

DART GAMES

301 (OPTIONS: L01, L02, L03, L04, L05, L06)

Each player begins with 301 points, and must reach exactly zero to win. The score of each dart thrown is subtracted from the beginning score of each round. Exceeding zero causes the player to “Bust”, and the score returns to what it was before that round.

L01 : Single in/Single out
L02 : Single in/Double out
L03 : Double in/Single out
L04 : Double in/Double out
L05 : Single in/Expert out
L06 : Double in/Expert out

501 (OPTIONS: L01, L02, L03, L04, L05, L06)

This game is played the same as 301 except a player starts with 501 points.

601 (OPTIONS: L01, L02, L03, L04, L05, L06)

This game is played the same as 301 except the player starts with 601 points.

701 (OPTIONS: L01, L02, L03, L04, L05, L06)

This game is played the same as 301 except the player starts with 701 points.

801 (OPTIONS: L01, L02, L03, L04, L05, L06)

This game is played the same as 301 except the player starts with 801 points.

901 (OPTIONS: L01, L02, L03, L04, L05, L06)

This game is played the same as 301 except the player starts with 901 points.

301 LEAGUE (OPTIONS: L01, L02, L03, L04, L05, L06)

This game is played the same as 301, except each player has a partner, as in league play (2 teams with 2 players on each team). Each team uses two display windows, alternating turns. Team 1 = Player 1 and Player 3; Team 2 = Player 2 and Player 4. Any team player can win the game. However, there is an added “freeze rule” for team play.

Freeze rule: A player can “go out” only if his partner has a score that is equal to or lower than both opponent’s combined scores. If the partner’s score is higher than the combined scores of their opponents the player is “frozen” and cannot win the game at that time.

The strategy then is for that player to get as low as possible in points and hope the partner has a chance to win the game. If someone is frozen and gets to zero, the game will automatically “bust” that player, not allowing that player to break the freeze rule.

GOTCHA! (OPTIONS: L01, L02)

Each player begins with 0 points and must reach 301 exactly to win. Players can “Bomb” other players, which reduces their score to zero. This happens when the shooting player equals another player’s score with any dart thrown. Therefore it is possible to bomb 3 players in 1 turn. Example:

Player 1’s score is 20

Player 2’s score is 50

Player 3’s score is 30

Player 4 is up.

The first dart thrown hits the 20-Player 1 gets bombed and goes to zero. The second dart hits the 10 (score is now 30)-Player 3 gets bombed and goes to zero. The third dart hits a 20 (score is now 50) – Player 2 gets bombed and goes to zero. If a player exceeds 301 points that player will bust and the following occurs:

This is a good practice game for one player. However, no “Bombs” will go off.

L01 : The player score reverts to what it was before and darts were thrown in that round.

L02 : That score is also reduced by the number of points that were of 301.

QUICK CRICKET (OPTIONS: L01, L02, L03)

Quick Cricket is played with the numbers 15 through 20 and the bullseye. The first player marks a number three times & “open” all the numbers is the winner. Marks are indicated in the tri-colored lights scoring system at the bottom of the board. One mark is indicated by a green light, two by an amber light, and three by a red (when number is closed). Doubles count as two marks, and triples as three. The scoring window will show zero all the time as no score is required in this game.

L01: hit & “open” the numbers 15 – 20 and bullseye at any order.

L02: hit & “open” the number 20 first, then in order “open” numbers 19, 18, 17, 16, 15, & bullseye.

L03: hit & open the bullseys first, then in order open numbers 15, 16, 17, 18, 19, & 20.

CRICKET OPTIONS: (L01, L02, L03)

Cricket is similar to Quick Cricket; in addition, player scores points by hitting the “opened” cricket number (15 through 20 and bullseye). No score can be made for the number that has been closed by all the players. The winner is the first player to open all the numbers and have the highest or equal score. When a player opens all the numbers but is behind in the score, he should continue scoring on his open number.

L01: hit & “open” the numbers 15-20 and bullseye in any order.

L02: hit & “open” the number 20 first, then in order “open” numbers 19, 18, 17, 16, 15, & bullseye.

L03: hit & “open” the bullseye first, then in order “open” numbers 15, 16, 17, 18, 19, & 20.

CUT THROAT CRICKET (OPTIONS: L01, L02, L03)

Cut Throat Cricket is played the same as Cricket except when a player opens a number and begins scoring, the points are given to all opponents that do not have that number

Closed. The winner is the first player that opens all the numbers and has the lowest or equal score.

L01: hit & “open” the numbers 15 – 20 and bullseye in any order.

L02: hit & “open the number 20 first, then in order “open” numbers 19, 18, 17, 16, 15, & bullseye.

L03: hit & “open” the bullseye first, then in order “open” numbers 15, 16, 17, 18, 19, & 20.

SCRAM CRICKET

Scram Cricket is a variation of Cricket. The game consists of 2 rounds. In the first round, player 1 has to “close: 15 – 20 and bullseye, whilst player 2 attempts to get as many scores as he can by hitting the numbers which are still open. Round 1 will be finished if all numbers have been closed. For round 2, the reverse is practiced. The one with the highest score is the winner.

DOUBLE ONLY CRICKET (OPTIONS: L01, L02, L03)

Double Only Cricket is played the same, as Cricket except that a double of each designated cricket number must be hit before a player can go further with that number. Once double is hit, that number is allowed to open. Then that double, and all other doubles, triples and singles of that number count. For example, to start the 20’s each player must hit double 20. After getting double 20 then a single 20 would close the number, a double would close and score 20 points, and a triple would close and score 40 points. So, it is impossible to close a number with one dart.

L01: hit & “open” the numbers 15 – 20 and bullseye at any order.

L02: hit & “open” the number 20 first, then in order “open” numbers 19, 18, 17, 16, 15 & bullseye.

L03: hit & “open” the bullseye first, then in order “open” numbers 15, 16, 17, 18, 19 & 20.

LOW BALL CRICKET (OPTIONS: L01, L02, L03)

Low Ball Cricket plays the same as Cricket with the following exceptions:

- a) The numbers used are 1, 2, 3, 4, 5, 6, and the bullseye.
- b) A bullseye scores 8 points. When double is selected, single bull=4 points, double bull=8 points.
- c) A player can win by scoring a “wicker”. This is done by hitting a triple 1, triple 2, and triple 3, in any order in one round, if these numbers have not been previously marked by that player.
- d) Limited to a 20-point spread.
- e) The tri-colored light scoring system display represents the cricket number in the sequence of 6, 5, 4, 3, 2, 1, B.

L01 hit & “open” the numbers 1-6 and bullseye in any order

L02 hit & “open” the number 6 first, then in order “open” numbers 5, 4, 3, 2, 1 & Bullseye.

L03 hit & “open” the bullseye first, then in order “open” numbers 1, 2, 3, 4, 5 & 6

The winner is the first player to close all the numbers and have the highest or equal score (if wicket has not been scored).

WILD CARD CRICKET

Wild Card Cricket plays the same as Cricket except the numbers 7 through 20 and the bullseye are used. Six "wild card" numbers will change at random, the bullseye remains constant throughout the game. The drawn number is 2-digit "flashing" shown in the text screen with dot separation between 2 numbers. Once a number is marked by a player, it is locked in and the number will not flash for the rest of the game. All numbers unmarked will randomly change after every turn, until all six "wild card" numbers are locked in. The winner is the first player to open all the numbers and have the highest or equal score.

DOUBLE DOWN

The game starts with a base score of 60 for each player, the player has to score by hitting the active segment of the current round. For instance, in the 1st round, the player must throw for the 15 segment. If no 15's are hit, the player's score will be cut by half. The next round is 16 and so on. For DBL and TPL, the player has to hit any double or triple and the same rule will be applied.

	15	16	DBL	17	18	TPL	19	20	B	TOTAL
PLAYER 1										
PLAYER 2										

HIGH SCORE (OPTIONS: L01, L02, L03,.....L10)

High score is a game where the player with the highest score at the end of 3 rounds wins. Each player starts with zero points and adds to their score with each throw. L01, L02, L03,.....L10 represents 3, 4, 5,.....12 rounds.

ACE (WITH OPTIONS OF L01, L02, L03, L04, L05, L06)

Ace is a practice game to increase accuracy. A random number will appear for each player and each turn. A player must hit the number shown to score points. Point values are as follows: Single segment=1 point, double=2 points, triple=3 points, single bullseye=4 points, double bullseye=6 points. No score will be gained if the desired number is missed. The player with the highest score wins. The number of rounds left is represented by the cricket display.

L01, L02, L03,.....L06 represents 5, 6, 7,.....10 rounds respectively.

KILLER (OPTIONS: L01, L02,L03,.....L11)

To start this game, each player has to select his number by throwing a dart at a particular segment. At this stage the text screen will display "Choose your number" and the number selected will be used for the player throughout the game. No 2 players can select the same number in one game. A player has to first hit the double of his number to become a killer. A killer can then kill the other players by hitting the segments of the other player's number until all their "lives" are killed. The last player with lives will be the winner.

L01, L02,.....L07 : 7 to 13 lives and be killed by hitting their segment numbers regardless single, double, triple.

L08, L09, L10, L11 : 3, 5, 7, 9 lives respectively and be killed by hitting their double of segment numbers.

COUNT-UP (OPTIONS: L01, L02, L03.....L09)

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

L01, L02, L03.....L09 represents the set points of 100, 200, 300.....900.

ROUND-THE-CLOCK (OPTIONS: L01, L02, L03, L04, L05, L06, L07, L08, L09, L10, L11, L12)

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. Players start their next turn with the next correct number in the sequence. The computer will display the number that the player has to hit. The player's score display will show the number of target left.

L01-L04 : The last numbers are 5, 10, 15, 20 respectively regardless straight, double, or Triple.

L05-L08 : The last numbers are 5, 15, 15, 20 respectively and only double is valid.

L09-L12 : The last numbers are 5, 10, 15,20 respectively and only triple is valid.

SHOOT OUT (OPTIONS: L11, L12, L13.....L20)

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 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. The player's score display will show the number of the target left.

HORSE

This game will randomly choose a number for all players to hit each round. The player tries to hit the number as many times as possible. A single of the number scores 1 hit, a double scores 2 hits, and a triple scores 3 hits, single bullseye scores 4 hits and a double bullseye scores 6 hits. At the beginning, each player has 5 lives. In a round, the player without the highest score will deduct a life. If all players fail to hit the specified number in 3 darts, they will deduct a life. The last player in the game is the winner.

BERMUDA TRIANGLE

Each round calls out a designated number or area to hit. They are:

Round 1-12	Round 6-16	Round 10-19
Round 2-13	Round 7-17	Round 11-20
Round 3-14	Round 8-Triple (any)	Round 12-Bullseye
Round 4-Double (any)	Round 7-18	Round 11-Double Bullseye
Round 5-15		

Points are accumulated by any segment of the designated number for each round. For Example: In the first round a player must hit 12. A single 12 = 12 points, a double 12 = 24 points, and a triple 12 = 36 points. In round 4 a player can choose any double, (all three darts can hit a different double and score). And in round 8 a player can choose

any triple. If a player misses the designated number or area with all three darts in any round, the player's total score is cut in half. The winner is the player with the highest score.

SHANGHAI (OPTIONS: L01, L02, L03, L04, L05, L06, L07, L08, L09, L10, L11, L13)

Each player has to proceed for score around the board from 1 through 20 and then bullseye. 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. Also players can select super Shanghai (P Level) as a complementary 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 scoring screen.

L01, L05, L09 : game starts from segment 1
L02, L06, L10 : game starts from segment 5
L03, L07, L11 : game starts from segment 10
L04, L08, L12 : game starts from segment 15
L01, L02, L03, L04 : for L level
L05, L06, L07, L08 : for X level
L09, L10, L11, L12 : for P level

GOLF (OPTIONS: L01, L02, L03.....L10)

Golf is a par 4, 9 holes game. The object is to get the lowest score possible. The numbers 1 through 9 are used, consecutively through the 9th round. In the first round all players must throw for the 1 segment (hole 1). In round 2, all the players throw for the 2 segment (hole 2), and so on, through round 9 (hole 9). Segment values are as follows:

Double = 2 points (Eagle)	Fat single = 4 points (par)
Triple = 3 points (Birdie)	Miss = 5 points (Bogie)
Pie single = 4 points (Par)	

The hardest segments to hit equal the lowest score. If all 3 darts miss the targeted area, your score will be 5. The game will recognize and score the best hit of all 3 darts thrown. Example: Dart 1 = miss (5), Dart 2 = triple (3), Dart 3 = fat single(4) Players score will be 3. If the player should miss the entire segment area with all 3 darts, the game will register a score of 5 when the *START GAME/NEXT PLAYER* is pushed. The player with the lowest score wins. Players can play from 9 holes to 18 holes depending on the level of difficulty.

L01, L02, L03, L04, L05, L06, L07, L08, L09, L10 represents the 9, 10, 11, 12, 13, 14, 15, 16, 17, 18 holes.

SHOVE A PENNY

Same as the cricket only 15 through 20 and the bull's eye are used. All players have to hit the numbers in order with the objective to score 3 points in each segment before moving to another. Singles are 1 point, Doubles are 2 and Triples are 3. However, if a

player scores more than 3 points in any one number, the excess points will be given to the next player. The first player to score 3 points in all numbers is the winner.

FOOTBALL

Player has to first select their playing field by throwing a dart at the dartboard. At this stage the text screen will display "CHOOSE YOUR NUMBER". Throw a dart to select. 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 cricket display.

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. The first player who finishes his playing field is the winner.

BOWLING (OPTIONS: L01, L02, L03, L04, L05, L06)

This is a challenge game and the player has to be very accurate to have a good score. Each player has to select his "alley" by throwing the first dart at a segment when the text screen displays "SELECT ALLEY". Then use the 2nd and the 3rd dart to score points (i.e. pins) on the selected alley. Points (pins) are calculated as follows:

<u>Segment</u>	<u>Score</u>
Double	9 pins
Outer Single	3 pins
Triple	10 pins
Inner Single	7 pins

A player cannot hit the same single segment twice within the same "frame"; if it is hit twice, the second hit will be counted as 0. Therefore, it would be more advisable for the player to hit the two respective single segments to have a score of 10 pins (7 for inner single segment and 3 for outer single segment).

A player can have 20 pins if he hits the triple segment twice. There will only be 10 pins if a player hits the double twice. Otherwise you will only get 9 pins if you hit the double with your second dart and another segment with your third dart. The perfect game score is 200/220/240/260/280/300 respectively for the options chosen.

L01, L02, L03, L04, L05, L06 represents 10, 11, 12, 13, 14, 15 rounds.

BASEBALL (OPTIONS: L01, L02, L03)

A baseball field includes the segment 9, 12, 5, 20, 1, 18, 4 and bullseye. A player throws 3 darts in each inning, and the runs/bases are set as follows:

<u>Segment</u>	<u>Results</u>
Single	One base
Double	Two bases
Triple	Three bases
Bull's eye	Home run

The "home run" can only be attempted by the 3rd dart. The player with the most runs in the game is the winner. The player1's cricket display indicates the total innings left while player 3's shows the status of the runner. Green, orange, red and flashing red represent base 1, 2, 3 and home respectively.

L01, L02, L03 represents 7, 8, 9 innings in this game and compete at different levels.

OVER (OPTIONS: L01, L02, L03)

The players have to take turns to throw 3 darts, the highest score among the players is the "leader's score". 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". Then the dartboard will announce LEADER and keep his score recorded. If not, one cricket light will turn off which means he loses one life. Before each player shoots in each round, the text screen displays the record score.

A leader can choose to proceed to challenge his own leader's score but he will also lose a life if his score is lower than the leader's score. To skip his turn, just press *START GAME/NEXT PLAYER*,

A player will be out of the game when all his lives are gone. The last surviving player is the winner.

L01, L02, L03 represents 7, 8, 9 lives.

UNDER (OPTIONS: L01, L02, L03)

Rules follow exactly as OVER except

1. The objective is to get the lowest score.
2. The leader's score is the lowest score.
3. A missed dart out of the dartboard is counted as 60 by pressing

The 20x3 segments.

L01, L02, L03 represents 7, 8, 9 lives.

BIG 6 (OPTIONS: L01, L02, L03, L04, L05)

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.

Single 6 is the first target to hit when the game begins. Player 1 tries to hit a single 6 in 3 darts. He will lose a life when he fails. Player 2 will shoot for the single 6 that player 1 missed. If he can hit the target in the first 2 darts, the last dart will be used to determine the new target for next player. At this moment, the text screen will display "CHOOSE NEW TARGET". The same rule is applied to the following darts. Singles, doubles and triples are all separate targets for this game.

The object of the game is to force your opponent into losing lives by selecting tough targets for your opponent to hit such as "Double Bullseye" or "triple 20". The last player with a life left is the winner.

L01, L02, L03, L04, L05 represents 3, 4, 5, 6, 7 lives respectively.

FORTY ONE

This game is the same as the Double Down except:

1. the sequence is reversed from 20 to 15
2. an additional round of 41 points is included before bull's eye and a player has to get through this challenge before turning to the last round.

	20	19	DBL	18	17	TPL	16	15	'41'	TOTAL
PLAYER 1										
PLAYER 2										

ALL FIVE (OPTIONS: L01, L02, L03, L04, L05)

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 gets scores of 51 will be the winner.

L01, L02, L03, L04, L05 represents the target scores of 51, 61, 71, 81 and 91 respectively.

NINE-DART CENTURY (OPTIONS: L01, L02, L03)

In this game, each player has nine darts (three turns) to either score 100 points or come as close as possible to 100. Each bed is scored as per the regular method. Any player going over 100 is "busted" and is out of the game. Darts that land outside the scoring area bring the player's score down to zero and he must start over again. This eliminates deliberate misses. Darts that bounce out are not penalized, but do not count any points. The number of remaining darts is shown at the cricket display.

L01 : targeted score 100

L02 : targeted score 150

L03 : targeted score 200