

User Manual

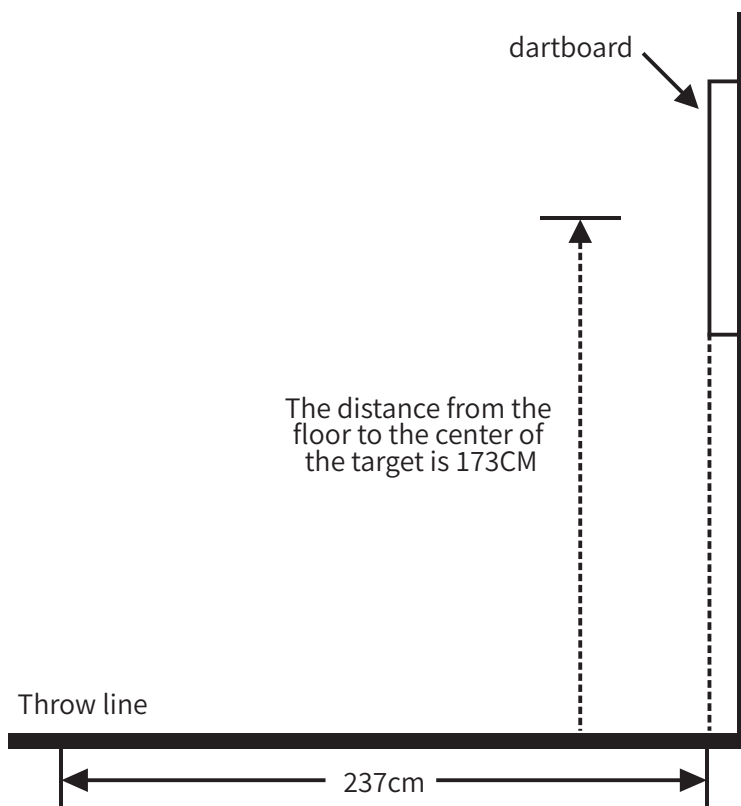


SDB500

Assembly/Installation Instructions

Choose a 10 foot open space to install the dart target. The "toe line" should be located 2.37 meters directly in front of the dart target. If the dart target is battery powered (not included), you are not limited to installing it near the power socket, so you can install it in any open space. However, if using a transformer, please choose to install it near the power socket. It is recommended to remove the battery when using a transformer.

Whether your dart is a double hanging hole (parallel or vertical) or a single hanging hole, the center of the bull's eye is 1.73 meters above the ground. First, make a bull's eye mark on the wall, calculate the distance from the bull's eye to the hanging hole, and make a hanging hole mark on the wall. If it is a double hanging hole, please ensure the levelness of the two marks. First, lock the screws on the wall and adjust the screws until the dart target is tightly attached to the wall. Pay attention to the balance of the dart during installation. You can lock 4 screws in the trap area to securely secure your dart target to the wall.



Product Introduction

Description of dartboard function

1. Key Function Description

Start/Pause key (large red button):

- Start the game when all options are selected.
- After the game starts, press to MISS the remaining darts in the current turn and prompt to switch players.
- Switch players in the game.

Up selection key(△):

- When selecting games and parameters, choose back.
- When pressing and holding the OPTION+△ keys simultaneously, it is the volume reduction function.
- In the game, press and hold for 1 second to eliminate the current dart score and dart count.
- In the game, you can choose to page up to view player scores.

Down selection key (▽):

- Forward selection when selecting games and parameters.
- When pressing and holding down the OPTION+▽ key at the same time, it is the volume up function.
- In the game, you can scroll down to view player scores.

Menu key/return key/switch on/off (OPTION/BACK/POWER):

- Adjust the volume level by combining it with the UP/DOWN key.
- When selecting a game, you can return to the higher-level menu and exit the game by pressing the "START" button.
- Long press for 3 seconds to turn off the function, then press again to turn it on

2. Volume level selection (option+△/▽ adjustment)

LV0~LV7, LV0 is silent, and LV7 has the highest volume.

3. Computer player difficulty level

When selecting the number of players, you can choose a computer to compete with you in the game. There are 5 difficulty levels, and only one player can compete with the calculation at a time machine to machine combat. After the game starts, the "human" player shoots 3 darts, removes the darts and presses the "start button", and the computer opponent will start scoring, After the three darts are completed, it will automatically switch to starting with "human" players.

Computer Duel Difficulty Level:

Level 1 (C1) Professional Level 2 (C2) Expert Level 3 (C3) Advanced
Level 4 (C4) Intermediate Level 5 (C5) Junior

4. Setting the score of the outer circle center circle:

When not in the game, you can switch the score of the outer circle center circle by pressing the Bullseye: 25 or 50 points.

5. MATCH Function Description (Press the OK key to enter when displaying MAT flashing):

When selecting this mode, you can freely choose the number of battles: 3, 5, 7, 9, 11
Battle games are limited to 4 games: 01 GAME, COUNT UP, CRICKET, BULL HUNTER
The rule of 2 wins in 3 games (3 wins in 5 games, 5 wins in 7 games, 5 wins in 9 games, 5 wins in 11 games) is used to determine the winner. If the player wins consecutive games in the previous few games and meets the rule, they will directly win without the need to continue with the number of games in the following games.

Dartboard operation

1. Press the up and down keys to select a game until the desired game is displayed (see the subsequent game list) or press "START".
2. (Optional) Press the "START button" to select the difficulty level of the game (applicable to small game changes). Please refer to the game specifications for detailed explanations.
3. Press the 'Player Key' to select the number of players (1, 2,... 8, C1, C2, C3, 4, C5), with a default value of 2 players
4. Press the "Start/Switch Player Key" to start the game and start playing.
5. Darts (3 darts per round)

- Players will display a few darts on the display screen;
- When all three darts have been fired, a command tone indicates "remove darts" and the score will flash. At this time, the darts can be removed without affecting the electronic scoring. After all the darts have been removed from the surface, press the "start button" to start the game for the next player. The indicator tone will indicate which player is in turn.

Bluetooth connection function

1. The product adopts an APP automatic connection method to intelligently connect to Bluetooth. You cannot search for and connect to "SDB-BT" Bluetooth devices in the "Settings" of smart devices (mobile phones, tablets...), otherwise the device will not be able to use the Bluetooth function of dart targets
2. When not entering the game, after opening the "SDBplay2" app, the LCD screen will display "IN SYSTEM" (as shown in Figure 1), indicating that Bluetooth has been successfully connected.

After Bluetooth connection, you need to use the app to operate the game. After entering the game, the LCD screen will synchronously display the game content.

When Bluetooth is disconnected, the LCD screen will display "OUT SYSTEM" and automatically return to the traditional version of the game's main menu.

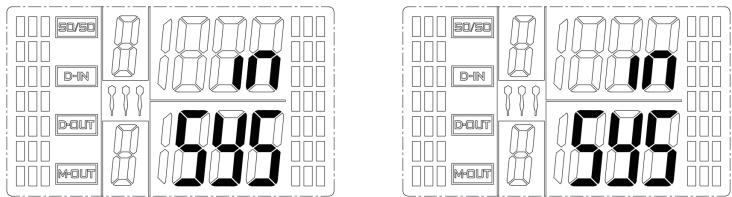


Figure 1 Bluetooth successfully connected Figure 2 Bluetooth disconnection

Game content (default upon startup, press OK when GAM flashes to enter)

1	01 Game	20	All Fives
2	Cricket	21	ShangHai
3	Count Up	22	Golf
4	Bull Hunter	23	Football
5	Scram	24	Baseball
6	ut Throat	25	Steeple chase
7	Eng Cricket	26	Bowing
8	Low-Cricket	27	Car Rally
9	Adv- Cricket	28	Shove Pen
10	Shooter	29	Nine Darts
11	Trapshoot	30	G&R
12	Big Six	31	Gold Hunt
13	Overs	32	Cas-A
14	Unders	33	Cas-B
15	High Score	34	Cas-C
16	Round Clk	35	Elimination
17	Killer	36	Horse Shoes
18	Double DN	37	Battle
19	41		

Game 1: 01 GAMES

The total target score can be selected as 301/501/701/901/1101/1301/1501

The game can choose the score of the center circle of the outer circle. When choosing 50/50, the rules for the center circle of the inner and outer circles are the same, both being DOUBLE 25 points

This is the most popular game in bar games, starting from a total score of 301 and subtracting the hit score until zero. If the score exceeds zero, it is considered a "burst score" and the score returns to the score from the last round. For example, if a player needs 32 points to end the game and hits 20, 8, and 10 (a total of 38 points), the player's score will return to 32 points in the next round. When playing this game, you can choose the DOUBLE IN/OUT function (DOUBLE OUT is the most commonly used option), and the LCD will display the player's set choices

- Double In - The total score must be deducted after hitting a double score first. In other words, the player's score will not start scoring until they hit a double score.
- Double Out - You must hit a double score to end the game. This means that an even number is required to end the game
- Double In and Double Out - Each player must hit a double score to start scoring and end the game.
- Master Out - You must hit twice or three times the score to end the game.

Game 2: CRICKET

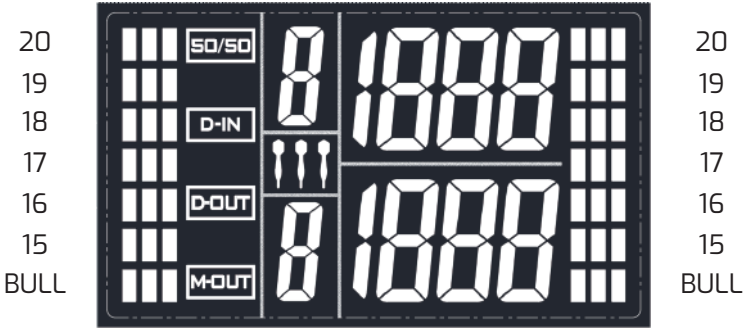
Two modes can be set: STANDARD CRICKET and NO SCORE CRICKET.

The target score can only be achieved with a score of 15-20 and red hearts and double red hearts. Each participant must hit a number three times to "open" this area before scoring. If an opponent hits the "open" area three times, this number will be "closed". Once the score is "closed", this area will no longer be scored. Hitting a single area counts as 1 time, hitting a double area counts as 2 times, and hitting a triple area counts as 3 times. The numbers can be opened or closed in any order

The goal of the STANDARD CRICKET game is to "close" all specified points earlier than the opponent, while also scoring darts at the "open" points and accumulating the highest score.

Winning condition: Any player who first "closes" all points and accumulates the highest score (not lower than the highest score of other players) is the winner. If only "closes" the target blocks first and causes the score to fall behind, they must continue to work hard in the "open" target area. If they do not catch up with the insufficient score in time before the opponent closes all the targets, the player with the high score wins. The competition can continue until all counting zones are closed, and the champion belongs to the party with the highest score (not lower than the score of other players, which is also the highest score).

The difference between NO SCORE CRICKET and STANDARD CRICKET games is that they do not accumulate points, and the winner is the one who first "opens" the target score LCD display of MARK count: All lights up at the beginning of the game, the first vertical bar corresponding to the score is turned off when pitching a MARK, and all corresponding scores are turned off as "OPEN" after pitching three.



Game 3: COUNT UP

Can be set to 3-14 ROUNDS

Players try to score as high as possible after the game starts, and after reaching the set goal turn, the player with the highest score wins

To increase the difficulty and fun of the game, players can set the difficulty of scoring

- Double In - You must first hit a double score before the total score can start scoring. In other words, the player's score will not start scoring until they hit a double score.
- Double Out - The last dart must hit twice the score in order to score. Otherwise, the score of the last dart cannot be included in the total score
- Double In and Double Out - Each player must hit a double score before starting scoring and scoring the final dart.
- Master Out - The last dart must hit twice or three times the score in order to score.

Game 4: Bull Hunter

The game only has the center circle as the target score, and all other scores are invalid

The game can set a score of 25/50 for the center circle of the outer circle

Players can only calculate MARK by hitting BULL:

When setting 25/50, calculate 1 MARK for hitting the center circle of the outer circle and 2 MARK for hitting the center circle of the inner circle

When setting 50/50, the center circle of the inner and outer circles of the shot is only calculated as 1 MARK

Players need to hit the center circle consecutively to have the opportunity to throw the next dart. When a player fails to hit the center circle, they lose the opportunity to throw another dart. Other players keep throwing until none of them hit the center circle. When all players fail to hit the center circle, the player with the highest MARK score wins.

Game 5: Scram (for two)

This game is a variation of cricket, consisting of two rounds, with players having different goals in each round. In the first round, player 1 attempted to "close" (15 to 20 hits per target and 3 hits per Hearts), during which player 2 attempted to accumulate points as much as possible from targets that player 1 had not yet closed. Once player 1 closes all target blocks, the first round ends. In the second round, the player's character is reversed. Now, player 2 attempts to "close" all target blocks while player 1 accumulates points. This game ends after the second round is completed (player 2 "closes" all target blocks). The player with the highest score is the winner.

Game 6: Cut Throat CRICKET

The same as the STANDARD CRICKET rule, except that when scoring begins, the score is added to the opponent's total score. The purpose of this game is to have the least score as the winner at the end of the game. This variation of cricket provides players with different psychology, not adding points to achieve their own victory based on their own score. For example, in standard cricket, throat cutting cricket is to accumulate points for the opponent, dig a hole for the opponent to jump, and players who love challenges will love this variation.

Game 7: Eng Cricket (only for 2 players)

The game can choose the score of the outer circle center circle. When choosing 50/50, the rules for the inner and outer circle center circles are the same, with 50 points and 2 MARKS.

This is another variation of cricket that requires precise darts. This game consists of two rounds, where players have different goals in each round. In the first round, player 2 attempts to hit the red heart - the goal is to require 9 red hearts to complete the first round. Double red hearts (in the center of the red heart) are scored twice, and the darts that hit the 1-20 point double and the outer circle single area double are counted as player 1's score. For example, If Player 2 hits an outer circle double 20, a single red heart, and then shoots an outer circle double 7, the 9 red hearts required by Player 2 can be reduced by one, and 27 points will be added to Player 1's score. At this point, Player 1 also attempts to score fully in the first round, with double and triple scoring at 2 and 3 times, respectively. However, Player 1 must score more than 40 points in each round (3 darts), Only scores exceeding 40 points can be scored on the accumulated score. Player 1 must also perform accurate darts and avoid hitting hearts in the first round, as any heart shot by Player 1 will help Player 2 reduce the required 9 hearts. Once Player 2 reaches the target of 9 hearts, the roles will be swapped in the second round. When the player hits all 9 hearts, a high score wins.

Game 8: Low Cricket

This version of cricket uses low scoring dart targets to change the speed of standard cricket. Players must "turn off" targets 1, 2, 3, 4, 5, 6, and Hearts. Other rules are the same as those of standard cricket.

Score comparison: Target block 1 corresponds to 15 points, target block 2 corresponds to 16 points, target block 3 corresponds to 17 points, target block 4 corresponds to 18 points, target block 5 corresponds to 19 points, and target block 6 corresponds to 20 points.

Game 9: Adv Cricket

A highly challenging version of cricket variation is recommended for advanced players, where players must only hit double and triple points to close the target blocks (20, 19, 18, 17, 16, 15, and Hearts). In this challenging game, double points are calculated at 1 time, triple points are calculated at 2 times, and Hearts are calculated in the same way as standard cricket. The first person to close the score first and get the highest score is the winner.

Game 10: Shooter

Players can choose the number of rounds: 6-12

This challenging game tests the player's ability to shoot and control darts in each turn. The computer randomly selects the target blocks that the player needs to hit in each turn and displays them in flashing numbers on the screen.

The scoring rule is as follows:

single circle target block=1 points triple circle target block=3 points

Double circle target block=2 points Single red heart=2 points

Double red heart=4 points

When the computer selects Double Hearts, the outer circle counts as 2 points and the inner circle counts as 4 points. The player who ultimately receives the highest score in the selected turn is the winner. Note: This game can adjust the number of rounds.

Game 11: Trapshot

Players can choose the cumulative score of the target: 3,6,9,12,15

The game rules are similar to Shooter, except that players need to hit the target score within the specified 10 second time frame. If they don't hit the target within the specified time frame, it will automatically be calculated as 0 points, and they will lose one chance to throw a dart.

Game 12: Big Six

Players can choose the number of lives: 3,4,5,6,7

This game challenges players to the target score chosen by their opponents. Similar to the popular baseball game 'HORSE', players must first hit their current target in order to win the opportunity to pick the next target for their opponent. 6 is the first shooting target at the beginning of the game. Before starting, players need to agree on how many "lives" will be used and use the "SELECT" button to set. Within 3 shots, player 1 must first hit a 6 to protect his "life". After the current target score is hit, the score of the dart shot will determine the opponent's target score. If Player 1 is unable to hit the current target block within 3 shots, they will lose one "life" and the opportunity to decide the next target block for Player 2. In this case, player 2 will use a single 6 as the first shooting target - if it hits, he can throw a dart to determine the target shooting target in the next round. Single, double, and triple are all separate target targets in this game.

The goal of this game is to select difficult targets for your opponent to shoot, such as "Double Red Heart" or "Triple 20", forcing them to lose their lives, and ultimately the remaining ones are the winners. Note: This game can adjust how many lives a player has.

Game 13: Over

The game can choose the score of the center circle of the outer circle. When choosing 50/50, the rules for the center circle of the inner and outer circles are the same, and both are 50 points.

Players can choose the number of lives: 3,4,5,6,7

The goal of this game is to score higher than ("exceed") your previous total score of 3 darts. Before starting, players need to select how many "lives" there are and use the "SELECT" key to select. When a player does not exceed the total score of the previous three darts, they lose one "life". When a player receives the same total score as the previous three darts, they also lose one "life". The display screen on the right will indicate the remaining "life", and the winner will be the one who still has "life". Note: This game can adjust how many lives a player has.

Game 14: Unders

The game can choose the score of the center circle of the outer circle. When choosing 50/50, the rules for the center circle of the inner and outer circles are the same, and both are 50 points

Players can choose the number of lives: 3,4,5,6,7

This game is the opposite of 'over', where players need to score less than (below) your previous total score of 3 darts. The game starts with 180 (the highest score), and when a player scores more than the previous total score of 3 darts, they lose a 'life'. When a dart is shot outside the scoring range, including ejecting, 60 points will be added to your score as a penalty. The punitive 60 points will be added at the end of the turn. When the START/HOLD button is pressed, the winner will still have "fate" in the end. Note: This game can adjust how many lives a player has.

Game 15: High Score

The game can choose the score of the center circle of the outer circle. When choosing 50/50, the rules for the center circle of the inner and outer circles are the same, and both are 50 points

Game selectable target score: 300,400,500,600,700,800,900,999.

The first player to achieve the specified total score first is the winner. When choosing the game, the total score is determined (400, 500 points...). The player gains the highest score in each round of the game, with double and triple circles calculated based on 2 and 3 times the score. For example, if the dart is parked on the triple circle of 20, it will be scored based on 60 points. During the game, the cumulative score of each player will be displayed on the display screen. Note: This game can adjust the total game score.

To increase the difficulty and fun of the game, players can set the difficulty of scoring

- Double In - You must first hit a double score before the total score can start scoring. In other words, the player's score will not start scoring until they hit a double score.

- Double Out - The last dart must hit twice the score in order to score. Otherwise, the score of the last dart cannot be included in the total score

- Double In and Double Out - Each player must hit a double score before starting scoring and scoring the final dart.

- Master Out - The last dart must hit twice or three times the score in order to score.

Game 16: Round Clk

Each player attempts to throw darts from 1 to 20 in order, with 3 darts fired in each round. If the correct number is hit, he/she will try the next number again. The first one to reach 20 is the winner, and the display screen will indicate which target you need to shoot. The player must continue shooting until the correct target is hit, and the display screen will indicate the next target you need to shoot.

This game has many difficult gameplay options to use, each with the same rules. The details of the differences are as follows:

Clockwise 1- The game starts shooting from the target block number 1; Clockwise 5- Game starts shooting from the target block number 5

Clockwise 10- The game starts shooting from the target block number 10; Clockwise 15- Game starts shooting from the target block number 15

Since scoring is not used in this game, double and triple laps are calculated as single points.

Clockwise Double - Each player needs to score 1 to 20 points in order from the number of double zones.

Clockwise Double 5- Game starts shooting from the double zone number 5 of the target block

Clockwise Double 10- The game starts shooting with the number 10 in the double zone of the target block

Clockwise Double 15- Game starts shooting from the double zone number 15 of the target block

Clockwise Triple - Each player needs to score from 1 to 20 points in order from the number of triple zones.

Clockwise Triple 5- The game starts shooting with the number 5 in the triple zone of the target block

Clockwise Triple 10- The game starts shooting with the number 10 in the triple zone of the target block

Clockwise triple 15- The game starts shooting from the triple zone number 15 of the target block

Game 17: Killer

Players can set 7-14 lives, double 3 lives, double 5 lives, and double 7 lives

This game will truly display who your friends are. It can be played with a minimum of 2 players, but the more players participate, the more exciting and challenging it is. At the beginning, each player needs to have their dart select their number on the target area, and the display screen will indicate "SEL" on this score. The number received by each player is the designated number for their entire game, and no two players have the same number. Once each player has their number, The activity will begin.

Your primary goal is to shape yourself as a "killer" by hitting the double target area of your own score. Once you hit the double target area, you become a "killer" for the rest of the game. Now, your goal is to "kill" your opponent by hitting their target area score until their "life" is gone, and the last surviving one can claim victory, which is often seen, Players find each other to "team up" to block powerful players.

The difference between players with double life is that in this game, they can only shoot their opponent's double target area to "kill" your opponent, while other multiple scores are invalid.

Game 18: Double DN

Each player starts the game with a score of 40, and the goal of the game is to hit the current target block to score. In the first round, the player must shoot a target block of 15. If no 15 is hit, their score will be halved. If 15 is hit (double and single multiples are counted as 2 and 3 times), it will be added to the starting score. In the next round, the player will shoot a target block of 16 and add it to the new cumulative total score. Once again, if no darts are scored, The total score will be halved, and each player will shoot the numbers shown in the following chart in order (the screen will display the target to be shot). The player who ends with the highest score will be the winner.

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

Any double

Any triple

Game 19:41

This game is similar to the rules of half of the above standards, except for two exceptions. Firstly, the order is not from 15 to 20 and Hearts, but is reversed and indicated on the display. Secondly, at the end, there is an additional round where players must attempt to score 3 darts to 41 points (1, 20, 20; 19, 19, 3; D10, D10, 1; etc.). This "41" round adds another level of difficulty to the game. Remember, if the player's score is not successful, they will be halved, so "41" round presents a real challenge.

"41" Branch

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

Any double

Any triple

Game 20: All Fives

The target score can be set as 51,61,71,81,91
In this game, the entire dart target is in competition mode (all target blocks are activated), and each player's total score in each round (3 darts) can be divided by 5. Each '5' is calculated as 1 point, for example, 10, 10, 5=25. Because 25 is divided by 5, players get 5 points (5 X 5=25). If the player's 3 darts cannot be fully divided by 5 and cannot score, and the last dart of each turn must be parked on the target block. If the player shoots the third dart and parks on the zero zone (or does not hit at all), even if the score of their first 2 darts can be fully divided by 5, they still do not score. If the player's first 2 darts are good, it can prevent them from "storing" the third dart. The first dart receives 51 "5 points" first to win, and the total score will be recorded on the display screen. Note: This game can adjust how many "5 points" you need to earn to win the game.

Game 21: SHANGHAI

Each player must play the game from 1 to 20 darts in order. The player starts shooting 3 darts from the number 1, aiming to score high points in each round of 3 darts. Double and triple points are counted on your score. The player who completes all 20 target blocks with the highest score wins.

The adjustable difficulty gameplay includes the following options:

Shanghai 1- The game starts from Target Block 1; Shanghai 5- The game starts from target block 10;

Shanghai 10- The game starts from target block 10; Shanghai 15- The game starts from Target Block 15

In addition, we have added Super Shanghai as a difficulty option, which limits the game to only 7 rounds

The game is similar to the above rules, except for the level score (displayed as $2 \times *$), one shot must be made in the three darts, otherwise the total score will be reset to zero

The adjustable difficulty Super Shanghai gameplay includes the following options:

Super Shanghai 1- The game starts with Target 1 and ends with Target 7. The levels are 3 and 5

Super Shanghai 5- The game starts with Target 5 and ends with Target 11. The levels are 7 and 9

Super Shanghai 10- The game starts with Target Block 10 and ends with Target Block 16. The levels are 12 and 14

Super Shanghai 15- The game starts with Target 15 and ends with Target 25. The levels are 17 and 19

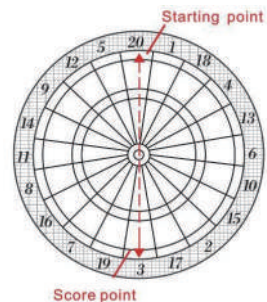
Game 22: Golf

Can set a target score of 9-18 holes

This is a game where darts are used to simulate golf balls (but you don't need a club to play), with the aim of completing rounds of 9 to 18 "holes" with the lowest score possible. The champion's "process" is composed of a standard three shot hole combination, so a total of 27 or 54 rounds of 9 or 18 holes. Target blocks 1 to 18 represent a 'hole', and you must score 3 darts in each hole to move on to the next hole. Obviously, double and triple scores will affect your score as they allow you to end a hole with fewer shots. For example, hitting triple on the first shot is considered a 'shot two times less than par' (eagle) and the player ends with a hole in one. Note: The player continues to shoot darts until they "enter the hole" (3 darts scored on the same hole), and the voice broadcast will instruct the player to score first - listen carefully to avoid shooting out of sequence. Additionally, this game does not use the 'clever' method.

Game 23: Football

Tie your helmet tightly to compete, the first thing is to choose each player's "game field", which can be completed by darts or by pressing the target block on the dart target with your hand. It is entirely up to you to decide, no matter which target block is selected, it becomes your starting point. You need to pass through the red heart and directly cross it to reach the opposite target block (as shown in the attached picture). For example, if you choose target block 20 and start shooting from the double 20 target block (outer circle) all the way to the double 3 target block, the "football field" is composed of 11 individual targets that must be hit in sequence. Therefore, following the above example, You must shoot the target in the following order: double 20... outer circle single 20 (square)... triple



20... inner circle single 20 (triangular)... outer circle red center... inner circle red center... outer circle red center... inner circle single 3 (triangular)... triple 3... outer circle single 3 (square)... the last double 3. The first one to score first is the winner, and the display screen will record your progress and indicate the next target you need to shoot.

Game 24: Baseball

The total number of rounds can be set to 6-9 innings.

The dart target version of baseball requires many techniques, as in actual games, a complete game consists of 9 innings

Each game has a designated target score (shown from 1 to 9 in turn). You can go to base only after hitting the designated target. Each player shoots three darts in each game. After going to base, you must advance to home base to score. The Ballpark is shown as the figure below. The purpose of this game is to run bases and score as much as possible in each inning. After the end of this inning, residues are not counted in the next inning

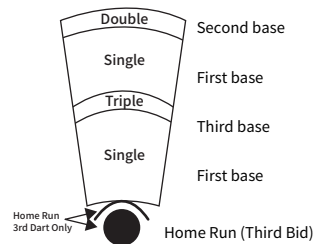
The sum of the scores in each game is the total score of the game, and the player with the highest score at the end of the game wins

Target block results

Single circle target block "single fold" - first base

Double Circle Target Block "Double" - Second Base

Triple Circle Target Block "Triple" - Third Base



Hearts "Home run" (only applicable to the third dart in each round)

Game 25: Baseball

The purpose of this game is to become the first player to complete the "track" and the first to complete the "race". The track starts at target 20 and runs in a clockwise direction to target 5, and finally ends at Hearts. It sounds easy, right? It has not been explained yet that you must hit the inner circle single target block (triangle) of each number to complete the race, which is in the middle of the red heart and triple circle. Moreover, in actual obstacle races, there are four hurdles to jump over (which must be hit to jump) because there are obstacles in the entire track:

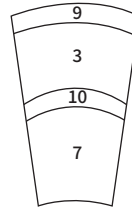
- 1st fence three times 13 2nd fence three times 13
- 3rd fence three times 8 4th fence three times 5

The first player to complete the race and hit the red heart is the winner.

Game 26: Steele chase

The dart target version of bowling is a challenging game. In this difficult game, you must accurately accumulate appropriate points. Player 1 starts the game first, and you must choose your "fairway" by shooting darts or pressing the target block with your hand. Once the fairway is selected, you have the remaining two darts to hit the "fairway" score or "bottle", and each specific target block in your fairway has an equivalent number of bottles:

Target block fraction
Double circle 9 bottles
3 bottles of outer single loop
Triple Circle 10 Bottles
7 bottles of inner double loop



There are some rules for this game as follows:

The perfect score for the bowling version is 200, with a total of 10 rounds in the game.

The player with the highest score wins

2. You cannot hit the same single fold target twice in the same shot. The second shot will be calculated at zero points.

Secret: Attempt to hit every single point in one shot to reach 10 points.

3. You can score 20 points by dividing the target block three times in each shot

If you hit a double target in the first dart, and you hit a double target in the second dart, any double target in the third dart can only score 10 points. For example, if the first dart hits a double 3-point target (select fairway), if the second dart hits a double 3-point target, it will count as 9 points. If the third dart hits any target, the total score for this round will only be 10 points. (instead of $9+9=18$, $9+3=12$, $9+10=19$, $9+7=16$ points)

5. If you hit a double split target with the first dart and a single split target with the outer or inner side with the second dart, you can only score 9 points when you hit a double split target with the third dart. For example, if the first dart hits a double 3-point target block (select fairway), if the second dart hits a single 3-point target block, the corresponding 3 or 7 points will be calculated. If the third dart hits a double 3-point target block, the total score for this round will only be 9 points. (instead of $3+9=12$, $7+9=16$ points)

6. If you hit a double target in the first dart and a triple target in the second dart, you will be scored 19 points when you hit a double target in the third dart (13 or 17 points if the third dart hits a single target). Example: The first dart hits a double 3-point target (select fairway), the second dart hits a triple 3-point target for 10 points, and the third dart hits a double 3-point target for 9 points. The total score for this round is $10+9=19$ points.

Game 27: Car Rally

This game is similar to the obstacle race, except that we let you set your own "runway", where you can set any obstacle you want, and the runway can only set a maximum of 19 target points.

At the beginning of the competition, the display screen will immediately let you choose the running field ("SEL"), and the player can press the selected specific target block to alternately select the target block. Note: You must hit the specific target block you have selected to continue the competition. If you choose the inner circle single score of 20, you must hit the single score area in the competition. The display screen will indicate the inner circle single score with a line next to the bottom of 1, The outer circle is indicated by a line next to the top of 1 for single division. Obstacles usually include hitting a difficult number before continuing the competition. Once again, the path can be made difficult or easy according to your choice, and you can choose anywhere in the target area. After the track is selected, press the start button START to start the race, and the player who completes the race first wins.

Game 28: Show Pen

Only numbers 15 to 20 and Hearts are used, with single circle values of 1 point, double circle values of 2 points, and triple circle values of 3 points. Each player must shoot to the number in sequence and score 3 points on each target block to continue to the next one. If the player scores more than 3 points on any number, the extra points will be given to the next player, and the first player to score 3 points on all target blocks (15 to 20 and Hearts) is the winner.

Game 29: Nine Darts

The goal of this game is to attempt to score 100 points or as close as possible after 3 rounds (9 darts). Single and double laps are scored by multiplying their values by 2 and 3, respectively. Exceeding 100 points is considered a "bust" and will result in your failure unless all players do the same. In that case, the player who receives 100 points will win. (The player with the lowest score exceeding 100 points).

Game 30: G&R (for two)

This game is a competition along the dart target, with scores displayed for each round. Only double and triple scores are valid. Tips: The color is for rule reference only, and the specific color is subject to the actual product. Player 1 is "green" and Player 2 is "red". Player 1 only shoots from 1 point and moves clockwise, while Player 2 starts from 20 and moves counterclockwise, shooting the red target (the temporary scoreboard will indicate which target to shoot). Note: Double and triple points can be scored up to once in a round. Also, hitting the wrong number (double and triple your opponent's) will deduct the score from your total score - so be careful. The target score is Bulleye in the last round, and at the end of the game, the one with the highest score wins.

Game 31: Gold Hunt

Target gold quantity can be set: 10-21 pieces

The purpose of this game is to find "gold", and when you score each fifty points, you will receive gold

When the total score is just a multiple of 50, 1 point is scored (50, 150, 250...), and when the total score is just a multiple of 100, 2 points are scored (100, 200...)

The player who first meets all the required gold quantities (12, 15...) for selection wins.

Game 32: Cas-A

Can be set to 260,310,360,410,460,510,560.

This game, inspired by casino games, aims to become the first player to reach a specified total score. The screen of the dart target will prompt you with the required number to shoot (1 to 20 point cycle, with a fixed score for each turn). The default value of "bet" is

10 points. In order to "redeem" the bet, you must hit the target block with the specified number. The first dart shot with a single score is a "danger" and does not score. If the first dart does not hit the target score, your "bet" will be deducted by 10 points from the total score. However, in the first dart, the double or triple points of a correct target are calculated by multiplying your bet by 1 and 2, respectively. In this round, the double, double, and triple points of the next two darts are calculated by multiplying your bet by 1, 2, and 3, and the player who reaches the specified total score first wins.

Game 33: Cas-B

Can be set to 260,310,360,410,460,510,560.

Similar to Casino A, Casino B has added other changes: if you hit the prompt score, the next target score will be the same as shooting the same target block in each round, and you will be shooting across the target area in sequence. For example, if the display shows shooting target block 1, you attempt to shoot target block 1, followed by red heart, and then target block 19. After each dart, a temporary scoring screen will indicate the next shooting target block. In the same round, your next two darts will be multiplied by 1, 2, and 3 times to calculate the bet. When you hit a single, double, or triple zone (the center circle does not have a triple zone), the display screen will display the score you successfully shot. In a round, if you make a mistake and fail to hit a live target, you will lose the bet you made at the beginning of the turn, and the player will be the first to arrive at the specified total score as the winner.

Game 34: Cas-C

Can be set to 260,310,360,410,460,510,560.

The casino version is very difficult as you must score 3 darts in each round of the live target. The purpose of this competition is to reach the player with the specified total score first to win. In this competition, only targets 15 to 20 and Hearts are active. The target scoring screen will light up at the beginning of each round, and the default value of "bet" is 10 points. However, the bet will automatically recover to 10 points at the beginning of each round. In order to "cash in" the bet, you must hit the live target (15 to 20 and Hearts) three times or hit three times the circle to "activate" the target to score. The player can receive a return of three times the bet they placed, with double or triple points calculated as twice and three times respectively. Misshooting the target three times forces the player to lose their bet, and the number of times they hit the target cannot be carried forward to the next round. The first player to arrive at the designated total score is the winner.

Game 35: Elimination

Number of lifespans that can be set: 3,4,5

The purpose of this game is to "end" your opponent's life. The rules of the game are very simple.

Each player needs to receive a higher total score of 3 darts than their opponent, and each player starts with 3 lives. If the player does not receive a higher total score of 3 darts than their opponent, they will lose one life, and even if they lose one life, they will lose one life. The winner who still has life is the winner. Note: You can use the "SELECT" key to adjust how many lives a player has.

Game 36: Horse She

Total score for settable goals: 15-25 points

This game only uses the target blocks of numbers 20 and 3, which represent the traps of two Horseshoe. In the game played by two players, one player shoots the target block of number 20, and two players shoot the target block of number 3. Each round of competition will accumulate scores. The winner will be the one who gets 15 points of the target score first. In the same round, only the player with the higher score will score (for example, if player 1 scores three points, player 2 scores one point, then only the player will score three points in this round for a while until reaching 15 points before the end of the round.

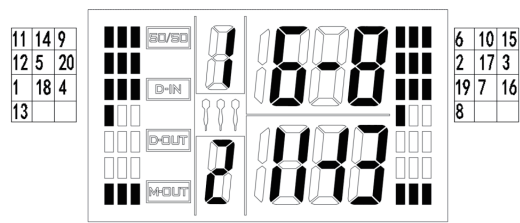
The score is as follows: Triple ring: 3 points Double ring: 2 points
Single fold area of inner circle (triangle): 1 point Single fold area of outer circle (square): 0 point

Game 37: Battleground

In this 2-player game, the entire target area is divided into two. The first player to eliminate all the opponent's target areas (soldiers) wins the game. Each player takes turns trying to eliminate the opponent's soldiers, without shooting in sequence. Each number represents a soldier. When the darter hits an opponent's number area, they successfully kill one of the opponent's soldiers, and the number that was hit can be crossed off the scoreboard, When all the soldiers of an army are eliminated, the army also loses the game. If you accidentally shoot your own soldier, the soldier is sacrificed! So player 1 needs to try to hit all target blocks of player 2, and player 2 needs to try to hit all target blocks of player 1.

Representing the army of player 1 (upper half circle)	Segment 6. 10. 15. 2. 17. 3. 19. 7. 16. 8.
Representing the army of Player 2 (lower half circle)	Segment 11. 14. 9. 12. 5. 20. 1. 18. 4. 13.

Schematic diagram of LCD panel display function:



Game selectable difficulty:

Change 1 (Sin): Players can kill their soldiers by hitting any area of the number.

Change 2 (Dou): Players can only kill their opponent's soldiers by hitting the area of 'Double'.

Change 3 (Tri): Players can only kill the opponent's soldiers by hitting the area of the 'Triple'.

Change 4 (Gen): Players must kill all the opponent's soldiers and kill the opponent's generals before winning. Shooting the bull's eye can kill the fallen general. If the area of other soldiers has not been eliminated, hitting the bull's eye does not count.

Important matters

Segment block stuck:

Occasionally, the dart will cause the target block to be stuck in the grid. If this happens, all games will pause and the screen will display the number of the stuck target block, so that the target block can move simply by moving the dart or the broken target needle out of the target block. If the problem still cannot be solved, try shaking the target block until it is loose, and the game will resume at the place where it was previously stuck.

Broken dart pin:

After using the dart for a long time, it will break and get stuck on the target block. Try using pliers or tweezers to grip the top and pull it out. If this is not possible, you can try pushing the dart behind the target block. Use a nail smaller than the dart hole to gently push the dart until it falls to the other end. Do not use too much force to avoid damaging the circuit behind the target block. Do not panic when the dart breaks, which is a normal phenomenon when using soft darts in games. We provide extra spare dart needles for replacement, which can be used by you for a period of time. Please confirm to use the same type of dart needle as this dart target when replacing.

Dart:

It is strongly recommended to use the darts included with the dart target. Using other weights of darts may cause damage to the target block and electronic circuits. Replacement darts are available at dart retailers.

Cleaning dart targets:

If properly protected, your dart target can compete for several hours. For general dust removal, please use a damp cloth. If necessary, use a neutral cleaning agent. Detergents that are abrasive or contain ammonia can cause damage. Do not use them to prevent liquid from falling on the target block as it can cause permanent damage. The damage caused by this is no longer guaranteed.

Battery usage:

The battery cannot be installed upside down. When not in use for a long time, all batteries should be unplugged to prevent battery leakage and liquid leakage.

Protect the dartboard

1. Do not use metal darts on plastic targets. Metal darts can seriously damage the circuit board and electronic functions. Please use electronic darts specifically designed for metal darts to play with.
2. Do not use too much force when shooting darts, as using too much force can cause the dart needle to break and the board to wear.
3. Please pull out the dart in a clockwise direction, which can easily pull out the dart and extend the lifespan of the dart needle.
4. Please use the transformer attached to this dart target. Using the wrong transformer can cause electric shock and damage the circuit board.
5. If using a transformer or not in use, please remove the battery, which will extend its lifespan.
6. Do not pour liquid on the target block, and do not use spray cleaner or ammonia or other irritant chemicals to avoid damage.

FCC Statement

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.

Caution: Any changes or modifications to this device not explicitly approved by manufacturer could void your authority to operate this equipment.

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.

RF Exposure Information

The device has been evaluated to meet general RF exposure requirement. The device can be used in portable exposure condition without restriction.

FCC ID: 2ARFT-DASDB500