated in the display window and scored numbers are indicated by lighted cursor lamps on each player's Cricket panel. The cursor lamp registers each dart thrown subtracting that number from the target number and moving the cursor to the position of the next number required to complete the target number. In addition, the special bounce-back feature keeps the cursor within the number field in the case of dart scores which exceed the amount required to satisfy the target number.

*For Example:*

1. Player 1 starts the game. The display window shows "20" indicating that Player 1 must score 20 in order to fill the first spot. Player throws the first dart and hits 5. The cursor then moves 5 spots. (See Figure 1).
2. The board automatically calculates the difference between 20 and 5 and moves the cursor to the "15" position, indicating that the player needs to score 15 to fill the target number. Player 1 throws a 17. The cursor then moves 15 steps and bounces back 2 spots to rest on the number "18" position. (See Figure 2).
3. Now, the display shows that the player must now hit "2" for the 3rd throw. Player 1 throws and hits "2". The cursor moves to the "20" spot and closes it out (See Figure 3). The display now shows "19", indicating that he/she has moved down one spot and must now hit 19. Since the player has thrown all three darts, the board will flash indicating a change of player.



The player to close out all numbers from 20 to 1 first wins the game.

## MINEFIELD

This game is similar to Pachisi and Billiard in that it requires players to score or fill all numbers from 20 to 1 in reverse order. However, in Minefield there are 6 mines randomly positioned on the board. In this game if your cursor lands on a minefield, either by hitting that number directly, by a combination of numbers or by

bounce-back, the mine will explode, causing you to lose one "Life". Each player has 3 "Lives" per game and if all three are lost the player is out of the game.

Mined numbers do not need to be filled. When a target number falls on a mined number, that number is skipped and the next un-mined number is selected. However, once a mine is exploded, that spot becomes vacant and the player will need to fill the number to complete the game. The player who survives the longest, or is the first to score or fill all his/her un-mined numbers from 20 - 1 in that order is the winner.

### ***PACHISI***

The concept for this game was inspired by an old Indian game of the same name. It has a German name which roughly translates to "Don't Bother Me!" The rules are similar to Billiard in that the player must score or fill all numbers from 20 to 1 in that order either by hitting the number directly or through a combination of numbers totaling the target amount. In addition, a random number is selected by the computer which serves as a barrier to any subsequent scoring. This barrier is always positioned between a player's cursor position and the current target number. As long as the barrier is active, a player's cursor is trapped inside of the barrier and any consequent scoring will cause the cursor to bounce back in the spaces between the starting point and the barrier - thus hindering the player's effort to reach the target number. To remove the barrier the player must score the barrier number, whether by hitting that number directly or through a combination of numbers. Once the barrier number has been scored by a player, that barrier then passes on to the next player and the original player is free to continue to fill target numbers - with the score attained in eliminating the barrier put against the number required to close the target number.

#### ***For Example:***

Player 1 has a target number of 20 and a barrier positioned at 11. The player shoots a 5 and 6 with the first two darts - eliminating the barrier. The barrier then passes on to Player 2 and Player 1 is directed to shoot a 9 with the last dart to fill the target number of 20 ( $5 + 6 + 9 = 20$ ).

When a barrier is passed on to the next player its position is determined by adding the barrier's previous number (11 in the example above) to the receiving player's current cursor position. The player who scores on each number and fills all cursors from 20 to 1 first is the winner.

### ***HOT POTATO***

This game is similar to *Pachisi*, only that the barrier is now called "Hot Potato" and does more harm. During relocation, if the "Hot Potato" bounces a filled spot, it will dig out the fill and push the end point one step back.

## TROUBLE SHOOTING

<b>No Power</b>	Check and make sure the AC adapter is properly plugged in to the electrical outlet, and the DC plug is properly connected to the DC Jack on the board.
<b>Game Will Not Score</b>	Check to see if the game is in the setup mode or if the game is on hold. You may also check to see if any scoring segments or function buttons are stuck.
<b>Stuck Segment or Button</b>	<p>During shipping or in the course of normal play, it is possible for the scoring segments to become temporarily jammed. If such situation happens, all automated scoring ceases. A warning signal sounds and the display begins flashing with the indication of which number is stuck. By gently removing the dart or wiggling the segment with your finger, you will be able to free the segment. The game may then be resumed and scoring will not be affected.</p> <p>A stuck function button will result in a frozen board as well. The flashing display shows "-F-" with a warning sound. Apply the same technique gently to free the stuck button.</p>
<b>Removing Broken Tips</b>	Plastic tips are safer but do not last forever. If a tip breaks and remains in the board, try to pull it out gently with a pair of pliers. However, for a short broken tip that sticks flush with the segment surface, you may push it through the hole into the board. The soft tip will not hurt the circuit behind the segment. Nevertheless, we recommend you to use a good <i>SOFT TIP</i> on a dart to push the broken one through. Be careful, not to use a pointed metal object to do the job. A pointed object may cause damage if being stuck too deep into the board. Remember, the heavier the dart is, the higher the chance that the tip will break.
<b>Power or Electro-magnetic Interference</b>	Under extreme situations of electromagnetic interference, the electronics of the dartboard may show erratic behavior or fail to continue working. The examples of these situations may be: heavy thunderstorm, power line surge, rolling brown out, or being too close to an electrical motor or microwave. To restore the game to normal operation, unplug the AC adapter for several seconds and then reconnect the power again. Be sure to remove the source that causes the interference as well.

## DESCRIPTIONS

- 1) **Single:** Score as number shown.
- 2) **Double:** Score x 2.
- 3) **Triple:** Score x 3.
- 4) **Bull's Eye:** The outer bull is 25 points; the center double bull is 50 points.



- 5) **Catch-Ring:** Catches missed dart, no score.
- 6) **Function Buttons:** (see sections of GETTING STARTED).
- 7) **Player Score:** alternately showing

#### Dart Game

- |  |  |
|--|--|
| (i) <i>301-1001</i>                          | (Dart-Out Tip) → Dart Hit → Cumulative Score |
| (ii) <i>Round the Clock</i>                  | Target                                       |
| (iii) <i>Shoot-Out, Shanghai, Halve-It</i>   | Target → Cumulative Score                    |
| (iv) <i>Count-Up, High Score</i>             | Dart Hit → Cumulative Score                  |
| (v) <i>Cricket, Cut Throat</i>               | Cumulative Score                             |
| (vi) <i>No Score Cricket, Killer Cricket</i> | 0  |
| (vii) <i>Billiard, Pachisi, Hot Potato</i>   | Hint → Dart Hit → End Point Position         |
| (viii) <i>Minefield</i>                      | Hint → Dart Hit → Remaining Lives            |

- 8) **Turn indicator (P1, P2, P3 & P4):** Show who is up to throw the darts.

- 9) **Dart Indicators:** Shows how many throws remain for the turn.

- 10) **Cricket Score Board:**

- (i) *Cricket:* Show marking of cricket numbers.
- (a) The lamp on the second row marks for 1 hit. The lamp on the top row marks for 2 hits. When both lamps light up, they mark for 1+2 = 3 hits.

1 Hit: ○	2 Hits: ●	3 Hits: ●
●	○	●
20	20	20

- (ii) *Billiard, Minefield, Pachisi & Hot Potato:* Show the game's road map. Mark positions of different elements. A blinking spot is a barrier.

- 11) **Cricket Summary Lamps:**

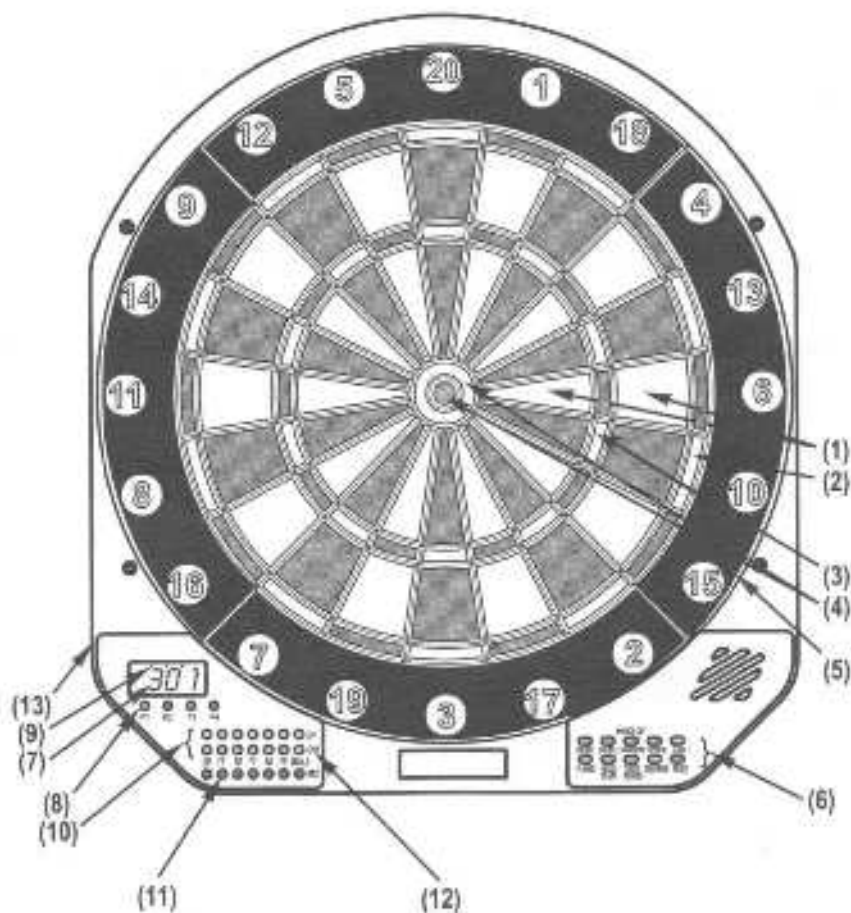
- (i) *Cricket & No Score Cricket:* Indicate all opponents have closed the number.
- (ii) *Cut Throat Cricket & Killer Cricket:* Indicate one or more opponents have closed the number.

- 12) **Indicators for Double In (DI), Double Out (DO) and Master Out (MO).**

- 13) **DC Jack:** For connecting AC adapter.

The product complies to the requirements of the EMC Directive 89/336/EEC, and carries the CE marking accordingly.

Model: 78018 & 68018



Model: 78055

