## FITTING INSTRUCTIONS

## **Contents**

Cabinet x1
Dartboard x1
Sets of darts x2
Chalk x1 Pkt
Fixing Screw x2
Duster x1

## Helpline

A Damage
B Missing Items
C Unsatisfied

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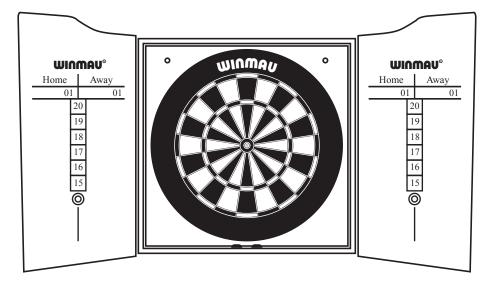
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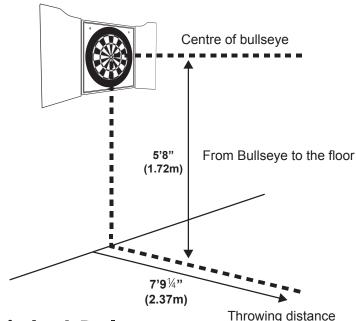
For ease of fitting we recommend the following procedure:

- 1. Find a suitable and safe place to position, (this should not be the back of a door or any area where people may walk across the playing area) mark the wall 1.5 metres from the floor and mark a horizontal line 40cms long.
- 2. Holding the Cabinet with the bottom edge on this line (doors open), mark through the two pre-drilled holes in the back of the unit.
- 3. Drill the wall, fix wall plugs and screw cabinet to wall through the two pre-drilled holes using the screws provided.

Note: For plasterboard or hollow walls you should consult your local DIY for the correct fixings.

Target game, turn the board over to reveal the target game, remove the screw in the top rail, remove plastic retaining lugs, turn board over. To replace reverse above procedure making sure to replace the screw.





## **Cricket Rules:**

The only numbers played in cricket are 15, 16, 17, 18, 19, 20 and the bull.

- 1. The object is to 'close out' each number by scoring three 'marks' in each. For each number, it can be one triple, a double plus a single, or three singles. Since, there is no triple for the bull, you close it out with either one double and one single bull or three bulls.
- 2. After a number is 'closed', additional points may be scored only if the other player has not yet scored three hits and closed it.
- 3. Your opponent cannot earn points on any number you have closed, but can prevent you from scoring more points when he scores three hits to close it.
- 4. To win, you must close all of the numbers, 15 through 20 plus the bullseye, before your opponent does. If you have closed all numbers but trail your opponent in points, it must be made up by scoring in their open numbers.

