

Cybermatch 2000 Manual Scorer Installation Manual

ITEM NUMBER: DA0045W

DATE CODE: CPSIA#2- DA0045W - 0825 - VJ



Please Do Not Return This Product To The Store!

Contact Escalade Sports Customer Service Department at:

Phone: 1-800-467-1421 Toll-Free!

E-mail: customerservice@escaladesports.com

Mailing Address (correspondence only):

Physical Location:

Escalade Sports
PO Box 889
Evansville, Indiana 47706-0889

Escalade Sports
817 Maxwell Ave.
Evansville, Indiana 47711

Please provide model number and/or part number of the product and/or part when you call or write. These numbers can be found on the product, packaging, and/or in this Owner's Manual.

Thank you for choosing the Accudart Cybermatch 2000 Manual Dart Scorer. Designed to make gameplay simple and enjoyable, this unit features a computerized scoring system, 40 built-in games, and over 272 game variations—offering something for players of all skill levels. Up to 8 players can join in at once for a fun, competitive experience. Please take a moment to read through the instructions before playing and keep them handy for future reference.

NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

This device complies with part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

"CAUTION: Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment."

First Time Battery Installation:

Locate battery compartment for this product .
Use alkaline batteries for maximum performance .

Remove battery compartment cover .

Install new batteries only after reading the “ Battery Information NOTICE“ !

Replace compartment cover.

IMPORTANT: BATTERY INFORMATION

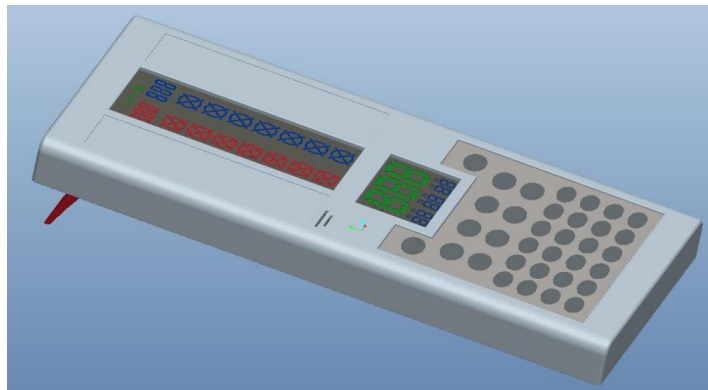
Please retain this information for future reference. Batteries must be installed / replaced by an adult .

Notice:

1. Remove and replace batteries when the electrical features of this product work slowly or are not functional .
2. Do not mix old and new batteries .
3. Do not mix different types of batteries : Alkaline , Standard (Carbon-Zinc) , or rechargeable (Nickel-Cadmium batteries) .
4. Use Alkaline Batteries for maximum performance .
5. Do not use damaged batteries .
6. Use only batteries of the same or equivalent type as recommended.
7. Install new batteries as per matching the battery polarity guide (+ & - , positive and negative) inside of the battery compartment . Correct battery polarity installation is critical as to not damage the internal electrical components as well as insuring the correct functionality of the product .
8. Do not short circuit the battery terminals .
9. Always remove exhausted , leaking , weak , and batteries from long periods of non use from the product . Battery leakage and corrosion can cause damage .
10. Check the battery terminals are clean and bright before installing new batteries.
11. Dispose of old batteries safely and per local battery disposal codes .
12. Do not dispose of batteries into a fire as they may explode or leak.
13. If removable rechargeable batteries are used , they are to be charged under adult supervision .
14. Rechargeable batteries are to removed from the product before they are charged .
15. If you use a battery charger, it should be examined regularly for damage to the cord , plug, enclosure, and other parts. Do not use a damaged or malfunctioning charger until it is properly repaired.
16. Non rechargeable batteries must not be recharged .
17. Always remove batteries from this product for extended storage and or non-use .
18. Should this product cause , or be affected by, local electrical interference , move it away from other electrical equipment . Reset (switching off and back on again and or removing and reinserting the batteries) if necessary .

TABLETOP INSTRUCTIONS:

This dart scorer is equipped with standing feet for use on a tabletop. Pull standing feet from the slot at the back side of dart scorer and place it on the table.



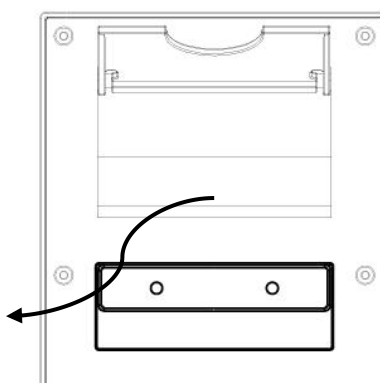
OR

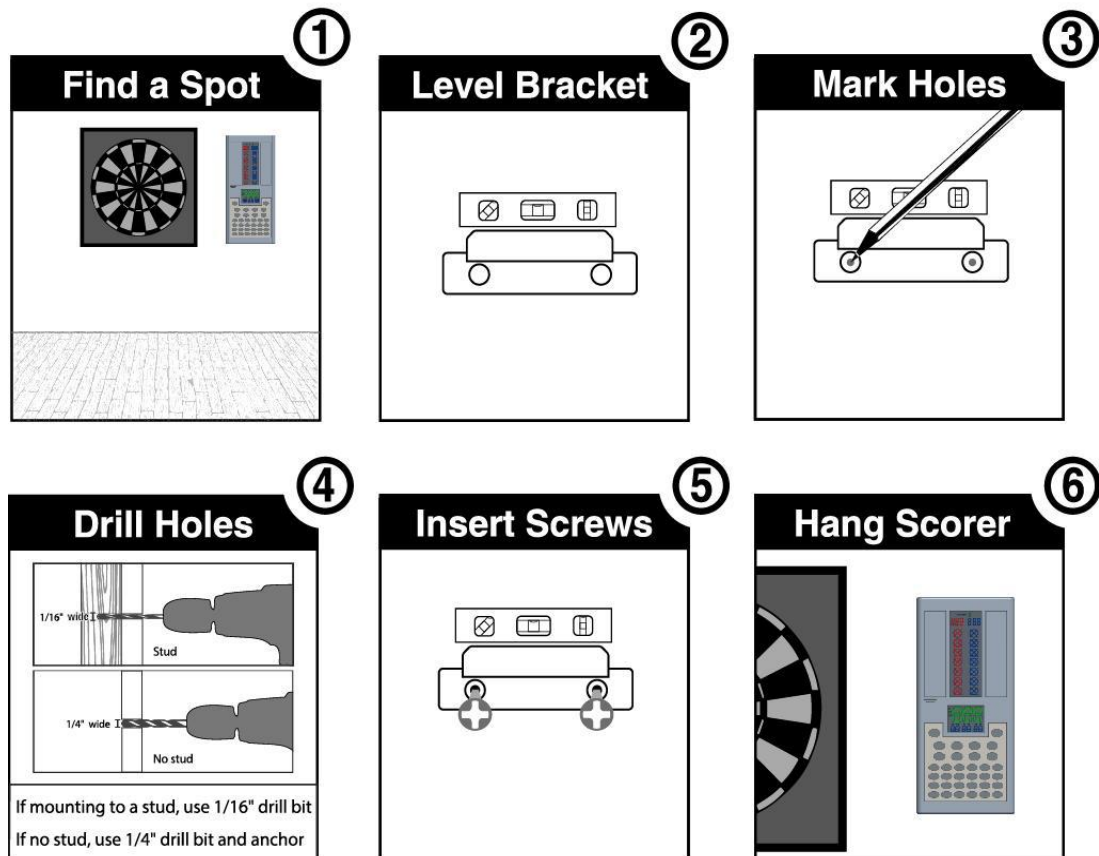
WALL MOUNT INSTRUCTIONS:

Tools required:

- Pencil or marker
- Philips screwdriver
- Power drill with either:
 - 1/16" (0.0625 inch) drill bit or 1/4" (0.25 inch) drill bit
- 3 AA batteries
- Mounting screws with wall anchors (included)
- Level
- Stud finder (recommended to use a stud finder prior to drilling to locate studs)

Choose the mounting location based on where scorekeeping will occur during gameplay. The dart scorer includes a bracket designed for wall installation using two screw holes. You'll find the mounting tab centered on the back of the dart scorer. To mount, align the scorer over the tab and slide it downward onto the bracket until securely in place.





1. Find a spot beside your dartboard that is suitable for installation. Next, locate the stud to install on the wall.
2. Put the mounting plate on the wall. Align it. Use a level if needed.
3. Use a pencil to mark the screw holes.
4. Drill the holes. When mounting it to a stud, use 1/16" drill bit. If there is no stud, use 1/4" drill bit and anchor.
5. Install two screws to the wall.
6. Slide the dart scorer to the mounting plate. Make sure it is secured in place.

POWER INSTALLATION:

The dart scorer is designed to be powered by 3 x 1.5v AA (LR6) batteries. The battery compartment can be opened from the back to install the batteries. To conserve batteries, this dart scorer is equipped with an auto power-off mode. If the scorer is not being used, it will automatically turn off after 30 minutes.

WARNING!

- Batteries should be replaced by an adult.
- Non-rechargeable batteries are not to be recharged.
- Rechargeable batteries are to be removed from the toy before being charged.
- Rechargeable batteries are only to be charged under adult supervision.
- Different types of batteries or new and used batteries are not to be mixed.
- Only batteries of the same or equivalent types as recommended are to be used.
- Batteries are to be inserted with the correct polarity.
- Exhausted batteries are to be removed from the toy.
- The supply terminals are not to be short-circuited.
- Do not dispose of in fire, in water or the general rubbish.

IMPORTANT NOTE:

Darts is an adult game which includes functional sharp point. Children should only play under adult supervision.

QUICK START:

1. Turn the dart scorer on by pressing the ON/OFF button. The default game is G01 301 with 2 players.
2. Press the ENTER button to get to option selection, L01 (option) is displayed. Use the UP or DOWN buttons if you would like to change options.
3. Press the ENTER button again, 2-P (player number) is displayed. Use the UP or DOWN buttons if you would like to change the number of players.
4. Once selection is done, press the ENTER button to start the game.
5. Press and Hold the RESET button to return to the start screen.

Game	Name	Options	Players
01	301	6	1 - 8
02	501	6	1 - 8
03	601	6	1 - 8
04	701	6	1 - 8
05	801	6	1 - 8
06	901	6	1 - 8
07	301 League	6	4 - 8
08	501 League	6	4 - 8
09	601 League	6	4 - 8
10	701 League	6	4 - 8
11	801 League	6	4 - 8
12	901 League	6	4 - 8
13	Cricket	3	1 - 8
14	No Score Cricket	3	1 - 8
15	Cutthroat Cricket	3	1 - 8
16	Killer Cricket	3	2 - 8
17	Scram Cricket	1	2
18	Low Pitch Cricket	3	1 - 8
19	English Cricket	1	2
20	Single Only Cricket	3	1 - 8
21	Count Up	9	1 - 8
22	Round the Clock	12	1 - 8
23	Shanghai	4	1 - 8
24	High Score	12	1 - 8
25	Overs	19	2 - 8
26	Unders	19	2 - 8
27	Halve-It	1	1 - 8
28	Big-6	19	2 - 8
29	Double Down	1	1 - 8
30	21 Points	7	1 - 8
31	Nine Dart Century	3	1 - 8
32	Best of Nine	5	1 - 8
33	3 Point Contest	2	1 - 8
34	9 Lives	7	2 - 8
35	Forty-One	1	1 - 8
36	Shoot-Out	19	1 - 8
37	Bingo	4	1 - 8
38	Killer	30	2 - 8
39	Shooting	1	1 - 8
40	All Fives	5	1 - 8

OPERATIONS:

1. Press the ON/OFF button to activate the dart scorer.
2. Press the UP or DOWN button until the desired game is displayed. Press ENTER to confirm your selection.
3. For the G01 to G12 games you can press the UP or DOWN button to select Double In/ Out or Master Out. DI, DO and MO icons are displayed. Press ENTER to confirm your selection.

No icons are lit up	Single In/Single Out
DI icon lit up	Double In/Single Out
DO icon lit up	Single In/Double Out
DI and DO icons lit up	Double In/Double Out
MO icon lit up	Single In/Master Out (double or triple)
DI and MO icons lit up	Double In/Master Out (double or triple)

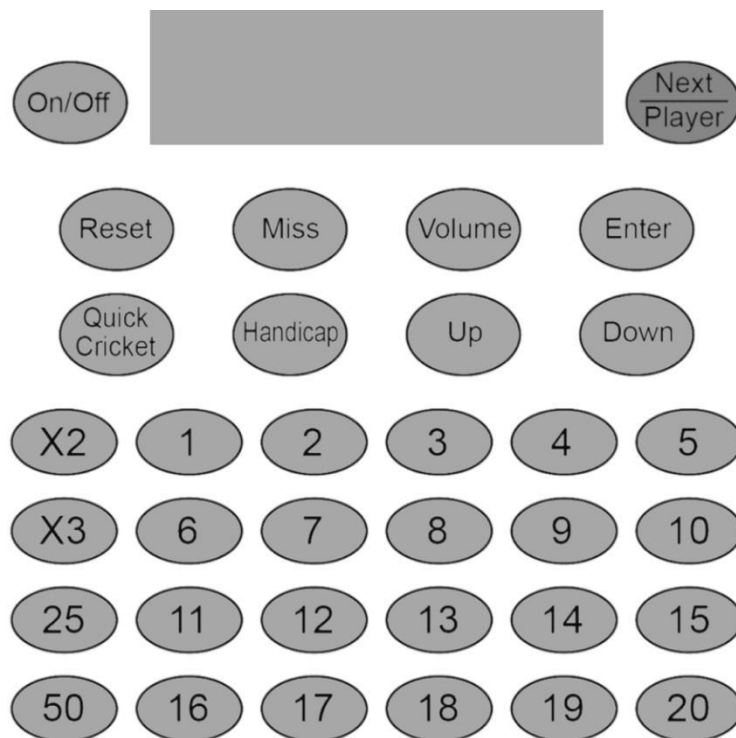
4. Press the UP or DOWN buttons to select number of players. There are 13 selections of players from 1 player mode to 8 player mode. There are also 5 levels of the computer player: Beginner, Intermediate, Advanced, Expert, Professional. Press ENTER to start the game. For more than 2 players, some players will share the player score display.
5. For some games, handicap mode can be selected. Player handicaps must be set before pressing ENTER. When the number of players has been chosen but before ENTER has been pressed, press the HANDICAP button to cycle through the handicap options. Enter will save the settings and move to the next page. The games that use handicap mode are listed below.

Games with HANDICAP feature:

Game	Name	Options	Players
1	301	6	1-8
2	501	6	1-8
3	601	6	1-8
4	701	6	1-8
5	801	6	1-8
6	901	6	1-8
7	301 League	6	4-8
8	501 League	6	4-8
9	601 League	6	4-8
10	701 League	6	4-8
11	801 League	6	4-8
12	901 League	6	4-8
13	Cricket	3	1-8
21	Count Up	9	1-8
24	High Score	12	1-8

6. To enter a dart score, press the segment number that matches the segment you hit. For a double, press X2 before the segment number. For a triple, press X3 before the segment number.
7. Press VOLUME button to select the desired sound level.
8. When finishing a game, press ENTER to restart the game or press and hold the RESET button for 2 seconds to return to the start selection.
9. To switch off the game, press and hold the ON/OFF button for 2 seconds.
10. The dart scorer will automatically power off if no button is activated for 30 minutes.

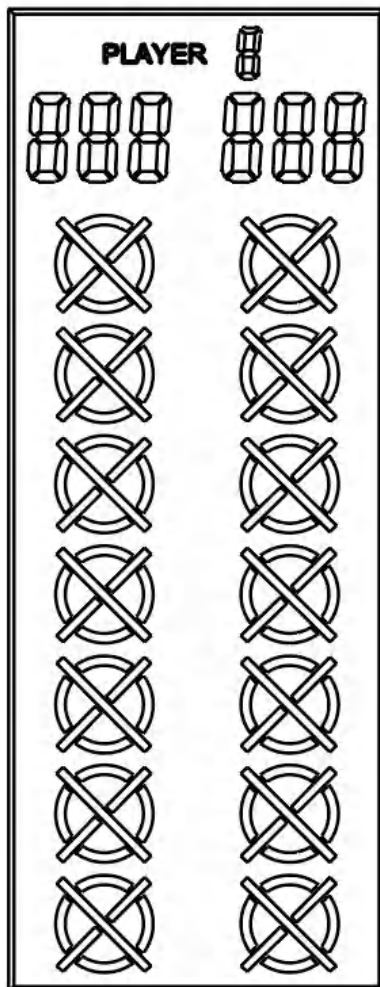
BUTTON FUNCTIONS:



1. **ON/OFF Button** – Press ON/OFF to turn on the board. Press and hold ON/OFF to turn the board off.
2. **NEXT PLAYER Button** – Press NEXT PLAYER to switch to next player after a turn is finished.
3. **RESET Button** – Press RESET and hold for 2 seconds to return to the beginning of the game. Players can select another game by pressing Up and Down button.
4. **MISS Button** – Press MISS during the game to register missed darts. Press and release to score 0 and record a dart thrown.
5. **VOLUME Button** – Press repeatedly to scroll through 4 levels: Mute, low volume, middle volume, high volume. Default at middle volume when the dartboard is turned on.
6. **ENTER Button** - Press ENTER to confirm the selection and start the game.
7. **QUICK CRICKET Button** – Press QUICK CRICKET to select Game 13 Standard Cricket directly.
8. **HANDICAP Button** – After selecting the number of players and before pressing ENTER, use this button to select the players that will be receiving a handicap. The UP and DOWN buttons are then used to select the level of the handicap.
9. **UP Button** - This button is used to move upward through selections.
10. **DOWN Button** - This button is used to move downward through selections.

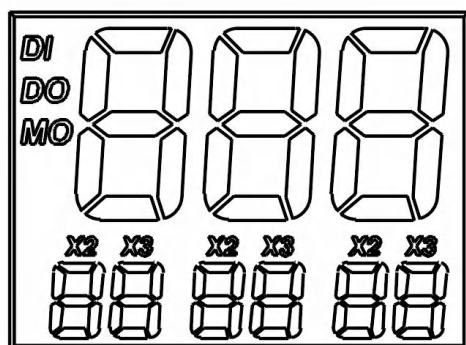
11. **NUMBERED Buttons** - Use these buttons to enter the segment hit by the dart.
25 is for a single bull and 50 for a double bull hit.
12. **X2 Button** - Press before you press a numbered button to count the dart as a double segment.
13. **X3 Button** - Press before you press a numbered button to count the dart as a triple segment.

DISPLAY FUNCTIONS:



1. **Player Number** - The number indicates the player that the cricket and score display apply to.
2. **Player's Score** - Display the current score for players 1, 3, 5 and 7.
3. **Player's Score** - Display the current score for players 2, 4, 6 and 8.
4. **Cricket Scoring** - The scorer utilizes a scoreboard display that keeps track of each player's segment status when playing cricket or any game that uses marks. The display uses traditional X and O style characters to track the marks. During

the game, segments will display as marks are scored.



5. **Temporary Score** - When a dart score is entered, the temporary total score is displayed on the top score digits. The player's temporary game score will be updated as per the darts thrown entered. The temporary score is shown until the next player.
6. **Dart Score** - When a dart score is entered, it is displayed on the bottom score digits for the 3 thrown. "X2" or "X3" is displayed for showing when the double or triple of the score is entered.
7. **DI, DO, MO** - Shows the double option selected at the start of the game

No icons are lit up	Single In/Single Out
DI icon lit up	Double In/Single Out
DO icon lit up	Single In/Double Out
DI and DO icons lit up	Double In/Double Out
MO icon lit up	Single In/Master Out (double or triple)
DI and MO icons lit up	Double In/Master Out (double or triple)

8. For playing 301-901 games, after the game is over, the point per dart (PPD) and the rank of the player 1 and player 2 will show up automatically. Press NEXT to view the PPD of the other players by pages, i.e. 3 and 4, 5 and 6, 7 and 8 in the subsequent pages accordingly.
9. Once a player finishes the game, there are 2 options available:
 - Start a new round with the same settings by pressing ENTER; or
 - Continue to play the same game to allow the remaining players to finish to get their rankings by pressing NEXT.

GAME DESCRIPTIONS AND RULES

G01 301 (With 6 options of Single In/Out, Double In/Out and Master Out)

The score will be deducted for each dart from 301 points; the first player who reaches exactly 0 will be the winner.

For single in or single out options, the game can be started or ended by throwing at any segments, regardless if single, double or triple. For double in / double out options, the beginning / ending throw will only be accepted respectively by hitting the double zone or double the bullseye. For master out, you must hit either double or triple zone to end the games. You cannot start or end the game by hitting the wrong score segments.

G02 501

All games and features are the same as G01 301 rules except the game starts from 501.

G03 601

All games and features are the same as G01 301 rules except the game starts from 601.

G04 701

All games and features are the same as G01 301 rules except the game starts from 701.

G05 801

All games and features are the same as G01 301 rules except the game starts from 801.

G06 901

All games and features same as the G01 301 rules except the game starts from 901.

G07 301 LEAGUE (options of Single In/Out, Double In/Out and Master Out, team selection)

Similar to 301 count-down but the teams play against each other. If a member of the team reaches 0 exactly, his/her team has won. However, there is one condition. The total score of his/her team must not be greater than the opposing team's total score. If it is greater, the team has not won and it resumes its previous position. Apart from the 301 standard variations, this game also allows selection of the different team combinations to play with.

G08 501 LEAGUE

All games and features are the same as G07 301 League rules except the game starts from 501.

G09 601 LEAGUE

All games and features are the same as G07 301 League rules except the game starts from 601.

G10 701 LEAGUE

All games and features are the same as G07 301 League rules except the game starts from 701.

G11 801 LEAGUE

All games and features are the same as G07 301 League rules except the game starts from 801.

G12 901 LEAGUE

All games and features are the same as G07 301 League rules except the game starts from 901.

G13 CRICKET (With option C00, C20, C25)

Following the standard rules, in Simple Cricket only the number 15-20 & bullseye are used.

1. When a number has been hit 3 times by a player, it is then 'open' to that player and any further hits will score points as thrown.
2. Once a number has been hit 3 times by all players, that number is then 'closed' and can no longer be scored upon by any player. At that time, the cricket score of that number will display as O.
3. A player who has 'opened' a number can continue to score on that number until it becomes 'closed'.
4. A player wins the game when they close all the numbers and have equal or greater scores than the other players. However, if players are tied on points, or have no points, the first player to close all numbers wins.
5. If a player has closed all numbers first, but is behind on points, scoring continues on open numbers. If that player has not accumulated the highest point total by the time another player closes, the player with the most points will be the winner.

6. Options:

C00 – hit & “open” the numbers 15-20 and bullseye at any order.

C20 – hit & “open” the number 20 first, then in order “open” numbers 19, 18, 17, 16, 15 & bullseye.

C25 – hit & “open” bullseye first, then in order “open” numbers 15, 16, 17, 18, 19 & 20.

7. Note:

Single segment - count one time

Double segment - count two times

Triple segment - count three times

The segment will be opened if already hit more than three times. It will then be closed if all players open the same segment.

Cricket Status	One Time	Two Times	Open	Close
Sign				

G14 NO SCORE CRICKET (with options of 000, 020, 025)

The game is played the same as Cricket EXCEPT no score is made. The winner is the player who closes all the numbers first.

G15 CUTTHROAT CRICKET (with options of 00C, 20C, 25C)

Same basic rules as the standard cricket EXCEPT points are added to your opponents' total once scoring begins. The player who closes all segments with the fewest score wins. This variation enables players to rack up the score for their opponents, digging them into a deeper hole.

G16 KILLER CRICKET (with options of H00, H20, H25)

The game is played the same as No Score Cricket except when you close a point, and your opponents do not, you can eliminate opponent's marking by hitting the same number again. The winner is the player who closes all the points.

G17 SCRAM CRICKET

This game is a variation of Cricket. The game consists of 2 rounds. In the first round, player 1 must close 15 through 20 and bull's eye while player 2 attempts to get as high a score as they can by scoring the open numbers. Round 1 will be finished when all numbers have been closed. For round 2, the reverse is done. The player with the highest score after both rounds is the winner.

G18 LOW PITCH CRICKET (with options of E00, E20, E25)

The game is played the same as Cricket except the segments to be hit are changed from 15 to 20 and Bull to 1 to 6 and Bull.

Options:

E00 – Open numbers 1 to 6 and bullseye in any order

E20 – Open numbers 6 to 1 and bullseye in order

E25 – Open numbers bullseye and 1 to 6 in order

G19 ENGLISH CRICKET

This game is for 2 players only. The game consists of two rounds. In round one, the target of player one is the bullseye, each hit of the outer bull counts as one-mark, inner bull counts as two marks, and the other numbers are count as 0 mark. The object of Player 2 is to get the highest possible score before Player 1 accumulates 9 marks. Player 2 can throw any number. However, if player 2 scores 42 points, it counts as 2 points, if player 2 scores 59 points, it counts as 19 points. Therefore, score is counted only when the total score of three darts is over 40 otherwise it counts as 0 points. The first round is finished when Player 1 accumulates 9 marks. In round two, the players change their roles. Player 2 hits the bullseye and Player 1 goes for

points. The game is over when Player 2 accumulates 9 marks. The player with the most points is the winner.

G20 SINGLE ONLY CRICKET (with options of S00, S20, S25)

Played like traditional cricket except the double and triple only score as 1 time of score. Example: If Player A hits a triple 20, only one 20 is scored. If Player A hits a double 20, only one 20 is scored.

If Player A hits three 20s either by single, double or triple the number is closed if Player B does not hit three 20s and leaves the 20 open. Player A has a chance to score. Player A can score points in the following manner Single 20 scores 20 points, Double 20 scores 20 points, Triple 20 scores 20 points.

Bullseyes function in the same manner, if a double bull is hit it counts as a single bull.

The game is finished when a player has closed all of their numbers/bullseyes and is ahead in points.

G21 Count Up (with options of 100, 200, 300... 900)

The score will be accumulated for each dart, the first player who reaches or goes over the set point will be the winner. The set point options are 100, 200, 300 ... 900.

G22 ROUND THE CLOCK (with options of 105, 110, 115, 120, 205, 210, 215, 220, 305, 310, 315, 320)

Hit in strict order of 1, 2, 3 ... until 5, 10, 15 or 20s are reached with single, double or triple shots depending on the performance level. The first player to reach the final score is the winner. Players start their next turn with the next correct number in the sequence. The computer will display the number that the player must hit.

Options

105, 110, 115, 120 – The last number is 5,10,15,20 respectively regardless of single, double or triple.

205, 210, 215, 220 – The last number is 5,10,15,20 respectively and only double is valid.

305, 310, 315, 320 – The last number is 5,10,15,20 respectively and only triple is valid.

G23 SHANGHAI (with options of L01, L05, L10, L15)

Each player must proceed around the board to score from 1 through 20 and then the bullseye, in sequence. The scorer will display the target number to hit. Players try to score as many points as possible per turn by using all three darts. It will move to the next target number after each round. The player who gets the highest score wins. Each player can score on any correct segments (single X 1, Double X 2, Triple X 3) and selections are varied as the following.

The player may win the game by scoring a “Shanghai”. A “Shanghai” is hitting the single, double, and triple of the number in play.

Options:

L01 the game starts from segment 1

L05 the game starts from segment 5

L10 the game starts from segment 10

L15 the game starts from segment 15

The opening segment will automatically appear on the display.

G24 HIGH SCORE (with options of H03, H04, H05, H06, H07, H08, H09, H10, H11, H12, H13, H14)

The rules are simple. Each player must rack up the most points in 3, 4, 5...or 14 rounds (each round 3 darts) to win. Doubles and triples count as X2 and X3 that segment's score respectively.

G25 OVERS (with options of O03, O04, O05... O21)

The players must take turns to throw 3 darts. If a player's score is less than the previous player's score, one cricket light will turn off which means he loses one life. Before each player shoots in each round, the text screen displays the record score.

A player will be out of the game when all their lives are gone. The last surviving player is the winner. O03 – O21 represents 3 lives to 21 lives.

G26 UNDERS (with options of U03, U04, U05... U19, U20, U21)

Rules follow exactly as above except

1. The leader's score is the lowest score for each turn.
2. A missed dart should be counted as 60 by pressing the MISS button.

U03-U21 represents 3 lives to 21 lives.

G27 HALVE-IT

There are 12 rounds of three darts each in this game. The objective is to score as many points of the designated numbers as possible. The designated numbers for each round are:

1 st round	12
2 nd round	13
3 rd round	14
4 th round	Any doubles
5 th round	15
6 th round	16
7 th round	17
8 th round	Any triples
9 th round	18
10 th round	19
11 th round	20
12 th round	Bullseye

Scoring occurs when the dart hits the designated area only. All hits are scored at face value. Should all three of a player's darts miss the designated target area, his total score to those points is cut in half. The highest score at the end is the winner.

G28 BIG-6 (with options of b03, b04, b05... b19, b20, b21)

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. 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".

Single 6 is the first target to hit when the game begins. Before the game starts, players must agree on how many lives will be used by pressing the OPTION button (e.g., B3 represents 3 lives, etc.). Within the two throws, Player 1 must hit a 6 to "save" their life. If Player 1 hits the target within two throws, the next dart thrown will determine the opponent's target. If Player 1 fails to hit the current target within 2 darts, they will lose the chance to determine the next target for Player 2. If a player misses all three throws, they will lose a life and the next player will get to try a random target. If Player 1 hits the target at the third throw, the target for the next player will also be randomly generated.

Singles, doubles and triples are all separate targets for this game.

The last player with a life left is the winner.

The number of lives left is displayed by the cricket display.

G29 DOUBLE DOWN

The game starts with a base score of 60 for each player. The player must score by hitting the active segments of the current round. For instance, in the 1st round, the player must throw to hit segment 15. If no 15's are hit, the player's score will be cut by half. The next round is 16 and so on. For D and T, the player must hit any double or triple and the same rule will be applied. The player who gets the highest score is the winner.

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

D: Double

T: Triple

B: Bullseye

G30 21 POINTS (with options of 005, 006, 007, 008, 009, 010, 011)

The object of this game is to get the most marks. A player can get one mark in two ways:

1. Gets 21 points exactly with 1, 2 or 3 darts
2. Gets the highest points up to 21 points (if no one gets 21 points in this round)

The player will 'bust' when a score is over 21 points and the player cannot get a mark. After the game is over, the player with the highest marks wins the game.

Options 005, 006, 007... 011 represent 3 rounds, 4 rounds, 5 rounds... 11 rounds respectively.

G31 NINE DART CENTURY (with options of 100, 150, 200)

The options are the target score, see the chart below.

Option	100	150	200
Target Score	100 Points	150 Points	200 Points

In this game, each player has 9 darts (three turns) to score 100 (or 150, 200) points without going over, or get as close to 100 as possible. If you go over, you are out of the game. The scorer will announce “Bust”. Darts that land outside the scoring area will reset your score back down to zero. Darts that bounce out are not penalized and do not count for any points. The number on the dartboard that you hit will be your score. A double segment is worth double points and a triple is worth triple. The player that gets closest to the Target Score without going over is the winner.

G32 BEST OF NINE (with options of 009, 012, 015, 018, 021)

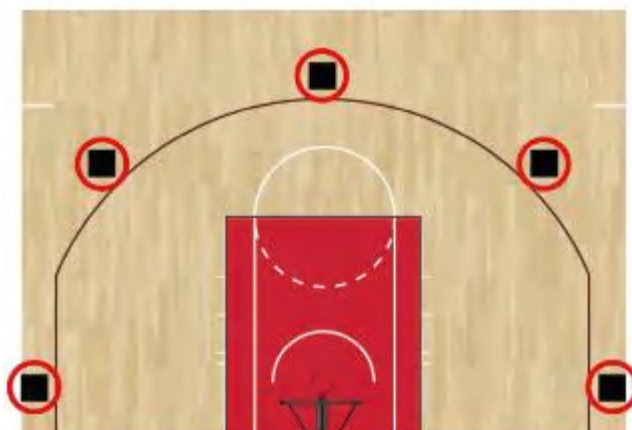
The computer will display a random number for the player to hit in each round. A player receives 1 score when hitting the number, 2 scores when hitting a double and 3 scores for hitting a triple. Number is determined by computer randomly.

Option	009	012	015	018	021
No. of dart	9	12	15	18	21

The player with the highest score at the end of the game wins.

G33 Three Point Contest

In a basketball game, the three-pointer contest consists of 5 positions (0, 45, 90, 135, 180 degrees) and each shoot 3 goals (darts).



We use the upper half of the dartboard to simulate the basketball half, with 11 points, 9 points, 20 points, 4 points, and 6 points into 5 positions.



The first 2 balls (darts) are normal balls and one point is counted. The third dart is a money ball, and two points are counted. The dartboard will provide the hint of the target to hit.

During the game, the player's first 2 darts (balls) need to hit the target zone, and the SCORE display will show the hit points, and the CRICKET display will light up accordingly.

The 3rd dart (Money ball) needs to hit the bullseye area (25/50), and the CRICKET display will light up two strokes accordingly

The player who lights up the most strokes of CRICKET after the game is over wins

Options:

The game can choose the difficulty

Easy – The first 2 darts only need to hit the target zone at any position. For example, if you are hitting 11 points zones, both odd, double and triples are considered hit.

Difficult – As mentioned above, the first 2 darts need to hit the triple zone to be considered hit.

For these two difficulties, the Money ball needs to hit the bullseye area (25/50)

There is no set number of rounds, and the game ends in one round.

G34 9 LIVES (with options of 003, 004, 005, 006, 007, 008, 009)

This game plays numbers 1 through 20 and bullseye in a sequence loop. Players take turns throwing in 1 in the first round, 2 in the second round, and so on, until “25” in the 21st round, 1 in the 22nd round and so on. Each player must hit the target number with one dart in each round. The player will lose a life if all 3 darts miss. The last player remaining alive is the winner.

Options 003, 004, 005 ... 009 represent 3, 4, 5... 9 lives respectively.

G35 FORTY-ONE

The game starts with a base score of 40 for each player. Then everybody starts the

game by shooting for the number 20, and then 19, 18, 17, 16, 15, Bullseye and then total 41 points. Each player throws three darts at the same number and then progresses to the next number in the next round. All scores will be accumulated, Double counts as 2x and Triple as 3x the points. An additional round or 41 points is included after bullseye and a player must get through this challenge before finishing the game. At the end of the game, the player with the most points is the winner.

	20	19	D	18	17	T	16	15	B	'41'	TOTAL
PLAYER 1											
PLAYER 2											

B: Bullseye

G36 SHOOT-OUT (with options of -03, -04, -05, -06, -07, -08, -09, -10, -11, -12, -13, -14, -15, -16, -17, -18, -19, -20, -21)

The first player who hits the number of correct targets, depending on the selected option, is the winner. The computer will randomly select a number (target) for the player to hit. One correct hit on a segment of the displayed number subtracts one from the score. Single, double and triple segments all count as one hit. If a player does not hit the selected number within 10 seconds, the dart is regarded as a miss and the computer will automatically select another random number for the player to hit for the next dart.

Scoring Option	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12
No. of Targets	3	4	5	6	7	8	9	10	11	12

Scoring Option	-13	-14	-15	-16	-17	-18	-19	-20	-21	
Starting Score	13	14	15	16	17	18	19	20	21	

G37 BINGO (with option 132, 141, 168, 189)

The board will display the target segment automatically. The player who first finishes hitting all specified target segments three times wins the game.

Options:

132 - Hit the segment with the sequence of 15, 4, 8, 14, 3

141 - Hit the segment with the sequence of 17, 13, 9, 7, 1

168 - Hit the segment with the sequence of 20, 16, 12, 6, 2

189 - Hit the segment with the sequence of 19, 10, 18, 5, 11

The player should hit a number segment three times to enter the next number segment. Hitting the single segment counts as one time; the double segment counts as two times; the triple segment counts as three times.

G38 KILLER (with options, please refer to below option list)

To start, each player must select their number by throwing a dart at the target area. The display will indicate “SEL” at this point. The number each player gets is their assigned number throughout the game. No two players can have the same number. Once each player has a number, the action starts. Each player tries to hit the double of their own number to attain the qualification for a “killer”. When becoming a killer, the objective of the player is to “kill” opponents by hitting their segment number until all their “lives” are lost. If a killer hits their own segment number, the killer will lose the qualification for “killer” and lose one “life”. They should hit their own segment number again for “killer” qualification. The last player to remain alive is declared the winner. For more difficult play, hit the double (or triple) for their own scoring number to attain the qualification for a “killer”.

Option	Lives	Shoot area (killer)
003	3	Single, double, triple
005	5	Single, double, triple
.....	...	Single, double, triple
021	21	Single, double, triple
203	3	Double
205	5	Double
...		Double
221	21	Double
303	3	Triple
305	5	Triple
....		Triple
321	21	Triple

G39 SHOOTING

In this game, each player throws three darts. The player with the highest 3 dart total wins that round. The winner is the first one to win 7 rounds.

G40 All Fives (with options of 551, 561, 571, 581, 591)

Before starting the game, you must select the number of players and your desired option.

The options are the total points you need to win, see the chart below.

Option	551	561	571	581	591
Total Points	51	61	71	81	91

During each round the player's total scores must be divisible by 5. Every divisible 5 counts as one point. For instance, 2, 8, 5 and the total is 15. A player will get 3 points as 15 divided by 5 is 3. There will be no points if the total scores of 3 darts are not divisible by 5 or if any darts miss, even though the sum of the other darts scores are divisible by 5. The display will show the best segment to hit and score points. The first player who scores or gets over 51, 61, 71, 81, or 91 will be the winner.