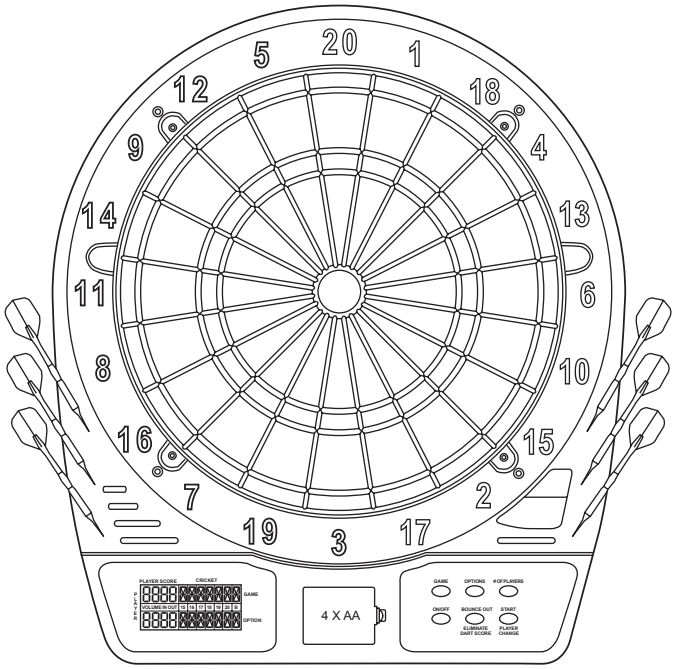
Viper 777
ELECTRONIC DARTBOARD



Please Do Not Hesitate to Contact Our Consumer Hotline at 800-759-0977 with Any Questions That May Arise During Assembly or Use of This Product!

THANK YOU!

Thank you for purchasing this product.

We work around the clock and around the globe to ensure that our products maintain the highest possible quality. However, in the rare case of issues during assembly or use of this product, please contact our Consumer Hotline at **800-759-0977** for immediate assistance before contacting your retailer.

Please read the warranty information at the back of these assembly instructions for further details.

IMPORTANT! PLEASE READ THESE ASSEMBLY INSTRUCTIONS IN ENTIRETY BEFORE ASSEMBLING YOUR PRODUCT.

777 Electronic Dartboard

EASY ASSEMBLY INSTRUCTIONS & RULES

Thank you for purchasing the 777 Electronic Dartboard. Its computerized scoring system makes game playing easy and enjoyable. With 26 games and 113 options to choose from, beginners and more advanced players will find challenging games to suit them.

Features also include:

- 8 player electronic dart games
- Team play
- Ultra thin spider

Included in box:

- Dartboard
- Mounting hardware
- 2 sets of darts with extra tips

NOTE: Additional parts can be ordered. See the order form in the back of this manual.

WARNING: **Parents** - Please read instructions carefully. Not for use by children without adult supervision.

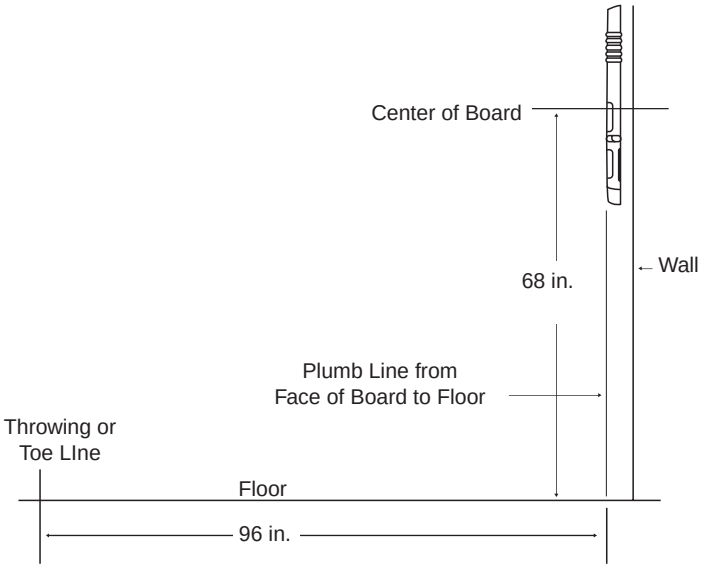
TOOLS REQUIRED

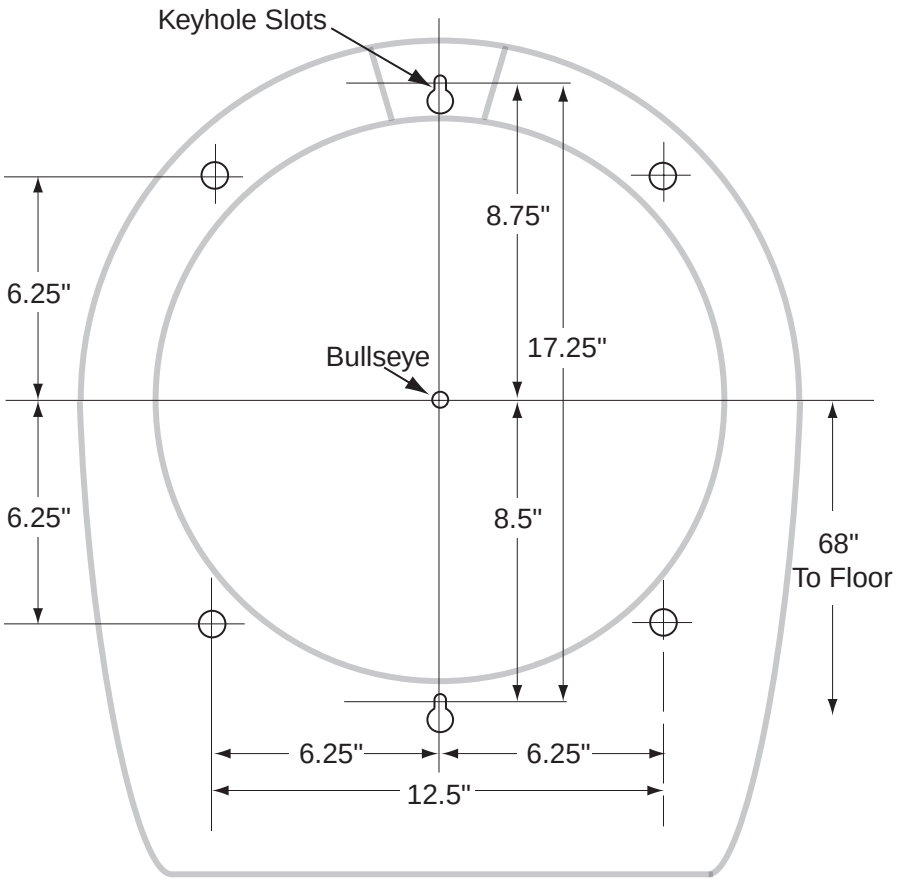
- Phillips head screwdriver or electric screwdriver
- Level
- Mounting hardware (provided)
- Tape measure
- Nail or marker

UNPACKING THE GAME

After unpacking the game, it is important to save the original box, all packing material, and the receipt. These items will be needed if it ever proves necessary to return the game for service.

MOUNTING (PHYSICAL INSTALLATION)





Two methods for mounting the dartboard are available.

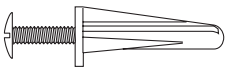
1. Use the two keyhole slots and mount the center of the dartboard following the illustration. The two screws are screwed into the wall until the screw head is 3/8" away from the wall. The dartboard is positioned so the two screw heads are inside the keyhole. Slide the dartboard down to secure. The head of the screw that is used must be larger than 5/16" and smaller than 3/8".
2. Four equally spaced holes are accessible from the front to drive in screws. With the dartboard held in place, four screws are driven in from the front, through the existing holes. Use 1/8" diameter screws. The head of the screw must fit inside the pocket.

Wall Anchors

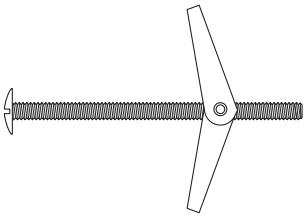
A wall with studs is the most common type of wall to mount the dartboard.

1. Locate a stud and use wood screws or sheet metal type screws to secure the dartboard.
2. If a stud cannot be located or is not in the proper location, use an anchor that is suitable for the type of wall.

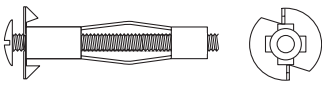
   Some common anchors are:



Plastic - Drill a snug hole in drywall and push the anchor in up to the head. When the screw is screwed into the anchor, the plastic will expand, locking the anchor in place. Do not use on thin panelling.



Toggle Bolt - Drill hole through wall. Hole must be large enough for the wings to pass through. Insert screw through the holes in the dartboard and thread the toggle wings just onto the screw. Fold the wings back and push through the hole until the wings spring open. Pull back on the screw to hold wings against the inside of the wall and tighten screw.



Hollow wall anchor - Drill a snug hole through the wall. Tap anchor into the hole until the prongs on the underside of the head are seated securely into the wall. Turn screw in and apply pressure to keep the anchor head from turning. Tighten screw until resistance is felt. Do not over tighten. Turn screw out to remove. Anchor will stay and screw can be replaced.

   Other methods are available. Consult a hardware store if questions arise.

Mounting Using the Four Holes From the Front

1. Choose a location that is near an electrical outlet (if using power adapter) and has at least 10 feet of open floor space in front of the board. Use a wall stud for mounting whenever possible.

2. Two people are needed for this step. Hold board on the wall. Position center of bullseye 68" from the floor. Level the board. Hold in place.
3. Locate the four mounting holes on the front of the board. Use a marker or nail to mark the position of the board through the four mounting holes onto the wall. Remove the board.
4. Drill four pilot holes on the marks created in Step 3.
5. If using plastic anchors: drill the holes so the anchors fit snugly. Push anchors into place.
6. Line up dartboard over anchors. Screw board into place. The screws will expand the anchors.
7. Place a toe line 96" from the face of the board for the throwing distance. Adhesive tape or masking tape, 2' long by 2-1/2" wide, may be used.
8. After the board is mounted, the bullseye should be 68" (173 cm) above the floor.

Mounting Using the Keyhole Slots

1. Determine the location for the dartboard. Place a mark on the wall 68 inches (172.7 cm) from the floor. This mark is the final position of the center of the dartboard (bullseye).
2. Locate studs and use wood screws or sheet metal screws to secure the dartboard if the bullseye mark is on the stud. The head of the screw must be larger than 5/16" and smaller than 3/8".
3. If the mark is not over a stud, use the mounting hardware that came with your dartboard.
4. Measure 8-3/4" (22.2 cm) directly up from the bullseye mark and place a mark on the wall.Then measure down 8-1/2" (21.6 cm) from the bullseye mark and place a mark on the wall. Use a level to check that all three marks are vertical.
5. Drill pilot holes on the top and bottom marks. These are for the mounting screws.
6. If using wall anchors, follow the instructions under *Wall Anchors* on page 8.
7. Insert screws into anchors until a 1/4" (6.5 mm) gap is left between the wall and the screw head.
8. Hold the dartboard so the two screw heads fit into the lower part of the keyhole. The dartboard should slide down 1/2 inch and the screw heads will hold it on the wall.
9. Screws can be tightened or loosened to provide a secure mounting.

POWER INSTALLATION

The dartboard is powered by 4 AA batteries. The battery compartment can be opened from the front to install the 4 alkaline AA batteries. To conserve batteries, this dartboard is equipped with a sleep mode and an auto power-off mode. If the dartboard is not being used, it will automatically enter sleep mode after 3 minutes and will turn off after 30 minutes.

The dartboard can also be powered by an external power supply. The power supply must be 120V, 60 Hz, 12 w input with 300 mA, 9 VDC output. The round plug for the dartboard has a negative outside and a positive center. Remove the batteries and plug the power supply into the jack on the side of the dartboard.

PROTECTIVE FILM

This electronic dartboard has a clear protective film over the entire display and button area to prevent scratching during shipping. It is recommended that you remove this film for easier reading of the display. To remove, simply lift edge, peel off and discard.

WARNING: Not for use by children without adult supervision. Darts are not toys and may cause injury if used improperly. Everyone must stand behind the dart shooter.

IMPORTANT NOTES

1. During shipping or in the course of normal play, it is possible for scoring segments of this board to become temporarily jammed, resulting in a “frozen” board. If this occurs, the built-in *Self Diagnostic Function* of the dartboard will be activated automatically. Your dartboard will run a self-test routine to determine which segment is stuck. An error message will flash on the display together with the number for the “Frozen” segment. The display will show an error code if select segments or one of the push buttons is not functioning properly.

Error Code	**Segment Malfunctioning**
E 25/D	Inner Bullseye
E 25	Outer Bullseye
E 30	Eliminate Dart Score Button
E 31	Player Change Button
E 33	Game Button
E 34	# of Players Button
E 35	Options Button
E 0X	Single segment for the number displayed at "X"
E dX	Double segment for the number displayed at "X"
E tX	Triple segment for the number displayed at "X"

   Take the following steps immediately when the error message appears.

   a. Find the “frozen” segment according to the display.

   b. Press firmly down on the “frozen” segment until it breaks free and the loose fit is restored. Once the “frozen” segments are loosened, the error message should be gone and the board will continue to operate normally.

2. Never use metal tipped darts on this dartboard! Metal tipped darts will seriously damage the circuitry, the e-BOARD Computer, and electronic operation of the dartboard.

3. Do not use excessive force when throwing darts. Throwing a dart too hard will cause frequent tip breakage and cause excessive wear on the board.

4. Do not spill liquids on the dartboard. Do not use spray cleaners that contain ammonia or other harsh chemicals, as they may damage the dartboard. Instead, we suggest regular dusting with a damp cloth. Make sure the game is turned off and use a mild detergent on a damp cloth for more vigorous cleaning.

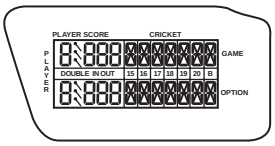
5. This game is for indoor use only.

6. Do not throw darts in a quick succession. The electronics of the dartboard need time (approximately 3 seconds) to register the last throw.

777 Electronic Dartboard

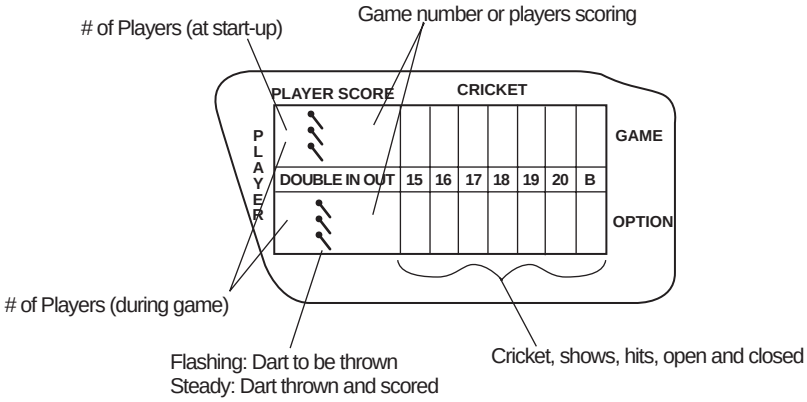
GENERAL OPERATIONS

Display



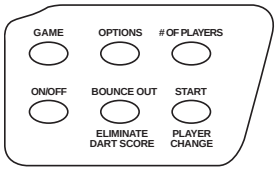
Press ON/OFF on the front panel of the dartboard. At power-up the dartboard will beep two times. The display will show all the display segments then start the first game.
The player 1 display will show 2 and G01. Player 2 display will show 2 and 100.
To turn the dartboard off, press ON/OFF and hold it in for 2 seconds.

Display Identification



If the dartboard is idle (not scored on or a button pushed) for 3 minutes the display will show dashes. This is an energy saving feature. Push any button to return the display to the game.

Buttons



ON/OFF - Press to turn dartboard on. Press and hold for 2 seconds to turn dartboard off. Remaining buttons are only active when the dartboard is on.

GAME - Press to move through the available games; G01, G02, etc.

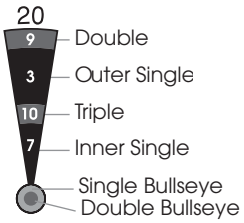
OPTIONS - Press to change each game's options. Not all games have options.

 # OF PLAYERS - Most games start with 2 players. Push this button to change the number of players in the game.

BOUNCE OUT - ELIMINATE DART SCORE - When a dart is thrown and scores but the points are not going to be counted the dart can be eliminated. Before player change is pushed BOUNCE OUT will select the score to be removed. When the correct score is flashing press and hold ELIMINATE DART SCORE for 2 seconds. The score is removed and the player can throw any remaining dart or press PLAYER CHANGE.

START - PLAYER CHANGE - When the game to be played and the option are displayed press START to begin playing. When the player that is throwing has completed the turn, remove all darts. Press PLAYER CHANGE to move to the next player.
Not all turns will use 3 darts. Some turns will end when one dart scores too many points. When a player's turn is over any darts thrown will not register.

Segment Scoring	Scoring Rules
Single scoring segment	score times 1
Double scoring segment	score times 2
Triple scoring segment	score times 3
Outer bullseye	25 times 1
Center bullseye	25 times 2



When a dart scores a double segment the display will show the score with a d in front of it. A dart scoring a triple will have a t in front of the score.

DOUBLE IN/DOUBLE OUT Option

Some games will have the option of double in or double out or both double in and out. If the option is available, the display will show DOUBLE IN OUT when OPTIONS is pressed before the start of the game.

To DOUBLE IN a player must hit a double segment.

To DOUBLE OUT a player must hit a double segment that will end the game or the score returns to the start of the turn. The players turn is over.

When a player finishes a game the player number and ranking will be displayed. The ranking flashes as r-1 or r-2.

Some of the games will also display the average score of the darts that were thrown by the players. Push PLAYER CHANGE. Pressing # OF PLAYERS will display the actual scores.

GAME MENU

Game	Description	Options	Players
G01	Count-up	9	1-8
G02	301	4	1-8
G03	501	4	1-8
G04	601	4	1-8
G05	701	4	1-8
G06	801	4	1-8
G07	901	4	1-8
G08	301 League	4	4
G09	Round the Clock	12	1-8
G10	Simple Cricket	3	1-8
G11	Standard Cricket	3	1-8
G12	Cut Throat Cricket	3	1-8
G13	Scram Cricket	1	2
G14	Hi-Score	10	1-8
G15	Shoot Out	10	1-8
G16	Shanghai	12	1-8
G17	Double Down	1	1-8
G18	Forty One	1	1-8
G19	All Fives	5	1-8
G20	Big 6	5	1-8
G21	Over	3	2-8
G22	Under	3	2-8
G23	Baseball	3	1-8
G24	By 5's©	1	1-8
G25	By 10's©	1	1-8
G26	By Odd's©	1	1-8

GAME DESCRIPTIONS AND RULES

G01 Count-Up (with options of 100, 200, 300...900)

Score will be accumulated for each dart. The first player to reach or go over their set points will be the winner.

Option	100	200	300	400	500	600	700	800	900
Setpoint	100	200	300	400	500	600	700	800	900

To start:

Select OPTION
Select NUMBER OF PLAYERS
Push START

G02 301 With Options of (DOUBLE IN/OUT)(DOUBLE IN)(DOUBLE OUT)(NONE, also called SINGLE IN/SINGLE OUT)

The starting score for each player is 301. The score will be deducted for each dart that scores. The first player who reaches exactly zero (0) wins. The game has various DOUBLE IN or OUT options by pressing the OPTIONS button. For “single in/single out” (no options) options, the game can be started or ended by throwing at any segment, regardless if single, double or triple. For “double in/double out” options the beginning and ending throws for each player will be accepted respectively by hitting the double zone or the double bullseye.
To start:

Select OPTION (DOUBLE IN/OUT)(DOUBLE IN)(DOUBLE OUT)(NONE, also called SINGLE IN/SINGLE OUT)

Select NUMBER OF PLAYERS
Push START

G03 501

This game is the same as G02 301, except the starting score for each player is 501.

G04 601

This game is the same as G02 301, except the starting score for each player is 601.

G05 701

This game is the same as G02 301, except the starting score for each player is 701.

G06 801

This game is the same as G02 301, except the starting score for each player is 801.

G07 901

This game is the same as G02 301, except the starting score for each player is 901.

G08 301 Leagues (with options of DOUBLE IN/DOUBLE OUT)

The game is played by two teams, which consist of two members. Similar to 301, the team wins when a player's score reaches exactly zero and his teammate's score must be lower than or equal to the total score of the opposing team. Otherwise the score of the player at zero returns to the score at the beginning of their turn. That team cannot win at that time. Player 1 and Player 3 are one team. Player 2 and Player 4 are the second team.
To start:

Select OPTION (DOUBLE IN/OUT)(DOUBLE IN)(DOUBLE OUT)(NONE, also called SINGLE IN/SINGLE OUT)

Select NUMBER OF PLAYERS
Push START

G09 Round the Clock (with options of 105, 110, 115, 120, 205, 210, 215, 220, 305, 310, 315, 320)

Players must hit in order 1, 2, and 3...up to 5, 10, 15 or 20, single, double or triple, depending on the level of difficulty selected. The first player to reach the final number in the sequence will be the winner. Should a wrong number be hit during the round, the player has to continue with the same target number for the next darts. The display will show the number the player must hit.

Option	105	110	115	120	205	210	215	220	305	310	315	320
Last Number	5	10	15	20	5	10	15	20	5	10	15	20
Segments	Single				Double				Triple			

To start:

Select OPTION
Select NUMBER OF PLAYERS
Push START

G10 Simple Cricket (with options of 000, 020, 025)

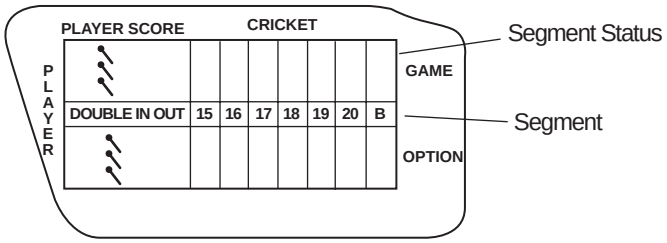
1. Simple cricket is played with the numbers 15 through 20 and the bullseye.
2. Each player must hit or 'mark' a number three times to close it out.
3. Doubles count as 2 marks and triples as 3 marks.
4. The winner is the first player to close all the cricket numbers. Remaining players can continue to play until their game is finished.

000 Hit any 'open' numbers 15-20 and bullseye in any order.

020 Hit number 20 first, then in order close numbers 19, 18, 17, 16, 15, and bullseye.

025 Hit the bullseye first, then in order close numbers 15, 16, 17, 18, 19, and 20.

Cricket Display



Displayed Segment Status

No Hits	First Hit	Second Hit	Third Hit	After All Players Have Hit 3 Times
Blank				

To start:

Select OPTION - Options 020 and 025 will display the segment that must be hit to continue
Select NUMBER OF PLAYERS
Push START

G11 Standard Cricket (with options of C00, C20, C25)

Refer to Simple Cricket Rules. In this game, only the numbers 15 through 20 and the inner/ outer bullseye are used. Each player must hit a number three times to 'open' that segment for that player to score. A player is then awarded the number of points of their open segment each time they throw a dart that lands in that number, provided all opponents have not hit that number three times to 'close' it. No one may score any points at the 'closed' number. Double counts as two hits and triple as three hits. The player opening all the numbers first and accumulating the highest total score is the winner. If a player opens all numbers first but is behind in score, they must continue scoring on the opened numbers until they exceed their opponents score.

C00 Hit and open any number 15-20 and bullseye in any order.

C20 Hit number 20 first, then in order 'open' numbers 19, 18, 17, 16, 15 and bullseye.

C25 Hit the bullseye first, then in order 'open' 15, 16, 17, 18, 19, & 20.

Displayed Segment Status

No Hits	One Mark	Two Mark	Open	Close

To start:

Select OPTION - Options C20 and C25 will display the segment that must be hit to continue
Select NUMBER OF PLAYERS
Push START

G12 Cut Throat Cricket (with options of 00C, 20C, 25C)

Same basic rules as Standard Cricket EXCEPT the points are added to your opponent's total, once scoring begins. A player can add points to all opponents who have not opened the number. The player who first opens all segments with the least points wins. This variation enables a player to add up points for his opponents, digging them into a deeper hole.

00C Hit and 'open' the numbers 15-20 and bullseye in any order.

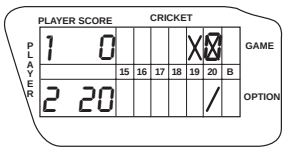
20C Hit number 20 first, then in order 'open' numbers 19, 18, 17, 16, 15 and bullseye.

25C Hit and 'open' the bullseye first, then in order 'open' 15, 16, 17, 18, 19, & 20.

Displayed Segment Status

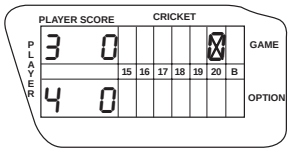
No Hits	One Mark	Two Mark	Open	Close
Blank				

Example of 4 Player Game



Players 1 and 3 have opened 20 for scoring. Players 2 and 4 have not each hit the 20 segment 3 times.
During his turn player 1 hits the single 20.

Result:



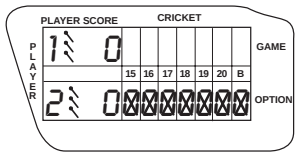
Player 1 gets 0 points
Player 2 gets 20 points
Player 3 gets 0 points
Player 4 gets 20 points

To start:

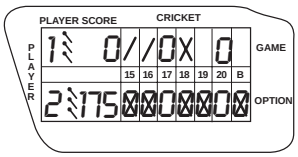
Select OPTION - Options 20C and 25C will display the segment that must be hit to continue
Select NUMBER OF PLAYERS
Push START

G13 Scram Cricket

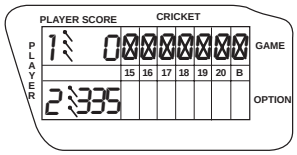
This game is a variation of cricket. The game consists of 2 rounds with 2 players. In the first round, player 1 must ‘close’ 15 through 20 and bullseye while player 2 attempts to get as many points as they can by scoring on the open segments. Round 1 will be finished when all segments have been closed. For round 2, the players reverse roles (player 1 scores points. Player 2 closes segments). The player with the most points is the winner.



Display at the start of the game shows player 2 with all segments open.
Player 2 can score until player 1 closes the number.



As game is played player 2 scores points on open segments.
Player 1 has closed segments 17 and 20.



After player 1 closes all the numbers the display will change. It is now player 1 that will be scoring.

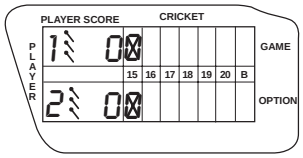
To start:

No options are available
Press START

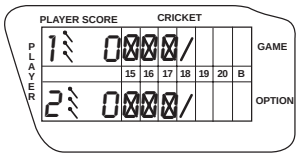
G14 Hi-Score (with options of H03, H04, H05, H06, H07, H08, H09, H10, H11, and H12)

The rules are simple. A player must add up the most points in 3, 4, 5, or 12 rounds (each round is 3 darts) to win. Doubles and triples count as 2x and 3x of that segment’s score respectively. The player with the highest score wins. The starting screen will show marks that are removed as turns are taken. Each time a player throws 3 darts the turn is over and a mark is removed.

Option	H03	H04	H05	H06	H07	H08	H09	H10	H11	H12
Number of Rounds	3	4	5	6	7	8	9	10	11	12



Opening display for H03. Three marks are displayed.
Each player has three turns.



Opening display for H10.
10 marks = 10 turns.
To start:

Select OPTION
Select NUMBER OF PLAYERS
Press START

G15 Shoot Out (with options of -11, -12, -13, -14, -15, -16, -17, -18, -19, -20)

The computer will randomly display a score for the player to hit. One correct hit scores one mark. The first player, who hits 11, 12, 13...20 marks, depending on the option, is the winner. The marks count backward to 0. Any segment for the number can be hit to mark (single, double or triple). If a player does not hit the dartboard within 10 seconds, it will result in a loss of the dart and the dartboard will automatically change to another number for the player to hit.

Option	-11	-12	-13	-14	-15	-16	-17	-18	-19	-20
Marks	11	12	13	14	15	16	17	18	19	20

To start:

Select OPTION
Select NUMBER OF PLAYERS
Press START

G16 Shanghai (with options of L01, L05, L10, L15, H01, H05, H10, H15, P01, P05, P10, P15)

Each player must hit numbers 1 through 20 and the bullseye. Throw three darts for each number and the player who gets the most points wins. There are 3 levels of difficulty. Players can score on any segments (single x1, double x2, triple x3) for “L” level. Only double and triple will count for ‘H’ level.
Players can also select Super Shanghai (P level) as an option. The rules are the same as above except various doubles and triples must be hit as specified by the computer. The computer will display the chosen double or triple and display the number at the LED Text Display.

Option	Starting Segment	Scoring Segments	Last Segment
L01	1	The displayed number's segments score as single points double points triple points	20
L05	5		
L10	10		
L15	15		
H01	1	The displayed number's double and triple segments will score. Single segments will not score.	20
H05	5		
H10	10		
H15	15		
P01	1	The segment that must be hit is displayed.	20
P05	5		
P10	10		
P15	15		

To start:

Select OPTION
Select NUMBER OF PLAYERS
Press START

G17 Double Down

This game starts with each player having a score of 60 points. The player must score by hitting the activated segments as displayed for the current round. For instance, in the 1st round the player must hit the 15 segment. If no 15's are hit the player's score will be cut in half. Any 15's hit are added to the player's score. The next round is 16 and so on. For the "D" and "T", the player must hit any double or triple. If the doubles and triples are not hit, the same rule applies.
Play goes in this order: 15, 16, double, 17, 18, triple, 19, 20 and bullseye. The player with the highest score is the winner.

Round	1	2	3	4	5	6	7	8	9
Target	15	16	Double	17	18	Triple	19	20	Bullseye

To start:

No options are available
Select NUMBER OF PLAYERS
Press START

G18 Forty One

This game is the same as the Double Down game except:

1. The sequence is reversed from 20 to 15. The display shows the number that must be hit.
2. An additional round of 41 points is inserted before the bullseye. To make 41points the player must get 41 points by throwing three darts in one round. Any score that is not 41 is not counted and the next round is the bullseye.
3. The player who gets the highest score is the winner.

Round	1	2	3	4	5	6	7	8	9	10
Target	20	19	Double	18	17	Triple	16	15	“41”	Bullseye

To start:

No options are available
Select NUMBER OF PLAYERS
Press START

G19 All Fives (with options of 551, 561, 571, 581, and 591)

Two to four players may play this game. During each round, each player’s total score must be divisible by 5. The display will show the best segment to hit and score points (see example below). Every score that is divisible by 5 counts as points for every multiple of 5. For instance 2, 8, 5 totals 15. A player will get three points as 15 divided by 5 equals 3. There will be no points if:

The rounds 3 dart’s score is not divisible by 5.
A player throws the 3rd dart and misses, even though the previous 2 darts score is divisible by 5.

The first player to score 51, 61, 71, 81, or 91 or over will be the winner.

Option	551	561	571	581	591
Total Points	51 or over	61 or over	71 or over	81 or over	91 or over

Example of Scoring:

Display Shows	1st Segment Hit	Display Shows	2nd Segment Hit	Display Shows
Ł 20	2	Ł 20	6	Ł 19

Explanation:

Triple 20 is the segment that gives a number divided by 5 and gives maximum points.

First dart hitting the 2 will also display ⊦20 because a segment for the third dart can still be calculated.

Second dart hitting the 6 is added to the first dart and equals 8.

The third dart must hit a segment that when added to 8 will total a number divided by 5.

The display will show ⊦19 which is the largest number (57) that can be added to 8 and give a 3. Dart total score that can be divided by 5.

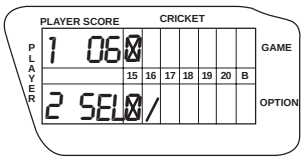
To start:

Select OPTION
Select NUMBER OF PLAYERS
Press START

G20 Big Six (with options of 3, 4, 5, 6, 7)

This game allows players to challenge their opponents to hit the targets of their choice. However, players must earn the chance of picking the next target for their opponent by making a hit on the current target first. Before the game begins the players must agree on how many “lives” will be used by pressing OPTIONS. The game begins with the single 6 segment. Within three throws player 1 must hit a single 6 to save their “life”. If player 1 saves his “life”, and has a dart left the display will show SEL. Throw the dart to select the target for the next player. Should player 1 fail to hit the 6 segment, they will lose a “life”. Player 2 will shoot for the single 6 that player 1 missed. Singles doubles and triples are all separate targets for this game.
The object of this game is to force your opponent into losing “lives” by selecting rough targets for them to hit such as the bullseye or triple 20. The last remaining player with a “life” is the winner.

Option	3	4	5	6	7
No. of Lives	3	4	5	6	7



Option 4
This display shows player 1 losing a life (the mark over 16 is gone) and player 2 has hit a 6 on the second dart. The next dart will select the target for player 1.

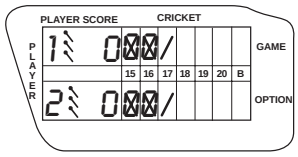
To start:

Select OPTION
Select NUMBER OF PLAYERS
Press START

G21 Over (with options of 0-7, 0-8, 0-9)

Players can select 7, 8, or 9 ‘lives’. Players take turns throwing 3 darts at the dartboard. The highest score is the “leaders score”. A player’s score will become the new “leader’s score” when their score in the new turn is higher or equal to the previous “leader’s score”. If not, they will lose a “life”.
Should a leader choose not to challenge their own high score and remain leader they can press PLAYER CHANGE and skip their turn. The LED displays 7, 8, or 9 marks indicating the player has 7, 8, or 9 “lives”. After the throws, if the challengers do not have a new “leaders score” one of their segments will be turned off indicating a “life” lost. If the player’s score is higher than the “leaders score” the display will keep their score.
A leader can challenge their own “leader’s score” but, they will lose a “life” if they fail. A player plays to zero “lives” and they will be out. The display will show the players ranking at their score display. The last player “alive” is the winner. PLAYER CHANGE can be pressed at any time to end a players turn and move to the next player.

Option	0-7	0-8	0-9
No. of Lives	7	8	9



Option 0-7 start display. Marks show number of lives left.
To start:

Select OPTION
Select NUMBER OF PLAYERS
Press START

G22 Under (U-7, U-8, U-9)

Rules follow exactly as the Over game except the leader’s score is the lowest score for each turn. A missed dart should be counted as 60 by pressing the 20 segment 3 times.

Option	U-7	U-8	U-9
No. of Lives	7	8	9

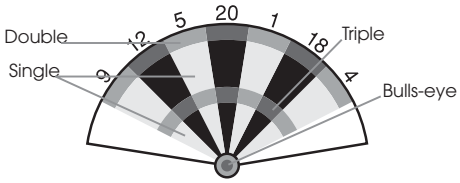
To start:

Select OPTION
Select NUMBER OF PLAYERS
Press START

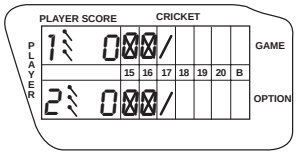
G23 Baseball (with options of b07, b08, and b09)

A baseball field is laid out as shown in the diagram. A player throws 3 darts in each inning and the runs/bases are set as follows:

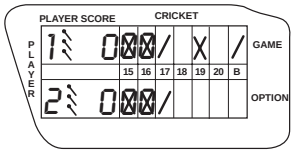
Segments	Results
Single	One base
Double	Two bases
Triple	Three bases
Bullseye	Home run



The home run can only be scored on the 3rd dart. The player with the most runs at the end of the game is the winner. The LED displays will indicate a player's base and the run total by innings. Players can select 7, 8, or 9 innings in this game.



Option B07 Start of game. The marks show 7 innings with no score.



When a turn is taken any darts that score a base will display in the players 19, 20 and B windows.
When a runner is on base the display shows which base that runner has advanced to.

Not on Base	First	Second	Third	Scored a Run
Blank	/	X	⊗	○

In the example the first dart started with a single. The second dart missed, the third dart singled pushing runner one to second.
All three darts were thrown and no runners were pushed home. The result is no score and it is the next players turn.
To start:

Select OPTION
Select NUMBER OF PLAYERS
Press START

G24 By 5's©

Players score in multiples of 5. Start with a dart totaling 5 then a dart of 10 and so on up to 60. The first player to get to 60 is the winner. The display will show the next number that must be scored.
Score in order 5, 10, 15, 20, 25, 30, 40, 45, 50, 60.
Doubles and triples must be used to score the higher numbers.
To start:

No Options are available
Select NUMBER OF PLAYERS
Press START

G25 By 10's©

Same basic game as By 5's. Different scoring patterns are used.
Players score in multiples of 10. Start with a dart totaling 10 then a dart of 20 and so on up to 60. When 60 is reached, reverse the scoring and return to 10. The first player back to 10 is the winner.
Score in order 10, 20, 30, 40, 50, 60, 60, 50, 40, 30, 20 10.

G26 By Odds's©

Same basic game as By 5's. Different scoring patterns are used.
Players score starting with 1, then scoring the odd numbers up to 19. when 19 is reached, reverse the scoring and return to 1. The first player back to 1 is the winner.
Score in order 1, 3, 5, 7, 9, 11, 13, 15, 17, 19, 19, 17, 15, 13, 11, 9, 7, 5, 3, 1.

1-YEAR LIMITED WARRANTY

This product is warranted to the original purchaser to be free from defects in material or workmanship for a period of one year from the date of the original retail purchase.

This warranty does not cover defects or damage due to improper installation, alteration, accident or any other event beyond the control of the manufacturer. Defects or damage resulting from misuse, abuse or negligence will void this warranty. This warranty does not cover scratching or damage that may result from normal usage.

This product is not intended for institutional or commercial use; the manufacturer does not assume any liability for such use. Institutional or commercial use will void this warranty.

This warranty is nontransferable and is expressly limited to the repair or replacement of the defective product. During the warranty period, the manufacturer shall repair or replace defective parts at no cost to the purchaser. Shipping charges and insurance are not covered and are the responsibility of the purchaser. Labor charges and related expenses for removal, installation or replacement of the product or components are not covered under this warranty.

The manufacturer reserves the right to make substitutions to warranty claims if parts are unavailable or obsolete.

The manufacturer shall not be liable for loss of use of the product or other consequential or incidental costs, expenses or damages incurred by the consumer of any other use. The user assumes all risk of injury resulting from the use of this product.

This warranty is expressly in lieu of all other warranties, expressed or implied, including warranties of merchantability or fitness for use to the extent permitted by Federal or state law. Neither the manufacturer nor any of its representatives assumes any other liability in connection with this product.

All warranty claims must be made through the retailer where the product was originally purchased. A purchase receipt or other proof of date of purchase will be required to process all warranty claims. The model number and part numbers found within the assembly instructions will be required when submitting any parts requests or warranty claims.

For further warranty information or inquiries, please call 800-759-0977