



USER MANUAL – EN

IN 7847 Electronic Dartboard WORKER WJ200



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SAFETY INSTRUCTIONS

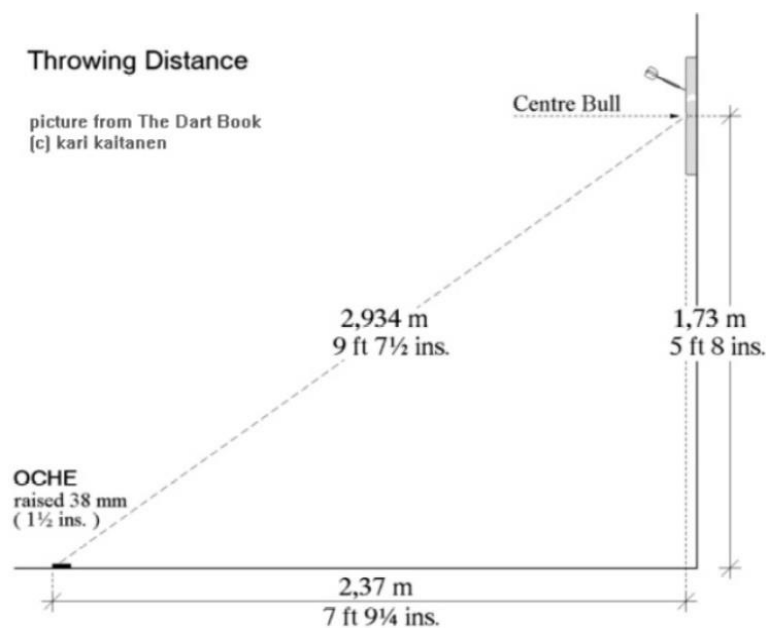
- Read the manual carefully and keep it for future reference.
- The electronic dartboard is NOT Toy.
- Darts may cause injury. Children should be guarded by the adults when playing the dartboard
- This product meets following standards: EN 61000-6-3:2007+A1:2011 and EN 61000-6-1:2007.

DESCRIPTION

- 1xLCD displayer.
- There are total 18 styles and 159 exciting game.
- It can be enjoyed by 8 players maximum at the same time.
- Powered by 3 X AA 1.5V batteries
- If the dartboard left inactive over 30 minutes, the display and peripheries will shut off automatically then into sleeping mode.

STANDARD INSTALLATION

Choose a location to hang the dartboard where is about 3 meters space in front of the board. Fix the dartboard and confirm the height from the floor to Bull's Eye should be 1.73 meters. The "Toe-line" should be 2.37 meters from the face of the dartboard, and be sure to load the 3XAA dry battery and then you can enjoy the exciting games.



Scoring Rules

Segment	Result	
Single segment	“Single” - one base	
Double segment	“Double” - two bases	
Triple segment	“Triple”- three bases	
Bull’s-eye	25 Score	
Double Bull’s-eye	Double 25 score	

BUTTON DEFINITION

- Use “**GAME/POWER**” button to choose games (G01—G18). The button can be also used to exit game and back to beginning status. When the dart is running, press and hold button for 3 seconds to force a shutdown. When dart is turn off, press button to turn on.
- The “**OPTION/Eliminate**” button can be used to choose a sub-game. (G01—G18), Also it is used to clear or resume the score of current dart.
- Use “**PLAYER/MISS**” button to choose the number of players before playing, the default value is 2. Also, it is used to throw dart when you play.
- The “**SOUND/GEN**” button is to choose volume level (OFF/1/2/3/4/5/6/7), the default value is 5, default value is English, it will remember your last choice.
- The “**DOUBLE/SCORE**” button is only used for G02, please see game operating instructions for details. Also, it is used to check the current players’ scores during playing.
- The “**START/NEXT**” button is used to start a game or change to next player.

SOUND INDICATION

- “**Laser**” --- Sound represents the Single Segments was hit.
- “**Double**” --- Sound represents the Double Segments was hit.
- “**Triple**” --- Sound represents the Triple Segments was hit.
- “**Score**” --- Sound represents the scoring.
- “**Close**” --- Sound represents Scoring Segment closed.
- “**Open**” --- Sound represents Scoring Segment opened.
- “**Too High**” --- Sound represents the points are subtracted.
- “**Winner**” --- Sound represents the first winner appears.
- “**Bull’s-Eye**” --- Sound represents the Bull’s-Eye was hit.
- “**Next/Player**” --- Sound indicates next player to play after the previous player threw three darts.
- “**Ye**” --- Sound represents the target segment is hit.
- “**Sorry**” --- Sound represents the target segment isn’t hit.

GAME RULES

G01 Count-Up (100, 200, 300, 400, 500, 600, 700, 800, 900)

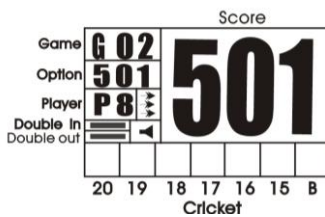
The score for each player will be added up the homologous points accompany the homologous segment is hit until the specified point total reached. The one who first reaches or exceeds the specified point total is winner.

G02 Count-Down (101, 201, 301, 401, 501, 601, 701, 801, 901)

With every hit by the player, the specified point total will deduct the homologous point of the hit. The one who first reduce the specified point total to "ZERO" is the winner.

The players can choose various game modes by using the "DOUBLE IN/OUT" button.

(See the picture below.)



Double in (101, 201, 301, 401, 501, 601, 701, 801, 901)

When "Double in" is shown on the LCD screen, it means "Double In" game is played which can only start by hitting the double scoring segments.

Double out (101, 201, 301, 401, 501, 601, 701, 801, 901)

When "Double out" is shown on the LCD screen, it means "Double Out" game is played which can only end by hitting the double scoring segments. If the player's score is reduced to 1 or below 0, it means "burst dart" and the player can not get score at this turn but can only keep the score of last turn.

Double in/out (101, 201, 301, 401, 501, 601, 701, 801, 901)

When both "Double in" and "Double out" are shown on the LCD screen, it means "Double in" and "Double out" game is played which can only start and end by hitting the double scoring segments. If the player's score is reduced to 1 or below 0, it means "burst dart" and the player can not get score at this turn but can only keep the score of last turn.

G03 Round Clock (5, 10, 15, 20)

- (5, 10, 15, 20) Means hitting any scoring segment to get points.

"5" Hit the scoring segments from 1 to 5.

"10" Hit the scoring segments from 1 to 10.

"15" Hit the scoring segments from 1 to 15.

"20" Hit the scoring segments from 1 to 20.

- The player should shoot darts to the segment based on the indication of the dartboard. If the segment is hit, the dartboard will voice out "Yes", or will voice out "Sorry". After the segment is hit, next segment will be indicated.

G04 Round Clock-Double (205, 210, 215, 220)

- (205, 210, 215, 220) Means only hitting double scoring segment to get points.

"205" Hit the scoring segments from 1 to 5.

"210" Hit the scoring segments from 1 to 10.

"215" Hit the scoring segments from 1 to 15.

"220" Hit the scoring segments from 1 to 20.

- The player should hit the segment based on the indication of the dartboard. If the correct segment is hit, the dartboard will voice "Yes", or will voice "Sorry". After the segment is hit, next segment will be indicated.

G05 Round Clock-Triple (305, 310, 315, 320)

- "305, 310, 315, 320" Means only hitting triple scoring segment to get points.

"305" Hit the scoring segments from 1 to 5.

"310" Hit the scoring segments from 1 to 10.

"315" Hit the scoring segments from 1 to 15.

"320" Hit the scoring segments from 1 to 20.

2. The player hit the segment based on the indication of the dartboard. If the segment is hit, the dartboard will voice out "Yes", or will voice out "Sorry". After the segment is hit, next segment will be indicated.

G06 Simple Cricket (000, 020, 025)

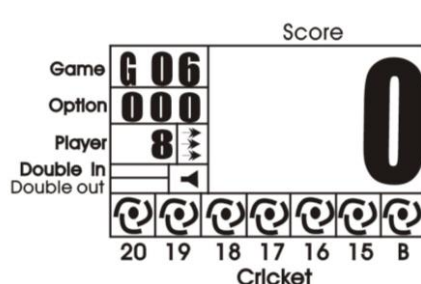
1. It is valid only when 15,16,17,18,19,20 or bull's-eye is hit.
2. The player who first hits all the above numbers three times is the winner.

Hit single scoring segment ----count once

Hit double scoring segment ----count twice

Hit triple scoring segment ---- count three times

3. "000" – The player can hit any segment of 15,16,17,18,19,20 and bull's-eye. There is no priority of these segments.
4. "020"—The player must hit 20 three times first, then follow 19, 18, 17, 16, 15 and bull's eye in order.
5. "025"—The player must hit the bull's-eye three times first, then follow 15, 16, 17, 18, 19, 20 in order.
6. Every segment has three " (" indicators. When it is hit once, one " (" will be turned on. When all the" (" are turned on, the game is over. (See the picture below.)
7. The player who turns on all the " (" first is the winner.



G07 Score Cricket (E00, E20, E25)

1. It is valid only when 15,16,17,18,19,20 or bull's-eye is hit.
2. The player should hit all the above numbers.

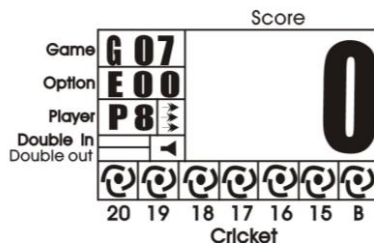
Hit single scoring segment ----count once

Hit double scoring segment ---count twice

Hit triple scoring segment ---count three times

3. "E00" – The player can hit any segment of 15,16,17,18,19,20 and bull's-eye. There is no priority of these segments.
4. "E20"—The player must hit 20 three times first, then follow 19, 18, 17, 16, 15 and bull's eye in order.
5. "E25"—The player must hit the bull's-eye three times first, then follow 15, 16, 17, 18, 19, 20 in order.
6. Every segment has three " (" indicators. When it is hit once, one " (" will be turned on.
7. If the player has hit the scoring segment 3 times, it will open to be hit for score for this player, but it will be closed and can not be hit for score if it has been hit for 3 times by all the players.
8. Every player must try to hit the scoring segment as possible as the player can when it is at "open" status.

9. After the segment has been hit for three times by all the players, it will be closed. The players should hit another scoring segment indicated by the dartboard for score.
10. The player who gets highest score after all the scoring segments are closed is the winner. (See the picture below.)



G08 Cut Throat Cricket (C00, C20, C25)

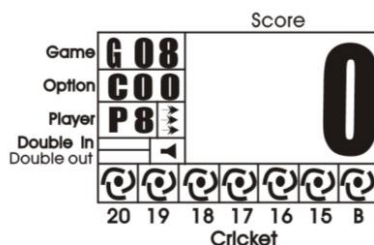
1. It is valid only when 15,16,17,18,19,20 or bull's-eye is hit.
2. The player should do best to hit all the above numbers.

Hit single scoring segment -----count once

Hit double scoring segment ----count twice

Hit triple scoring segment---count three times

3. "C00" – The player can hit any segment of 15,16,17,18,19,20 and bull's-eye. There is no priority of these segments.
4. "C20"—The player must hit 20 three times first, then follow 19, 18, 17, 16, 15 and bull's eye in order.
5. "C25"—The player must hit the bull's-eye three times first, then follow 15, 16, 17, 18, 19, 20 in order.
6. Every segment has three " (" indicators. When it is hit once, one " (" will be turned on.
7. If the player has hit the scoring segment 3 times, it will be open to be hit for score for this player, but it will be closed and can not be hit for score if it has been hit for 3 times by all the players.
8. The points made by the current player will be added to all opponents.
9. Every player must try to hit the scoring segment as possible as the player can when it is at "open" status.
10. After the segment has been hit for three times by all players, it will be closed. The players should hit another scoring segment indicated by the dartboard to let opponents get score.
11. The player who gets lowest score after all the segments are closed is the winner. (See the picture below.)



G09 Golf (10, 20, 30, 40, 50, 60, 70, 80, 90)

1. (10, 20, 30, 40, 50, 60, 70, 80, 90) can be chosen as the selected score. The player should hit the scoring segment from 1 to 18 in order. (Hit 1 at first turn, 2 at second turn, and so on). If the segment is hit, the dartboard will voice out "Yes", or will voice out "Sorry". After the segment is hit, next segment will be indicated.
2. The player should try to get a lowest score. If three darts of a turn are missing, it means a "bad dart" and the player gets 5 points. If hitting triple scoring segment, the player gets 1 point.

(Eagle dart) If hitting double scoring segment, the player gets 2 points. (Bird dart) If hitting single scoring segment, the player gets 3 points. The player can choose any of the 3 darts to finish a turn but only the last dart would be used to calculate score.

3. If the player hits the single scoring segment with first dart and gets 3 points, the player can decide to enter next turn. If wanting to get a lower score, the player can continue to hit. But if both other 2 darts are missing, the player will get 5 points finally.
4. The player who gets the selected score will be kicked out of the game. When there is only one player left, this player is the winner. Or when all the 18 turns are finished, the player with lowest score is the winner.

G10 Bingo (132, 141, 168, 189)

1. The number segments will be shown on screen, the player who hits all the number segments for 3 times first is the winner. If a segment is hit, the dartboard will voice out "Yes", or will voice out "Sorry". After the segment is hit, next segment will be indicated.
2. 132---Hit following sequence of 15, 4, 8, 14, 3 segments.
3. 141—Hit following sequence of 17, 13, 9, 7, 1 segments.
4. 168—Hit following sequence of 20, 16, 12, 6, 2 segments
5. 189— Hit following sequence of 19, 10, 18, 5, 11 segments.
6. The player must hit a number segment three times and then can hit next number segment.

Hit single scoring segment ---- count once.

Hit double scoring segment ---- count twice.

Hit triple scoring segment ---- count three times.

G11 Big Little - Simple (3, 5, 7, 9, 11, 13, 15, 17, 19, 21)

1. Option (3, 5, 7, 9, 11, 13, 15, 17, 19, 21) means the original life value of the player.
2. Each player has a basic life value at the beginning. When no life value left, the player is kicked out of the game. The first player must hit the number segment randomly given out.
3. If hitting the target with first or second dart, the player can build a new target with left dart for next player. If hitting the target by using up all three darts, the player cannot build new target and the target will be given out randomly for the next player. If the player can not hit the target with three darts, one life value will be lost, the target will be hit by next player. If the segment is hit, the dartboard will voice out "Yes", or will voice out "Sorry".
4. It is valid to hit any place of target number segment, no matter single, double, triple scoring segments.
5. When there is only one player who has life value, the game is over and this player is the winner.

G12 Big Little - Hard (H03, H05, H07, H09, H11, H13, H15, H17, H19, H21)

1. Option (H03, H05, H07, H09, H11, H13, H15, H17, H19, H21) means the original life value of the player.
2. It is only valid by hitting the same scoring segment (single, double, triple) of the target number.
3. Other function as same as **G11**.

G13 Killer (3, 5, 7, 9, 11, 13, 15, 17, 19, 21)

1. Option (3, 5, 7, 9, 11, 13, 15, 17, 19, 21) means origination life value of the player.
2. When entering the game, the score window shows "SEL" (Select) to hint the player to choose a scoring segment for himself. The first scoring segment hit by the player is chosen to use as his segment, then press "NEXT" button to let next player to choose his scoring segment. After all the players have chosen the scoring segments, the game is beginning.
3. After all the players select their scoring segments, they start to hit. Only after hitting the chosen scoring segment, the player can become a killer throughout the game.

4. When a player's scoring segment is hit by opponent killer, one life value will be taken out from this player. The life value can be displayed on the screen. Each player can look up score by pressing "SCORES" button.
5. If the player has become a "killer" and hits his/her target segment again, the player will be called off the "killer" qualification and reduced one life value.
6. The killer player should work best to take out life value from opponents by hitting opponent's target segment.
7. If the segment is hit, the dartboard will voice out "Yes", or will voice out "Sorry".
8. Option (3, 5, 7, 9, 11, 13, 15, 17, 19, 21) means the player can become a killer when hitting the selected number segment, no matter it is single, double, triple scoring segment.
9. When there is only one player who has life value, the game is over and this player is the winner.
10. The game should be played by more than 2 players.

G14 Killer - Double (203, 205, 207, 209, 211, 213, 215, 217, 219, 221)

1. Option (203, 205, 207, 209, 211, 213, 215, 217, 219, 221) means original life value of the player.
2. Option (203, 205, 207, 209, 211, 213, 215, 217, 219, 221) means the player can become a killer only by hitting the selected number with double scoring segment.
3. Other function as same as **G13**.

G15 Killer-Triple (303, 305, 307, 309, 311, 313, 315, 317, 319, 321)

1. Option (303, 305, 307, 309, 311, 313, 315, 317, 319, 321) means original life value of the player.
2. Option (303, 305, 307, 309, 311, 313, 315, 317, 319, 321) means the player can become a killer only by hitting the selected number with triple scoring segment.
3. Other function as same as **G13**.

G16 Shoot Out (H03, H05, H07, H09, H11, H13, H15, H17, H19, H21)

1. Option (H03, H05, H07, H09, H11, H13, H15, H17, H19, H21) original life value of the player.
2. A number segment is randomly given out for the player to hit. The player must hit it within ten seconds, or the hit will not be valid. If the segment is hit, the dartboard will voice out "Yes", or will voice out "Sorry". After the segment is hit, next segment will be indicated.
3. Each hit at the "target" single, double or triple segment will be reduced one life value.
4. The player whose life value has been reduced to 0 first is the winner.

G17 Legs over (3, 5, 7, 9, 11, 13, 15, 17, 19, 21)

1. Option (3, 5, 7, 9, 11, 13, 15, 17, 19, 21) means original life value of the player.
2. At first, a score will be randomly given out and the first player should try to get higher score than it for total three darts. When the first player scores less than it, one life value is taken away from the player.
3. The player should try to get higher score than the score of previous player made in a turn. When a player scores less than the score of total three darts by the previous player, one life value is taken away from the player.
4. The players are not allowed to clear score. If the player presses the START button directly or no dart hits the segment, the player will also lose one life value.
5. The player will be eliminated when no life value left, and a sound will be given out as a reminder.
6. When there is only one player who has life value, the game is over and this player is the winner.

7. The game should be played by more than 2 players.

G18 Legs Under (UO3, U05, U07, U09, U11, U13, U15, U17, U19, U21)

1. Option (UO3, U05, U07, U09, U11, U13, U15, U17, U19, U21) means original life value of the player.
2. At first, a score will be randomly given out and the first player should try to get less score than it for total three darts. When the first player scores higher than it, one life value is taken away from the player.
3. It is not permitted for 0 point. If the player misses three darts and gets 0-point, one life value is taken away from the player and the score keeps the original one.
4. The player should try to get less score than the score of previous player made in a turn. When a player scores higher than the score of total three-darts by the previous player, one life value is taken away from the player.
5. The players are not allowed to clear score. If the player presses the START button directly or no dart hits the segment, the player will also lose one life value.
6. The player will be eliminated when no life value left, and a sound will be given out as a reminder.
7. When there is only one player who has life value, the game is over and this player is the winner.
8. The game should be played by more than 2 players.

PACKAGE INCLUDES

- 6 Brass Soft Tip Darts
- 6 Replacement soft tips
- Instruction Manual
- Gift Box.

TROUBLE SHOOTING

- No Power

Check to see if the batteries are installed properly or the battery power is low or dead.

- Game Will Not Score

Check to see if the game is in the setup mode or if the game is on hold. Push the START/NEXT button to see if the game will start playing. You may also check to see if any scoring segments or function buttons are stuck.

- Stuck Segment or Button

During shipping or in the course of normal play, it is possible for the scoring segments to become temporarily stuck. If such situation happens, all automated scoring will cease. By gently removing the dart or wiggling the segment with your finger, you will be able to free the segment. The game may then be resumed and scoring functions will be back to normal.

- Removing Broken Tips

Plastic tip is safer but does not last forever, it may be break and remain in the board. If this happens, try to pull it out gently with a pair of pliers. Remember, the heavier the dart is with the plastic tip, the higher the chance that the tip will bend or break.

- Power or Electromagnetic Interference

Should there be an electromagnetic interference, the electronics of the dartboard may possibly show erratic behavior or fail to continue working. (For example: a heavy thunderstorm, a power line surge, a rolling brown out, or too close proximity to an electrical motor or microwave.) To restore the game to

normal operation, remove the batteries for several seconds and then reinstall the batteries. Be sure to remove the source that causes the interference as well.

ENVIRONMENT PROTECTION

After the product lifespan expired or if the possible repairing is uneconomic, dispose it according to the local laws and environmentally friendly in the nearest scrapyard.

By proper disposal you will protect the environment and natural sources. Moreover, you can help protect human health. If you are not sure in correct disposing, ask local authorities to avoid law violation or sanctions.

Don't put the batteries among house waste but hand them in to the recycling place.

TERMS AND CONDITIONS OF WARRANTY, WARRANTY CLAIMS

General Conditions of Warranty and Definition of Terms

All Warranty Conditions stated here under determine Warranty Coverage and Warranty Claim Procedure. Conditions of Warranty and Warranty Claims are governed by Act No. 89/2012 Coll. Civil Code, and Act No. 634/1992 Coll., Consumer Protection, as amended, also in cases that are not specified by these Warranty rules.

The seller is SEVEN SPORT s.r.o. with its registered office in Strakonická street 1151/2c, Prague 150 00, Company Registration Number: 26847264, registered in the Trade Register at Regional Court in Prague, Section C, Insert No. 116888.

According to valid legal regulations it depends whether the Buyer is the End Customer or not.

"The Buyer who is the End Customer" or simply the "End Customer" is the legal entity that does not conclude and execute the Contract in order to run or promote his own trade or business activities.

"The Buyer who is not the End Customer" is a Businessman that buys Goods or uses services for the purpose of using the Goods or services for his own business activities. The Buyer conforms to the General Purchase Agreement and business conditions.

These Conditions of Warranty and Warranty Claims are an integral part of every Purchase Agreement made between the Seller and the Buyer. All Warranty Conditions are valid and binding, unless otherwise specified in the Purchase Agreement, in the Amendment to this Contract or in another written agreement.

Warranty Conditions

Warranty Period

The Seller provides the Buyer a 24 months Warranty for Goods Quality, unless otherwise specified in the Certificate of Warranty, Invoice, Bill of Delivery or other documents related to the Goods. The legal warranty period provided to the Consumer is not affected.

By the Warranty for Goods Quality, the Seller guarantees that the delivered Goods shall be, for a certain period of time, suitable for regular or contracted use, and that the Goods shall maintain its regular or contracted features.

The Warranty does not cover defects resulting from (if applicable):

- User's fault, i.e. product damage caused by unqualified repair work, improper assembly, insufficient insertion of seat post into frame, insufficient tightening of pedals and cranks
- Improper maintenance
- Mechanical damages
- Regular use (e.g. wearing out of rubber and plastic parts, moving mechanisms, joints, wear of brake pads/blocks, chain, tires, cassette/multi wheel etc.)
- Unavoidable event, natural disaster
- Adjustments made by unqualified person

- Improper maintenance, improper placement, damages caused by low or high temperature, water, inappropriate pressure, shocks, intentional changes in design or construction etc.

Warranty Claim Procedure

The Buyer is obliged to check the Goods delivered by the Seller immediately after taking the responsibility for the Goods and its damages, i.e. immediately after its delivery. The Buyer must check the Goods so that he discovers all the defects that can be discovered by such check.

When making a Warranty Claim the Buyer is obliged, on request of the Seller, to prove the purchase and validity of the claim by the Invoice or Bill of Delivery that includes the product's serial number, or eventually by the documents without the serial number. If the Buyer does not prove the validity of the Warranty Claim by these documents, the Seller has the right to reject the Warranty Claim.

If the Buyer gives notice of a defect that is not covered by the Warranty (e.g. in the case that the Warranty Conditions were not fulfilled or in the case of reporting the defect by mistake etc.), the Seller is eligible to require a compensation for all the costs arising from the repair. The cost shall be calculated according to the valid price list of services and transport costs.

If the Seller finds out (by testing) that the product is not damaged, the Warranty Claim is not accepted. The Seller reserves the right to claim a compensation for costs arising from the false Warranty Claim.

In case the Buyer makes a claim about the Goods that is legally covered by the Warranty provided by the Seller, the Seller shall fix the reported defects by means of repair or by the exchange of the damaged part or product for a new one. Based on the agreement of the Buyer, the Seller has the right to exchange the defected Goods for a fully compatible Goods of the same or better technical characteristics. The Seller is entitled to choose the form of the Warranty Claim Procedures described in this paragraph.

The Seller shall settle the Warranty Claim within 30 days after the delivery of the defective Goods, unless a longer period has been agreed upon. The day when the repaired or exchanged Goods is handed over to the Buyer is considered to be the day of the Warranty Claim settlement. When the Seller is not able to settle the Warranty Claim within the agreed period due to the specific nature of the Goods defect, he and the Buyer shall make an agreement about an alternative solution. In case such agreement is not made, the Seller is obliged to provide the Buyer with a financial compensation in the form of a refund.

CZ SEVEN SPORT s.r.o.

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