

79527 UNM

# **unicorn<sup>®</sup>**

# **DARTBOARD**

- INSTRUCTIONS
- RULES

**unicorn<sup>®</sup>**

Unicorn Products Ltd Nottingham NG2 4DS  
[www.unicorn-darts.com](http://www.unicorn-darts.com)

**Congratulations! We hope you will have many hours of enjoyable use with your new Unicorn Dartboard!**



**PLEASE RETAIN PACKAGING AS IT CONTAINS IMPORTANT INFORMATION!**

- Your Model number is necessary should you need to contact us.
  - Please read through this instruction book to familiarize yourself with all the parts and assembly steps.
  - Refer to the Parts Identifier and verify that all parts have been included.
  - For questions that may arise or for missing parts, contact Unicorn Customer Services on 0115 985 3500 or by email on [assist@unicorngroup.com](mailto:assist@unicorngroup.com)
- This does not affect your statutory rights.

**INDEX**

Introduction .....	1
Mounting Instructions.....	4
Setting Up Your Dartboard.....	6
Game Instructions.....	8
Troubleshooting.....	12
Descriptions.....	13



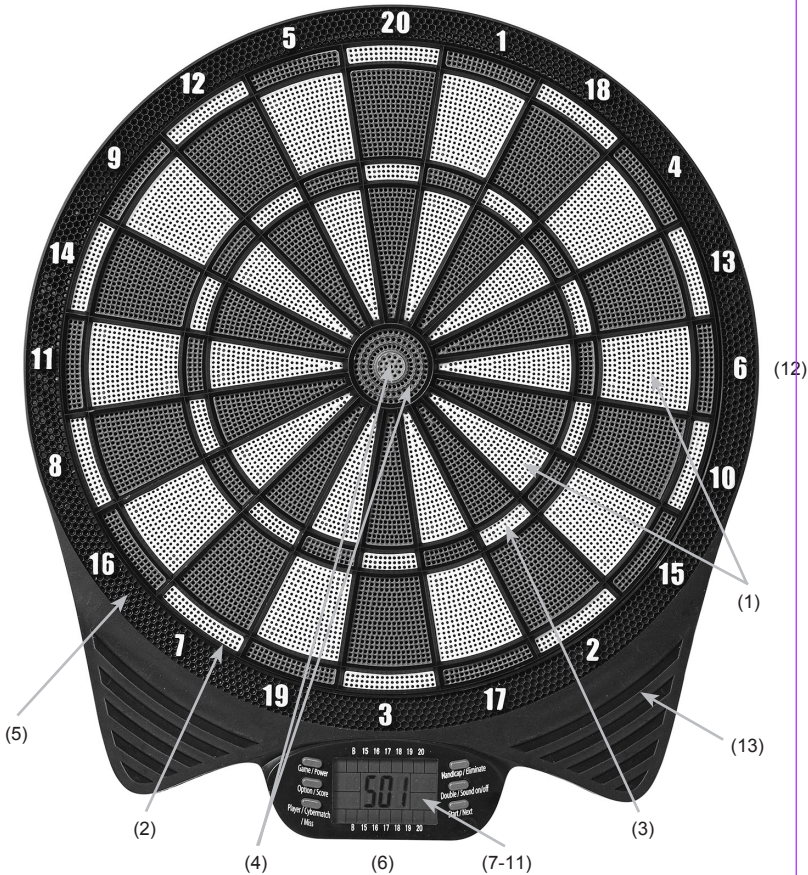
**WARNING!**

This is not a child's toy. Adult supervision is required for children playing this game. Please read instructions carefully. Proper use of this set can avoid damage or injury.



**BEFORE ASSEMBLY:**

- Did you receive 1 box?
- Did you inspect your product before assembly? It is not repairable and must be returned to the original place of purchase if damaged.
- Requires 3 x AA batteries.



**INSTRUCTIONS FOR TRANSFORMER TOYS**

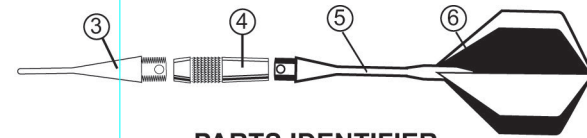
- The toy must only be used with the recommended transformer.
- The transformer is not a toy.
- Toys liable to be cleaned with liquid are to be disconnected from the transformer before cleaning.

## DESCRIPTIONS

- (1) **Single:** Score the number shown.
- (2) **Double:** Score x 2.
- (3) **Triple:** Score x 3.
- (4) **Bullseye:** The outer bull is 25 points; the centre double bull is 50 points.
- (5) **Catch-Ring:** Catches missed dart, no score.
- (6) **Function Buttons:** (see SETTING UP YOUR NEW DARTBOARD)
- (7) **Player Score:** (alternately shows)  

Target	Dart Hit	Cumulative Score.
--------	----------	-------------------
- (8) **Turn indicator:** Shows which player is up for the throw.
- (9) **Dart Indicators:** Shows how many throws remain for the turn.
- (10) **Cricket Display:** Shows summary marks and cricket numbers (see below).
- (11) **Indicators for Double In (DI), Double Out (DO), and Master Out (MO).**
- (12) **Dart Holder**
- (13) **Battery Compartment:** (Batteries not included)

## # 79527 UNM



### PARTS IDENTIFIER

<b>#2</b>  MOUNTING HARDWARE (X2)	<b>#3</b>  SOFT TIP (X18)	<b>#4</b>  STEEL BARREL (X6)	<b>#5</b>  SHAFT BLACK (X6)
<b>#6</b>  FLIGHT BLACK (X3)	<b>#7</b>  BOARD		

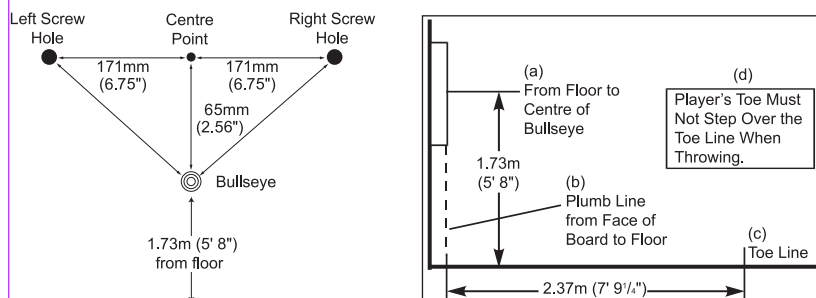
### THE HISTORY OF DARTS

The history of darts goes back hundreds of years when even Henry VIII of England and Charles VI of France were said to be among the early darts throwers. The game likely evolved from archery and spear throwing. Moreover, the development of modern darts was closely associated with English pubs. To hit the centre of the board (called the "Bullseye" and traditionally made from cork) with a dart was once thought to be purely lucky. Yet, to the English Court's satisfaction in 1908, a Leeds innkeeper demonstrated that it is indeed a game of skill. Ever since, dart playing has been accepted as a popular social and sporting activity. There are tournaments in every country, and the game is enjoyed by millions of people worldwide.

Innovation in electronics has elevated the joy and fun of playing darts. New and exciting games are being added to the collection. Automatic score-keeping and hints for rules are making it easier to play. From young to old, for men and women, competing as an individual or team, darts brings friends together. It is no wonder that in darts tradition, each game begins and ends with a handshake.

## MOUNTING INSTRUCTIONS

1. Select a suitable location with about 8 feet of open space. The "Toe-line" should be 2.37m (7' 9 1/4") from the face of the board for throwing distance.
2. Measure 1.73m (5' 8") from the floor to mark the position of the Bullseye with a pencil. Then, measure 65mm (2.36") up from the Bullseye to mark the centre point.
3. Next measure 171mm (6.75") from the centre point to the right to mark your right screw hole. Do the same for the left. (**NOTE:** You should have approx. 342mm (13.5") between the holes and the Bullseye.)
4. Drill pilot holes where you have marked, and mount the dartboard using the mounting screws provided. (Board should always be mounted on fixings suitable for your wall type as wood, brick and plasterboard fixing methods differ).
5. Now you are ready to play.



## CARING FOR YOUR DARTBOARD

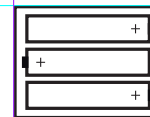
**IMPORTANT!** This game is designed for use with **SOFT-TIP DARTS ONLY**.  
Use of steel tip darts will cause permanent damage to the board.

- **Apply proper force to throw darts.** It is not necessary to throw hard for the darts to stick in the board. The recommended weight of a soft-tip dart is no more than 16 grams (official standard for many dart organizations and tournaments). (See TIPS AND TECHNIQUES.)
- **Use proper replacement tips.** To reduce bounce-outs, you should use the same type of soft tips as those provided with the dartboard or those packed with a UNICORN label. Long tips are not recommended for electronic dartboards; they break or bend easily. (See TROUBLE SHOOTING for removing broken tips.)

## BATTERY WARNING

- Non-rechargeable batteries are not to be recharged.
- Rechargeable batteries are to be removed from the toy before being charged.
- Rechargeable batteries are only to be charged under adult supervision.
- Different types of batteries or new and old batteries are not to be mixed.
- Only batteries of the same or equivalent types are to be used.
- Batteries are to be inserted with the correct polarity.
- Battery insertion. 3 x AA Batteries.
- Exhausted batteries are to be removed from the game.
- The supply terminals are not to be short circuited.

### To Insert / Replace Batteries.



- Battery cover is located on the back face of the game, in the bottom left hand corner.
- To remove the battery cover pull clip.
- Insert 3 x AA batteries in the positions indicated (Batteries not supplied) – Note the polarity when inserting the batteries – see diagram.
- Replace cover and push clip.

For further information and assistance contact Unicorn Customer Services on 0115 985 3500 or by email on [assist@unicorngroup.com](mailto:assist@unicorngroup.com)

#### GAME G23 - SHOOTING II

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

#### GAME G24 - SHOOTING III

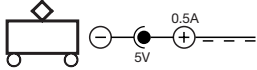
This game is played just like **SHOOTING II**. The game lasts seven rounds and the winner is the first to reach four rounds won.

#### GAME G25 - SHOOTING IV

This game is played just like **SHOOTING III**, however, only darts that land in the single, double, or triple areas of the following Target Area numbers will count towards the score: 15, 16, 17, 18, 19, 20, Bullseye. The game last seven rounds and the winner is the first one to win four rounds.

### TROUBLESHOOTING

<b>No Power</b>	Check to see if the batteries are installed properly or if new ones are needed.
<b>Game Will Not Score</b>	Check to see if the game is in the setup mode or if the game is on hold or in the middle of checking the score. Push the " <b>GAME/POWER</b> " button to see if the game will start playing. You may also check to see if any scoring segments or function buttons are stuck.
<b>Stuck Segment or Button</b>	During shipping or in the course of normal play, it is possible for the scoring segments to become temporarily stuck. If such a situation happens, all automated scoring functions 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.
<b>Removing Broken Tips</b>	If you are using plastic tips, the tips may 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.
<b>Power or Electromagnetic Interference</b>	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.

- **Avoid placing or storing the dartboard in adverse weather or extreme temperatures.**
- **Avoid subjecting the dartboard to liquid or excessive moisture.**
- **Use 3 AA batteries (not included), or an optional 5V DC adapter (not included) that are compatible with this game.**
- **Input: 100V~240V 50Hz~60Hz    Output: 5V DC 500 mA**  

- **Before cleaning the dartboard disconnect the transformer.**
- **Clean the dartboard with a damp cloth and/or mild detergent only.**
- **On no account should this product be allowed to come in contact with liquid in any form.**
- **Transformers used with the toy are to be regularly examined for damage to the cord, plug, enclosure and other parts, and that in the event of such damage, the toy must NOT be used with the transformer until the damage has been repaired.**

### TIPS AND TECHNIQUES

- TIP 1:** A proper stance is to align your hand, elbow, shoulder, hip and foot. If you are using your right hand, then turn the right side of your body to face the board. Put your weight on your right foot in the front, slightly lean forward, and balance with the left foot. If you are using your left hand, then do it vice versa.
- TIP 2:** The throwing motion should be from your elbow out. Keep your body steady and use only your hand, wrist and forearm. Bring your forearm slightly back, and with a fluid motion throw the dart toward the board. Follow through the throw by pointing the index finger at the area that you are aiming.
- TIP 3:** When removing a dart from the board, applying a little twist to the right while pulling the dart out will make it easier.
- TIP 4:** Practice, Practice, Practice! Practice makes you a better dart player.

#### Sleep/Wake-up FUNCTION

This electronic dartboard is equipped with automatic Sleep Mode. Simply install 3 AA batteries (not included), and push the "**ON/OFF**" button to turn on the board. If the board is left inactive for more than 10 minutes, the displays and peripheries will shut off automatically, into the sleep mode. When the "**ON/OFF**" button is pushed again, the game is then resumed.

## SETTING UP YOUR NEW DARTBOARD

### GAME SETUP:

1. **"GAME/POWER"** button: press the button to turn on/off the game and select games (G01—G25) through the on-screen game menu; during the game, press the button to end the current game and return to starting status.
2. **"OPTION/SCORE"** button: press **"OPTION"** to select different options of the games; press **"SCORE"** to view the player's score at anytime during the play and continue to press this button to show next player's score. The game goes on if the players don't press it within 3 seconds, or press other buttons.
3. **"PLAYER/CYBERMATCH/MISS"** button: before game starting, press **"PLAYER"** to set the number of players and press **"CYBERMATCH"** to play against device (C1—professional, C2—expert, C3—senior, C4—intermediate, C5—primary); during the game, press **"MISS"** to reduce the numbers of remaining darts when the dartboard is missed.
4. **"HANDICAP/ELIMINATE"** button: press **"HANDICAP"** before starting the game to select the difficulty/options for the different players; during the game, press **"HANDICAP"** to clear the score for the current dart.
5. **"DOUBLE/SOUND ON/OFF"** button: **"DOUBLE"** button is only valid for Count Down game; press **"SOUND ON/OFF"** to select sound on or off.
6. **"START/NEXT"** button: press this button to start a game or to move to the next player during a game.

### PLAYING THE GAME:

1. Each Player's turn is indicated by P-1, C-1, P-2,... P-8 on the LCD display screen.
2. Each player is entitled to throw 3 darts per turn.
3. Always wait for the dartboard to finish sounding the signal before throwing darts.

### GAME G16 - BIG-6

The player should try to earn the chance of picking the next target by making a hit on the current target first. Single-6 is the first target when the game starts. Within the three throws, the player has to hit the target once to save his/her lives. As long as the hit is made by the first or the second throw, the player has a chance with one throw to select the next target. Singles, Doubles and Triples are all considered as different targets. The strategy is to pick the toughest target for the opponents as possible, such as "triple-20" or "double-Bullseye". The last player who has a "Life" left is the winner.

### GAME G17 - COLOUR

To begin this game, each player must throw one dart to determine at which colour (black or tan) they will be shooting. (If the player hits a bullseye with this dart, they must throw again to decide the colour). Each player then tries to hit their colour target in order to add up to the total score (which must be decided on and set up in Game Options at the beginning of the game: 100, 200, 300, 400 or 500). If a player throws a dart in an opponent's colour, then the mark does not count. The bullseye does count towards your total score. The first player to the pre-set final score wins.

### GAME G18 - BONUS COLOUR

This game is played the same as **COLOUR** with the following exception. If a player throws their dart in an opponent's colour, that opponent gets the points added towards his total score.

### GAME G19 - CORRECTIONAL COLOUR

This game is played the same as **COLOUR** with the following exception. If a player throws their dart in an opponent's colour, those points are deducted from the player's total score.

### GAME G20 - NO SCORE COLOUR

This game is played the same as **COLOUR** with the following exception. Each player tries to hit their colour target to mark one point. (The total score must be decided on and set up in Game Options at the beginning of the game: 3, 4, 5, 6, or 7 total marks). If a player throws a dart in an opponent's colour, one mark is removed from the player's total score and the player loses his turn. (The bullseye does count towards your total score.) The winner will be the only player with marks remaining (when all others are at zero).

### GAME G21 - FREE-DART COLOUR

This game is played the same as **COLOUR** with the following exception. Each player tries to hit their colour target to gain the highest possible score. (The total number of darts to be thrown must be decided on and set up in Game Options at the beginning of the game: 5, 10, 15, or 20 total darts). If a player throws a dart in an opponent's colour, it does not count towards the total score. (The bullseye does count towards your total score.) The player with the highest total of points after all the darts are thrown is the winner.

### GAME G22 - SHOOTING I

In this game, each player throws three darts. The player with the highest 3 dart total wins that round. Game is played until one player reaches a total of 7 rounds won.

#### GAME G09 - ROUND THE CLOCK

In this game, the player tries to hit the numbers from 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 20 first is the winner.

#### GAME G10 - SHOOT-OUT

With the help of smart electronics, this game is an improvement on and is more exciting than **ROUND-THE-CLOCK**. The target is randomly picked by the on-board computer. There are 10 seconds for you to throw the dart. A hit on the target counts as 1 point. Doubles and 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 target is renewed after each throw. The player to first get the target score wins the game.

#### GAME G11 - SHANGHAI

This game is similar to **ROUND-THE-CLOCK**, except scores are accumulated and the game is limited to 7 rounds, or 21 throws. Players start shooting with the number 1 and progress toward 20 and Bullseye. No hit is counted when it is out of the numbering sequence. 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. By the end of the 7th round, the player who accumulated the most points wins.

#### GAME G12 - HALVE-IT

In this game, a total miss with three throws can make your score decrease. Everybody starts the game by shooting for the number 12, and then 13, 14, any Doubles, 15, 16, 17, any Triples, 18, 19, 20 and Bullseye. Each player throws three darts at the same number, and then progresses to the next number in the next round. A hit on a double or triple counts as 2x or 3x the points. If a player misses all three throws on a specific target in a round, his/her scores will be cut in half. For example: If a player has a cumulative score of 76 after two turns and then misses the next number with all 3 darts, the player's score is cut in half, leaving 38. At the end of the game, the player with the most points is the winner.

#### GAME G13 - HIGH SCORE

This game is much like **COUNT-UP**, except that the game ends at the finish of the 7th round. The player who accumulates the highest total score wins.

#### GAME G14 - OVERS

This is a simple and quick game. Each player should try to score higher than or equal 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 that player. Each player is given a total of three lives. The last player who has a "Life" left is the winner.

#### GAME G15 - UNDERS

This game is similar to Overs, except the objective is to beat the lowest record of three darts in total. When the three-dart total is higher than the record, then one "Life" is taken away from the player. Any pass of a throw or any hit outside the scoring area is penalized with 60 points ( $3 \times 20$ , the highest possible one-dart score). The last player who has a "Life" left is the winner.

**TABLE 1:** Game Selection and Handicapping List.

Games shown on this list may appear in a different sequence to that on the board.

NO.	CODE	GAME MENU	OPTION	PLAYER	HANDICAP
G01	301	Count Down	301,501,601,701,801,901,999	1~8	√
G02	C01	Count Down Team	301,501,601,701,801,901,999	4~8	√
G03	CUP	Count Up	100~900	1~8	√
G04	cri	Standard Cricket	E00,E20,E25	1~8	√
G05	noc	No Score Cricket	M00,M20,M25	1~8	√
G06	CUt	Cut Throat Cricket	C00,C20,C25	1~8	√
G07	PUP	Killer Cricket	H00,H20,H25	2~8	√
G08	LPc	Low Pitch Cricket	L00,L20,L25	1~8	√
G09	rcL	Round Clock	105,110,115,120,205,210,215,220,305,310,315,320	1~8	√
G10	S-o	Shoot Out	-05,-07,-09~21	1~8	√
G11	SHi	Shang Hai	101,105,110,115	1~8	X
G12	HAL	Halve It	H12	1~8	X
G13	HiS	High Score	003~014	1~8	X
G14	orS	Over	003,005,007~021	2~8	√
G15	Und	Under	U03,U05,U07~U21	2~8	√
G16	biG	Big6	b03,b05,b07~B21	2~8	√
G17	CL2	Score Color	100,200,300,400,500	1~8	√
G18	bc2	Bonus Color	100,200,300,400,500	1~8	√
G19	CC2	Correctional Color	100,200,300,400,500	1~8	√
G20	MC2	No Score Color	003,004,005,006,007	2~8	√
G21	Fdc	Free Dart Color	005,010,015,020	1~8	√
G22	S-1	Shooting I	---	1~8	X
G23	S-2	Shooting II	---	1~8	X
G24	S-3	Shooting III	---	1~8	X
G25	S-4	Shooting IV	---	1~8	X



## GAME INSTRUCTIONS

### GAME G01 - COUNT DOWN - 301-999

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 select the **SELECT** button to set additional restrictions on how to start and end the game. The choices are as follows:

Open In: The scoring begins when any number is hit.

Open Out: The player can finish the game with a hit on any number that reduces the score to exactly zero.

Double In: 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: 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.)

### GAME G02 - COUNT DOWN TEAM - 301-999

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.

### GAME G03 - COUNT-UP

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. The available settings are: 100, 200, 300, 400, 500, 600, 700, 800, and 900. 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.

### GAME G04 - CRICKET - (Standard)

**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 is 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.

**NOTE:** See the DESCRIPTION section for special notes on the Cricket Display.

### GAME G05 - NO SCORE CRICKET

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.

### GAME G06 - CUT THROAT CRICKET

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 accumulated 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.

### GAME G07 - KILLER CRICKET

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.

### GAME G08 - LOW PITCH CRICKET

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.