

ELECTRONIC DARTBOARD

Item No. 882

User Manual & Game Instructions



**Thank you for selecting the electronic
dartboard!**

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Warning: For safety, children must be under adult supervision when using this product.
Please read this manual carefully and keep it for future reference.

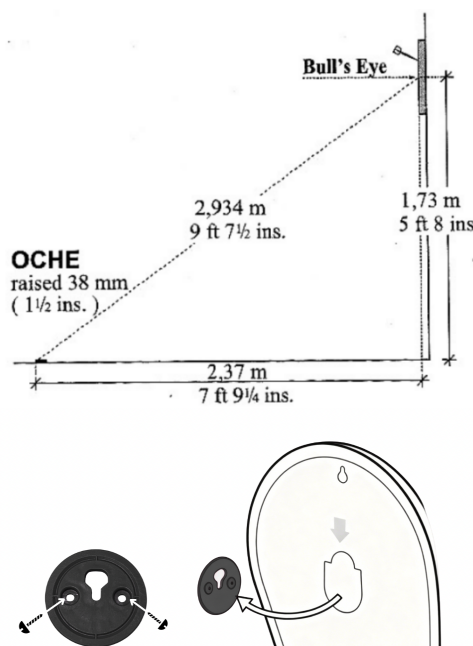
Section 1: Product Introduction

- Product dimension: 47cm*41cm*2.5cm
- This electronic dartboard offers 27 games with 208 options.
- Up to 8 players can participate in the game at the same time.
- This product provides cybermatch function and automatic scoring with voice announcement.

Section 2: Installation

2.1 Mounting Instruction

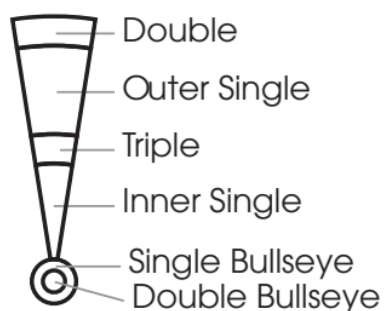
- **Height:** The center of the bullseye should be 5 feet 8 inches (1.73 meters) from the floor.
- **Dartboard Distance:** Horizontal distance from the face of the dartboard to the front of the throw line should be 7 feet 9 1/4 inches (2.37 meters).
- **Hanging Dartboard:** Use the two screws to install the bracket to the wall, using wall anchors if not positioned over a stud. Place the dartboard onto the Mounting Bracket and check for tightness against the wall.



2.2 Power Installation

- It is designed to be powered by 3 x 1.5V “AAA” batteries (Not included). The battery compartment can be opened from the back to install the batteries.
- It can also be powered by a USB-C cable (Included). This product has relatively high-power consumption. **It is recommended to use a USB-C cable for power supply.**

Section 3: Scoring Rules



Segment	Scores
Double Ring	Score*2
Outer Single Ring	Score*1
Triple Ring	Score*3
Inner Single Ring	Score*1
Single bullseye	25*1=25
Double bullseye	25*2=50

Section 4: Operation Instruction

4.1 Basic Introduction

This product is equipped with an auto shut-off feature. After 10 minutes of inactivity or without dart-throwing, the system will automatically enter power-saving mode. At this time, pressing any key will resume the current game

4.2 Button Function

"GAME" Button

- **Game selection:** Short-press to select games from G01-G26.
- **Termination:** Player can press this button to terminate the game.

"OPTION" Button

- **Option selection:** Short-press to select options.

"PLAYER/SCORE" Button

- **Player number selection:** Short-press to select the number of players, ranging from solo play to 8 players.
- **Score Check:** During the game, press this key to check all players' scores. Press once to display the scores of players 1, 2, 3, and 4; press twice to display the scores of players 5, 6, 7, and 8.

"HANDICAP " Button

- **Handicap:** Player can press this button to set different difficulty levels by adjusting different sub-game options for each individual player. Note that some games have no handicap function.

"ELIMINATE/TEAM " Button

- **Eliminate:** In the game state, players can cancel the score for darts that fall off without sticking firmly but have already been recorded.
- **Team:** Before the game starts, use this key to select team configurations (C2-C4) for matches such as 2 vs 2, 3 vs 3, or 4 vs 4.

"CYBERMATCH" Button

- **Cybermatch:** This button is used to select AI opponents, with 5 computer players to choose from (C1 – Professional, C2 – Expert, C3 – Advanced, C4 – Intermediate, C5 – Beginner). To cancel this mode and restore human-vs-human mode., press "PLAYER/SCORE" button.

" DOUBLE" Button

- **Double:** This function is only effective in the game "G01 Count Down" to activate features of "Double In" and "Double Out".

"START/NEXT" Button

- **Start:** Press this button to initiate a game after setup.
- **Next:** In the game state, press this button to switch to the next player.

"SOUND" Button

- **Sound:** Press to adjust the volume: levels 7, 6, 5, 4, 3, 2, 1, and Off

"MISS" Button

- **Missed darts registration:** During the game, short-press the button to register and score zero for darts that land outside target areas.

Section 5: Game Explanation

G01 Count Down

Options: 101, 201, 301, 401, 501, 601, 701, 801, 901

Players start with a set score and subtract their dart scores to reach exactly zero. The goal is to be the first to reach zero.

- **Starting score:** Players begin with a score of 101, 201, 301, 401, 501, 601, 701, 801, or 901 according to the options selected.
- **Deducting points:** Each turn, players throw three darts, and the points scored from those darts are deducted from their current total.
- **Busting:** If a player scores more than their remaining total to reach zero, they "bust," and their turn ends. Their score reverts to what it was at the start of the turn.
- **To win:** The first player to reduce the score to exactly zero wins.
- **Double:** Player can activate the "double" modes via the "DOUBLE" button:
 - ✓ **Double in:** Player should hit the double segments to start the game.
 - ✓ **Double out:** Player should hit double segments to reduce the score to exactly zero. A bust occurs when a dart leaves a score of less than 1.
 - ✓ **Double in&out:** Player should hit the double segments to start and end the game. A bust occurs when a dart leaves a score of less than 1.

G02 Count Up

Options: 100, 200, 300, 400, 500, 600, 700, 800, 900

Players start at zero and add their dart scores to reach target score. The goal is to be the first to reach the predetermined target score.

- **Target score:** Players decide on a target score of 100, 200, 300, 400, 500, 600, 700, 800, or 900 according to the options selected.
- **Start from zero:** All players begin with a score of zero.
- **Adding points:** Each turn, players throw three darts, and the points from each dart hit are added to the player's total score.
- **To win:** The first player to reaches or exceeds the target score wins.

G03 Simple Cricket (AKA: No Score Cricket)

Options: 000, 020, 025

Players aim to close designated numbers but no points are scored on the scoreboard. The goal is to be the first to close all numbers.

- **Designated number:** 15, 16, 17, 18, 19, 20, and bullseye.

- **Closing a number:** A player must hit a designated number three times to close it. A single is one hit. A double counts as two hits. A triple counts as three hits.
- **To win:** The first player who close all numbers wins the game.
- **Difference between 3 options:**
 - ✓ **000:** No specific order required to start the game.
 - ✓ **020:** Start the game by hitting at number 20 3 times, then hitting at 19, 18, 17, 16, 15, and the bullseye in sequence.
 - ✓ **025:** Start the game by hitting at the bullseye 3 times, then hitting at 15, 16, 17, 18, 19, 20 in sequence.

G04 Scram Cricket

Options: A00

This is a two-player game where roles alternate: one player, the Stopper, tries to close numbers (15-20 and Bull), while the other, the Scorer, tries to rack up points on the remaining open numbers. After each player throws three darts, the roles switch for the next round, with the original Scorer becoming the new Stopper and vice versa. The game lasts two rounds (one as Scorer, one as Stopper), and the player with the highest score wins, having both scored points and prevented their opponent from scoring.

G05 Score Cricket (AKA: Standard Cricket)

Options: E00, E20, E25

Players aim to close designated numbers and add their dart scores as high as possible. The goal is to be the first to close all numbers and have a higher score than their opponent.

- **Designated number:** 15, 16, 17, 18, 19, 20, and bullseye.
- **Closing a number:** A player must hit a designated number three times to close it. A single is one hit. A double counts as two hits. A triple counts as three hits.
- **Scoring points:** Once a player closes a number, they can score points for subsequent hits on that number. For example, if you've closed the 20, a single 20 is worth 20 points, a double 20 is 40 points, and a triple 20 is 60 points. If all players close that same number, scoring on that number stops for everyone.
- **To win:** The player with the highest score after all numbers are closed wins.
- **Difference between 3 options:**
 - ✓ **E00:** No specific order required to start the game.
 - ✓ **E20:** Start the game by hitting at number 20 three times, then hitting at 19, 18, 17, 16, 15, bullseye in sequence.
 - ✓ **E25:** Start the game by hitting at the bullseye three times, then hitting at 15, 16, 17, 18, 19, 20 in sequence.

G06 Cut Throat Cricket

Options: C00, C20, C25

Players aim to close designated numbers and give points to the opponents. The goal is to be the first to close all numbers and have a lower score than their opponent.

- **Designated number:** 15, 16, 17, 18, 19, 20, and bullseye.
- **Closing a number:** A player must hit a designated number three times to close it. A single is one hit. A double counts as two hits. A triple counts as three hits.
- **Scoring points (The "Cut-Throat" Twist):** Once a player closes a number, they score points for their opponents who have not yet closed that same number. If the opponent has the number closed as well, then no marks will be added to that player.
- **To win:** The player with the lowest score after all numbers are closed wins.
- **Difference between 3 options:**
 - ✓ **C00:** No specific order required to start the game.
 - ✓ **C20:** Start the game by hitting at number 20 3 times, then hitting at 19, 18, 17, 16, 15, bullseye in sequence.
 - ✓ **C25:** Start the game by hitting at the bullseye 3 times, then hitting at 15, 16, 17, 18, 19, 20 in sequence.

G07 Double Score Cricket

Option: d00, d20, d25

The game and scoring rules are the same as G05 Score Cricket, except that the double segment of the designated segment must be hit first before the game can continue.

G08 Shove-A-Penny Cricket

Option: P00, P20, P25

Players aim to close designated numbers but no points are scored on the scoreboard. The goal is to be the first to close all numbers.

- **Designated number:** 15, 16, 17, 18, 19, 20, and bullseye.
- **Closing a number:** A player must hit a designated number three times to close it. A single is one hit. A double counts as two hits. A triple counts as three hits.
- **The excess hits:** If a player hits any valid segment more than three times, the excess hits will be credited to the next player.
- **To win:** The first player who close all numbers wins the game.
- **Difference between 3 options:**
 - ✓ **P00:** No specific order required to start the game.
 - ✓ **P20:** Start the game by hitting at number 20 3 times, then hitting at 19, 18, 17, 16, 15, and the bullseye in sequence.
 - ✓ **P25:** Start the game by hitting at the bullseye 3 times, then hitting at 15,

16, 17, 18, 19, 20 in sequence.

G09 Round Clock

Option: 105, 110, 115, 120

Players must hit each number on the dartboard in sequential order, with the first player to successfully hit all numbers winning the game. Each player takes turns throwing three darts, but they cannot advance to the next number until their dart lands in the segment of the current target number.

- **To win:** The player who completes hitting all target numbers wins the game.
- **Difference between options:**
 - ✓ **105, 110, 115, 120:** Order starts from 1 and proceeds to 5, 10, 15, 20 respectively, with single, double, and triple rings all acceptable.

G10 Round Clock-Double

Option: 205, 210, 215, 220

The game and scoring rules are the same as G09 Round Clock, except that order starts from 1 and proceeds to 5, 10, 15, 20 respectively, with only double rings acceptable.

G11 Round Clock-Triple

Option: 305, 310, 315, 320

The game and scoring rules are the same as G09 Round Clock, except that order starts from 1 and proceeds to 5, 10, 15, 20 respectively, with only triple rings acceptable.

G12 Over (AKA: Legs Over)

Option: 3, 5, 7, 9, 11, 13, 15, 17, 19, 21

Players start at zero and add their dart scores to exceed the target score to keep their lives. The goal is to be the last to have a life left.

- **Initial Lives:** Options represent the initial number of lives of players.
- **Starting score:** Players begin with a score generated randomly on the LED screen.
- **Target score:** Players begin with a score generated randomly on the LED screen. Once the player has a higher total score in a round, his/her score becomes the new target score to chase.
- **Adding points:** Each turn, players throw three darts, and the points scored from those darts are adding.
- **Losing lives:** Each player should try to score higher than or equal to the previous highest score made in a turn; otherwise, he/she will lose a life.
- **To win:** The last player who has a life left is the winner.

G13 Under (AKA: Legs Under)

Option: U03, U05, U07, U09, U11, U13, U15, U17, U19, U21

Players start at zero and add their dart scores to below the target score to keep their lives. The goal is to be the last to have a life left.

- **Initial Lives:** Options represent the initial number of lives of players.
- **Starting score:** Players begin with a score generated randomly on the LED screen.
- **Target score:** Once the player has a lower total score in a round, his/her score becomes the new target score to chase.
- **Adding points:** Each turn, players throw three darts, and the points scored from those darts are adding.
- **Losing lives:** Each player should try to score lower than or equal to the previous lowest score made in a turn; otherwise, he/she will lose a life.
- **To win:** The last player who has a life left is the winner.

G14 Hi-Score

Option: H03, H05, H07, H09, H11, H13, H15, H17, H19, H21

Players start at zero and add their dart scores. The goal is to get a highest score after all players have completed the set number of rounds.

- **The set number of rounds:** Options represent the initial set number of rounds for the match, with 3 darts per round.
- **Start from zero:** All players begin with a score of zero.
- **Adding points:** Each turn, players throw three darts, and the points from each dart hit are added to the player's total score.
- **To win:** After all players have completed the set number of rounds, the player with the highest score wins the match.

G15 Shoot Out

Option: -05, -07, -09, -11, -13, -15, -17, -19, -21

Players aim to hit the target number and deduct scores from the determined starting score. The goal is to be the first to reach zero.

- **Starting scores:** The options represent the starting scores. For example, -05 is 5 scores.
- **Target number:** Players aim to hit the target number generated randomly on the LED screen.
- **Deducting scores:** Single, double, and triple rings are all treated as 1 score, and are subtracted from the starting scores.
- **Missing:** If players don't have a throw within 10 seconds, the throw will be considered as a miss.

- **To win:** The first player to reduce the initial score to 0 wins.

G16 Killer

Option: 3, 5, 7, 9, 11, 13, 15, 17, 19, 21

Players get a number and must first hit the number to become a "Killer," then eliminate opponents by hitting their target numbers to take their lives, with the last player remaining winning.

- **Life Points:** 3, 5, 7, 9, 11, 13, 15, 17, 19, 21 represent the players' life points.
- **Target number:** Upon entering the game, the screen displays "SLT" (short for "Select"), indicating that each player begins selecting their "target" sector. After the first player throws a dart, a sector is selected and displayed. Press the "START/NEXT" button to proceed to the next player's "target" sector selection. Once all players have chosen their "target" sectors, the computer automatically enters the normal competition phase.
- **Becoming a killer:** After all players have selected their sectors, the dart-throwing begins. A player can only become a "killer" when they hit their own target sector.
- **Lives eliminating:** When a player's number is hit by an opponent (who is already a killer), the player loses one life point. Life points are displayed directly on the screen. When a player becomes a "killer," if they hit their own target sector, they will lose their "killer" status and forfeit one life point. The killer should aim to hit the opponents' numbers to reduce their life points.
- **To win:** The game ends when only one player remains, and that player is declared the winner.

G17 Killer-Double

Option: 203, 205, 207, 209, 211, 213, 215, 217, 219, 221

Similar to the G16 Killer game, with the only difference being that a player can only become a "killer" by hitting the double ring of their selected target sector.

G18 Killer-Triple

Option: 303, 305, 307, 309, 311, 313, 315, 317, 319, 321

Similar to the G16 Killer game, with the only difference being that a player can only become a "killer" by hitting the triple ring of their selected target sector.

G19 All Five

Option: 51, 61, 71, 81, 91, 101, 111, 121, 131, 141, 151

In each round, the total score from a player's three darts must be divisible by five. The quotient obtained by dividing the total score by five is the player's score for that round. The first player to reach or exceed a target score of 51, 61, 71, 81, or 91 points wins.

If the total score of the three darts is not divisible by five, the player scores no points for that round. If a dart is invalid (bounced out or missed), the player does not continue throwing the remaining darts for that round and receives no score. The player can then press START/NEXT to proceed directly to the next round.

G20 Shanghai

Option: 1, 5, 10, 15

Players must hit each number on the dartboard in sequential order. The first player to successfully hit all numbers and have highest scores wins the game. Each target number has 1 chance of being hit. If players hit the target number, scores are accumulated. If players don't hit the target number, it is missed, and no chance to hit that area again.

- **To win:** The Player who completes hitting the target numbers and has the highest score wins the game.
- **Difference between options:**
 - ✓ 101: Order starts from 1 and proceeds to 20 and bullseye.
 - ✓ 105: Order starts from 5 and proceeds to 20 and bullseye.
 - ✓ 110: Order starts from 10 and proceeds to 20 and bullseye.
 - ✓ 115: Order starts from 15 and proceeds to 20 and bullseye.

G21 Shanghai-Double

Option: 201, 205, 210, 215

Similar to G20 game, with the only difference being that only hits on the double ring of the target sector are valid.

G22 Shanghai-Triple

Option: 301, 305, 310, 315

Similar to G20 game, with the only difference being that only hits on the triple ring of the target sector are valid.

G23 Golf

Option: 10, 20, 30, 40, 50, 60, 70, 80, 90

The objective of the game is to achieve the lowest possible score.

- **Target score:** 10, 20, 30, 40, 50, 60, 70, 80, 90 are the target scores.
- **Target sector:** The game proceeds by shooting at sectors 1 through 18 in order (first round at sector 1, second round at sector 2, and so on). If a dart hits the target sector, the computer prompts "Yes"; otherwise, it prompts "No".
- **Scores rule:** The objective of the game is to achieve the lowest possible score.

If a player fails to hit the target sector with all three darts in a round, it is considered a "Bad Throw" and scores 5 points. Hitting the triple ring scores 1 point (Eagle). Hitting the double ring scores 2 points (Birdie). Hitting the single area scores 3 points. The player can finish the target sector with any of their three darts, and the score is based on the last dart that successfully hits it.

- **Strategic choice:** If a player hits the single area with their first dart and is willing to accept the 3 points, they may choose to proceed to the next round. However, if they attempt to achieve a lower score by continuing to throw at the sector but fail to hit it with the remaining two darts, they will be penalized with 5 points.
- **To win:** A player is eliminated from the game once their total score reaches or exceeds the target score. The game ends when only one player remains or after all 18 rounds have been completed. The final ranking is determined from the lowest score to the highest.

G24 Bingo

Option: 132, 141, 168, 189

The computer automatically displays the target sectors in sequence. The first player to hit all required sectors three times each wins.

- **Difference between options:**
 - ✓ 132: Sectors are displayed in the order 15, 4, 8, 14, 3.
 - ✓ 141: Sectors are displayed in the order 17, 13, 9, 7, 1.
 - ✓ 168: Sectors are displayed in the order 20, 16, 12, 6, 2.
 - ✓ 189: Sectors are displayed in the order 19, 10, 18, 5, 11.
- Each target sector must be hit three times before advancing to the next sector. A single area hit counts as 1. A double ring hit counts as 2. A triple ring hit counts as 3.

G25 Big Little - Simple

Option: 3, 5, 7, 9, 11, 13, 15, 17, 19, 21

- **Initial Lives:** Options represent the initial number of lives of players.
- **First target:** At the start of the game, the computer randomly generates a "Target" number.
- **Setting a new target:** Each turn, players throw three darts. If a player hits this "Target" with their first or second dart, they can use their next dart to establish a new "Target." If they hit the "Target" with their third dart, or if they fail to establish a new valid "Target," the computer will randomly

generate a new "Target" for the next player.

- **Losing lives:** If a player fails to hit the "Target" with all three darts, they lose 1 life point. The same "Target" is then passed to the next player.
- **Valid sector:** Hitting the single, double, or triple area of the "Target" sector is valid. The computer will prompt "Yes" for a hit and "No" for a miss.
- **To win:** The last player who has a life left is the winner.

G26 Big Little - Hard

Option: H03, H05, H07, H09, H11, H13, H15, H17, H19, H21

Similar to the G25 game, with the only difference being that a player must hit the exact same segment (single, double, or triple) as the current "Target" for the hit to be valid. Hitting the same number but in a different segment does not count.

G27 Gotcha

Option: 101, 201, 301, 401, 501, 601, 701, 801, 901

Players start at zero and add their dart scores to reach target score. Gotcha happens when the opponent has the same score. The goal is to be the first to reach the predetermined target score.

- **Target score:** Players decide on a target score of 101, 201, 301, 401, 501, 601, 701, 801, or 901 according to the options selected.
- **Start from zero:** All players begin with a score of zero.
- **Adding points:** Each turn, players throw three darts, and the points from each dart hit are added to the player's total score.
- **Gotcha:** if a player's score is exactly the same as the previous player's score, then gotcha is successful, and that player's score will be reset to zero.
- **Busting:** If a player scores more points necessary to reach the target score, they "bust" and their score reverts to what it was at the start of the turn.
- **To win:** The first player to reaches the exact target score wins.

Section 6: Troubleshooting Tips



6.1 Highly recommended to use USB-C cable

This product has high power consumption. **Under normal conditions, it is recommended to use the USB-C cable to supply power.** Using battery power will result in rapid battery depletion. When the battery power is insufficient, some functions may become less responsive.

6.2 No Power

Confirm that the power adapter is properly connected to both the electrical outlet/power strip and the dartboard's power input jack.

6.3 No Score Display

Check if the board is in game setup mode or a paused state. Additionally, check if any scoring segments or buttons are stuck.

6.4 Stuck Scoring Segment or Button

Occasionally, a scoring segment may become stuck during shipping or even normal play, causing scoring to fail. In this case, an alert sound will be heard, and the indicator light will flash "Err" followed by the sector number/location, indicating which segment is stuck. Gently remove any dart from the stuck segment, or lightly press and wiggle the segment back and forth with your finger. It will usually reset quickly. The game will then resume from the current state and continue scoring normally.

6.5 Removing a Broken Dart Point

Plastic dart points are much safer but less durable. If a point breaks and part of it remains stuck inside a scoring segment, carefully remove it using suitable tweezers. If the broken point is too short and does not protrude from the board surface, you can also push it directly through the segment hole into the board interior. Plastic points will not damage the circuitry beneath the segments.

Strong Recommendation: When pushing very short broken points into the board, always use an intact plastic dart point. Do NOT use metal tools. Inserting a metal tool too deeply into a segment hole can easily damage the circuitry. Generally, heavier darts are more prone to breaking points.

6.6 Current Fluctuation or Electromagnetic Interference

In extreme cases, strong electromagnetic interference may cause the board to malfunction or score incorrectly. Examples include severe lightning strikes, significant power fluctuations, low voltage conditions, or placing the board too close to electric motors or microwave ovens. Before restarting the game, unplug the power adapter, wait a few seconds, and then plug it back in. Ensure any such interference has been resolved before performing these steps.