



ASSEMBLY VIDEO



www.eastpointsports.com/78025

REVOLUTION ELECTRONIC DARTBOARD



Model 1-1-78025 (139), 1-1-78025-AA007 (139)



www.eastpointsports.com



consumerservice@eastpointsports.com



973-585-4747

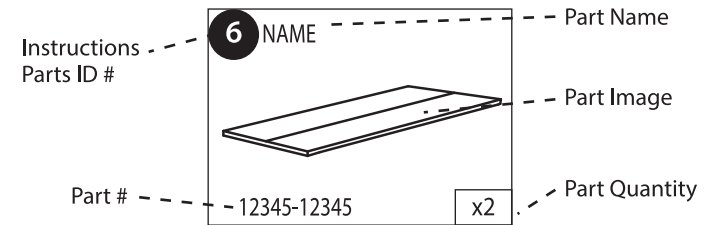


Monday to Friday (9am to 5pm EST)

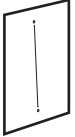



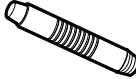

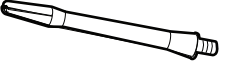



TOOLS Required

- Phillips Head Screwdriver
(Standard Size) – Not Included

PARTS IDENTIFIER

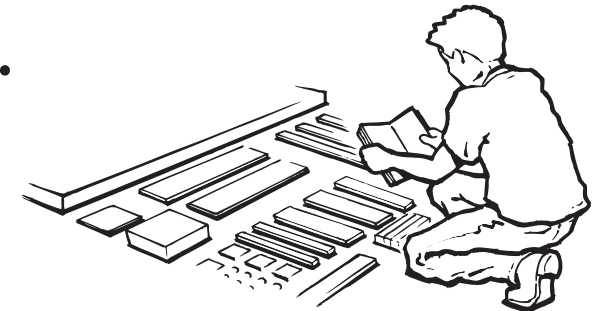


PARTS IDENTIFIER

<p>1 Hanging Template</p>  <p>78025-01139 x1</p>	<p>2 Electronic Dartboard</p>  <p>NOT REPLACEABLE x1</p>	<p>3 Wall Anchor</p>  <p>78025-03139 x2</p>	<p>4 Screw</p>  <p>78025-04139 x2</p>	<p>5 Darts - Barrel</p>  <p>78025-05139 x6</p>	<p>6 Dart - Tip</p>  <p>78025-06139 x18</p>	<p>7 Dart - Shaft</p>  <p>78025-07139 x6</p>
<p>8 Dart - Flight - White</p>  <p>78025-08139 x3</p>	<p>9 Dart - Flight - Blue</p>  <p>78025-09139 x3</p>	<p>80 Micro USB Cable</p>  <p>78025-80139 x1</p>				

BEFORE BUILDING - Please inspect and lay out all your parts.

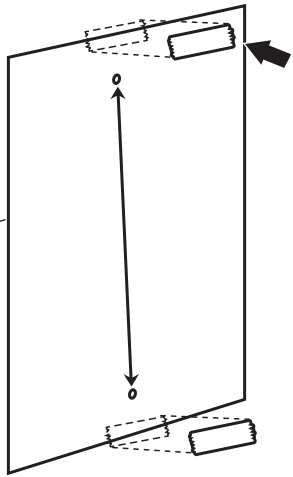
Before you begin assembly make sure you lay out all your parts on a non-marring surface.



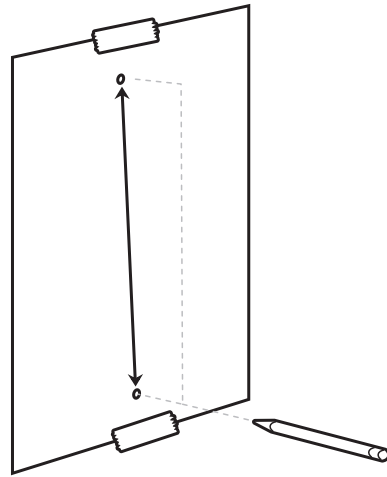
1

A

1

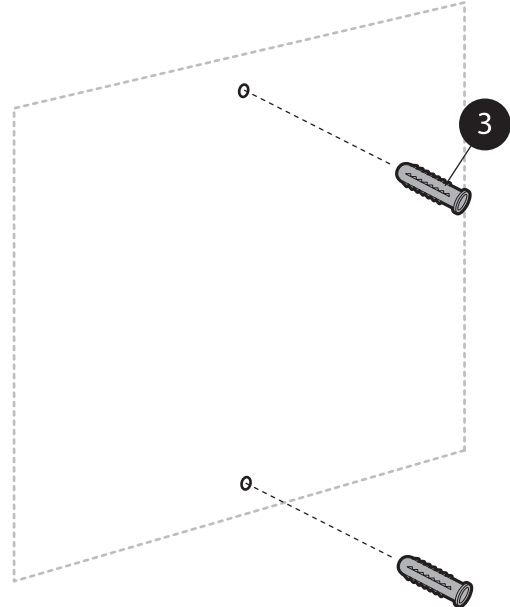


B



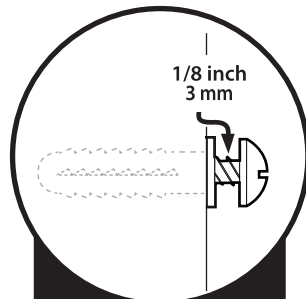
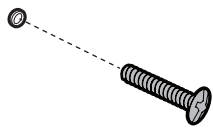
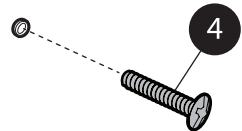
See the Hanging Template printout to prep your wall for mounting the Dartboard.

2



Drill holes on the marked spots. Use included Wall Anchors if no stud is present.

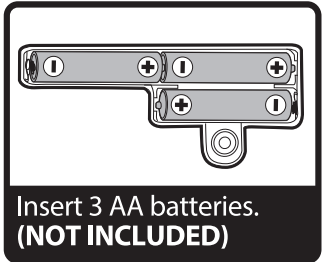
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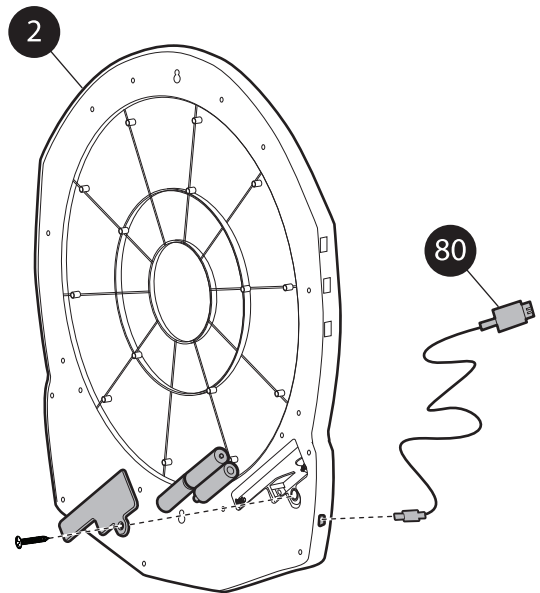
Insert Screws into the Wall Anchors. Leave 1/8 inch out to hang the Dartboard.

4

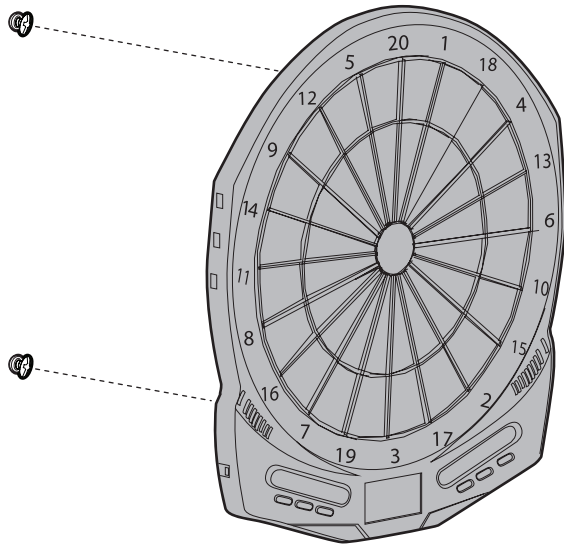
Insert 3 AA Batteries into the back of the Dartboard. (Not Included)
OR
Connect to power source with Micro USB Cable.



Insert 3 AA batteries. (NOT INCLUDED)

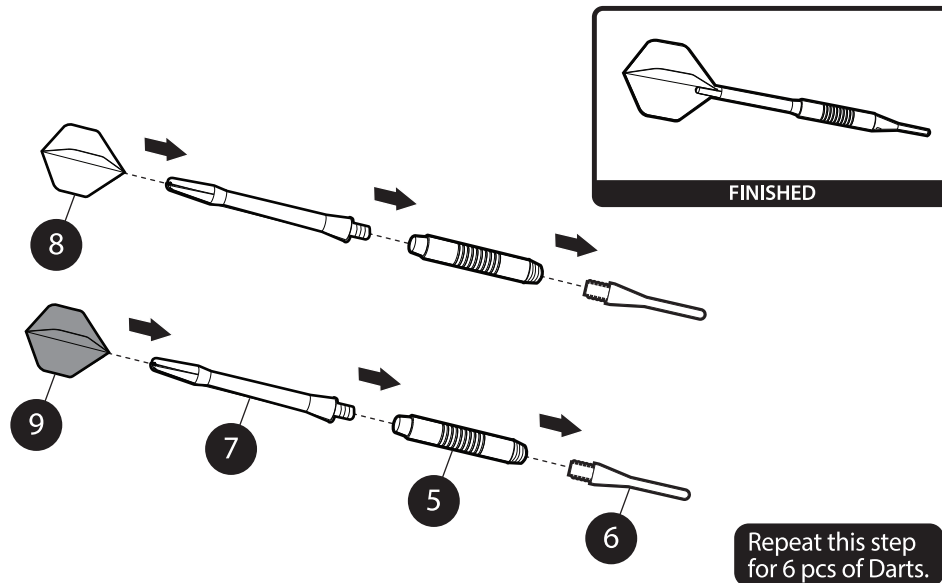


5



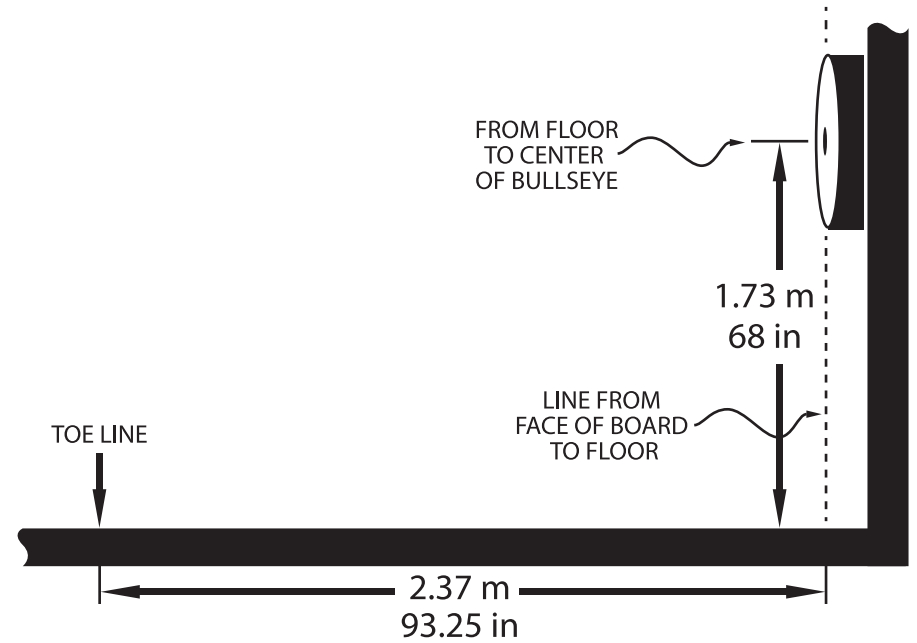
Hang the Dartboard onto the Screws in the wall.

6

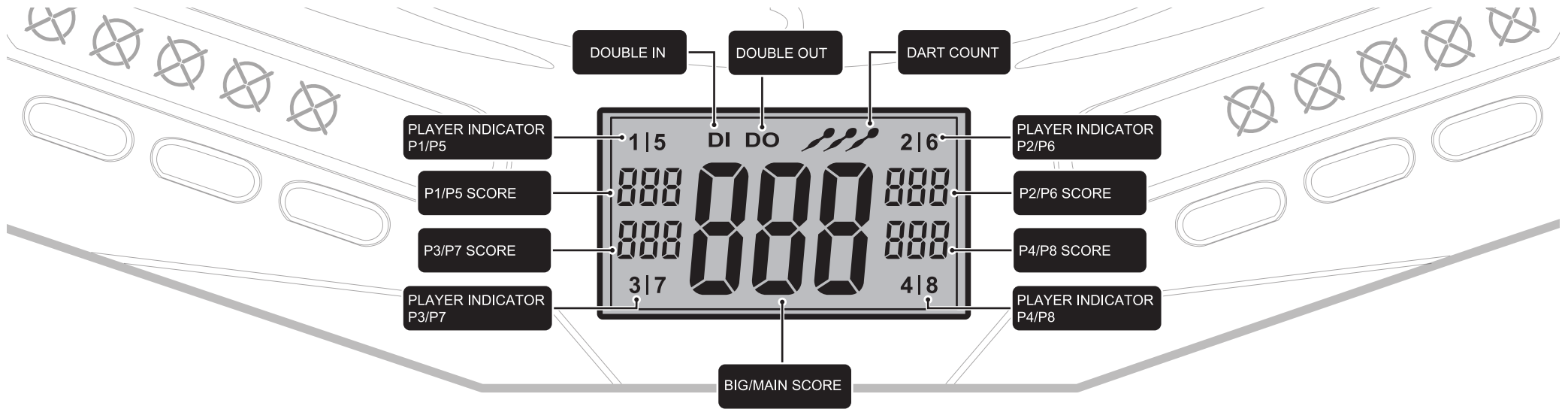


NOTES:

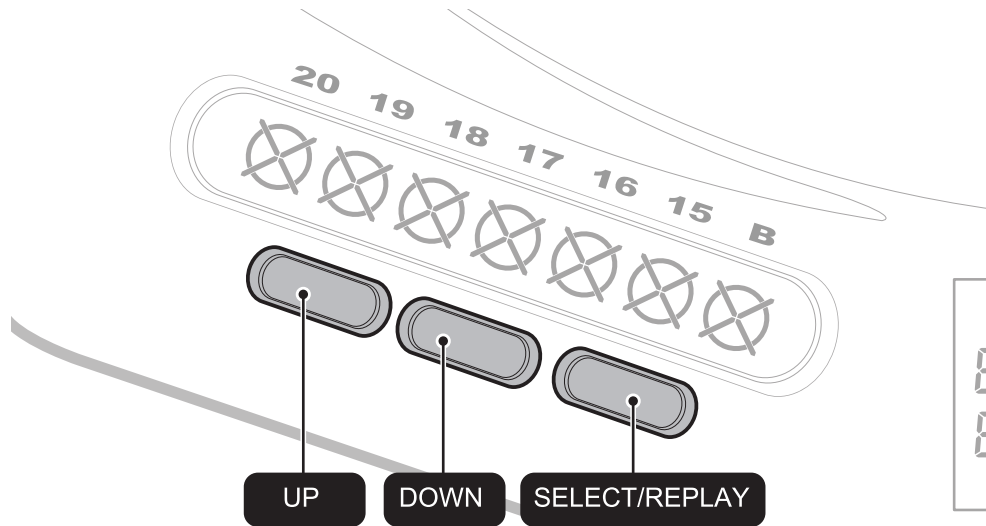
1. THE BULLSEYE OF THE DARTBOARD SHOULD BE LOCATED 68 INCHES (1.73 METERS) FROM THE GROUND.
2. TAPE MOUNTING TEMPLATE TO THE WALL WITH THE BULLSEYE OF THE DARTBOARD AT THE CORRECT HEIGHT.
3. USE HOLE GUIDES TO MOUNT THE SCREW ANCHORS PROPERLY ON THE WALL.
NOTE: THE OFFICIAL TOE LINE FOR GAME PLAY SHOULD BE LOCATED AT 93.25 INCHES (2.37 METERS) FROM THE FRONT OF THE DARTBOARD.



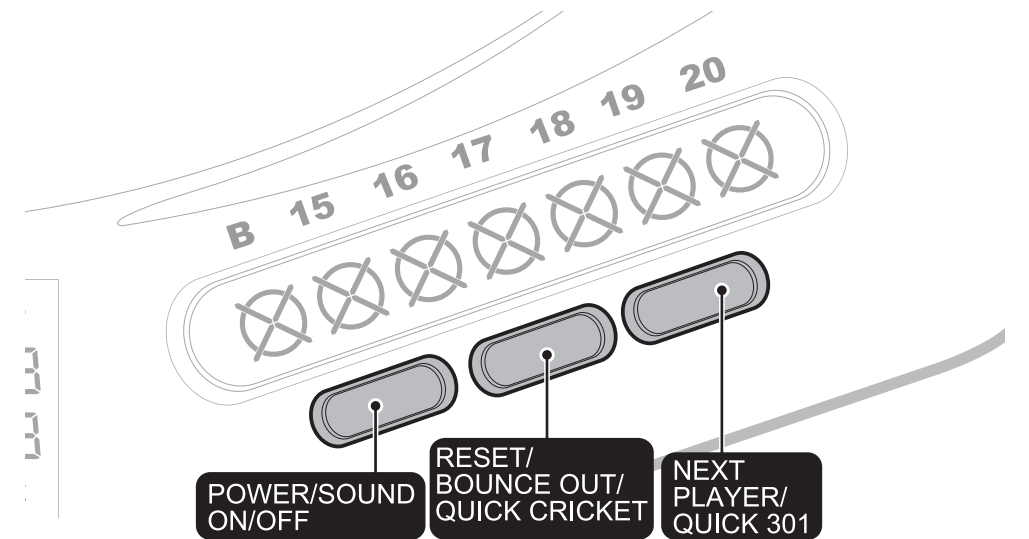
MAIN DISPLAY



CRICKET DISPLAY - LEFT



CRICKET DISPLAY - RIGHT



ELECTRONICS NAVIGATION

• POWER/SOUND ON/OFF

- To turn power on, press and release POWER/SOUND ON/OFF button. The display will alternate between G-1 and 301.
- To adjust volume, press POWER/SOUND ON/OFF button when the game is ON. The dartboard will make a noise to indicate the current volume level. The levels are MUTE-1-2-3-4.
- To turn power off, press and hold POWER/SOUND ON/OFF button for 3 seconds.
- To Select and Play a Game:
 - Turn power on.
 - Use UP and DOWN buttons to navigate through the different games.
 - Once you have reached your desired selection, press and release SELECT/SCORE button.
 - The main display will show any potential options for the game type you have selected. Use the UP and DOWN buttons to navigate through the different options for the selected game. Press and release SELECT/SCORE button once you have reached your desired game option.
 - The main display will now show the number of players. Use the UP and DOWN buttons to navigate and select the total number of players in your game. Press and release SELECT/SCORE button to select the number of players and begin the game.
 - 1 – P = 1 player
 - 2 – P = 2 players
 - 3 – P = 3 players
 - 4 – P = 4 players
 - 5 – P = 5 players
 - 6 – P = 6 players
 - 7 – P = 7 players
 - 8 – P = 8 players
 - CPU = 1 player vs. the Cyber Opponent
- When the game begins, the flashing Player Indicator will indicate the current player. Throw your three darts, then retrieve all three darts from the board, then hit NEXT PLAYER button to switch to the next player's turn.
 - Note: Failure to remove darts before hitting NEXT PLAYER button will result in scoring errors.
- After the game is over, press the SELECT/SCORE button once to replay the same game with the selected game options.
- To jump right into the player select screen for your favorite games, hit the QUICK CRICKET or QUICK 301 buttons after turning the board on.

• RESET/BOUNCE OUT

- Once in game play mode, if a player bounces out (the dart bounces out of the board and/or does not stick through the player's next throw) or misses the board, press and release the RESET/BOUNCE OUT button once. This will register the passed turn.
- If at any point during the game you need to reset, press and hold the RESET/BOUNCE OUT button for approximately 3 seconds.

• BATTERY SAVER

- Dartboard will turn itself off after 12 minutes of inactivity.
- Press POWER/SOUND ON/OFF button to resume play from where you left off.

DARTBOARD GAME RULES

(G-1) 301

1-8 Players, Cyber Opponent

This is the most popular dart game, played in most leagues and tournaments. Each player starts the game with 301 points (or 501, 601, etc.). At the end of each player's turn, the sum of the three darts thrown is subtracted from the player's score. The player who reaches exactly zero first wins the game. The play can continue until the 2nd, 3rd, and 4th places are determined.

Busting Rule: When a player exceeds the score needed to reach exactly zero, the turn is a "bust" and the score reverts back to what it was before the turn.

To make the game more challenging, you may set additional restrictions on how to start and end the game. The choices are as follows:

Standard: The player can start, and end the game by hitting any number that will reduce the score to exactly zero.

Double In (DI): To start, the player must hit a number in the double's ring or a double Bullseye. No score will be counted until this condition is met.

Double Out (DO): To win, the player must hit a number in the double's ring or a double Bullseye that reduces the score to exactly zero. A score leaving the player with "1" will BUST and revert back to the previous score. (This is because 1 isn't divisible by 2. For Example: If a player has 17 and throws a double 8, he/she is then left with 1 which will BUST and revert back to 17.)

Options:

301, 501, 601, 701, 801, 901, 999 (Total point value)

Double In, Double Out, Double In & Double Out, Standard

(G02) LEAGUE 301-999

2-G, 3-G, 4-G (Amount of Players per Group), Cyber Opponent

This is a team play of the 301-999 game, very popular among dart leagues. There are always 2 teams and 4 scores to track. Player 1 and Player 3 play against Player 2 and Player 4. The game is played the same way as the individual 301-999 game. Any player reducing his/her score to exactly zero makes his/her team a winner.

Options:

301, 501, 601, 701, 801, 901, 999 (Total point value)

Double In, Double Out, Double In & Double Out, Standard

(G-3) CRICKET – (Standard)

1-8 Players, Cyber Opponent

Cricket is a game that is extremely popular in America and Central Europe. Players adopt defensive or offensive strategies, depending on the state of the game. At any point during the game, each player can make an effort to increase the score or to attempt blocking other players from scoring.

The game is played with the numbers 15 through 20 and the Bullseye. Each player must mark a number three times to CLOSE it. A hit of a single number counts as one mark; a double counts as two marks and a triple counts as three marks. After a number is closed, additional "markings" are converted into scores that are equal to the number. However, when a number is closed by all players (all closed), that number is then no longer available for accumulating scores. The winner is the one who closes all the numbers first and has the highest score. If scores are even, the player who closes all numbers first wins.

The strategy can be very different if the game is being played with the restriction of closing each number in a specific order. The choices are as follows:

Options:

E00: No order

E20: Numbers must be closed in this order: 20, 19, 18, 17, 16, 15, Bull

E25: Numbers must be closed in this order: Bull, 15, 16, 17, 18, 19, 20

(G-4) NO-SCORE CRICKET

1-8 Players, Cyber Opponent

This is a simplified version of Cricket. The objective is to close all the numbers as soon as possible. No score is given for a hit on a closed number at any time. Therefore, once a number is hit three times, you should move on to hit other targets. The winner is the one who registers all three hits on all numbers first.

Options:

E00: No order

E20: Numbers must be closed in this order: 20, 19, 18, 17, 16, 15, Bull

E25: Numbers must be closed in this order: Bull, 15, 16, 17, 18, 19, 20

(G-5) CUT THROAT CRICKET

1-8 Players, Cyber Opponent

This is a reversed version of Cricket in scoring, most popularly being played with three players. Two of the players may join up against another player before they turn against each other for a fight. After a number is closed, a hit for scoring is added to the opponents' scores.

The highest accumulative score is the losing score. However, no score will be added to a player who has the number already closed. The winner is the one who has the lowest score and closed all the numbers first. If a player has closed all the numbers first but also has a higher score, he/she must keep on throwing to bring the opponents' scores over or equal to his/her score. Therefore, the best strategy is to close the numbers as soon as possible to block the other players from giving you points while adding the chance to penalize the others.

Options:

E00: No order

E20: Numbers must be closed in this order: 20, 19, 18, 17, 16, 15, Bull

E25: Numbers must be closed in this order: Bull, 15, 16, 17, 18, 19, 20

(G-6) KILLER CRICKET

1-8 Players, Cyber Opponent

This game is much like the No Score Cricket with an added twist. When a number is closed, the player has a chance to eliminate opponents' marking by hitting the same number again. However, if the opponent has the number closed as well, then no marks will be taken away from that player. Note: instead of turning on a light, each positive marking will turn off a light on the screen. The player who closes all the numbers first is the winner.

Example: For the number 19, Player 1 has one hit (one mark), Player 2 has two hits (two marks), and Player 3 has number 19 closed (three marks). Player 4 comes up and hits a triple 19, so he closed number 19, too. Player 4 then aims and hits in the number 19 again. In consequence, Player 1 and 2 now have one mark off for 19, and Player 3 is not affected. This means that Player 1 and 2 are 1 hit further away from closing 19.

Options:

E00: No order

E20: Numbers must be closed in this order: 20, 19, 18, 17, 16, 15, Bull

E25: Numbers must be closed in this order: Bull, 15, 16, 17, 18, 19, 20

(G-7) LOW PITCH CRICKET

1-8 Players, Cyber Opponent

This version of Cricket utilizes the lower numbered segments on the board for a change of pace from the standard Cricket segments. Players will need to "close" segments 1, 2, 3, 4, 5, 6, and Bullseye. All other rules apply as detailed in standard Cricket.

Options:

E00: No order

E20: Numbers must be closed in this order: 6, 5, 4, 3, 2, 1, Bull

E25: Numbers must be closed in this order: Bull, 1, 2, 3, 4, 5, 6

(G-8) BASEBALL

1-8 Players, Cyber Opponent

This is a simple, yet popular game in America. The game is played with 9 “innings” or turns. Players take turns throwing 3 darts each at the current inning number (1 through 9). Runs are scored whenever a player hits the current inning number. A hit in a single segment counts as 1 run, a double counts as 2 runs, and a triple counts as 3 runs. The inning is over when all players have had a chance to throw. The player with the highest total score at the end of 9 innings is the winner. If the score is tied after 9 innings, additional innings are played (with the same rules) until a winner is determined. In additional innings, players continue to target the number of the current inning. (EX: aim for 10 in the 10th inning, 11 in the 11th, etc.)

(G-9) ROUND THE CLOCK

1-8 Players, Cyber Opponent

In this game, the player tries to hit the numbers from (depending on game) 1 to 5, 1 to 10, or 1 to 20 in order. When a number is hit, then the game is advanced for shooting the next number. The player who reaches and hits the end number for their game first is the winner.

Options:

Game	Order	Shoot area
105	1 to5	Single, double, triple
110	1 to10	Single, double, triple
115	1 to15	Single, double, triple
120	1 to20	Single, double, triple
205	1 to5	Double only
210	1 to10	Double only
215	1 to15	Double only
220	1 to20	Double only
305	1 to5	Triple only
310	1 to10	Triple only
315	1 to15	Triple only
320	1 to20	Triple only

(G10) COUNT-UP

1-8 Players, Cyber Opponent

This is a simple game that anyone can play. The objective is to beat the other players by being the first to reach a preset score. Each player should try to score as high as possible in his/her turns.

The final total score is allowed to be more than the preset score.

Options:

100, 200, 300, 400, 500, 600, 700, 800, 900 and 1,000 (Final Score)

(G11) SHOOT-OUT

1-8 Players, Cyber Opponent

With the help of smart electronics, this game is an improvement on and is more exciting than Round-The-Clock. For each throw, the target is randomly picked by the on-board computer, and the player has 10 seconds to throw the dart. A hit on the target counts as 1 point, and doubles / triples are treated the same as a single. If the 10-second time expires, it is considered that a throw was made and missed. The first player to get the target score wins the game.

Options:

05, 07, 09, 11, 13, 15, 17, 19, 21 (Total points needed to win)

(G12) HIGH SCORE

1-8 Players, Cyber Opponent

This game is much like Count-Up, except that the game ends at the finish of the last round. Each player starts with zero points and adds points to their score with each throw. The player who accumulates the highest total score in the selected number of rounds is the winner.

Options:

03, 04, 05, 06, 07, 08, 09, 10, 11, 12, 13, 14 (Total number of rounds)

(G13) SHANGHAI

1-8 Players, Cyber Opponent

In this game, players must shoot 1 dart for each number 1 through 20, and then Bullseye. Players score points for hitting the correct segment for that dart. A hit on a double or a triple is counted as 2x or 3x the number. (Example: A hit on double 3 counts as $2 \times 3 = 6$ points.) The player with the most points after shooting for the Bullseye is the winner.

Options:

Option	Sequence
S01	1-20, Bullseye
S05	5-20, Bullseye
S10	10-20, Bullseye
S15	15-20, Bullseye

(G14) OVERS

2-8 Players, Cyber Opponent

This is a simple and quick game. Each player should try to score higher than or equal to the previous player's score made in a turn. When a player scores less than the previous player's score, one "Life" is taken away from that player. Players can select the total number of "Lives" for the game. Players are eliminated when they are out of lives. The last player alive is the winner.

Options:

03, 05, 07, 09, 11, 13, 15, 17, 19, 21 (Total number of Lives)

(G15) UNDERS

2-8 Players, Cyber Opponent

This game is similar to Overs, except the objective is to score lower than the lowest score of the game so far. When a player scores more than the game's lowest score, one "Life" is taken away from that player. Players can select the total number of "Lives" for the game. Players are eliminated when they are out of lives. The last player alive is the winner.

Note: Any hit outside the scoring area is penalized with 60 points (3×20 , the highest possible one-dart score)

Options:

03, 05, 07, 09, 11, 13, 15, 17, 19, 21 (Total number of Lives)

(G16) HALF-IT

1-8 Players, Cyber Opponent

For this game, players take turns shooting at the designated target for that round, for 12 rounds. Points are scored for each hit within the designated area. All hits are scored at face value, with doubles and triples counting for 2x and 3x, respectively. If a player misses all three throws on a specific target in a round, his/her total score will be cut in half. The player with the most points at the end of 12 rounds is the winner.

Designated Target for each Round:

Round	Target
1	12
2	13
3	14
4	Any Double
5	15
6	16
7	17
8	Any Triple
9	18
10	19
11	20
12	Bullseye

(G17) BIG-6

2-8 Players, Cyber Opponent

This game allows the player to challenge their opponents to hit the target of their choice. The game starts with "Single 6" as the first target. Player 1 must hit the target within 3 throws. If the player misses the target number with all 3 darts, then that player loses a life. If the player hits the target number with one of his/her first 2 darts, then the next segment hit is the target for the next player. Singles, Doubles and Triples are all considered as different targets. The strategy is to pick the toughest target possible for your opponent, such as "Triple-20" or "Double-Bullseye". Players are eliminated when they are out of lives. The last player alive is the winner.

Options:

03, 05, 07, 09, 11, 13, 15, 17, 19, 21 (Total number of Lives)

(G18) COLOR

1-8 Players, Cyber Opponent

To begin this game, each player must throw one dart to determine which color (black or tan) they will be shooting for. (If the player hits a Bullseye with this dart, they must throw again to decide the color) Each player then tries to hit their color target in order to add up to the total point value. All hits are scored at face value. If a player hits an opponent's color, then the mark does not count. The Bullseye does count towards both colors. The first player to reach the pre-set final score wins.

Options:

100, 200, 300, 400, 500 (Final Score)

(G19) BONUS COLOR

1-8 Players, Cyber Opponent

This game is played the same as "Color", with one exception: if a player hits an opponent's color, that opponent gets the points added towards his/her total score.

Options:

100, 200, 300, 400, 500 (Final Score)

(G20) CORRECTIONAL COLOR

1-8 Players, Cyber Opponent

This game is played the same as "Color", with one exception: if a player hits an opponent's color, those points are deducted from the player's total score.

Options:

100, 200, 300, 400, 500 (Final Score)

(G21) NO SCORE COLOR

2-8 Players, Cyber Opponent

This game is played the same as "Color", with one exception: each dart that hits within the correct color is worth just 1 point. If a player hits an opponent's color, one mark is removed from the player's total score and the player loses his turn. The Bullseye does count for both colors. The winner will be the only player with marks remaining (when all others are at zero).

Options:

003, 004, 005, 006, 007 (Total amount of points)

(G22) FREE-DART COLOR

1-8 Players, Cyber Opponent

This game is played the same as "Color", with one exception: players try to accumulate the highest score possible in the selected amount of throws. If a player hits an opponent's color, it does not count toward the total score. The Bullseye does count for both colors. The player with the highest total of points after all the darts are thrown is the winner.

Options:

005, 010, 015, 020 (Total amount of throws per game)

(G23) SHOOTING I

1-8 Players, Cyber Opponent

In this game, each player throws three darts per round. The player with the highest 3 dart total wins that round. The first player to win 7 rounds is the winner.

(G24) SHOOTING II

1-8 Players, Cyber Opponent

This game is played just like Shooting I, however, only darts that land in the single, double or triple areas of the following numbers will count towards the score: 15, 16, 17, 18, 19, 20, Bullseye. The first player to win 7 rounds is the winner.

(G25) SHOOTING III

1-8 Players, Cyber Opponent

This game is played just like Shooting I, with one exception: the first player to win 4 rounds is the winner.

(G26) SHOOTING IV

1-8 Players, Cyber Opponent

This game is played just like Shooting III, however, only darts that land in the single, double, or triple areas of the following numbers will count towards the score: 15, 16, 17, 18, 19, 20, Bullseye. The first player to win 4 rounds is the winner.

(G27) FORTY-ONE

1-8 Players, Cyber Opponent

This game is similar to Half-It, with a couple of changes. Each player starts the game with 40 points, and additional points are added for each hit within the designated area. All hits are scored at face value, with doubles and triples counting for 2x and 3x, respectively. If a player misses all three throws on a specific target in a round, his/her total score will be cut in half. There is an extra round at the end of the game, in which players must attempt to score three hits that add up to 41 points. Remember, a player's score is cut in half if not successful, so the "41" round is the most challenging! The player who completes the game with the most points is the winner.

Designated Target for each Round:

Round	Target
1	20
2	19
3	18
4	17
5	16
6	15
7	Bullseye
8	Any 3 numbers that add up to 41

(G28) BINGO

1-8 Players, Cyber Opponent

The board will display the target segment automatically, and the player must score 3 hits on that segment to move forward. Single segments count as 1 hit, Doubles as 2 hits, and Triples as 3 hits. The first player to close out all 5 target segments is the winner.

Options:

Display	Sequence
132	15, 4, 8, 14, 3
141	17, 13, 9, 7, 1
168	20, 16, 12, 6, 2
189	19, 10, 18, 5, 11

(G29) ENGLISH CRICKET

2 Players, Cyber Opponent

This game is for 2 players only. The game consists of two rounds. In round 1, Player 1 aims for the Bullseye, and Player 2 aims to score points. The goal for Player 1 is to hit 9 marks as quickly as possible. A Double Bullseye counts as 2 marks, and a Single Bullseye counts as 1 mark. The goal for Player 2 is to score as many points as possible before Player 1 scores 9 marks on the Bullseye. All hits are scored at face value, with doubles and triples counting for 2x and 3x, respectively. When Player 1 scores 9 marks on the Bullseye, the round is over, and the roles are reversed for round 2. The player with the highest score after round 2 is the winner.

Note: the scoring player must score over 40 points to get a score for the round. If the player scores 40 or less, they get 0 points for that round. If a player scores more than 40 points in a round, they get their total score for the round -40. (EX: A total of 52 points would score 12 for the round)

(G30) DOUBLE DOWN

1-8 Players, Cyber Opponent

This game is similar to Half-It and 41. Each player starts the game with 40 points, and additional points are added for each hit within the designated area. All hits are scored at face value, with doubles and triples counting for 2x and 3x, respectively. If a player misses all three throws on a specific target in a round, his/her total score will be cut in half. The player who completes the game with the most points is the winner.

Designated Target for each Round:

Round	Target
1	15
2	16
3	Any Double
4	17
5	18
6	Any Triple
7	19
8	20
9	Bullseye

(G31) 21 POINTS

1-8 Players, Cyber Opponent

In this game, players alternate turns throwing 3 darts in a round. The goal is to accumulate marks by scoring exactly 21 for a round. If a player scores exactly 21 with their first 2 darts, they get a mark, and that turn is over. If a player scores over 21 with their first or second dart, that player's turn is over, and they do not get a mark. If neither player scores exactly 21 in a round, then the closest player to 21 gets a mark for that round. The player with the most marks after all rounds are over is the winner.

Options:

003, 004, 005, 006, 007, 008, 009 (Total amount of Rounds per game)

(G32) 9 LIVES

2-8 Players, Cyber Opponent

In this game, players alternate throwing 3 darts per round at the designated segment. The designated segment for the round goes in sequence, from 1-20, followed by the Bullseye in round 21. If round 22 is reached, players start the sequence over, by aiming at 1. Each player must hit the designated number for the round at least once, or they will lose a life. The last player alive is the winner.

Options:

003, 004, 005, 006, 007, 008, 009 (Total amount of Lives per game)

(G33) KILLER

2-8 Players, Cyber Opponent

To start, each player must select his/her number by throwing a dart at the target area. Whatever segment the player hits is their assigned segment for the rest of the game. Doubles and triples count as their own segments. No two players can have the same segment. Once every player has an assigned segment, the game can begin.

Once the game starts, the player must hit his/her own assigned segment to become The Killer. The Killer can then take Lives away from his/her opponents, by hitting that opponent's assigned segment. If the Killer hits their own segment, he/she loses a life, and loses their status as Killer. This player must hit their own number again to regain the status of Killer. Players are eliminated when they are out of lives. The last player alive is the winner.

Options:

03, 05, 07, 09, 11, 13, 15, 17, 19, 21 (Total number of Lives)

1 (Singles, Doubles, and Triples count), 2 (Doubles only), 3 (Triples only)

(G34) GOLF

1-8 Players, Cyber Opponent

This game is a dartboard simulation of Golf. The goal is to get through the entire "course" with the least amount of "strokes". The "course" consists of all Par 3 holes, giving it a Par of 27 for 9 holes, and 54 for 18 holes. The segments 1 through 18 represent the corresponding holes 1 through 18. The player must score 3 hits on each hole in order to move on to the next hole. Doubles and Triples count as 2 and 3 hits, respectively.

Note: the active player continues to throw until he/she scores 3 hits on the current hole. There are no "gimmes" in this game.

The player with the fewest amount of strokes after all holes are played is the winner.

Options:

09F, 10F, 11F, 12F, 13F, 14F, 15F, 16F, 17F, 18F (Total number of Holes)

(G35) FOOTBALL

1-8 Players, Cyber Opponent

This game is a dartboard simulation of Football. The goal is to push all the way across the "field" to score a "Touchdown". To start, each player must select their field. This can be done by throwing a dart, or manually pressing the desired segment. The player's field goes from the selected segment, across the Bullseye, and to the other side of the board. Each field consists of 11 segments that must be hit in order.

For example, if the player hits the 20, that player's field is as follows:

Double 20 - Outer Single 20 - Triple 20 - Inner Single 20 - Single

Bullseye - Double Bullseye - Single Bullseye - Inner Single 3 - Triple 3 -

Outer Single 3 - Double 3

Once each player has a selected field, the game can begin. The goal is to push from one end of the field to the other, by hitting all of the segments on the field in order. For the player in this example, the "End Zone" is Double 3. The first player to score a Touchdown is the winner.

Error Message Troubleshooting

If you receive an error message, a segment or button on the board may be stuck. To remedy this error, simply wiggle the section or button that is displayed.

For instance:

- Err 20 means that one of the Single 20 segments is stuck.
- Err = 20 means that the Double 20 segment is stuck
- Err ≡ 20 means that the Triple 20 segment is stuck

If the board is displaying an error over 60, one of the control buttons is stuck:

- Err 63 = UP button
- Err 64 = DOWN button
- Err 65 = SELECT/SCORE button
- Err 66 = POWER button
- Err 67 = RESET button
- Err 68 = NEXT PLAYER button

If you're still experiencing an issue, please contact us at 973-585-4747.

FCC IDENTIFIER :

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.

Warning! Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

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.

BATTERY WARNING

DO NOT mix old and new batteries.

DO NOT mix alkaline, standard (carbon-zinc), or rechargeable (ni-cad, ni-mh, etc.) batteries.

DO NOT dispose of batteries in fire, batteries may explode or leak.

MADE IN CHINA

Limited Warranty

As described in and as limited by this Limited Warranty, EastPoint Sports Ltd., LLC (the "Company") warrants this Product to be free from defects in workmanship and materials for a period of 90 days from the date of original purchase. The term defects shall mean any imperfections that impair the use of the product. The Company reserves the right to request confirmation of Proof of Purchase when requesting parts or service in order to confirm that this Product is within its warranty period and terms.

What is Covered: Except as provided herein, this Limited Warranty covers all defects in materials and workmanship. This Limited Warranty is void if the Product is:

- Damaged through improper usage or storage, negligence, misuse, abuse, transportation damage, acts of nature, or accident (including failure to follow the instructions supplied with the product).
- Used in commercial applications, rentals or a commercial environment.
- Modified or repaired by anyone not authorized by the Company.

What is Not Covered:

The Limited Warranty does not cover:

- Expendable items such as cosmetic parts, game playing accessories, and any other items that may show signs of wear due to normal usage.
- Any transportation/delivery/installation costs incurred by the Consumer (either home from the original place of purchase or back to the original place of purchase).
- Items not purchased from an authorized retailer (ie: this warranty does not apply to so-called "grey market" goods (those goods purchased from a third party)).

What the Company Will Pay For:

- If any part or component of the Product which is covered by this Limited Warranty is found by the Company to be defective, the Company will provide replacement parts without charge. The Company's obligation to repair or replace the Product or any portion of thereof, shall be limited to the original purchase price of the product.
- If during the Limited Warranty period, the product is found to be defective, the Company will, at the Company's option, repair, replace or make remuneration for the Product (either the same or equivalent value) without charge.

How to Obtain Warranty Service: In order to enforce your rights under this Limited Warranty, you must follow these procedures:

- You must return the ORIGINAL COPY OF YOUR SALES RECEIPT to the Company showing a purchase from an authorized retailer.
- You must call the Company's Consumer Service Department at 1-973-585-4747 on Monday through Friday between the hours of 9:00 A.M. and 5:00 P.M. (EST) to notify the Company of the nature of the problem. At the Company's option, replacement parts or a new Product (either the same or equivalent value) will be sent to you at no charge.
- If you are instructed to return the Product to the Company for servicing, you are responsible for shipping the Product, at your expense, to the address designated by the Company in packaging that will protect against further damage.
- You must also include your name, address, daytime telephone number, Product model number, and a description of the problem.
- The Company will pay for any shipping charges to return the repaired or replaced Product to you.

THIS LIMITED WARRANTY IS AVAILABLE ONLY TO THE ORIGINAL PURCHASER OF THE PRODUCT, PURCHASING FROM AN AUTHORIZED RETAILER, AND IS VALID ONLY IN THE UNITED STATES AND CANADA.

THE COMPANY'S LIABILITY IS LIMITED TO THE REPAIR, REPLACEMENT, OR REMUNERATION, AT ITS OPTION, OF ANY DEFECTIVE PRODUCT AND SHALL NOT INCLUDE ANY LIABILITY FOR INDIRECT, INCIDENTAL, OR CONSEQUENTIAL DAMAGES OF ANY KIND. THIS WARRANTY IS EXPRESSLY MADE IN LIEU OF ALL OTHER WARRANTIES, EXPRESSED OR IMPLIED, INCLUDING BUT NOT LIMITED TO THE IMPLIED WARRANTY OF MERCHANTABILITY AND THE IMPLIED WARRANTY OF FITNESS FOR A PARTICULAR PURPOSE. SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS OR DO NOT ALLOW FOR EXCLUSION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES. TO THAT EXTENT, THE ABOVE LIMITATIONS MAY NOT APPLY TO YOU.

This Limited Warranty gives you specific legal rights, but you may also have other rights that vary from state to state.

If you have questions regarding this Limited Warranty or the operation of the Product, you may call or write us.

ALL WARRANTY CLAIMS MUST BE ACCOMPANIED BY AN ORIGINAL COPY OF THE SALES RECEIPT/PROOF OF PURCHASE. REPORT ANY DEFECTS TO: EastPoint Sports, 20 Commerce Boulevard, Succasunna, NJ 07876, 1-973-585-4747

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