Arachnid®

Model E 800 ARA

Electronic Dart Game
Instruction Manual

DECLARATION OF CONFORMITY

Manufacturer's Name:	DMI Sports, Inc.
Manufacturer's Address:	DMI Sports, Inc.
	375 Commerce Drive
	Fort Washington, PA 19034
	USA

Declares that the product

Product Names: DARTRON-X, CRICKETRON-X, SUPERTRON-X, CRICKETPRO, CRICKET TECH, CRICKET MASTER, CRICKETMAX, CRICKETACE, DARTBLASTER, CRICKET 6, TECHNOTRON-X CRICKET SUPER 10, CRICKET SUPER 15, CRICKET SUPER 20 CRICKET 4, CRICKET SUPER 6

Model Numbers: 1550, 1554, 1650, 1654, 1750, 1754, 1850, 1854, 1950, 2000, 2050 2500, 2554, 2700, 3500, 475, 485, 505, 510, 515, 525, 555, 655 (1)

Product Accessories 6 volt 300ma adaptor. (2)
9 volt 800ma adaptor. (2)
6 volts 4 C cell clip on battery pack.

conforms to the following Product Specifications:

Safety: EN 71 Teil 1, 07.89
Toy Directive 88/378/EEC EN 71 Teil 2, 01.94
EN 71 Teil 3, 01.95
HD 271 S1, 05.87

EMC: EN61000-3-2
EMC Directive 89/336/EEC EN61000-3-3
EN55022
EN1000-4-2
EN1000-4-3 *
EN1000-4-4 *

Supplementary Information:
The product herewith complies with the requirements of the Toy Directive 88/378/EEC and the EMC Directive 89/336/EEC, and carries the CE marking accordingly.

*Notice:
Under the extreme electrical interference conditions of these tests the dart game can show erratic behavior and can fail to continue to perform.
To restore normal game operation disconnect all power sources from the game unit. Unplug adaptor and/or remove batteries and/or adaptor and batteries. Push the select button. Reconnect power source and press the select button again.

(1) The product was tested with an Arachnid Model 1850.
(2) Product accessories listed under third party Declaration of Conformity.

Fort Washington, PA USA
May 26, 1999

Gary D. Giegerich
Corporate Secretary

European Contact Contact the manufacturer, DMI Sports, Inc., directly at the above address.
USA Phone number: 215-283-0153

DMI Sports, Inc. Technical Memorandum Number 960501-2
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Covered under one or more of the following patents:
4057251, 4824121, 4561660, 5318319, 5116063, 5366230, 5114155, 4974857 D328726

Illustration
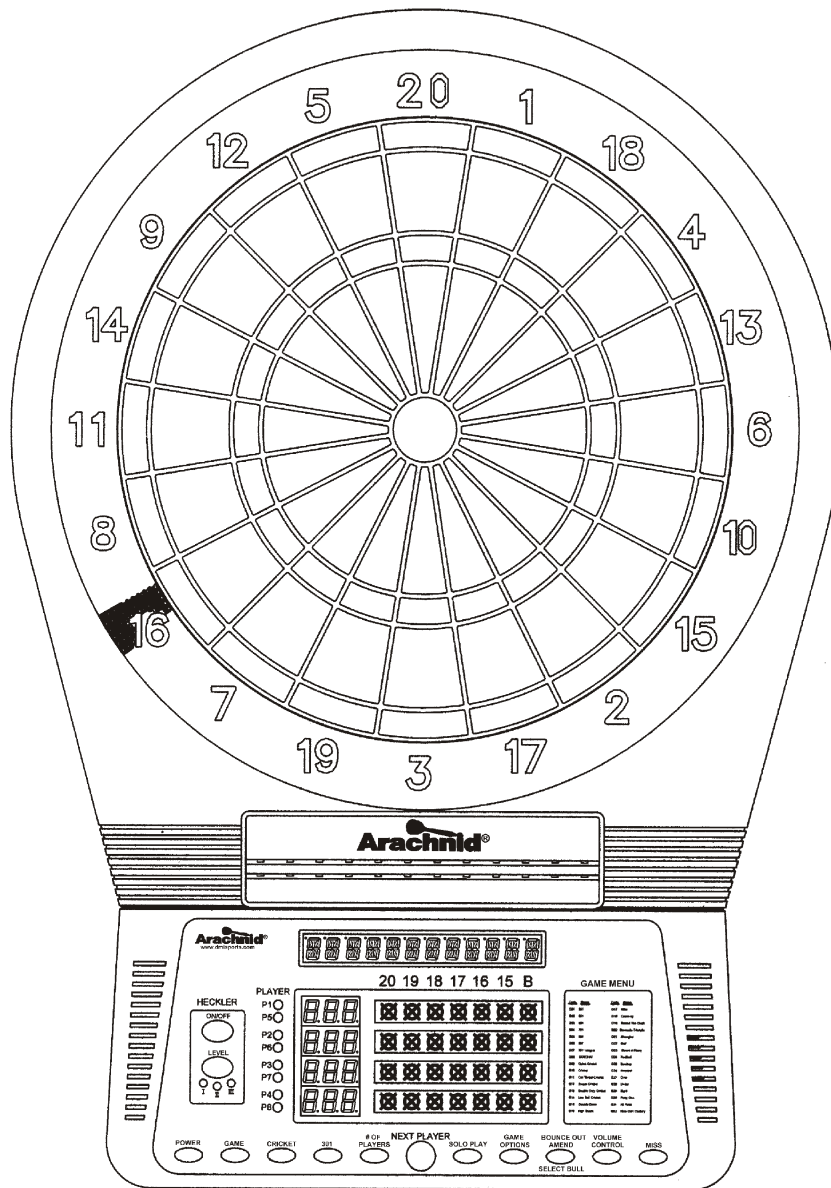
Dart History

The first "dart" was most likely thrown by prehistoric man some 35,000 years ago. A sharpened antler attached to a wooden shaft allowed hunters to kill an animal from a distance, even as it ran. In one form or another, from spears, to arrows, to the present dart we use for games of skill, the art of throwing a pointed shaft with accuracy has been a part of almost every culture.

Later in history, Henry VIII of England and Charles VI of France were both avid enthusiasts of dart throwing games derived from warfare and archery contests.

The modern game evolved during the nineteenth century in English pubs. Often a barrel head was used as the target, with the centrally located cork becoming the bull's-eye. The term "cork" is still occasionally used today when referring to the bull's-eye.

At one time darts were considered a game of chance, and were actually illegal in England until 1908, when a Leeds innkeeper went to court to challenge the law; fortunately he was able to demonstrate to the court's satisfaction that darts were indeed a game of skill.

Between the two World Wars playing darts for fun and relaxation became more and more popular in England. American servicemen stationed there in World War II often brought the game home with them, where it eventually became popular in the United Stated as well.

The Originator of Electronic Darts: Arachnid, Inc.

The high technology electronic dart games we play today bear little resemblance to the medieval versions that evolved from the pastimes of the royal courts.

Arachnid, Inc. invented the state-of-the-dart technology that brought the popular pub game into the home, in the process earning a stellar reputation for quality and innovation, recognized today all over the world.

Your electronic soft-tip dart game is a precision engineered product manufactured with the highest quality materials, and is designed to provide years of action-packed fun to players of all skill levels and ages.

We suggest you take the time to read through this manual before playing.

Unpacking the Game

After unpacking the game, it is important to save the original box, all packaging, and receipts. These items will be needed if it ever proves necessary to return game to factory for service.
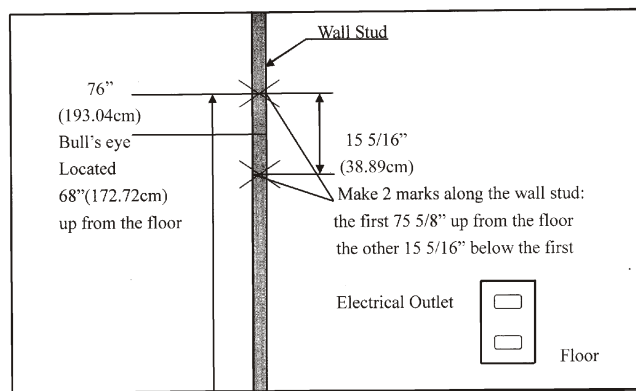
Mounting the Game
(View Facing Wall)

Mounting the Game

1. Choose a location to hang the board that is near an electrical outlet, and that has at least 10 feet of open floor space in front of the board.

2. Locate a wall stud, and place a mark 76" (193.04cm) up from the floor along the stud 9see illustration above). Place another mark 15 5/16" (38.89cm) below the first mark. Drill a small pilot hole into each reference mark, then screw in a # 10-16x1 3/4" long slotted truss-head mounting screw (provided) into each pilot hole until the screw head is protruding about 1/2" (12.7mm) from the wall.

3. Line up the slotted mounting holes on the back of the game with the screw heads, and then mount the game.

4. It may be necessary to adjust the screws until the board fits snugly against the wall. After the board is mounted, the bulls-eye should be 68" (172.72cm) above the floor.

5. Place a toe line 97 1/2" (247.65cm) from the wall as a guide for throwing distance. In tournament play adhesive tape 2 feet long be 2 1/2 inches wide is used, but it if not available, a strip of household masking tape will suffice.

6. The game is powered by an AC to DC adapter supplied with the game. To connect, insert the round barrel-type power plug into the lower left side of the dart board (as you face it) and the two-prong power adapter plug into an electrical outlet.

WARNING:

Young people should be supervised by an adult. Darts are not a child's toy. Not suitable for children under 3 years of age. All spectators and players must stand behind dart shooter. Please read instructions carefully.

cloth. Use a mild detergent and damp cloth for more vigorous cleansing. It is a good idea to first test cleaning solutions on an inconspicuous area of the game. Note: Spilling liquids onto the game, exposure to weather, or user abuse (such as dropping the game) can result in permanent damage, and are mot covered by the warranty.

Warranty

DMI Sports, Inc. warrants this game to be free from defects in material and workmanship for 1 year by the original purchaser of the unit.

This warranty covers manufactures defects only, not normal wear and tear. The manufacturer can service malfunctions due to normal wear and tear for a fee. This warranty does not apply to products damaged through accidents, misuse, or neglect. Your warranty is void if service is attempted by anyone other than the manufacturer.

All display lights and transformers are limited to a 1-year warranty. DMI Sports, Inc. reserves the right to make inspection and determination of all warranty claims.

IT IS IMPORTANT TO SAVE THE ORIGINAL BOX, ALL PACKAGING, AND RECEIPT!

These items are required if it ever proves necessary to return the game to the factory for service. Customer will be responsible for all freight charges if any product is returned to the factory whether or not a valid warranty claim exists.

Do not return your game to the store where purchased, as they are not equipped to handle repairs. All warranty or repair requests require a return authorization number provided by the factory or an authorized service center. In all cases, resolution of valid warranty claims shall be limited to repair or replacement of defective product. No credit will be issued.

GENERAL GAME OPERATION

1) Insert the round barrel-type power plug into the lower left side of the dart board as you face it) and the two-prong power adapter plug into an electrical outlet.
2) Press *POWER* to turn on game.
3) The dartboard will show a message " ARACHNID---GET CAUGHT IN THE GAME" and play a welcoming melody.
4) Press *GAME* repeatedly to select game. The selection is shown on 1st player score display and the full description is shown on text screen.
5) For easier access to popular *COUNT DOWN* games and *CRICKET* games, press *CRICKET* to jump to the corresponding game with preset options.
   CRICKET = G10 CRICKET; 1 players; option L01
   301 = G01 301 1 player option L01.
6) The 01 and Cricket games offer the Heckler /Cheerleader feature that allows for both positive and negative responses to be given for a player's single dart or round score. This option can be activated by using the "Heckler" on/off button. The feature offers praise for high scores and good rounds as well heckles when a poor dart or round is thrown. It also prompts you when you wait to long at the toe line. There are 3 levels of this interactive feature and they can be changed by pressing the Level button next to the "Heckler" on/off button. Level 1 of the feature offers the lowest frequency of responses throughout the course of a game while level 3 offers the most. So players will receive a higher frequency of responses on level 3 than they would on level 1.
7) Press # *OF PLAYERS* to select the number of players. The selection is shown on the 3rd player score display. If there are more than 4 players, they have to share their score and cricket displays as indicated on the panel.
8) You can select to play against the computer. Press SOLO PLAY to set computer player and repeatedly to select its skill level. Only one computer player can be set in a game and the last player will be computer. Example: If you choose 4 players and computer mode, 3 human players will play against the computer. There are five levels of computer player for your selection shown on the 4th player score display and full description is shown on the text screen.
   L1: Beginner
   L2: Intermediate
   L3: Advanced
   L4: Expert
   L5: Professional

9) Press GAME OPTIONS to select the designed options or difficulties of the game for all players. The selection is shown on the 2nd player score display.

10) Press MISS to score 0 and record one dart when a dart hits on the WEB dart catcher or misses the board altogether.

11) Your selection of game, options and players will be scrolled and displayed in full details on the 12-digit scrolling text screen.

12) Once all selections have been confirmed, press START GAME / NEXT PLAYER to start a game.

13) During the game, if a dart thrown on the board scores but does not stick to the board, press BOUNCE OUT AMEND to eliminate the score gained by this dart.

14) Selectable Single or Double Bull Option

There are two parts to the bulls-eye, the outer bulls-eye and the inner bulls-eye Normally, the outer bull's-eye counts as 25 points (single) and the inner bull's-eye counts for 50 points (double). You can choose to have the outer bull's-eye count for 25 points (single) or 50 points (double). The inner bull's-eye will always count for 50 points (double). Press "Select Bull" button once to select the single bull option and twice to select Double bull option. The selection will display on the scrolling screen.

15) The dartboard will announce and display "Winner" once a player wins the game; the remaining players can continue to play to determine other winners. To end game once "winner" is announced, hold power button or new game button to start another game.

16) Press VOLUME continuously to select the volume of sound or mute. There are four choices for you:

HI   High
MED   Medium
LO   Low
OFF   Off

17) If the game has not been played for 5 minutes, it will change to sleep mode and keep all the records of current games and scores for another 30 minutes. Players can return to the game with the stored scores from the sleep mode simply by pressing any key.

18) Press and hold POWER button for 1 second to turn off game.

Trouble Shooting

We are proud of being the originator of the electronic dart board, so we build our boards to be rugged and durable. However, with the delicate electronics in our game, and with the high usage the game may receive, there is a chance that a problem may eventually

---

No power

POOR OUTLET CONNECTION. Check the power cord to make sure that it is properly plugged in. Check the circuit breaker (or fuse) in the home to verify that there is power to the electrical outlet.

Game will not score or no sound

Check to see if a segment is stuck. Also be sure that all buttons are not stuck.

Stuck Segment

If a segment is stuck out, the text window will display a message just like " Error=03" to indicate which segment is stuck

03: single segment #3

=03: double 3 segment

≡: triple 3 segment

This is usually caused by a broken tip. A long tip that sticks out from the segment surface may be pulled out with a plier. A short tip that is broken off flush with the segment surface can be pushed through the hole into the game without damaging the electronics in the dart head. Push the tip with an object that is smaller in diameter than the tip.

Electrical storms, power line surges, rolling brown outs, broadcast radio/TV transmitters:

NOTICE

Under extreme electrical interference conditions of these types, the dart game can show erratic behavior and fail to continue to perform.

To restore game to normal operation disconnects all power sources from the game unit.

Unplug adapter and wait for 3 seconds. Reconnect power sources.

Cleaning the Game

The Arachnid, Inc. dart board will provide many hours of fun if cared for properly. Do not use spray cleaners, or cleaners that contain ammonia, acetone, or other harsh chemicals as they may cause damage. Instead, we suggest regular dusting with a damp

deliberate misses. Darts that bounce out are not penalized, but do not count any points.

The number of remaining darts is shown at the cricket display

L01: targeted score 100

L02: targeted score 150

L03: targeted score 200

G37 HALVE-IT

There are seven 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:

1st Round	20
2nd Round	16
3rd Round	Double 7
4th Round	14
5th Round	Triple 10
6th Round	17
7th Round	Bull's eye

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 of seven rounds is the winner.

G38 By'5s©

Each player must get the score is multiples by 5 each dart, they are 5, 10, 15, 20, 25, 30, 40, 45, 50, 60;

The first player get to the 60 points is the winner;

G39 By'10s©

Each player must get the score is multiples by 10 each dart, start at 10 then 20, 30, 40, 50, 60, and then 60, 50, 40, 30, 20 and 10:

Who fastest return to 10 is the winner.

G40 ODDs©

Each player must get the score is odd number each dart, start at 1 then sequence to hit 3,5,7,9,11,13,15,17,19,19,17,15,13,11,9,7,5,3,and 1;

Who fastest return to 1 is the winner;

GAME INSTRUCTION

No	Game	Difficulties/Options	No. of player
G01	301	6	1-8
G02	501	6	1-8
G03	601	6	1-8
G04	701	6	1-8
G05	801	6	1-8
G06	901	6	1-8
G07	301 League	6	4
G08	GOTCHA!	2	2-8
G09	Quick Cricket	3	1-8
G10	Cricket	3	1-8
G11	Cut Throat Cricket	3	2-8
G12	Scram Cricket	1	2
G13	Double Only Cricket	3	1-8
G14	Low Ball Cricket	3	1-8
G15	Wild Card Cricket	1	1-8
G16	Double Down	1	1-8
G17	High Score	10	1-8
G18	Ace	6	1-8
G19	Killer	11	2-8
G20	Count-up	9	1-8
G21	Round The Clock	12	1-8
G22	Shoot Out	10	1-8
G23	Horse	1	2-8
G24	Bermuda Triangle	1	1-8
G25	Shanghai	12	1-8
G26	Golf	10	1-8
G27	Shove A Penny	1	2-8
G28	Football	1	1-8
G29	Bowling	6	1-8
G30	Baseball	3	1-8
G31	Over	3	2-8
G32	Under	3	2-8
G33	Big 6	5	1-8
G34	41	1	1-8
G35	All Fives	5	1-8
G36	Nine-Dart Century	3	1-8
G37	Halve-It	1	1-8
G38	By 5's	1	1-8
G39	By 10's	1	1-8
G40	ODD's	1	1-8
	Total	179	

G01 301 (OPTIONS: L01, L02, L03, L04, L05, L06)

Each player begins with 301 points, and must reach exactly zero to win. The score of each dart thrown is subtracted from the beginning score of each round. Exceeding zero causes the player to "Bust", and the score returns to what it was before that round.

L01   : Single in / single out
L02   : Single in / Double out
L03   : Double in / single out
L04   : Double in / Double out
L05   : Single in / Expert out
L06   : Double in / Expert out

G02 501 (OPTIONS: L01, L02, L03, L04, L05, L06)

This game is played the same as 301 except a player starts with 501 points.

G03 601 (OPTIONS: L01, L02, L03, L04, L05, L06)

This game is played the same as 301 except a player starts with 601 points.

G04 701 (OPTIONS: L01, L02, L03, L04, L05, L06)

This game is played the same as 301 except a player starts with 701 points.

G05 801 (OPTIONS: L01, L02, L03, L04, L05, L06)

This game is played the same as 301 except a player starts with 801 points.

G06 901 (OPTIONS: L01, L02, L03, L04, L05, L06)

This game is played the same as 301 except a player starts with 901 points.

G07 301 LEAGUE (OPTIONS: L01, L02, L03, L04, L05, L06)

This game is played the same as 301, except each player has a partner, as in league play (2 teams with 2 players on each team). Each team uses two display windows, alternating turns. Team 1 = player 1 and player 3; Team 2 = player 2 and player 4. Any team player can win the game. However, there is an added "freeze rule" for team play.

Freeze rule: A player can "go out" only if his partner has a score that is equal to or lower than both opponent's combined scores. If the partner's score is higher than the combined scores of their opponents the player is "frozen" and cannot win the game at that time. The strategy then is for that player to get as low as possible in points and hope the partner has a chance to win the game. If someone is frozen and gets to zero, the game will automatically "bust" that player, not allowing that player to break the freeze rule

Single 6 is the first target to hit when the game begins. Player 1 tries to hit a single 6 in 3 darts. He will lose a life when he fails. Player 2 will shoot for the single 6 that player 1 missed. If he can hit the target in the first 2 darts, the last dart will be used to determine the new target for next player. At this moment, the text screen will display "CHOOSE NEW TARGET". The same rule is applied to the following darts. 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 Bull's-eye" or "triple 20". The last player with a life is the winner.

L01, L02, L03, L04, L05 represent 3, 4, 5, 6, 7 lives respectively.

G34 FORTY ONE

This game is the same as the Double Down except
1. The sequence is reversed from 20 to 15.
2. An additional round of 41 points is included before bull's eye and a player has to get through this challenge before turning to the last round.

	20	19	DBL	18	17	TPL	16	15	'41'	TOTAL
PLAYER 1										
PLAYER 2										

G35 ALL FIVES (OPTIONS: L01, L02, L03, L04, L05)

Each round each player has to score a total divisible by 5. And every divisible "5" counts one point. For instance 2,8,5 with a total 15, player can get 3 points as 15 divided by 5 is three.

There will be no points if
a. the round (3 darts) total scores is not divided by 5
b. a player throws the 3rd dart and missed even though the previous 2 darts; score is divisible by 5.

   The first player who gets scores of 51 will be the winner.

L01, L02, L03, L04, L05 represent the target scores of 51,61,71,81 and 91respectively.

G36 NINE-DART CENTURY (OPTIONS: L01, L02, L03)

In this game, each player has nine darts 9three turns) to either score 100 points, or come as close as possible to 100. Each bed is scored as per the regular method. Any player going over 100 is "busted" and is out of the game. Darts that land outside the scoring area bring that player's score down to zero and he must start over again. This eliminates

Segment	Score
Single	One base
Double	Two bases
Triple	Three bases
Bull's eye	Home run

The 'home run' can only be attempted by the 3rd dart. The player with the most runs in the game is the winner. The player 1's cricket display indicates the total innings left while player 3's shows the status of the runner. Green, orange, red and flashing red represent base 1, 2, 3 and home respectively.

L01, L02, L03 represent 7, 8, 9 innings in this game and compete at different levels.

G31 OVER (OPTIONS: L01, L02, L03)

The players have to take turns to throw 3 darts, the highest score among the players is the 'leader's score'. A player's score will become a new 'lead's score' if his score in the new turn is higher or equal than the previous 'leader's score'. Then the dartboard will announce LEADER and keep his score recorded. If not, 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 leader can choose to proceed to challenge his own leader's score but he will also lose a life if his score is lower than the leaders score. To skip his turn, just press START GAME / NEXT PLAYER.

A player will be out of the game when all his lives are gone. The last surviving player is the winner.

L01, L02, L03 represent 7, 8, 9 lives.

G32 UNDER (OPTIONS: L01, L02, L03)

Rules follow exactly as OVER except

1. The objective is to get the lowest score.
2. The leader's score is the lowest score.
3. A missed dart out of the dartboard is counted as 60 by pressing the 20X3 segments.
   L01, L02, L03 represent 7, 8, 9 lives.

G33 BIG 6 (OPTIONS: L01, L02, L03, L04, L05)

This game allows player 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.

G08 GOTCHA! (OPTIONS: L01, L02)

Each player begins with 0 points and must reach 301 exactly to win. Players can "Bomb" other players, which reduces their score to zero. This happens when the shooting player equals another player's score with any dart thrown. Therefore it is possible to bomb 3 players in 1 turn. Example:

Player's score is 20
Player's score is 50
Player's score is 30

Player 4 is up. The first dart thrown hits the 20- Player 1 gets bombed and goes to zero. The Second dart hits the 10 (score is now 30) –Player 3 gets bombed and goes to zero. If a player exceeds 301 points that player will bust and the following occurs: This is a good practice game for one player. However, no "Bombs" will go off.

L01 : The player score reverts to what it was before and darts were thrown in that round.

L02: That score is also reduced by the number of points that were of 301.

G09 QUICK CRICKET (OPTIONS: L01, L02, L03)

Quick Cricket is played with the numbers 15 through 20 and the bull's-eye. The first player marks a number three times & 'opens' all the number is the winner. Marks are indicated in the cricket display scoring system at the bottom of the board. One mark is indicated by one segment, two marks are two segments, three by three segments and a circle when the number is closed. Doubles count as two marks, and triples as three. The scoring window will show zero all the time as no score is required in this game.

L01: hit & 'open' the numbers 15-20 and bull's-eye at any order.

L02: hit & 'open' the number 20 first, then in order 'open' numbers 19, 18, 17, 16, 15 & bull's-eye.

L03: hit & open the bull's-eye first, then in order open numbers 15, 16, 17, 18, 19 & 20

G10 CRICKET (OPTIONS: L01, L02, L03)

Cricket is similar to Quick Cricket; in addition, player scores points by hitting the "opened" cricket number (15 through 20 and bull's-eye). No score can be made for the number that has been closed by all the players. The winner is the first player to open all the numbers and have the highest or equal score. When a player opens all the numbers but is behind in the score, he should continue scoring on his open number.

L01: hit & 'open' the numbers 15-20 and bull's-eye at any order.

L02: hit & 'open' the number 20 first, then in order 'open' numbers 19, 18, 17, 16, 15 & bull's-eye.

L03: hit & open the bull's-eye first, then in order open numbers 15, 16, 17, 18, 19 & 20

G11 CUT THROAT CRICKET (OPTIONS: L01, L02, L03)

Cut Throat Cricket is played the same as Cricket except when a player opens a number and begins scoring. The points are given to all opponents that do not have that number closed. The winner is the first player that opens all the numbers and has the lowest or equal score.

L01: hit & 'open' the numbers 15-20 and bull's-eye at any order.

L02: hit & 'open' the number 20 first, then in order 'open' numbers 19, 18, 17, 16, 15 & bull's-eye.

L03: hit & open the bull's-eye first, then in order open numbers 15, 16, 17, 18, 19 & 20

G12 SCRAM CRICKET

Scram Cricket is a variation of Cricket. The game consists of 2 rounds. In the first round, player 1 has to 'close" 15-20 and bull's-eye, whilst player 2 attempts to get as many scores as he can by hitting the numbers which are still open. Round 1 will be finished if all numbers have been closed. For round 2, the reverse is practiced. The one with the highest score is the winner.

G13 DOUBLE ONLY CRICKET (OPTIONS: L01, L02, L03)

Double Only Cricket is played the same as Cricket except that a double of each designated cricket number must be hit before a player can go further with that number. Once double is hit, that number is allowed to open. Then that double, and all other doubles, triples and singles of that number count. For example, to start the 20's each player must hit double 20. After getting double 20 then a single 20 would close the number, a double would close and score 20 points, and a triple would close and score 40 points. So, it is impossible to close a number with one dart.

L01: hit & 'open' the numbers 15-20 and bull's-eye at any order.

L02: hit & 'open' the number 20 first, then in order 'open' numbers 19, 18, 17, 16, 15 & bull's-eye.

L03: hit & open the bull's-eye first, then in order open numbers 15, 16, 17, 18, 19 & 20

G14 LOW BALL CRICKET (OPTIONS: L01, L02, L03)

Low Ball Cricket plays the same as Cricket with the following exceptions:

a) The numbers used are 1, 2, 3, 4, 5, 6 and the bull's-eye.

b) A bull's-eye scores 8 points. When double is selected, single bull = 4 points, double bull = 8 points.

c) A player can win by scoring a "wicket". This is done by hitting a triple 1, triple 2, and triple 3, in any order in one round, if these numbers have not been previously marked by that player.

G28 FOOTBALL

Player has to first select their playing field by throwing a dart at the dartboard. At this stage the text screen will display "CHOOSE YOUR NUMBER". Throw a dart to select. Once a playing field is selected, you have to start points from the double segment, carry through the bull's eye and then to the opposite segments in strict sequence. The status of the player will be indicated at the cricket display.

For example, if a player selects segment 11, he should hit D-11, outer S-11, T-11, inner S-11, outer bull's eye, inner bull's eye, inner S-6, T-6, outer S-6, and finally the D-6. The first player who finished his playing field is the winner.

G29 BOWLING (OPTIONS: L01, L02, L03, L04, L05, L06)

This is a challenge game and the player has to be very accurate to have a good score. Each player has to select his 'alley' by throwing the first dart at a segment when the text screen displays "SELECT ALLEY". Then use the 2nd and the 3rd dart to score points (i.e. pins) on the selected alley. Points (pins) are calculated as follow:

Segment	Score
Double	9 pins
Outer Single	3 pins
Triple	10 pins
Inner Single	7 pins

A player cannot hit the same single segment twice within the same 'frame'; if it is hit twice. The second hit will be counted as 0. Therefore it would be more advisable for the player to hit two respective single segments to have a score of 10 pins 97 for inner single segment and 3 for outer single segment).

A player can have 20 pins if he hits the triple segment twice. There will only be 10 pins if a player hits the double twice. Otherwise you will only get 9 pins if you hit the double with your second dart and another segment with your third dart. The perfect game score is 200/220/240/260/280/300 respectively for the options chosen.

L01,L02,L03,L04,L05,L06 represent 10,11,12,13,14,15 rounds.

G30 BASEBALL (OPTIONS: L01, L02, L03)

A baseball field includes the segment 9,12,5,20,1,18,4 and bull's-eye. A player throws 3 darts in each inning, and the runs/ bases are set as follows:

above except various doubles and triple must be hit as specified by the computer. The computer will display the chosen "double" or "triple" and display the number at the scrolling screen.

L01, L05 and L09: game starts from segment 1

L02, L06 and L10: game starts form segment 5

L03, L07 and L11: game starts from segment 10

L04, L08 and L12: game starts from segment 15

L01, L02, L03, L04: for L level

L05, L06, L07, L08: for X level

L09, L10, L11, L12: for P level

G26 GOLF (OPTIONS: L01, L02, L03... L10)

Golf is a par 4, 9 holes game. The object of the game is to get the lowest score possible. The numbers 1 through 9 are used, consecutively through the 9th round. In the first round all players must throw for the 1 segment (hole 1). In round 2, all the players throw for the 2 segment (hole 2), and so on, through round 9 (hole 9). Segment values are as follows:

Double = 2 points (Eagle)   Fat single = 4 points (Par)

Triple = 3 points (Birdie)   Miss = 5 points (Bogie)

Pie single =4 points (Par)

The hardest segments to hit equal the lowest score. If all 3 darts miss the targeted area, your score will be 5. The game will recognize and score the best hit of all 3 darts thrown. Example: Dart 1 = miss (5), Dart 2 = triple (3), Dart 3 = fat single (4) players score will be 3. If the player should miss the entire segment area with all 3 darts, the game will register a score of 5 when the START GAME / NEXT PLAYER is pushed. The player with the lowest score wins. Players can play can from 9 holes to 18 holes depending on the level of difficulty.

L01, L02, L03, L04, L05, L06, L07, L08, L09, L10 represent the 9,10,11,12,13,14,15,16,17,18, holes.

G27 SHOVE A PENNY

Same as the cricket only 15 through 20 and the bull's eye are used. All players have to hit the numbers in order with the objective to score 3 points in each segment before moving to another. Single are 1 points, Double are 2 and triples are 3. However if a player scores more than 3 points in any one number, the excess points will be given to the next player. The first player to score 3 points in all numbers is the winner.

d) Limited to a 20-point spread.

e) The tri-colored light scoring system display represents the cricket number in the sequence of 6, 5, 4, 3, 2, 1, B.

L01   hit & 'open' the numbers 1-6 and bull's-eye in any order.

L02   hit & 'open' the number 6 first, then in order 'open' numbers 5,4,3,2,1 & bull's-eye.

L03   hit & 'open' the bull's-eye first, then in order 'open' numbers 1,2,3,4,5,& 6

The winner is the first player to close all the numbers and have the highest or equal score (if wicket has not been scored).

G15 WILD CARD CRICKET

Wild Card Cricket plays the same as Cricket except the numbers 7 through 20 and the bull's-eye are used. Six "wild card" numbers will change at random, the bull's-eye remains constant throughout the game. The drawn number is 2- digit "flashing" shown in the text screen with dot separation between 2 numbers. Once a number is marked by a player it is locked in and the number will not flash for the rest of the game. All numbers unmarked will randomly change after every turn, until all six "wild card" numbers are locked in. The winner is the first player to open all the numbers and have the highest or equal score.

G16 DOUBLE DOWN

The game starts with a base score of 60 for each player. The player has to score by hitting the active segment of the current round. For instance, in the 1st round, the player must throw for the 15 segment. If no 15's are hit, the player's score will be cut by half. The next round is 16 and so on . For DBL and TPL, the player has to hit any double or triple and the same rule will be applied.

	15	16	DBL	17	18	TPL	19	20	B	TOTAL
Player 1										
Player 2										

G17 HIGH SCORE (OPTIONS: L01, L02, L03..., L10)

High score is a game where the player with the highest score at the end of 3 rounds wins. Each player starts the game with zero points and adds to their score with each throw.

L01, L02, L03... L10 represent 3, 4, 5... 12 rounds.

G18 ACE (WITH OPTIONS OF L01, L02, L03, L04, L05, L06)

Ace is a practice game to increase accuracy. A random number will appear for each player and each turn. A player must hit the number shown to score points. Points values are as follows: Single segment=1 point, double=2 points, triple=3 points, single bull's-eye= 4 points, double bull's-eye=6 points. No score will be gained if the desired number is missed. The player with the highest score wins. The number of rounds left is represented by the cricket display

L01, L02, L03… L06 represent 5, 6, 7… 10 rounds respectively.

G19 KILLER (OPTIONS: L01, L02, L03… L11)

To start this game, each player has to select his number by throwing a dart at a particular segment. At this stage the text screen will display "Choose your number" and the number selected will be used for the player throughout the game. No 2 players can select the same number in one game. A player has to first hit the double of his number to become a killer. A killer can then kill the other players by hitting the segments of the other player's number until all their 'lives' are killed. The last player with lives will be the winner.

L01, L02… L07 to 13 lives and be killed by hitting their segment numbers regardless single, double, triple.

L08, L09, L10, L11: 3,5,7,9 lives respectively and be killed by hitting their double of segment numbers.

G20 COUNT-UP (OPTIONS: L01, L02, L03… L09)

Score will be accumulated for each dart; the first player who reaches or goes over the set points will be winner.

L01, L02, L03… L09 represent the set points of 100, 200, 300… 900.

G21 ROUND-THE-CLOCK (OPTIONS: L01, L02, L03, L04, L05, L06, L07, L08, L09, L10, L11, L12)

Hit in strict order of 1, 2, 3… until 5, 10, 15 or 20, straight, double or triple depending on the difficulty. The first player to reach the last score will be the winner. Players start their next turn with the next correct number in the sequence. The computer will display the number that the player has to hit. The player's score display will show the number of target left.

L01-L04: The last number is 5,10,15,20 respectively regardless straight, double or triple.

L05-L08: The last number is 5,10,15,20 respectively and only double is valid.

L09-L12: The last number is 5,10,15,20 respectively and only triple is valid.

G22 SHOOT OUT (OPTIONS: L11, L12, L13… L20)

The computer will randomly display a score for the player to hit. One correct hit scores one mark. The first player who hits 11, 12, 13… 20 marks depending on the level of difficulty is the winner. If a player does not hit the board within 10 seconds, it will automatically change to another score for the player to hit. The player's score display will show the number of the target left.

L01, L02, L03… L10 represent the goal mark of 11, 12, 13… 20.

G23 HORSE

This game will randomly choose a number for all players to hit each round. The player tries to hit that number as many times as possible. A single of the number sores 1 hit, a double scores s2 hits, and a triple scores 3 hits, single bull's-eye scores 4 hits and a double bull's-eye scores 6 hits. At the beginning, each player has 5 lives. In a round, the players without the highest score will deduct a life. If all players fail to hit the specified number in 3 darts, they will deduct a life. The last player in the game is the winner.

G24 BERMUDA TRIANGLE

Each round calls out a designated number or area to hit. They are:

Round 1-12	Round 6-16	Round 10-19
Round 2-13	Round 7-17	Round 11-20
Round 3-14	Round 8- Triple (any)	Round 12-Bull's eye
Round 4- Double (any)	Round 9-18	Round 13-Double Bull's eye
Round 5-15		

Points are accumulated by any segment of the designated number for each round. For example: In the first round a player must hit a 12. A single 12 =12 points, a double 12 =24 points, and a triple 12 = 36 points. In round 4 a player can choose any double, (all three darts can hit a different double and score), and in round 8 a player can choose any triple. If a player misses the designated number or area with all three darts in any round, the player's total score is cut in half. The winner is the player with the highest score.

G25 SHANGHAI (OPTIONS: L01,L02,L03,L04,L05,L06,L07,L08,L09,L10,L11, L12)

Each player has to proceed for score around the board from 1 through 20 and then bull's eye. Throw 3 darts for each number and the player who gets the most scores wins. There are 3 levels of difficulty and player can score at any right segments (single X1, Double X2, Triple X3) for L' level; and only double, triple will count for X' level. Also players can select super Shanghai (P Level) as a complementary option. The rules are the same as