

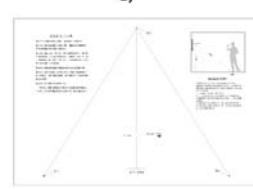


A. Precautions

1. Do not place the darts machine near a heat source or damp, as this may cause damage to the parts.
2. Remove the power plug before cleaning the darts machine. Do not use cleaning fluid or petrol, use only a damp cloth.
3. Do not overload the power socket or it might cause a fire or electric shock.
4. To avoid the risk of electric shock, do not disassemble the dart machine. If you need repairs, ask a professional to repair it.
5. Children must be supervised by adults when operating the darts machine.
6. Do not place the darts machine in an unstable place.
7. During the tournament, all spectators and participants must stand behind the thrower.
8. The dart machine has a built-in battery and can be used for 1-2 hours without being plugged in.
9. Unplug the power if you won't be using the darts machine for a long time of period.
10. It is best to unplug the power during lighting.
11. Do not use steel tip darts on the darts machine as it will damage the dart board.

B. Packing List

When you open the packing box, immediately check that all the parts shown below are included. If there is any shortage or damage, please contact your dealer.



A) Darts Machine x 1 B) Darts x 6pcs C) Screws x 6pcs, Rubber plug x 3
D) Spare tip points x 1 bag E) Level ruler x 1 F) Voltage transformer x 1
G) Throw line x 1 H) Wall mount installation chart x 1

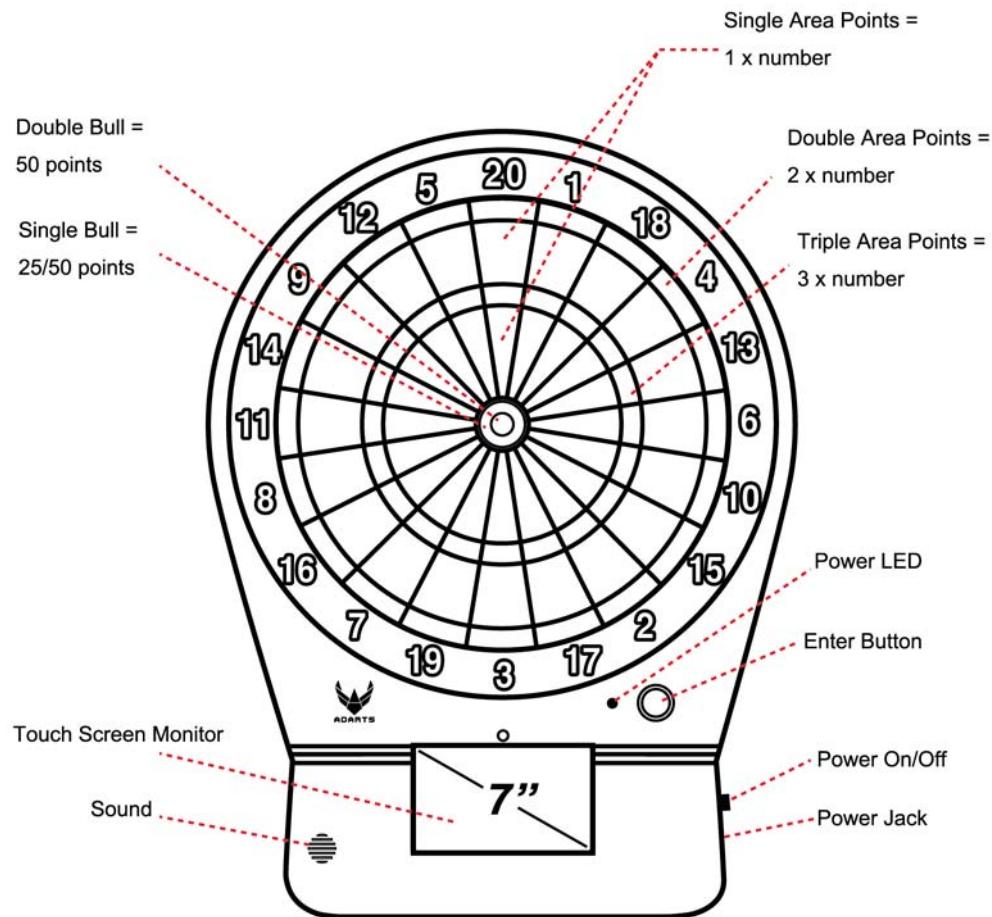
C. Installing Darts Machine

Please follow the wall mount installation chart instructions.

D. Functions

- Fiber surface that prevents darts falling off
- miss dart detector
- 15.5 inch world standard darts board
- 7 inch touch screen
- Android system
- Wifi network
- Online battle through camera

E. Knowing your darts machine



F. General

1. Power on: Plug in the power, press the on/off switch button for 3 seconds and wait for the game selection screen to appear.
2. Shutdown: Press and hold the on/off switch button for 3 seconds and wait for the machine to shut down.
3. Lock screen: During the game, press the switch button once, the screen will turn black, entering a power-saving lock screen mode, press the switch button once again to unlock it.
4. Settings: Press the  icon at the upper left corner of the screen to enter settings.
 - a) Language: Can set Chinese/English
 - b) Sound: Can set sound on/off and adjust the volume.
 - c) Set up a wireless network: Connect to a WIFI network.
 - d) Check for updates: After connecting to the WIFI network, check the software version and upgrade at any time.

G. Game

1. Number of players: Select any game to enter the number selection interface, select player 1-4 to confirm the number of players. Singles are 1 score per person. Doubles are 2 score per person.
2. First Thrower: After confirming the number of players and enter the VS interface. Clicking on the gold coin at the bottom of the screen to select who throws first.
3. Game options: In the VS interface, click the  icon at the upper left corner of the screen to enter the game options. Take the 01 game as an example:
 - a) In Option: Open (Can start anywhere), Double (Start at Doubles), D.No. Bull (Start at Doubles, cannot open with Bullseye); Master (Start at doubles or triples), M.No.Bull (Start at doubles or Triples, cannot open with Bullseye).
 - b) Out options: Open (Can finish anywhere), Double (Must finish on doubles); D.No. Bull (Must finish on a double, cannot finish at Bullseye), Master (Must finish on doubles or triples); M.No.Bull (Must finish on doubles or triples, cannot finish at Bullseye)
 - c) Rounds: Free (No limit for number of rounds), can set to 10/15/20/25 rounds.
 - d) Bullseye: 25/50 (25 points for single bull, 50 points for double bull), 50/50 (both side and inner bull is 50 points);
4. Settings: After the game starts, click the  button at the upper right corner of the screen to enter the setting interface.

- a) Reverse dart: When a score error occurs in the game, press the "back dart" button 1 time to cancel the score of a dart. A total of 9 darts can be returned per game.
- b) Switch players: Switch to the next player during the darts throw transition.
- c) Handicap: Can be set before a player throws a dart. Reduce a player's score directly.
- d) End the game: You can end the game directly.
- e) Return to game: Exit the setting interface and return to the game interface.

H. Simple Troubleshooting

The following table lists are the faults that you can solve by yourself. If you still cannot solve them, please contact your dealer.

| Malfunction | Troubleshooting |
|--|---|
| 1) No display 2) On/off switch key doesn't work | <ul style="list-style-type: none"> • Check the power cord and confirm that it is inserted correctly. • The dart machine's built-in battery is completely powerless, please insert the power supply for three minutes and press the on/off switch key to power on. |
| Display indicating the wrong score | <ul style="list-style-type: none"> • Check the dart board for debris or broken darts tip and remove it with a dart tip cleaner or pliers. If it cannot be cleared, pull the power cable out first, open the rear cover of the dart machine, clear all the broken dart tips, clean up the cushion, and assemble it back. When installing components parts, please make sure to arrange the layers correctly |

I. Game Rules

- 01 Game

Includes 301, 501, 701, 901 as a minus point competition, the fastest player to reduce the score to 0 points will win. If no players can reduce the score to 0 within specified round limits, the player with the lowest score will win.

If both scores are the same, each player throws a dart and the one closest to the center of the board wins. If a player's dart score exceeds 0 points, or in the case of double and master out games, it will be considered as "Bust" and the score will automatically return to the beginning of that round.

Scores, or in the case of double and master end games, when the remaining score is 1 point, it is considered as "big dart" and the score is automatically returned to the start of the dart.

- (1) There are different combinations and rules for In and Out options:
 - In: Open, Double, Master (Open In, Double In, Master In)
 - Out: Open, Double Out, Master Out (Open Out, Double Out, Master Out)
- (2) Bullseye can be set as single bull (50 points) or double bull (25 for single bull, double bull for 50)
- (3) There will also be rules for rounds limits. In general, there will be 15 rounds limit for 701.

- Cricket

- 1) Standard Cricket: In Standard Cricket game, numbers between 15-20 and bullseyes are known as "Cricket Numbers".
To open or close a number, it must have been scored 3 times in any fashion, on one or more turns. Hitting the triple will open or close a number in one throw; a single and the double will open or close it in two throws or three singles will open or close it in three throws.
When your opponent makes 3 marks in your territory, it is considered to be closed and nobody can score from that number anymore.
Player with the highest score at the end of the final round wins. In case players have higher scores than their opponent, players can win before the final round by closing all the valid cricket numbers & bullseye.
Standard Cricket games are usually set to 15 rounds limit.
- 2) Cut-Throw Count Up: The basic rules are the same as standard cricket, the difference is that you will be adding score to your opponent, the player with lowest score wins. Suitable for 3 or more players.

- Count Up

- 1) Count Up: There are 8 rounds in this practice mode and each player will throw total of 24 darts in a match which 3 darts per round for 8 rounds.
- 2) Timing Count Up: Single game, each round 3 set of darts and try to get more points within the specified time.

- Half-It

Each player will start from 40 points and he/she can only obtain points by hitting the designated numbers or areas in each round. If a player does not hit the designated number or area at least once, then the score will be halved. Player with the highest scores at the end of the final round wins.

- Doubles

Doubles mode, can choose Best of 3, Best of 5, Best of 7. Can also set the game for each set.

- Online Battle

Enter your ID and password to play online against other players.



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Federal Communications Commission (FCC) Statement

This device complies with part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

Note: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

Warning: Changes or modifications made to this device not expressly approved by Shenzhen Huateli Technology Co., Ltd. may void the FCC authorization to operate this device.

Note: The manufacturer is not responsible for any radio or TV interference caused by unauthorized modifications to this equipment. Such modifications could void the user's authority to operate the equipment.

Warning: The distance between user and products should be no less than 20cm.