

DMI
DARTS

MODEL ECAB10 COKE/WOLF

ELECTRONIC DART GAME

INSTRUCTIONS

WARNING: NOT FOR USE BY CHILDREN WITHOUT ADULT SUPERVISION. PLEASE READ INSTRUCTIONS CAREFULLY.



IMPORTANT

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" will be activated automatically. Your dart board will run the self test routine to determine which segment is stuck and display on the screen a flashing error message together with the number of the stuck segment. Take the following steps immediately when the error shows up:

1. Find the stuck segment according to the number showing on the LCD display.
2. Press firmly down on the stuck segment until it breaks free and the loose fit is restored. Once stuck segments are loosened the error message should be gone and the board should continue to operate normally.

IMPORTANT NOTE : This game is designed for use with PL 3/4" length soft-tip darts only. Do not attempt to use steel tip darts or longer soft tip darts at any time.

Electronic and mechanical reaction time is required between shots. If two shots occur too close together, pull out second dart and re-throw to properly record your score.

Under the environment with electrical fast transient the dart game may malfunction and require use to reset the dart game.

WARNING TO PARENTS:

Any battery charger/transformer be used with the game should be regularly examined for potential hazards, such as damage to cable or cord, plug, enclosure or other parts. And that, in the event of such damage, the game must not be used until that damage has been properly repaired.

INFORMATION:

Please peel off the protective film at the display area before use.

ELECTRONIC DART GAME INSTRUCTIONS

INTRODUCTION

Thank you for purchasing ECAB10 COKE/WOLF electronic darts game. Its computerized scoring system makes game playing easy and enjoyable. With eighteen built-in games & 102 options to choose from, both beginners and more advanced players will find games to suit them. Up to 8 players can play at one time. Please read the instructions before playing, and be sure to save them for future reference.

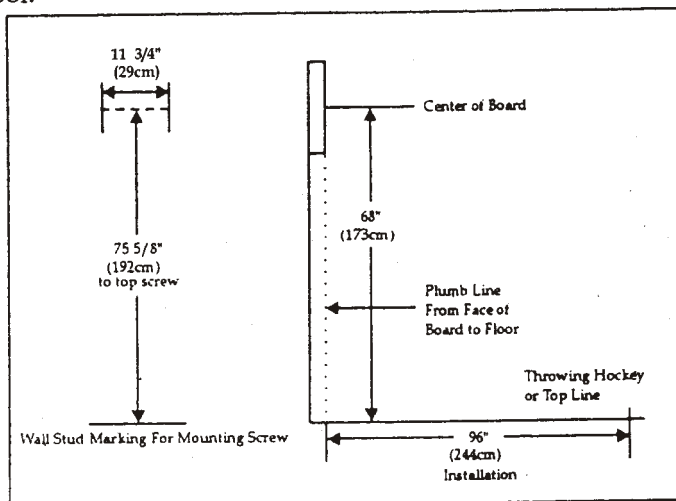
MOUNTING(Physical Installation)

The dart board should be hung on a wall stand, with the bullseye 173cm (68") above the floor. Darts are supposed to be thrown from a distance of about 8 feet, so be sure there is about 10 feet of open floor space in front of the board.

Place two marks side-by-side on the selected wall stud 192cm (75 5/8") above the floor, with 29cm (11 3/4") between them. Screw two screws into the reference marks, until the screw heads are protruding about 1/2" from the wall.

Line up the slotted mounting holes on the back of the game with the Screw heads, then mount the game. It may be necessary to adjust the screws until the board fits snugly against the wall.

After the board is mounted, the bullseye should be 173cm (68") above the floor.



POWER INSTALLATION

The dart board is designed to be powered up by 4 AA-cells or AC to 9V DC, 300mA adapter, with the DC plug polarity configured as positive (+) center, and negative (-) outer. Battery compartment can be opened by removing the screw from the back and then installing 4 alkaline AA cells. To connect by adapter, plug the DC plug insert into the DC power jack and the AC plug into an electrical outlet. Also for energy saving purposes, this dart board is also equipped with auto sleeping & auto power off Mode (if the dart board is not played within 3 minutes, it will automatically keep at sleep mode and will turn off after another 30 minutes if not being played).

OPERATION MANUAL

1. Turn on the power switch (6) for power.
2. With the power turned on, the LCD Display will display a blinking ECAB10 COKE together with an opening melody.
3. Press Game Button (2) repeatedly for various game choices. The number of the game is displayed at the player's score display and the description of the game will be displayed and scrolled at the upper portion of the LCD screen as follows:-

Game	Description	Options/Difficulty Levels
G01	Count-up	9
G02	301 Count-down	6
G03	Round Clock	12
G04	Simple Cricket	3
G05	Standard Cricket	3
G06	Cut throat Cricket	3
G07	Scram Cricket	1
G08	Hi-score	10
G09	Shoot Out	10
G10	Shanghai	12
G11	Double Down	2
G12	All Fives	5
G13	Over	3
G14	Under	3
G15	Football	1
G16	Bowling	6
G17	Golf	10
G18	Baseball	3

Total: 102

4. Press Player Button (3) to select the number of players. The selection will be displayed at the player's score display(B). The maximum number of players is limited to eight.
5. Press Option Button (4) to select the designed options/difficulties of the game for all players. Player's number is displayed at player's display and selection of options is displayed at the player's score display.
6. The selection of games, options, players will be scrolled and displayed in full details at the upper portion of the LCD screen to enable players to check their selection at (B).
7. Press Play/Next Button (1) to start a game.
8. For 301 Count Down game, players can also press Double Button (6) to select Double In/Double Out options before starting. 2 icons will be displayed at (B) to show the various alternatives of the selections.

"Double in" icon display	Double In/Single Out
"Double out" icon display	Single In/Double Out
Both icons displayed	Double In/Double Out
Both icons off	Single In/Single Out
9. If a dart thrown on the board scores but does not stick on the board, press Bounce/Eliminate (5) to eliminate this score. After throwing the darts, if all of them hit the scoring segments, the dartboard will announce 'next player' and any pressure on the segments will not activate the computer. The player is required to take out all darts and press Play/Next Button (1) for the next player to continue the game.
10. If a player finishes the game first, the dartboard will announce "winner" and winning melody will be played plus a display of "Winner" for the celebration.

11.Voice & Melody List

Power Power on melody

Di (all games)-dart hits any single segments except outer bull's eye.

Double (all games)-dart hits double segments.

Triple (all games)-dart hits triple segments.

Bull's Eye (all game)-outer bull's eye(25).

Next Player (all games) - indicate the finish of round

Winner (all games) - the 1st player who finishes the game.

Open (for Crickets)-when a player 'closes' a particular score & it is open for scoring.

Close (for Crickets)-when all player 'close' a particular score.

Score (for Crickets, Sports and some others)-when a player

Scores points on some games.

Too High (for 301)-when subtracted score smaller than zero.

Yah (for Killer)-when a 'live' is killed.

Leader (for Leader)-when a player achieves a new leader's score.

12. If the game has not been played for 3 minutes, it will sleep and keep all the records of current games and scores for another 30 minutes.

Players can re-start the game with the saved scores form the sleep position simply by pressing any key.

- 13.If the game is not being played by 30 minutes, it will shut off the power automatically for energy saving purpose.

- 14.To turn off the main power, Press & hold the power switch(6) for 1.5 seconds.

GAME DESCRIPTIONS & RULES

G01 COUNT-UP (WITH OPTIONS OF 100,200,300....900)

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

G02 301 COUNT-DOWN (WITH OPTIONS OF 301,501,601,701,801 or 901)

Score will be deducted for each dart from 301/501/601/701/801/901 points, the first player who reaches exactly 0 will be the winner.

The games can have various DOUBLE/SINGLE options by pressing DOUBLE SWITCH (6) and indicated by DOUBLE IN/DOUBLE OUT ICONS.

For single in or single out options, the game can be started or ended by throwing at any segments, regardless if single, double or triple. For double in/ double out options, the beginning / ending throw will only be accepted respectively by hitting the double zone or the bull's eye. You cannot start or end the game by hitting the wrong score segments.

If 'double out' has been selected the Dart Out feature is automatically activated. In this mode, once a player's score 170 or below, the on-board computer will suggest the 3 best finishing shots, or if an OUT is not possible the best remaining alternative.

G03 ROUND-CLOCK (WITH OPTIONS OF 105,110,115,120,205,210,215,220,305,310,315,320)

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

G04 SIMPLE CRICKET (WITH OPTIONS OF 000,020,or 025)

Following the standard rules, in Simple Cricket only the number 15-20 & bull's eye are used. The first player to hit three times & "open" all the seven segments is the winner. All valid hits will be confirmed & displayed by the LCD Cyclone Display.

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

020 hit & "open" the number 20 first, then in order "open" numbers 19, 18,17, 16, 15 & bull's eye

025 hit & "open" bull's eye first, then in order "open" numbers 15,16,17,18,19 & 20.

Note:(1) Single segment-count one time

Double segment-count two times

Triple segment-count three times

(2) Segment will be closed if already hit more than three times.

G05 CRICKET (WITH OPTIONS OF C00,C20,C25)

Similar to simple cricket players must first hit the numbers 15-20 & bull's eye three times. Double & Triple count as two or three "hits" respectively.

For games C00, C20, C25, rules are similar to those 000, 020, 025 of the simple cricket except more complicated scoring & winning procedures as follows:-

1. When a number has been hit 3 times by a player, it is then 'open' to that player and any further hits will score points as thrown.
2. Once a number has been hit 3 times by all players, that number is then 'closed' and can no longer be scored upon by any player. At that time the cyclone display of that number will show a 'circle' sign.
3. A player who has 'opened' a number can continue to score on that number until it becomes "closed".
4. A player wins the game when he first 'closes' all the numbers and has equal or greater scores than the other players. However if players are tied on points, or have no points, the first player to "close" all numbers wins.

5. And if a player has 'closed' all numbers first, but is behind on points, scoring continues on 'open' numbers. If that player has not accumulated the highest point total by the time another player 'close', the player with the most points will be the winner.

G06 CUT THROAT CRICKET (WITH OPTIONS OF 00C,20C, 25C)

Same basic rules as the standard cricket EXCEPT points are added to your opponents' total once scoring begins. The player who first closes all segments with the fewest scores wins. This variation enables players to rack up scores for his opponents, digging them into a deeper hole.

G07 SCRAM CRICKET (2 PLAYERS OR 2 TEAMS ONLY)

This game is a variation of Cricket. The game consists of 2 rounds. In First round, player 1 has to "close" 15-20 and bull's eye, whilst player 2 attempts to get as many scores as he can for the non-closed segments. Round 1 will be finished if all segments have been closed. For round 2, the reverse is practiced. The one with the most scores is the winner.

G08 HI SCORE (WITH OPTIONS OF H03,H04,H05,H06,H07,H08, H09,H10,H11,H12)

The rule is simple, player has to rack up the most points in 3,4, 5...or 12 rounds (each round 3 darts) to win. Doubles and triples count as 2X and 3Xthat segment's score respectively.

G09 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 score one mark.

The first player who hits 11,12,13.....20 marks depending on the level of difficulty is the winner. If a player does not hit the board within 10 seconds, it will automatically change to another score for the player to hit. Each player has 3 throws/chances to hit the target in each round.

**G10 SHANGHAI (WITH OPTIONS OF L01,L05,L10,L15,H01,
H05,H10,H15,P01,P05,P10,P15)**

Each player has to proceed for score around the board from 1 through 20 And then bull's eye. Throw 3 darts for each number and the player who gets the most scores wins. There are 3 levels of difficulty and player can score at any right segments (single X1, Double X2, Triple X3) for L' level; and only double, triple will count for X' level.

Players can also select super Shanghai (P Level) as a complementary options. 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 the number at the LCD screen.

For L01, game starts from segment 1

L05, game starts from segment 5

L10, game starts from segment 10

L15, game starts from segment 15

For H01,H05,H10,H15,P01, P05,P10,P15 same rules apply.

G11 DOUBLE DOWN (WITH OPTION OF *ddn*, - 41)

The game starts with a base score of 60 for each player. The player has to score by hitting the active segments of the current round. For instance the 1st round, the player must throw for the segment 15. If no 15's are hit, has score will be cut by half. The next round is 16 and so on. For D and T, the player has to hit any double or triple and the same rule will be applied. The player with the highest score in last round is the winner.

	15	16	D	17	18	T	19	20	B	TOTAL
PLAYER1										
PLAYER2										

For Forty One option, the game is the same as the Double Down except

1. the sequence is reversed from 20 to 15
2. an additional round or 41 points is included before bull's eye and a player has to hit exactly 41 scores in this round before turning to the last round.

	20	19	D	18	17	T	16	15	'41'	B	TOTAL
PLAYER1											
PLAYER2											

G12 ALL FIVES (WITH OPTIONS OFF 551,561,571,581,591)

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

There will be no points if,

- a. the round (3 darts) total scores is not divisible by 5
- b. a player throws the 3rd dart and missed even though the previous 2 darts' score is divisible by 5.

The first player who get scores of 51,61,71,81,91 will be the winner.

G13 OVER (WITH OPTIONS OF O-7,O-8,O-9)

- 1.. The players have to take turns to throw 3 darts, the highest score among the players is the 'leader's score'.
2. A player's score will become a new 'leader's score' if his score in the new turn is higher than the previous 'leader's score'. If not , he will loss one life.
3. If a leader does not want to challenge and keeps his leader's score, he can press Play/Next Button and skip his turn.
4. Players can select either 7,8,9 lives according to their skill, the last player alive wins the game.
5. If LCD displays 9 segments of his "cyclone" indicating the player has 9 lives. After the throws, if he can't have a new leader's score, one segment of the "cyclone" will turn off. If his score is higher than the leader's score, then the dart board will pronounce LEADER and keep his score.
6. A leader can choose to proceed to challenge his own leader's score but he will also loss a life if his scores is lower than the leader's score.
7. A player plays up to zero life will be out and the dart board will display OUT at his score display.

G14 UNDER (WITH OPTIONS OF U-7,U-8,U-9)

Rules follow exactly as Over except

1. The leader's score is the lowest scores for each turn.
2. A missed dart should be counted as 60 by pressing the 20X3 segment triple 20.

G15 FOOTBALL

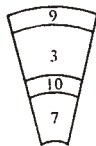
1. Player has to first select their playing field by throwing a dart at the dart board. At the beginning stage the LCD will display "choose a number".
2. Once a playing field is selected, you have to start points from the double segment, carry through the bull's eye and then to the opposite segments in strict sequence. The status of the player will be indicated at the LCD screen by lighting up the "Cyclone" display.
3. For example, if a player selects segment 11, he should hit D-11, outer S-11,T-11, inner S-11, outer bull's eye, inner bull's eye, inner S-6, T-6, outer S-6, and finally the D-6.
4. The first player who finishes his playing field is the winner.

G16 BOWLING (WITH OPTIONS OF 10b, 11b, 12b, 13b, 14b, 15b)

1. This is a challenging game and player has to be very have a good score.
2. Each player has to select his 'alley' by throwing first dart at a segment, and then use the 2nd and the 3rd dart to score points. (i.e. pins).

3. Points (pins) are calculated as follows:-

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



4. A player cannot hit the same single segment twice within the same 'frame' and the second hit will be counted as 0. Therefore it would be advisable for the player to hit the other single segments, double, or triple segment of the same frame to have a score of 10 pins if his 2nd dart hits a single segment. (e.g. 7 for inner single segment and 3 for outer single segment double or triple segment).
5. If the 2nd dart hits double, a player can have more pins if the 3rd dart hits
- | | | |
|-----------------|--------|---------------|
| a. double | 1 pin | total pins 10 |
| b. triple | 10 pin | total pins 19 |
| c. outer single | 3 pin | total pins 12 |
| d. inner single | 7 pin | total pins 16 |
6. If the 2nd dart hits triple (10 pins), a player can add the respective pins for the 3rd dart. Therefore a player can have maximum 20 pins if he hits the triple segment twice.
7. The perfect game score is 200/220/240/260/280/300
Respectively for the options chosen.
8. Players can select different options for playing this game, i.e. 10 rounds-15 rounds.

G17 GOLF (WITH OPTIONS OF 09F,10F,11F,12F,13F,14F, 15F,16F,17F,18F)

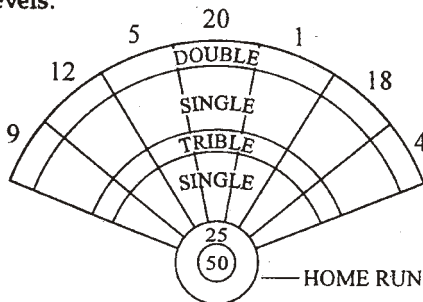
1. The segments 1-18 are used to represent a 'hole'.
2. A player has to make 3 hits on one segment before he can move to the next hole.
3. A double or triple counts respectively 2 and 3 hits and it can allow you to finish holes at fewer strokes.
4. The computer will count the strokes. The one who finishes the game first with the lowest strokes is the winner.
5. The computer will keep track, announce and display at LCD screen the holes to be hit.
6. Players can play from 9 holes to 18 holes depending on the level of difficulty.

G18 BASEBALL (WITH OPTIONS OF B07,B08,B09)

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

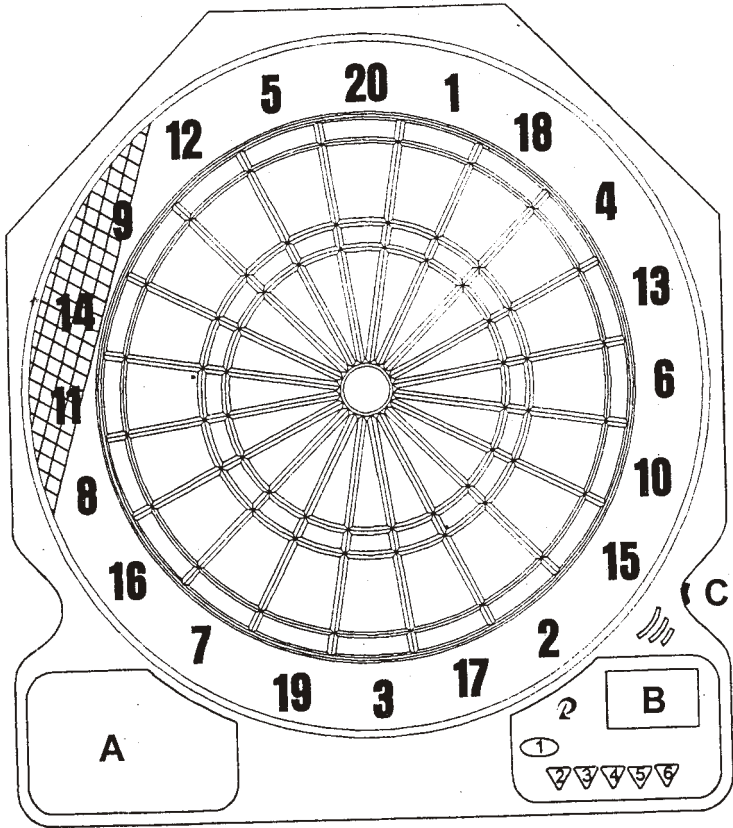
Segment	Result
Single	one base
Double	two bases
Triple	three bases
Bull's	Home run

3. The 'home run' can only be attempted by the 3rd dart.
4. The player with the most runs at the end of game is the winner.
5. The LCD displays will indicate a player's base and the run total by innings.
6. Players can select 7,8,9 innings in this game and compete at different levels.



REMARKS: USE OF BATTERIES

1. Non rechargeable batteries are not to be recharged.
2. Rechargeable batteries are to be removed from the game before being charged (if removable).
3. Rechargeable batteries are only to be charged under adult Supervision (if removable).
4. Different types of batteries or new and used batteries are not be mixed.
5. Only batteries of the same or equivalent type as recommended are to be used.
6. Batteries are to be inserted with the correct polarity.
7. Exhausted batteries are to be removed from the game.
8. The supply terminals are not to be short-circuited.
9. Rechargeable battery/transformer
Statement drawing the attention of the parents to the fact that.



SWITCHES

- 1. Play/Next
- 2. Game
- 3. Player Double
- 4. Option
- 5. Bounce/Eliminate
- 6. Power On/Off

INDEX

- A. Front(Games) Back (Battery Door)
- B. LCD
- C. DC Jack