



USER MANUAL – EN
IN S7708 Spartan Echowell DC 100 Target



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Thank you for buying Spartan Echowell DC 100 Target. Read the manual carefully and learn the modes and rules before you start playing.

Quality made target for 1-8 players

20 different games, 158 modes

6 darts

Target diameter 35 cm

Adapter included

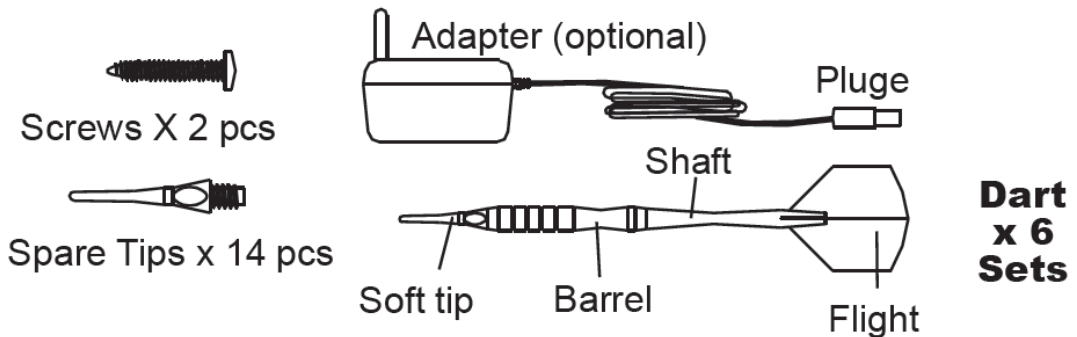
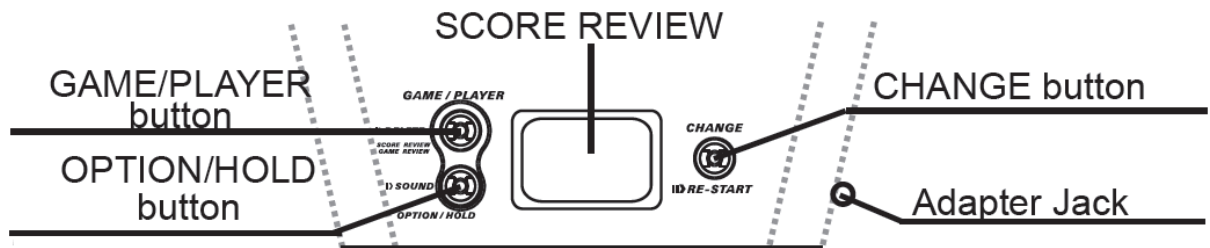
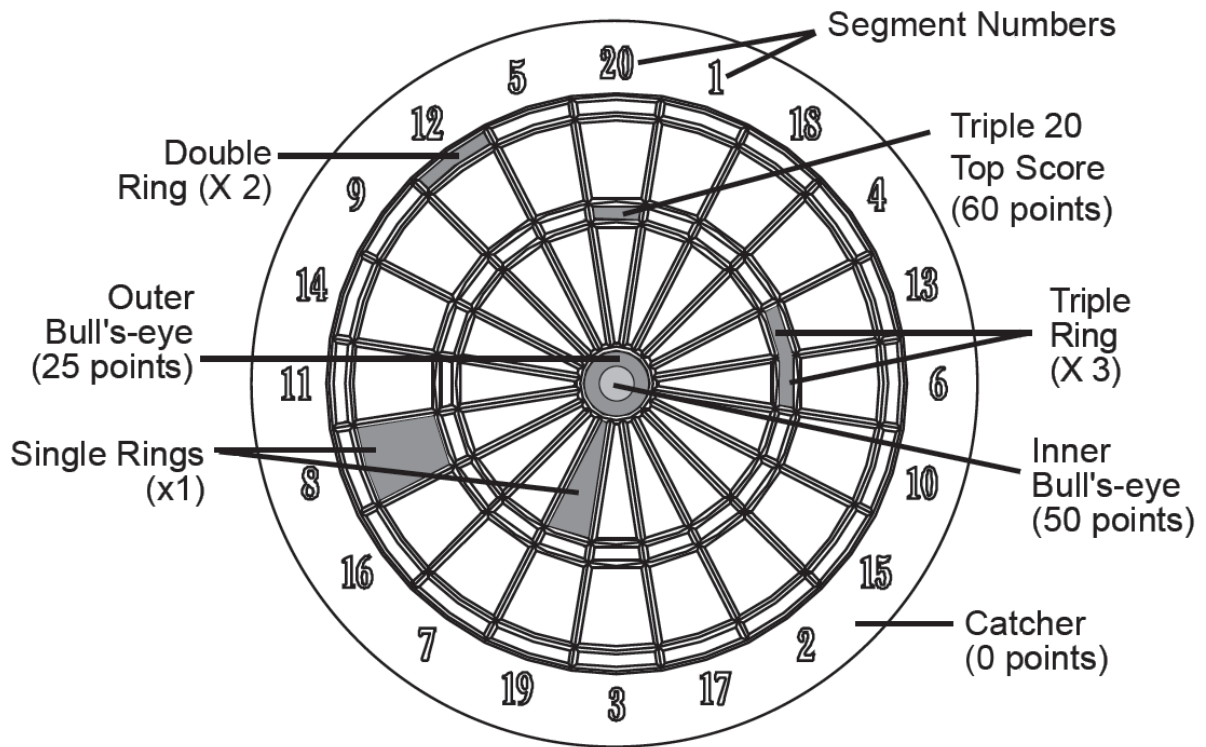
SAFETY INSTRUCTIONS

- This game is designed for soft-tipped darts only, the steel-tipped dart will damage the dartboard.
- Darts are an adult game. Includes functional sharp points/edge, children should play with adult supervision.
- Always pay attention to the game; never throw a dart without first looking to make sure the playing area is clear.
- This device includes small parts and is not intended for children under 3 years old. 5.
- This device can be used either batteries or a transformer, the optional transformer shall be with 9V DC/500mA output.
- The attached transformer is not a toy.
- Disconnect the device from the transformer before cleaning.

INSTALATION

- Install 3 AA batteries to the battery holder or Insert an adapter into an electric outlet then insert the Plug into the jack on the right side of the dartboard.
- 2. Press any button to stop the LCD auto-test scanning.
- Press Game button to select a desired game series, and press Option to select a desired game option.
- Press Change button to confirm the game and option setting and change to the next setting panel.
- Press Option button to choose single, double or triple IN option, press Change button to confirm the IN option. Press Option button to select single, double or triple OUT then press Change button to confirm OUT options for '01 games only.
- Press Player button to choose 1 to 8 players or 2 teams.
- Press Change button to start the game.
- Press Change button after each round for player change.
- Press and hold >RESTART button for 2 seconds to re-start a new game.

DESCRIPTION AND PARTS LIST



BUTTONS

Button	Set up a game	During the game
CHANGE >RESTART	Confirm the setup -	Change to next player Restart the game
GAME/PLAYER Score Review >Game Review >DELETE	Game/player options - - -	- Auto-scrolling player's score Game review Delete current score
OPTION/HOLD >SOUND	Double/Triple In/Out Sound On/Off	To freeze/unfreeze the dartboard Sound On/Off

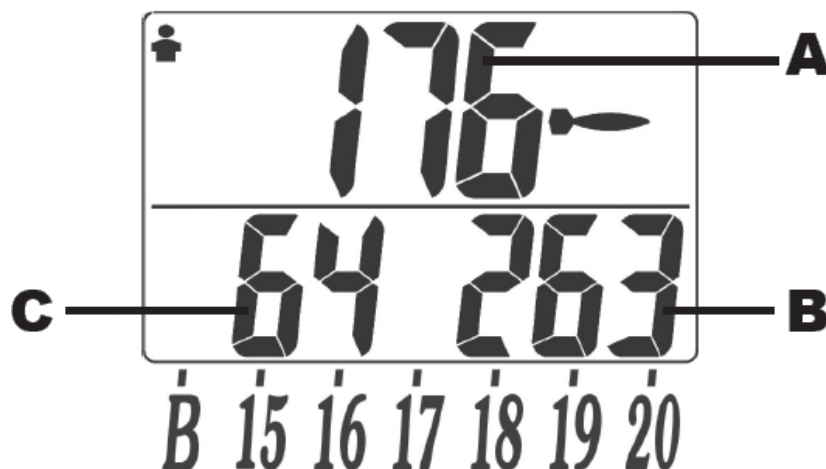
NOTE: Without >: Press the Button.

|| > Game REVIEW: Hold the button after score review

With || >: Press and hold for 3 seconds.

LCD DISPLAY

The LCD display is divided into 3 portions, each portion has different means for different games. The mark “##” means a number for score, lives or marks.






A.

1. ##: Current player's score.
2. -##-: Target number for the current player.
3. L or H ##: Leader's score for OVER & UNDER.
4. Pit# or bAt#: Pitcher turn or Batter's turn.
5. P#F# or t#F#: P4F1 means Player 4 wins the game. "t" for Team.
6. 2 to 7 (for snook): Target number is any one of 2, 3 4, 5, 6 or 7 numbers.
7. 15-E, niCE, #bAS, HonE (for Baseball): Target number is among 15 to 20 and bull's-eye; Nice, Base number, Home run.

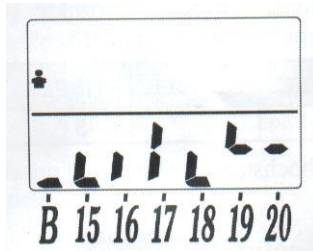
B.

1. -##: The target number for the current player.
2. ##H# (Ludo game): The current player hits ## can kill player #.
3. ##H (21 POINTS): The highest score (below 21 points) in the round.
4. r-#: The number (#) of round(r).
5. db or bE(Soccer): Instruct the player shall hit double ring or bull's-eye for Soccer.
6. 1 to 5 (Bingo): Target number is any one of 1, 2, 3, 4, or 5.
7. ##: The team's score for Baseball and Penny.
8. Ho # or #H: Hole 1, 2...etc. 1, 2, 3...etc. Hole for Golf. 9. ##dt (for Free): Residual darts.

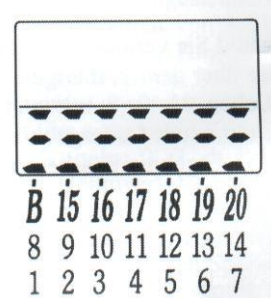
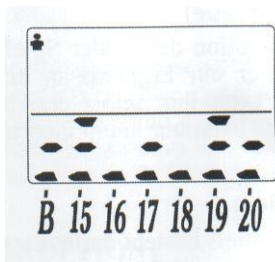
C.

1. ##: Next player's score.
2. -##: Next player's target number.
3. #L: Current player's Lives (marks).
4. I, and #P: Indication of the runners on the bases, "  " for 1st base, "  " for 2nd base and "  " for 3rd base, and the residual players of the batter team.
5. bE-#: The residual bull's-eye to be hit by the pitcher (English Cricket).

1. SCORE CRICKET & CUT-THROAT CRICKET:



- The close status of each number is displayed on the bottom rows displays for the current player.
- The middle mark lights to indicate the current player has no dart on the number.
- The lower 3 marks indicate the current close status.
- The upper left mark lights to indicate a player has closed the number at least.
- The top mark lights to indicate the number has been closed by all other players, and the current player cannot get points from this number after he/she closed the number.



GAME RULES

GENERAL DART RULES

1. A round (turn) shall consist of 3 darts. Any dart bouncing off or falling out of the dartboard shall not be re-thrown. The current player must remove the darts from the dartboard.
2. All players throw in sequence. To decide the throwing sequence by throwing the Bull, the player throwing closest the bull's-eye shall throw first.
3. The singles shall score as the face number of the segment, the double (or triple) rings shall score double (or triple) the segment number, the outer bull shall score 25 points and the inner bull shall score 50 points (double 25).

'01 GAMES: 301, 501... to 1001 (A01)

1. Each player starts at a beginning score of 301, 501...901 or 1001. The object of the game is to reduce each round's score from the beginning score. When the player reaches zero exactly, they finish the game.
2. The round is a BUST (display buSt) when a player throws a dart resulting a score higher than the residual score that cannot reach a zero score exactly. It will stop the current round and return the player's score to the last round's score of the current player.
3. There are variety In/Out options in each '01 game:
 - a). DOUBLE/TRIPLE IN The player must hit a number in the double/triple ring or the inner bull's-eye to start the game.
 - b). DOUBLE/TRIPLE OUT The player must hit a number in the double/triple ring or the inner bull to get the score to zero exactly and finish the game. It will be a bust round when the player's score falls to 1 point under the double out option status.

HIGH SCORE: 6-15rd

1. The object of this game is to get highest total score.
2. First, pre-set a round number. The dartboard will compare result of the player in a loop automatically after the last player throws the 3rd dart in the final pre-set round.

COUNT UP (C-Up): 100, 200 ...to 900

1. Each player starts the game with 0 points and adds to their score with each scored dart.
2. The first player to reach or go over the pre-set target score wins the game.

Random shots

1. The object of Random Shoot is to hit the segment that the dartboard issues automatically. It will score points as follows when the player hits the issued number:

SEGMENT	SINGLE	DOUBLE	TRIPLE	E25	E50
POINTS	1	2	3	3	5

2. The player with the highest score wins the game.

Under (Ldr): Ladder option:

1. The object of this game is for players to take turns shooting for a 3-dart score that is equal to or lower than the "Leader's Score". Each player starts with 7 lives, and the last player alive wins the game.
2. Your score will become the new leader's score and you do not lose a life when your score after a round is equal to or lower than the previous leader's score. If it is not, you will lose a life.
3. The previous leader has the right to re-issue a new leader's score and does not lose any lives, although the new leader's score is higher than the previous leader's score.
4. Each missed dart counts as the top score of 60 points.

Under: Con (Continue):

At the Continue option of the under game, the leader will also lose a life when he/she has a score in a round that is over the leader's score (it is scored by himself), and the leader's score remains at the lowest value. It can be changed to a lower score only.

Over: Ldr (Ladder):

1. The object of this game is for players to take turns shooting for a 3-dart score that is equal or higher than the "Leader's Score".
2. Each player starts with 7 lives, and the last player alive wins the game.
3. Your score will become the new leader's score and you do not lose a life when your score of a round is equal or higher than the previous leader's score. Otherwise, you will lose a life.
4. The previous leader has the right to re-issue a new leader's score and does not lose any lives, although the new leader's score is lower than the previous leader's score.

Over: Con (Continue):

With the "Con" option of the Over game, the leader will also lose a life when he/she has a score in a round that is lower than the leader's score (it is scored by himself), and the leader's score is kept at the Highest value always. The score can only be increased.

Count down (C-dn):100, 200 ... to 900:

1. Each player starts the game with the pre-set target points (100 to 900) and deduces from their score with each scored dart.
2. The first player reaches zero or below zero points wins the game.

CLOCK 1 (AROUND THE CLOCK): ---, -2-, -3-:

1. The object of this game is to hit each number one time from 1 through 20 in sequence, then the bull's-eye. After hitting the number in play, the player may proceed to the next number. The first player to reach the bull's-eye wins the game.
2. There are 3 options for this game:
 - a). "---": All doubles and triples count as singles.
 - b). "-2-": Each player must hit each double number one time.
 - c). "-3-": Each player must hit each triple number one time.

CLOCK 2: ---, -2-, -3-:

The object of this game is to hit each number from 20 through 5 one time in clockwise in sequence, then the bull's-eye. The player numbers in sequence are 20, 1, 18, 4, 13, 6, 10, 15, 2, 17, 3, 19, 7, 16, 8, 11, 14, 9, 12, 5 and Bull's-eyes, after hitting the number in play, the player may proceed to the next number. The first player to reach the number 5 and then hit the bull's-eye wins the game.

CLOCK 3: ---, -2-, -3-:

The object of this game is to hit each number one time from 20 through 1 one time in revise-clockwise in sequence, then the bull's-eye. The player numbers in sequence are 20, 5, 12, 9, 14, 11, 8, 16, 7, 19, 3, 17, 2, 15, 10, 6, 13, 4, 18, 1 and the BE, after hitting the number in play, the player may proceed to the next number. The first player to reach the number 1 and then hit the bull's-eye wins the game.

9 LIVES: 3-9LF (lives) Options:

1. The game plays numbers 1 through 20 and bull's-eye in a sequence loop.
2. Each player starts with the pre-set lives (3 to 9).
3. Each player shall hit the target number one dart in each round. The player will lose a life if all 3 darts missed.
4. The last player remaining alive is the winner.

Best Ten: ---, -2-, -3-, -E- Options:

1. The object of the game is to keep track of the best of 10 darts at a number issued by the dartboard.
2. Select a ---, -2-, -3- or -E- first, the symbol of "---", "-2-" or "-3-" indicates whole segments, double ring or triple ring of the issued number to be thrown by all players through the round. You can have a practice of the bull's-eye when you select "-E-".
3. The dartboard issues a random number at the beginning of the game. All players must continue to throw 10 darts in a round on the target segment of this number.
4. The player with highest points wins the game after all players have thrown 10 darts.

SCORE CRICKET (SUPER CRICKET):

1. The object of Score Cricket is for each player/team to "close" each number from 15 through 20 plus the bull's-eye. The target number can be hit in any order. The first player/team to "CLOSE" all numbers and the bull's-eye, and to be even or ahead on points wins.
2. A player closes a specific number or the bull's-eye by hitting 1 triple, 1 double plus 1 single, or 3 singles. The outer bull is considered a single and the inner bull is a double.
3. The player to "close" a specific number "owns" the number and can score points on this number until all the players close it as well.

NO SCORE CRICKET:

The game of No Score Cricket is simpler than Score Cricket. The object of this game is to only "Close" the numbers 15 through 20, plus the bull's-eye. The first player to close all the target numbers wins the game. There is no need to compare the scores.

CUT-THROAT CRICKET:

1. The game plays the same as Score Cricket, except that when a player closes a number, the score for all further hits to that number are given to the opponents with that same number open. The first player with all his/her numbers closed and lowest scores wins.
2. All the displays for Cut-Throat are the same as the Score Cricket game.

ENGLISH CRICKET: (---, 2 PLAYERS OPTION):

1. This game is for 2 players only; one player acts as the pitcher and another one is the batter. The pitcher's object is to cumulate 9 wickets as soon as possible to stop the batter from getting more scores and the batter's object is to get as many scores as possible before the pitcher accumulates 9 wickets.
2. The pitcher's (Pit 1 or 2) target is the bull's-eye. Each hit of the outer bull counts as 1 wicket, the inner bull's-eye counts as 2 wickets, other numbers are in-effect.
3. The batter (bAt 1 or 2) can throw any number (doubles and triples count). The score counts only when the total score per round is over 40 points; for example, $46-40=6$ points, the total score is less than 40 counts as 0 points.
4. The score round is finished when the pitcher cumulates 9 wickets.
5. The game ends when 2nd score round is finished.

Halve It (HALF): rAn (Random):

1. The dartboard issues a random number automatically at the beginning of each round.
2. The issued number does not change during the entire round. All players can continue to hit their 3 darts on this segment to cumulate their score. Doubles and triples count.
3. A player's score will be automatically cut in half if he/she does not hit the issued number with at least one of the 3 darts per round. But if one or more dart(s) hit the catcher, the player must press the CHANGE button, the score will be cut in half.
4. The dartboard will re-issue a random number for each round, and the game progresses until the last player throws the 3rd dart in the 7th round.

Halve It (HALF): 12 Round:

The game is played with the same format as random Halve It, except that the dartboard issues fixed numbers of 12, 13, 14, db, 15, 16, 17, tr, 18, 19, 20, and -bE- for each round in sequence, for a total of 12 rounds.

ALL 51 BY 5: 31, 41 ... to 91:

1. The object of the game is to reduce each round's score from the pre-set score of 31, 41, 51...or 91.
2. The total points for each round must be divisible by 5 to receive any score. For example, if a player gets 25 points on a round, the score is 5 ($25 \div 5=5$).
3. Any round score not divisible by 5 is not counted. If any one of the 3 darts miss it is counted as a no score.
4. The round is a "buSt" when a player gets a score higher than the residual score that cannot reach a zero score exactly. 5. The first player that reaches zero exactly is the winner.

Follow the Leader (Ldr: Leader option):

1. The object of this game is to hit on a "Target Number" which is issued by the "leader". The single, double and triple are different target numbers.
2. Each player starts with 7 lives, and the last player alive wins the game.
3. Establishing the leader and starting the game: a). The dartboard will issue a random number as the first target number. b). Each player shoots a dart in sequence until one hits on the random number and becomes the first leader.
4. The player shall hit on the target number with at least one of the 3 darts per round, otherwise the player will lose one life.
5. You will become a new leader without losing a life, if you hit on the target number, and you must issue a new target number by hitting a dart on the score area again.
6. The previous leader has the right to re-issue a new leader's target number and does not lose any lives, although the new leader's target number is different from the previous leader's score.
7. The dartboard also displays "1-3" target number automatically after pressing the Change button if a layer hits on the target number and becomes a leader but misses all residual darts during his/her round.

Follow the Leader: Con (Continue):

The game is played with the same format as the Leader option, except the leader also must hit on the target number if all other players do not hit on the target number after a round, otherwise he/she will also lose a life. The game always "Continues" on the same target number until one player hits on this target number, then it can be changed to a new target number.

Shanghai I

1. This game plays numbers of 1 through 7 in sequence.
2. Players take turns throwing in 1 at the 1st round, then 2 in the 2nd round, and so on to 7 in the 7th round.
3. The player with the highest score wins the game after the last player throws the 3rd dart in the 7th round.

Shanghai II

The game plays by the same format as Shanghai I, except that a player can win instantly in any of the three darts round by hitting a single, double and triple, in any order, during play.

Shanghai III

1. Players take throwing at numbers 1 through 20 in sequence.
2. Each player starts on number 1. After hitting number 1, then shoot for number 2, and so on.
3. A player can win instantly by hitting a single, double and triple, in any number order, during a round.

4. The player with the highest score after the last player throws the 3rd dart in the 7th round, or the first player to reach and hit 20 wins.

Scram: 21t (21 Targets):

1. The game plays all the numbers, 1 through 20 and the bull's-eye.
2. The task for the Scorer is to score as many points as possible by hitting any one of the numbers. The stoppers' task is to hit each number 1-20 and the bull's-eye one time in any order.
3. The Scorer round is finished when all numbers are erased.
4. The one with the highest score wins the game.

Scram Cricket: 7t (7 targets):

1. The game plays the same as Scram, except that the game uses the cricket numbers 15 to 20 and the bull's-eye. Each must be hit three times to erase the number.
2. Stoppers erase a specific number by hitting 1 triple, 1 double plus 1 single, or 3 singles. The outer bull is considered a single and the inner bull is a double.

Killer: 3-7LF (Lives):

1. The object of the game as the name suggests is to "kill" the opponents' lives before your own is eliminated. The last player remaining "alive" is the winner.
2. At the beginning of the game, each player should throw one dart with the opposite hand to select his/her own number. Every player must have a different number except bull's-eye.
3. Each player must hit his/her own number to add 1 life each hit. A player may add one life to another player by throwing another player's number.
4. Every player must make himself/herself a killer by cumulating the pre-set lives (3 to 7) firstly, then he/she can kill the opponents. The symbol of "###" displayed to indicate that this player is a killer.
5. A killer may lose the title of killer if other killers hit his/her number, but he/she can become a killer again if he/she can reach the pre-set number of lives.

Killer: dbL (double ring):

1. A player must hit the "double ring" of his/her own number once, and then he/she becomes a killer.
2. The killer also must hit the "double ring" of the opponents' numbers to kill their lives. The killer may kill himself/herself by accident and lose one life if a player hits his/her own number.
3. A killer is always a killer unless he/she loses all lives and is out.

SOCCER: 6-15rd (Round):

1. The object of the SOCCER game is to take possession of the ball by a hit of the bull's-eye (bE) firstly, then take a kick for a goal by hitting any double segment except the inner bull's-eye to get as many as possible to accumulate a high score.
2. The player can continue to hit any double segment to get a score until another player takes possession of the ball by hitting the bull's-eye. Each hit of a double segment scores 1 point.
3. The player with the most scores win the game after the game is over.

Billiards (9 Ball): 4-13 points Option:

1. The object of this game is to hit as many "No. 9 balls" as possible to accumulate a score to the pre-set points.
2. All players throw numbers 1 through 9 in sequence in a loop. Each hit of the number moves to the next number. Nos. 1, 2..., 8 are 0 points, only a hit of the No. 9 results in 1 point, then hit from No. 1 again in loop.
3. The game is not limited to 3 darts per round. The current player can continue to throw darts if he/she can hit each target number in play with each dart.
4. The current player's round will end and change to the next player when the player suspends a hit of the number in play after his/her 1st hit.

SNOOKER: (---, 2-8 PLAYER OPTION):

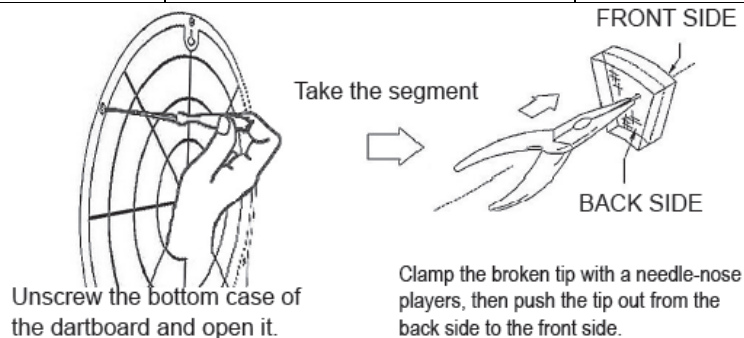
1. The game of this object is to cross hit one red ball in order then any one of the 6 colour balls and so on to get score. The colour balls from 2 to 7 shall be hit in sequence after the player hit the last red ball (bull's-eye) and a colour ball. The player with highest points wins the game when game ends.
2. Red Balls: 8, 9, 10...20 & Bull's-eye. It shall be hit in order, each hit of a red ball in play gets 1 point.
3. Colour Balls: 2, 3, 4, 5, 6 and 7. Each hit of colour ball counts the same face value of the ball.
4. The game does not have a 3-dart limit per round, the current player can continue to throw darts as many as if he/she can continue to hit the number in play.
5. It will stop the current player's round and change to the next player in the following status:
 - a). The player misses all 3 darts at the beginning of the round.
 - b). The player suspends a hit of the number in play after his/her 1st hit.

Free:

1. This game allows players to throw 10, 20 or 30 darts per round and to get the highest scores.
2. This game plays all the numbers, and the bull's-eye, doubles and triples count.
3. The player has the highest score wins the game.

TROUBLESHOOTING

Problem	Check	Solution
No power or display	The plug must be secured in jack and the adapter in electrical outlet	Re-install it again
Irregular		Pull the plug from the jack and wait for about 2 seconds, then insert the plug into the jack again.
Displays "Stuck" and sound signal "Stuck"		Remove the darts from the dartboard.
Broken dart tip		Open the bottom cover of the dartboard with a screw driver, push out the broken tips from the back side of the target segment. Never attempt to open electronic circuits. (Illustration below)



TERMS AND CONDITIONS OF WARRANTY, WARRANTY CLAIMS

General Conditions of Warranty and Definition of Terms

All Warranty Conditions stated hereunder 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 Borivojova Street 35/878, Prague 13000, 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 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.



SEVEN SPORT s.r.o.

Registered Office:	Borivojova 35/878, 130 00 Praha 3, Czech Republic
Headquarters:	Delnicka 957, 749 01 Vitkov, Czech Republic
Warranty & Service Centre:	Cermenska 486, 749 01 Vitkov, Czech Republic
CRN:	26847264
VAT ID:	CZ26847264
Phone:	+420 556 300 970
E-mail:	eshop@insportline.cz reklamace@insportline.cz servis@insportline.cz
Web:	www.insportline.cz

SK

INSPORTLIN s.r.o.

Headquarters, Warranty & Service centre:	Elektricna 6471, 911 01 Trencin, Slovakia
CRN: 36311723	
VAT ID: SK2020177082	
Phone:	+421(0)326 526 701
E-mail:	objednavky@insportline.sk reklamacie@insportline.sk servis@insportline.sk
Web:	www.insportline.sk

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