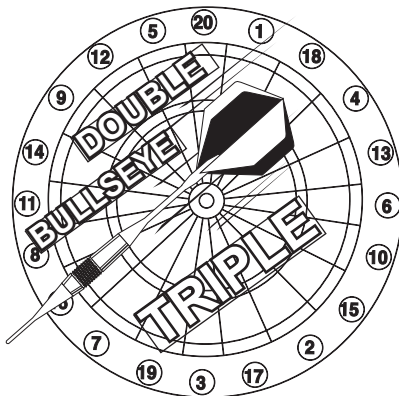


# SPORTCRAFT

# DARTBOARD

INSTRUCTIONS AND RULES

**1-1-78-690 HL**



**For Replacement Parts** (Mon. - Fri., 9:00am to 5:00pm EST) order direct at [www.sportcraft.com](http://www.sportcraft.com) or call our Express Parts Center (866) 206-4321

**For Technical Support** (9:00am to 5:00pm EST) call Sportcraft Consumer Service at (800) 526-0244

**Congratulations on purchasing a new Sportcraft Bristle-tronic Dartboard! We at Sportcraft hope you will have many hours of enjoyable use with this product.**

**WARNING:** This is not a child's toy. Adult supervision is required for children playing darts. Contains small parts that are not appropriate for children under 3 years old. Please read instructions carefully. Proper use of darts can avoid damage or injury.



## INDEX

<b>English</b> .....	1
Mounting Instructions.....	3
Setting Up Your Dartboard .....	5
Game Instructions.....	8
Troubleshooting .....	17
Descriptions .....	18

# IMPORTANT!

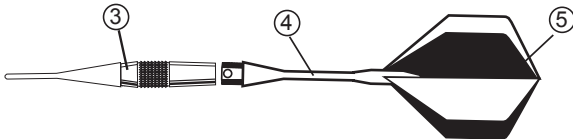
**Please Keep Your Instructions!** Your Model number is necessary should you need to contact us. Please read through this instruction book to familiarize yourself with all the parts and assembly steps. Kindly refer to the Parts Identifier below and be sure that all parts have been included. Although we at Sportcraft are dedicated to giving our customers the best product possible, a question may arise or a part may be missing. Don't return the game to the store.

**For Replacement Parts** (Mon. - Fri., 9:00am to 5:00pm EST) order direct at [www.sportcraft.com](http://www.sportcraft.com) or call our Express Parts Center (866) 206-4321


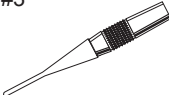



**For Technical Support** (9:00am to 5:00pm EST) call Sportcraft Consumer Service at (800) 526-0244

## TOOLS REQUIRED FOR ASSEMBLY:

· Phillips Head Screwdrivers (or Power Driver) - not included

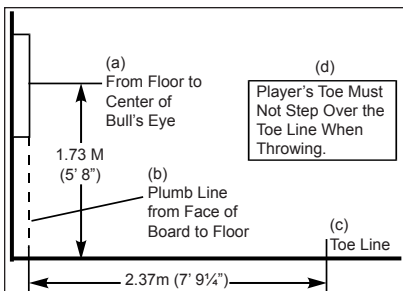
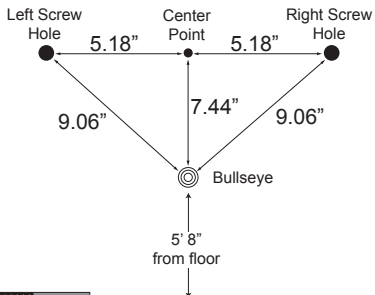


## PARTS IDENTIFIER

<p>#2</p>  <p>MOUNTING HARDWARE</p> <p># 9-3-78-680HL02</p>	<p>#3</p>  <p>STEEL BARREL/TIP</p> <p># 9-3-78-680HL03</p>	<p>#4</p>  <p>SHAFT</p> <p># 9-3-78-680HL05</p>	<p>#5</p>  <p>FLIGHT</p> <p># 9-3-78-680HL06</p>
<p>#6</p>  <p>ADAPTOR</p> <p># 9-3-78-690HL01</p>			

## MOUNTING INSTRUCTIONS

1. Select a suitable location with about 8 feet of open space. The "Toe-line" should be 7 feet 9¼ inches from the face of the board for throwing distance.
2. Measure 5 feet 8 inches from the floor to mark the position of the Bullseye with a pencil. Then, measure 7.44" up from the Bullseye to mark the center point.
3. Next measure 5.18" from the center point to the right to mark your right screw hole. Do the same for the left. (**NOTE:** You should have approx. 9.06" between the screw holes and the Bullseye.)
4. Drill pilot holes where you have marked, and mount the dartboard using the mounting screws provided.
5. Plug in your AC adapter. Now, you are ready to play.



English

## SOFT-TIP ELECTRONIC DART GAME

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

Innovation in electronics has elevated the joy and fun of playing darts. New and exciting games are being added to the collection. Automatic score-keeping and hints for rules are making it easier to play. From young to old, for men and women, competing as an individual or team, darts bring friends together. It is no wonder that in darts tradition, each game begins and ends with a handshake.

## **CARING FOR YOUR DARTBOARD**

**NOTE:** This game is designed for use with Steel-Tip and Soft-Tip Darts.

- **Apply proper force to throw darts.** It is not necessary to throw hard for the darts to stick in the board. (See TIPS AND TECHNIQUES.)
- **Use proper replacement tips.** To reduce bounce-outs, you should use the same type of soft tips or steel tips provided or those that are packed with a SPORTCRAFT label. Long tips are not recommended for electronic dartboards; they break or bend easily. (See TROUBLE SHOOTING for removing broken tips.)
- **Avoid placing or storing the dartboard in adverse weather or extreme temperatures.**
- **Avoid subjecting the dartboard to liquid or excessive moisture.**
- **Clean the dartboard with a damp cloth and/or mild detergent only.**
- **Use only the AC adapter that is compatible with this game.**

## **TIPS AND TECHNIQUES**

*TIP 1:* A proper stance is to align your hand, elbow, shoulder, hip and foot. If you are using your right hand, then turn the right side of your body to face the board. Put your weight on your right foot in the front, slightly lean forward, and balance with the left foot. If you are using your left hand, then do it vice versa.

*TIP 2:* The throwing motion should be from your elbow out. Keep your body steady and use only your hand, wrist and forearm. Bring your forearm slightly back, and with a fluid motion throw the dart toward the board. Follow through the throw by pointing the index finger at the area that you are aiming.

*TIP 3:* When removing dart from the board, apply a little twist to the right while pulling the dart out will make it easier.

*TIP 4:* Practice, Practice, Practice! Practice makes you a better dart player.

### **UNIQUE Sleep/Wake-up FUNCTION**

This electronic dartboard is equipped with automatic Sleep Mode. Simply plug in the AC Adaptor and push the other keys to turn on the board. If the board is left inactive for more than 10 minutes, the displays and peripheries will shut off automatically, into the sleep mode. When other keys are pushed again, the game is then resumed.

## SETTING UP YOUR NEW DARTBOARD

### GAME SETUP

**GAME** Push the Game button to select one of the game groups (see **TABLE 1**). The game code will appear on the display.

**OPTION** Push the Option button to select other options in the group. The games are code-named. Check with **TABLE 1** for available games.

**PLAYER** Push the Player button to select the number of players. Each turn indicator being lit up means a player is selected.

**HANDICAP** If desired, you may set the difficulty level of the game differently for each player. Following each selection of a player, push the Handicap button to change the degree of difficulty. Each push on this button changes the level by one step (see **TABLE 1**).

**START** When finishing game setup, push the START button to begin the game.

#### Example:

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

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

<b>GAME</b>	<b>OPTION</b>		<b>HANDICAP</b>	
<b>Group</b>	<b>Code</b>	<b>Dart Game</b>	<b>Range</b>	<b>Step</b>
01	301	301	301 to 1001	Change by 100 points
	501	501	301 to 1001	Change by 100 points
	601	601	301 to 1001	Change by 100 points
	701	701	301 to 1001	Change by 100 points
	801	801	301 to 1001	Change by 100 points
	901	901	301 to 1001	Change by 100 points
	1001	1001	301 to 1001	Change by 100 points

<b>GAME</b>	<b>OPTION</b>		<b>HANDICAP</b>	
<b>Group</b>	<b>Code</b>	<b>Dart Game</b>	<b>Range</b>	<b>Step</b>
LEA	301	League 301	301 to 1001	Change by 100 points
	501	League 501	301 to 1001	Change by 100 points
	601	League 601	301 to 1001	Change by 100 points
	701	League 701	301 to 1001	Change by 100 points
	801	League 801	301 to 1001	Change by 100 points
	901	League 901	301 to 1001	Change by 100 points
	1001	League 1001	301 to 1001	Change by 100 points
RCL	rcL	Round The Clock	105,110, 115, 120, 205, 210, 215, 220, 305, 310, 315, 320	Advance 5 number
	S-o	Shoot-Out	5, 7, 9, 11, 13, 15, 17, 19, 21	Add 2 points
	SHi	Shanghai	101, 105, 110, 115	
	HAL	Halve-it	12	
CUP	100	Count Up 100	0 to 100 points	add 100 points
	200	Count Up 200	0 to 200 points	add 100 points
	300	Count Up 300	0 to 300 points	add 100 points
	400	Count Up 400	0 to 400 points	add 100 points
	500	Count Up 500	0 to 500 points	add 100 points
	600	Count Up 600	0 to 600 points	add 100 points
	700	Count Up 700	0 to 700 points	add 100 points
	800	Count Up 800	0 to 800 points	add 100 points
	900	Count Up 900	0 to 900 points	add 100 points
	HiS	High Score	3 to 14	
ORS	orS	Overs	3, 5, 7, 9, 11, 13, 15, 17, 19, 21	add 2 points
	Und	Unders		
	biG	Big-6		
CRI	cri	Cricket-(standard)	0,20,25	(see Note)
	noc	No Score Cricket	0,20,25	(see Note)
	CUT	Cut Throat Cricket	0,20,25	(see Note)
	PUP	Killer Cricket	0,20,25	(see Note)
	Scr	Scram Cricket		
	LPc	Low Pitch Cricket	0,20,25	(see Note)
	Enc	English Cricket		
	Note :“0”:no specific order. “20”:must close numbers from 20, 19, 18, 17, 16, 15 to Bull. “25”: must close numbers from Bull, 15, 16, 17, 18, 19 to 20.			
<b>GAME</b>	<b>OPTION</b>		<b>HANDICAP</b>	

Group	Code	Dart Game	Range	Step
COLOR	CL2	Color	100 to 500 points	add 100 points
	bc2	Bonus Color	100 to 500 points	add 100 points
	CC2	Correctional Color	100 to 500 points	add 100 points
	NC2	No Color	3 to 7 marks	add 1 points
	Fdc	Free-Dart Color	5, 10, 15, 20	add 5 points
S-1	S-1	Shooting I		
	S-2	Shooting II		
	S-3	Shooting III		
	S-4	Shooting IV		
FOR	For	Forty One		
	ddn	Double Down		
21P	21P	21 Points	3 to 9 points	
	9Li	9 Lives	3 to 9 lives	add 1 point
ALL CAT	ALL	All Fives	31 to 91 points	add 10 points
	cAt	Cat and Mouse		
BIN	bin	Bingo	132, 141, 168, 189	132, 141, 168, 189
KIL	KiL	Killer	3, 5, 7, 9, 11, 13, 15, 17, 19, 21	add 2 points
FRE	FrE	Free	10, 20, 30	add 10 points
PBL	PbL	Paintball	100, 200, 300	100, 200, 300
FEL	FEL	Follow The Leader		Ldr, con

## SPECIAL FUNCTIONS

### DOUBLE



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

Open In / Open Out (STd)    Double In (DI) / Open Out (din)  
 Open In / Double Out (dou)    Double In (DI) / Double Out (dio)  
 Open In / Master Out (Aou)    Double In (DI) / Master Out diA

### SCORE



Push this button to view other players' scores at anytime during the play. The game is paused when viewing scores.

**SOUND  
VOLUME**

This button allows you to adjust speaker volume. There are 5 levels between lound-off and the maximum volume.

**RESET**

Pushing on this button will cause an interruption and prompt the setup mode. You may choose to change the settings, or you may simply push the START button to play the same game from the beginning again.

**POWER**

This button turns on the board.

## **PLAYING THE GAME**

1. Each Player's turn is indicated by P1, P2,...P8. Each player is entitled to throw 3 darts per turn. The three small marks above the score on the display are showing remaining throws for the turn.
2. This electronic dart game can track scores and reveal the targets automatically. A Single Bull's Eye is indicated by its point value - "25".
3. Always wait for the board to finish sounding the signal before throwing darts.
4. At the end of a player's turn, the board is automatically on hold. First remove the darts and then press the PLAYER button to advance the play.
5. The game ends when the winner is determined or all players have completed their final score (see each game for details). Use the PLAYER button or the SCORE button to view each player's finishing placement and final score.

## **GAME INSTRUCTIONS**

### **301-1001**

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

*Busting Rule:* When a player exceeds the score needed to reach exactly zero, the turn is a "bust" and the score reverts back to what it was before the turn.

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

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

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

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

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

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

### **LEAGUE 301-1001**

This is a team play of the 301-1001 game, very popular among dart leagues. There are always 2 teams and 4 scores to track. Player 1 and Player 3 play against Player 2 and Player 4. The game is played the same way as the individual 301-1001 game. Any player reducing his/her score to exact zero first makes his/her team a winner.

### **ROUND THE CLOCK**

In this game, the player tries to hit the numbers from 1 to 20 in order. When a number is hit, then the game is advanced for shooting the next number. The player who reaches and hits 20 first is the winner.

### **SHOOT-OUT**

With the help of smart electronics, this game is an improvement on and is more exciting than *Round-The-Clock*. The target is randomly picked by the on-board computer. There are 10 seconds for you to throw the dart. A hit on the target counts as 1 point. Doubles and triples are treated the same as a single. If the 10-second time expires, it is considered that a throw was made and missed. The target is renewed after each throw. The player who first reduces the pre-set final score to "zero" is the winner.

### **SHANGHAI**

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

## **HALVE-IT**

In this game, a total miss with three throws can make your score decrease. Everybody starts the game by shooting for the number 12, and then 13, 14, any Doubles, 15, 16, 17, any Triples, 18, 19, 20 and Bull's Eye. Each player throws three darts at the same number, and then progresses to the next number in the next round. A hit on a double or triple counts as 2x or 3x the points. If a player misses all three throws on a specific target in a round, his/her scores will be cut in half. *For example:* If a player has a cumulative score of 76 after two turns and then misses the next number with all 3 darts, the player's score is cut in half, leaving 38. At the end of the game, the player with the most points is the winner.

## **COUNT-UP**

This is a simple game that anyone can play. The objective is to beat the other players by being the first to reach a preset score. The available settings are: 100, 200, 300, 400, 500, 600, 700, 800, and 900. Each player should try to score as high as possible in his/her turns. The final total score is allowed to be more than the preset score.

## **HIGH SCORE**

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

## **OVERS**

This is a simple and quick game. Each player should try to score higher than or equal to the previous highest score made in a turn. When a player scores less than the previous three-dart total, one "Life" is then taken away from that player. Each player is given a total of three lives. However, Handicapping can extend the player's lives up to 21. The last player who has a "Life" left is the winner.

## **UNDERS**

This game is similar to *Overs*, except the objective is to beat the lowest record of three darts in total. When the three-dart total is higher than the record, then one "Life" is taken away from the player. Any pass of a throw, any hit outside the scoring area is penalized with 60 points (3 x 20, the highest possible one-dart score). The last player who has a "Life" left is the winner.

## **BIG-6**

The player should try to earn the chance of picking the next target by making a hit on the current target first. Single-6 is the first target when the game starts. Within the three throws, the player has to hit the target once to save his/her lives. As long as the hit is made by the first or the second throw, the player has a chance with one throw to select the next target. Singles, Doubles and Triples are all considered as different targets.

The strategy is to pick the toughest target for the opponents as possible, such as “triple-20” or “double-Bull’s Eye”. The last player who has a “Life” left is the winner.

### **CRICKET – (Standard)**

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

The game is played with the numbers 15 through 20 and the Bull’s Eye. Each player must mark a number three times to *CLOSE* it. A hit of a single number counts as one mark; a double counts as two marks and a triple counts as three marks. After a number is closed, additional “markings” are converted into scores that is equal to the number. However, when a number is closed by all players (*ALL CLOSED*), that number is then no longer available for accumulating scores. The winner is the one who closes all the numbers first and has the highest score. If scores are even, the player who closes all numbers first wins.

The strategy can be very different if the game is being played with the restriction of closing each number in a specific order. Use the *HANDICAP* function to choose such variations: playing “20 down to 15 then Bull” or “Bull and then 15 up to 20”. Close numbers in the set sequence. **NOTE:** See the *DESCRIPTION* section for special notes on the Cricket Display.

### **NO SCORE CRICKET**

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

### **CUT THROAT CRICKET**

This is a reversed version of *Cricket* in scoring, most popularly being played with three players. Two of the players may join up against another player before they turn against each other for a fight.

After a number is closed, a hit for scoring is added to the opponents’ scores. The highest accumulative score is the losing score. However, no score will be added to a player who has the number already closed. The winner is the one who has the lowest score and closed all the numbers first. If a player has closed all the numbers first but also has a higher score, he/she must keep on throwing to bring the opponents’ scores over or equal to his/her score. Therefore, the best strategy is to close the numbers as soon as possible to block the other players from giving you points while adding the chance to penalize the others.

### **KILLER CRICKET**

This game is much like the *No Score Cricket* with an added twist. When a number is closed, the player has a chance to eliminate opponents' marking by hitting the same number again. However, if the opponent has the number closed as well, then no marks will be taken away from that player. Note: instead of turning on a mark, each positive marking will turn off a mark on the screen. The player who closes all the numbers first is the winner.

*Example:* For the number 19, Player 1 has one hit (one mark), Player 2 has two hits (two marks), and Player 3 has number 19 closed (three marks). Player 4 comes up and hits a triple 19, so he closed number 19, too. Player 4 then aims and hits in the number 19 again. In consequence, Player 1 and 2 now have one mark off for 19, and Player 3 is not affected. This means that Player 1 and 2 are 1 hit further away from closing 19.

### **SCRAM CRICKET**

This version of Cricket is for 2 players only. 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" (or score 3 hits in each segment) from 15 to 20 and Bullseye. During this time, Player 2 attempts to rack up as many points in the segments that are not yet closed. Once Player 1 has closed all segments, round 1 is complete. In round 2, each player's role is reversed. Now, Player 2 tries to close all the segments while Player 1 tries to score 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.

### **LOW PITCH CRICKET**

This version of Cricket utilizes the lower numbered segments on the board for a change of pace from the standard Cricket segments. Players will need to "close" segments 1, 2, 3, 4, 5, 6, and Bullseye. All other rules apply as detailed in standard Cricket.

### **COLOR**

To begin this game, each player must throw one dart to determine which color (black or tan) they will be shooting at. (If a player hits a bullseye with this dart, they must throw again to decide the color). Each player then tries to hit their color target in order to add up to the total score (which must be decided on and set up in Game Options at the beginning of the game: 100, 200, 300, 400, or 500). If a player throws a dart in an opponent's color, then the mark does not count. The bullseye does count towards your total score. The first player to the pre-set final score wins.

### **BONUS COLOR**

This game is played the same as "Color", except: If a player throws their dart in an opponent's color, that opponent gets the points added towards his total score.

### **CORRECTIONAL COLOR**

This game is played the same as "Color", except: If a player throws their dart in an opponent's color, those points are deducted from the player's total score.

### **NO SCORE COLOR**

To begin this game, each player must throw one dart to determine which color (black or tan) they will be shooting at. (If a player hits a bullseye with this dart, they must throw again to decide the color). Each player then tries to hit their color target to mark one point. (The total score must be decided on and set up in Game Options at the beginning of the game: 3, 4, 5, 6, or 7 total marks). If a player throws a dart in an opponent's color, one mark is removed from the player's total score and the player loses his turn. (The bullseye does count towards your total score.) The winner will be the only player with marks remaining (when all others are at zero).

### ***FREE-DART COLOR***

To begin this game, each player must throw one dart to determine which color (black or tan) they will be shooting at. (If a player hits a bullseye with this dart, they must throw again to decide the color). Each player then tries to hit their color target to gain the highest possible score. (The total number of darts to be thrown must be decided on and set up in Game Options at the beginning of the game: 5, 10, 15, or 20 total darts). If a player throws a dart in an opponent's color, it does not count towards the total score. (The bullseye does count towards your total score.) The player with the highest total of points after all the darts are thrown is the winner.

### ***SHOOTING I***

In this game, each player throws three darts. The player with the highest 3 dart total wins that round. Game is played until one player reaches a total of 7 rounds won.

### ***SHOOTING II***

This game is played just like Shooting I, however, only darts that land in the single, double or triple areas of the following Target Area numbers will count towards the score: 15, 16, 17, 18, 19, 20, Bullseye. Winner is the first one to win 7 rounds.

### ***SHOOTING III***

This game is played just like Shooting I. The game lasts seven rounds and the winner is the first to reach four rounds won.

### ***SHOOTING IV***

This game is played just like Shooting III, however, only darts that land in the single, double, or triple areas of the following Target Area numbers will count towards the scorer: 15, 16, 17, 18, 19, 20, Bullseye. The game last seven rounds and the winner is the first one to win four rounds.

### ***FORTY ONE***

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 20 segment. If no 20's are hit, his score is cut in half. If some 20's are hit, each 20 (doubles and triples count) is added to the starting total. The next round players throw for the 19, and so on down to 15 and bullseye. There is an extra round toward the end in which

players must attempt to score three hits that add up to 41 points (20, 20, 1; or 19, 19, 3 or 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 is the most challenging! The player who completes the game with the most points is the winner.

### **ALL FIVES**

The entire board is in-play for this game (all segments are active). In 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, this player scores 5 points. 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) is the winner. Adjustable Difficulty Settings for All Fives include 31, 41, 51, 61, 71, 81, and 91.

### **CAT AND 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.

### **BINGO**

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

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 into the next number segment. Hitting the single segment counts as one time; the double segment two times; the triple segment three times.

### **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 "11". The object of Player 2 is to

get the highest possible score before Player 1 accumulates 9 marks. Player 2 can throw any number. 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.

### **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 hit are registered, the point total is cut in half. Each player throws for the numbers as indicated in the chart below in order. 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

### **21 POINTS**

The option (3, 4, 5, 6, 7, 8, 9) represents the appointed turns for each player. The object of this game is to get the most marks. A player can get one mark in two ways: (a) gets 21 points exactly with 1, 2 or 3 darts, or (b) has the highest points up to 21 points (if no one gets 21 points in this round). The round is a "bust" when a score is over 21 points and the player can not get a mark. After the game is over, the player with the most marks wins the game.

### **9 LIVES**

This game plays numbers 1 through 20 and bullseye in a sequence loop. Each player starts with the preset 3, 4...or 9 lives. Players take turns throwing in 1, in the first round, then 2 in the second round, and so on, until "25" in the 21<sup>st</sup> round, the 1 in the 22<sup>nd</sup> 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.

### **KILLER**

To start, each player must select his number by throwing a dart at the target area. The 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. Each player tries to hit his/her own number to

attain the qualification for a "killer". When becoming a killer, the objective of the player is to "kill" his /her opponents by hitting their segment number until all their "lives" are lost. If a killer hits his/her own segment number, the killer will lose the qualification for "killer" and also lose one "life". He/She should hit his/her 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 his /her own scoring number to attain the qualification for a "killer".

### **FREE**

This game allows players to throw 10, 20 or 30 darts per round and to get the highest scores. Each player begins the game with 0 points and adds to their score with each thrown dart. The player will win the game in 2 ways: (a) before the last player finishes their round if his/her total score is over 999 points, or (b) after the last player throws all the preset darts, the player's with the highest total score wins.

### **PAINTBALL (100,200,300)**

This is an opposing game for 2 players. Every army has 10 soldiers. The 10 soldiers in the first army represent 11, 14, 9, 12, 5, 20, 1, 18, 4, and 13. The ten soldiers in the second army represent 8, 16, 7, 19, 3, 17, 2, 15, 10, and 6. The double bullseye segment represents the flag, the single bullseye segment represents an injured soldier, and the cricket segment displays the remaining soldiers that are alive or uninjured.

Cricket segment:            15 16 17 18 19 20 25

The first army's segment :    /20 /1 /18 /4 /13

                                     /11 /14 /9 /12 /5

the second army's segment:  \3  \19  \7  \16  \8

                                     \6  \10  \15  \2  \17

All the displays in the bullseye segment must first show an "X" before the flag can be taken ("closed"). A display of "/" or "\" means one more hit is needed. If the display is black, two hits are needed. The two parties try their best to hit opposing segments. The army either to eliminate all opposing soldiers or to capture the opposing flag 2 times is the winner.

    The option 100 = all the rings are valid hits

    The option 200 = double rings are valid hits

    The option 300 = triple rings are valid hits

Green LED: 10 light from left to right: 11, 20, 14, 1, 9, 18, 12, 4, 5, 13;

Red LED: 10 light from left to right: 6, 3, 10, 19, 15, 7, 2, 16, 17, 8.

Flag: The end of right 2 LEDs of Green and Red LED - bullseye.

All the LEDs will light up at the start. The two parties try their best to hit opposing

segment. The army that either tries to eliminate all opposing soldiers or to capture the opposing flag is the winner.

### ***FOLLOW THE LEADER***

Every player has 7 lives at the beginning. A player that hits on the target number is the leader and the symbol “.....” is displayed. The symbol “LEA” is displayed for other players’ scores. In the process of choosing a target, the leader can continue many times when the darts drop. Players will not lose life when missing the target number if the leader does not appear.

Each player must hit the target number made by the leader. One life will be lost if the player either does not hit the target number for 3 times or gives up. If the player misses, the next player is not obligated to hit that target number. The next player will become the leader if he /she hits the target number one time.

The leader will remain the same in a round in Idr option, and the symbol “LEA” will disappear after changing to a new player. The last player to remain in the game is the winner.

### **TROUBLESHOOTING**

- |                                |   |
|--------------------------------|---|
| <b>No Power</b>                | Check to see if the adapter is installed properly.  |
| <b>Game Will Not Score</b>     | Check to see if the game is in the setup mode or if the game is on hold or in the middle of checking the score. Push the START button to see if the game will start playing. You may also check to see if any scoring segments or function buttons are stuck.   |
| <b>Stuck Segment or Button</b> | During shipping or in the course of normal play, it is possible for the scoring segments to become temporarily stuck. If such a situation happens, all automated scoring functions will cease. By gently removing the dart or wiggling the segment with your finger, you will be able to free the segment. The game may then be resumed and scoring functions will be back to normal. |

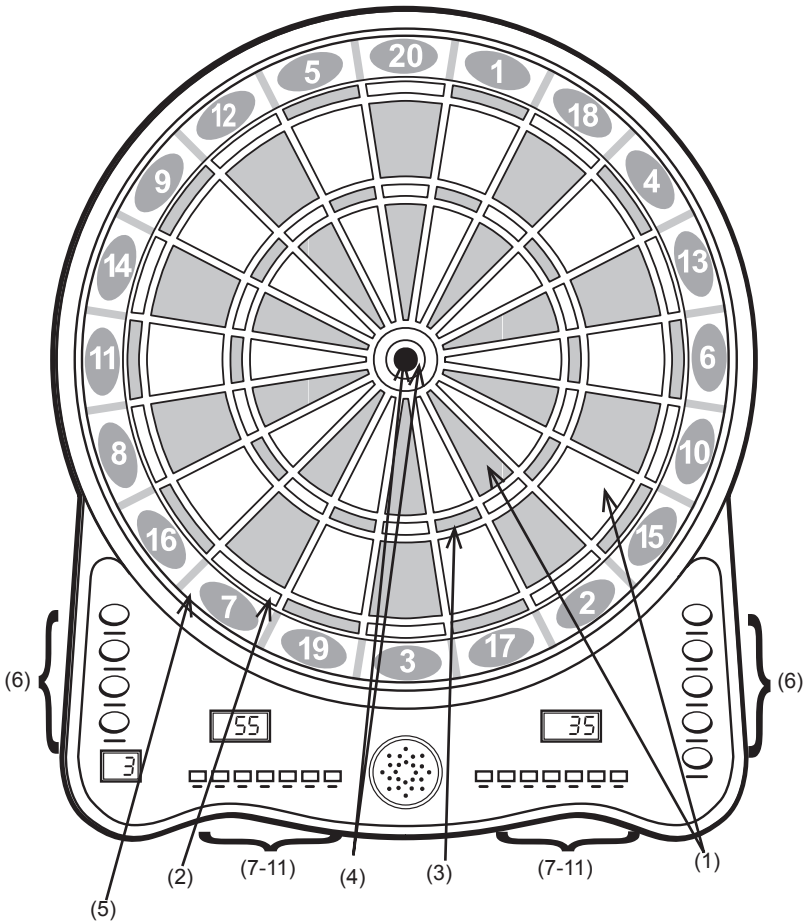
**Removing Broken Tips** If you are using plastic tips, the tips may break and remain in the board. If this happens, try to pull it out gently with a pair of pliers. Remember, the heavier the dart is with the plastic tip, the higher the chance that the tip will bend or break.

**Power or Electro-magnetic Interference** Should there be an electromagnetic interference, the electronics of the dartboard may possibly show erratic behavior or fail to continue working. (For example: a heavy thunderstorm, a power line surge, a rolling brown out, or too close proximity to an electrical motor or microwave.) To restore the game to normal operation, remove the batteries for several seconds and then reinstall the batteries. Be sure to remove the source that causes the interference as well.

### DESCRIPTIONS

- (1) **Single:** Score the number shown.
- (2) **Double:** Score x 2.
- (3) **Triple:** Score x 3.
- (4) **Bull's Eye:** The outer bull is 25 points; the center double bull is 50 points.
- (5) **Catch-Ring:** Catches missed dart, no score.
- (6) **Function Buttons:** (see SETTING UP YOUR NEW DARTBOARD)
- (7) **Player Score:** (alternately shows)

Target	Dart Hit	Cumulative Score.
--------	----------	-------------------
- (8) **Turn indicator:** Shows which player is up for the throw.
- (9) **Dart Indicators:** Shows how many throws remain for the turn.



**Come Explore our Website!** ([www.sportcraft.com](http://www.sportcraft.com)) Join our mailing list to receive more information on product updates and event announcements. Or, complete your warranty registration on-line. You can even order replacement parts, and learn more about our company.

**SPORTCRAFT**   
 Mt. Olive, NJ 07828  
[www.sportcraft.com](http://www.sportcraft.com)  
 Printed in Malaysia

# SPORTCRAFT

## LIMITED WARRANTY

### Limited Warranty

Sportcraft, Ltd. (the "Company") warrants the Product to be free from defects in workmanship and materials under normal use and conditions FOR A PERIOD OF ONE YEAR FROM THE DATE OF ORIGINAL PURCHASE in the United States and Canada.

### Product Registration Card

The Product Registration Card must be filled out completely and mailed to the Company at the address printed on the card within 10 days from the date of your purchase of the Product.

### What Is Covered

Except as provided below, this Limited Warranty covers all defects in materials and workmanship. This Limited Warranty is void if the Product is:

- Damaged through improper usage, negligence, misuse, abuse, transportation damage, acts of nature, or accident (including failure to follow the instructions supplied with the Product)
- Used in commercial applications or rentals
- Modified or repaired by anyone not authorized by the Company.

### What Is Not Covered

This Limited Warranty does not cover expendable items such as batteries, light bulbs, fuses, accessories, cosmetic parts and other items that wear out due to normal usage.

### What The Company Will Pay For

If during the one year Limited Warranty period, any part or component of the Product is found by the Company to be defective, the Company will, at its option, repair the Product, replace the Product with a new Product (either the same or an equivalent model) or cause the original retailer of the Product to exchange the Product with a new Product (either the same or an equivalent model) or refund the original purchase price of the Product, without charge for labor or parts. The Company's obligation to repair, replace or exchange the Product, however, shall be limited to the amount of the original purchase price of the Product.

### How To Obtain Warranty Service

In order to enforce your rights under this Limited Warranty, you must follow these procedures:

- You must have completed and mailed the Product Registration Card to the Company within 10 days of purchase of the Product.
- You must include THE ORIGINAL COPY OF YOUR SALES RECEIPT.
- You must call the Company's Consumer Service Department at 1-800-526-0244 from 9:00 A.M. to 5:00 P.M. (EST) to notify the Company of the nature of the problem and to obtain instructions for how to obtain servicing. At the Company's option, the Product may be serviced at your location or at a location designated by the Company.
- If you are instructed to return the Product to the Company for servicing, you are responsible for shipping the Product, at your expense, to the address designated by the Company in packaging that will protect against further damage.
- You must also include your name, address, daytime telephone number, model number of the Product and a description of the problem.
- The Company will pay for any shipping charges to return the repaired or replaced Product to you.

**THIS LIMITED WARRANTY IS AVAILABLE ONLY TO THE ORIGINAL PURCHASER OF THE PRODUCT AND IS VALID IN THE UNITED STATES AND CANADA ONLY.**

**THE COMPANY'S LIABILITY IS LIMITED TO THE REPAIR OR REPLACEMENT, AT ITS OPTION, OF ANY DEFECTIVE PRODUCT AND SHALL NOT INCLUDE ANY LIABILITY FOR INDIRECT, INCIDENTAL OR CONSEQUENTIAL DAMAGES OF ANY KIND.**

**THIS WARRANTY IS EXPRESSLY MADE IN LIEU OF ALL OTHER WARRANTIES, EXPRESSED OR IMPLIED.**

**SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS OR DO NOT ALLOW FOR EXCLUSION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES. TO THAT EXTENT, THE ABOVE LIMITATIONS MAY NOT APPLY TO YOU.**

This Limited Warranty gives you specific legal rights, but you may also have other rights that vary from state to state.

If you have questions regarding this Limited Warranty or the operation of the Product, you may call or write us:

Consumer Service Department  
313 Waterloo Valley Rd.  
BUDD LAKE, NJ 07828  
1-800-526-0244  
[www.sportcraft.com](http://www.sportcraft.com)

0504 DB

**\*\*NOTE: Please save your original proof of purchase as it is needed should you require warranty service.**

**Attention: We need your help!**

Our goal is to produce the finest product possible. Unfortunately, there are times when a product malfunctions or a part breaks. We are happy to replace the part, and this can be done by ordering from our web site or by calling our toll free number. However, we also want to know why the part malfunctioned or broke so that we can improve it in the future. To that end, please take a picture of the broken part and e-mail it to us at [photos@sportcraft.com](mailto:photos@sportcraft.com). The e-mail should include your name, address, phone number and model number. We appreciate your assistance.



**PARTS RE-ORDER FORM**

#1-1-78-690 HL

Bristle-tronic Dartboard

Send this form along with your check or money order payable to:

**Sportcessories**

313 Waterloo Valley Road  
Budd Lake, NJ 07828  
[www.sportcraft.com](http://www.sportcraft.com)

Please allow 2-3 weeks for delivery.

NAME: \_\_\_\_\_ DATE: \_\_\_\_\_  
ADDRESS: \_\_\_\_\_ PHONE: \_\_\_\_\_  
CITY: \_\_\_\_\_ STATE: \_\_\_\_\_ ZIP CODE: \_\_\_\_\_

REF.	QTY. ORDER	PART #	DESCRIPTION	UNIT PRICE (EA.)	TOTAL AMOUNT
1		9-3-78-680HL01	SET: Darts with Flights	\$6.00	
2		9-3-78-680HL02	Mounting Hardware	\$1.00	
3		9-3-78-680HL03	Steel Barrel/Tip	\$2.00	
4		9-3-78-680HL05	Shaft	\$2.00	
5		9-3-78-680HL06	Flight	\$2.00	
6		9-3-78-690HL01	AC Adapter - 9V / 350A	\$15.00	
				Subtotal	
				NJ State Residents Add 7% Sales Tax	
				IL State Residents Add 6.25% Sales Tax	
				CA State Residents Add 7.75% Sales Tax	
				Shipping & Handling	\$6.00
				<b>TOTAL:</b>	

**\*\* PRICES ARE IN US DOLLARS AND SUBJECT TO CHANGE WITHOUT NOTICE**