MAGNUM ELECTRONIC DART BOARD
Owner's Manual

Hathaway
GAMES & SPORTS

Please Do Not Hesitate to Contact Our Consumer Hotline at 800-759-0977 with Any Questions That May Arise During Assembly or Use of This Product!

NG1042D

Unpacking the Game

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

- 1 Electronic Dartboard
- 6 Darts (unassembled)
- Owner's Manual

This dartboard may have a protective film over the scoring display.   Film should be removed for better clarity.

Cricket Scoring Display

This dartboard utilizes a dedicated cricket scoreboard within the scoring display that keeps track of each player's segment status when playing Cricket. When Cricket is selected, individual characters will be utilized to register marks. There are 3 separate lights within each number (15 through 20 and bulls eye). During play, one of the status lights will turn on (black will appear) as a segment is hit. If a double or triple of an active number is hit, 2 or 3 lights will turn on respectively.
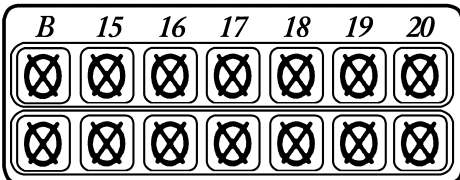
Batteries

This dartboard requires 4 AA (1.5 volt) Batteries to operate. BATTERIES NOT INCLUDED. Do NOT mix old and new batteries and do not mix alkaline ,standard (carbon zinc), or rechargeable (nickel cadmium) batteries. Do not dispose of batteries in fire, batteries may explode or leak.

Setup / Mounting Instructions

The dartboard requires 4 "AA" Batteries. Please insert the 4 "AA" batteries into the dartboard first before mounting the dartboard to the wall

Choose a location to hang the dartboard where there is about 10 feet of open space in front of the board. The "toe-line" should be 7' 9 1/4" from the face of the dartboard

Locate a wall stud and place a mark 77.25" from the floor.   This will be your guide hole for the top mounting screw. Insert mounting screw in the center of a stud using the mark you made. For extra support, 4 screws can be inserted through the catch ring area into the wall. **Center of Bulls-eye should be 5' 8" from the floor.**

Wall Stud

Top Screw
77.25"

X

Floor

Dartboard

5' 8" from Floor
to Center of
Bullseye

Toe Line

7' 9 ¼"
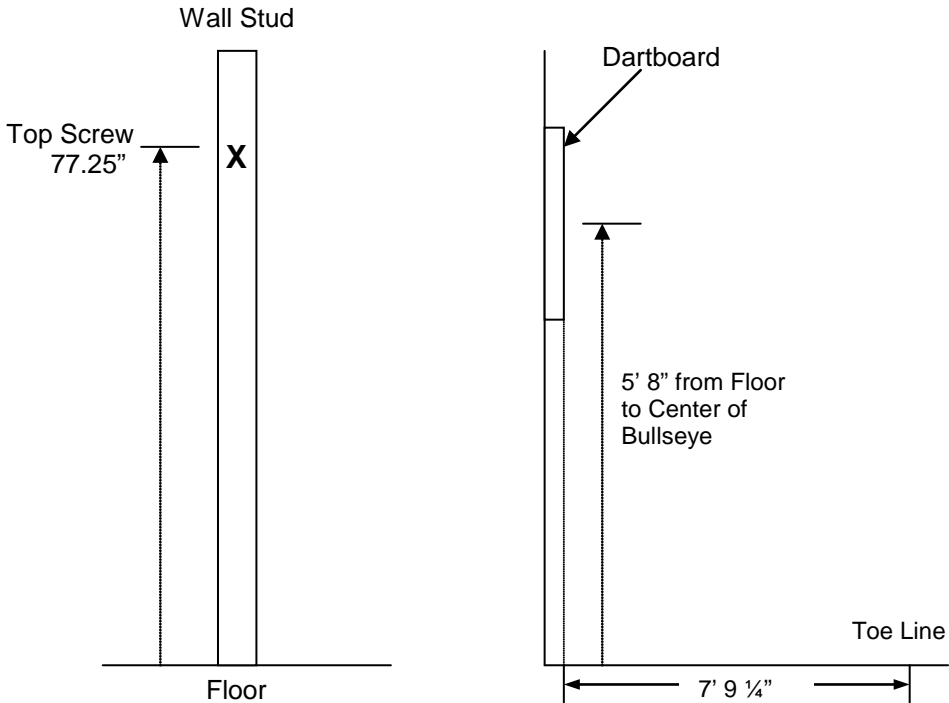
Dartboard Functions

RESET button - Cancels current score and returns to start of game.

POWER button - Press to turn game on or off. Dartboard has an automatic suspend mode to conserve power and battery life (if using batteries). The dartboard will make sound effect and display "SLEEP" on the display after approximately 3 minutes of non-use. However, the scores are stored in memory and can be restored by pressing any button.

SOUND button - Press to change volume to high, low, or off.

PLAYER/PAGE/SCORE button - This button is used at the start of each game to select the number of players you want to play the game. In addition, this button allows players to see other player scores of not on active display. This dartboard keeps track of up to 4 player scoring or 4 two-person teams. When playing with more than 2 players, some scores will be not be visible when not active. This button allows you to page through all players' scores as needed.

DOUBLE/MISS button - This button is used to activate the Double In/Double Out option for the "01" games. This function is only active when selecting 301, 401, etc. games. Press the **MISS** button if you wish to register a dart that misses the target area.

BOUNCE OUT button - Decide before play if you want to count darts that do not remain in board ("bounce-outs") or not. If not, simply press the BOUNCE OUT button immediately after a bounce out occurs to deduct the score that registers.

START button - This multi-function button is used to:
- **START** the game when all options have been selected.
- **CHANGE** to the next player when one player is finished with his round.
  This will put dartboard in **HOLD** status between rounds to allow player to remove darts from the target area.

GAME buttons - Press to page through the on-screen game menu.

Electronic Dartboard Operation

1. Press the **POWER** button to activate dartboard. A short musical introduction is played as the display goes through power-up test.

Press **GAME** buttons until desired game is displayed

2. Press **DOUBLE button** (optional) to select starting and/or ending on doubles (used only in 301 - 901 games). This is explained in the game rules section.

3. Press **PLAYER** button to select the number of players (1, 2, 3, 4, t 2-2, t 3-3, t 4-4) The default setting is 2 players.

4. Press **START** button (red) to activate game and begin play.

5. Throw darts
   - The dart indicator display is located to the right of the score display. The number of darts displayed indicate the remaining throws for the active player.

   - When all 3 darts have been thrown, a voice command will indicate "next player" and the score will flash. The darts can now be removed without affecting the electronic scoring. When all darts are removed from the playing surface press the **START** button to go to next player. Voice command will indicate which player is up.

Team Play

In addition to scoring for up to 4 players, this dartboard is capable of keeping score for team play up to a maximum of 4 two-person teams (8 individuals). To enter team play mode, press **PLAYER** button continually until a "**t**" appears on the display. Each team option is illustrated below:

t 2-2   2 teams, 4 individual players
(1st team-players **1**&**3**, 2nd team-players **2**&**4**)

t 3-3   3 teams,6 individual players
(1st team-players **1**&**4**, 2nd team-players **2**&**5**, 3rd team-players **3**&**6**

t 4-4   4 teams,8 individual players
(1st team-players **1**&**5**, 2nd team-players **2**&**6**, 3rd team-players **3**&**7**, 4th team-players **4**&**8**)

During team play, team members combine their scores to arrive at a team score.

Caring for your Electronic Dartboard

Do not use excessive force when throwing darts. Throwing darts too hard will   cause frequent tip breakage and cause excess wear on the board.

Turn darts clockwise as you pull them from the board. This makes it easier to remove darts and extends the life of the tips.

Remove the batteries when not in use for prolonged periods of time

Do not spill liquids on the dartboard. Do not use spray cleaners, or cleaners that contain ammonia or other harsh chemicals as they may cause damage.

Automatic Suspend Mode Feature

The dartboard will automatically suspend if no action occurs within approximately three minutes. This is designed to save power or battery life. A sound effect will play and the display will indicate "SLEEP" (see below). All scores will be stored in memory and play will resume when **any** button is pressed.

**S L -
E E p**

Display in Sleep Mode

CyberMatch Feature

This exciting feature allows solo player to play against the computer at one of five different levels of skill – only 1 player can compete against the CyberMatch competitor. This adds a level of competition to normally routine practice sessions.

To activate the CyberMatch opponent:

1. Select the Game you wish to play
2. Press **CYBERMATCH** button
    Select CyberMatch opponent skill level by pressing the **CYBERMATCH** button continually

CyberMatch Levels

Level 1	Professional
Level 2	Advanced
Level 3	Intermediate
Level 4	Novice
Level 5	Beginner

3. Press **START** to begin play

    When play begins:

    The 'human' player throws first. After 3 darts are thrown, go to the board to take darts out and press **START** to change to the next player (CyberMatch). Watch as the CyberMatch opponent's dart scores are registered on the display. After the CyberMatch opponent completes his round, the board will **automatically reset** for the "human" player. Play continues until one player wins. **Good luck**!

Game Rules

301

This popular tournament and pub game is played by subtracting each dart from the starting number **(301)** until the player reaches exactly 0 (zero). If a player goes past zero it is considered a "*Bust*" and the score returns to where it was at the start of that round. For example, if a player needs a 32 to finish the game and he/she hits a 20, 8, and 10 (totals 38), the score goes back to 32 for the next round.

In playing the game, the double in / double out option can be chosen (double out is the most widely used option).

- **Double In** - A double must be hit before points are subtracted from the total. In other words, a player's scoring does not begin until a double is hit.

- **Double Out** - A double must be hit to end the game. This means that an even number is necessary to finish the game.

- **Double In and Double Out** - A double is required to start and end scoring of the game by each player.

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

CRICKET

Cricket is a strategic game for accomplished players and beginners alike. Players throw for numbers best suited for them and can force opponents to throw for numbers not as suitable for them. The object of Cricket is to "close" all of the appropriate numbers before one's opponent while racking up the highest number of points.

Only the numbers 15 through 20 and the inner/outer bullseye are used. Each player must hit a number 3 times to "open" that segment for scoring (Refer to Tournament Cricket Scoring section for explanation on how players' marks are registered). A player is then awarded the number of points of the "open" segment each time he/she throws a dart that lands in that segment, provided their opponent has not closed that segment. Hitting the double ring counts as two hits, and the triple ring counts as 3 hits.

Numbers can be opened or closed in any order. A number is "closed" when the other player(s) hit the open segment 3 times. Once a number has been "closed", any player for the remainder of the game can no longer score on it.

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

NO-SCORE CRICKET

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

SCRAM   *(For 2 players only)*

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

The game is over when round 2 is complete (player 2 closes all segments). The player with the highest point total is the winner.

CUT-THROAT CRICKET

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

ADVANCED CRICKET

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

SHOOTER - 6 ROUND

This challenging game tests the players ability to "group together" darts within a segment during each round of play. The computer will randomly select the segment the players must shoot for at the start of each round – indicated by a number in the display.
Scoring is as follows: Single segment = 1 Point   Double segment = 2 Points
Triple segment = 3 Points
When the computer selects players to hit double Bullseye, the outer bull scores 2 points and the inner Bull scores 4 points. The player with the most points at the end of 6 rounds is the winner.

SHOOTER 9 ROUND   SHOOTER 12 ROUND

OVERS -3 LIVES

The object of this game is to simply score higher ("over") than your own previous three dart total score. Before play begins, players choose the amount of lives to be used. When a player 9

fails to score "over "their previous three-dart total, they will lose one life. When a player "equals" the previous three dart total, a life will also be lost. The last player with a life remaining is the winner.

OVERS 5 LIVES   **OVERS 7 LIVES**

UNDERS -3 LIVES

This game is the opposite of "Overs" Players must score less ("Under") than their own previous three-dart total. The game begins with 180 (highest total possible) when the player shoots higher than his or her own previous three-dart total, they will lose a life. Each dart that hits outside the scoring area, including bounce outs will be penalized with 60 points added to your score. The last player with a life remaining is the winner

UNDER 5 LIVES   **UNDER 7 LIVES**

COUNT-UP 300

The object of this game is to be the first player to reach the specified point total (300). Point total is specified when the game is selected. Each player attempts to score as many points as possible per round. Doubles and triples count 2 or 3 times the numerical value of each segment. For example a dart that lands in the triple 20 segment is scored as 60 points. The cumulative scores for each player will be displayed in the LCD display as the game progresses. *Additional variations of this game are detailed below. The rules are the same except the point total varies as indicated in the number.*

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

High Score - 3 Rounds

The rules for this competitive game are simple - Rack up the most points in three rounds (nine darts) to win. Doubles and triples count as 2x and 3x that segment's score respectively. *Additional variations of this game are detailed below. The rules are the same except the number of rounds varies as indicated in the number.*

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

ROUND-THE-CLOCK – 1 singles

Each player attempts to score in each number from 1 through 20 **in order.** Each player throws 3 darts per turn. If a correct number is hit, he/she tries for the next number in sequence. The first player to reach 20 is the winner.

The display will indicate which segment you are shooting for. A player must continue shooting for a segment until it is hit. The display will then indicate the next segment you should shoot for.

There are many difficulty settings available for this game. Each game has the same rules, the differences are detailed as follows:

ROUND-THE-CLOCK 5 - Game starts at segment number 5
ROUND-THE-CLOCK 10 - Game starts at segment number 10
ROUND-THE-CLOCK 15 - Game starts at segment number 15

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

We have added some additional levels of difficulty to this game for those looking for a real challenge!:

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

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

ROUND-THE-CLOCK Triple - Player must score a **Triple** in each segment from 1 through 20 in order.

ROUND-THE-CLOCK Triple 5 - Game starts at triple segment 5
ROUND-THE-CLOCK Triple 10 - Game starts at triple segment 10
ROUND-THE-CLOCK Triple 15 - Game starts at triple segment 15

KILLER

This game will really show who your friends are. The game can be played with as few as two players, but the excitement and challenge builds with even more players. To start, each player must select his number by throwing a dart at the target area. The LCD display will indicate "SEL" at this point. The number each player gets is his assigned number throughout the game. No two players can have the same number. Once each player has a number, the action starts.

Your first objective is to establish yourself as a "Killer" by hitting the double segment of your number. Once your double is hit, you are a "Killer" for the rest of the game. Now, your objective is to "kill" your opponents by hitting their segment number until all their "lives"(3 lives) are lost. If the "Killer" hit his/her double segment, he/she will lose a life. The last player to remain with lives is declared the winner. It is not uncommon for players to "team up" and go after the better player to knock him out of the game.

DOUBLE DOWN

Each player starts the game with 40 points. The object is to score as many hits in the active segment of the current round. The first round, the player must throw for the 15 segment. If no 15's are hit, his score is cut in half. If some 15's are hit, each 15 (doubles and triples count) is added to the starting total. The next round players throw for the 16

segment and hits are added to the new cumulative point total. Again, if no hits are registered, the point total is cut in half.

Each player throws for the numbers as indicated in the chart below in order (the LCD screen will indicate the active segment in which to throw). The player who completes the game with the most points is the winner.

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

| Any Double | | Any Triple |

DOUBLE DOWN 41

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

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

| Any Double | | Any Triple | | '41' Round |

ALL FIVES - 51

The entire board is in-play for this game (all segments are active). With each round (of 3 darts) each player has to score a total which is divisible by 5. Every "five" counts as one point. For example 10, 10, 5 = 25. Since 25 is divisible by 5 fives, this player scores 5 points (5 x 5 = 25).

If a player throws 3 darts that are not divisible by 5, no points are given. Also, the last dart of each round must land in a segment. If a player throws the third dart and it lands in the catch ring area (or misses the board completely), he earns no points even if the first two darts are divisible by 5. This prevents a player from "tanking" the third throw if his first two are good.

The first player to total fifty-one (51) "fives" is the winner. The LCD screen will keep track of the point totals.
NOTE: If a dart doesn't land in a segment and you press "MISS" button, the game will go to next player with sound indicator.
Additional variations of this game are detailed below. The rules are the same except the total needed to win varies as indicated in the number following the game.

ALL FIVES - 61   **ALL FIVES - 81**
ALL FIVES - 71   **ALL FIVES - 91**

SHANGHAI - 1

Each player must progress around the board from 1 through 20 in order. Players start at number 1 and throw 3 darts. The object is to score the most points possible in each round of 3 darts. Doubles and triples count toward your score. The player with the highest score after completing all twenty segments is the winner. ***Additional variations of this game are detailed below. The rules are the same except the starting segment varies as indicated in the number following the game.***

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

GOLF – 9 Holes

This is a dartboard simulation of the game golf (but you don't need clubs to play). The object is to complete a round of 9 through 18 "holes" with the lowest score possible. The Championship "course" consists of all par 3 holes making par 27 for a nine hole round or 54 for a round of 18.

The segments 1 through 18 are used with each number representing a "hole." You must score 3 hits in each hole to move to the next hole. Obviously, double and triples affect your score as they allow you to finish a hole with fewer strokes. For example, throwing a triple on the first shot of a hole it is counted as an "eagle" and that player gets to complete that hole with 1 "stroke."

Note: The active player continues to throw darts until he "holes out" (scores 3 hits on the current hole).. By the way, there are no "gimmes" in this game! ***Additional variations of this game are detailed below. The rules are the same except the number of holes needed to play.***

**GOLF – 18 Holes** – Same as above except play lasts 18 holes (rounds)

FOOTBALL

Strap your helmet on for this game! The first thing necessary is to select each player's "playing field." Each player can do this by throwing a dart or by manually pressing a segment on the board. This is entirely up to you, but whichever segment is select becomes your starting point which carries through the bullseye and directly across to the other side of the bullseye.

For example, if you select the 20 segment, you start on the double 20 (outer ring) and continue all the way through to the double 3. The "field" is made up of 11 individual segments and must be hit in order, expect for single segment. So, keeping with the example above, you must throw darts in the following segments in this order:

Double 20 ... Single 20 ... Triple 20 ... Single 20 ...
Outer Bullseye ... Inner Bullseye ... Outer Bullseye ...
Single 3 ... Triple 3 ... Single 3 ... and finally a Double 3.

The First player to "score" is the winner. The display will keep track of your progress and indicate the segment you need to throw for next.

Starting point

Score point
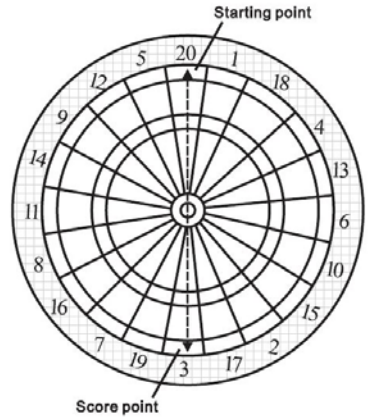
BOWLING

This dartboard adaptation of bowling is a real challenge! It is a difficult game in that you must be very accurate to rack up a decent score. Player one starts the game. In each round, you must select your "alley" by either throwing dart or manually pressing segment of choice That counts your first dart. Once alley is selected, you have 2 remaining darts to throw in which to score points or "pins." Each specific segment in your "alley" is worth a given pin total:
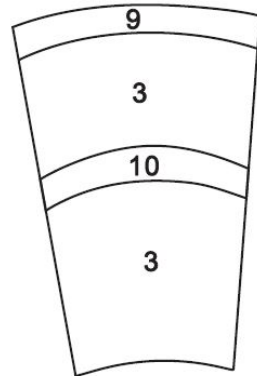
Segment	Score
Double	9 pins
Triple	10 pins
Single	3 pins

There are several rules for this game as follows:

1. A perfect game score would be 200 in this version of bowling. The highest score player is the winner after finishing 10 round.
2. In your second and third dart, the first time you hit the single segment you will get 3 pins and second time you hit the single segment you will get 4 pins.
3. If the second hit lands on double segment, you will get 9 pins, and If third hit lands on any segment of the "alley" you will get another 1 pin. Total is 10 pins.

BASEBALL – 6 Innings

This dartboard version of baseball takes
a great deal of skill.   As in the real game,
a complete game consists of 9 innings.
Each player throws 3 darts per "inning." Inning 1 will use
segment 1. Inner 2 will use segment 2 and … Inning 9 will sue
segment 9.

The field is laid out as shown in the diagram.

Segment	Result
Singles segments	"Single" - one base
Doubles segment	"Double" - two bases
Triples segment	"Triple" - Three bases
Bullseye	"Home Run" (*can only be attempted on third dart of each round*)
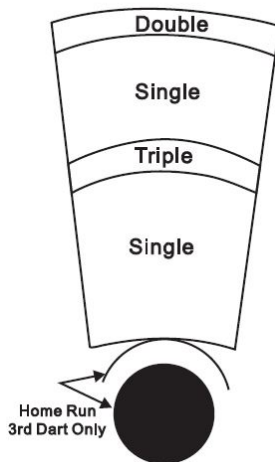
The object of the game is to score as many runs as possible each inning to score. The player with the most score at the end of the game is the winner.

BASEBALL – 9 Innings   – Same as above except 9 innings (rounds).

STEEPLECHASE

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

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

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

SHOVE A PENNY

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

NINE-DART CENTURY

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

GREEN VS. RED
(2 players only)

This game is a race around the board, where skill at hitting doubles and triples pays off with victory. Player 1 is "green" and player 2 is "red." Player 1 starts at 1, shooting for only doubles and triples that are green, works around the board clockwise, and ends at shooting inner and outer bullseye. Player 2 starts at 20, shooting for red segments, works around the board counter-clockwise, and ends at shooting inner and outer bullseye. The display will indicate the target player must hit in a current round. Player has 3 chances to score double and triple in a round. If a player hits the double and triple with first two darts, the third darts will not be scored even if he/she hits the appointed target. What's more, hitting the wrong number (of your opponent's color) subtracts that amount from your score - so be careful. Note: a maximum of one double and one triple of the same number can be scored in a single round. When a player finishes shooting all required target, the player with the most points is the winner.

Player 1: Green

Double and triple of	1	4	6	15	17	19	16	11	9	5	B

Player 2: Red

Double and triple of	20	12	14	8	7	3	2	10	13	18	B

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

Big Six – 3 lives

This game allows players to challenge their opponents to hit the targets of their choice. However, players must *earn* the chance of picking the next target for their opponent by making a hit on the current target first.

Single 6 is the first target to hit when the game begins. Before the game starts, players must agree on how many lives will be used. Within the three throws, player 1 must hit a 6 to "save" their life. After the current target is hit, the next dart thrown will determine the opponents target. If player 1 fails to hit the current target within 3 darts, they will lose a life and a chance to determine the next target for player 2. Player 2 will shoot for the single 6 that player 1 missed. Singles, doubles and triples are all separate targets for this game.

The object of the game is to force your opponent into losing lives by selecting tough targets for your opponent to hit such as "Double Bullseye" or "triple 20" The last player with a life left is the winner.

BIG SIX 5 LIVES   **BIG SIX 7 LIVES**

Horseshoes – 15

This 2 -player game uses only the 20 and 3 segments to represent the two horseshoe pits. Player 1 will shoot at the 20 segment and Player 2 will shoot at the 3 segment.

Scoring is cumulated <u>per</u> round.   First player to score 15 points is the winner.

Scoring is as follows:

TRIPLE RING =Ringer3 points
DOUBLE RING= Leaner2 points
SINGLE SEGMENT = 1 point

Scores will only count for the player or team with the most points in that round.   For example, if player 1 scores 3 points and player 2 scores 1 point, only player 1 will awarded 3 points for that round. If the 2 players or teams score equal point, no one get a scrore. Rounds continue until 15 points are scored.

HORSE SHOES 18   **HORSE SHOES 21**
HORSE SHOES 24

ELIMINATION

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

ELIMINATION 4 LIVES   **ELIMINATION 5 LIVES**

Cat & Mouse

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

GOLD HUNTING

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

 The player who reaches to selected total gold required first is the winner.

GOLD HUNT 12   **GOLD HUNT 15**
GOLD HUNT 18   **GOLD HUNT 21**

Important Notes

Darts

It is recommended that you do not use darts that exceed 24 grams on this dartboard. The darts included with this dartboard are 10 grams. Replacement tips are available at most retailers carrying dart products.

Cleaning your Electronic Dartboard

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

Game Menu

G01	301	**G46**	ROUND THE CLOCKR 1 DOUBLES
G02	401	**G47**	ROUND THE CLOCKR 5 DOUBLES
G03	501	**G48**	ROUND THE CLOCKR 10 DOUBLES
G04	601	**G49**	ROUND THE CLOCKR 15 DOUBLES
G05	701	**G50**	ROUND THE CLOCKR 1 TRIPLES
G06	801	**G51**	ROUND THE CLOCKR 5 TRIPLES
G07	901	**G52**	ROUND THE CLOCKR 10 TRIPLES
G08	CRICKET	**G53**	ROUND THE CLOCKR 15 TRIPLES
G09	NO-SCORE CRICKET	**G54**	KILLER
G10	SCRAM	**G55**	DOUBLE DOWN
G11	CRUT THROAT CRICKET	**G56**	DOUBLE DOWN 41
G12	ADV-CRICKET	**G57**	ALL FIVER 51
G13	SHOOTR 6 ROUND	**G58**	ALL FIVER 61
G14	SHOOTR-9	**G59**	ALL FIVER 71
G15	SHOOTR-12	**G60**	ALL FIVER 81
G16	OVER 3 LIVES	**G61**	ALL FIVER 91
G17	OVER 5 LIVES	**G62**	SHANGHAI 1
G18	OVER 7 LIVES	**G63**	SHANGHAI 5
G19	UNDERS 3 LIVES	**G64**	SHANGHAI 10
G20	UNDERS 5 LIVES	**G65**	SHANGHAI 15
G21	UNDERS 7 LIVES	**G66**	GOLF 9 HOLES
G22	COUNT UP300	**G67**	GOLF 18 HOLES
G23	COUNT UP400	**G68**	FOOTBALL
G24	COUNT UP500	**G69**	BOWLING
G25	COUNT UP600	**G70**	BASEBALL 6 INNING

G26	COUNT UP700	G71	BASEBALL 9 INNING
G27	COUNT UP800	G72	STEEPLECHASE
G28	COUNT UP900	G73	SHOVE A PENNY
G29	COUNT UP999	G74	NINE DART CENTURY
G30	HI SCORE(3ROUNDS)	G75	GREEN VS RED
G31	HI SCORE(4ROUNDS)	G76	BIG SIX 3 LIVES
G32	HI SCORE(5ROUNDS)	G77	BIG SIX 5 LIVES
G33	HI SCORE(6ROUNDS)	G78	BIG SIX 7 LIVES
G34	HI SCORE(7ROUNDS)	G79	HORSESHOES 12
G35	HI SCORE(8ROUNDS)	G80	HORSESHOES 15
G36	HI SCORE(9ROUNDS)	G81	HORSESHOES 18
G37	HI SCORE(10ROUNDS)	G82	HORSESHOES 21
G38	HI SCORE(11ROUNDS)	G83	ELIMINATION 3 LIVES
G39	HI SCORE(12ROUNDS)	G84	ELIMINATION 4 LIVES
G40	HI SCORE(13ROUNDS)	G85	ELIMINATION 5 LIVES
G41	HI SCORE(14ROUNDS)	G86	CAT&MOUSE
G42	ROUND THE CLOCKR 1 SINGLES	G87	GOLD HUNT 12
G43	ROUND THE CLOCKR 5 SINGLES	G88	GOLD HUNT 15
G44	ROUND THE CLOCKR 10 SINGLES	G89	GOLD HUNT 18
G45	ROUND THE CLOCKR 15 SINGLES	G90	GOLD HUNT 20

180-DAY LIMITED WARRANTY

This product is warranted to the original purchaser to be free from defects in material or workmanship for a period of 180 days from the date of the original retail purchase.

This warranty does not cover defects or damage due to improper installation, alteration, accident or any other event beyond the control of the manufacturer. Defects or damage resulting from misuse, abuse or negligence will void this warranty. This warranty does not cover scratching or damage that may result from normal usage.

This product is not intended for institutional or commercial use; the manufacturer does not assume any liability for such use. Institutional or commercial use will void this warranty.

This warranty is nontransferable and is expressly limited to the repair or replacement of the defective product. During the warranty period, the manufacturer shall repair or replace defective parts at no cost to the purchaser. Shipping charges and insurance are not covered and are the responsibility of the purchaser. Labor charges and related expenses for removal, installation or replacement of the product or components are not covered under this warranty.

The manufacturer reserves the right to make substitutions to warranty claims if parts are unavailable or obsolete.

The manufacturer shall not be liable for loss of use of the product or other consequential or incidental costs, expenses or damages incurred by the consumer of any other use. The user assumes all risk of injury resulting from the use of this product.

This warranty is expressly in lieu of all other warranties, expressed or implied, including warranties of merchantability or fitness for use to the extent permitted by Federal or state law. Neither the manufacturer nor any of its representatives assumes any other liability in connection with this product.

All warranty claims must be made through the retailer where the product was originally purchased. A purchase receipt or other proof of date of purchase will be required to process all warranty claims. The model number and part numbers found within the assembly instructions will be required when submitting any parts requests or warranty claims.

For further warranty information or inquiries, please call 800-759-0977