



### Electronic Dartboard with cabinet Diana electrónica Match Play

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**We have added some additional levels of difficulty to this game for those looking for a real challenge:**  
**ROUND- THE CLOCK Double** - Player must score a Double in each segment from 1 through 20 in order.

- ROUND- THE CLOCK Double 5** - Game starts at double segment 5
- ROUND- THE CLOCK Double 10** - Game starts at double segment 10
- ROUND- THE CLOCK Double 15** - Game starts at double segment 15

**ROUND- THE CLOCK Triple** - Player must score a Triple in each segment from 1 through 20 in order.

- ROUND- THE CLOCK Triple 5** - Game starts at triple segment 5
- ROUND- THE CLOCK Triple 10** - Game starts at triple segment 10
- ROUND- THE CLOCK Triple 15** - Game starts at triple segment 15

**KILLER**  
 This game will really show you your friends are. The game can be played with as few as two players, but the excitement and challenge builds with even more players. To start, each player must select his number by throwing a dart at the target area. The LCD display will indicate "SEL" at this point. The number each player gets is his assigned number throughout the game. No two players can have the same number. Once each player has a number, the action starts.

Your first objective is to establish yourself as a "Killer" by hitting the double segment of your number. Once your double is hit, you are a "Killer" for the rest of the game. Now your objective is to "kill" your opponents by hitting their segment number until all their "lives" are lost. The last player to remain with lives is declared the winner. It is not uncommon for players to "team up" and go after the better player to knock him out of the game.

**DOUBLE DOWN**  
 Each player starts the game with 40 points. The object is to score as many hits in the active segment of the current round. The first round, the player must throw for the 15 segment. If no 15's are hit, his score is cut in half. If some 15's are hit, each 15 (doubles and triples count) is added to the starting total. The next round players throw for the 16 segment and they are added to the new cumulative point total. Again, if no hits are registered, the point total is cut in half.

Each player throws for the numbers as indicated in the chart below in order the LCD screen will indicate the active segment in which to throw. The player who completes the game with the most points is the winner.

Player 1	15	16	D	17	18	T	19	20	B	TOTAL
Player 2			↑							
Any Double				Any Triple						

**DOUBLE DOWN 41**  
 This game follows similar rules as standard Double Down as described above with two exceptions. First, instead of going from 15 through 20 and bullsseye, the sequence is reversed which will be indicated on the LCD display. Second, an additional round is included toward the end in which players must attempt to score three hits that add up to 41 points (20, 20, 1; 19, 19, 3; 0,10, D,10, 1; etc.). This "41" round adds an extra level of difficulty to the game. Remember, a player's score is cut in half if not successful, so the "41" round presents quite a challenge!

Player 1	20	19	D	18	17	T	16	15	41	B	TOTAL
Player 2			↑								
Any Double				Any Triple			41 Round				

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### LIMITED-1 YEAR WARRANTY

This Hallex product is warranted to be free from defects in workmanship or materials at the time of purchase for a period of 1 (one) year.

Should any evidence of defects appear within the limited warranty period after the date of purchase, Regent Sports will either send replacement parts or advise another course of action. A list of replaceable parts can be found on the parts order page of this manual. Parts not listed on this order form are not replaceable. This warranty covers normal consumer use and does not cover failures, which result from alterations, accidents, misuse, abuse, or neglect.

For prompt warranty service and special offers, please register your Hallex product by visiting our website at [www.regent-halex.com](http://www.regent-halex.com) or send in the registration card provided. Please be sure to visit our website to order additional parts not covered under the warranty, as well as on-line instruction manuals and new product information.

A purchase receipt or other proof of date of purchase will be required before warranty service is performed. Requests for warranty service can be provided by e-mailing the Customer Service Department at [Csdartboards@regent-halex.com](mailto:Csdartboards@regent-halex.com) or by calling customer service at:

**877-516-9707** (Toll-Free)  
**10:30AM to 6:30 PM, EST.** (Dec. through Feb.)  
**10:30 AM to 5:00 PM, EST.** (March through November)

Or send request in writing to:  
**Regent Sports Corporation**  
 45 Ranick Road  
 Hauppauge, NY 11788  
 Attn: Hallex Customer Service  
 This warranty gives you specific legal rights and you may have other rights, which vary from state to state.

**Unpacking the Game**  
 Unpack your new dartboard carefully, making sure all parts are included. The following components are included in this set:  
 • 1 Electronic Dartboard  
 • 4 Darts (unassembled)  
 • Owner's Manual  
 • Soft tip replacement pack  
 • 2 Mounting Screws  
 If you are missing a part or have any questions, please call our Customer Service Department between 10:30 am and 6:30 pm Eastern Standard Time at 877-516-9707 (Toll Free).

This dartboard may have a protective film over the scoring display. Film should be removed for better clarity.

**Cricket Scoring Display**  
 This dartboard utilizes a dedicated cricket scoreboard within the scoring display that keeps track of each player's segment status when playing Cricket. When Cricket is selected, individual characters will be utilized to register marks. There are 3 separate lights within each number (15 through 20 and bulls eye). During play, one of the status lights will turn on (black will appear) as a segment is hit. If a double or triple of an active number is hit, 2 or 3 lights will turn on respectively.

**Setup / Mounting Instructions**  
 Choose a location to hang the dartboard where there is about 10 feet of open space in front of the board. The "toe-line" should be 7'9 1/4" from the face of the dartboard. Try to mount it close to an electric outlet so that you can reach the power source with the AC adapter.

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Locate a wall stud and place a mark 60 1/2" from the floor. Place another mark 15 5/8" directly above the first mark (76 1/8" from floor). **Center of Bullsseye should be 5' 6" from the floor.**

Insert 2 mounting screws in the center of the stud using the marks you made as guides. Be sure the top screw is directly above bottom screw to ensure dartboard will be level.

Mount the dartboard on the wall by lining up the holes on the back with the screws. It may be necessary to adjust the screws until the board fits snugly against the wall.

**Dartboard Functions**  
**RESET button** - Cancels current score and returns to start of game.

**POWER button** - Press to turn game on or off. Dartboard has an automatic suspend mode to conserve power and battery life (if using batteries). The dartboard will make sound effect and display "SLEEP" on the display after approximately 3 minutes of non-use. However, the scores are stored in memory and can be restored by pressing any button.

**SOUND button** - Press to change volume to high, low, or off.

**PLAYER/PAGE/SCORE button** - This button is used at the start of each game to select the number of players you want to play the game. In addition, this button allows players to see other player scores of not on active display. This dartboard keeps track of up to 4 player scoring or 4 two-person teams. When playing with more than 2 players, some scores will not be visible when not active. This button allows you to page through all players' scores as needed.

**DOUBLE/MISS button** - This button is used to activate the Double In/Double Out option for the "01" games. This function is only active when selecting 301, 401, etc. games. Press the MISS button if you wish to register a dart that misses the target area.

**BOUNCE OUT button** - Decide before play if you want to count darts that do not remain in board ("bounce-outs") or not. If not, simply press the BOUNCE OUT button immediately after a bounce out occurs to deduct the score that registers.

**START button** - This multi-function button is used to:  
 • **START** the game when all options have been selected.  
 • **CHANGE** to the next player when one player is finished with his round.  
 This will put dartboard in **HOLD** status between rounds to allow player to remove darts from the target area.

**GAME button** - Press to page through the on-screen game menu.

**Display Protective Film**  
 This electronic dartboard may have a clear film over the entire display area to prevent scratching during shipping. It is recommended that this film be removed before play to enhance the display area visibility. To remove, simply lift edge, peel off, and discard.

**Electronic Dartboard Operation**  
 1. Press the **POWER** button to activate dartboard. A short musical introduction is played as the display goes through power-up test.  
 Press **GAME** buttons until desired game is displayed.

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The first player to "score" is the winner. The LED display will keep track of your progress and indicate the segment you need to throw for next.

**BOWLING**  
 This dartboard adaptation of bowling is a real challenge! It is a difficult game in that you must be very accurate to rack up a decent score. Player one starts the game. You must select your "alley" by either throwing a dart or manually pressing segment of choice. Once alley is selected, you have 2 remaining darts to throw in which to score points or "pins." Each hole segment in your "alley" is worth a given pin total.

Segment	Score
Double	9 pins
Outer Single	3 pins
Triple	10 pins
Inner Single	7 pins

There are several rules for this game as follows:  
 1. A perfect game score would be 200 in this version of bowling.  
 2. You cannot hit the same singles segment twice within the same "frame" (round). The second hit will count as zero points. **Hint:** Try to hit each single to reach 10 points in the frame.  
 3. You can score 20 points per "frame" by hitting the triple segment twice.  
 4. Hitting the double segment with your second dart will only count as 10 points if you scored a double on your first throw. Otherwise you will score a total of 9 points by throwing a double with your second dart.

**BASEBALL - 6 Innings**  
 This dartboard version of baseball takes a great deal of skill. As in the real game, a complete game consists of 9 innings. Each player throws 3 fields per "inning".  
 The field is laid out as shown in the diagram.

Segment	Result
Singles segments	"Single" - one base
Doubles segment	"Double" - two bases
Triples segment	"Triple" - Three bases
Bullsseye	"Home Run" (can only be attempted on third dart of each round)

The object of the game is to score as many runs as possible each inning. The player with the most runs at the end of the game is the winner.

**BASEBALL - 9 Innings** - Same as above except play lasts 18 holes (rounds).

**STEEPLECHASE**  
 The object of this game is to be the first player to finish the "race" by being the first to complete the "track." The track starts at the 20 segment and runs clockwise around the board to the 5 segment and ends with a bullsseye. Sounds easy right? What has not yet been specified is that you must hit the inner single segment of each number to get through the course. This is the area between the bullsseye and the triples ring. And, as with a real steeplechase, there are obstacles throughout the course to hurdle. The four hurdles are found at the following places:

- 1st fence Triple 13
- 2nd fence Triple 17
- 3rd fence Triple 8
- 4th fence Triple 5

The first player to complete the course and hit the bullsseye wins the race.

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2. Press **DOUBLE** button (optional) to select starting and/or ending on doubles (used only in 301 - 901 games). This is explained in the game rules section.

3. Press **PLAYER** button to select the number of players (1, 2, 3, 4, 1-1; 1-2, 2-2, 1-3, 1-4, 1-4). The default setting is 2 players.

4. Press **START** button (red) to activate game and begin play.

- 5. Throw darts.  
 • The dart indicator display is located to the right of the score display. The number of darts displayed indicate the remaining throws for the active player.  
 • When all 3 darts have been thrown, a voice command will indicate "next player" and the score will flash. The darts can now be removed without affecting the electronic scoring. When all darts are removed from the playing surface press the **START** button to go to next player. Voice command will indicate which player is up.

**Team Play**  
 In addition to scoring for up to 4 players, this dartboard is capable of keeping score for team play up to a maximum of a two-person teams (8 individuals). To enter team play mode, press **PLAYER** button continually until a "T" appears on the display. Each team option is illustrated below:

t-2 2 teams, 4 individual players (1st team-players 1&3, 2nd team-players 2&4)

t-3 3 teams, 6 individual players (1st team-players 1&4, 2nd team-players 2&5, 3rd team-players 3&6)

t-4 4 teams, 8 individual players (1st team-players 1&5, 2nd team-players 2&6, 3rd team-players 3&7, 4th team-players 4&8)

During team play, team members combine their scores to arrive at a team score.

**Caring for your Electronic Dartboard**  
 1. **Never** use metal tipped darts on this dartboard. Metal tipped darts will seriously damage the circuitry and electronic operation of this dartboard.

2. **Do not use excessive force when throwing darts.** Throwing darts too hard will cause frequent tip breakage and cause excess wear on the board.

3. **Turn darts clockwise as you pull them from the board.** This makes it easier to remove darts and extends the life of the tips.

4. If you need to replace your AC adapter, use **only a genuine Hallex AC adapter (available directly from Hallex) for this dartboard.** Use of a non-Hallex AC adapter may cause electrical shock, fire, and damage to the electronic circuits and will void your warranty.

5. **Remove the batteries when not in use or if using the optional A/C adapter.** This will prolong the life of your batteries.

6. **Do not spill liquids on the dartboard.** Do not use spray cleaners, or cleaners that contain ammonia or other harsh chemicals as they may cause damage.

**Automatic Suspend Mode Feature**  
 The dartboard will automatically suspend if no action occurs within approximately three minutes. This is designed to save power or battery life. A sound effect will play and the display will indicate "SLEEP" (see below). All scores will be stored in memory and play will resume when **any** button is pressed.

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**SHOVE A PENNY**  
 Only the numbers 15 through 20 and the bullsseye are used. Singles are worth 1 point, doubles are worth 2, and triples are worth 3 points. Each player must score for the numbers in order with the objective of scoring 3 points in each segment to move on to the next. If a player scores more than 3 points in any one number, the excess points are given to the next player. The first player to score 3 points in all segments (15 - 20 and bull) is the winner.

**NINE-DART CENTURY**  
 The object of this game is to attempt to score 100 points, or come as close as possible, after 3 rounds (9 darts). Doubles and triples count as 2x and 3x their value respectively. Going over 100 points is considered a "bust" and causes you to lose **unless** all players go over. In that case, the player closest to 100 wins (player that scored the lowest amount over 100).

**GREEN VS. RED** (2 players only)  
 This game is a race around the board where skill at hitting doubles and triples pays off with victory. Player 1 is "green" and player 2 is "red." Player 1 shoots for only doubles and triples that are green and works around the board clockwise. Player 2 starts at 20 and works around the board counter-clockwise, shooting for red segments (the temporary score display will indicate which segment to throw for). Note: a maximum of one double and one triple of the same number can be scored in a single round.

What's more, hitting the wrong number (of your opponent's color) subtracts that amount from your score - so be careful.

The player with the most points after completion of the game is the winner.

**Big Six**  
 This game allows players to challenge their opponents to hit the targets of their choice. However, players must earn the chance of picking the next target for their opponent by making a hit on the current target first. Single 6 is the first target to hit when the game begins. Before the three throws, player 1 must hit a 6 to "save" their life. After the current target is hit, the next dart throw will determine the opponents target. If player 1 fails to hit the current target within 3 darts, they will lose a life and a chance to determine the next target for player 2. Player 2 will shoot for the single 6 that player 1 missed. Singles, doubles and triples are all separate targets for this game.

The object of the game is to force your opponent into losing lives by selecting tough targets for your opponent to hit such as "Double Bullsseye" or "triple 20" The last player with a life left is the winner.

**Horseshoes**  
 This 2 player game uses only the 20 and 3 segments to represent the two horseshoe pits. Player 1 will shoot at the 20 segment and Player 2 will shoot at the 3 segment.

Scoring is cumulated per round. First player to score 15 points is the winner.

**Scoring is as follows:**  
 TRIPLE RING = Ringer 3 points  
 DOUBLE RING = 2 points  
 INNER SEGMENT = 1 point

Scores will only count for the player or team with the most points in that round. For example, if player 1 scores 3 points and player 2 scores 1 point, only player 1 will awarded 3 points for that round. Rounds continue until 15 points are scored.

**Adjustable Difficulty Settings** for Horseshoes include games from 15- 25 points. Press the SELECT button before starting the game for these variations.

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**CyberMatch Feature**  
 This exciting feature allows solo player to play against the computer at one of five different levels of skill - only 1 player can compete against the CyberMatch competitor. This adds a level of competition to normally routine practice sessions.

To activate the CyberMatch opponent:  
 1. Select the Game you wish to play  
 2. Press **CYBERMATCH** button  
 Select CyberMatch opponent skill level by pressing the **CYBERMATCH** button continually

**Level Match Levels**  
 Level 1 Professional  
 Level 2 Advanced  
 Level 3 Intermediate  
 Level 4 Novice  
 Level 5 Beginner

3. Press **START** to begin play  
**When play begins:**  
 The "human" player throws first. After 3 darts are thrown, go to the board to take darts out and press **START** to change to the next player (CyberMatch). Watch as the CyberMatch opponent's dart scores are registered on the display. After the CyberMatch opponent completes his round, the board will **automatically reset** for the "human" player. Play continues until one player wins. **Good luck!**

**Game Rules**  
 The Hallex Alpha electronic dartboard is loaded with games and options. The rules for each game are detailed below in the order they appear on the LCD display when paging through the games. The game number is indicated next to each game for your reference.

**301**  
 This popular tournament and pub game is played by subtracting each dart from the starting number (301) until the player reaches exactly 0 (zero). If a player goes past zero it is considered a "bust" and the score returns to where it was at the start of that round. For example, if a player needs a 32 to finish the game and he/she hits a 20, 8, and 10 (totals 38), the score goes back to 32 for the next round.

In playing the game, the double in / double out option can be chosen (double out is the most widely used option).

• **Double In** - A double must be hit before points are subtracted from the total. In other words, a player's scoring does not begin until a double is hit.

• **Double Out** - A double must be hit to end the game. This means that an even number is necessary to finish the game.

• **Double In and Double Out** - A double is required to start and end scoring of the game by each player.

401	Starting number 401	701	Starting number 701
501	Starting number 501	801	Starting number 801
601	Starting number 601	901	Starting number 901

**CRICKET**  
 Cricket is a strategic game for accomplished players and beginners alike. Players throw for numbers best suited to them and can force opponents to throw for numbers not as suitable for them. The object of Cricket is to "close" all of the appropriate numbers before one's opponent while racking up the highest number of points.

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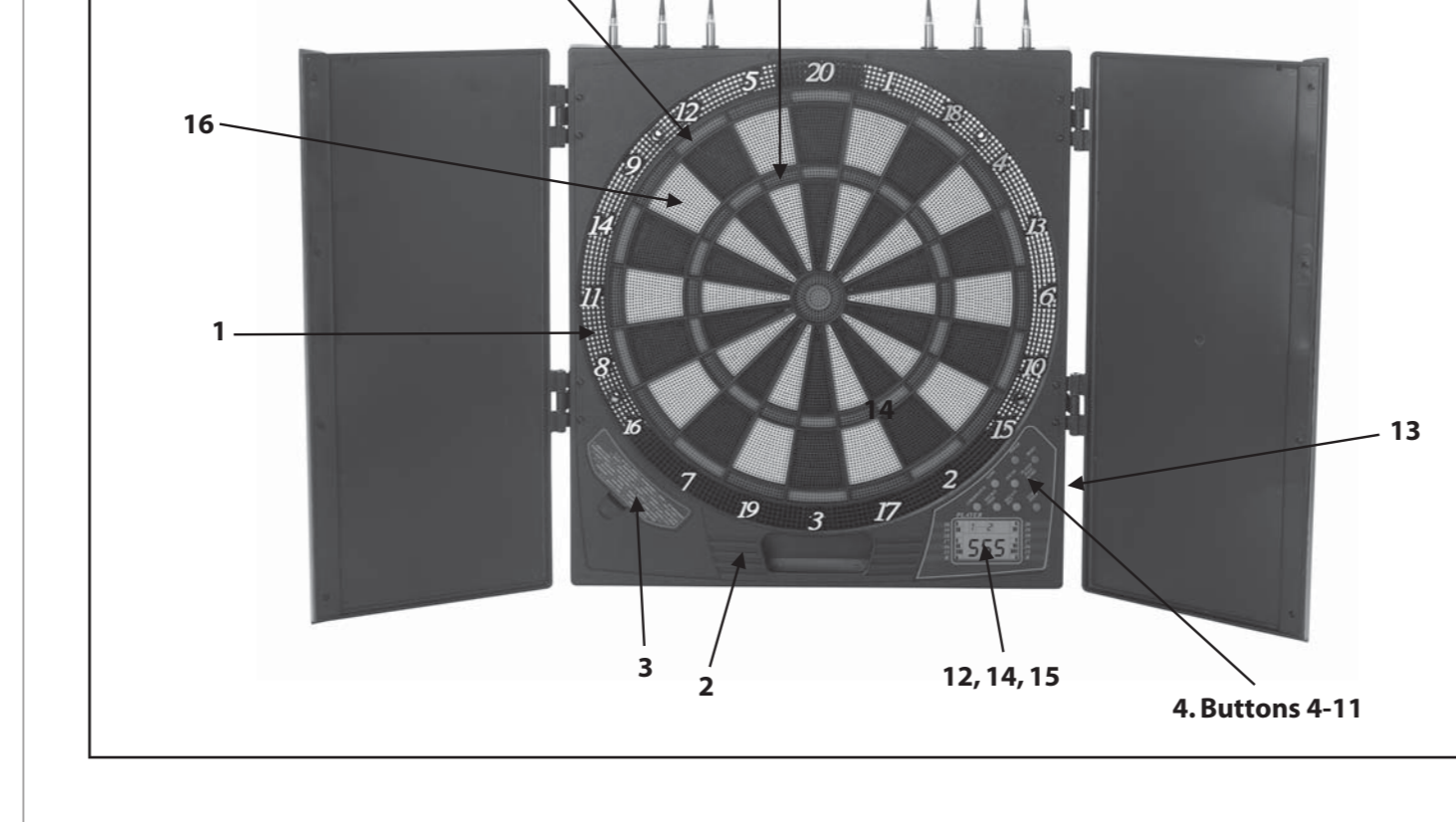
**Important Notes**  
**Stuck Segment**  
 Occasionally a dart will cause a segment to become wedged within the segment separator web. If this happens, all play will be suspended and the scoring display will indicate the segment number that is stuck. To free the segment, simply remove the dart or broken tip from the segment. If the problem is still not solved, try wiggling the segment until it is loose. The game will then resume where it left off.

**Broken Tips**  
 From time to time a player will break off and become stuck in the segment. Try to remove it with a pair of pliers or tweezers by grasping the exposed end and pulling it out of the segment. If this is not possible, you can attempt to push the tip through to the back of the segment. Use a nail that is smaller than the hole and gently push the tip until it falls through the other side. Be careful not to push too far and damage the circuitry behind the segment.

Don't be alarmed if tips break. This is a normal occurrence when playing soft tip darts. We include a pack of replacement tips that should keep you supplied for quite some time. When replacing tips, make sure you use the same type of tips that come with this dartboard.

**Darts**  
 It is recommended that you do not use darts that exceed 18 grams on this dartboard. The darts included with this dartboard are 8 grams and use standard soft tips. Replacement tips are available at most retailers carrying dart products. Look for Hallex soft tip dart accessories for all your electronic dart needs.

**Cleaning your Electronic Dartboard**  
 Your Hallex electronic dartboard will provide many hours of competition if cared for properly. Regular dusting of the cabinet is recommended using a damp cloth. A mild detergent can be used if necessary. The use of abrasive cleaners or cleaners that contain ammonia may cause damage and should not be used. Avoid spilling liquid onto the target area since it can result in permanent damage and is not covered by the warranty.



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**Only the numbers 15 through 20 and the inner/outer bullsseye are used.** Each player must hit a number 3 times to "open" that segment for scoring (Refer to Tournament Cricket Scoring section for explanation on how players' marks are registered). A player is then awarded the number of points of the "open" segment each time he/she throws a dart that lands in that segment, provided their opponent has not closed that segment. Hitting the double ring counts as two hits, and the triple ring counts as 3 hits.

Numbers can be opened or closed in any order. A number is "closed" when the other player(s) hit the open segment 3 times. Once a number has been "closed," any player for the remainder of the game can no longer score on it.

Winning - The side closing all the numbers first and accumulating the highest point total is the winner. If a player "closes" all numbers first but is behind in points, he/she must continue to score on the "open" numbers. The game begins with 180 (highest total possible) when the player shoots higher than his or her own previous three-dart total, they will lose a life. When a player "equals" the previous three-dart total, a life will also be lost. The screen on the right will light up once for each life taken away. The last player with a life remaining is the winner.

**Cricket Scoring Display**  
 This dartboard utilizes a dedicated scoreboard within the LCD display that keeps track of each player's segment status when playing Cricket. When Cricket is selected, individual characters will be utilized to register marks. There are 3 separate lights within each number (15 through 20 and bullsseye). During play, one of the status lights will turn on (black will appear) as a segment is hit. If a double or triple of an active number is hit, 2 or 3 lights will turn on respectively.

**NO-SCORE CRICKET** (Press SELECT button when Cricket is displayed)  
 Same rules as standard Cricket except there is no point scoring. The object of this version is to be the first to simply "close" all the appropriate numbers (15 through 20 and the bullsseye).

**SCRAM (For 2 players only)**  
 This game is a variation of Cricket. The game consists of two rounds. The players have a different objective in each round. In round 1, player 1 tries to "close" (score 3 hits in each segment - 15 to 20 and bullsseye). During this time, player 2 attempts to rack up as many points in the segments that the other player has not yet closed. Once player 1 has closed all segments, round 1 is complete. In round 2, each player's roles are reversed. Now, player 2 tries to close all the segments while player 1 goes for points.

The game is over when round 2 is complete (player 2 closes all segments). The player with the highest point total is the winner.

**CUT-THROAT CRICKET**  
 Same basic rules as standard Cricket except except scoring begins, points are added to your opponent(s) total. The object of this game is to end up with the lowest points. This variation of Cricket offers a different psychology to the players. Rather than adding to your own score and helping your own cause as in standard Cricket, Cut-Throat offers the benefit of racking up points for your opponent(s), digging him in a deeper hole. Competitive players will love this variation!

**Advanced Cricket**  
 This difficult version of cricket was developed for the advanced player. Players must close out the segments (20, 15, 18, 17, 6, 15 and bullsseye) by using only triples and doubles. In this challenging game, doubles segments count as 1x the number, and triple segments count as 2x the number. The Bullsseye scoring is the same as in standard cricket. The first player to close out the numbers with the most points is the winner.

**Shooter**  
 This challenging game tests the players ability to "group together" darts within a segment during each round until it is hit. The display will then indicate the next segment you should shoot for.

There are many difficulty settings available for this game. Each game has the same rules, the differences are detailed as follows:  
**ROUND- THE CLOCK 5** - Game starts at segment number 5  
**ROUND- THE CLOCK 10** - Game starts at segment number 10  
**ROUND- THE CLOCK 15** - Game starts at segment number 15  
 Since this game does not utilize point scoring, the double and triple rings count as single numbers.

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- 1. Catch Ring
- 2. Speaker
- 3. Game Menu
- 4. Start/Hold Button
- 5. Bounce Out Button
- 6. Reset Button
- 7. Game Button
- 8. Double/Miss Button
- 9. Power Button
- 10. Score/Player Page Button
- 11. Sound Button
- 12. Cricket Scoring
- 13. Built-In Jack (for optional a/c adapter)
- 14. Double In/Double Out Indicators
- 15. LCD Display
- 16. Singles Ring
- 17. Doubles Ring
- 18. Triples Ring

Dartboard shown above may differ slightly from actual product

Item
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