Model: WJ300

Electronic Dartboard

User Manual & Game Instructions

Thanks for selecting the electronic dartboard

Chapter 1　　　Preface

1.1 warning

●The electronic dartboard is not a toy for child,adult supervision is needed.

●Please turn off and unplug the power plug when it is not used.

1.2 Product introduction

●This is a advanced electronic dart board with digit seven segment (LED）display, including 27 kinds of game and 216 options. Up to 1-8 players can play the electronic board at the same time, the default players is 2, and automatic scoring for each segment.

●The power adaptor require output of 9V　350～500mA. Max No-load output must be less than 14V DC.

●The product will enter sleep (power saving) mode if no key press or dart throw action for 10 minutes. Any key action or dart throw action on the board will awake the product.
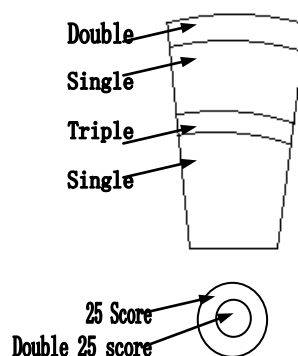
1.3 Installation tips

Select a plain ground of 3 meters wide, fix the dart board to a wall with screws.The distance between the start line and the dart board is 2.37M, and the center of dart board is 1.73M high.（refer to the following picture）
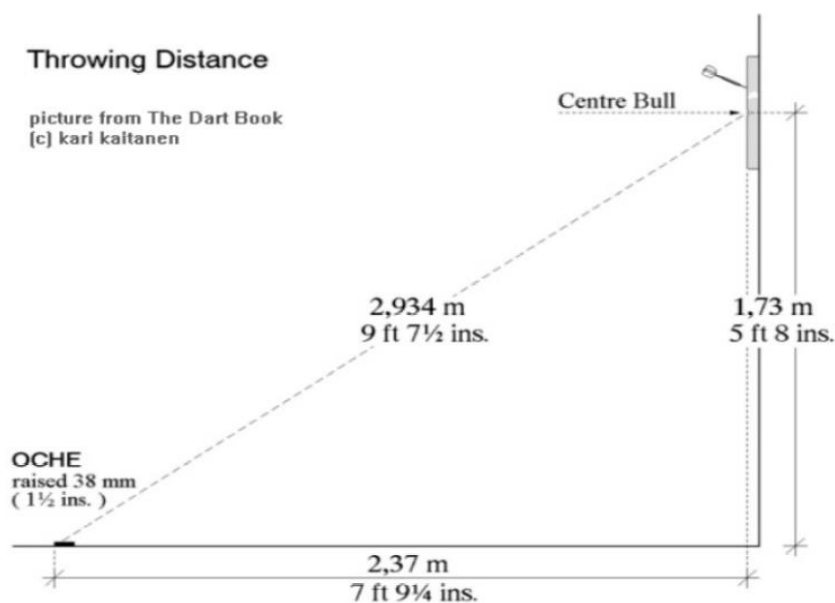
1.4 Scoring rules

Area	Rules
Single Area	score*1
Double Area	score*2
Triple Area	score*3
Single Bull's eye	25*1
Double Bull's eye	25*2

Chapter2   operating instruction

Key operation:

1.**"Game"**, used to select the kind of game（G01—G27）, or stop current game and return to main menu during a match.

2.**"Option/Score"**,used to select the options of a kind of game,or pressed to display the score of the current player during a match.

3.**"Player&Cyber&Team/Eliminate"**,select player numbers or team player numbers or difficulty in the Man-Machine mode (C1－Hard、C2－Moderate、C3－Easy）at main menu, or eliminate a dart throw during a match.

4.**"Power/Sound"**, click to set sound volume, off,1-7 total 8 levels, indicate by a LED bar, default volume is 5. Press and hold for 2S to power off. Click to power on at power off state.

5.**"Handicap"**, on the main menu,the key select handicap function, adjust the last player's sub-option, with Player key, different setting can be set for different players（but some game have no handicap function）.

6.**"Double/Miss"**,only valid in"G02 "game,refer to game rules for details, or used to represent a missing dart throw.

7.**"Start / Next"**,to start the game of switch to the next player.

Chapter 3   Sound Introduction

■Sound list

NO.	filename	description	Sound type
1	one	Number 1	voice
2	two	Number 2	Voice
3	three	Number 3	Voice
4	four	Number 4	Voice
5	Five	Number 5	Voice
6	Six	Number 6	Voice
7	Seven	Number 7	Voice
8	Eight	Number 8	Voice
9	Nine	Number 9	Voice
10	Ten	Number 10	Voice
11	Eleven	Number 11	Voice
12	Twelve	Number 12	Voice
13	Thirteen	Number 13	Voice
14	Fourteen	Number 14	Voice
15	Fifteen	Number 15	Voice
16	Sixteen	Number 16	Voice
17	Seventeen	Number 17	Voice
18	Eighteen	Number 18	Voice
19	Nineteen	Number 19	Voice
20	Twenty	Number 20	Voice
21	Profi	Virtual player C1 professional	Voice

22	advance	Virtual player C2　high level	Voice
23	intermediate	Virtual player C3　middle level	Voice
24	Novice	Virtual player C4　low level	Voice
25	Beginner	Virtual player C5　　learner	Voice
26	Bulls eye	Hit bull's eye	Voice
27	Bust	Burst sound effect	Voice
28	Close	Close area, in some game	Voice
29	Cyber match	Setting play with computer	Robot
30	Double	Setting double in/double out, hit double area	Voice
31	Game over	When game is over	Voice
32	in	Voice for "In" in some games	Voice
33	master	Voice for setting double or triple	Voice
34	Open	Voice for open area in some games	Voice
35	Out	Voice for "out" in some games	Voice
36	Player	Voice for setting player numbers or prompt player sequence	Voice
37	Players	Voice for setting player numbers	Voice
38	Remove darts	Prompt player to remove darts and switch to next player	Voice
39	score	Scoring sound	Voice
40	teams	Prompt team sound	Voice
41	Throw Darts	Prompt to throw darts	Voice
42	Triple	Hit triple segment	Voice
43	Volume	Setting sound volume	Voice
44	Winner	Prompt the first winner after game is over	Voice
45	your are good	Valid throw,random generated sound	Voice
46	Lost sound	Sound for Press BOUNCE OUT	Sound effect
47	bull's eye	Sound for hit bull's eye	Sound effect
48	Valid throw	Sound for a valid throw	Sound effect
49	laser	Sound for a throw	Sound effect
50	Key sound	Key sound	Sound effect
51	Throw locked	Sound for throw locked	Sound effect
52	Start sound	Sound for game start	Sound effect
53	Power on 1	Power on（notice: sound can stop playing by key action）	Sound effect
54	Power on 2	Power on（notice: sound can stop playing by key action）	Sound effect
55	ou	Sound for a killer's throwing	Voice

LED bar for sound volume:

When a sound is playing,a LED bar will be light synchronously to prompt the volume.

Chapter 4　Detailed Rules

General rules: if more than 1 player to play the game , and only 1 player is left to finish the game, the game will be over and rank will be calculated..

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

1、Every players' score will count up, the one who first reach or exceed the setting score is the winner. if more than 1 player to play the game , and only 1 player is left to finish the game, the game will be over and rank will be calculated..

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

1、a player's score is counted down after a valid throw. The player who first counts to 0 is the winner.

2、"too high": if a player's score count down to less than 0, a "Too high" occurs, current throw is not calculated and restore to the last score.

3、Players can press "**Double/Miss**" key to select 1 of 6 options:

"**Std": stand,** no special requirements.

"**Din": Double in,** players must first throw on "double segment" to start the game.

"**Dou" : Double out,** player must throw on double area to finish the game；when a player's score count down to1,"burst"occurs.

"**Dio" : Double in/out,** double area must be hit to start or finish the game, when a player's score count down to1,"burst"occurs.

"**Aou" : Master out Double in/out,** double area or triple area must be hit to finish the game, double area bust be hit to start the game. when a player's score count down to1,"burst"occurs.

"**DiA" : Double in / Master out,** double area must be hit to start the game；player must throw on double or triple area to finish the game；when a player's score count down to1,"burst"occurs.

4、if more than 1 player to play the game , and only 1 player is left to finish the game, the game will be over and rank will be calculated..

5. if a player's score is no more than 180,and he has opportunity to win in current round, system will calculate and prompt the target segment t.

G03 Round Clock（5、10、15 、20）

1、(5、10、15 、20)Means hit any scoring segment to get points.

2、 "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.

3、The player should shoot his darts to the segment based on the indication of the device. If the segment is shot, next segment will be indicated and the device will voice out "Yes", or will voice out "Sorry".

4、if there are more than 1 player to play the game, and only 1 player is left to finish the game, the game will be over and rank will be calculated.

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

1、(205、210、215 、220) Means can only hit double scoring segment to get points. Other function as same as **G03.**

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

1、(205、210、215 、220) Means can only hit double scoring segment to get points. Other function as same as **G03.**

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 hit 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" – You can hit any segment of 15,16,17,18,19,20 and bull's-eye. There is no sequence of these segments.

"020"—you must hit 20 three times first, then follow with 19, 18, 17, 16, 15 and bull's eye in order.

"025"—You must hit the bull's-eye three times first, then follow with 15, 16, 17, 18, 19, 20 in order.

4、Every segment has Cricket Dot indicators. When it is hit once, one Cricket Dot will turn off, when all Cricket Dots turn off, the game is over.

5、if there are more than 1 player to play the game, and only 1 player is left to finish the game, the game will be over and rank will be calculated.

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 who first hit 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" – You can hit any segment of 15,16,17,18,19,20 and bull's-eye. There is no sequence of these segments.

"020"—you must hit 20 three times first, then follow with 19, 18, 17, 16, 15 and bull's eye in order.

"025"—You must hit the bull's-eye three times first, then follow with 15, 16, 17, 18, 19, 20 in order.

4、Each scoring segment is open and can be scoring only after it is hit 3 times for each player, but it will be close and can not be scoring if all the players hit it for 3 times.

5、Every player must try to hit the scoring segment 3 times to let it enter "open" status and can be scoring.

6、Before opponents finish 3 hits to open the scoring segment, the player can continue to hit this "open" scoring segment for him/her to get higher scores.

7、After all players finish the 3 hits of the same scoring segment, this segment will be closed and can not be scoring again. The players should choose another scoring segment to hit for scores.

8、The player who closes all the specified scoring segments with highest score or the player with highest score after all the segments are closed is the winner.

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 who first hit 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、"C00" – You can hit any segment of 15,16,17,18,19,20 and bull's-eye. There is no sequence of these segments.

"C20"—You must hit 20 three times first, then follow with 19, 18, 17, 16, 15 and bull's eye in order.

"C25"—You must hit the bull's-eye three times first, then follow with 15, 16, 17, 18, 19, 20 in order.

4、Each scoring segment is open and can be scoring only after it is hit 3 times for each player, but it will be close and can not be scoring if all the players hit it for 3 times.

5、The points made by the current player will be added to all opponents.

6、Every player must try to hit the scoring segment 3 times to let it enter "open" status and can be scoring.

7、Before opponents finish 3 hits to open the scoring segment, the player can continue to hit this "open" scoring segment for him/her to let the opponents get higher scores.

8、After all players finish the 3 hits of the same scoring segment, this segment will be closed and can not be scoring again. The players should choose another scoring segment to hit for scores.

9、The player who closes all the specified scoring segments with lowest score or the player with lowest score after all the segments are closed is the winner.

G09 Double Score Cricket (D00、D20、D25)

To Open a score area, first shot must hit double area, other rules are the same as **Score Cricket**.

G10 Shove-A-Penny Cricket (P00、P20、P25)

Same as cricket, only 15 through 20 and the bull's-eye are used. All players have to hit the numbers in order with the objective to score 3 points in each segment before moving to another. Singles are 1 point, Doubles are 2 and Triples are 3. However, if a player scores more than 3 points in any one number, the excess points will be given to the next player. The first player to score 3 points in all numbers is the winner. (Notice: The game requires the minimal 2 players)

1、It is valid only when 15,16,17,18,19,20 or bull's-eye is hit.

2、The player who first hit 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、"C00" – You can hit any segment of 15,16,17,18,19,20 and bull's-eye. There is no sequence of these segments.

"C20"—you must hit 20 three times first, then follow with 19, 18, 17, 16, 15 and bull's eye in order.

"C25"—You must hit the bull's-eye three times first, then follow with 15, 16, 17, 18, 19, 20 in order.

4、every target segment is presented by one cricket dot. after every valid shot, the respective dots is off ,refer to the figure in **Simple Cricket.**

5、The player who turns off all cricket dots first is the winner.

G11 Scram Cricket (A00)

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

1、There are two rounds for this game and only 2 players can play the game

2、After the second round end,the player with the higher score is the winner.

G12 Golf（10、20、30、40、50、60、70、80、90）

1.（20、30、40、50、60、70、80、90 ）can be chosen as the selected score.

2. The player should hit the number segment from 1 to 18 in order. (Hit 1 at first turn, 2 at second turn, and so on).If the segment is shot, next segment will be indicated and the device will voice out "Yes", or will voice out "Sorry".

3. The player should try to get a lowest score. If three darts of a turn are missing, it means a "bad dart" and 5 points are gotten. If hitting triple scoring segment, 1 point is gotten (Eagle dart). If hitting double scoring segment, 2 points are gotten(Bird dart). If hitting single scoring segment, 3 points are gotten.

4. You can use any of the 3 darts to finish a turn but only the last dart would be used to calculate score. If you hit the single scoring segment with first dart and get 3 points, you can decide to enter next turn. But if you want to get a lower score, you can continue to hit. But if both other 2 darts are missing, you will get 5 points finally.

5. The player who reaches the selected score will be kicked out of the game. When there is only one player left, the player is the winner. Or when all the 18 turns are finished, the player with lowest score is the winner.

G13 Bingo（132、141、168、189）

1. The number segments will be shown randomly, the player who hits all the number segments for 3 times first is the winner. If the segment is shot, next segment will be indicated and the device will voice out "Yes", or will voice out "Sorry".

2. 132---Hit with sequence of 15, 4, 8, 14, 3 segments.

3. 141—Hit with sequence of 17, 13, 9, 7, 1 segments.

4. 168—Hit with sequence of 20, 16, 12, 6, 2 segments

5. 189— Hit with sequence of 19, 10, 18, 5, 11 segments.

6. The player must hit a number segment three times and then can go to hit next number segment.

Hit single scoring segment, count once.   Hit double scoring segment, count twice.

Hit triple scoring segment, count three times.

G14 Hi—Score（H03,H05,H07,H09,H11,H13,H15,H17,H19,H21）

1、It is valid when any scoring segment is hit.

2、(03,05 …21) means choosing total turns of each game. There are three darts every turn.

3、Hit the Single Scoring Segments to get score X 1

Hit the Double Scoring Segments to get score X2

Hit the Triple Scoring Segments to get score X3

4、After all the turns are completed, the player with highest score is the winner.

Free throw, general scoring rules,the player with highest score is the winner.

G15   All Five（31、41、51、61、71、81、91）

Each round each player has to score a total divisible by 5. And every divisible '5' counts one point. For instance 2, 8, 5 with a total 15, player can get 3 points as 15 divided by 5 is three. The first player who gets scores of 31/41/51/61/71/81/91 will be the winner.

There will be no points if

a. The round (3 darts) total scores is not divisible by 5

b. A player throws the 3rd dart and missed even though the previous 2 darts' score is divisible by 5.

c. The round get 0 score if one throw is eliminated or missing. If one throw is missing,then there is no 3 darts in current round,just press Next key to switch to the next player.

G16   ShangHai（（101、105、110、115）

1、 101——from 1 to 20, "bull's eye"segment   105——from 5 to 20, "bull's eye"segment

110——from 10 to 20, "bull's eye"segment   115——from 15to 20, "bull's eye"segment

2、 Only 1 dart throw for 1 target segment,target segment changes to the next target segment automatically. The player get score if target segment is shot

3、 If every target segment and every player finish throwing,ranking is get by scores from high to low.

G17 Forty one （040）

1、Initial score is 40,round sequence is as following:20,19,18,17,16,15,Bulls eye,41,every round every player throw the same target segment.

2、The player whose success to shot the target segment scores as normal rules, The player whose failed to shot the target segment or missing will get half score.

3、41represent any segment,but the sum of the score by 3 throw must 41,or the score change to half,if one dart eliminated of missing, the remain throws is canceled for the current round and   score change to half.

4、After finishing all rounds,the player with the highest score is the winner.

G18 Double Down （D40）

1、Initial score is 40. round sequence is as following: 15, 16, any double, 17, 18, any triple, 19, 20, Bull's Eye. Target segment for all players in every round is the same.

2、the game scores as normal rules,if all 3 throws do not shot on the target segment or give up throws, the score change to half.

3、After finishing all rounds,the player with the highest score is the winner.

G19 Gotcha (101、201、301、401、501、601、701、801、901)

1、（101、201、301、401、501、601、701、801、901）can be selected as target score.

2、Initial score for every player is 0,score will accumulate throw by throw,the first player whose score equal to the target score is the winner. If the score exceeds the target score, "burst" occurs, score of current round is cancelled.

3、after 1 throw, if the player's score is equal to the last player's, gotcha occurs. The score of the player gotcha change to 0.

G20 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 a player has no life value again, he is gotten out of the game. The first player must hit the number segment randomly given out.

3、If the player can hit target by using first or second dart, the player can build a new target by using the third dart. If the player hits the target by using all three darts or cannot build a new target, then the new target will be given out randomly for the next player. If this player can not hit the target with three darts, a point will be lost, this target will be hit by next player.If the segment is shot, next segment will be indicated and the device 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 segment.

5、When there is only one player who has life value, the game is over and this player is the winner.

6、the game need more than 1 player.

G21 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 valid only when hitting the same scoring section of target number segment.

3、Other function as same as **G20**.

G22 Killer （3、5、7、9、11、13、15、17、19、21)

1、Option（203、205、207、209、211、213、215、217、219、221）means origination life value of the player.

2、When entering the game, the score windows show "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 score segments, the game is beginning.

3、After all the players select the scoring segments, they can begin to hit. Only after the player hit his scoring segment, he can become a killer throughout the game.

4、When a player's scoring segment is hit by opponent killer, a point will be taken out from this player. The life points are displayed directly on the screen.

5、If the player has become a "killer" and shoots his target segments, he will be called off the "killer" qualification and reduced one point from his life points.

6、The killer should work to the best to take out points from opponents by hitting opponent's scoring segment.

7、If the segment is shot, next segment will be indicated and the device will voice out "Yes", or will voice out "Sorry".

8、Option (203、205、207、209、211、213、215、217、219、221) means the player can become a killer only when hitting the selected number segment with double scoring section.

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.

G23   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 origination 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 when hitting the selected number segment with double scoring section.

3、Other function as same as **G22**.

G24   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 origination 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 when hitting the selected number segment with triple scoring section.

3、Other function as same as **G22**.

G25   Shoot Out（H03、H05、H07、H09、H11、H13、H15、H17、H19、H21）

1、Option（H03、H05、H07、H09、H11、H13、H15、H17、H19、H21）means origination 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 this hit will be taken away. If the segment is shot, next segment will be indicated and the device will voice out "Yes", or will voice out "Sorry".

3、Every shot at the **"**target" segment single, double, triple will be reduced one point.

4、The player whose points have been reduced to 0 first is the winner.

G26   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 origination life value of the player.

2、The player should try to score higher than to the previous highest score made in a turn. When a player scores less than the previous three-dart total, one "Life" is then taken away from the player. The last player who has a "Life"left is the winner.

3、Eliminating and missing throws get 0 score.

4、The players are not allowed to clear points If the player presses the START button directly or no dart hits the segments, he will also lose one "Life ".

5、The player will be eliminated when his life number is 0, and a sound will be heard as a reminder.

6、When leave only one player, the game is over and the player is the winner.

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

G27 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 origination life value of the player.

2、except the objective is to beat the lowest record of three darts in total. When the three darts in total is higher than the record, then one "Life" is taken away from the player. The last player who has a "Life" left is the winner.

3.   Eliminating or missing throws get 60 score.

4、The players are not allowed to clear points If the player presses the START button directly or no dart hits the segments, he will also lose one "Life" .

5、The player will be eliminated when his life number is 0, and a sound will be heard as a reminder.

6、When leave only one player, the game is over and the player is the winner.

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

■ Package Includes

●12 Brass Soft Tip Darts　　●12 Replacement soft tips　　● Instruction Manual　　●Adaptor　　● Gift Box.

■TROUBLE SHOOTING

●**No Power**

Check to see if the adaptor is 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.