Model: WJ- 200

Electronic Dartboard

User Instruction Manual

■ Warning ⚠
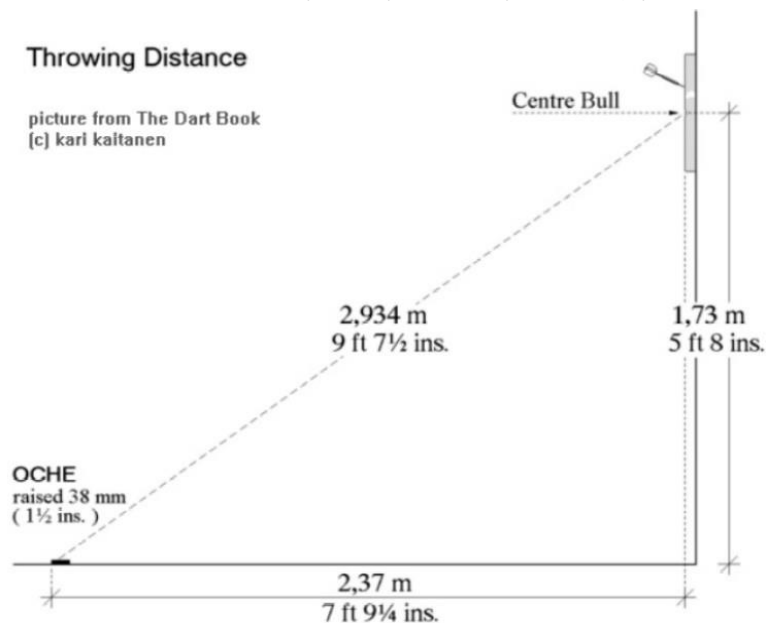
1、The electronic dartboard is NOT Toy.

2、Darts may cause injury. Children should be guarded by the adults when playing the dartboard

■ Descriptions

◆1LCD 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 2.37meters from the face of the dartboard, and be sure to load the 3XAA dry battery and then you can enjoy the exciting games.

Throwing Distance

picture from The Dart Book
[c] karl kaitanen

Centre Bull

2,934 m
9 ft 7½ ins.

1,73 m
5 ft 8 ins.

OCHE
raised 38 mm
(1½ ins.)

2,37 m
7 ft 9¼ ins.

■ Scoring Rule

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

Double
Single
Triple
Single

25 Score
Double 25 score
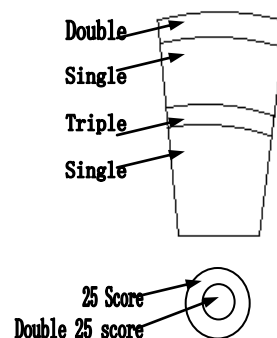
■ Button Definition

1、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.

2、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.

3、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.

4、The **"SOUND/GEN"** button is 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.

5、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.

6、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.)
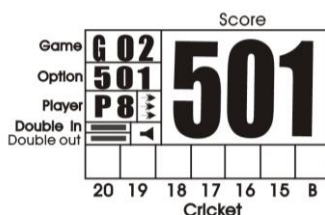
Double in（101、201、301、401、501、601、701、801、901）

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）

1、(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.

2、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）

1、(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.

2、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）

1、"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.

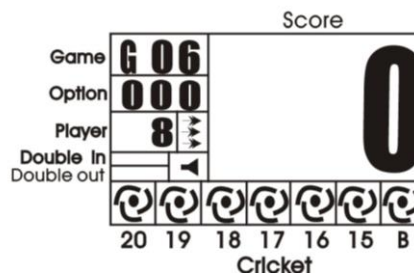Hit single scoring segment -----count once Hit double scoring segment ----count twice

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.

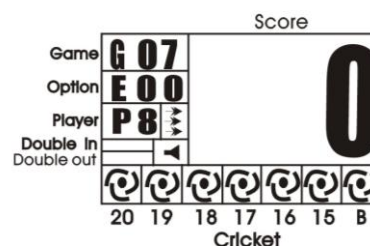5、"E25"—The player must hit the bull's-eye three times first, then follow 15, 16, 17, 18, 19, 20 in order.

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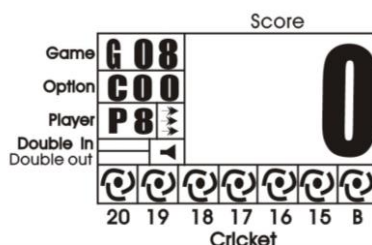
G09 Golf（10、20、30、40、50、60、70、80、90）

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 starts 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）means 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.