Dear customers!

Your new electronic dartboard offers many games and variations of games. It has clear displays permanently informing you of the actual state-of-play. Pressed keys and direct hits are signalled by confirmation and fanfare sounds. The sound can also be switched off of course.

Playing darts promotes skill and concentration. It is fun for the whole family.

We wish you and your fellow players of a lot of fun with this game.

Intended purpose

The dartboard is intended for private home use. It is for players above 14 years old. If younger children want to play as well, then they must be supervised. The game is not suitable for commercial purposes.

Environmental tips

All power adaptors consume current. Therefore always pull out the power adaptor from the main socket if you are not using the game.

Sort and dispose of the packaging.

The equipment and power adaptor should not be disposed of with domestic refuse. Information about the correct disposal is available from your local authority.

Safety instructions
Danger of injury

❖ The dartboard contains small swallowable articles. There are dangers of suffocation among other things from the packaging. The game is not suitable for children under 3 years old. Keep children away from all parts of the dartboard and its packaging material. Keep all parts out of reach of children.

❖ If older children wish to play, they may only do so under the supervision of adults, because even soft points can lead to injuries.

❖ Only fix the dartboard to a wide wall, so that no one can stand behind or near it and risk being hit by flying darts.

❖ Only use the power adaptor provided, otherwise there may be risk of fire or damage to the equipment.

❖ Humidity should not be allowed to reach the components. Otherwise there is a danger of an electric shock and/or defective equipment. Only use the equipment in dry interiors.

❖ Do not disassemble the equipment or power adaptor or cable to repair it yourself. If the equipment or parts of it are defective, these should not be used. Repairs should only be carried out by specialists. Call on our technical service.

❖ Pull out the power adaptor from the wall socket before you clean the equipment.

❖ The cable must be laid in such a way that no one can trip over it. It should not be subjected to heat, buckled or laid over sharp edges.

Equipment damage

❖ Do not drop the equipment and protect it against dust and humidity.

❖ This dartboard is only suitable for darts with a maximum weight of 18 grams and with soft points. Metal points or heavier darts will damage the equipment.

Keep these instructions. They contain all the necessary information for safe use and describe all the games.

Contents

Overview, contents supplied and technical data

Electronic dartboard : Admiral-501 / Admiral-501 Cabinet
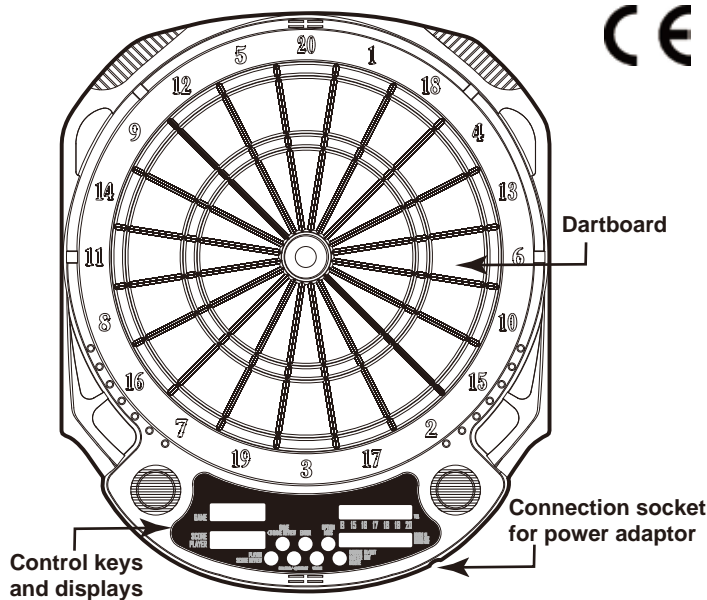
1 power adaptor : 9V DC 500mA (⊖ -©- ⊕)

12 complete darts: tip, barrel, shaft, flight

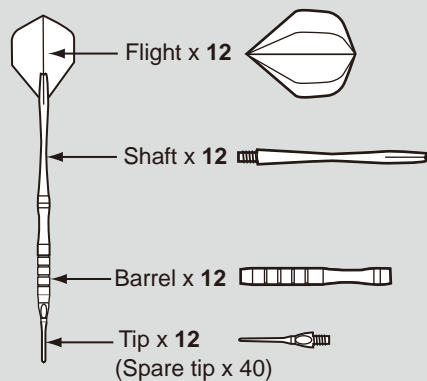Total weight of an assembled dart : max. 18 grams

40 additional soft dart tips

2 screws for wall mounting

Dartboard

Connection socket for power adaptor

Control keys and displays

Preparing the darts

Screw the point (tip) and shaft into the grip (barrel).
Bend the flight into shape and put it into the shaft

Flight x **12**

Shaft x **12**

Barrel x **12**

Tip x **12**
(Spare tip x 40)

adaptor

2 screws

Mounting

Suspend the dartboard by means of the two mounting holes in the back.
2 screws are provided for mounting on the wall. Should the screws not
be suitable for your wall, change them for suitable screws.
There needs to be a power socket nearby.

about 6mm

DARTBOARD

Center of the dartboard
(Bull's Eye)

Wall

Throwing line

173cm

193cm

40cm

237cm
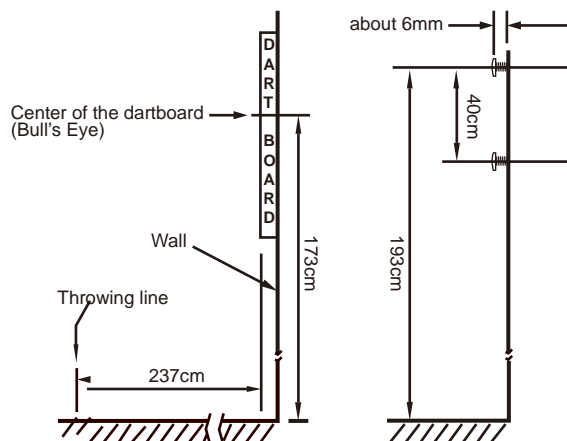
According to international dart match rules, the dartboard should be
suspended in such a way that the height from the floor to the centre of
the dart circle is 1.73 m and the distance from the throwing line to the
board is 2.37 m.

## Problems and help

No display

Press any key.
Is the power adaptor connected? Pull it from the wall
socket and put it back again.

The dartboard does not react or behaves unusually

Take out the power adaptor from the dartboard for 2
seconds.

A dart point is stuck in the dartboard.

"Stuc" is displayed. Remove the dart point carefully. If
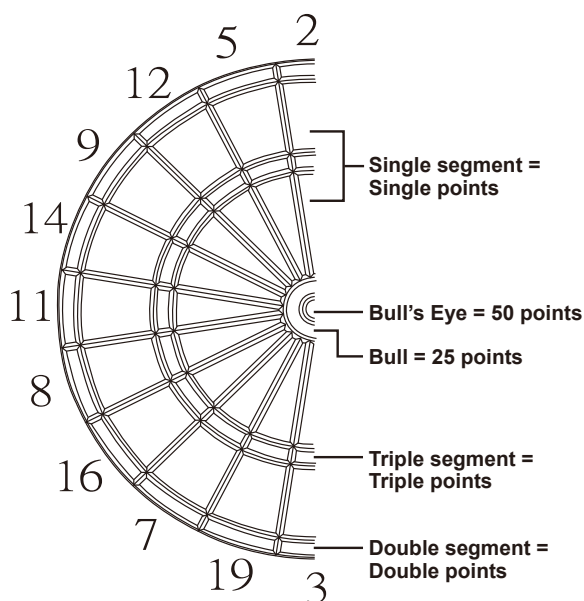that does not work, do not try to press the point into the
dartboard.
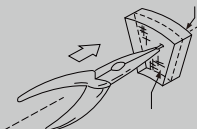
Pull out the power adaptor from the wall socket and
from the dartboard. Take out the screws from the back
of the dartboard.
Press the point out from the back of the segment. Do
not open any other parts of the dartboard under any
circumstances. Screw the dartboard together again
before re-connecting the power adaptor.

Calculating points

A throw consists of 3 darts.

Single segment = Single points

Bull's Eye = 50 points

Bull = 25 points

Triple segment = Triple points

Double segment = Double points

A throw

A throw consists of 3 darts.

Ricochet and missed darts

Each ricocheted dart or dart landing outside the playing area does not count and may not be thrown again.

## Quick set-up with the example of the 01 game

1. Put the power adaptor into a wall plug. Then put the plug of the power adaptor into the connection socket on the right side of the dartboard. All segments display themselves sequentially (self-test).

2. Press any key to stop the self-test.

3. Press **GAME** several times if necessary in order to select a game. For this example, press **GAME** until the GAME display $\boxed{0\ 1}$ appears.

4. $\boxed{3 0\ 1}$ is indicated in the SCORE field. Press the **OPTION** key several times if necessary in order to select the games 501, 601, 701, 801, 901, 1001 or 301.

5. In the case of the games 301 to 901, press the **DOUBLE IN/OUT** key for times if necessary to select one or two or none of the options. The selection will determine whether the game must start with a double segment and/or end with a double or triple segment. If you select MASTER OUT, the LED indicator for MASTER OUT will light up and the game must end with a triple segment.

6. Press the **PLAYER** key in order to set the number of players (1-16). The number is indicated in the GAME display.

7. Press **ENTER** in order to start the game.

8. Now the first player $\boxed{PL - 1}$ can throw his 3 darts.

The three lines (marks) light up in the GAME display for the player who is actually playing with. With each hit, one line goes out. The new score is shown in the **SCORE/PLAYER** display and the cumulative score is shown in the GAME display respectively. After the three darts are thrown, the three lines (marks) goes out and the darts can then be pulled out.

9. Was the dartboard missed? Did a dart ricochet and fall down? If the dartboard recorded the dart and the dart fell down afterwards, the throw does not count. In order to reset the display to the previous state, press the **DELETE** key to delete the score of a dart, and the previous score will be displayed.

10. After pulling out the darts, press the **ENTER** key. Now it's the next player's turn.

11. When a player has played down his score exactly to $\boxed{0}$, he has won. $\boxed{F - 1}$ appears in his display.

12. If you press **ENTER** again, play can continue for the following places.

In order to prematurely end a current game, keep RESTART pressed down until the dartboard reacts.

Then pull out the power adaptor from the wall socket otherwise, as with all power adaptors, small amounts of current continue to be consumed.

Note : When there is no throw and no game key is pressed for approx. 10 minutes, the dartboard automatically switches off. Settings and the state of play remain stored as long as the power adaptor remains connected. Press any key in order to switch on the game again.
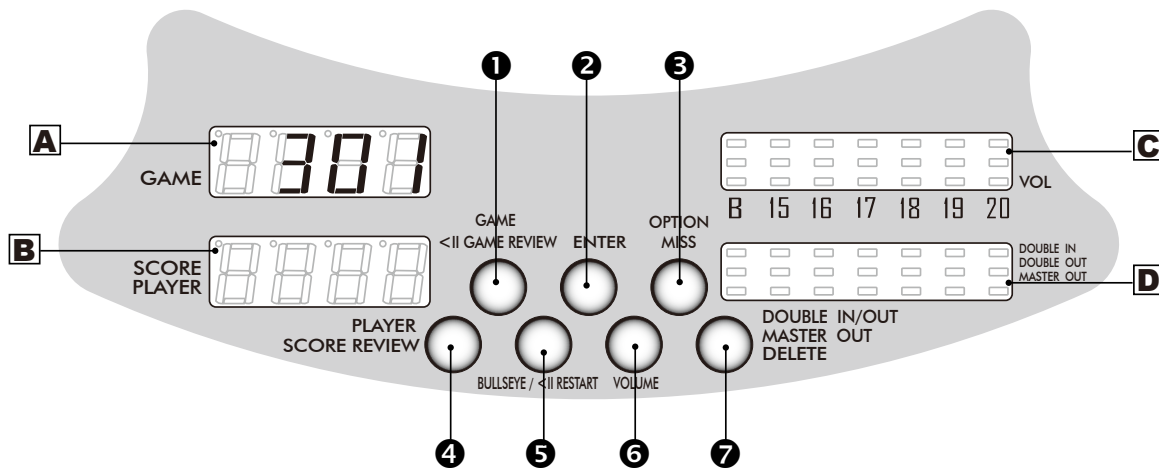
Overview of the keys

❶ GAME <|| GAME REVIEW

This key allows you to select the game. During a current game, no new game can be selected. The current game must be ended. In order to end a game before it is finished, keep the RESTART key pressed down until it returns to game selection. If you press GAME during a current game, the settings of the current game are indicated.

❷ ENTER

Press this key to start a game or change to the next player.

❸ OPTION/MISS

In this manual, the OPTION key and the MISS key refer to the same key.

OPTION: This key allows you to select game variants, number of rounds etc. For some games, there are no variants; for others, there are quite a few.

MISS: If you throw one dart but do not hit any dart segment, press the MISS key to delete one mark in the display and skip to the next throw. For 01 games, if you press this key during the game, one mark in the GAME display will be deleted. For the game Free, one mark in the right upper display will be deleted.
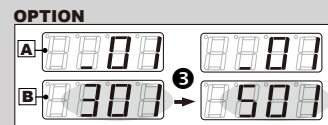
❹ PLAYER/SCORE REVIEW

PLAYER: This key allows you to select the number of players. (1- 16 players)

SCORE REVIEW: If you press this key during the game, the SCORE/PLAYER display will show the cumulative score gained by each player in a loop. Press the key again to stop the score review.

❺ BULLSEYE/RESTART

BULLSEYE: Bull can be extended to the Bull's Eye in some games and then also scores 50 points.

||> RESTART: This key allows you to restart the current game or select a new game. In order to maintain the interruption of a current game, keep the key pressed until the equipment reacts. Now the game can be started again or a new game selected.
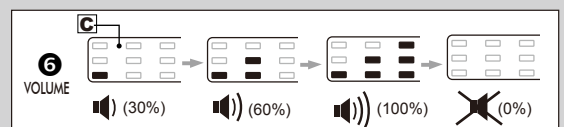

❻ VOLUME

The dartboard has many vocal sound effects. And the volume is adjustable based on 4 levels. (mute included) Briefly press the VOLUME key for times if necessary to select the level of volume.

❼ DOUBLE IN/OUT, MASTER OUT, and DELETE

DOUBLE IN/OUT: In some games - mainly in the 01 games –it can be decided whether the game must begin (IN) and/or end (OUT) with a double or triple segment. If you select any of them, the corresponding LED indicator will light up. The options include DOUBLE IN, DOUBLE OUT, MASTER OUT.

DELETE: This key allows you to delete the current score. If a dart ricochets and falls down but the dartboard has recorded the throw, this is invalid and the score can be deleted with the DELETE key.
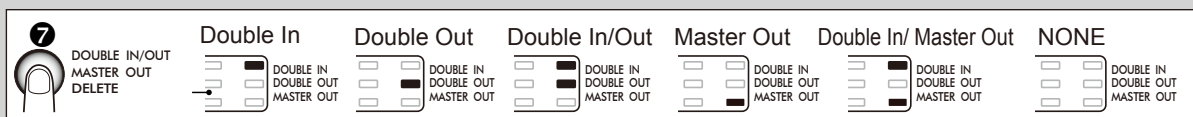
Overview of displays

A GAME display

Various information is indicated here. The game to be selected is displayed here.

The round of the game, the cumulative score etc. are shown in the GAME display.

You may start the 01 games when 01 is shown in the GAME display.

This is the game of High Score.

rd = Round - here Round 1

This display changes between the past score and the current score.
The three lines (marks) indicate the darts to be thrown. After each hit, one line goes out.

B SCORE/PLAYER display

Various information is indicated here depending on the game and the state of the game.

The displays are described clearly in the game rules. Here are some displays:

PL = Player - here player 1
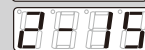
2 = Double segment - here double segment 15

Grand total 30

buSt = the hit is invalid

C B 15 16 17 18 19 20 /VOL display

Here up to 3 lines are displayed in each field. For some games, the display is not needed. The meaning is explained in the individual games.

D DOUBLE IN, DOUBLE OUT, MASTER OUT display

If you select DOUBLE IN, DOUBLE OUT, and/or MASTER OUT for some games, the corresponding LED indicator will light up in the display.

Display settings during the game

You can display pre-selected settings at any time during the game.

Keep GAME pressed, and the settings will be displayed. The current game is not interrupted or changed by this.
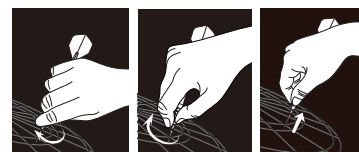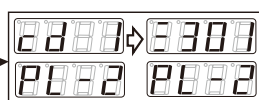
General information

Pull out darts/change to the next player

Each player throws 3 darts in a round. Pull the darts out by turning them gently in a clockwise direction and pulling them straight out. Then press ENTER to change over to the next player.
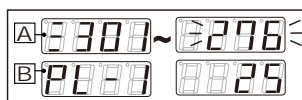
ENTER

Ricochet darts/missed throws

In order to reset the display to the previous status, press the DELETE key and the previous score will be displayed. Was the dartboard missed? Did a dart ricochet and fall down? If the dartboard recorded the dart and the dart fell down afterwards, then the throw does not count.

Stuck darts

It can happen that a segment remains "stuck". This usually occurs when 2 darts hit one another. Then the dartboard cannot record any more throws. "Stuc" and the "stuck" segment are displayed.
Remove the dart tips. Then the dartboard should function normally. If this is not the case, keep the II>RESTART key pressed until the beeps sound.

Select/start new game

You can end a game at any time in order to begin a new game from the beginning or to select another game.
1. Keep the RESTART key pressed until the dartboard beeps.
2. Select a game with GAME or a game variant with OPTION and the number of players with PLAYER.
3. Press ENTER in order to start the game.

GAMES

1. O1 games – 301, 501 up to A01

Game display

Option 301, 501, 601, 701, 801, 901, A01

Fun ★★★★★
Skill ★★★★
Strategy ★★

Game for 1 to 16 players.

This series of games is the best known world-wide. It is played in league games and tournaments.

The score obtained with each dart throw is deducted from a starting account of 301 (or 501 to 1001(A01)) points.

The goal is to reach exactly 0 points as quickly as possible. If one throws more points than necessary at the end, none of the three darts of that throw are counted. The player keeps the old score.

Example : Only 20 points remain to be made. The player throws 10 - 8 - 3. None of the three darts is counted. "buSt" appears briefly in the display. The player keeps his old score of 20 and the next player has his turn.

Variants : It can be decided previously whether the game must be started and/or ended with a double segment. Select this option using the **DOUBLE IN/OUT** key. The double in/out display shows the setting. The game is also begun if the Bullseye is hit.

When first place has been won, the remaining players can continue the game for the other places. The game ends when all the players have reduced their scores to zero.

2. High Score

Game display

Option 6rd~15rd

Fun ★★★
Skill ★★★
Strategy ★

Game for 1 to 16 players

Select the number of rounds 6 to 15 with **OPTION**.

The goal of this game is to reach the highest number of points.

3. Count Up

Game display

Option 100~900

Fun ★★★
Skill ★★★
Strategy ★

Game for 1 to 16 players

Select the point number from 100 to 900 points with **OPTION**.

The winner is the one who achieves the set score.

4. Random Shoot

Game display

Option 6rd~15rd

Fun ★★★★
Skill ★★★★★
Strategy ★

Game for 1 to 16 players

Select the number of rounds 6 to 15 with **OPTION**.

The goal of the game is it to hit the number segment displayed on the dartboard.

The points are counted as follows with a hit :

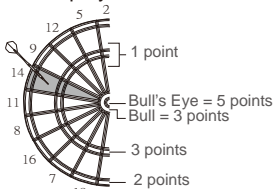Single segment = 1 point
Double segment = 2 points
Triple segment = 3 points
Bull = 3 points
Bullseye = 5 points

Random number

1 point
Bull's Eye = 5 points
Bull = 3 points
3 points
2 points

Single segment = 1 point

When the displayed number segment is hit or a new round begins, a new number is displayed.

The player with the highest score wins.

5. Under

Game display

Option Ldr, bot

Fun ★★★★
Skill ★★★
Strategy ★★★★★

There are two game variants "Ldr" = leader or "bot" continue.

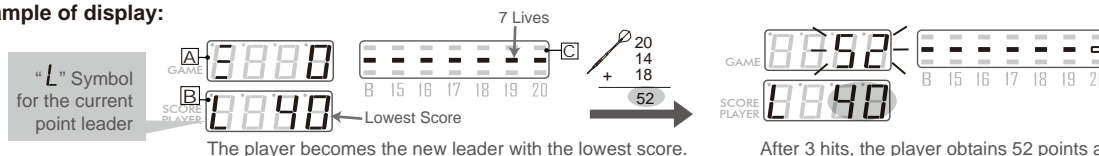Select the desired game variant with **OPTION**.

Under Ldr (Leader)

Game for 2 to 16 players

Each player starts with 7 lives displayed as lines on the right. Each player tries to obtain as few points as possible. The scoring leader is indicated with an " L" and the point number is displayed under SCORE.

If a player exceeds the maximum score, he loses a life. If it is the leader's turn, he does not have to undershoot himself. His new score serves as the new status. It is then also indicated by an " L" and must be undershot.

If the dartboard is missed, the highest score of 60 is counted. If all lives are lost, the game is also lost.

Example of display:

" L " Symbol for the current point leader

7 Lives

A
GAME

B
SCORE PLAYER

Lowest Score

C

20
14
18
+
52

GAME

SCORE PLAYER

The player becomes the new leader with the lowest score.

After 3 hits, the player obtains 52 points and loses a life. (52 > 40)

Under Con (Continue)

Game for 2 to 16 players

Unlike the Under Ldr, the leader also loses a life if he exceeds his score. The points must thus always be lower.

GAMES

6. Over

Game display

Option Ldr, toP

Fun ★★★★
Skill ★★★
Strategy ★★★★

There are two game variants "Ldr" = leader or "top" continue.

Select the desired game variant with OPTION.

OVER Ldr (Leader)

Game for 2 to 16 players

Each player starts with 7 lives which are displayed on the right as lines.

Each player tries to obtain as many points as possible. The leader is indicated with an " H " and the score under SCORE.

If a player does not reach or exceed the maximum score, he loses a life. If it is the leader's turn, he does not have to exceed himself. His new score serves as the new status. It is then also indicated by an " H " and must be achieved or exceeded.

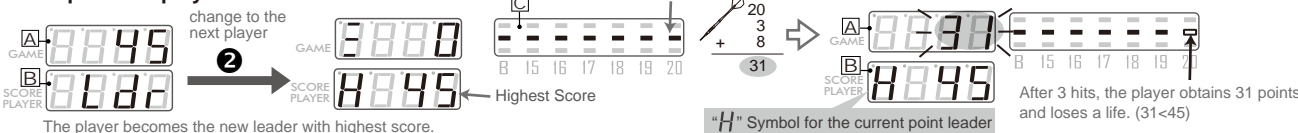If all the lives are lost, then the game is also lost.

Example of display:

change to the next player

The player becomes the new leader with highest score.

Highest Score

7 Lives

∅20
3
8
+
31

After 3 hits, the player obtains 31 points and loses a life. (31<45)

"H" Symbol for the current point leader

The point leader (H) obtains 45 points. The player, who obtains 31 points after throwing 3 darts, loses a life.

OVER toP (Top)

Game for 2 to 16 players

Unlike the OVER Ldr, the leader also loses a life if he does not again reach or exceed his score. The points must thus constantly increased.

7. Count Down

Game display

Option 100~900

Fun ★★★
Skill ★★★
Strategy ★

Game for 1 to 16 players

Select the point number from 100 to 900 points with OPTION.

The winner is the one who achieves 0.

8. Ludo

Game display

Option 300~900

Fun ★★★★★
Skill ★★★★★
Strategy ★★★★★

For 2 to 16 players

Select the number of points to be obtained, 300 to 900, using the OPTION key.

The order of the players is determined by hitting the Bull. The hit furthest away from the Bull begins.

Each player tries just as before to reach the selected number of points.

The player also tries to reach the score of another player with each dart. Because in this case the other player must begin again at 0. As long as a player has less than 30 points, he cannot be returned to 0.

The hundreds are not taken into account in the return to 0. A player with 125 points can return a player with 225 points back to 0.

With each return to 0, the player in the right display receives one line.

If 7 lines are obtained, he has won the game even if the selected score was not reached.

The number of points to be obtained to return another player to 0 is displayed under SCORE.

SCORE PLAYER

H means hit.
15H9 means that with 15 points, player 9 can be returned to 0. When the winner of first place is determined, the remaining players can compete for the following places. So each player can end his game in this way.

9. Clock 1 (Around the clock)

Game display

Option ---,-2-,-3-

Fun ★★★★★
Skill ★★★
Strategy ★★★

Game for 1 to 16 players

The goal of this game is to hit the number segments in the order 1 to 20 and then a Bull/Bullseye. The first player to hit the Bull/Bullseye wins.

The number segment that the player must hit is displayed under SCORE. From segment 1 to E (Bull) and/or E50 (Bullseye).

Select one of the 3 game variants with OPTION:

--- Around The Clock : The double and triple segments count as single.

-2- Double Around The Clock : Here the double segments must be hit in the correct sequence from 1 to 20 and the Bullseye at the end.

-3- Triple Around The Clock : Here the triple segments must be hit in the correct sequence from 1 to 20 and the Bullseye at the end.

10. Clock 2

Game display

Option ---,-2-,-3-

The goal of this game is to hit the number segments in order clockwise around the dartboard and then a Bull/Bullseye.

The first player who hits the Bull/Bullseye wins. The options are the same as these for Clock 1.

11. Clock 3
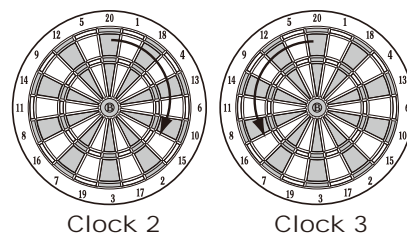
Game display

Option ---,-2-,-3-

The goal of this game is to hit the number segments in order counterclockwise around the dartboard and then a Bull/Bullseye.

The first player who hits the Bull/Bullseye wins. The options are the same as these for Clock 1.

Clock 2   **Clock 3**

12. 9 Lives

Game display

Option 3LF ~ 9LF

Game for 2 to 16 players

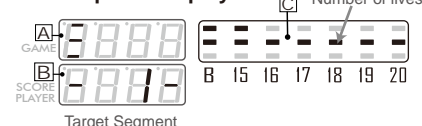Select the number of lives (LF) 3 to 9 with **OPTION**.

Each player receives the pre-selected number of lives. All players must hit number segment 1 with a dart in the first round. If he does not succeed, one life expires. In the second round, each player must hit the 2 etc. The number segment to be hit is displayed under **SCORE**. The last survivor wins.

Example of display:

Number of lives

Target Segment

GAMES

13. Best 10

Game display

Option ---,-2-,-3-,-E-

Fun ★★★★
Skill ★★★★
Strategy ★★

Game for 1 to 16 players

Select the degree of difficulty with OPTION

Degrees of difficulty:

- - - Single, double or triple segment may be hit.

- 2 - Only double segments may be hit.

- 3 - Only triple segments may be hit.

- E - Only Bulls or Bullseyes may be hit.

Score
Number of remaining throws
A
B
B 15 16 17 18 19 20
C
Random number

At the beginning of the game, the dartboard provides a random number. This is displayed under SCORE. Each player throws his 10 darts.

Each hit counts one point.

The player who has most hits, wins.

The number of throws is displayed as lines in the right half of the display. After each throw, a line disappears.

14. Cricket

Game display

Option Sco, no

Fun ★★★★★
Skill ★★★
Strategy ★★★★★

Cricket is a game of strategy.

One of 2 game variants can be selected with the OPTION key :

Score Cricket or No Score Cricket.

If more than 2 players take part, it is more exciting and more clear if they form 2 teams.

Score Cricket (Sco)

Game for 2 to 16 players.

You only play with the number segments from 15 to 20 and the B(Bull/Bullseye).

Each participant throws 3 darts. A number segment must be hit three times by the player and then the segment is open to him. Now he can score on the opened number segment. If the opponent(s) also hit(s) this number segment three times, then it is closed. There is no more scoring on a closed number segment.

Double or triple segments count as 2 or 3 hits. The segments can be opened and closed in any order.

The player who closes most segments and obtains the highest score, wins. The strategy is thus to decide whether it is more meaningful to close a segment or first to accumulate points. Because if a player has closed most of the segments but is behind in points, he loses the game. The end of the game is when all the number segments are closed. The person who obtains the most points, wins.
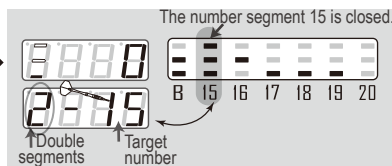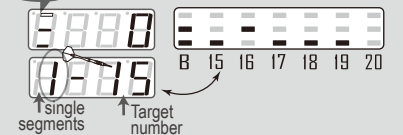
Example of display: Three players are playing.
Player 2 closes the number segment 15, and the opponent's segment 15 is open.
Player 2 obtains the score from hitting the number segment 15.

Player **2**

3 Darts

single segments | Target number

The number segment 15 is closed.

B 15 16 17 18 19 20

Double segments | Target number

Player **1**

The opponent's number segment 15 is open.

B 15 16 17 18 19 20

Player **2** Score

closed

B 15 16 17 18 19 20

Player **3**

The opponent's number segment 15 is open.
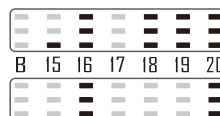
B 15 16 17 18 19 20
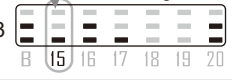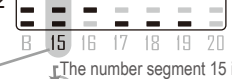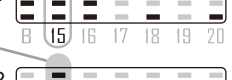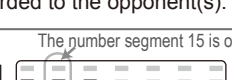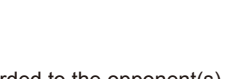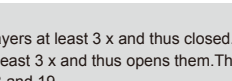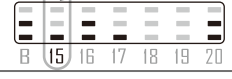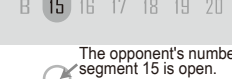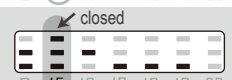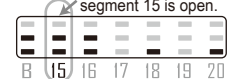
No Score Cricket (no)

Game for 1 to 16 players.

The goal of this game is to close the number segments 15 to 20 and the B(Bull/Bullseye).

The player who closes all the number segments first wins the game.

B 15 16 17 18 19 20

2 players are playing.
The segments 16 and 20 are hit by both players at least 3 x and thus closed.
The player hits the segments 18 and 19 at least 3 x and thus opens them.The player can obtain points in the segments 18 and 19.

15. Cut-Throat Cricket

Game display

Game for 2 to 16 players.

This game involves closing the number segments 15 to 20 and the B(Bull/Bullseye) with 3 hits in the respective segment. If a closed number segment is hit, the points are awarded to the opponent(s).

The winner is the one who closed all the number segments and has the lowest score.

If a player reaches 1000 points, he is automatically cut out.

The displays are exactly the same as for Score Cricket.

The number segment 15 is open.

Player 1
Score
B 15 16 17 18 19 20

3 Darts

Player 2
B 15 16 17 18 19 20

Example of display:
3 players are playing.
The player who obtains the lowest points wins.

If Player 2 hits the single segment 15 after he closes the number segment 15 and the opponents' number segment 15 is open, both Player 1 and Player 3 obtain 15 points.

Score
The number segment 15 is open.
Player 3
B 15 16 17 18 19 20

Electronic Dartboard
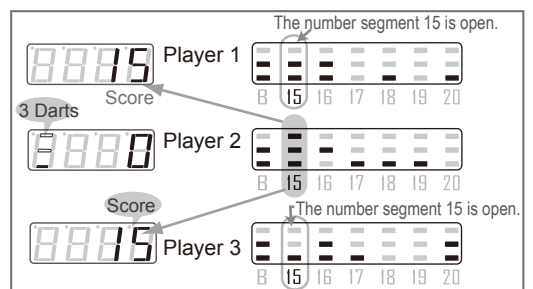
GAMES

16. Advance Criket "Adv C"

`Rduc`
`....` Game display

Game for 2 to 16 players.
the double or triple segment count only as 1 or 2 hits.
the B(Bullseye) only as 1 hits.
when all the number segments are closed.
The person who obtains win.

Example of display:

`....`
`PL-1`
player 1

B 15 16 17 18 19 20
15~20 double or triple
and bullseye segment
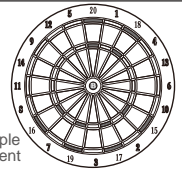
17. English Cricket

`Encr`
`....` Game display

Game for 2 players

This game consists of 2 rounds. The players thus pursue different goals.

Player 1 "Pit. 1"must hit the Bull/Bullseye until it's closed with 9 hits. (9X) The Bullseye counts double. The hits are displayed in the GAME display. Player2 "bAt.2" must obtain as many points as possible.
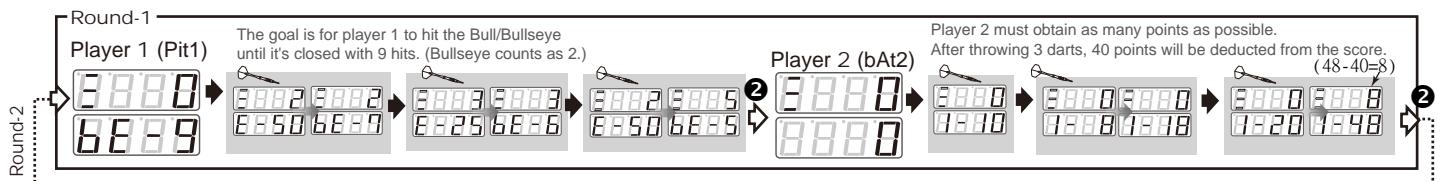
40 points are deducted from the points obtained after each throw (3 darts). The remaining points are displayed in the GAME display.

If player 1 "Pit.1" has hit the Bull /Bullseye and closed it with 9 hits (9X), the roles change. At end of the second round, the player with the most points wins.

Round-1

Player **1** (Pit1)

The goal is for player 1 to hit the Bull/Bullseye
until it's closed with 9 hits. (Bullseye counts as 2.)

Player **2** (bAt2)

Player 2 must obtain as many points as possible.
After throwing 3 darts, 40 points will be deducted from the score.
(48 - 40 = 8)

Round-2

18. Halve It

`HALF` Game display
`12rd` Option   12rd, rAn

Game for 1 to 16 players
Select a game variant 12r (rounds) or rAn (random) with **OPTION**

Halve it 12rd (12 rounds)

This game functions just like Halve it rAn. Only here, the dartboard does not provide a random number segment.
This game is played over 12 rounds. The following number segments are to be hit in this order: 12, 13, 14, -db-, 15, 16, 17, -tr-, 18, 19, 20 and -bE-.
The number segment to be hit in each round is displayed under SCORE.
Number e.g. 12 means that the number segment 12 must be hit.
-db-   Any double segment or Bullseye must be hit. Double segment 20 counts as 40; double segment 2 counts as 4.
-tr-   Any triple segment must be hit.
-bE-   Bull/Bullseye must be hit.
If a player misses the displayed segment
with all 3 darts, the points already obtained are halved.
The game ends after the twelfth round.
The player with the highest score wins.

-12-,-13-,-14-,-db-,-15-,-16-,-17-,-tr-,-18-,-19-,-20-,-bE-

Next
Player

Note: The game Double down 41 functions exactly like Halve it, except that the players must start with 41 points instead of 0.

Halve it rAn (random)

The dartboard determines a random number at the beginning of each round.
This number is displayed under SCORE. This number segment must be hit by each player.
Only the displayed number segment scores. Triple and double segments count triple or double.
If a player misses the displayed number segment with all 3 darts, the points already obtained are halved.
The game ends after the seventh round.
The player with the highest score wins.

19. All 51 by 5

`ALSb` Game display
`31..` Option   31, 41, 51, 61, 71, 81, 91

Game for 1 to 16 players
Select the score at the beginning of the game 31, 41,… to 91 with OPTION.
The goal of the game is it to reduce the points in each round.
The points must be played down exactly to 0. All 3 darts are always counted.
 If a dart misses, the entire throw does not count.
The points obtained with 3 darts must be divisible by 5, otherwise the throw is invalid.

Examples:

A. A player obtains a total of 45 points with 3 darts. The 45 points are divided by 5 = 9. These 9 points are taken off the current score.
B. A player obtains a total of 47 points with 3 darts. 47 is not divisible by 5. No points are taken off.
C. A player has 6 points remaining. (6 x 5 = 30). He must obtain a total of 30 points with his 3 darts in order to reach exactly 0 points and thus win.
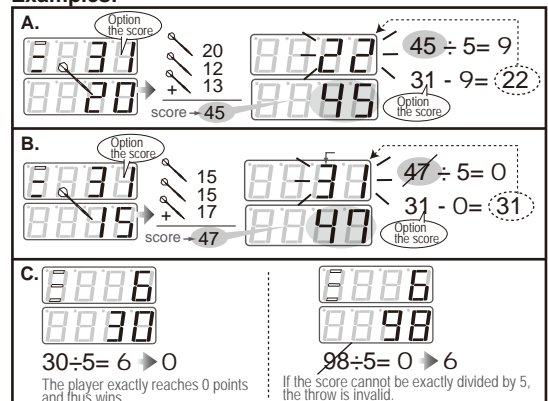
Examples:

A.
Option
the score
20
12
13
score → 45

45 ÷ 5= **9**
31 - **9**= 22
Option
the score

B.
Option
the score
15
15
17
score → 47

47 ÷ 5= **0**
31 - **0**= 31
Option
the score

C.
`6`
`30`

30÷5= **6** ▶ **0**
The player exactly reaches 0 points
and thus wins.

`6`
`98`

98÷5= **0** ▶ **6**
If the score cannot be exactly divided by 5,
the throw is invalid.

GAMES

20. Follow the leader

There are two game variants "Ldr" = leader or "Con" continue
Select the desired game variant with OPTION.

Examples of display in this game:

Ldr Game leader.

$----$ The next segment to be hit is the new target segment.

$-bE-$ Bullseye

Follow the leader Ldr (Leader)

Game for 2 to 16 players

Each player starts with 7 lives, displayed as lines on the right.

At the beginning of the game, a random number is provided by the dartboard and displayed under SCORE. This number segment is the target and to be hit by the first player. If the player hits the selected target segment with the third dart, then that remains the target segment. If the player hits that target segment with his first or second dart, then "---- " is displayed. The next number segment which he hits becomes the new target segment, which must be hit by the following players, etc. If a player does not hit the target with any of his 3 darts, he loses a life.

If it is the leader's turn, "----" is displayed. He must now set a new target segment. He cannot lose a life. If a new target segment is required (display of "---- ") and the dartboard is missed, then the dartboard automatically selects a target "3" (single segment 3) which can be hit easily. When all the lives are lost, the game is also lost.

Follow the leader Con (Continue)

Game for 2 to 16 players

Unlike the game Follow the leader Ldr, the leader must also hit the target segment in order not to lose a life. The symbol Ldr goes out after the new target segment is set.

Game displays

Option Ldr, Con

Fun ★★★★
Skill ★★★★
Strategy ★★

21. Shanghai

Game for 1 to 16 players
Select a game variant I, II or III with **OPTION**

Shanghai I

The number segments 1 to 7 are played.
In round 1, all players must throw the number segment 1.
In round 2, segment 2, etc. up to the seventh round.
The number segment to be thrown is displayed under SCORE.
Double segments count double and triple segments triple.
After the seventh round, the player with the most points wins.

Shanghai II

Shanghai II is played exactly like Shanghai I. However, a player
can win prematurely by hitting the displayed number segment in the single, double,
and triple segments in one throw (3 darts). The sequence is not important nor is the score reached.

Shanghai III

The number segments 1 to 20 are played.
Each player must first hit the number segment 1, 1 x. Then segment 2 etc.
The number segment to be hit is displayed under SCORE.
Double segments count double and triple segments triple.
A player wins before the end of the game by hitting the displayed number segment in the single,
double, and triple segments in one throw (3 darts). The sequence is not important nor is the score reached.
Example: The number segments 1, 2 and 3 must be hit in succession in the first throw. If 1 in the double, 2 in the triple and 3 in the single segment are hit, then the player has won before the end of the seventh round.
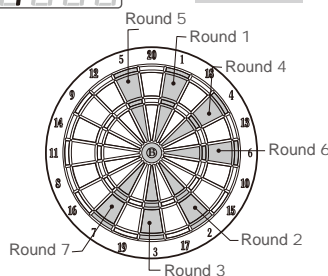The game ends after the seventh round or when a player reaches number segment 20.

Game display

Option I, II , III

Fun ★★★★
Skill ★★★★
Strategy ★★

Round 5
Round 1
Round 4
Round 6
Round 2
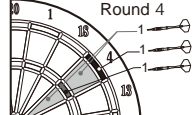Round 7
Round 3

Shanghai I

Example of display: Round 1

Score

The target segment in round 1 is 1.
(Double segment 1 counts as 2; triple segment 1 counts as 3.)
After 7 rounds, the player with most points wins.

Shanghai II

Example of display:

Round 4

The player, who hits the displayed target numbers in the single, double, triple segments in one throw (3 darts), wins.

22. Scram

Game for 2 to 16 players
There are two game variants, "21t " or "7t "

Select the desired game variant with **OPTION.**

Scram 21t (21 targets)

Each player throws the 20 number segments plus Bull/Bullseye.
Each segment played is displayed on the right:
lower row = number segments 1 - 7,
middle row = number segments 8 - 14,
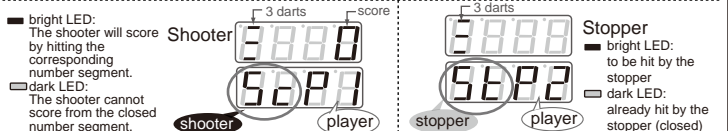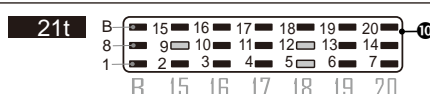upper row = Bull/Bullseye and segments 15 - 20

Game display

Option 7t , 21t

Fun ★★★★
Skill ★★★
Strategy ★★★★

Example of display: 21t
B 15 16 17 18 19 20 10
8 9 10 11 12 13 14
1 2 3 4 5 6 7

B 15 16 17 18 19 20

bright LED:
The shooter will score by hitting the corresponding number segment.
dark LED:
The shooter cannot score from the closed number segment.

Shooter
3 darts score
shooter player

3 darts
Stopper
bright LED:
to be hit by the stopper
dark LED:
already hit by the stopper (closed)
stopper player

GAMES

One player is the shooter and can obtain points while the remaining players are stoppers and must hit each number segment plus the Bull/Bullseye once in order to close it. If a number segment is hit (closed), the corresponding display disappears. The shooter can no longer score on a closed number segment.

The shooter changes when all the number segments are closed. Now player 2 becomes the shooter, etc.

The SCORE displays which player's turn it is.

ScP1 = shooter 1's turn. Sc stands for Shooter; P1, Player 1.

StP3 = stopper 3's turn. St stands for Stopper; P3, Player 3.

The aim of each shooter is to obtain as many points as possible. When all players have been a shooter once, the points are displayed to determine the winner.

Scram 7t (7 targets)

Game for 2 to 16 players

Unlike Scram 21t, only Bull/ Bullseye and the number segments 15 to 20 count here.

The shooters must hit every number segment 3 x in order to close it. Double and triple segments count as double or triple hits. Bull counts as single and Bullseye as double.

Example of display:

7t

B 15 16 17 18 19 20

23. Killer 1

Game display

Option   3LF, 4LF, 5LF, 6LF, 7LF
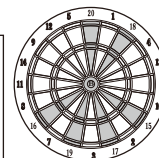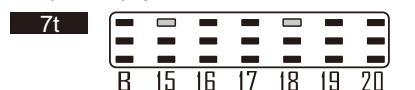
The goal of this game is to "kill" the opponents and to stay alive oneself.

The winner is the one still "alive" at the end. In this game Bulls and Bullseye are not taken into account. These fields are switched off.

At the beginning, each player throws a dart with his *non-throwing" hand in order to select a number segment.

Each player must throw his own number segment.

If a player misses the board or hits the Bullseye or a number segment already hit by another player, he must throw again.

The order of the players corresponds to the numbers thrown. The player with the highest number begins.

Each player must make (throw) himself a "killer" before he can "kill" opponents.

2 game variants can be selected with the **OPTION** key: Killer double segment or Killer 3-7 lives.

24. Killer 2 (dbL - double segment)

Game display

Game for 2 to 16 players

In the round, each player throws a dart with his *non-throwing" hand in order to select a number segment. Each player must throw his own number segment.

If a player misses the board or hits the Bullseye or a number segment already hit by another player, he must throw again. The number hit is displayed under SCORE.

Each player begins with 3 lives. The lives are displayed with 3 lines.

Each player tries to become a "killer" by hitting his own double segment.

On succeeding, the killer status is displayed with a line behind the number.

A "killer" now tries to hit the respective double segments of opponents.

If he succeeds, the life of the opponent ends.

However, if he inadvertently hits his own double segment, he loses his own life.

If a player loses all his lives, "end" is displayed .

The last survivor wins the game.

25. Cyber 01

Game display

Option   301, 501, 601, 701, 801, 901, A01

Game for 2 - 16 players

The game rules are the same as these for '01 game except that there's a cyber opponent.

If you choose 4-P (4 players), the 4th player is the cyber opponent which will throw the 3 darts automatically.

In the beginning of the game, the options include 301, 501 ...901 etc.

After pressing ENTER, the options include -L1-, -L2-, -L3-, -L4-, -L5-. (Levels 1 - 5)

After selecting the options, you can start the the '01 games.

Reread the rules in "'01 games".

Symbol of Level

Option   -L1-, -L2-, -L3-, -L4-, -L5-

The cyber opponent at level 4 is selected.

GAMES

30. Golf

Game for 1 to 16 players

Select the number of holes 3 to 18 with **OPTION**

The goal of the game is to hit the displayed segment (hole) with as few darts as possible.

Number segment 1 stands for hole 1 "Ho.1", segment 2 for hole 2, etc.

Each dart counts as 1 stroke, whether the player hits or misses.

Double and triple segments count double and triple.

If the player hits the target single segment (1X), a line will go out.

If the player hits the target double segment (2X), 2 lines will go out.

A player keeps his turn until all the lines on the right go out. (closed)

After the last hole (number segment) has been hit 3 x by the last player,

the game is ended. The player with the fewest strokes (points) wins.

If players get the same strokes (points), an extra hole (bullseye) of 3 points is add on,

the first player hits 3 points win the game.

Game display

Option 3H,6H,9H,12H,15H,18H

Fun ★★★★
Skill ★★★★
Strategy ★

3 darts   score (= number of strokes)

symbol of hole

If the target number segment 1 (1X) is hit, one line will go out.

3H: 1,2,3
6H: 1,2,3,4,5,6
9H: 1,2,3,4,5,6,7,8,9
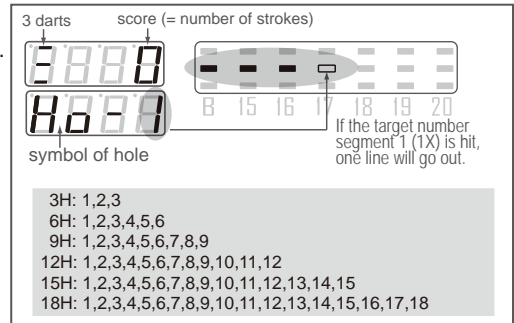12H: 1,2,3,4,5,6,7,8,9,10,11,12
15H: 1,2,3,4,5,6,7,8,9,10,11,12,13,14,15
18H: 1,2,3,4,5,6,7,8,9,10,11,12,13,14,15,16,17,18
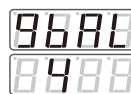
31. 9 Balls

Game for 2 to 16 players

Select the points 4 to 13 to be reached with OPTION.

The goal of this game is to hit the target segments from 1 to 9 in succession. After hitting 9, the player whose turn it is, receives one point.

He begins again with 1.

The target segment to be hit in each case is displayed under SCORE. At the beginning of a throw, 2 darts can miss the target segment.
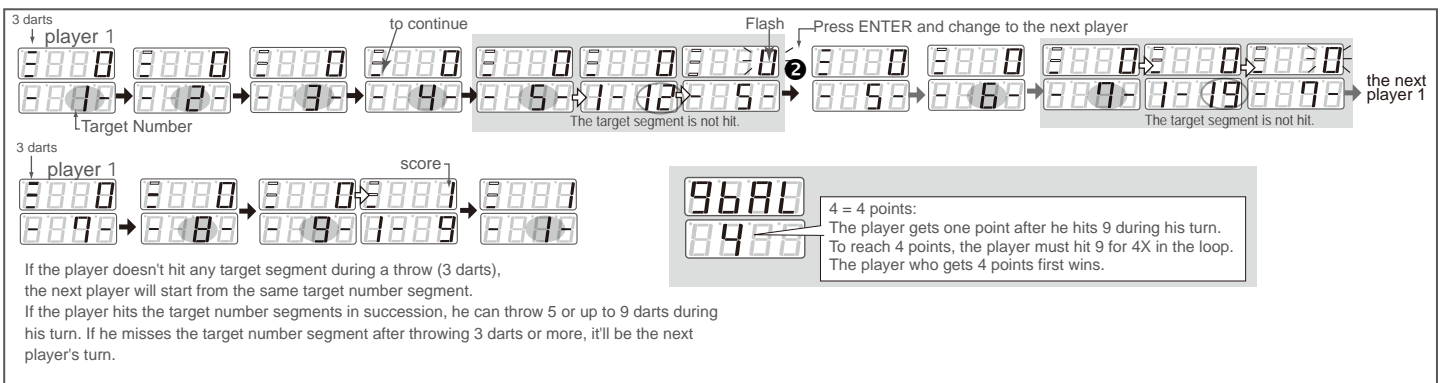
Then the target segment must be hit, otherwise the next player takes his turn. He continues the game.

Game display

Option 4,5,6,7,8,9,10,11,12,13

Fun ★★★★
Skill ★★★★
Strategy ★★

3 darts
player 1   to continue   Flash   Press ENTER and change to the next player

Target Number   The target segment is not hit.   The target segment is not hit.   the next player 1

3 darts
player 1   score

If the player doesn't hit any target segment during a throw (3 darts),
the next player will start from the same target number segment.
If the player hits the target number segments in succession, he can throw 5 or up to 9 darts during
his turn. If he misses the target number segment after throwing 3 darts or more, it'll be the next
player's turn.

4 = 4 points:
The player gets one point after he hits 9 during his turn.
To reach 4 points, the player must hit 9 for 4X in the loop.
The player who gets 4 points first wins.

32. Snooker

In Snooker, first a red ball is "pocketed", then a coloured ball,

then again a red ball and again a coloured ball, etc.

The coloured balls are always put at certain places on the table.

When all the red balls have been "pocketed", the coloured balls are "pocketed".

The red balls in this dartboard are the number segments 8 to 20 and the Bullseye. Each hit counts as 1 point.

The coloured balls are the number segments 2 to 7. Each number segment equals the points which it represents - e.g. segment 4 = 4 points.

Double and triple segments count as single.

At the beginning of a throw, 2 darts can miss the target segment. Then the displayed target segment must be hit, otherwise the next player

takes his turn. He continues the game.

The target segment to be hit in each case is displayed under **SCORE**.
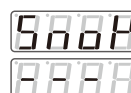
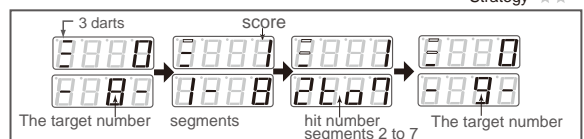A segment from 2 to 7 must be hit.

Segment 3 must be hit.

The game is ended when all the balls have been pocketed. The last ball is the 7.

The player with the most points wins the game.

Game display

Fun ★★★★
Skill ★★★★
Strategy ★★

3 darts   score

The target number   segments   hit number segments 2 to 7   The target number

GAMES

33. Bingo

Game display — Option 6rd,7rd, 8rd, 9rd, 10rd, 11rd, 12rd, 13rd, 14rd, 15rd

Fun ★★★★
Skill ★★★
Strategy ★★★

Game for 1 to 16 players

Select the number of rounds from 6 to 15 with OPTION

The game is a combination of throwing skill and luck.

Only the number segments 1 to 5 are played.

Double and triple segments count as single.

A player aims his 3 darts at the number segments 1, 2, 3, 4 or 5.

Then the dartboard provides a random number between 1 and 5.

If the random number segment is hit, the player receives the number

of points corresponding to his hit. BINGO, the player is still in and can score!

He can now again hit the target segment displayed by the dartboard to receive doubled points.

After the preset number of rounds, the player with the highest score wins.
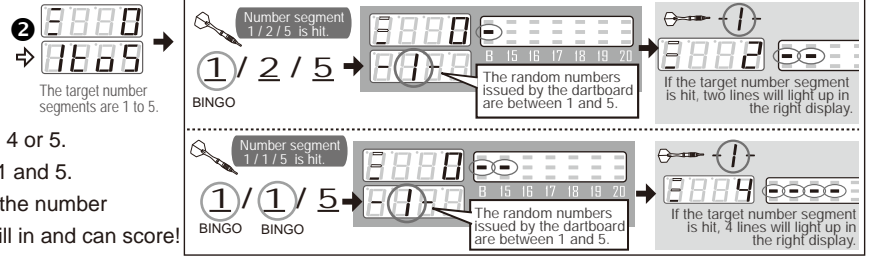
The target number segments are 1 to 5.

Number segment 1 / 2 / 5 is hit.

1 / 2 / 5

BINGO

The random numbers issued by the dartboard are between 1 and 5.

If the target number segment is hit, two lines will light up in the right display.

Number segment 1 / 1 / 5 is hit.

1 / 1 / 5

BINGO   BINGO

The random numbers issued by the dartboard are between 1 and 5.

If the target number segment is hit, 4 lines will light up in the right display.

34. Black Jack (21 Points)

Game display — Option 3rd, 4rd, 5rd, 6rd, 7rd, 8rd, 9rd

Fun ★★★★
Skill ★★★
Strategy ★

Game for 1 to 16 players

Select the number of rounds from 3 to 9 with OPTION.

The game is similar to the game of poker.

The goal is to obtain as many scoring lines as possible.

All number segments are in the game;

double and triple segments count.

A player can obtain a scoring line each round.

A player receives a scoring line when…

… he obtains exactly 21 points with 1, 2 or 3 darts

… no one obtains 21 points in a round and he is the player with the highest score of all.

 (When a player is playing the game alone, he must always throw exactly 21 points.)

If a player throws more than 21 points or if a dart misses the dartboard, the throw is invalid (buSt).

The player does not receive a scoring line.
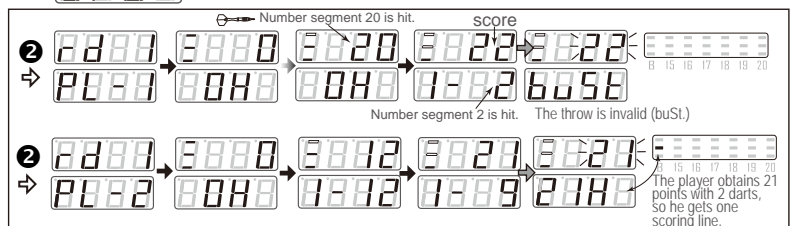
The player with the most scoring lines wins.

Number segment 20 is hit.   score

Number segment 2 is hit.   The throw is invalid (buSt.)

The player obtains 21 points with 2 darts, so he gets one scoring line.

35. Free

Game display — Option 10d, 20d, 30d

Fun ★★★
Skill ★
Strategy ★

Game for 1 to 16 players

Select the number of throws per player 10, 20 or 30d (darts) with OPTION.

This is a game for practicing.

Select the number of throws which may be thrown one after the other by a player

with OPTION, until the next player takes his turn.

The player with the most points wins. If a player gets more than 1000 points, he

wins automatically.