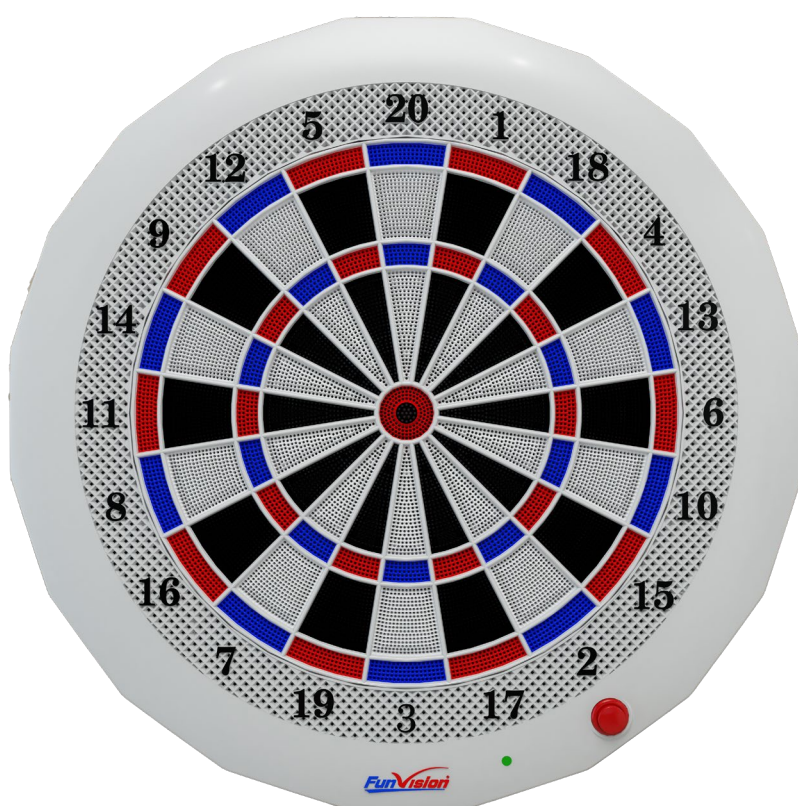


FunVision Digital dartboard



Instruction Manual

Product Contents

Thank you for purchasing the FunVision Electronic Scoring Dartboard. Before unpacking, please check if the packaging is intact. After unpacking, please confirm if the following accessories are complete:

- **99380 Electronic Scoring Dartboard**
- **Dart and Accessory Pack (including darts and extra soft tips)**
- **Wall Mounting Kit (including screws and hooks)**
- **User Manual**

If any items are missing or damaged, please contact the retailer or manufacturer in a timely manner.

Wall Mounting Instructions

To ensure the best gaming experience, please install your dartboard correctly by following these steps:

1. Determine Installation Position:

- The dartboard bullseye should be 172.72 cm (68 inches) from the ground.
- The distance between the dart throwing line and the front of the dartboard should be 244 cm (96 inches).

2. Wall Fixing:

Mark two installation hole positions on the wall, with a hole spacing of 14 cm (5 1/2 inches), and the upper hole 192 cm (75 5/8 inches) from the ground.

- If installing on a concrete wall, please use the included wall anchors.

3. Install the Dartboard:

- Fix the dartboard to the wall with screws, ensuring it is secure and flush with the wall.

4. Check Stability:

Ensure the dartboard does not wobble or tilt to avoid unnecessary errors during the game.

Precautions:

 Please ensure there is enough space around the installation position to avoid interfering with the throwing motion.

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

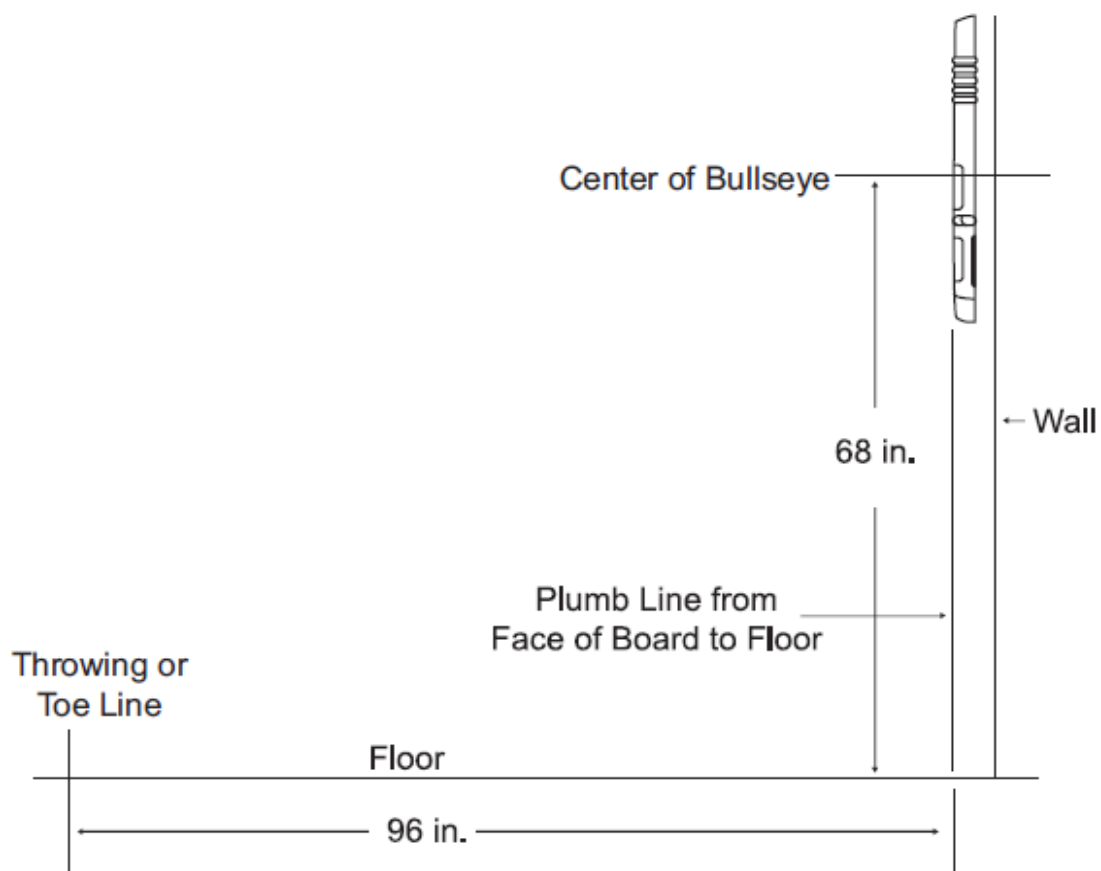
 This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions:

- (1) this device may not cause harmful interference, and
- (2) this device must accept any interference received, including interference that may cause undesired operation.

NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications.

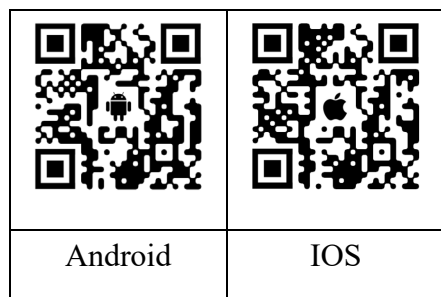
However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

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



Download & Install APP

Please download the FunVision app on your mobile phone



Register Account

Register with Email

1. Click "Register Now" to enter the registration interface
2. Enter account and email
3. Get the email verification code and fill it in
4. Enter password and confirm password
5. Read the Terms of Service and Privacy Policy, read and check the box to agree to the terms
6. Click to complete registration

Register with WeChat

1. Read the Terms of Service and Privacy Policy, read and check the box to agree to the terms
2. Click the WeChat icon to jump and confirm authorization

Register with Google Account

1. Read the Terms of Service and Privacy Policy, read and check the box to agree to the terms
2. Click the Google icon to jump and confirm authorization

Register with Apple Account (IOS Players)

1. Read the Terms of Service and Privacy Policy, read and check the box to agree to the terms
2. Click the IOS icon to jump and confirm login

After successful login, you can change your player nickname, avatar, and nationality at any time in "Personal Information".

Turn On the Dartboard Power

1. Power Supply via USB-C
 1. Insert the USB-C cable
 2. Turn on the switch
 3. Check if the power indicator light is solid red

Power Supply via AA Batteries

1. Insert two AA batteries into the battery compartment
2. Turn on the switch

3. Check if the power indicator light is solid red

Precautions :

- ⚠ Please be sure to use a 5V==1.5A charger, otherwise it may damage the PCB or cause insufficient power supply!!
- ⚠ Check the positive and negative poles of the batteries before placing them.
- ⚠ Remove the batteries if not used for more than one month.
- ⚠ When powered by batteries, the 7-color LED will not light up.

Power Indicator

Solid Red	Waiting for Bluetooth Connection
Solid Green	Bluetooth Connected

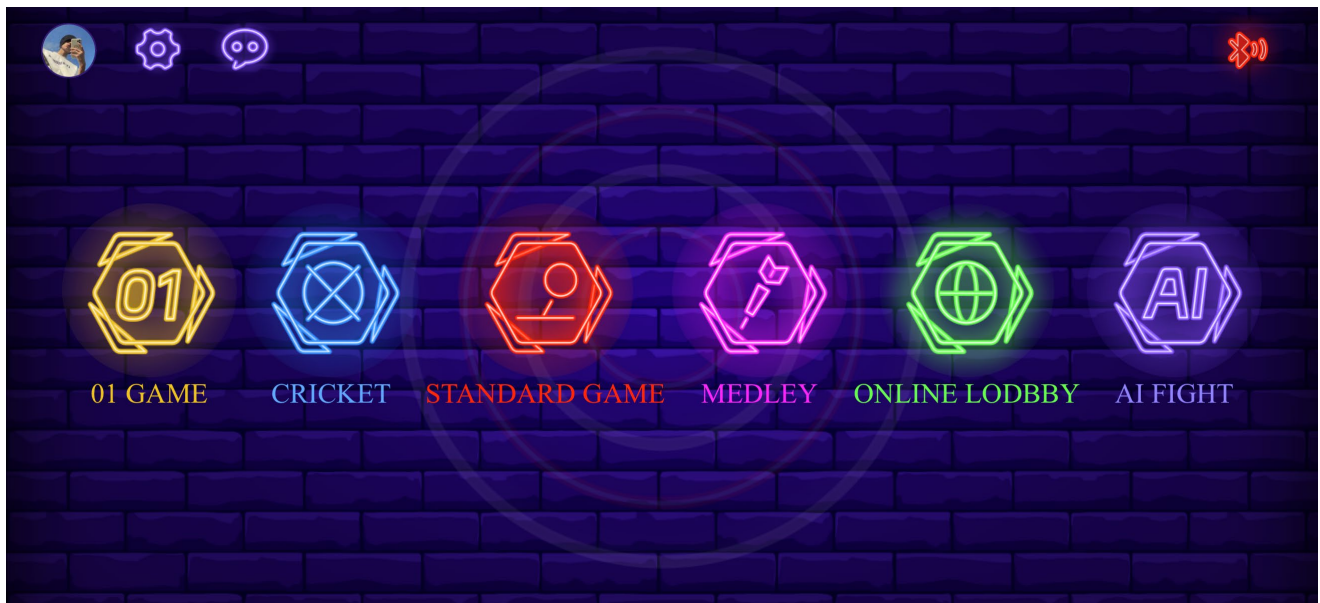
Start Your Dartboard

- 1、 If you have successfully logged into the APP and your dartboard is in "Waiting for Bluetooth Connection" mode, the APP and dartboard will connect automatically.
- 2、 The dartboard's power indicator is solid green & the Bluetooth icon in the upper right corner of the APP turns green, indicating a successful connection.

Precautions :

- ⚠ Please allow all permissions (WLAN, cellular network, microphone, camera, location, storage, etc.), otherwise it may cause failure to connect to the dartboard.
*For Android 11 or lower devices, please manually turn on "Location Services".
If the APP cannot connect to the dartboard automatically, please click the Bluetooth icon in the upper right corner of the APP to connect manually.
If the Bluetooth connection is unstable during the game, please check if the power supply or battery is insufficient or restart the APP.

Product Operation Panel:



General Instructions and Game Rules

In/Out Options

These options only apply to "01" series games.

- **Single In:** At the start of the game, the player must hit a single segment with the first dart.
- **Double In:** At the start of the game, the player must hit a double segment with the first dart.
- **Master In:** The player must hit a double segment, triple segment, or bullseye to start the game.
- **Single Out:** The first player to reduce their score to zero must end the game by throwing a dart into a single segment. For example, if Player 1 has 30 points left, they can hit Double 10 first, then Single 10 to win.
- **Double Out:** The first player to reduce their score to zero must end the game by throwing a dart into a double segment. For example, if Player 1 has 30 points left, they must hit Double 15 to win. If Player 2 has 30 points left, they can hit Single 10 first, then Double 10 to win, or score through other combinations, but the last dart must hit a double segment.
- **Master Out:** The player must end the game by hitting a double segment, triple segment, or bullseye.

Handicap

Handicaps in "01" series and Cricket games are calculated separately based on the player's PPD and MPR.

PPD (Points Per Dart):

PPD is used for "01" series games (such as 301, 501, etc.). To calculate PPD, divide the total score by the actual number of darts thrown. For example: Player 1 finishes the game with the 12th dart, total score is 301.

His PPD is 25.08 ($301 \div 12 = 25.08$).

- The winner's PPD is calculated based on the total score (such as 301, 501, etc.).
- The PPD of other players is calculated based on the actual score recorded by the machine.

MPR (Marks Per Round):

MPR is used for standard Cricket games. To calculate MPR, divide the total number of marks by the actual number of darts thrown, then multiply by 3. For example: Player 1 finishes the game with the 46th dart, total marks are 59. His MPR is 3.85 ($59 \div 46 \times 3 = 3.85$).

- In handicap rounds, the performance of players who did not throw is not counted in that round. °
- If two players share a number as teammates, their results are recorded separately.

Team of 2

This option only applies to "01" series games. Each team consists of 2 players:

- Team 1 includes Player 1 and Player 3
- Team 2 includes Player 2 and Player 4

Winning and Losing Rules:

A team wins when one player's score is exactly reduced to zero and their teammate's score is lower than or equal to the total score of the opposing team. Otherwise, the player's score for the current round will be restored to the state at the start of the round, and the team cannot win this round.

Special Tips:

- When a player's score is 181 (Single Out rule) or 171 or below (Double Out rule), and their teammate's score is lower than or equal to the total score of the opposing team, the dartboard will prompt "GO FOR OUT", indicating a chance to win this round.
- If the conditions are not met, even if the score is reduced to zero, the dartboard will prompt "FREEZE", indicating that a win is not possible.

Built-in Games and Rules

The 99380 Electronic Scoring Dartboard includes multiple game modes. The following are the rules for some classic games:

Game Rules

The following are the main game rules and gameplay supported by the device:

Standard Games: 301/ 501/ 701/ 901

- Objective: Each player starts with a preset score (such as 301 or 501) and throws darts to reduce the score.
- Winning and Losing Judgment: The first player to reduce the score exactly to 0 wins. If the score thrown exceeds the required score, the score for that round is invalid.
- Advanced Rules: You can choose different modes such as "Single In Single Out" and "Double In Double Out" to increase the game's challenge.

Cricket

- Objective: Hit and close segments 20, 19, 18, 17, 16, 15, and the bullseye in sequence.
- Scoring Rules: Each hit on a segment scores 1 point. After three hits, the segment is "closed". Once a segment is closed, other players can no longer score on it.
- Winning and Losing Judgment: The player who closes all segments and has the highest score wins.

Cut Throat Cricket

This game has the same rules as regular Cricket, except that after a player closes their number, they can add points to other players who have not closed that number yet. The player who closes all numbers and has the lowest score wins.

No-Score Cricket

This game has the same rules as regular Cricket, except that the first player to close all numbers wins.

Random Cricket

This game randomly selects 6 numbers from 1 to 20 and the bullseye as the new Cricket game targets.

Best of 3 Mixed Match

The first player to win 3 games wins.

Best of 5 Mixed Match

The first player to win 5 games wins.

Best of 7 Mixed Match

The first player to win 7 games wins.

Special Tips (Tips for Optimal Play)

1. Before the game, please ensure the dartboard is correctly installed and fixed.
2. Use soft-tip darts to avoid damaging the dartboard surface.
3. Maintain a safe distance when throwing darts, ensuring no obstacles or people are nearby.

Equipment Maintenance and Precautions

To ensure long-term stable operation of the device, please follow the following maintenance suggestions:

1. Clean the Device: Clean the dartboard surface with a dry soft cloth, avoiding chemical cleaners.
2. Storage Environment: Do not expose the device to extreme temperatures, humidity, or direct sunlight.
3. Regular Inspection: Regularly check the power cord, adapter, and the fixing status of the dartboard to ensure there is no looseness or wear.

Warning:

- This product contains small parts that may pose a choking hazard to children. Please use under adult supervision.
- Do not use non-soft-tip darts to avoid damaging the dartboard surface.

Frequently Asked Questions and Solutions

1. Cannot connect to the dartboard?

- Please allow all permissions, including finding Bluetooth devices, WLAN, cellular network, microphone, camera, location, storage, etc.

Android	IOS
1) Open system settings	1) Open system settings
2) Click "Programs"	2) Click "Funvision"
3) Click "Funvision"	3) Allow all permissions
4) Click Permissions	
5) Allow all permissions	

2. The APP and dartboard cannot connect automatically?

- If the APP and dartboard cannot connect automatically, please click the Bluetooth icon in the upper right corner of the APP to connect manually.

3. The connection is unstable during the game?

- Please be sure to use a 5V==1.5A charger.
- Using a charger above 5V may damage the PCB or LED.
- Do not use USB-C and AA batteries at the same time, as this may also cause connection instability.

4. The LED does not light up / The LED stays on during the game?

- Please be sure to use a 5V==1.5A charger.
- Using a charger above 5V may damage the PCB or LED.
- Do not use USB-C and AA batteries at the same time, as this may also cause connection instability.
- If the light still does not turn on after using a suitable adapter, the LED may be damaged. Please contact customer service.

5. Incorrect scoring during the game?

- Battery or power supply is insufficient.
- Restart the dartboard and reconnect.
- If the above problems are all checked and the scoring is still incorrect, the sensor sheet may be damaged. Please contact customer service.

6. Smartphone Versions

Android	IOS
● 64-bit Android 8 or higher ● Memory: 4GB or more ● Bluetooth 4.0 HID or higher	● IOS 12 or above