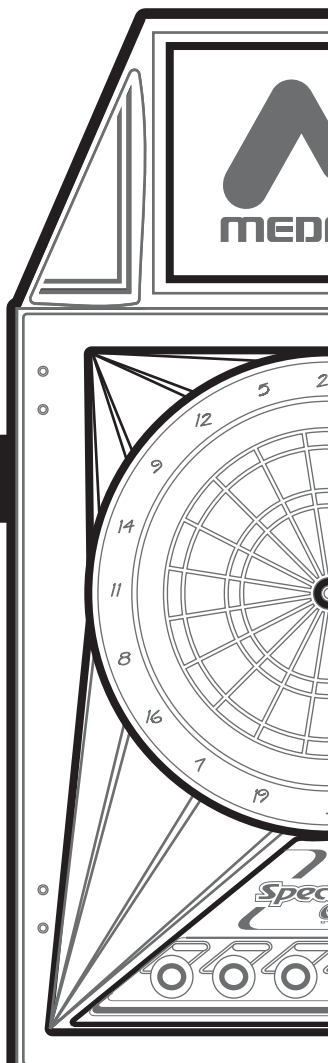




USER MANUAL

AIM FOR EXCELLENCE

- Please read these instructions carefully before setup and installation of the machine.
- Keep this manual in a safe place for later reference.



Copyright Notice

The material in this document is the intellectual property of Medalist. We take every care in the preparation of this document, but no guarantee is given as to the correctness of its contents. Our products are under continual improvement and we reserve the right to make changes without notice.

Revision History

Revision	Revision Histor	Date
V1.0	First release	October 2009

Technical Support

If a problem arises with your system and solution can be obtained from the user's manual, please contact your place of purchase or local distributor. Alternatively, please try the following help resources for further guidance.

- Visit the MV website at www.medalistvision.com

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Part 1

Introduction

A relatively new type of board is the soft tip board, which is made of plastic and cast with small holes (about .08 inches, or 2 mm) in the face. The soft tip darts are, in general, lighter than the steel tip darts, and have a lower maximum allowable weight. The soft tip darts have semi-rigid tapered plastic tips that will penetrate the holes cast in the board to a depth of about .25 inches (6 mm) before lodging securely in place. The darts may be removed from the board by a gentle twist and pull. While still dangerous, soft tip darts are less likely to cause serious injury if they hit a person, and are far less likely to damage items they hit if they bounce out of the board. Since the plastic tips are prone to chip, bend and break with use, even inexpensive soft tip darts are made with replaceable tips, and replacement tips are sold in quantity.

Other than the difference in maximum allowable weights of darts, soft tip dart rules are the same as those for steel tip darts. One big advantage of the soft tip dart for the recreational player is the availability of electronic boards that will detect and score each dart hit, and track the score of each player. Many of these electronic dartboards have dozens of different dart games and variations programmed in, and will even coach players about where their next throw should be aimed.

One of most well known electronic dartboard is Spectrum dartboard by Medalist, who is a pioneer of the soft tip electronic dart business. More than 20 years of this business can prove that dart is classic game and dart is never die like pool tables.

In this manual, all basic needed operations and game rules on Medalist Spectrum dartboard are presented. Some of interfacing menu may be different from your dartboard because of the different software version. However, the same concept can be applied.

1 - Soft Tip Darts Components

Point (Tip)

Point (Tip) - The part of a dart that has semi-rigid tapered plastic tip.



Barrel

Barrel - The part of a dart you grip, right behind the point.



Shaft

Shaft - The part of a dart behind the barrel where the flights are mounted.



Flight

Flight - The "wings" at the end of a dart that make it fly straight. Also known as feathers.



2 - Darts as a Sport

Darts is a sport! Everywhere in the world darts is recognized as a game of skill and as a sport.

Coin operated electronic darts are darts. It is the same sport, requiring the same skills as traditional darts. Coin operated electronic darts have been recognized as darts and as a sport for twenty plus years in the U.S. and Europe.

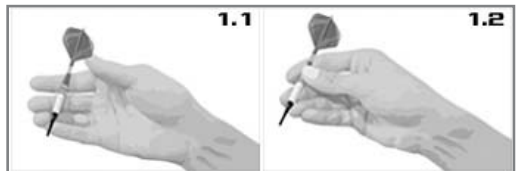
The differences between traditional darts and coin operated darts are:

- Playing on a dartboard.
- Automatically scoring.
- Gaving the player instant acknowledgement and gratification.
- Paying for playing.

3 - How to Throw Darts

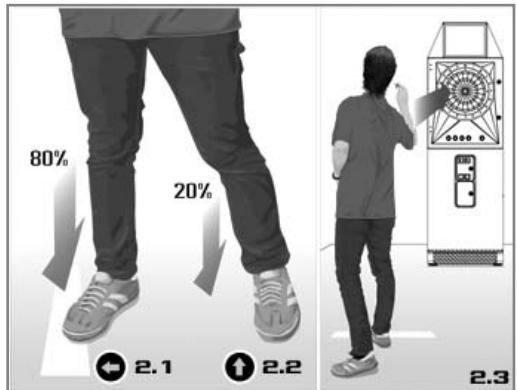
1. The common grip

- 1.1) Set
- 1.2) Grip - two fingers and thumb



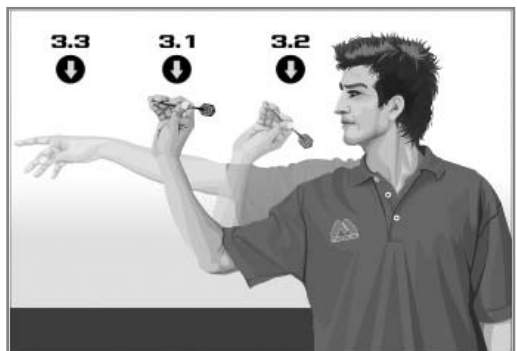
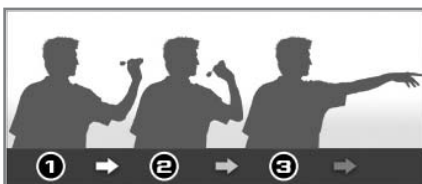
2. Basic stance

- 2.1) Feet position
- 2.2) Weight distribution
 - 80% front foot
 - 20% back foot
- 2.3) Body position - shoulder pointed towards the target

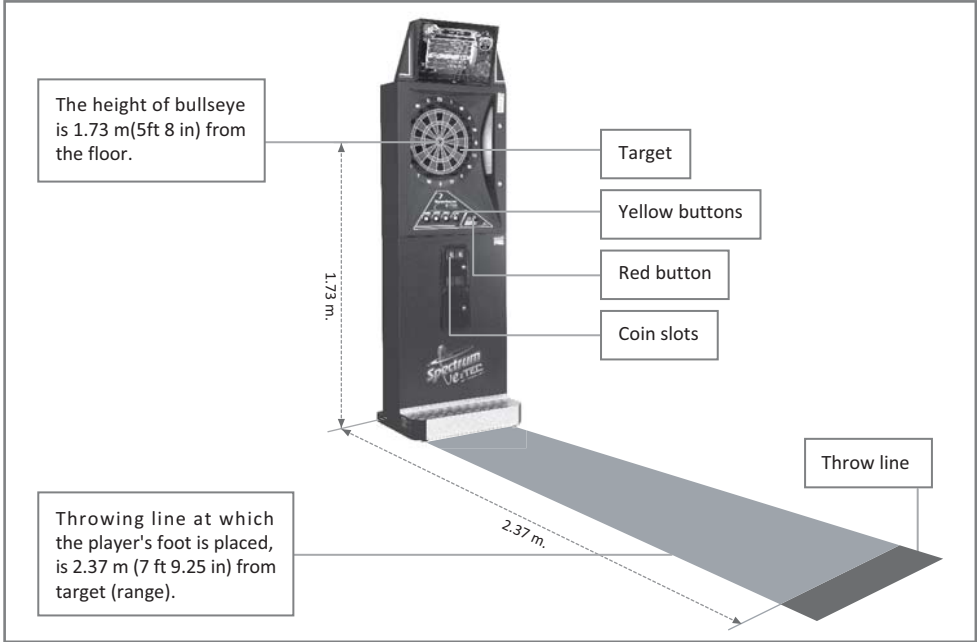


3. The throw

- 3.1) Setup
- 3.2) Draw back
- 3.3) Throw with full arm extension (follow through)



4 - Spectrum Dartboard



There are two models of Spectrum dartboard classified by cabinet structure. The first one is Top Mount which the monitor is on top of the cabinet. The second one is mid mount which the monitor is at middle of the cabinet.

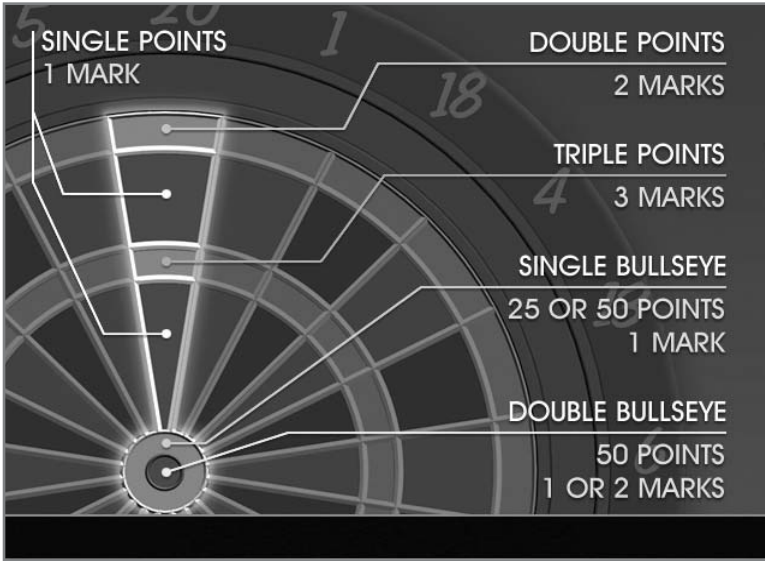
	Top Mount	Mid Mount
Height	94 ½" with LCD monitor installed	86 ½" with crown installed
	79 ¾" without LCD monitor installed	75 ½" without crown installed
Width	29"	29"
Depth	13 ¾"	13 ¾"
Weight	95 kilos, 209 pounds	94.5 kilos, 208 pounds

5 - Basic Operation

5.1 Target

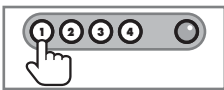
Target is the most important part of the dartboard. When a dart lodges on the segment, a score is counted. The scoring is depended on game and where the dart hits. Some game is counting as point such as 01, Count-Up. Some game is counted as mark such as Air Attack.

While some game is a combination of mark and point such as Cricket. The point is come from segment value (1-20) multiplied by segment type (Single = 1, Double = 2, Triple = 3). The mark is come from segment type (Single = 1 mark, Double = 2 marks, Triple = 3 marks). See the following picture.

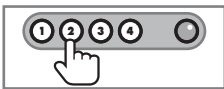


5.2 Yellow Buttons

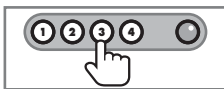
- Select game category or game - Press any yellow button to select.
- Select number of players.



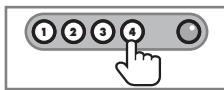
→ Press the yellow button 1 to select one player.



→ Press the yellow button 2 to select two players.



→ Press the yellow button 3 to select three players.



→ Press the yellow button 4 to select four players.

5.3 The Red Button

- Press the red button to move cursor to next item.
- Press the red button to exit game before darts thrown.
- In game - press the red button to change to the next player's turn.

5.4 Coin Slot

Input coin(s) into the coin slot to get credit(s).



Coin and credit value are depended on location setting.

6 - Spectrum Software

Spectrum software consists of 2 parts,i.e., Game Mode and Program Mode

6.1 Game Mode

Game mode is a part of software for a player to play with machine which consists of many games inside. Player can select a game and number of players by himself. The detail of game mode can be found in Part 2.

6.2 Program Mode

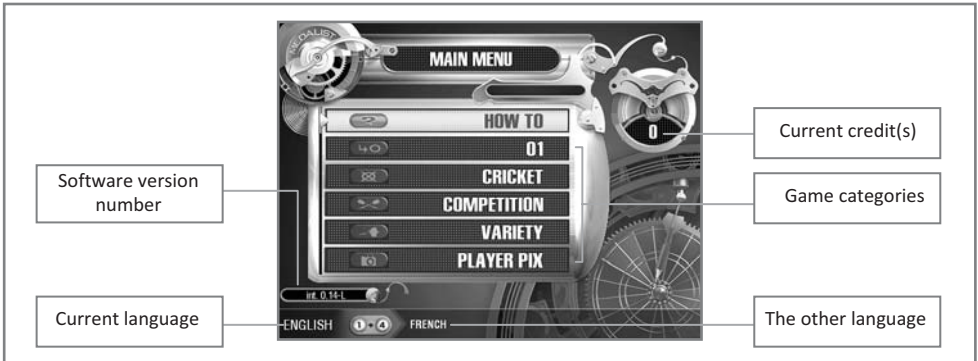
Program mode is a part of software for operator to configure or maintain the machine. It consists of many functions. The detail of program mode can be found in Part 3.

Part 2

Game Mode

1 - Main Menu

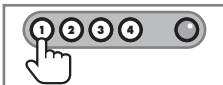
Main Menu is the first screen of software, which shows all game categories.



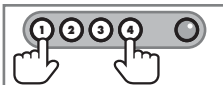
Basic use



➔ Press the red button to move cursor.



➔ Press any yellow button to select game category.



➔ Press the yellow button 1 and the yellow button 4 simultaneously to change current language.

2 - Game Menu

Game Menu is the screen that shows game content of each category.

Arrow -There are more items below

Information Bar - There are 3 informations:
 1) Press bullseye for instructions
 2) Press 20 segment to recall stats
 3) Press 10 segment to view top ten list

Game Category	Current credit(s)	Credits required	Game name
01	301	1	
	501	2	
	701	3	
	901	4	
	1101	5	
	1501	6	

Game category

Current credit(s)

Credits required

Game name

Basic use

➔

Press the red button to move cursor.

Press yellow button to select number of player(s) and game.

➔

➔

Press the yellow button 1 - Selects one player.

➔

➔

Press the yellow button 2 - Selects two players.

➔

➔

Press the yellow button 3 - Selects three players.

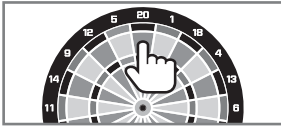
➔

➔

Press the yellow button 4 - Selects four players.

➔

Press bullseye to view instruction of the game that cursor currently on



➔ Press the 20 segment to recall the last game stats



➔ Press the 10 segment to view top ten list of the game that cursor currently on



- The 20 segment can recall statistics of these games:
 - '01
 - Cricket
 - Count-Up
 - Super Count-Up
 - Cricket Count-Up
 - Super Cricket Count-Up
 - Rating Test (6 Games)
 - Match Play
 - League
- The 10 segment can view top ten list of these games:
 - Count-Up
 - Super Count-Up (Standard)
 - Cricket Count-Up
 - Super Cricket Count-Up
 - Eagle's Eye
 - Half-It
 - Traffic Light
 - Magic Multiplier

3 - Basic Game Screen

3.1 501 screen

Round limit		Game
Current round		Darts have been thrown
Current round score		Round darts record
Player bar - Player's name - Current remaining score		Current remaining score

3.2 Standard Cricket Screen

The screenshot shows a cricket game interface. At the top left, a box labeled 'Round limit' points to the number '5' in a circle. Below it, 'Current round' points to '25'. 'Game name' points to 'STANDARD CRICKET'. An 'Information box' on the left contains three items: '1) Show type of cricket - Standard or Cut Throat.', '2) Show who is throwing darts.', and '3) Show total marks count'. The main board shows a grid of darts with numbers 18, 17, 16, and 15, and a 'BULL' target. At the bottom, player bars show 'PLAYER 1' with 105, 'PLAYER 2' with 121, and 'PLAYER 3' with 144. On the right, a 'DARTS THROWN' section shows 'TEMP MARKS' with 19 and 16. Callouts on the right side explain: 'Darts have been thrown' (pointing to the darts on the board), 'Player's marks' (pointing to the temp marks), 'Round darts record' (pointing to the temp marks), 'The valid numbers, 15 - 20 and bullseye' (pointing to the numbers on the board), and 'Player bar - Player's number - Current score' (pointing to the player bars).



See more information about '01 games and Cricket games in Part 2/Section 15 - Games and how to play.

4 - Option Setting Menu

Option setting menus are available for these games:

- '01 Games
- Cricket Games
- Half-It
- Splat

4.1 Option Setting Menu in '01 Games

The screenshot shows the 'OPTION SETTINGS (2 Players)' menu. Callouts on the left explain: 'Option status: - Unselected - Selected ', 'Option items' (pointing to the list of options), and 'Option description' (pointing to the 'Play' section). Callouts on the right explain: 'Player(s) involved' (pointing to the title) and 'Play button' (pointing to the 'Play' button at the bottom). The menu options include: Handicapping, Double Out, Double In/Double Out, Master Out, Play With Robo, Parity Play, Fast Finish, and Exit. The 'Play' section contains the instruction: 'Press Any Yellow Button To Start The Game.' At the bottom, there are instructions: 'Press Any Yellow Button To Select' and 'Press The Red Button To Move The Cursor'.

Basic use

- 1) After selected number of player(s) and game, the cursor always on **Play** button. Then press any yellow button to start the game or press the red button to move cursor to the next option item.

- 2) Press any yellow button to select the option(s) that you want. The option status will change to Selected.
- 3) If you want to cancel any option, press the red button to move cursor to that option then press any yellow button. The option will be cancel and option status will change to Unselected.



- Able to select more than one options.
- Selected option will affect to all players.
- Press any target segment to more the cursor back to **Play** button.
- Able to select only one option from these 3 options.
 - **Double Out**
 - **Double In/Double Out**
 - **Master Out**

Option Explanation

<input checked="" type="checkbox"/>	Handicappg	<input type="checkbox"/>	Parity Play
<input type="checkbox"/>	Double Out	<input type="checkbox"/>	Fast Finish
<input type="checkbox"/>	Double In/Double Out	<input type="checkbox"/>	Exit
<input type="checkbox"/>	Master Out		
<input type="checkbox"/>	Play With Robo		

A - Handicapping

Handicapping - Handicapping allows the giving of points to any player position, without affecting that player's game average.



*This option will provide handicap mode before starting game.
(See Part 2/Section 6.1 - 01 Handicapping)*

<input type="checkbox"/>	Handicappg	<input type="checkbox"/>	Parity Play
<input checked="" type="checkbox"/>	Double Out	<input type="checkbox"/>	Fast Finish
<input type="checkbox"/>	Double In/Double Out	<input type="checkbox"/>	Exit
<input type="checkbox"/>	Master Out		
<input type="checkbox"/>	Play With Robo		

B - Double Out

Double Out - The game may not be won unless the player reaches zero by scoring a double. If a player scores a single or triple that is equal to the remaining score or reaches one, the player will BUST. This option may not be combined with **Master Out**.

<input type="checkbox"/>	Handicappg	<input type="checkbox"/>	Parity Play
<input type="checkbox"/>	Double Out	<input type="checkbox"/>	Fast Finish
<input checked="" type="checkbox"/>	Double In/Double Out	<input type="checkbox"/>	Exit
<input type="checkbox"/>	Master Out		
<input type="checkbox"/>	Play With Robo		

C - Double In/Double Out

Double In - Darts do not score until a double on any target segment is hit.

Double Out - The game may not be won unless the player reaches zero by scoring a double. If a player scores a single or triple that is equal to the remaining score or reaches one, the player will BUST. This option may not be combined with **Master Out**.

<input type="checkbox"/>	Handicappg	<input type="checkbox"/>	Parity Play
<input type="checkbox"/>	Double Out	<input type="checkbox"/>	Fast Finish
<input type="checkbox"/>	Double In/Double Out	<input type="checkbox"/>	Exit
<input checked="" type="checkbox"/>	Master Out		
<input type="checkbox"/>	Play With Robo		

D - Master Out

Master Out - The game may not be won unless the player reaches zero by scoring a double, a triple or a bullseye. If a player scores a single that is equal to the remaining score or reaches one, the player will BUST. This option may not be combined with **Double Out**.

<input type="checkbox"/>	Handicappg	<input type="checkbox"/>	Parity Play
<input type="checkbox"/>	Double Out	<input type="checkbox"/>	Fast Finish
<input type="checkbox"/>	Double In/Double Out	<input type="checkbox"/>	Exit
<input type="checkbox"/>	Master Out		
<input checked="" type="checkbox"/>	Play With Robo		

E - Play With Robo

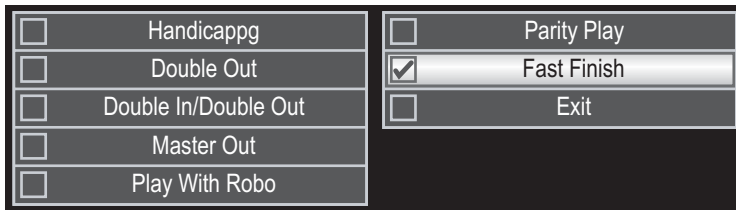
Play With Robo - Player(s) may play against Robo with the choice of six Robo skill levels. There is a limit of one Robo per game.

<input type="checkbox"/>	Handicappg	<input checked="" type="checkbox"/>	Parity Play
<input type="checkbox"/>	Double Out	<input type="checkbox"/>	Fast Finish
<input type="checkbox"/>	Double In/Double Out	<input type="checkbox"/>	Exit
<input type="checkbox"/>	Master Out		
<input type="checkbox"/>	Play With Robo		

F - Parity Play

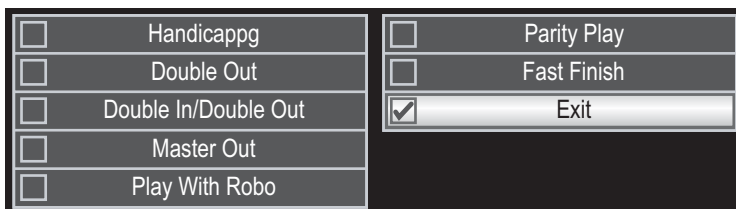
Parity Play - Once a player reaches zero, the remaining player(s) have the chance to win

by reaching zero with a fewer total number of darts thrown. The player reaching zero with the fewest number of darts wins. Ties go to the first player to reach zero.



G - Fast Finish

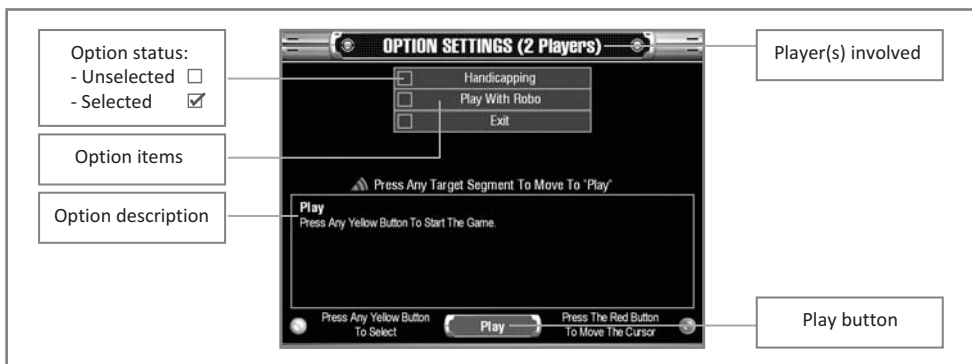
Fast Finish - At any time during the game, if the score remaining at the start of a round is a triple digit number (111, 222, 333, etc.), the player may win the game by hitting the corresponding triple with the first dart (only). If the triple is missed, normal play resumes.



H - Exit

Exit - Press any yellow button to return to the main menu ('01 Menu).

4.2 Option Setting Menu in Cricket Games



Basic use

- 1) After selected number of player(s) and game, the cursor always on **Play** button. Then press any yellow button to start the game or press the red button to move cursor to the next option item.
- 2) Press any yellow button to select the option(s) that you want. The status of option will change to Selected.

3) If you want to cancel any option, press the red button to move cursor to that option then press any yellow button. The option status will change to Unselected.



Selected option will affect to all players.

Option Explanation

<input checked="" type="checkbox"/>	Handicapping
<input type="checkbox"/>	Play With Robo
<input type="checkbox"/>	Exit

A - Handicapping

Handicapping - Handicapping allows the giving of marks and/or points to any player position, without affecting that player's game average.



• *If this option is selected, it will bring you to the handicap mode before playing the game.(see Part 2/Section 6.2 - Cricket Handicapping)*

<input type="checkbox"/>	Handicapping
<input checked="" type="checkbox"/>	Play With Robo
<input type="checkbox"/>	Exit

B - Play With Robo

Play With Robo - Player(s) may play against Robo with the choice of six Robo skill levels. There is a limit of one Robo per game.

<input type="checkbox"/>	Handicapping
<input type="checkbox"/>	Play With Robo
<input checked="" type="checkbox"/>	Exit

C - Exit

Exit - Press any yellow button to return to main menu (Cricket Menu).

4.3 Option Setting Menu in Half-It



Basic use

- 1) After selected number of player(s) and game, the cursor always on **Play** button. Then press any yellow button to start the game or press the red button to move cursor to the next option item.
- 2) Press any yellow button to select the option(s) that you want. The option status will change to Selected.
- 3) If you want to cancel any option, press the red button to move cursor to that option then press any yellow button. The option status will change to Unselected.



- You can select only one from these options - Master Half-It or Grand Master Half-It.
- Selected option will affect to all players.

Option Explanation



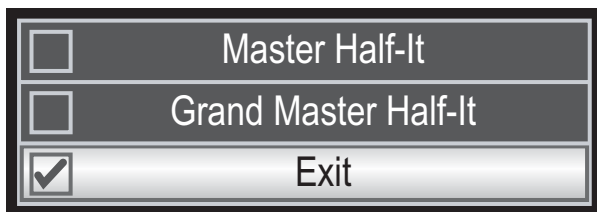
A - Master Haft-It

Master Haft-It - Player(s) must score 2 hits on each valid target segment(s). Doubles count for 2, triples count for 3. If 2 hits are not achieved, the player's score will be cut in half (Half-It) per round.



B - Grand Master Half-It

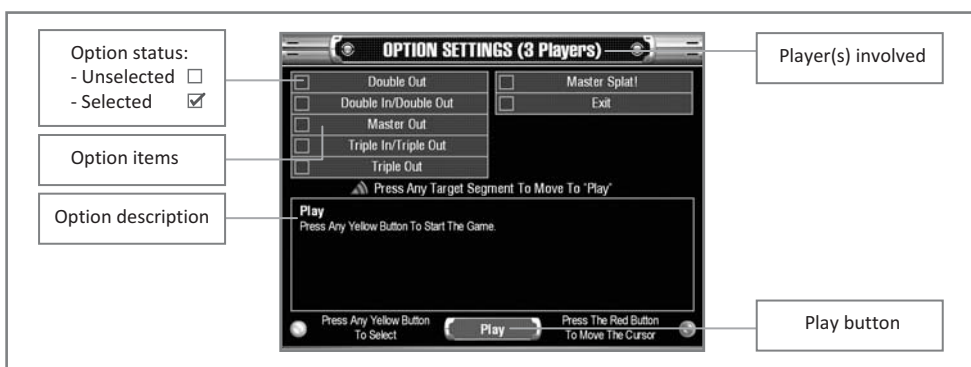
Grand Master Half-It - The player must score 3 hits on each valid target segment(s). Doubles count for 2, triples count for 3. If 3 hits are not achieved, the player's score will be cut in half (Half-It) per round.



C - Exit

Exit - Press any yellow button to return to the main menu (Variety Menu).

4.4 Option Setting Menu in Splat



Basic use

- 1) After selected number of player(s) and game, the cursor always on **Play** button. Then press any yellow button to start the game or press the red button to move cursor to the next option item.
- 2) Press any yellow button to select the option(s) that you want. The status of option will change to Selected.
- 3) If you want to cancel any option, press the red button to move cursor to that option then press any yellow button. The option will be cancel and option status will change to Unselected.



- Able to select more than one options.
- Selected option will affect to all players.
- Press any target segment to move the cursor back to **Play** button.
- Able to select only one option from these 5 options.
 - **Double Out**
 - **Double In/Double Out**
 - **Master Out**
 - **Triple In/Triple Out**
 - **Triple Out**

Option Explanation

<input checked="" type="checkbox"/> Double Out	<input type="checkbox"/> Master Splat!
<input type="checkbox"/> Double In/Double Out	<input type="checkbox"/> Exit
<input type="checkbox"/> Master Out	
<input type="checkbox"/> Triple In/Triple Out	
<input type="checkbox"/> Triple Out	

A - Double Out

Double Out - A game cannot be won unless the player reaches 333 by hitting a double. This option may not be combined with **Triple Out** or **Master Out**.

<input type="checkbox"/> Double Out	<input type="checkbox"/> Master Splat!
<input checked="" type="checkbox"/> Double In/Double Out	<input type="checkbox"/> Exit
<input type="checkbox"/> Master Out	
<input type="checkbox"/> Triple In/Triple Out	
<input type="checkbox"/> Triple Out	

B - Double In/Double Out

Double In - Darts do not score until a double on any target segment is hit.

Double Out - A game cannot be won unless the player reaches 333 by hitting a double. This option may not be combined with **Triple Out** or **Master Out**.

<input type="checkbox"/> Double Out	<input type="checkbox"/> Master Splat!
<input type="checkbox"/> Double In/Double Out	<input type="checkbox"/> Exit
<input checked="" type="checkbox"/> Master Out	
<input type="checkbox"/> Triple In/Triple Out	
<input type="checkbox"/> Triple Out	

C - Master Out

Master Out - A game cannot be won unless the player reaches 333 by hitting a double, a triple or a bullseye. This option may not be combined with **Double Out** or **Triple Out**.

<input type="checkbox"/> Double Out	<input type="checkbox"/> Master Splat!
<input type="checkbox"/> Double In/Double Out	<input type="checkbox"/> Exit
<input type="checkbox"/> Master Out	
<input checked="" type="checkbox"/> Triple In/Triple Out	
<input type="checkbox"/> Triple Out	

D - Triple In/Triple Out

Triple In - Darts are not scored until a triple on any target segment is hit.

Triple Out - A game cannot be won unless the player reaches 333 by hitting a triple. This option may not be combined with **Double Out** or **Master Out**.

<input type="checkbox"/>	Double Out	<input type="checkbox"/>	Master Splat!
<input type="checkbox"/>	Double In/Double Out	<input type="checkbox"/>	Exit
<input type="checkbox"/>	Master Out		
<input type="checkbox"/>	Triple In/Triple Out		
<input checked="" type="checkbox"/>	Triple Out		

E - Triple Out

Triple Out - A game cannot be won unless the player reaches 333 by hitting a triple. This option may not be combined with **Double Out** or **Master Out**.

<input type="checkbox"/>	Double Out	<input checked="" type="checkbox"/>	Master Splat!
<input type="checkbox"/>	Double In/Double Out	<input type="checkbox"/>	Exit
<input type="checkbox"/>	Master Out		
<input type="checkbox"/>	Triple In/Triple Out		
<input type="checkbox"/>	Triple Out		

F - Master Splat!

Master Splat! - The players must splat any other player(s) before reaching 333 points. If a player reaches 333 points without splating another player, his own score will be splatted. Splating yourself does not fulfill this option requirement.

<input type="checkbox"/>	Double Out	<input type="checkbox"/>	Master Splat!
<input type="checkbox"/>	Double In/Double Out	<input checked="" type="checkbox"/>	Exit
<input type="checkbox"/>	Master Out		
<input type="checkbox"/>	Triple In/Triple Out		
<input type="checkbox"/>	Triple Out		

G - Exit

Exit - Press any yellow button to return to main menu (Variety Menu).

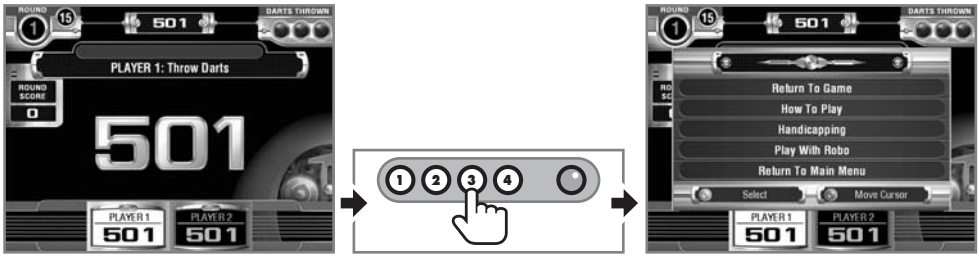
5 - Game Dialog Box

Game Dialog Box is a popup containing options and functions to help players before playing or during a game. **Game Dialog Box** will show different contents depended on game and position, where player accesses.

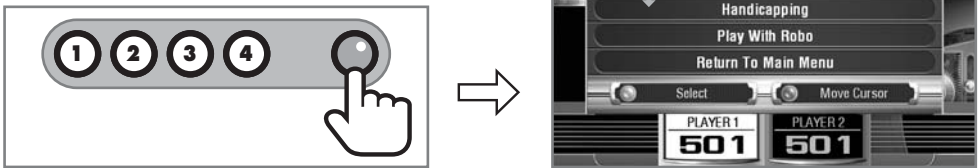
5.1 Beginning Game

How to use

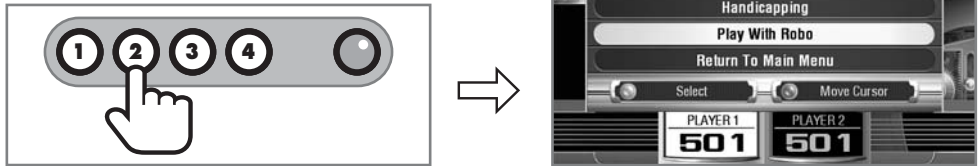
Step 1: As beginning game, before thowing any dart, press any yellow button to bring up **Game Dialog Box**.



Step 2: Press the red button to move cursor.



Step 3: Press any yellow button to select item.



Explanation

Return To Game
Handicapping
Standard Or Cut Throat
How To Play
Play With Robo
Return To Main Menu

- **Return To Game** - Select this item to bring you back to the game without do anything.
- **Handicapping** - Handicapping allows the giving of points to any player position, without affecting that player's game average (see Part 2/Section 6).
- **Standard Or Cut Throat** - These are choices for players to select Standard Playing or Cut Throat Playing. This option available only 3 - 4 players Cricket Games.

- **How To Play** - Select this item to view instruction of the game.
- **Play With Robo** - Player(s) may play against Robo with the choice of six Robo skill levels. There is a limit of one Robo per game (same as Option Setting Menu).

- **Return To Main Menu** - Press any yellow button to return to that game menu.

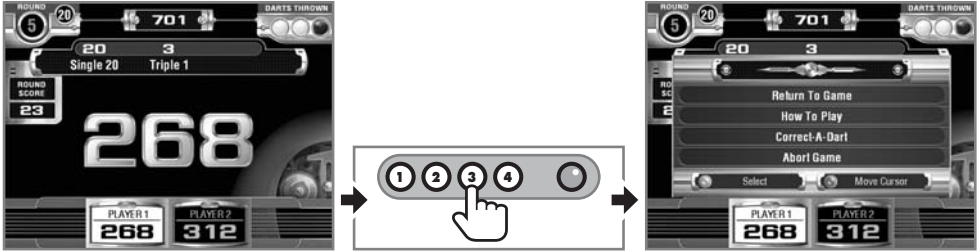


- *Handicapping is available on '01 Games and Cricket Games only.*
- *Play With Robo is available on '01 Games and Standard Cricket only.*

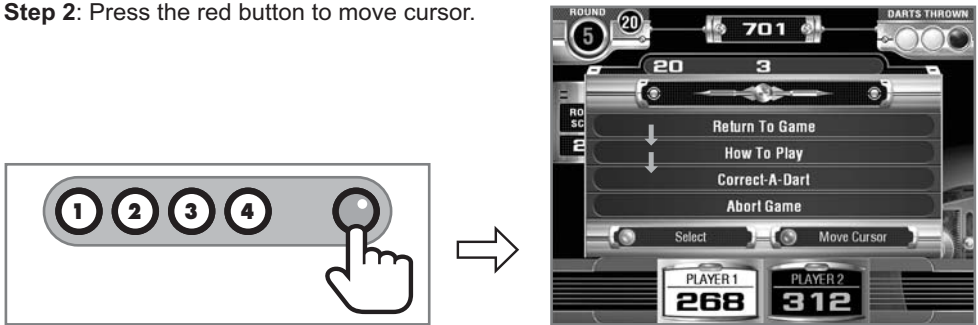
5.2 During Playing Game

How to use

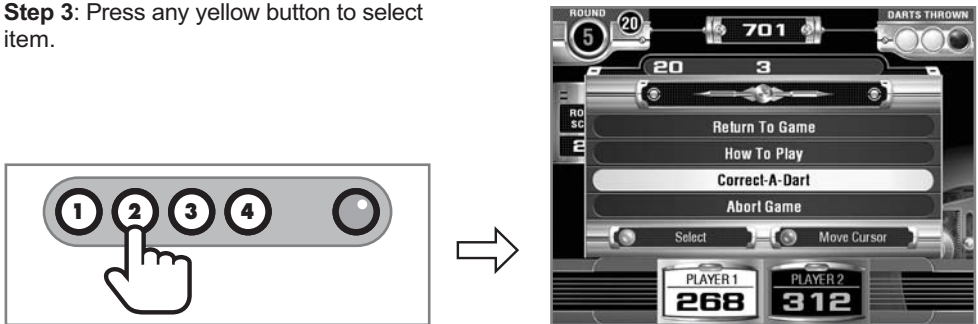
Step 1: During playing a game, press any yellow button to bring up Game Dialog Box.



Step 2: Press the red button to move cursor.



Step 3: Press any yellow button to select item.



Explanation

- **Return To Game** - Select this item to bring you back to the game without do anything.
- **How To Play** - Select this item to view instruction of the game.
- **Correct-A-Dart** - Allows the changing of the scores on the most recent turn, on a dart by dart basis (see Part 2/Section 8).
- **Abort Game** - Allows you to exit a game and return to the game menu (see Part 2/Section 9).



6 - Handicapping

6.1 '01 Handicapping

Handicapping allows the giving of points to any player position, without affecting that player's game average.

How to access

There are two methods to access **Handicapping**.

1) Select Handicapping at Option Setting Menu



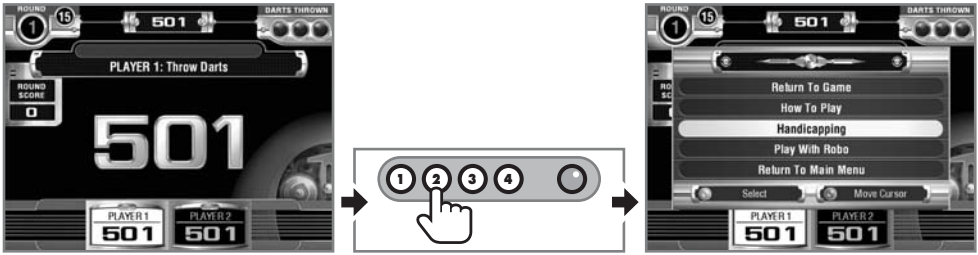
2) Select Handicapping at the beginning of game



Step 1: At the beginning of the game, press any yellow button to bring up **Game Dialog Box**.

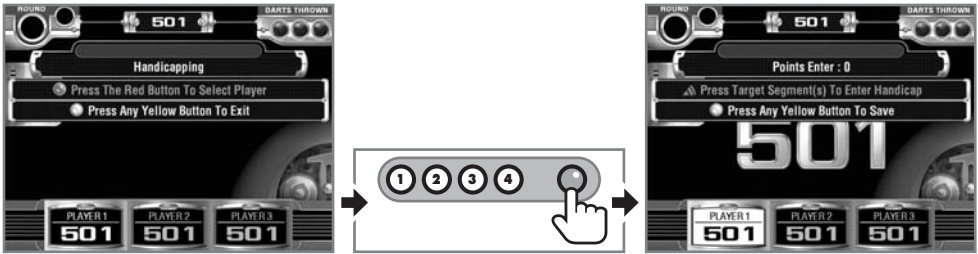
Step 2: Press the red button to scroll to **Handicapping**.

Step 3: Press any yellow button to select **Handicapping**.

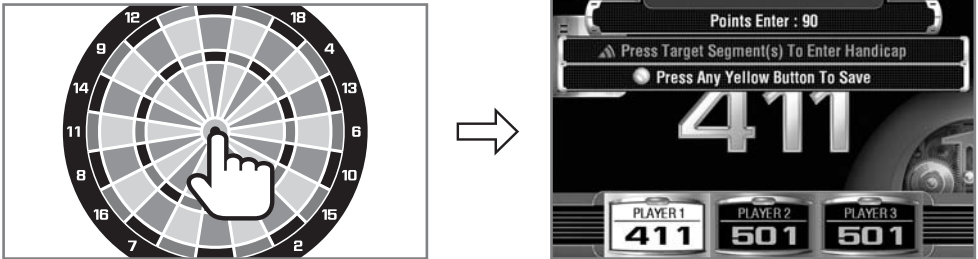


How to use

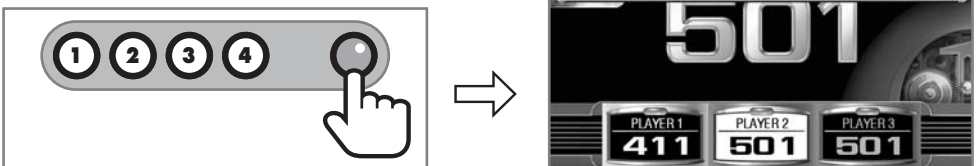
Step 1: Use the red button to select the player who you want to handicap.



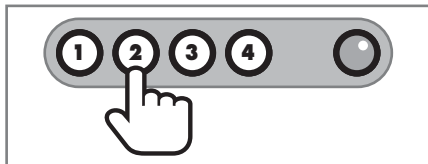
Step 2: Press target segments to enter handicap number.



Step 3: Press the red button to move to the next player to handicap.



Step 4: After finished applied, press any yellow button to exit the handicapping mode.



Step 5: A confirmation dialog box will display to confirm your applied handicap value. Press the red button to cancel or press any target segment to save.

6.2 Cricket Handicapping

Handicapping allows the giving of marks and/or points to any player position, without affecting that player's game average.

How to access

1) Select Handicapping at Option Setting Menu



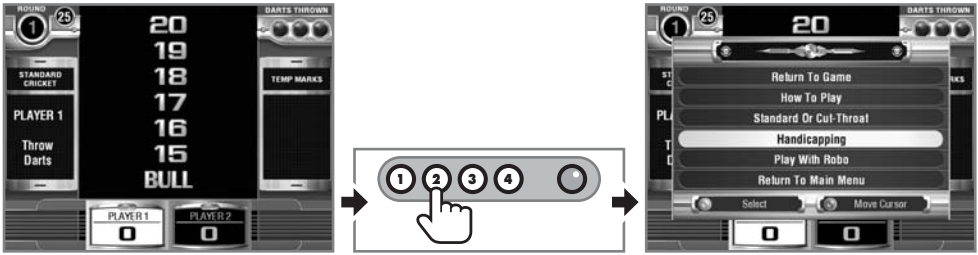
2) Select Handicapping at beginning game



Step 1: At the beginning of the game, press any yellow button to bring up the **Game Dialog Box**.

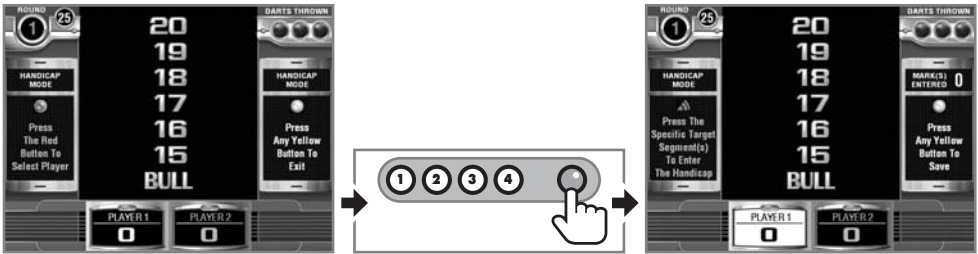
Step 2: Press the red button to scroll to **Handicapping**.

Step 3: Press any yellow button to select **Handicapping**.

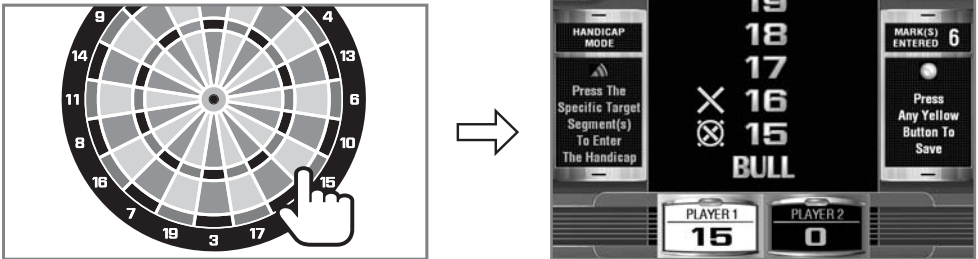


How to use

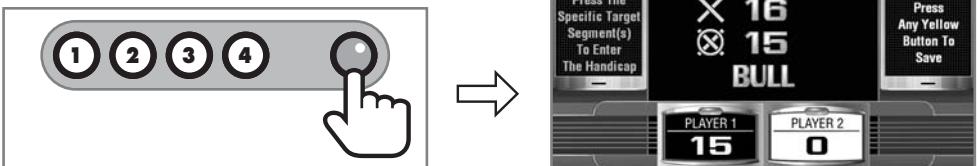
Step 1: Use the red button to select the player who you want to handicap.



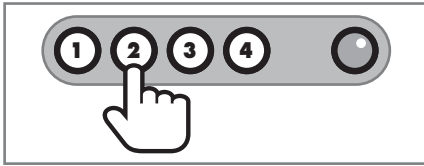
Step 2: Press target segments to enter handicap number.



Step 3: Press the red button to advance to the next player to handicap.



Step 4: Once the handicap(s) has been entered, press any yellow button to exit the handicapping mode.



Step 5: A confirmation dialog box will display to confirm your applied handicap value. Press any target segment to save. Or press the red button to cancel and return to started value(s).

7 - View Instruction

How to access

1. Press bullseye to view instructions of each game which is highlighted.



2. Once a game has been selected, press any yellow button prior to, or during a game. Then, press any yellow button again to bring up **Game Dialog Box** scroll to " **How to play** " by the red button and press any yellow button to select.



Beginning of a game



During a game

8 - Correct-A-Dart

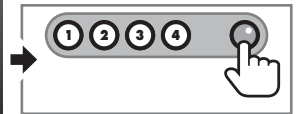
Correct-A-Dart - Allows the changing of the scores on the most recent turn, on a dart by dart basis. **Correct-A-Dart** may be accessed during or upon the completion of a turn.



CORRECT-A-DART : PLAYER 1			
Dart Sequence	1	2	3
Original Scores	S-10	S-16	S-B
Correct Score			
Move Cursor ←	○	▲ →	Correct Score
0 Point ←	1	3 →	Save & Exit
Re-Throw Dart (RT) ←	2	4 →	Exit Without Saving

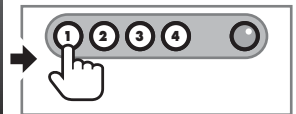
8.1 Explanation

Move Cursor ←	○	▲ →	Correct Score
0 Point ←	1	3 →	Save & Exit
Re-Throw Dart (RT) ←	2	4 →	Exit Without Saving



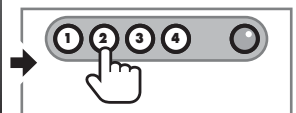
➔ 1. Press the red button to move cursor.

Move Cursor ←	○	▲ →	Correct Score
0 Point ←	1	3 →	Save & Exit
Re-Throw Dart (RT) ←	2	4 →	Exit Without Saving



➔ 2. Press the yellow button 1 to change the score to zero point (miss dart).

Move Cursor ←	○	▲ →	Correct Score
0 Point ←	1	3 →	Save & Exit
Re-Throw Dart (RT) ←	2	4 →	Exit Without Saving



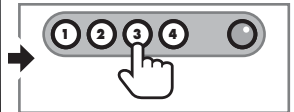
➔ 3. Press the yellow button 2 to **Re-Throw Dart**.



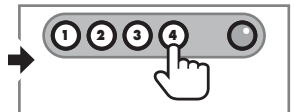
To complete the Re-Throw function, after pressed the yellow button 2, you have to press the yellow button 3 to activate the **Re-Throw Dart** function.



→ 4. Press any target segment to correct score(s).



→ 5. Press the yellow button 3 to save changed then screen will back to the game automatically.



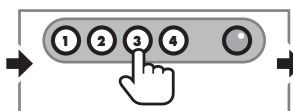
→ 6. Press the yellow button 4 to exit without saving any changed.

8.2 How to Access

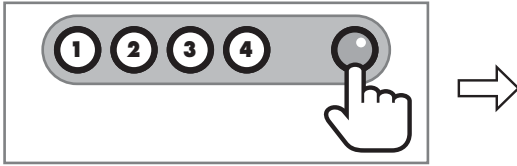
Correct-A-Dart is a very useful function for players to correct mistake(s) which happens during playing a game. There are 2 different situations.

1) After throw the first dart or the second dart

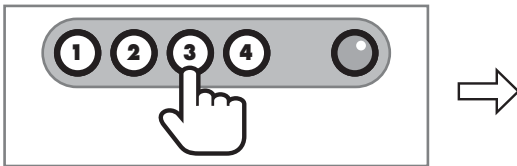
Step 1: After throw the first dart or the second dart and some mistake happened, you can access **Correct-A-Dart** suddenly by pressing any yellow button to bring up the **Game Dialog Box**.



Step 2: Press the red button to move the cursor to **Correct-A-Dart**.

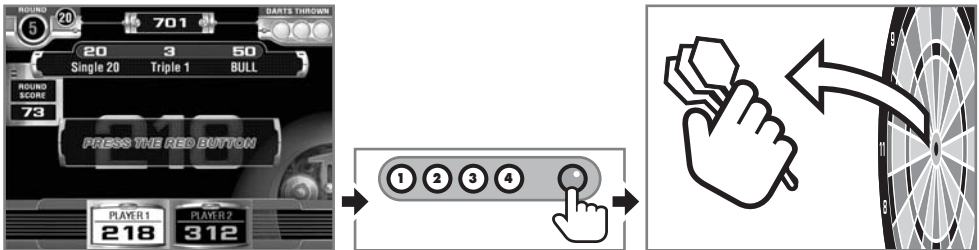


Step 3: Press any yellow button to select **Correct-A-Dart**.

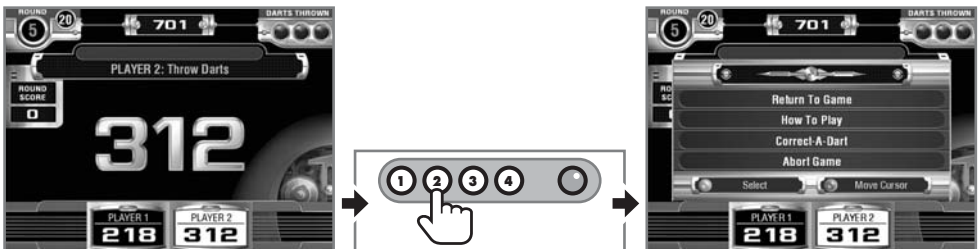


2) After throw all 3 darts

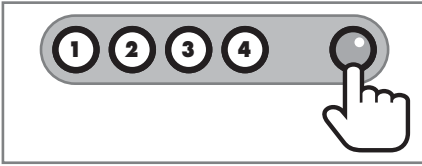
Step 1: After throw all three darts then press the red button and take off your darts.



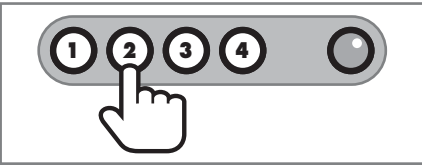
Step 2: Before starting next turn, press any yellow button to bring up the **Game Dialog Box**.



Step 3: Press the red button to move to Correct-A-Dart.



Step 4: Press any yellow button to select Correct-A-Dart.

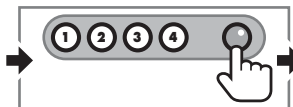


8.3 How to Use

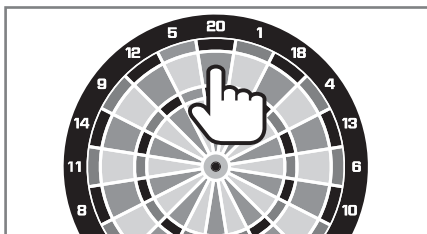
1) Current player (within the last 3 darts)

How to use

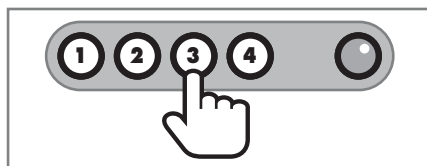
Step 1: Cursor is always on the last dart. Press the red button to move cursor to the dart sequence that you want to correct score(s). (Assume second dart)



Step 2: Press the corrected target segment(s). The corrected score(s) will show in Correct Score Box.



Step 3: Press the yellow button 3 to save the score(s) and back to the game.



Tip If you want to **Re-Throw Dart**, please follow this instruction.

Step 1: Press the red button to move cursor to the dart sequence that you want to re-throw

Step 2: Press the yellow button 2 to re-throw

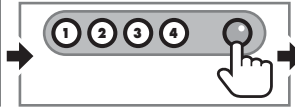


- **Re-Throw Dart** will affect from the selected dart sequence forward to the 3rd dart.
 - If you select Re-Throw at the 3rd dart, you can re-throw only the third darts.
 - If you select Re-Throw at the 2nd dart, you can re-throw the second and the third darts.
 - If you select Re-Throw at the 1st dart, you can re-throw all three darts.

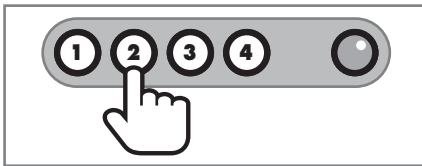
Previous player (within the last 6 darts)

How to use

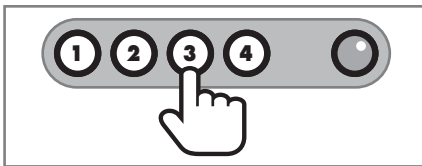
Step 1: When the **Correct-A-Dart** screen comes up, press the red button to move cursor to the first dart sequence.



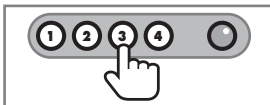
Step 2: Press the yellow button 2 to Re-Throw Dart.



Step 3: Press the yellow button 3 to save and back to the game.



Step 4: After back to the game, then press any yellow button to bring up the **Game Dialog Box** and select **Correct-A-Dart** again.



Step 5: It will show previous player's dart scores. You can correct score(s) that you want.

Step 6: When finish, press the yellow button 3 to save and back to the game.



Player cannot go back over the last 6 darts.

9 - Abort Game

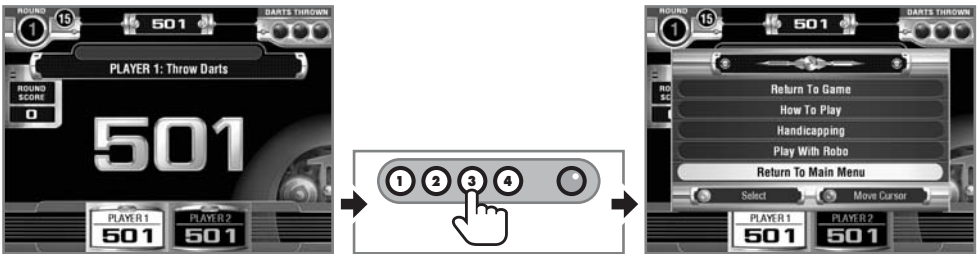
Abort Game allows you to exit a game and return to the game menu.

How to access

1) Beginning game

Step 1: Prior to any darts being thrown, press any yellow button to bring up the **Game Dialog Box**.

Step 2: Press the red button to select **Return To Main Menu**.



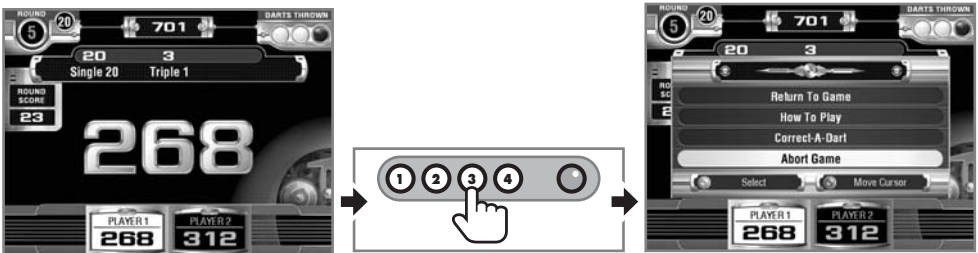
No credits deducted for aborting a game prior to any darts being thrown.

2) During playing game

Step 1: Press any yellow button to bring up the **Game Dialog Box**.

Step 2: Press the red button to scroll to **Abort Game**.

Step 3: Press any yellow button to select **Abort Game**.



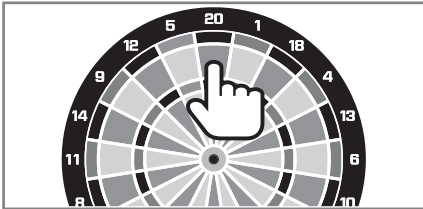


Credits will be deducted as same as playing a game.

10 - Recall Stats and Top Ten List

Stats may be recalled from the most previous game and the Top Ten list may be viewed (if applicable) with or without credits in the board.

10.1 How to Recall Stats

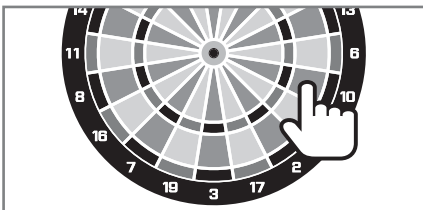


➔ To recall stats press the 20 segment.



The games that can be recalled stats are all '01 Games, all Cricket Games, Count-Up, Super Count-Up, Cricket Count-Up, Super Cricket Count-Up, Rating Test - 6 Games, Match Play and League.

10.2 How to view a Top Ten list



➔ Use the cursor to highlight the desired game and press the 10 segment.



The games that can be view Top Ten list are Count-Up, Super Count-Up (Standard), Cricket Count-Up, Super Cricket Count-Up, Eagle's Eye, Half-It, Traffic Light and Magic Multiplier.

11 - Stats

11.1 Stats Screen PPR or PPD

Point Per Dart (PPD) is a system for averaging the points that a player throws each dart in an '01 game. The higher the **PPD**, the better the player. It is calculated by total points scored divided by the number of actual darts thrown.

Point Per Round (PPR) is a system for averaging the points that a player throws each dart in an '01 game. The higher the **PPR**, the better the player. It is calculated by total points scored divided by the actual darts thrown, then multiplied it by 3.

		PLAYER 1	PLAYER 2	
Points Remaining		71	0	
Darts Recorded		24	23	
		PPR - MR	PPR - MR	
SINGLES		53.75 - 3	65.35 - 6	
DOUBLES	P1	71.00 - 7	70.25 - 7	
	P2	36.50 - 1	60.00 - 5	
TRIOS	P1	65.00 - 6	76.67 - 8	
	P2	51.67 - 3	67.13 - 6	
	P3	40.00 - 1	46.00 - 2	
PPR = Points Per Round		MR = Medalist Player Rating		
Press Any Yellow Button For Feats		Press The Red Button To Exit		

Labels for the 501 screen:

- Points at the end of game (Points Remaining)
- Player's stats and rating - assume only single player (Darts Recorded)
- Player's stats and rating - assume each player as a team that has 2 players (P1 and P2) (SINGLES, DOUBLES, TRIOS)
- Game name (501)
- Player's name (PLAYER 1, PLAYER 2)
- Total darts recorded (Darts Recorded)
- Player's stats and rating - assume each player as a team that has 3 players (P1, P2 and P3) (TRIOS)

The games that show stats in **PPD** or **PPR** are '01 Games, Count-Up and Super Count-Up.

11.2 Stats Screen MPR

Marks Per Round (MPR) is a system for averaging the "marks" that a player throws each round in a game of cricket. The higher the **MPR**, the better the player. It is calculated by taking the total marks scored divided by the actual darts thrown, then multiplying it by 3.

		PLAYER 1	PLAYER 2	
Score / Marks		240 / 33	260 / 35	
Darts Recorded		47	45	
		MPR - MR	MPR - MR	
SINGLES		2.11 - 5	2.33 - 6	
DOUBLES	P1	1.88 - 3	2.35 - 6	
	P2	2.35 - 6	2.32 - 6	
TRIOS	P1	2.17 - 5	2.63 - 7	
	P2	2.57 - 7	2.36 - 6	
	P3	1.60 - 2	2.00 - 4	
MPR = Average Marks Per Round		MR = Medalist Player Rating		
Press Any Yellow Button For Feats		Press The Red Button To Exit		

Labels for the STANDARD CRICKET screen:

- Total darts recorded (Darts Recorded)
- Player's stats and rating - assume only single player (Darts Recorded)
- Player's stats and rating - assume each player as a team that has 2 players (P1 and P2) (DOUBLES, TRIOS)
- Game name (STANDARD CRICKET)
- Player's name (PLAYER 1, PLAYER 2)
- Points and total marks at the end of game (Score / Marks)
- Player's stats and rating - assume each player as a team that has 3 players (P1, P2 and P3) (TRIOS)

The games that show stats in **MPR** are Cricket Games, Cricket Count-Up and Super Cricket Count-Up.



- *Singles Stats* - is stats calculated from one player played all round in a game.
- *Doubles Stats* - are stats calculated each player stats by assuming a team has 2 players.
 - P1 - Plays 1st round, 3rd round, 5th round, ...
 - P2 - Plays 2nd round, 4th round, 6th round, ...
- *Trios Stats* - are stats calculated each player stats by assuming a team has 3 players.
 - P1 - Plays 1st round, 4th round, 7th round, ...
 - P2 - Plays 2nd round, 5th round, 8th round, ...
 - P3 - Plays 3rd round, 6th round, 9th round, ...

12 - Medalist Rating

Medalist Rating is a player-classification by using **PPD**, **PPR** and **MPR**.

PPR			MPR		
Average Points Per Round			Average Marks Per Round		
From	To	Rating	From	To	Rating
0	44.99	1	0	1.49	1
45	49.99	2	1.5	1.69	2
50	54.99	3	1.7	1.89	3
55	59.99	4	1.9	2.09	4
60	64.99	5	2.1	2.29	5
65	69.99	6	2.3	2.49	6
70	74.99	7	2.5	2.69	7
75	79.99	8	2.7	2.89	8
80	84.99	9	2.9	3.09	9
85	89.99	10	3.1	3.29	10
90	94.99	11	3.3	3.49	11
95	99.99	12	3.5	3.69	12
100	104.99	13	3.7	3.89	13
105	109.99	14	3.9	4.09	14
110	114.99	15	4.1	4.29	15
115	119.99	16	4.3	4.49	16
120	180.00	17	4.5	9.00	17

13 - Medalist Award



Low Ton - A score of 101 to 150 points in one round.



High Ton - A score of 151 to 180 points in one round.



Ton 80 - Three darts in the triple 20 segment in one round.



Hat Trick - Three bullseyes scored in one round. Any combination of three single or double bullseyes counts as a **Hat Trick**.



Three In The Black - Three darts in double bullseyes.



Three In A Bed - Three darts in any one triple or one double segment in one round.

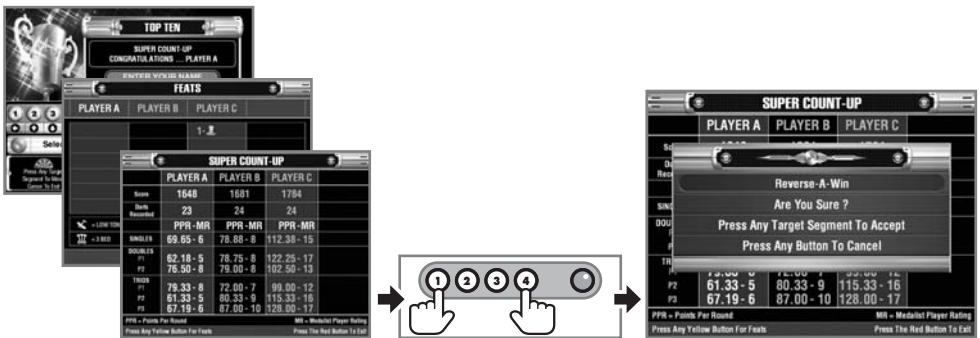


White Horse - When a player hits three different unmarked triples in one round of Cricket to equal 9 marks (9 mark round is not given).

5, 6, 7, 8, 9 Marks - the number of marks scored in one round.

14 - Reverse-A-Win

In case of some mistakes occurred while playing and made the game finish. You can go back to the last turn and fix this problem by using **Reverse-A-Win**.



You can access " **Reverse-A-Win** " by pressing the yellow button 1 and the yellow button 4 simultaneously when you are at:

- Stat screen, after the game finished.
- Feats screen, after the game finished.
- Top ten screen, before enter name.



- **Reverse-A-Win** is available only one time per game.
- **Reverse-A-Win** is available for '01 games, Cricket games, Count-up, Super Count-up, Cricket Count-up, Super Cricket Count-up, Eagle's eye, Half-It, Match Play and League.

15 - Game and How to Play

15.1 Game Instructions

15.1.1 - '01 Games

'01 (1 player)

Playing the game:

The player begins the game with number of game points (301, 501, 701, 901, 1101, 1501). Points scored are subtracted. If at anytime the player scores more than the number of points remaining, the player busts, the turn is ended and the player's score is reset to the points existing when the round started. Game options can enhance or diminish dart scoring and/or game ending opportunities.



Wining the game:

When a player reaches zero points (exactly), within the guidelines of the option(s) selected, the game is finished.

'01 (2, 3, 4 players)

Playing the game:

The players begin the game with number of game points (301, 501, 701, 901, 1101, 1501). Points scored are subtracted. If at anytime the player scores more than the number of points remaining, the player busts, the turn is ended and the player's score is reset to the points existing when the round started. Game options can enhance or diminish dart scoring and/or game winning opportunities.



Wining the game:

When a player reaches zero points (exactly), within the guidelines of the option(s) selected, the game is finished.

15.1.2 - Cricket Games

Standard Cricket (1 player)

Playing the game:

Only the 15 - 20 and the bullseye are the valid numbers. The darts scoring on the valid numbers are recorded as marks. Single segments score 1 mark, doubles 2 marks and triples 3 marks. When the first 3 marks close a number, additional marks are not scored or counted.



Wining the game:

The game ends when all of the valid numbers are closed.

Standard Cricket (2, 3, 4 players)

Playing the game:

Only the 15 - 20 and the bullseye are the valid numbers. The darts scoring on the valid numbers are recorded as marks. Single segments score 1 mark, doubles 2 marks and triples 3 marks. When the first 3 marks close a number, additional marks score points until all of the players have closed that number.



Wining the game:

The player who closes all of the valid numbers and whose score is the highest or ties the highest score wins. Or at the end of the round limit, the player with the most marks wins.

Cut-Throat Standard Cricket (2, 3, 4 players)

Playing the game:

Only the 15 - 20 and the bullseye are the valid numbers. The darts scoring on the valid numbers are recorded as marks. Single segments score 1 mark, doubles 2 marks and triples 3 marks. When the first 3 marks close a number, additional marks score points on the players who have not closed that number.



Wining the game:

The player who closes all of the valid numbers and whose score is the lowest or ties the lowest score wins. Or at the end of the round limit, the player with the lowest score wins.

Advantage Cricket (2, 3, 4 players)

Playing the game:

Advantage Cricket is Standard Cricket with reverse-handicapping. The lowest rated player requires 3 marks to close a number and the higher rated player(s) require additional marks depending on the rating points differential(s).

Only the 15 - 20 and the bullseye are the valid numbers. the darts scoring on the valid numbers are recorded as marks. Single segments score 1 mark, doubles 2 marks and triples 3 marks. The first 3 marks close a number, additional marks are not scored or counted.



Wining the game:

The player who closes all of the valid numbers and whose score is the highest or ties the Highest score wins. Or at the end of the round limit, the player with the most marks wins.

Cut-Throat Advantage Cricket (3, 4 players)

Playing the game:

Advantage Cricket is Standard Cricket with reverse-handicapping. The lowest rated player requires 3 marks to close a number and the higher rated player(s) require additional marks depending on the rating points differential(s).

Only the 15 - 20 and the bullseye are the valid numbers. the darts scoring on the valid numbers are recorded as marks. Single segments score 1 mark, doubles 2 marks and triples 3 marks. The marks required to close a number are displayed under the individual players. Additional marks score points on the players who have not closed that number.



Wining the game:

The player who closes all of the valid numbers and whose score is the lowest or ties the lowest score wins. Or at the end of the round limit, the player with the lowest score wins.

Crazy Cricket (1 player)

Playing the game:

The board randomly selects 7 numbers (5 - 20, bullseye). The darts scoring on the valid numbers are recorded as marks. Once a mark is recorded on a number, that number will remain throughtout the game. If on any turn, no mark is recorded on a number, that number will randomly change prior to the next turn. Single segments score 1 mark, doubles 2 marks and triples 3 marks. When the first 3 marks close a number, additional marks are not scored or counted.



Wining the game:

The game ends when all of the valid numbers are closed.

Crazy Cricket (2, 3, 4 players)

Playing the game:

The board randomly selects 7 numbers (5 - 20, bullseye). The darts scoring on the valid numbers are recorded as marks. Once a mark is recorded on a number, that number will remain throughtout the game. If on any turn, no mark is recorded on a number, that number will randomly change prior to the next player's turn. Single segments score 1 mark, doubles 2 marks and triples 3 marks. When the first 3 marks close a number, additional marks score points until all of the players have closed that number.



Wining the game:

The player who closes all of the valid numbers and whose score is the highest or ties the highest score wins. Or at the end of the round limit, the player with the most marks wins.

Cut-Throat Crazy Cricket (2, 3, 4 players)

Playing the game:

The board randomly selects 7 numbers (5 - 20, bullseye). The darts scoring on the valid numbers are recorded as marks. Once a mark is recorded on a number, that number will remain throughout the game. If on any turn, no mark is recorded on a number, that number will randomly change prior to the next player's turn. Single segments score 1 mark, doubles 2 marks and triples 3 marks. When the first 3 marks close a number, additional marks score points on the players who have not closed that number.



Wining the game:

The player who closes all of the valid numbers and whose score is the lowest or ties the lowest score wins. Or at the end of the round limit, the player with the lowest score wins.

Random Cricket (1 player)

Playing the game:

The board randomly selects 6 numbers (5 - 20). these 6 numbers plus the bullseye are the valid numbers. The darts scoring on the valid numbers are recorded as marks. Single segments score 1 mark, doubles 2 marks and triples 3 marks. When the first 3 marks close a number, additional marks are not scored or counted.



Wining the game:

The game ends when all of the valid numbers are closed.

Random Cricket (2, 3, 4 players)

Playing the game:

The board randomly selects 6 numbers (5 - 20). These 6 numbers plus the bullseye are the valid numbers. The darts scoring on the valid numbers are recorded as marks. Single segments score 1 mark, doubles 2 marks and triples 3 marks. When the first 3 marks close a number, additional marks score points until all of the players have closed that number.



Wining the game:

The player who closes all of the valid numbers and whose score is the highest or ties the highest score wins. Or at the end of the round limit, the player with the most marks wins.

Cut-Throat Random Cricket (2, 3, 4 players)

Playing the game:

The board randomly selects 6 numbers (5 - 20). these 6 numbers plus the bullseye are the valid numbers. The darts scoring on the valid numbers are recorded as marks. Single segments score 1 mark, doubles 2 marks and triples 3 marks. When the first 3 marks close a number, additional marks score points on the players who have not closed that number.



Wining the game:

The player who closes all of the valid numbers and whose score is the lowest or ties the lowest score wins. Or at the end of the round limit, the player with the lowest score wins.

Select-A-Cricket (1 player)

Playing the game:

The player selects 7 valid numbers (1 - 20 and bullseye) using the target segments. The darts scoring on the valid numbers are recorded as marks. Single segments score 1 mark, doubles 2 marks and triples 3 marks. When the first 3 marks close a number, additional marks are not scored or counted.



Wining the game:

The game ends when all of the valid numbers are closed.

Select-A-Cricket (2, 3, 4 players)

Playing the game:

The player selects 7 valid numbers (1 - 20 and bullseye) using the target segments. The darts scoring on the valid numbers are recorded as marks. Single segments score 1 mark, doubles 2 marks and triples 3 marks. When the first 3 marks close a number, additional marks score points until all of the players have closed that number.



Wining the game:

The player who closes all of the valid numbers and whose score is the highest or ties the highest score wins. Or at the end of the round limit, the player with the most marks wins.

Select-A-Cricket (2, 3, 4 players)

Playing the game:

The player selects 7 valid numbers (1 - 20 and bullseye) using the target segments. The darts scoring on the valid numbers are recorded as marks. Single segments score 1 mark, doubles 2 marks and triples 3 marks. When the first 3 marks close a number,

additional marks score points until all of the players have closed that number.



Wining the game:

The player who closes all of the valid numbers and whose score is the lowest or ties the lowest score wins. Or at the end of the round limit, the player with the lowest score wins.

Hidden Cricket (1 player)

Playing the game:

The board randomly selects 7 numbers (5 - 20 and bullseye). All the numbers are hidden. When a dart hits a hidden number, that number is revealed and is valid. The darts scoring on the valid numbers are recorded as marks. Single segments score 1 mark, doubles 2 marks and triples 3 marks. When the first 3 marks close a number, additional marks are not scored nor counted.



Wining the game:

The game ends when all of the valid numbers are closed.

Hidden Cricket (2, 3, 4 players)

Playing the game:

The board randomly selects 7 numbers (5 - 20 and bullseye). All the numbers are hidden. When a dart hits a hidden number, that number is revealed and is valid. The darts scoring on the valid numbers are recorded as marks. Single segments score 1 mark, doubles 2 marks and triples 3 marks. When the first 3 marks close a number, additional marks score points until all of the players have not closed that number.



Wining the game:

The player who closes all of the valid numbers and whose score is the highest or ties the highest score wins. Or at the end of the round limit, the player with the most marks wins.

Cut-Throat Hidden Cricket (2, 3, 4 players)

Playing the game:

The board randomly selects 7 numbers (5 - 20 and bullseye). All the numbers are hidden. When a dart hits a hidden number, that number is revealed and is valid. The darts scoring on the valid numbers are recorded as marks. Single segments score 1 mark, doubles 2 marks and triples 3 marks. When the first 3 marks close a number, additional marks score

points on the players who have not closed that number.



Wining the game:

The player who closes all of the valid numbers and whose score is the lowest or ties the lowest score wins. Or at the end of the round limit, the player with the lowest score wins.

15.1.3 - Competition Category

Team 2 Scores (Stacked),(4 players)

Playing the game:

Team A - players 1 & 3, Team B - players 2 & 4 only the 15 - 20 and the bullseye are valid numbers. Darts scoring on valid numbers are recorded as marks. Single segments score 1 mark, doubles 2 marks and triples 3 marks. When the first 3 marks close a number, additional marks score points until both teams have closed that number.



Wining the game:

The team closing all of the valid numbers and has the highest or ties the highest score wins. Or at the end of the round limit, the team with the highest most marks wins.

Team 4 Scores (Split),(4 players)

Playing the game:

Team A - players 1 & 3, Team B - players 2 & 4 only the 15 - 20 and the bullseye are valid numbers. Darts scoring on valid numbers are recorded as marks. Single segments score 1 mark, doubles 2 marks and triples 3 marks. When the first 3 marks close a number, additional marks score points only if a partner has that number closed, and either player on the other team has a number open.



Wining the game:

The team that closes all of the valid numbers and has the highest combined score or ties the highest combined score win. Or end of the round limit, the team with the highest total marks wins.

Count-Up (1 - 4 players)

Playing the game:

Each player begins the game with zero points. As darts score, the corresponding points are added to the player's game score. Players attempt to score as many points as possible.



Wining the game:

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

Super Count-Up (1 - 4 players)

Playing the game:

Each player begins the game with zero points. As darts score, the corresponding points are added to the player's game score.

1st dart = Segment value X 1

2nd dart = Segment value X 2

3rd dart = Segment value X 3

Final round:

1st dart = Segment value X 1

2nd dart = Segment value X 3

3rd dart = Segment value X 5



Wining the game:

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

Super Count-Up Match Play (3, 4, 5 Games, 2 Teams)

Playing the game:

Super Count-Up Match Play requires 2 teams - singles or doubles. A match consists of 3, 4 or 5 games of **Super Count-Up**. The total points, not games won, determine the winner. The shooting order must be established, flip or cork, prior to entering the ratings - Player "A" (or Team "A") shoots first in the first game. Thereafter, the loser of the previous game "has the hammer" - shoots last.



SUPER COUNT-UP MATCH PLAY					
Loser Of The Previous Game "Has The Hammer" - Shoots Last					
PLAYER A - 7			PLAYER B - 9		
Game	Score	Average	MP	Game	Average
Game 1	1820	76.50	8	1976	88.45
Game 2				Shoots First	
Game 3					
Total	1820	76.50	8	1976	88.45

Wining the game:

The player or teams with the highest total points at the end of the match wins.

Rating Test - 6 Games (1 - 4 players)

Taking The Test:

A **Rating Test** is a combination of 6 games of **Count-Up** and **Modified Cricket Count-Up** (alternating). Upon the completion of the test, individual player's **Count-Up** and **Cricket Count-Up** averages and test rating will be displayed along with the following

Notice:

This rating is a guideline based on a limited test. In declaring a temporary rating for tournament or league play it is your responsibility to decide if your performance in these 6 games is an accurate measurement of your average ability - you may want to add rating points.

	PLAYER 1	PLAYER 2		
#	Game	Pts	W/L	Pts
1	C-U			
2	Crk C-U			
3	C-U			
4	Crk C-U			
5	C-U			
6	Crk C-U			
	Final PPR			
	Final WPR			
	Rating			

Modified Cricket Count-Up (1 - 4 players)

Playing the game:

Cricket Count-Up in the **Rating Test** has been modified to enhance the value of the rating information being generated - all of the cricket numbers are active, as in **Standard Cricket**, and will record marks. All of the marks recorded will count in determining average marks per round.

15.1.4 - Variety Games

Pirates' Plunder (1 - 4 players)

Playing the game:

The player begins the game with a score of zero. Required do or die points and grab the gold points are determined by individual ratings. In a round, a player must score points equal to or greater than the do or die points. In a round, if a player fails to score the required points, then that player will lose all of the points scored in that round. In a round, if a player scores player scores points equal to or greater the grab the gold points, that player will receive the bonus points, as displayed, in addition to whatever round points were scored and secured by the player. Grab the gold bonus points start at 50 and increase by 20 points whenever a player fails to grab the gold. When a player grabs the gold, the bonus points start over at 50.



Wining the game:

The player who has the highest score wins.

Air Attack (2 - 4 players)

Playing the game:

Each player begins the game with five balloons. In two and three player games, four out of the five balloons are identified and there is one mystery balloon. In the

four player game, three out of the five balloons are identified and there are two mystery balloons. The objective is to attack the opponents' balloons and eliminate the opponents by destroying all of their balloons. A single counts as one hit, a double counts as two hits and a triple counts as three hits. Balloons that are hit but have not been destroyed may be reinflated by the player(s) hitting their own balloons. The search bar at the top of the screen displays numbers that are in use and numbers that have been hit in searching for mystery balloons. If a player hits the number of their own mystery balloon, it will momentarily flash on the balloon but it will not be displayed on the search bar.



Winning the game:

The last player with balloons wins; or at the end of the round limit, the player with the most balloons wins.

Team Air Attack (4 players)

Playing the game:

Team A - players 1 & 3, Team B - players 2 & 4 each player begins the game with five balloons. Three out of the five balloons are identified and there are two mystery balloons. The object is to attack the opponents' balloons and eliminate the opponents by destroying all of their balloons. A single counts as one hit, a double counts as two hits and a triple counts as three hits.



- Players cannot inflict damage on their partner.
- Player can inflate their partners balloon if the balloon has been previously hit.

The search bar at the top of the screen displays numbers in use and numbers that have been hit in searching for mystery balloons. If a player hits the number of one of their own or there partners mystery balloons, it will momentarily flash on the balloon but it will not be displayed on the search bar.

Winning the game:

The last team with balloons wins or at the end of the Round Limit, the team with the most balloons wins.

Thin Ice (2, 3, 4 players)

Playing the game:

Player one begins the game with zero points, all other players begin the game with 50 points.

In a two player game, players begin with five lives.

In a three player game, players begin with ten lives.

In a four player game, players begin with fifteen lives.

In each round, if a player scores higher than any of the other player(s), those players will lose a life. Any player losing all of their lives is eliminated.



Wining the game:

The player with the most lives at the end of the game wins.

Splat (2, 3, 4 players)

Playing the game:

Each player begins the game with zero points. Players attempt to reach 333 points exactly. To splat an opponent, the player's score must equal that opponent's score. When an opponent's score is greater than 180 points, a splat cuts the score in half. If the score is 180 points or less, the score is reduced to zero. All points in excess of 333 will be subtracted from 333 and the remainder becomes the player's score. The game options can enhance or diminish dart scoring and/or game winning opportunities.



Wining the game:

The player who reaches 333 points first, within the guidelines of the option(s) selected wins.

Half-If (1 - 4 players)

Playing the game:

Each player begins the game with 40 points. The valid target number to shoot at is displayed at the beginning of each round.

Round 1: 15 Round 2: 16 Round 3: Any double
Round 4: 17 Round 5: 18 Round 6: Any triple
Round 7: 19 Round 8: 20 Round 9: Bullseye

As darts score, the corresponding points are added to the player's game score. Players who miss the valid target number with all 3 darts will have their score cut in half (**Half-It**).



Wining the game:

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

Cricket Count-Up (1 - 4 players)

Playing the game:

Each player begins the game with zero points. The specific cricket number to shoot at is displayed at the beginning of each round, starting with 20, working down to 15, bullseye, and finally any valid number (15 - 20 and bullseye). As darts score, the corresponding points are added to the player's game score. Players attempt to score as many points as possible.



Wining the game:

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

Super Cricket Count-Up (1 - 4 players)

Playing the game:

Each player begins the game with zero points. The valid cricket number to shoot at is displayed at the beginning of each round (15-20 and bullseye), the final round allows the player to shoot at any of the valid cricket numbers. As darts score, the corresponding points are added to the player's game score.

Players attempt to score as many points as possible.

1st dart = Segment value X 1

2nd dart = Segment value X 2

3rd dart = Segment value X 3

Final Round:

1st dart = Segment value X 1

2nd dart = Segment value X 3

3rd dart = Segment value X 5



Wining the game:

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

Out-On-A-Lim (1 - 4 players)

Playing the game:

Each player selects a level of play, 1 (lowest) to 4 (highest). Each player begins the game with 6 lives. In each round, the player is given an out (a number) to shoot at. If a player reaches zero, using 1 to 3 darts, the player receives an extra life. If after 3 darts a player does not go out, the player will lose a life. Any player losing all of their lives is eliminated.



Wining the game:

The player with the most lives at the end of the game wins.

Eagle's Eye (1 - 4 players)

Playing the game:

The only valid target segment is the bullseye. As darts score, the corresponding points are added to the player's game score. Players attempt to score as many points as possible.



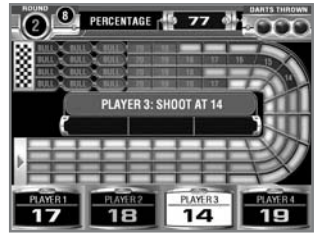
Wining the game:

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

Rotation (1 - 4 players)

Playing the game:

Each player begins the game by shooting at the 1. A single advances one number, a double advances two numbers and a triple advances three numbers. The player(s) tries to hit the numbers as displayed, 1 through 20. In a round, if all the darts hit the target and the last dart scores on the displayed number, the player receives a bonus round and shoots again. After scoring on or progressing past the 20 the player must score three bullseyes to complete the game. The outer bull scores one bullseye and the center bull scores two bullseyes.



Wining the game:

When a player has completed the game, all other players get a chance to complete their games. Tied players will playoff to determine the winner.

Traffic Light (1 - 4 players)

Playing the game:

Each player begins the game with zero points. The objective is to hit the target when the traffic light is "Green" and receive the corresponding points - added to the player's game score. If the light is "Yellow", no points are awarded. If the light is "Red" the corresponding points are deducted from the player's game score. Players attempt to score as many points as possible.



Wining the game:

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

Magic Multiplier (1 - 4 players)

Playing the game:

Each player begins the game with zero points. When a dart scores the "Magic Multiplier" determines the total value for the dart.

Positive (Gold) - 2x, 5x, 10x or 20x

Negative (Black) - 2x, 5x or 10x

"Bankrupt" wipes out the player's accumulated score (positive or negative).

Players attempt to score as many points as possible.



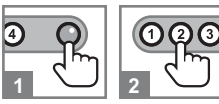

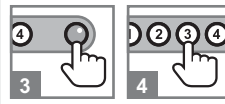

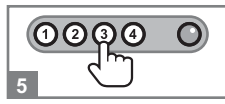



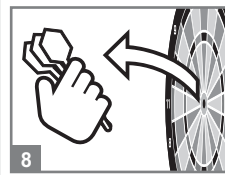

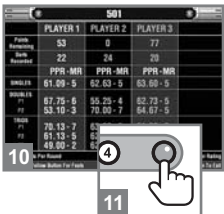
Wining the game:

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

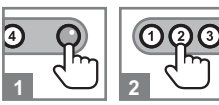
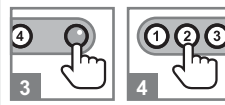
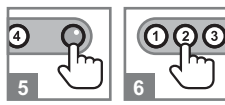
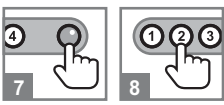




15.2 How to Play

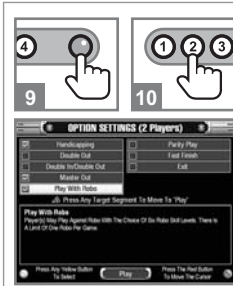
15.2.1 - '01 Games

Example 1: 501, 3 players without any options.

 	 	 	
<p>1) Press the red button to move cursor to '01'. 2) Press any yellow button to access '01'.</p>	<p>3) Press the red button to move cursor to 501. 4) Press the yellow button 3 to select 501-3 players.</p>	<p>5) Press any yellow button to start the game.</p>	<p>6) Player 1 throws darts (three darts per one turn).</p>
			
<p>7) Press the red button to change to the next player's turn.</p>	<p>8) Remove darts from board.</p>	<p>9) When a player reaches zero points (exactly), the game is finished.</p>	<p>10) Stats screen will be shown after game is finished. 11) Press the red button to exit.</p>

Example 2: 701, 2 players, Handicapping, Master Out, Play With Robo.

			
			
<p>1) Press the red button to move cursor to '01'. 2) Press any yellow button to access '01'.</p>	<p>3) Press the red button to move cursor to 701. 4) Press the yellow button 2 to select 701-2 players.</p>	<p>5) Press the red button to move cursor to Handicapping. 6) Press any yellow button to select this item.</p>	<p>7) Press the red button to move cursor to Master Out. 8) Press any yellow button to select this item.</p>



9) Press the red button to move cursor to **Play With Robo**.
 10) Press any yellow button to select this item.



11) Press any target segment to move cursor to **Play**.
 12) Press any yellow button to start the game.



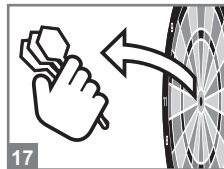
13) Select Robo.
 14) Handicap (see section 6.1)



15) Player 1 throws darts (three darts per one turn).



16) Press the red button to change to the next player's turn.



17) Remove darts from board.



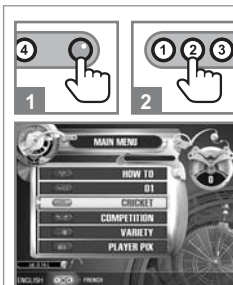
18) When a player reaches zero points (exactly) with **Master Out**, the game is finished.



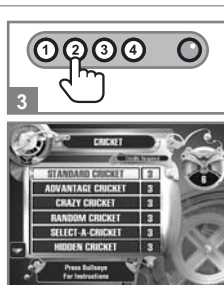
19) Stats screen will be shown after game is finished.
 20) Press the red button to exit.

15.2.2 - Cricket Games

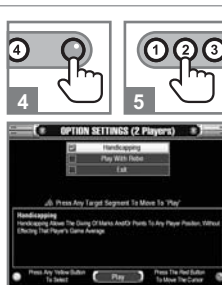
Example 3: Standard Cricket, 2 players, Handicapping



1) Press the red button to move cursor to **Cricket**.
 2) Press any yellow button to access **Cricket**.



3) Press the yellow button 2 to select **Standard Cricket -2 players**.



4) Press the red button to move cursor to **Handicapping**.
 5) Press any yellow button to select this item.



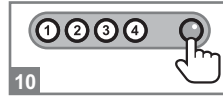
6) Press any target segment to move cursor to **Play**.
 7) Press any yellow button to start the game.



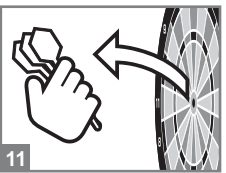
8) Handicap
(see section 6.2)



9) Player 1 throws darts
(three darts per one turn).



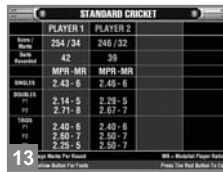
10) Press the red button to
change to the next player's
turn.



11) Remove darts from
board.

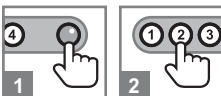


12) The player who closes
all of the valid numbers and
whose score is the highest or
ties the highest score wins;
or at the end of the round
limit, the player with the most
marks wins.

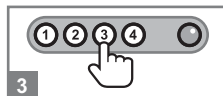


13) Stats screen will be
shown after game is finished.
14) Press the red button to
exit.

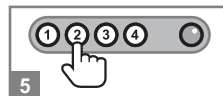
Example 4: Standard Cricket, 3 players (Cut Throat)



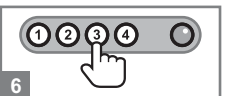
1) Press the red button to
move cursor to **Cricket**.
2) Press any yellow button
to access **Cricket**.



3) Press the yellow button 3
to select **Standard Cricket**
-3 players.
4) Popup will come up with
choices (**Standard** or
Cut Throat)



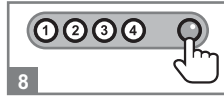
5) Press any yellow button
to select **Cut Throat**.



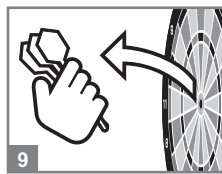
6) Press any yellow button
to start the game.



7) Player 1 throws darts (three darts per one turn).



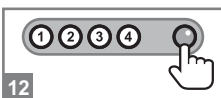
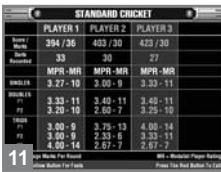
8) Press the red button to change to the next player's turn.



9) Remove darts from board.



10) The player who closes all of the valid numbers and whose score is the lowest or ties the lowest score wins; or at the end of the round limit, the player with the lowest score wins.



11) Stats screen will be shown after game is finished.
12) Press the red button to exit.

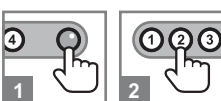


Cut Throat in Cricket Games for 3 - 4 players:

Playing - The darts scoring on the valid numbers are recorded as marks. Single segments score 1 mark, doubles 2 marks and triples 3 marks. The first 3 marks close a number, additional marks score points on the players who have not closed that number.

Winning - The player who closes all of the valid numbers and whose score is the lowest or ties the lowest score wins; or at the end of the round limit, the player with the lowest score wins.

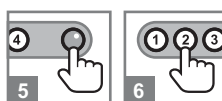
Example 5: Advantage Cricket, 3 players (Standard Play)



1) Press the red button to move cursor to **Cricket**.
2) Press any yellow button to access **Cricket**.



3) Press the yellow button 3 to select **Advantage Cricket** -3 players.
4) Pop up will come up with choices (**Standard** or **Cut Throat**)



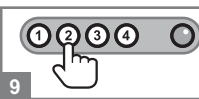
5) Press the red button to move cursor to **Standard**.
6) Press any yellow button to select this item.



7) The **Ratings And Handicap Marks** screen will come up automatically.



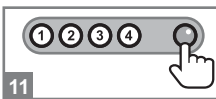
8) Press any target segment (1 - 17) to enter all three players' rating.



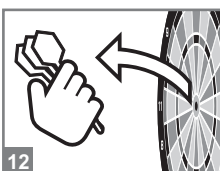
9) Press any yellow button to start the game.



10) Player 1 throws darts (three darts per one turn).



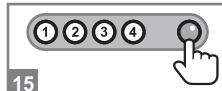
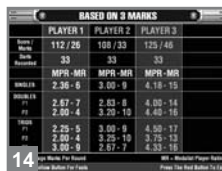
11) Press the red button to change to the next player's turn.



12) Remove darts from board.



13) The player who closes all of the valid numbers and whose score is the highest or ties the highest score wins; or at the end of the round limit, the player with the most marks wins.



14) Stats screen will be shown after game is finished.
15) Press the red button to exit.



Standard in Cricket Games for 3 - 4 players:

Playing - The darts scoring on the valid numbers are recorded as marks. Single segments score 1 mark, doubles 2 marks and triples 3 marks. The first 3 marks close a number, additional marks score points until all of the players have closed that number.

Winning - The player who closes all of the valid numbers and whose score is the highest or ties the highest score wins; or at the end of the round limit, the player with the most marks wins.

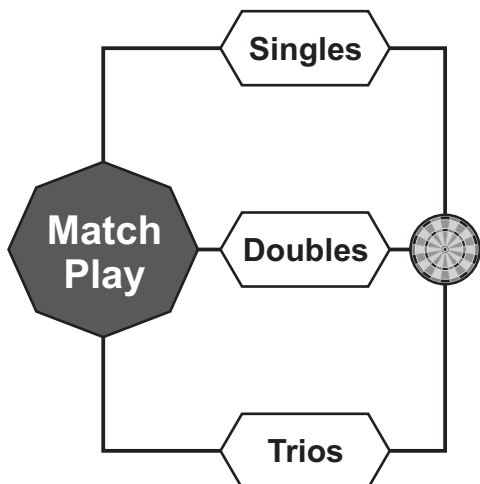
15.2.3 - Count-Up

Example 6: Count-Up, 4 players

<p>1) Press the red button to move cursor to Competition. 2) Press any yellow button to access Competition.</p>	<p>3) Press the red button to move cursor to Count-Up. 4) Press the yellow button 4 to select Count-Up-4 players.</p>	<p>5) Player 1 throws darts (three darts per one turn). 6) Press any yellow button to start the game.</p>
<p>7) Remove darts from board.</p>	<p>8) The player with the highest score at the end of the game wins.</p>	<p>9) Stats screen will be shown after game is finished.</p>
<p>12) After finish each name, press any target segment to move cursor to END. 13) Press the red button to move forward to the next player's name.</p>	<p>10) Press the red button to move forward to the Top Ten List screen. 11) If the player's score is in the best top ten, the player's name entering menu will show. Enter player's name by using yellow buttons and the red button (see instruction from screen).</p>	
<p> After entered all top ten player's names, the photography of the top ten player will start if the camera is available.</p>		
	<p>TOP TEN If You Want To Take Your Photo. Step 1 Press The Red Button To Start The Camera. Smile And Wait Five Seconds For The Camera To Take Your Photo. Step 2 Press The Red Button To Start The Camera. If You Do Not Want To Take Your Photo. Press Any Yellow Button To Skip.</p>	<ul style="list-style-type: none"> ● Press the red button to start the camera. ○ Press any yellow button to skip.

15.2.4 - Match Play

Match Play is a short tournament for any player who loves to challenge with other players.



Auto Handicap for Match Play

► '01 handicap point per 1 different rating

	Singles	Doubles	Trios
301	18	9	6
501	30	15	10
701	42	21	14
901	54	27	18

► Cricket handicap mark per 1 different rating

1 mark per 1 different rating

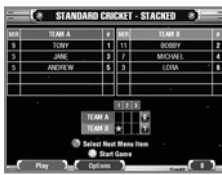
Must be applied as follows:
2 marks starting with 16 with balance on 15 (may score)

All Singles, Doubles and Trios use the same rule.

301 - 301 - 301
501 - 501 - 501
701 - 701 - 701
901 - 901 - 901
301 - 301 - 301 - 301 - 301
501 - 501 - 501 - 501 - 501
701 - 701 - 701 - 701 - 701
901 - 901 - 901 - 901 - 901
Cricket - Cricket - Cricket
Crk - Crk - Crk - Crk - Crk
301 - Cricket - 301
501 - Cricket - 501
701 - Cricket - 701
901 - Cricket - 901
301 - Crk - 301 - Crk - 301
501 - Crk - 501 - Crk - 501
701 - Crk - 701 - Crk - 701
901 - Crk - 901 - Crk - 901
Cricket - 301 - Cricket
Cricket - 501 - Cricket
Cricket - 701 - Cricket
Cricket - 901 - Cricket
Crk - 301 - Crk - 301 - Crk
Crk - 501 - Crk - 501 - Crk
Crk - 701 - Crk - 701 - Crk
Crk - 901 - Crk - 901 - Crk
301 - Cricket - Choice
501 - Cricket - Choice
701 - Cricket - Choice
901 - Cricket - Choice
301 - Crk - 301 - Crk - Choice
501 - Crk - 501 - Crk - Choice
701 - Crk - 701 - Crk - Choice
901 - Crk - 901 - Crk - Choice

Example 7: Match Play – Trios – 501 Medley (501-Cricket-Choice)

<p>1) Press the red button to move cursor to Competition. 2) Press any yellow button to access Competition.</p>	<p>3) Press the red button to move cursor to Match Play. 4) Press any yellow button to select Match Play.</p>	<p>5) Press the red button to move cursor to Trios. 6) Press any yellow button to select Trios.</p>	<p>7) Press the red button to move cursor to Medley-Trios. 8) Press any yellow button to select Medley-Trios.</p>
<p>9) Press the red button to move cursor to 501-Cricket-Choice. 10) Press yellow button 2 to select 501-Cricket-Choice.</p>	<p>11) Input each player's information by pressing the red button to move cursor to the player that you want then 11.1) Input rating by pressing target segment (1 - 17). 11.2) Input name by pressing any yellow button to access the Enter Player's Name Screen then follow the instruction.</p>	<p>12) After finish all players' information then press the red button to move cursor to Play. 13) Press any yellow button to start match.</p>	<p>14) Select match type by pressing the red button to move cursor to match type that you want, assume want to select Open Out. 15) Press any yellow button to select Open Out.</p>
<p>16) Select which team shoot first, assume Team B wins a coin flip. Press the yellow button 2 for Team B shoots first. 17) Press any yellow button to start the first game.</p>	<p>18) Start the first game with auto handicapping and Team B shoots first.</p>	<p>19) Assume Team B wins the first game.</p>	<p>20) Assume Team B wins the first game.</p>



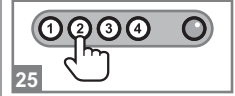
22) At the Match Report Screen, press any yellow button to start the second game.



23) Start the second game with auto handicapping and Team A shoots first.



24) Assume Team A wins the first game.

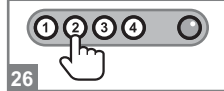


25) Select which team shoot first, assume Team A wins a coin flip. Press the yellow button 1 for Team A shoots first.

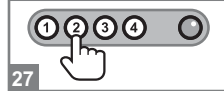


Game Choices popup is appeared automatically.

The other team (Team B) has chance to select game to play (501 or Standard Cricket)



26) Assume Team B select 501, press any yellow button to select 501.



27) Press any yellow button to start the final game.



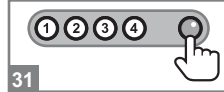
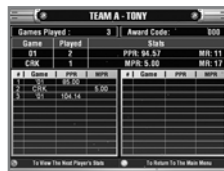
28) Start the second game with auto handicapping and Team A shoots first.



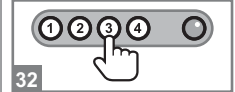
29) Assume Team A wins the final game.



30) Show the result of the match.



31) Press the red button to view each player's stats.



32) Press any yellow button to exit to the main menu



● **Match Winning:**

- 1) Match Play 3 Games - 2 out of 3 games, win the match.
- 2) Match Play 5 Games - 3 out of 5 games, win the match.

● **There are 3 traditional methods to find who plays first - i.e.,**

- 1) CORK - A player that whose dart is closest to the center of board goes first.
- 2) Flip - Players flip a coin to determine who goes first.
- 3) Robo Flip - Dart board machine selects player, who will goes first, randomly.