

Instruction manual

Before use, please read the operating instructions carefully and keep it!

Karella E-MASTER



ATTENTION: PLEASE READ CAREFULLY PRIOR TO COMMENCING THE ASSEMBLY AND USE OF THE UNIT.

It is not a toy! Danger for children – Choking hazard. Small parts.
With not appropriate use for article of every kind all guarantee claims go out!



CONGRATULATIONS FOR THE PURCHASE OF YOUR KARELLA DART MACHINE.
Before you mount device and use it, please read the following instructions first and keep it.
Only so you can use the device safe and with high reliability.
Familiarize yourselves in particular with the safety regulations.



IMPORTANT: The assembly may only be done by adults.
Use this device exclusively for the supposed purpose.

Technical advice:

- If the power cord is connected to a socket, the unit is automatically powered. To operate the appliance, please switch the main switch of the appliance to 'ON'.
- Mains voltage: 110 - 240V_{AC} / 50 Hz
- Max. Power Consumption: 120 W_{MAX}
- Within the device **there are no voltage potential which could endanger life**, all of the circuits use a voltage potential of 5 Volts or 12 Volts.

Dimension wall unit

Height: 97,5cm	Width: 62,0 cm	Depth: 46,5cm	Weight: approx. 45,0 kg
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Dimensions base-underframe (optional)

Height: 210,0 cm	Width: 60,0 cm	Depth: 60,0 cm	Weight: approx. 8,0 kg
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CAUTION: Electric shock due to cable damage – If you notice any visible damage to your E-Master or power cord, do not use it.

- Do not touch the cable until the plug has been disconnected from the socket.
- Replace damaged cable completely.
- It is forbidden to mend the defective cable with insulating tape. Repairs are only allowed by qualified personnel.
- Always route cables without tripping hazards and always choose extension cables long enough.
- Cable must always be placed splash-protected.
- Never touch the mains plug and socket with wet hands. Only connect the device to AC power. The specified voltage on the identification plate must match the voltage of the power source.



Please observe the following safety instructions to ensure a long life and optimal function of your dartmachine:

- (1) Do not try to open the unit by force. It contains no parts or components to which the user will be able to repair. Consult a specially trained professional if there is a need for a repair.
- (2) Slots and other openings on the top, sides, and bottom of the cabinet supports the ventilation system. To ensure the unit is working properly and does not overheat, these openings must not be blocked or covered.
- (3) No sharp objects should be pushed through slots in the interior of the apparatus, as they could touch live parts. It could cause a short circuit followed by a fire.
- (4) The appliance must not be installed or located close to the heat source.
- (5) No liquid may be poured over the apparatus. If this happens anyway, the device must be checked by a specialist.
- (6) Never expose the unit to rain or high humidity.
- (7) If you pass on the dartboard to another person, make sure that this person knows the contents of the set-up and operating instructions.
- (8) Before each use, you should check all parts for their function and should not use this device in the case of faults occurring



CAUTION: Always unplug the power cord before cleaning the device.



CAUTION: Missing or modified safety devices.

Safety devices are for your protection. Never change or bypass safety devices.

ACCESSORIES & SPARE PARTS

Only use original accessories and original spare parts, they guarantee the safe and trouble-free operation of the device. Information about accessories and spare parts can be obtained from your dealer.

DELIVERY

During unpacking, check the contents of the device for completeness. If there are no accessories included or transport damages, please inform your dealer.

Winsport accepts no liability for damage that should be caused by disregarding these instructions.

We reserve the right to technical innovations or deviations in color and design.

Please keep the original packaging for possible later returns.

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1. Assembly Instructions

Please read the instructions carefully before you start assembling! Always mount the dartboard with at least two adults!

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1.1. Wallmounting

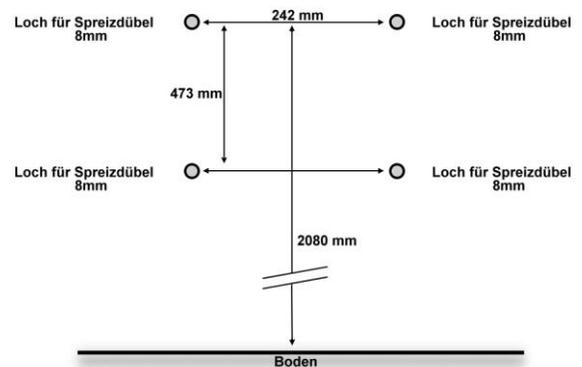
Step 1

Open the device and remove the accessory set. Loosen the safety screw and remove the Wall bracket from the back of the device.



Step 2

Attach the wall bracket with the supplied our dowels (Φ 8 mm) and screws (6 x 50 mm) on the wall. The position of the drill holes can be found in the sketch beside.



Step 3



ATTENTION: Please carry out this procedure with two peoples – never alone!

Hang the device in the wall bracket and fix the device with the safety screw on the wall bracket.

Step 4

After the device has been properly installed, the device can be connected to the power supply.



ATTENTION: The power cable must not cause tripping hazards. Always use appropriate cable extensions, if the distance to the socket should be too big!



1.1. Mounting with stand (optional)

ATTENTION: For safety reasons, it is absolutely necessary to secure the unit against falling over by attaching it to the floor or wall.



Step 1

Open the device and remove the accessory set.
Loosen the safety screw and remove the Wall bracket from the back of the device.

Step 2

Take the two lower parts # 1 and connect them to the cross brace # 2. Use the supplied screws and nuts for this.

Step 3

Now insert the upper part # 3 on the two cross-beams and screw them together with the screws and nuts provided.



ATTENTION: Before you hang up the device to the stand-foot, make sure that the device stands on his final place.



Step 4



ATTENTION: Please carry out this procedure with two people – never alone!

Hang the device in the holder of the stand and secure the device to the pedestal-bracket with the safety screw. To ensure a secure footing, place the device on a firm and level floor, so that the device is in the balance.

Step 5

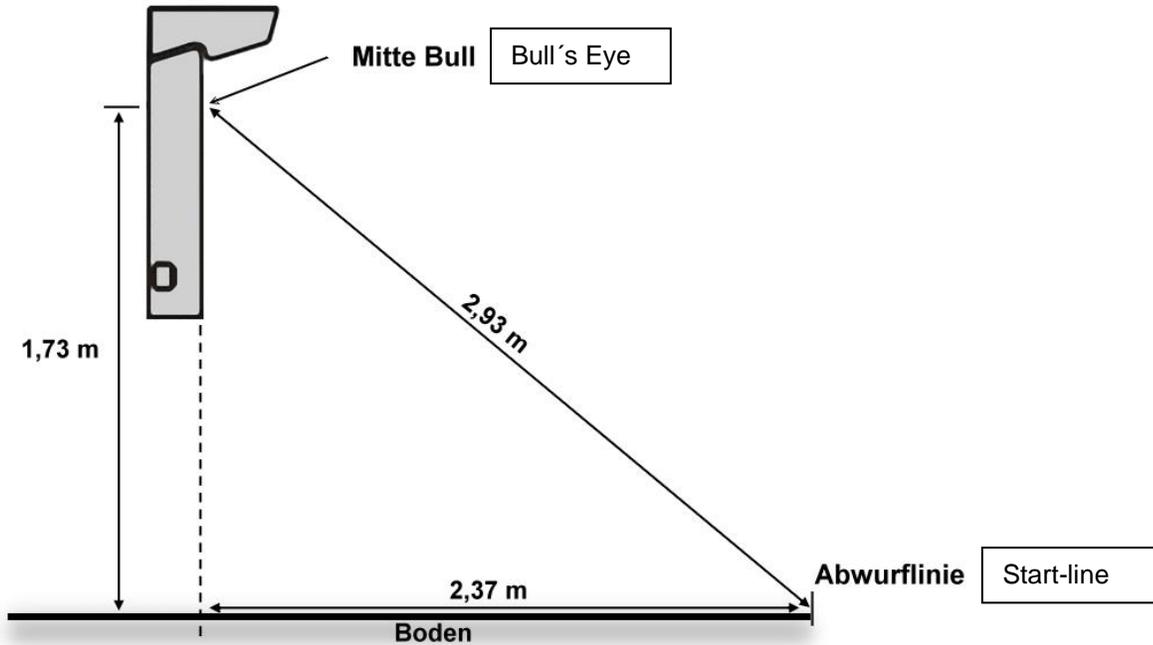
After the device has been properly installed, the device can be connected to the power supply.



ATTENTION: The power cable must not cause tripping hazards. Always use appropriate cable extensions, if the distance to the socket should be too big!



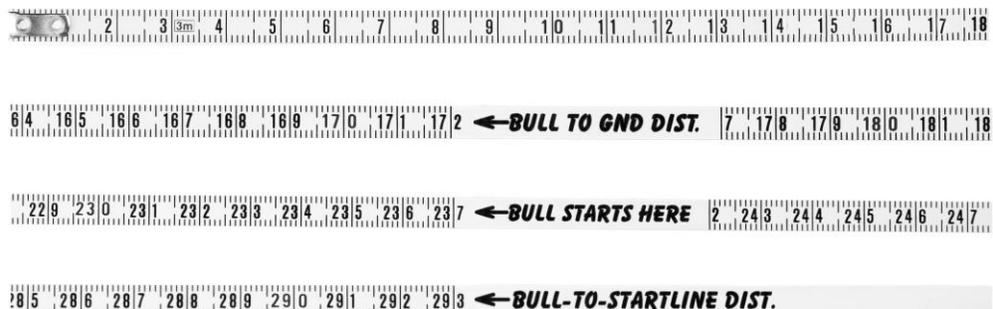
1.2. Put up the start-line ad adjusting the height



High of the Bull's Eye: The distance from the Bull's Eye to the ground should be 1.73m.

Start-line: The distance between the throw-off line and Bull's Eye (not the wall!) should be 2.37m on the ground or 2.93m diagonal from the startline.

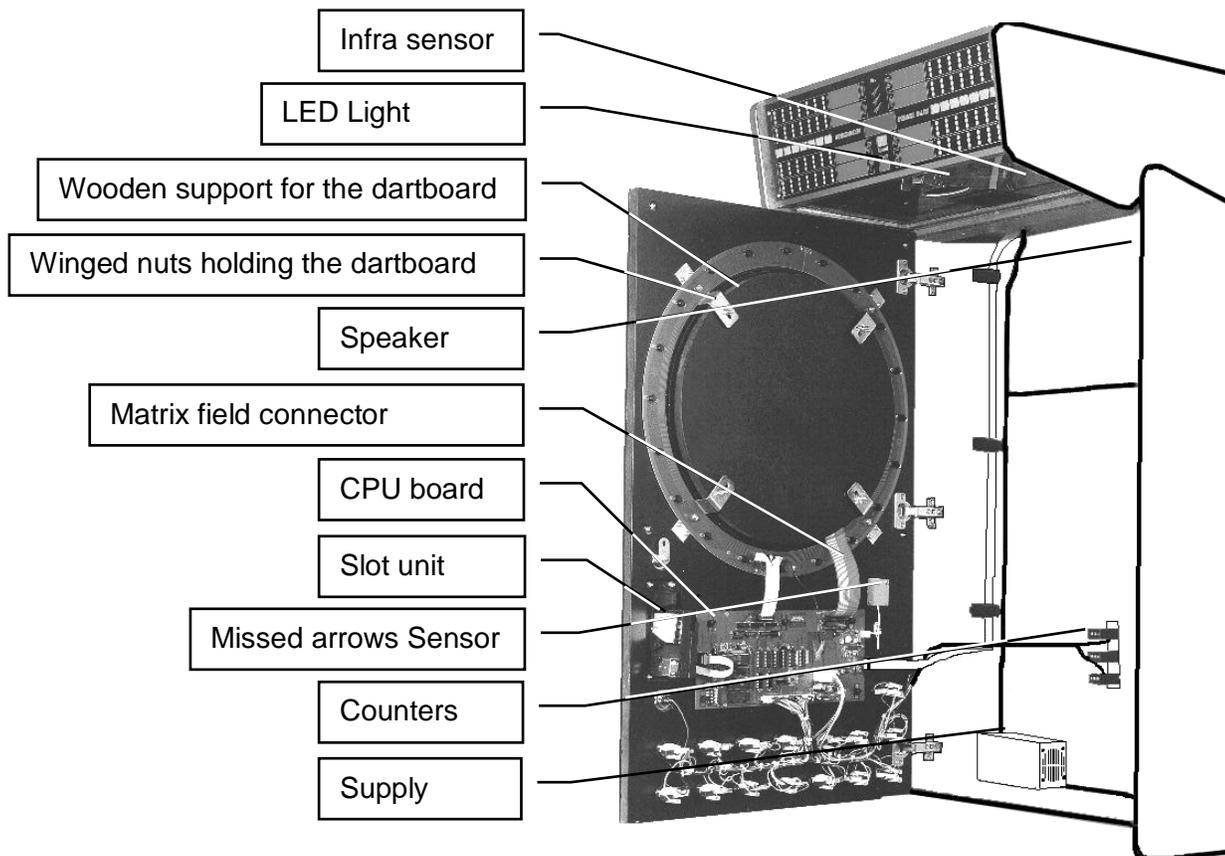
The distances are additionally marked in the enclosed measure-tape, so that a correct installation is facilitated.



Details and Starting up

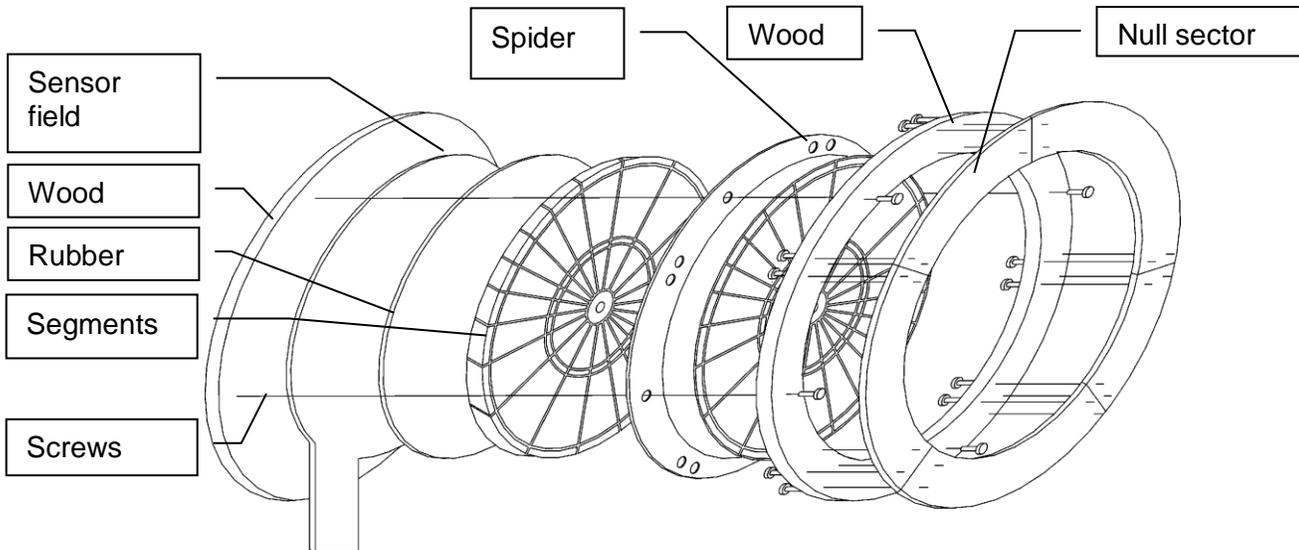
2.1. *Detail view of the device*

The illustration below shows the inside of the dart machine. The maintenance of the device and the cleaning or replacement of the dartboard are very simple and can be done by yourself.



2.2. Disassembly and maintenance of the dartboard

After a few thousand games broken arrow points could fill in or clog dartboard segments, resulting the arrows not being able to stick on the dartboard. Then it is time to clean the dartboard. The broken tips can be removed with the help of pliers, whereby those who cannot be pulled out with the pliers can push into the interior of the segment. Then the dartboard has to be disassembled to be able to remove the pressed-in tips.



WARNING: Careless and incautious handling of the dartboard and its parts can cause damage and provoke damage to the dartboard or its parts. To safely disassemble the dartboard follow the exact sequence of the steps below.

Step by step disassembling the dartboard:

1. Turn off the device, open upper door and disconnect the sensor field connector on the electronics board (see detail view 2.1.);
2. Unwind 4 wing nuts (see detail view 2.1.) and take out the dartboard **to the front** from its base;
3. Unwind 4 wing nuts from the rear side of the dartboard and remove the wooden base;
4. Carefully unwind the two screws from the sensor field and remove the sensor field and protective rubber;
5. Remove the broken tips and assemble the dartboard board to the opposite side;
6. After every disassembly and assembly it is important to check the sensor field function (test target, see chapter 5.1.1.).

2.3. Start up

When switched on, a start melody sounds. Before the device jumps into the demo mode, the device checks whether there are clamping buttons. If a jammed key is found, "KEY BLK" will appear in the display and a warning tone will sound

The device has a RAM memory where the last game is saved. Should be e.g. due to a power failure, the device will be switched off during operation (for example, power failure), the last game can be continued after restarting the device. Any existing credits are also saved.

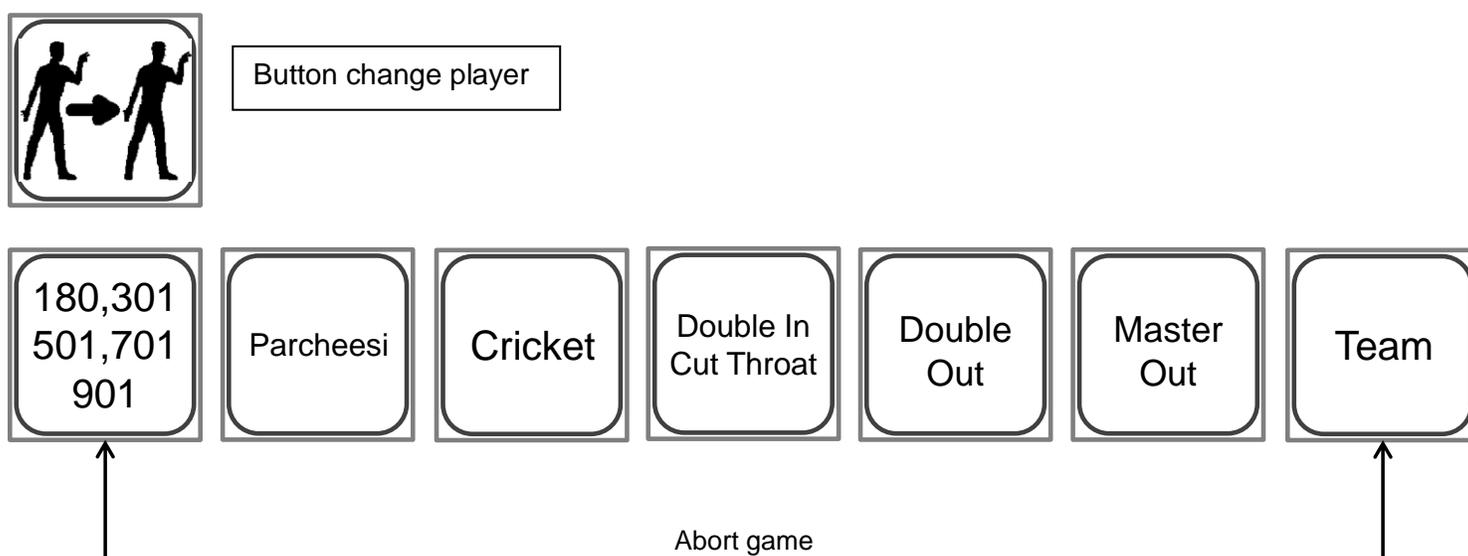
If you throw on the dartboard without a valid credit, an alarm will sound - unless the device is in tournament mode.

2.4. Delete credits

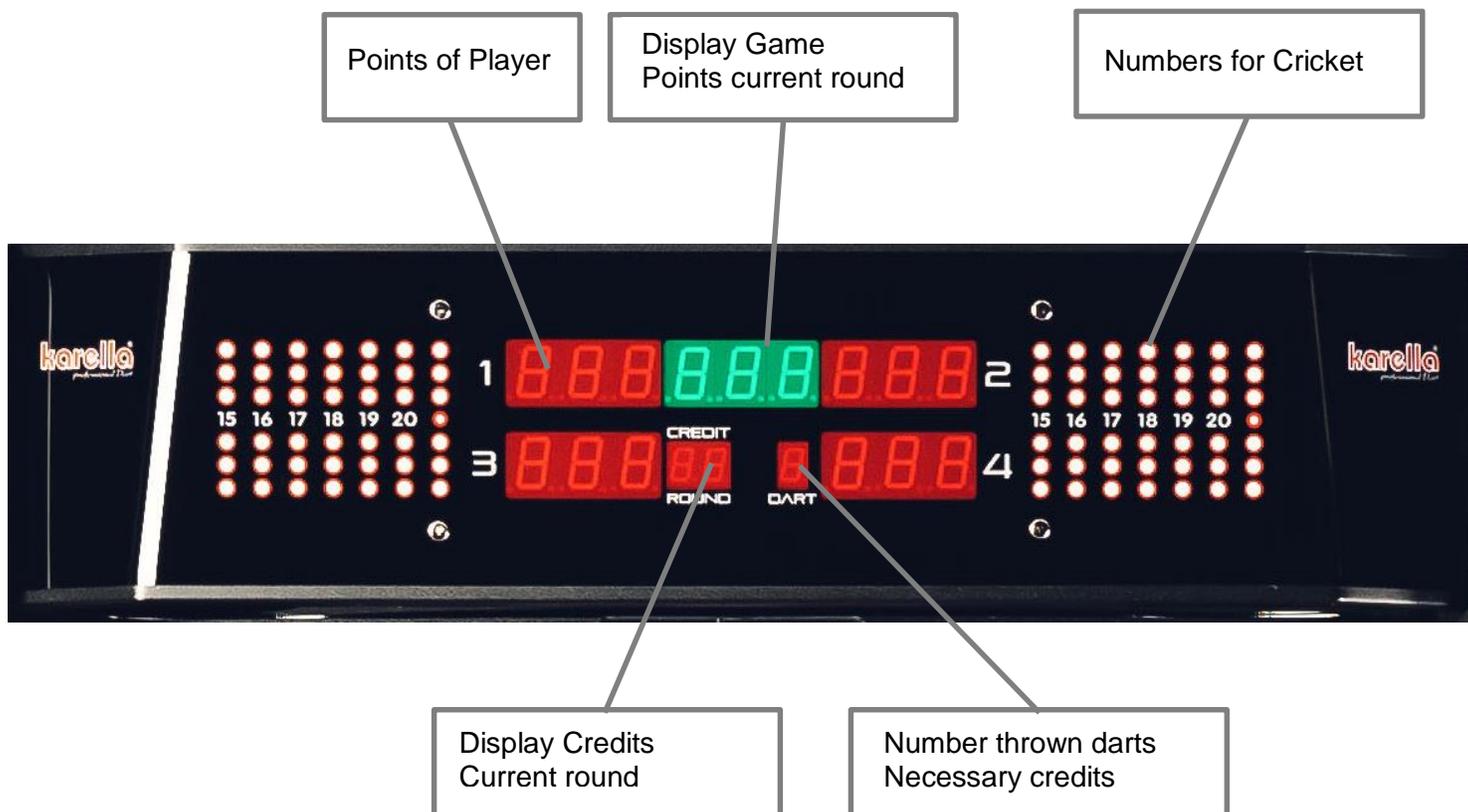
To clear the credits, open the unit with the key, set DIP microswitch 5 (detailed explanation of the DIP microswitches in Chapter 3) to ON, and press the player change button for a few seconds. Then set the microswitch back to OFF.

2.5. Buttons

For those buttons that have multiple functions, pressing the keys changes the game (for example, you have to press the key 3 times for game 501). In addition, the name of the game appears on the display. After selecting a game, the option keys flash. These can be selected until the game starts, even if the lights on the keys stop flashing. The selected option of the game will appear on the display.



2.6. Display



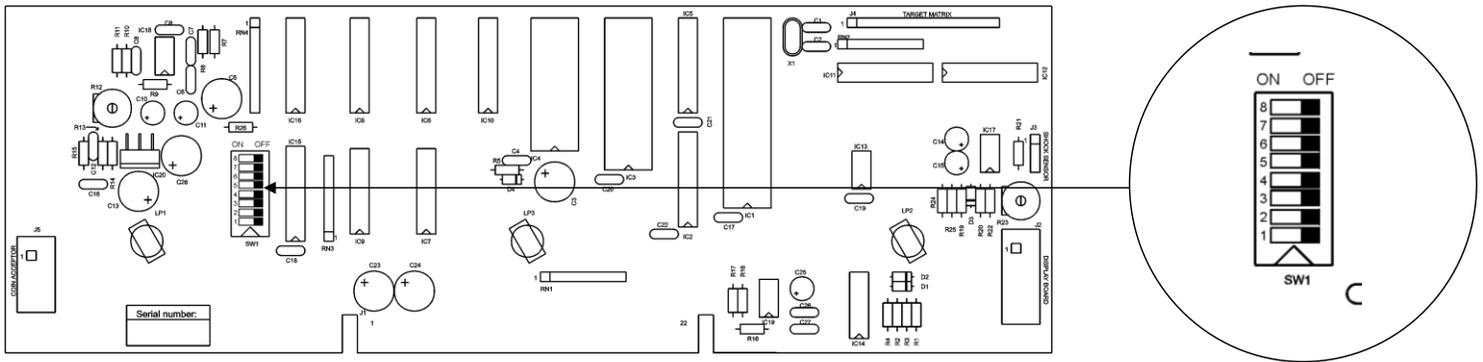
2.7. Coin validator

The Karella E-Master is equipped as standard with a coin validator of the COMESTERO brand. COMESTERO is an electronic coin validator and vendor that can be programmed directly on the device without any additional equipment. The coin validator has 12 channels and can be programmed on 12 types of coins. Ex works the validator accepts the coins 0,50 €, 1 € and 2 € .

CHANGE THE SETTINGS OF THE DART-MACHINE (DIP-SWITCH)

2.8. Overview

Inside the device is the board of the Dartmachine. On the board is a so-called DIP switch with a total of 8 microswitches. By switching the individual switches, the following settings can be made on the device.



1. Testmenu
2. Freeplay – Training Mode
3. Sound
4. Main bookkeeping
5. Secondary bookkeeping
6. Tournament Mode
7. Factory settings / Reset
8. Setup Menu

2.9. Testmenu

The functions of the device can be checked in the test menu. If the test menu is called (microswitch No.1 ON), "tst tgt" appears on the display and the 301, Cricket and Team buttons start flashing. Use buttons 301 and Cricket to change the submenu. The Team button is used to open and close the desired submenu.

The following submenus are available and are explained in more detail below:

- a) Test dartboard
- b) Test LED
- c) Test button
- d) Test infra
- e) Test tup
- f) Test credit

a) Test Dartboard

If the test menu is called, "**tst tgt**" appears on the display. To test the dartboard, press the **Team** button. With the help of "**tst tgt**" the functionality of the connections of all segments of the dartboard can be tested with the central sensor of the device. To perform the test, please press the individual segments. The display field "ROUND" shows the number of segments pressed. The display field "DART" shows with the numbers 1, 2 and 3 whether the hit is in the single, double or triple field. After completing the test, you can exit the submenu by pressing the **Team** button.

b) Test LED

Pressing the 301 or Cricket button allows you to scroll further through the test menu. If "tst LED" appears on the display, press the Team button to enter its submenu. Within this submenu you can test the functionality of all LED diodes and the lamps of the device. The following tests can be realized:

- Test the segments on the display
- Test of vertical and horizontal diode lines on the display
- Test of the button lights
- Test of the Cricket-lights on the display
- Test all light signals turn on

After testing the light signals, you must press the Team button to exit the submenu.

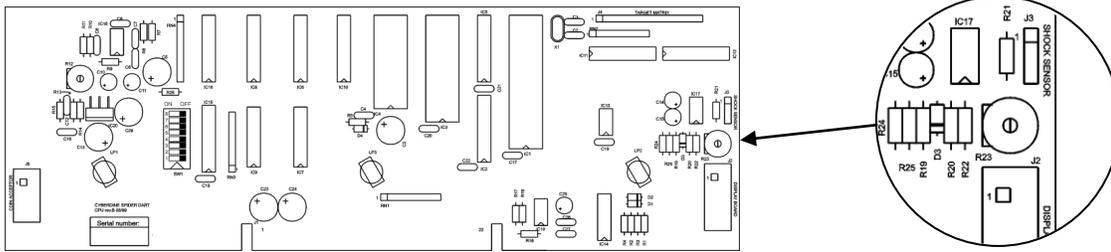
c) Test Button

Pressing the 301 or Cricket button allows you to scroll forward or backward in the test menu. If "tst but" appears on the display, press the Team button to enter its submenu. All buttons start to flash. Now you can check the function of the buttons by pressing individual buttons. If you press a button, the name of the button appears in the display and the button lights up brightly. With the button **player change** you leave the submenu.

d) Test Infra

Pressing the **301 or Cricket button** allows you to scroll forward or backward in the test menu. If "**tst inf**" appears on the display, press the Team button to enter the corresponding submenu. If the submenu is activated, a short signal will sound and the FAULT lamps will light up. If the sensor does not function properly due to external influences (illuminated areas, obstacles in the surroundings that cause a false detection, etc.) or improper handling, it must be readjusted. If the signal sounds continuously, the sensor is too sensitive and if the sensor does not touch the black circle around the dartboard, it is too weak. The sensor should be adjusted so that the signal sounds in the area of the black circle below the dartboard. The sensor can be strengthened by turning the adjusting screw (below the infrared sensor - see 2.1) in a clockwise direction. Turning counter clockwise decreases the sensor strength. Use the Team button to exit the submenu.

e) Test tup



Pressing the 301 or Cricket button allows you to scroll forward or backward in the test menu. If "tst tup" appears on the display, press the Team button to enter the corresponding submenu. If the miss-throw sensor is activated, a short signal appears in the black circle around the dartboard and a F (Fault) appears in the display. If the tup sensor is too sensitive or not sensitive enough, it can be adjusted on the CPU board. The sensitivity adjustment trimmer (R23) is located in the upper right corner of the CPU board. Turning clockwise increases the sensitivity of the sensor, while turning it in the opposite direction decreases the sensitivity. Use the Team button to exit the submenu.

f) Test Credit

Pressing the 301 or Cricket button allows you to scroll forward or backward in the test menu. If "tst cre" appears on the display, press the Team button to enter the corresponding submenu. If the key, the coin validator or the reader is activated, a short signal sounds and the FAULT lamps light up. If testing the key or the coin validator, the credits are not counted and entered neither in the bookkeeping nor in the register. Use the Team button to exit the submenu.

You leave the test menu by setting the microswitch no.1 back to position "Off".

Freeplay – Training Mode

Setting the microswitch no. 2 to "On", activates the free play or training mode. In this setting, all games can be played without credits.

Leave the free play, training mode by setting the microswitch no.2 back to position "Off".

2.10. Sound

If Microswitch # 3 is set to "On", the music effects will be turned off in demo mode.

2.11. Main bookkeeping

If microswitch # 4 is in the "On" position, the display shows the total number of credits. This electronic bookkeeping is a secure, batteryless, double-billing system for continuous revenue control. It cannot be deleted and the information is permanently stored. On the first and second display of the player, a six-digit electronic counter, the credits are displayed on the entrance no.1 (key), while on the third and fourth player-displays, a six-digit counter, all credits shown on the entrance No.2 (coin validator) can be seen. You exit the main bookkeeping by setting the microswitch no. 4 back to the "Off" position.

2.12. Secondary bookkeeping

If microswitch # 5 is in the "On" position, the display shows the number of credits. This is a help bookkeeping that can be cleared by holding down the Team button for 5 seconds. The Auxiliary (Waiter) Accounting can also be read without opening the device and without the microswitch No.5 being in the "On" position. To do this, If you turn on the unit, press the **Double In** button and the unit will turn off, and the credit status will appear on the displays. If you release the Double In button, the device will return to demo mode or operation mode immediately if there is a credit. If the stand is read from the outside, the bookkeeping cannot be deleted. Deletion is only possible if the microswitch no.5 is set to the position "On". This type of accounting should give the staff a simpler insight and is therefore called waiter accounting. On the first display of the players, a six-digit electronic counter, the credits shown are turned on the input No.1 (key), while on the second display the player, a six-digit counter, a six-digit counter, all credits shown on the input no .2 (coin validator) are switched on. You can exit the auxiliary accounting by setting microswitch no. 5 back to the "Off" position.

2.13. *Turniermodus*

With the Microswitch number 6 you set the unit on the TOURNAMENT mode. Over here there is a possibility to play the game to an unlimited number of rounds, thence disconnection of the automatic display of numbers for the possibility of dropping the number to a zero. All of the sound effects are disconnected for the numbers valued up to the figure of 50.

2.14. *Factory settings / Reset*

To reset the device to factory settings, microswitch no. 7 must be set to "On". Then press the Team button until you hear four signal sounds. Then the key can be released. After the signal sounds, the parameters are reset to the following default values.

	Description	Settings
a)	CREDITS PER PLAY	s. Table
b)	ROUND ADJUST -Cricket -180, 301, 501, 701, 901	20 10,10,20,30,30
c)	TIME LIMIT	00
d)	COUNTER PULSES	00
e)	CREDITS WITH KEY	01
f)	TIME CREDITS	0
g)	BONUS PERCENT	0
h)	BONUS CREDIT	20
i)	LOTTERY	10
j)	OPTIONS STORE	ON
k)	DEMO SOUND	ON
l)	RETURN DART	ON
m)	BULL VALUE	2
n)	PLAY OFF	ON
o)	BACK LIGHT	2
p)	INFRA SENSOR	02
q)	ACCEPTOR TIME ADJUST	01

If resetting to factory settings, the main bookkeeping is not deleted, but the current credit status is cleared on the display.

If you have set the device to factory settings, you must set the microswitch no.7 back to the "off" position to return to the normal operating mode.

2.15. Setup Menu

Within this menu you can change various settings on the device. For this please place the microswitch no. 8 in position "On". The above table shows the factory-defined parameters set by initialization.

In this menu you can move with the button Player Change, 301, Double In and Team as in the test menu. The Team button is used to open and close the desired submenu and to confirm the selection of the new value. Button 301 is used to move forward and to increase the value, while the Double In button is used to move backward and to decrease the value in the menu and submenu. In the lottery option, the player change button is used to move in the submenu, as the values are changed using the 301 and Double In buttons.

a) Credits per Game

If microswitch No.8 is set to "On", "**Set Pri**" appears on the upper display. Press the Team button to open the submenu. In the submenu, you can move (or change the games) with the Players button, while using the 301 and Double In buttons, you can change the game prices. After setting the values, confirm the new selection with the Team key and close the submenu. The table shows the game variants and the required credits, which are set ex works.

GAME / OPTION	CREDITS
180	1/2
301	1
501	2
701	3
901	3
CRICKET	2
DOUBLE IN	0
DOUBLE OUT	0
DOUBLE IN OUT	0
MASTER OUT	0

b) Number of rounds

Press button 301 to move forward in the main menu. If "SET RND" appears on the display, press the Team key and the submenu will open. In the submenu, you can move (or change the games) with the Players button, while the 301 and Double In buttons change the number of rounds of the games. After setting the value, confirm the new selection with the Team button and close the submenu.

c) Time-Limit

Press button 301 to move forward in the main menu. If "**SET Tim**" appears on the display, press the Team button and the submenu will open. Within this sub-selection, you can change and set the maximum amount of time a player has to throw an arrow at the dartboard. With 301 and Double In you change the time from 00 to 60 seconds (10 steps). If you choose 0, all arrows have an unlimited time frame. After defining a time limit, you must press the Team key to confirm and save the value.

d) Counter pulses

Press button 301 to move forward in the main menu. If "**SET Cnt**" appears on the display, press the Team key and the submenu will open. Within this sub-selection you can change the number of revolutions of the mechanical index in relation to the number of credits from 0 to 10. The number shows how many pulses of 10 pulses are not counted on the mechanical counter. For example, the number 3 indicates that out of 10 credits 7 are counted, while the number 10 indicates that not a single credit on the mechanical counter is counted. To confirm and save the value, press the Team button.

e) Credits with key

Press button 301 to move forward in the main menu. As soon as "SET Cre" appears on the display, press the Team button and the submenu will open. Within this subselection, you can change and define the number of credits for each impulse taken by turning the key. With 301 and Double In you change the number of credits according to the impulse from 1 to 50. The value of the credits is shown on the display. To confirm and save the value, press the Team button.

f) Time Credits

Press button 301 to move forward in the main menu. If "**SET tCr**" appears on the display, press the Team button and the submenu will open. This option determines how many minutes a credit is valid. In this case, the game time and not the number of games is calculated. At a value of 0 the games are calculated according to the price list. Use button 301 and Double In to select the playing time of a credits. The possible values range from 0 to 30, in single steps. Confirmed and saved with the Team button.

g) Bonus Percent

Press button 301 to move forward in the main menu. If "**SET bPt**" appears on the display, press the Team button and the submenu will open. This option allows you to set the bonus credits in percent. So assigns e.g. a bonus of 20% two additional credits at 10 paid games, 3 at 15 paid, and so on The possible values range from 0 to 30, in fives steps. Confirmed and saved with the Team button.

h) Bonus Credit

Press button 301 to move forward in the main menu. If "**SET bCr**" appears on the display, press the Team button and the submenu will open. This option determines the limit from when bonus credits will be awarded, i.e. from which amount bonus credits will be given. If e.g. the number 10 is selected (regardless of the bonus percentage), no bonus will be given up to 10 credits. Bonus credits will only be issued after 10 or more credits, depending on the values set in "Bonus percent". The possible values range from 2 to 50. Confirmed and saved with the Team button.

i) Lottery

Press button 301 to move forward in the main menu. If "**SET Lot**" appears on the display, press the Team button and the submenu will open. Within this sub-selection you can activate the option "Lottery". If this is activated after each game, a number will be shown on the display. If the number on the display is the same as the number of players (one or more), the player (s) will win a credit. The player receives a credit in the amount of the value of this game. Did he play e.g. 301, he gets 1 credit, but he played 701 he wins 3 credits. The profit credits are not counted in the bookkeeping. With 301 and Double In buttons, you can choose between 0 and 30. With 0 you can clear the lottery option, while choosing other numbers increases the percentage of chances to win a loan. After completing lottery programming, you must press the Team button to confirm and save the value.

j) Options store

Press button 301 to move forward in the main menu. If "SET OPT" appears on the display, press the Team key and the submenu will open. Within this sub-selection you can switch the automatic saving of the option that you have selected for a game on the occasion of the termination of this game on or off. To confirm and save the value, we need to press the Team button.

k) Demo Sound

Press button 301 to move forward in the main menu. If "**SET Dem**" appears on the display, press the Team key and the submenu will open. Within this sub-selection, you have the option of turning a demo melody on or off If the unit is in demo mode. To confirm and save the value, press the **Team** button.

l) Return Dart

Press key 301 to move forward in the main menu. If "SET Ret" appears on the display, press the Team key and the submenu will open. During the game progresses, the program allows you to return the darts by simultaneously pressing the 301 and Double In buttons. This option is enabled after accidentally activating the **tup** sensor (or the miss-throw sensor). The option is deactivated with OFF and activated with ON. To confirm and save the value, press the Team key.

m) Wert Bull

Press button 301 to move forward in the main menu. If "**SET Bul**" appears on the display, press the Team key and the submenu will open. This subselection allows you to set the value of the Bull's Eye. Use the 301 and Double In buttons to set the value from 01 to 04:

- 01 – both fields are worth 25
- 02 – outside field 25, a double 50
- 03 – both fields 50
- 04 – outside field 50, a double 100

To confirm and save the value, press the Team button.

n) Play Off

Press button 301 to move forward in the main menu. If "SET PLA" appears on the display, press the Team button and the submenu will open. Play off is an option that allows a playoff in a game. If the players have the same number of points at the end of a match, they are playing for the decision. Each with an arrow, where the player is the better, who scores the higher score. With ON you activate this option and with OFF you deactivate it. To confirm and save the value, press the Team button.

o) Back - light

Press button 301 to move forward in the main menu. If "SET bac" appears on the display, press the Team button and the submenu will open. This sub-selection allows you to adjust the brightness of the lights below the dartboard. Use the 301 and Double In buttons to increase or decrease the brightness from 02 to 10. To confirm and save the value, press the Team button.

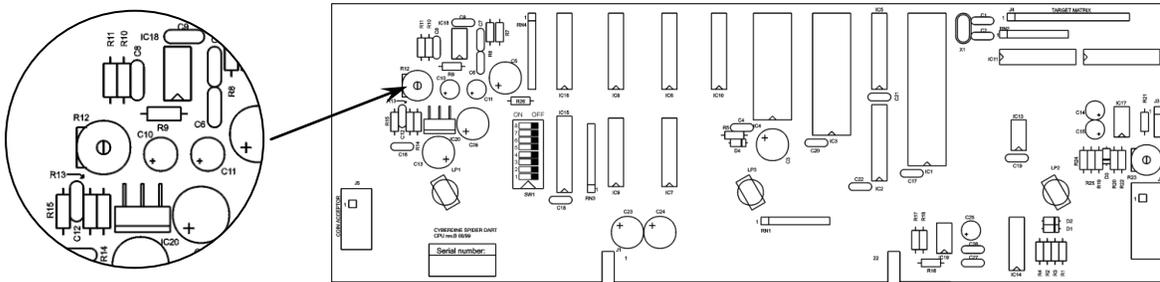
p) Infrared Sensor

Press button 301 to move forward in the main menu. If "SET inf" appears on the display, press the Team button and the submenu will open. Within this sub-selection it is possible to activate or deactivate the infrared sensor for automatic player switching. The options are offered from 00 to 05 with an increase of 1. Option 0 deactivates the IR sensor, and in this case the player changes manually during the game by pressing the Player Change button. Options 01 to 05 activate the IR sensor with a different time constant for the automatic player change. The fastest option is 01 and the slowest is 05. After setting the desired value, you must press the Team button to confirm and save the value.

q) Acceptor

Press button 301 to move forward in the main menu. If "SET Acc" appears on the display, press the Team button and the submenu will open. Within this sub-selection we can change and set the way of accepting the coins in the device. The device is designed so that a combination for the acceptance of credits (key or coin validator) is possible. The speed of acceptance of the money is changed with the buttons 301 and Double In. The method of accepting coins is shown on the display, with options 1, 2 and 3 selected. After completing programming the credit acceptance, press the Team button to confirm and save the value.

2.16. Sound Volume adjust



If you want to change the volume of the device, you can adjust it on the board. The volume control trimmer (R12) is located in the upper left corner of the board. Turning clockwise increases the volume, while turning in the opposite direction decreases the volume.

3. Game rules



180,301,501,701,901

The most popular variant of the dart game. Each player starts with 180, 301, 501, 701 or 901 points. The points earned in the course of the game will be deducted from the starting points. After each throw, the points hit with the dart are deducted. The game wins the player who finishes first with exactly 0 points. If the player hits lower than 0 with his number of hits, the score does not count and the player stays with his score at the beginning of the round.

Options:

- Double In: The game can only be started with one hit in the double field.
- Double Out: The game can only be ended with one hit in the double field.
- Master Out: The game can only be ended with a hit in the Double or Triple field.
- Team: Only the team with the lowest total score can finish the game.

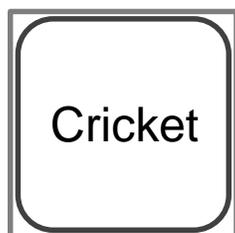


PARCHEESI

Each player starts with 0 points and the points earned are added to the starting point number. If one player reaches the other player's score, that other player's score is reset to zero. The winner is the player who achieves exactly the result (180, 301, ...). If, when attempting to finish the game, the required score is exceeded, the player is reset the points to the score before the start of the round.

Options:

- Double In: The game can only be started with one hit in the double field.
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- Master Out: The game can only be ended with a hit in the Double or Triple field.
- Team: Only the team with the lowest total score can finish the game.



CRICKET

The players have to aim at the segments 15,16,17,18, 19, 20 and the bull of the dartboard. A player can earn points if he has hitten one of the numbers three times and the number has been "closed". If a player hits a number closed by him, he receives corresponding points. If all opponents have closed a number, the number can no longer be scored. The player who closes most segments and achieves the highest score wins.

Options:

- Cut Throat: Hits in a closed number bring the points to the remaining players who have this number open. The winner is the player with the least score in the end.
- Master Out: Only in combination with Cut Throat! In the case of a hit in numbers under 15 or in a number that all players have closed, the points will be added to the player who is throwing. A miss of the dartboard is counted as Bull's hit.

DISASSEMBLY AND DISPOSAL - The Dartboard does not release any harmful substances. The dismantling of the Dartmachine requires no special care, since no components are made of hazardous materials. Nevertheless, this must not be disposed of with household-trash.



The packaging materials are recyclable. The following materials were used for construction: **wood, MDF, steel, aluminium, ABS, PP, PE, PVC**. These materials are included in particular in the following components:

Cabinet: wood, MDF, steel.
Accessories: ABS, PE, PVC.
Equipment: aluminum, ABS
 Optional:
Legs: Steel, plastic



Electrical and electronic devices contain valuable recyclable materials and often components such as batteries, rechargeable batteries or oil. At Misuse or improper disposal may present this components a potential hazard to human health and the environment. However, these components are necessary for the proper operation of the device. Devices marked with this symbol must not be disposed of with the trash.

Disposal of pollutants - For disposal, a sorting is recommended depending on the material type of the individual components and their delivery to specially collection- or recycling- points.



Warranty terms

Guarantee start with invoice or delivery date. Repairs or possible returns are possible in original packaging with invoice receipt, assembly and training instructions possible. The warranty refers to manufacturing and material defects. This does not include damage caused by improper handling or use of force and no natural signs of wear (wearing parts). Liability for possible damage due to environmental influences (air and / or rain water pollution) is excluded. Costs for the elimination of such damage will not be borne by the manufacturer. If the aforementioned treatment and care instructions are not observed, there is no reason to complain.

During the warranty period you have the right to repair. This means that any defects will be eliminated free of charge until the end of the warranty period valid at the time of purchase. Thereafter, you will be charged for each postage and packaging costs. If necessary, an article is exchanged in whole or in part. Should repair efforts fail during the warranty period valid at the time of purchase or the repair be uneconomical, then you have the right to cancel the purchase contract (conversion) or to reduce the purchase price (reduction).

Please report any shortcoming to us immediately. Obvious defects including transport damage will be only recognized by us if you are notified in writing no later than one week after delivery or have been noted directly on the delivery documents.



Error description on return

In case of any problems, please return this item after prior agreement with your purchase address well packaged (if possible original packaging) with invoice receipt and detailed description of the defect to the purchase address. Please request our form "Error description / Complaint". The completion of this error description helps you and our service team to locate possible sources of error quickly.

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