



INTRODUCTION OF CYBERDINE™ TURNIR DARTS rev.2011

CYBERDINE™ DART is electronic, entertainment, sport darts with electronic calculating points and darts, which allows playing traditional games (301, Cricket ...). Machine has all modern and new games, as well as options for these games.

Darts is harmless, attractive and above all fun, sports game widespread throughout the world. Darts is one of the oldest entertainments and sports games. First tournament played in the year 1927 called the "New of the World", while at the London tournament in 1948 played over 300,000 players. Time of electronic darts began in mid-80-years. Popularity of electronic darts is in constant expansion and increasing over traditional darts.

Dart is designed to make easy playing the game and leads player through the game with light and sound effects.

The key features that **CYBERDINE™** DARTS TOURNAMENT have, and make it easier for exploitation, are:

- Auto-changing players
- Sensor of missed darts
- Light signaling and effects
- Sound signaling and effects
- Text and voice effects in several languages
- Electronic and mechanical bookkeeping with a simple reading
- Single (both center 50) and double Center (25-50)
- Advertising in demo mode
- Adding credits with the key or different types of coin mechanism, possibility of remote control for credits
- Lottery
- Self standing and wall-version
- 8 players, 8 Crickets
- Simple test and setup parameters for games and the cost of games
- FAIR PLAY options - EQUAL (the same number of rounds for all) and PLAY OFF (players with the same number of points go to play off)
- Simply setting the standard values
- An attractive demo mode
- Attract melodies

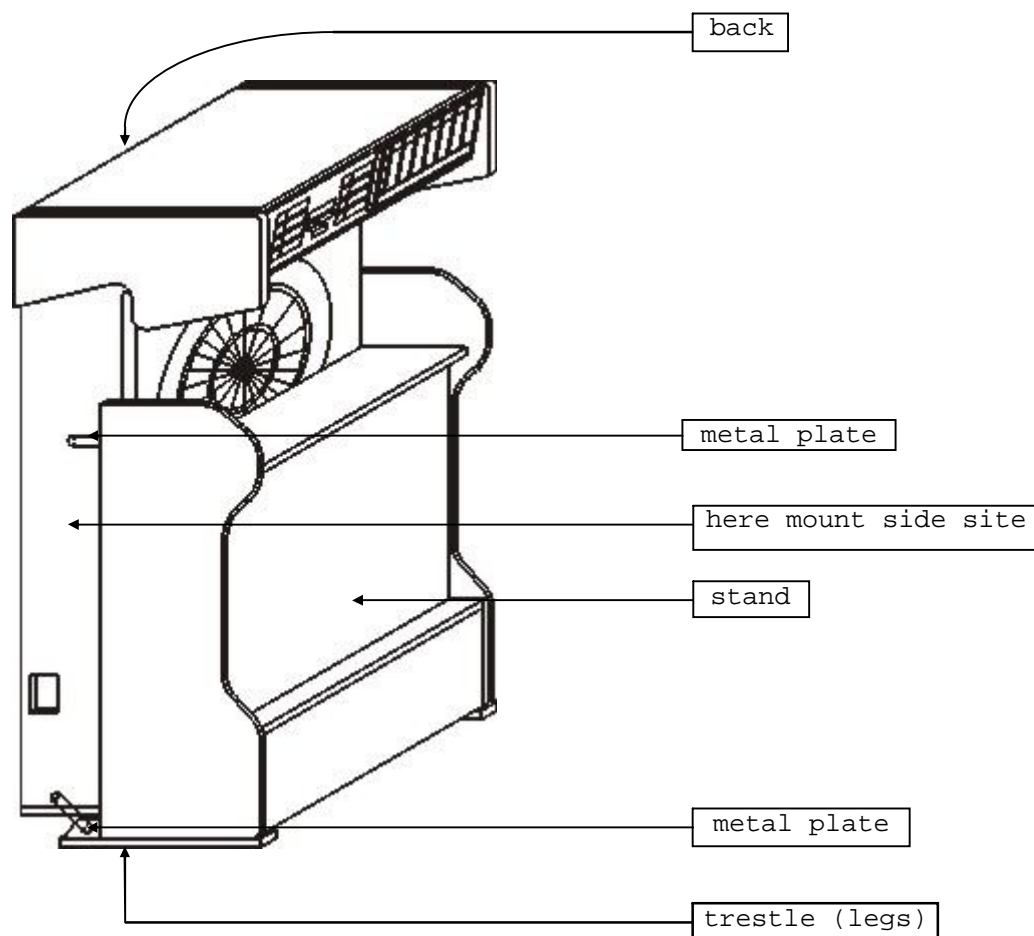
CYBERDINE™ TURNIR DARTS are the result of long experience and innovative technology.



ASSEMBLING DARTS

Protection for the dart during the transport is the maximum. Packing has been carefully elaborated and tested in practice over the years. Dart itself is protected by way of assembling (Fig.1), with screwed metal plates which function are only to transport and five-ply hard paperboard of which was made box.

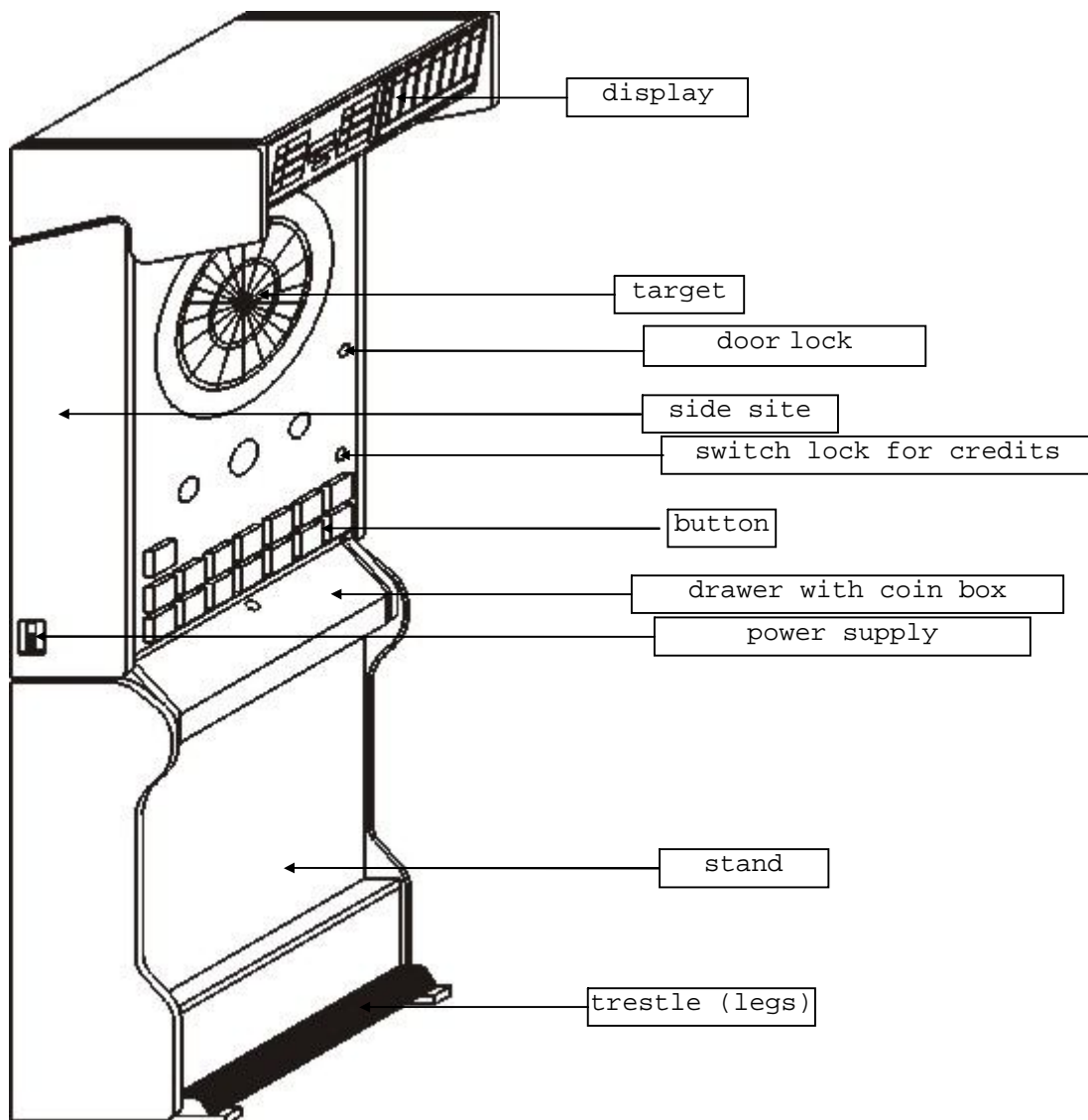
Fig. 1 Dart in the state of transport



Assembling the dart:

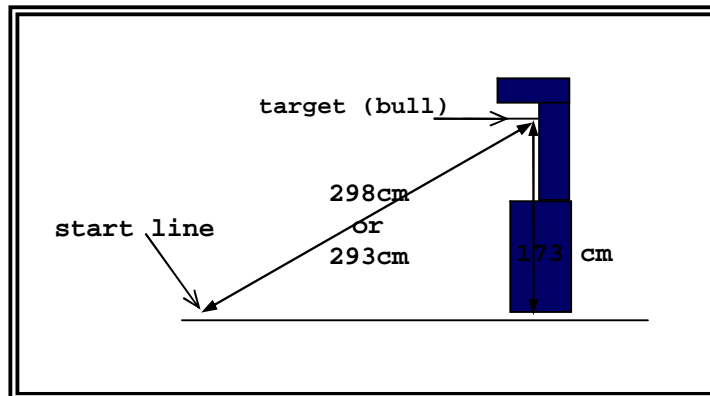
1. Remove metal plates which connect the base with the upper part of darts, 4 plates
2. Unscrew trestle (legs) from the bottom (4 screws) and rotates trestle (legs) for 180° that the black rubber came on the front of the stand.
3. Remove the key of the cash box on the upper side of the stand
4. In the coin box are other screws and in the bottom drawer there are keys, darts, the power cord, peaks and start line. To remove coin box from drawer you must open the main (upper) door and remove the metal which secure coin or cash box.
5. Put together an upper part with the stand, fixed them with screws which are located in the coin box, 4 longer screws put under and 4 shorter screws put sideways.
6. Mount left and right sides from back on dart sides

Fig. 2 Dart ready for exploitation



PLACING DART

Dart should be set at the place where the players will not be interfering from staff or other person passing through game area. Start line should be set at 298 cm or 293 cm (depend from tournament rules) diagonally from center of target (inner bull).



CAUTION:

1. Do not try to open the dart by force. It does not contain any part that can repair the amateur. Contact expert or qualified person when the repair is necessary.
2. Slot and others opened part on the upper side and sites are used for cooling. To machine functioned properly do not cover them.
3. Metal or anything conductivity could not be inserted, through the slots or opened parts, inside because they could come in contact with parts of machines which are alive. That could lead to a short circuit.
4. Dart should not stand near heat sources.
5. It is not allowed to spill coffee, wine, etc on machine. If this happens qualified person must check machine.
6. Place machine where will not be exposed to rain and excessive humidity.

Power supply 90v - 260v

Max. consumption - 100w

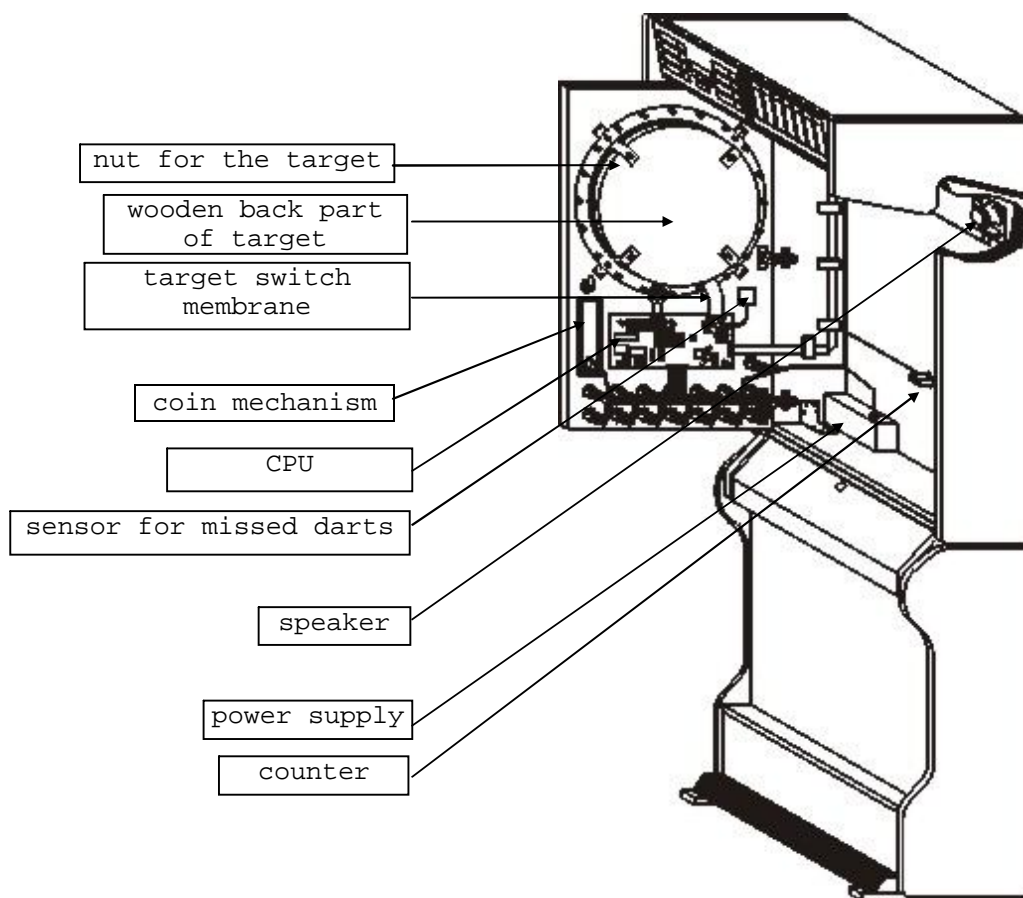
You will find power cord inside drawer with coin box. When you place dart, than connect power cord and put power supply switch in position ON. Inside of dart there is not voltage dangerous for life, all electronic parts use 5V and 12V.

ATTENTION: all **CYBERDINE**™ darts are made with grounding, you should pay attention to power supply source also be grounding.



INSPECTION AND MAINTENANCE OF DART

Fig. 3 View of the dart interior



In fig. 3 you can see dart interior. Maintenance and cleaning dart targets and replacement of any electronic parts (CPU, display and peripheral units) is very simple. When you must replace parts, after unconnected parts from electric wiring there is no possibility to change any connectors when you connect parts together again.

Disassembly and maintenance of target

After several thousand games, broken dart peaks fill segments of target, so the darts will not stick in the target. Then it is necessary to clear your target. Peaks should be removed with pliers and those which can not extract with pliers you should prout in the internal side of target segment and pick them after you disassemble the target.

WARNING: Carelessly and unadvisedly handling with target and its parts can cause damage to the target or its parts. For surely disassemble targets follow a step-by-step instructions below.

Instructions for disassembling target:

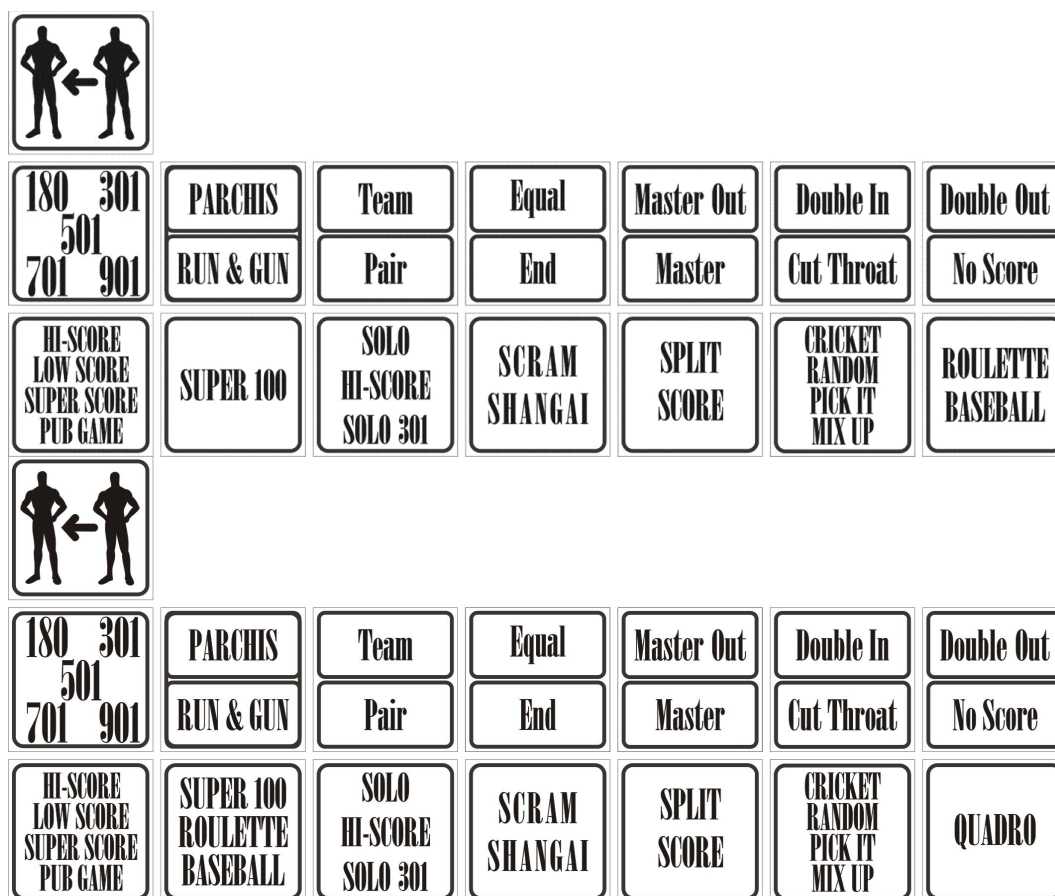
1. Switch off power supply, open the upper doors and disconnect target switch membrane (Fig. 3);
2. Unwind 4 nuts (like 3) and pull out whole target;



3. Unwind 4 round nuts at the back wooden part of targets and remove back wooden part;
4. Carefully remove target switch membrane and protective rubber;
5. Remove broken peaks and assembly target in reverse order;
6. After each assembling and disassembling target it is necessary to check the function of target switch membrane in the test menu or in game that use all target fields.

BUTTONS

Fig 4. Overview of buttons with triple and Quadro target



On Fig. 4 we see overview of buttons on the darts door. After we give the credits button lamps start wink. Some buttons have multiple functions and when you press the button you change different games on that button, for example: if we want to choose game 501 (first button under Players button) we have to push that button 3 times, at the same time on the cricket diodes is written name of game. After we pick the favorite game than we can choose options for that game until the game has not started even button lamps stop wink.

Skip round

When a player should skip round he must hold Players button 3 seconds.

Coin mechanism

We offer Alberici AL 55 coin mechanism as standard coin mechanism. The AL55 electronic coin selector belong of a new generation of coins and/or tokens validators, successor of the AL03 & AL05 series with which is fully compatible both at mechanic and electronic level. It has 12 channels on which we can program the most known coins or tokens.



MICROSWITCHES

On the lower left corner of CPU board is located 8 microswitches. They are used for entry into the different menus (test, setting up the parameters ...). They have two positions, ON or OFF. In the ON position microswitch is activated, and in the OFF position deactivated. To enter one of the following menus you must turn off and on dart machine.

Microswitch position:

- No 1. Test menu
- No 2. Bull's Eye value
- No 3. Attract
- No 4. Main (security) bookkeeping
- No 5. Secondary (customer) bookkeeping
- No 6. External view of secondary (customer) bookkeeping
- No 7. Factory Set Up
- No 8. Set up

1. Test menu

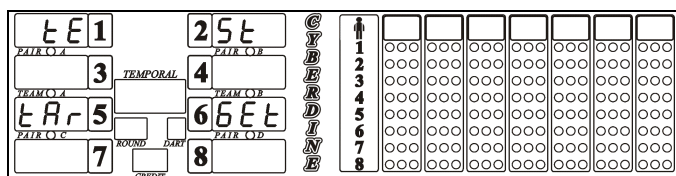
In the Test menu we can test the functionality of devices, peripheral units and individual segments. When we activate Test menu (microswitch no. 1 in ON position, turn off and on the machine) on the display appears "test target" and Players, Hi Score, Scram and Double Out button lamps start wink. With that winking lamp buttons you can move through menus. Double Out button is for open or close submenus. Hi Score button is for moving forward and Scram button to moving backward through menus. Players button is used in some submenus.

We have a 6 submenu in the Test menu:

- a) test target
- b) test lights
- c) test buttons
- d) test infrared
- e) test sensor of missed darts
- f) test credits

a) test target

Fig. 1



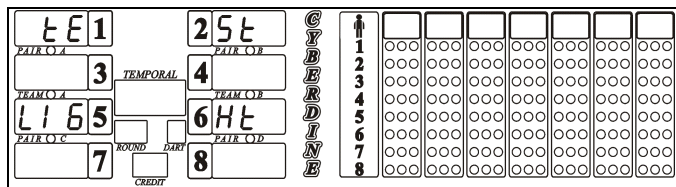
When we activate Test menu (microswitch no. 1 in ON position, turn off and on the machine) on the display appears "**test target**". To enter in test mode we must press the Double Out button. In this sub-menu we test the validity of the connections between

target segments and target membrane switches. When we press on certain segments of a target on display "dart" numbers 1,2 and 3 indicates that there is a segment hit single, double or treble, while the exact number of segments seen on the "round" display. After we finished target testing by pressing a Double Out button we get out from this submenu.



b) test light

Fig. 2



With Hi Score button we are moving forward. When on display appears "test light" we press Double Out button to enter in this submenu. In this submenu we can test all lights and LED's (light emitting diodes) at the dart. With Players button we are moving throw different test

modes. With the Hi Score (forward) and Scram (backward) buttons we can test lights or LED's.

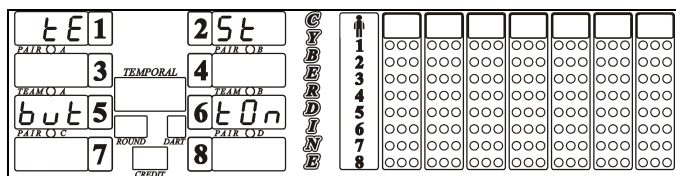
Different ways of tests are as follows:

- Testing and light emitting diode around targets, one by one
- Testing the vertical line display
- Testing segments of display
- Testing of certain line segments to
- Test of all light (except buttons)
- Testing the button lamp

After we finished light testing by pressing a Double Out button we get out from this submenu.

c) test button

Fig. 3

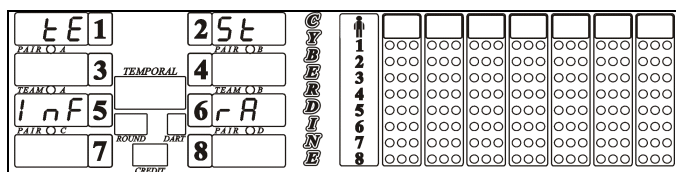


With Hi Score button we are moving forward. When on display appear "test button" we press Double Out button to enter in this submenu and all button lamps start winking. When we press any button, except Players button, that button lamp stops winking and on

display appears button name. With Players button we get out from this submenu.

d) test infra

Fig. 4



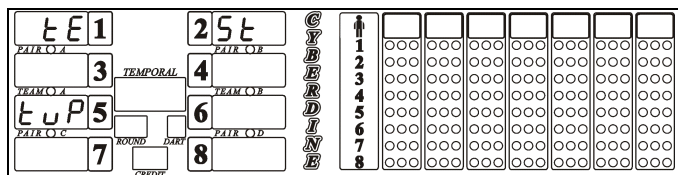
With Hi Score button we are moving forward. When on display appear "test infra" we press Double Out button to enter in this submenu. We will hear short sound and Fault lamp on door will light when we move hand over target area, if IR sensor works correctly. If the sound

occurs continuously IR sensor does not work correctly and you can reduce the strenght of sensor moving small potentiometer clockwise. If you do not hear any sound IR sensor does not work correctly and you must increase the strenght of sensor moving small potentiometer counter-clockwise. With Double Out button we get out from this submenu.



e) test tup

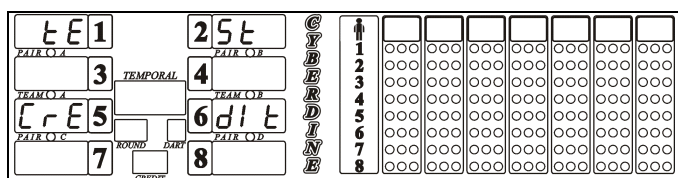
Fig. 5



around target or if we knock easily on door. If the sound occurs continuously sensor of missed darts is too sensitive and you must reduce sensitivity by potentiometer P1. Potentiometer P1 is located in the upper left corner on the CPU board. If you want to make sensor of missed darts more sensitive you must move potentiometer P1 clockwise, and if you want to make sensor of missed darts less sensitive you must move potentiometer P1 counter-clockwise. With Double Out button we get out from this submenu.

f) test credit

Fig. 6



switch credit key. Credits are not counting while testing coin mechanism or credit key. With Double Out button we get out from this submenu.

With Hi Score button we are moving forward. When on display appear "test tup" we press Double Out button to enter in this submenu where we can set up sensor of missed darts. We will hear short sound and Fault lamp on door will light when we throw dart in black ring

With Hi Score button we are moving forward. When on display appear "test credit" we press Double Out button to enter in this submenu where we can test coin mechanism or credit key. We will hear short sound and Fault lamp on door will light when we insert coin or when we

We get out from test menu by moving microswitch no.1 in the off position.

2. BULL'S EYE (CENTER)

If microswitch no.2 is in ON position then outer Bull's Eye worth 25 points, and inner Bull's Eye worth 50 points. If microswitch no.2 is in OFF position then both part of Bull's Eye worth 50 points. When you change position of microswitch you must turn of and on dart machine to validate new position.

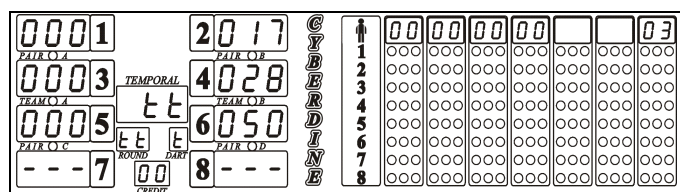
3. ATTRACT

If microswitch no.3 is in ON position then attract melodies is activate. Attract melodies is sound which take attention to dart machine if nobody playing darts. If microswitch no.3 is in OFF position then attract melodies is not activate. When you change position of microswitch you must turn of and on dart machine to validate new position.



4. MAIN (SECURITY) BOOKKEEPING

Fig. 7

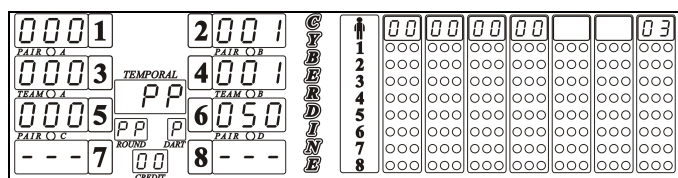


(players 1 and 2) is number of credits for credit key, on second line (players 3 and 4) is number of credits for coin mechanism and on third line (players 5 and 6) is number of credits when free games option was active. When we finished with bookkeeping we get out putting microswitch no.4 in OFF position.

If microswitch no.4 is in ON position (turn off and on dart machine) you will see on display main (security) bookkeeping which can not be erased. It shows numbers of played credits. It is double accounting system for credit key, coin mechanism and free games. In first line

5. SECONDARY (CUSTOMER) BOOKKEEPING

Fig. 8



pressing button *Roulette-Baseball*. Secondary accounting system you can see also when you turn machine OFF, press button EQUAL and than turn machine ON. You must press button EQUAL still whole period. If you do that correctly on display you can see number of credits but when you release button EQUAL bookkeeping will disappear. You cannot erase accounting system from outside. Only from inside with dip-switch No.5 and pressing button *Roulette-Baseball* you can erase bookkeeping which mean that user must have main key from dart machine and be well-informed to erase bookkeeping. When you finished with bookkeeping you get out putting microswitch no.5 in OFF position.

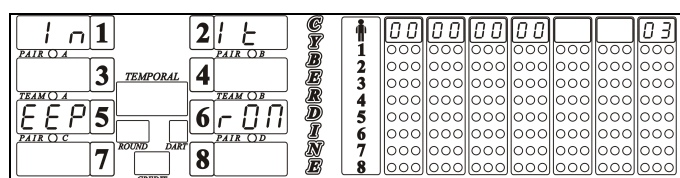
If microswitch no.5 is in ON position (turn off and on dart machine) you will see on display secondary (customer) bookkeeping. Secondary or customer accounting system is the same as main accounting system but it can be erased and reset to zero (0) by 5 seconds

6. EXTERNAL VIEW OF SECONDARY (CUSTOMER) BOOKKEEPING

If you put switch in position ON you will prevent external view of secondary (customer) bookkeeping. In that case it is not possible to see secondary accounting with holding button EQUAL and switching dart machine on.

7. FACTORY SET UP (reset, initialization)

Fig. 9



and Table 2. When you make initialisation of memory you will erase secondary accounting system and all temporary credits and games. But main accounting system would not be erased and because of that it is important that owner of machine use main accounting system for main control. When you finish or if you do not want make initialization just putt microswitch no.7 in OFF position.

If microswitch no.7 is in ON position (turn off and on dart machine) you will see on display "init EEprom" where you can refresh Set up with default (factory) information by pressing button *Roulette* approximately 5 seconds. Default set up you can see on next pages in Table1



8. SET UP

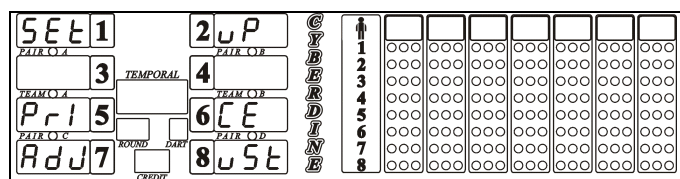
Within this menu we can adjust the various values associated with the price or the length of games, lotteries etc. When we activate Set up menu (microswitch no. 8 in ON position, turn off and on the machine) on the display appears "set up" with "price adjust" and Players, Hi Score, Scram and Double Out button lamps start wink. With that winking lamp buttons you can move through menus. Double Out button is for open or close submenus. Hi Score button is for moving forward and Scram button to moving backward through menus. Player button is used in some submenus

Table 1 – factory or default defined parameters (reset look in paragraph 7)

1.	PRICE ADJUST	look table 2
2.	ROUND ADJUST -Hi, low,super score -Cricket -180, 301, 501, 701,solo,roul., ...	07 20 01
3.	LOTTERY	01
4.	IN 1 PULSE	01
5.	IN 2 PULSE	01
6.	CREDIT IN 1	01
7.	CREDIT IN 2	01
8.	PLAY OFF	01
9.	PUBLICITY	SPORT
10.	FREE GAMES	00

8.1. PRICE ADJUST

Fig. 10



First Set up menu is Price adjust. By pressing button Double Out we get inside this submenu where we can change price of games. With button Players we are changing various games with options and with buttons Hi score

and Scram we increase/decrease price of games. When we set desired values with button Double Out we get out and make confirmation for our new adjustment. In Table 2 we have a default or factory values of game prices.

Table 2

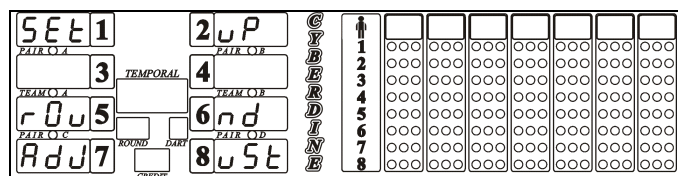
HIGH SCORE	1	901	4
LOW SCORE	1	901 IN	4
SUPER SCORE	1	901 OUT	4
SCRAM	2	901 IN OUT	4
SHANGAI	1	901 MASTER	4
ROULETTE	1	180 RUN & GUN	c 1
PUB	c 1	301 RUN & GUN	1
SUPER 100	1	501 RUN & GUN	2
SOLO HI-SCORE	1	701 RUN & GUN	3



SOLO 301	1	901 RUN & GUN	4
BASEBALL	1	CRICKET	2
301	1	CRICKET RANDOM	2
301 DOUBLE IN	1	CRICKET PICK IT	2
301 DOUBLE OUT	1	CRICKET MIX UP	2
301 DOUBLE IN OUT	1	CRICKET CUT THROATH	2
301 MASTER	1	CRICKET RANDOM CUT THROATH	2
180	c 1	CRICKET PICK IT CUT THROATH	2
180 DOUBLE IN	c 1	CRICKET MIX UP CUT THROATH	2
180 DOUBLE OUT	c 1	CRICKET MASTER	2
180 DOUBLE IN OUT	c 1	CRICKET RANDOM MASTER	2
180 MASTER	c 1	CRICKET PICK IT MASTER	2
501	2	CRICKET MIX UP MASTER	2
501 DOUBLE IN	2	CRICKET NO SCORE	2
501 DOUBLE OUT	2	CRICKET RANDOM NO SCORE	2
501 DOUBLE IN OUT	2	CRICKET PICK IT NO SCORE	2
501 MASTER	2	CRICKET MIX UP NO SCORE	2
701	3	SPLIT SCORE	1
701 DOUBLE IN	3	301 PARCHIS	1
701 DOUBLE OUT	3		
701 DOUBLE IN OUT	3		
701 MASTER	3		

8.2. ROUND ADJUST

Fig. 11



Next Set up menu is Round adjust. By pressing button Double Out we get inside this menu where we can change number of rounds for some games. With button Players we are changing games and with buttons Hi score and Scram we increase/decrease number of round for

games. We have 3 submenu:

- Hi Score - from 07 to 10 rounds
- Cricket - 00 mean unlimited number of rounds, all others as on temporal displays
- 301, 501, 701 – you can change 8 different factory predefined parameter like in table under. 00 means unlimited number of round for all '01 games. 01 is default and means 5 rounds for 180, 10 rounds for 301, 15 rounds for 501, 20 rounds for 701, 25 rounds for 901 and 10 rounds for 301 Parchis....

Param.\Game	180	301	501	701	901	301 Parch
00	Unlimited number of round for all '01 game					
01	5	10	15	20	25	10
02	5	10	20	20	25	10
03	5	10	20	25	30	10
04	5	15	20	25	35	15
05	5	5	10	15	20	10
06	5	10	20	30	40	10
07	5	10	15	25	30	10
08	5	15	20	30	35	15



If you have special needs which are not inside this table, please do not hesitate to contact us. When we set desired values with button Double Out we get out and make confirmation for our new adjustment.

8.3. LOTTERY

Fig. 122

SEt1	2UP	CYBERDINE	1						
PAIR C1A	PAIR C1B		1	000	000	000	000	000	000
3	4		2	000	000	000	000	000	000
TEMPORAL	TEMPORAL		3	000	000	000	000	000	000
TEAM C1A	TEAM C1B		4	000	000	000	000	000	000
LOT5	6Er4		5	000	000	000	000	000	000
PAIR C1C	PAIR C1D		6	000	000	000	000	000	000
7	8		7	000	000	000	000	000	000
ROUND	PAIR C1E		8	000	000	000	000	000	000
CREDIT									

display. Player gets as much credit as the game worth eg if he played 301 he will receive 1 credit, and if he played 701 player will receive 3 credits. When we set desired values with button Double Out we get out and make confirmation for our new adjustment.

Next Set up menu is Lottery. By pressing button Double Out we get inside this menu where with button Hi score and Scram activate (01) or deactivate (00) lottery. If lottery is active after each game players will get free credit if result mached with lottery number on temporal

8.4. IN 1 PULSE

Fig. 133

SEt1	2UP	CYBERDINE	1						
PAIR C1A	PAIR C1B		1	000	000	000	000	000	000
3	4		2	000	000	000	000	000	000
TEMPORAL	TEMPORAL		3	000	000	000	000	000	000
TEAM C1A	TEAM C1B		4	000	000	000	000	000	000
In5	6		5	000	000	000	000	000	000
PAIR C1C	PAIR C1D		6	000	000	000	000	000	000
PUL7	85E		7	000	000	000	000	000	000
ROUND	PAIR C1E		8	000	000	000	000	000	000
CREDIT									

credit. When we set desired values with button Double Out we get out and make confirmation for our new adjustment.

Next Set up menu is In 1 pulse. By pressing button Double Out we get inside this menu where we define how many coins are necessary for 1 credit from input 1 which is coin mechanism. With buttons Hi score and Scram we increase/decrease number of coins for 1

8.5. IN 2 PULSE

Fig. 14

SEt1	2UP	CYBERDINE	1						
PAIR C1A	PAIR C1B		1	000	000	000	000	000	000
3	4		2	000	000	000	000	000	000
TEMPORAL	TEMPORAL		3	000	000	000	000	000	000
TEAM C1A	TEAM C1B		4	000	000	000	000	000	000
In5	6		5	000	000	000	000	000	000
PAIR C1C	PAIR C1D		6	000	000	000	000	000	000
PUL7	85E		7	000	000	000	000	000	000
ROUND	PAIR C1E		8	000	000	000	000	000	000
CREDIT									

credit. When we set desired values with button Double Out we get out and make confirmation for our new adjustment.

Next Set up menu is In 2 pulse. By pressing button Double Out we get inside this menu where we define how many coins are necessary for 1 credit from input 2 which is electric key. With buttons Hi score and Scram we increase/decrease number of coins for 1

8.6. CREDIT IN 1

Fig. 15

SEt1	2UP	CYBERDINE	1						
PAIR C1A	PAIR C1B		1	000	000	000	000	000	000
3	4		2	000	000	000	000	000	000
TEMPORAL	TEMPORAL		3	000	000	000	000	000	000
TEAM C1A	TEAM C1B		4	000	000	000	000	000	000
CrE5	6dlE		5	000	000	000	000	000	000
PAIR C1C	PAIR C1D		6	000	000	000	000	000	000
In7	8		7	000	000	000	000	000	000
ROUND	PAIR C1E		8	000	000	000	000	000	000
CREDIT									

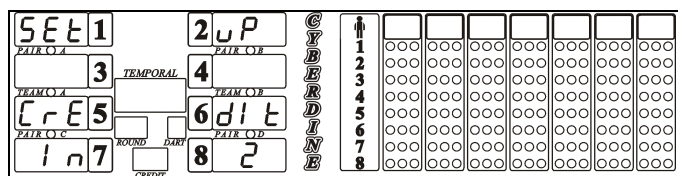
set desired values with button Double Out we get out and make confirmation for our new adjustment.

Next Set up menu is Credit in 1. By pressing button Double Out we get inside this menu where we define how many credits we can get for one signal form coin mechanism. With buttons Hi score and Scram we increase/decrease number of credits for 1 signal. When we



8.7. CREDIT IN 2

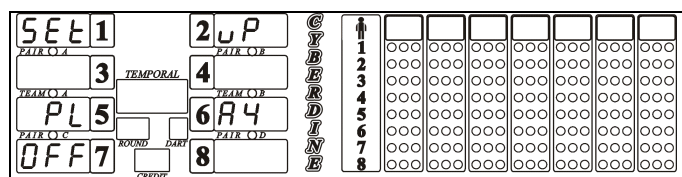
Fig. 16



Out we get out and make confirmation for our new adjustment.

8.8. PLAY OFF

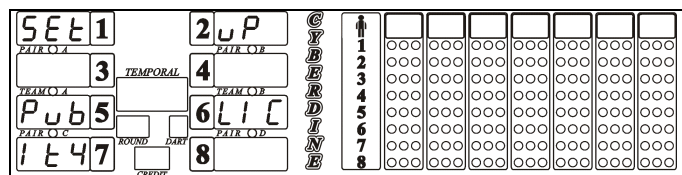
Fig. 17



Play off where they have only one dart to throw and player with higher score is winner or better positioned. Only when is activated other fair play option Equal, in situation where 2 players finished game in same round, machine also calculate how many darts players used to finished game and winner is one with less darts. In that case players do not go to Play off. When we set desired values with button Double Out we get out and make confirmation for our new adjustment.

8.9. PUBLICITY

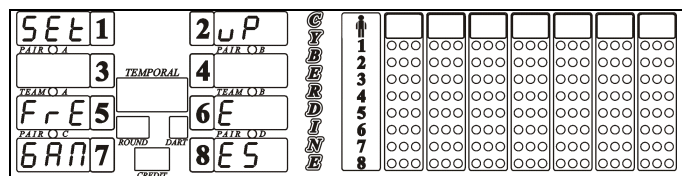
Fig. 18



which rent dart. With button Players we change 7 characters and with buttons Hi score and Scram we change each letters. When we set desired values with button Double Out we get out and make confirmation for our new adjustment.

8.10. FREE GAMES

Fig. 19



credits and players can always play for free. This option we made for tournament, promotions or home use. When we set desired values with button Double Out we get out and make confirmation for our new adjustment.

We get out from Set up menu by moving microswitch no.8 in the OFF position.

Next Set up menu is Credit in 2. By pressing button Double Out we get inside this menu where we define how many credits we can get for one signal form electric key. With buttons Hi score and Scram we increase/decrease number of credits for 1 signal. When we set desired values with button Double

Next Set up menu is fair play option called Play off. By pressing button Double Out we get inside this menu where with button Hi score and Scram activate (01) or deactivate (00) this option. If this option is activate at the end of game players with same score go to

Next Set up menu is Publicity. By pressing button Double Out we get inside this menu and pressing button Players to see letters on cricket diodes, by default it is SPORT. Publicity is option that can be seen in demo mode for advertising clubs, pubs or company

Last Set up menu is Free games. By pressing button Double Out we get inside this menu where with button Hi score and Scram activate (01) or deactivate (00) this option. If this option is active dart machine will always adding 50 free credits whan credits go under 40



RULES OF THE GAMES

'01 GAMES

Players start with a score of 180/301/501/701/901. The score from each turn is calculated and deducted from the player's total. The first player which reduces score exactly to 0 is the winner. If a player reduces the score below zero, the score is bust and score returns to the result of that round. Standard values of rounds are: 180 - 5, 301 - 10, 501 - 15, 701 - 20, 901 - 25 rounds, three darts per round.

OPTIONS FOR '01 GAMES

DOUBLE IN - starts calculating points after first hit a double segment

DOUBLE OUT - the player must finish the game with hit in a double segment

MASTER OUT - the player must finish the game with a hit in double or triple segment

TEAM - players can play in a team by 2, 3 or 4 players. Players 1, 3, 5, 7 are team A and the players 2, 4, 6, 8 are team B. Those with a player who finishes first will win the game unless the player is not frozen because players from the opponent's team have better score.

PAIR – same as Team except players will play as 2, 3 or 4 Pairs. Pair A will be players 1 and 3, Pair B – players 2 and 4, Pair C – players 5 and 7 and Pair D – players 6 and 8.

EQUAL - fair play option that allows players that all play the same number of rounds.

When one player finished the game the other players play to the end of round.

END – fair play option that allows to all players to play game at the end or till last round

RUN & GUN

Players start with a score of 180/301/501/701/901. Player must reduce score exactly to 0 and must do that as soon as possible because time is countdown on cricket diodes. After one player finish the game then next player starts to play. Winner is one which finishes game the fastest but if players could not reach zero in given time then the winner is player with lowest score.

301 PARCHESSI

Players begin the game from zero 0 and the game ends exactly at 301. When the player gets on the exact number of other player then he knock down that player to zero.

Standard value of round is 10, three darts per round.

OPTIONS FOR 301 PARCHESSI

Team, Pair, Equal and End - as well as options at the '01 games

HIGH SCORE

Players begin the game from zero. Winner is the player with the highest score. Standard value of round is 7, three darts per round.

LOW SCORE

Players begin the game from zero. Player with the lowest score is the winner. In case that player miss target he gets 50 points as punishment. Standard value of round is 7, three darts per round.

SUPER SCORE

Rules as for high score only here has count only double and triple segments. Standard value of round is 7, three darts per round.

PUB GAME

Players begin the game from zero. The game has only one round (three darts). On the cricket diodes appears number 10 and decreases towards zero. Every dart shot is multiply with the current number on cricket diodes and as the player quicker and more accurate throw darts result is better. Winner is the player with the highest score.

SUPER 100

Every player has a score of 100 at the beginning. The board light moves clockwise. The player has to hit one of the segments in the lighted zone. If a sector is correctly hit, the player gets ten points from each player who has only points and has not been



disqualified. If the player misses with one dart, he receives no points; if he misses with all three points in one round, he is out of the game, and his remaining points are lit up until the end of the game. When a player loses all his points, he is also out of the game. At the end of the game, all the points lit up are given to the winner. When all players except one are disqualified, the remaining player is the winner. Standard value of round is 7, three darts per round.

SOLO HIGH SCORE

Same as high score only what the game is just for one player. At the end on display players 8 will be handicap number that determines the level of players from 00 to 99. Standard value of round is 10, three darts per round.

SOLO 301

Same as 301 only what the game is just for one player. At the end on display players 8 will be handicap number that determines the level of players from 00 to 99. Standard value of round is 10, three darts per round.

SCRAM

This is game in the pair for 2, 4, 6 or 8 players. The "stopper" always goes first. The "stopper" throws three darts into different numbers. Each number that is hit is "stopped". After the stopper throws, the scorer now tries to score as high a score has possible with three darts. Any numbers that have been stopped, do not count towards a score. Any other numbers that have not been stopped count in the usual way. Winner is the player with the highest score. Standard value of round is 7, six darts per round.

SHANGAI

Players begin the game from zero. They hit the numbers from 1 to 20 and at the end center, in order. Player can not shoot the next number until he did not hit given number. SHANGAI is the momentary victory and you must hit one dart in the single, one in the triple and one in the double of the target number in any order. Winner is the player with the highest score. Standard value of round is 7, three darts per round.

CRICKET

Players begin the game from zero. They shoot numbers from 15 to 20 and Bull Eye in any order. Number is closed when player hit that number 3 times in total, it means that player could hit three time in single or one time in triple or combination with one double and one single. When number is closed player can score as long as his opponents does not have closed that number. Winner is player who has closed all numbers and has highest score. At the end of game machine sum all hit numbers from cricket diode (eg 2 closed diode of number 17 worth 34 point) with score and than make a ranking list. Standard value of round is 20, three darts per round.

CRICKET RANDOM

Rules are the same as Cricket except that the machine determines the shooting numbers randomly.

CRICKET PICK IT

Rules are the same as Cricket except that players choose shooting numbers before the game start pressing the numbers on target.

CRICKET MIX UP

Rules are the same as for Cricket Random except at the beginning of each round machine is changing all the numbers that has not any hit.

OPTIONS FOR CRICKET

CUT THROATH - the same rules as for Cricket except the players who close the number add points to oponents which did not close the number, and the winner is the player who closes all the numbers and has the lowest score. At the end of game machine sum all numbers which player did not hit from cricket diode (eg 1 unclosed diode of number 17



worth 17 point) with score and then make a ranking list. Standard value of round is 20, three darts per round.

NO SCORE – the same rules as for Cricket except there are no score. Winner is player who first closed all numbers.

MASTER - the same rules as for Cricket Cut Throat except the players get penalty points if they missed target (25 points) or if they hit closed or unspecified numbers.

TEAM - players can play in a team by 2, 3 or 4 players. Players 1, 3, 5, 7 are team A and the players 2, 4, 6, 8 are team B. All players from the team must close the number and then player can score. Team which first closed all the numbers and has the highest or smallest (Cut Throat) score is the winner.

PAIR – same as Team except players will play as 2, 3 or 4 Pairs. Pair A will be players 1 and 3, Pair B – players 2 and 4, Pair C – players 5 and 7 and Pair D – players 6 and 8.

ROULETTE

Players start from zero. At the beginning of round machine determines which number must be hit in every round. Single hit worth 1 point, double hit worth 2 points and triple hit worth 3 points. Winner is the player with the highest score. Standard value of round is 7, three darts per round.

BASEBALL

Players start from zero. In 1st round players shoot number 1, in 2nd round players shoot number 2, 3rd round number 3...till 9th round they shoot number 9. Single hit worth 1 point, double hit worth 2 points and triple hit worth 3 points. Winner is the player with the highest score. Standard value of round is 9, three darts per round.

SPLIT SCORE

Players start with 40. 1st round they shoot number 15, 2nd round number 16, 3rd round any double, 4th round number 17, 5th round number 18, 6th round any triple, 7th round number 19, 8th round number 20, 9th round Bull Eye and if option Quadro is activate then there is extra 10th round where players shoot any quadro segment. If a player misses with all three darts, his score will be halved (split). Winner is the player with the highest score. Standard value of round is 9, three darts per round.

GAMES	OPTIONS
180	DOUBLE IN
301	DOUBLE OUT
501	MASTER OUT
701	EQUAL
901	END
	TEAM
	PAIR
	DOUBLE IN/DOUBLE OUT
	DOUBLE IN/EQUAL
	DOUBLE IN/END
	DOUBLE IN/TEAM
	DOUBLE IN/PAIR
	DOUBLE IN/DOUBLE OUT/EQUAL
	DOUBLE IN/DOUBLE OUT/END
	DOUBLE IN/DOUBLE OUT/TEAM
	DOUBLE IN/DOUBLE OUT/PAIR
	DOUBLE IN/EQUAL/TEAM
	DOUBLE IN/EQUAL/PAIR
	DOUBLE IN/END/TEAM
	DOUBLE IN/END/PAIR
	DOUBLE IN/DOUBLE OUT/EQUAL/TEAM
	DOUBLE IN/DOUBLE OUT/EQUAL/PAIR



180 301 501 701 901	DOUBLE OUT/EQUAL DOUBLE OUT/END DOUBLE OUT/TEAM DOUBLE OUT/PAIR DOUBLE OUT/EQUAL/TEAM DOUBLE OUT/EQUAL/PAIR DOUBLE OUT/END/TEAM DOUBLE OUT/END/PAIR MASTER OUT/EQUAL MASTER OUT/END MASTER OUT/TEAM MASTER OUT/PAIR MASTER OUT/EQUAL/TEAM MASTER OUT/EQUAL/PAIR MASTER OUT/END/TEAM MASTER OUT/END/PAIR EQUAL/TEAM EQUAL/PAIR END/TEAM END/PAIR RUN & GUN
301	PARCHIS/ PARCHIS/EQUAL PARCHIS/END PARCHIS/TEAM PARCHIS/PAIR PARCHIS/EQUAL/TEAM PARCHIS/EQUAL/PAIR PARCHIS/END/TEAM PARCHIS/END/PAIR
HI SCORE	-
LOW SCORE	-
SUPER SCORE	-
PUB GAME	-
SUPER 100	-
SOLO HI SCORE	-
SOLO 301	-
SCRAM	-
SHANGHAI	-
CRICKET STANDARD CRICKET RANDOM CRICKET PICK IT CRICKET MIX UP	CUT THROAT NO SCORE MASTER TEAM PAIR CUT THROAT/TEAM NO SCORE/TEAM MASTER/TEAM CUT THROAT/PAIR NO SCORE/PAIR MASTER/PAIR
ROULETTE	-
BASEBALL	-



