



ZETA Electronic Dartboard

Owner's Manual and Game Instructions

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
- Soft tip replacement pack
- 6 Darts (unassembled)
- Owner's Manual

Setup / Mounting Instructions

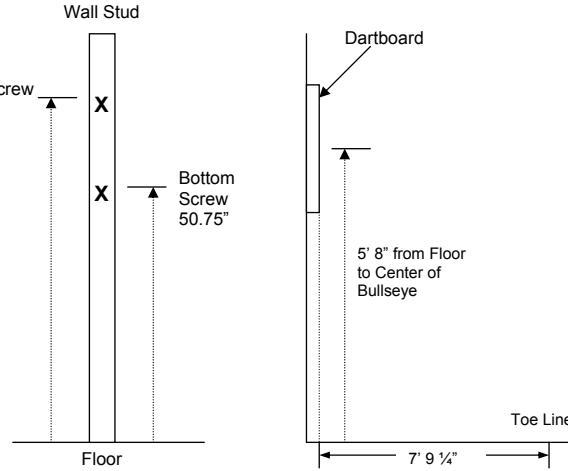
Choose a location to hang the dartboard where there is about 10 feet of open space in front of the board. The "toe-line" should be 7' 9 1/4" from the face of the dartboard. Since this dartboard is powered by 3 "AA" batteries (not included), you are not limited in having to mount it close to an electrical outlet, so it can be mounted anywhere you have the space. However, you may choose to mount it close to a electric outlet in case you decide to purchase the optional A/C adapter.

Locate a wall stud and place a mark 50.75" from the floor. Place another mark 15" directly above the first mark (65.75" from floor). **Center of Bullseye should be 5' 8" 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.

Insert 3 "AA" batteries in the battery compartment on front of dartboard (diagram inside compartment).



Dartboard Functions

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.

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 be not be visible when not active. This button allows you to page through all players' scores as needed.

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 buttons - Press to page through the on-screen game menu.

CYBERMATCH button - Press to activate Cybermatch feature where you can play against the computer. Press continually to cycle through the 5 different skill levels.

Level 1 (c1)	Professional
Level 2 (c2)	Expert
Level 3 (c3)	Advanced
Level 4 (c4)	Intermediate
Level 5 (c5)	Beginner

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.
2. Press **GAME** buttons until desired game is displayed.
3. Press **PLAYER** button to select the number of players (1, 2, 3, 4, t 1-1, t 2-2, t 3-3, t 4-4) The default setting is 2 players.
4. Press **START** button 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 4 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 2 teams, 4 individual players
(1st team-players 1&3, 2nd team-players 2&4)

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

t 4-4 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. In place of batteries, an optional approved AC adapter (not included) may be used. **Use only a genuine Halex AC adapter for this dartboard.** Use of a non 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.

Batteries

If using battery power, insert **three "AA" batteries** into the battery compartment located on the back side of the dartboard toward the base. To remove the cover, press the latch upward while lifting gently. The batteries must be positioned as indicated inside the battery compartment to power the dartboard.

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 LCD display will indicate "SLEEP" (see below). All scores will be stored in memory and play will resume when **any** button is pressed.

Remember, a player's score is cut in half if not successful, so the "41" round presents quite a challenge!

	20	19	D	18	17	T	16	15	41	B	TOTAL
Player 1											
Player 2											

↑
Any Double ↑
Any Triple ↑
'41' Round

ALL FIVES - 51 (G47)

The entire board is in-play for this game (all segments are active). With each round (of 3 darts) each player has to score a total which is divisible by 5. Every "five" counts as one point. For example 10, 10, 5 = 25. Since 25 is divisible by 5 fives, this player scores 5 points (5 x 5 = 25).

If a player throws 3 darts that are not divisible by 5, no points are given. Also, the last dart of each round must land in a segment. If a player throws the third dart and it lands in the catch ring area (or misses the board completely), he earns no points even if the first two

darts are divisible by 5. This prevents a player from "tanking" the third throw if his first two are good. The first player to total fifty-one (51) "fives" is the winner. The LCD screen will keep track of the point totals. *Additional variations of this game are detailed below. The rules are the same except the total needed to win varies as indicated in the number following the game.*

ALL FIVES - 61 (G48)
ALL FIVES - 71 (G49)

ALL FIVES - 81 (G50)
ALL FIVES - 91 (G51)

SHANGHAI - 1 (G52)

Each player must progress around the board from 1 through 20 in order. Players start at number 1 and throw 3 darts. The object is to score the most points possible in each round of 3 darts. Doubles and triples count toward your score. The player with the highest score after completing all twenty segments is the winner. *Additional variations of this game are detailed below. The rules are the same except the starting segment varies as indicated in the number following the game.*

SHANGHAI 5 (G53) - Game starts at segment 5
SHANGHAI 10 (G54) - Game starts at segment 10
SHANGHAI 15 (G55) - Game starts at segment 15

GOLF - 9 Holes (G56)

This is a dartboard simulation of the game golf (but you don't need clubs to play). The object is to complete a round of 9 through 18 "holes" with the lowest score possible. The Championship "course" consists of all par 3 holes making par 27 for a nine hole round or 54 for a round of 18.

The segments 1 through 18 are used with each number representing a "hole." You must score 3 hits in each hole to move to the next hole. Obviously, double and triples affect your score as they allow you to finish a hole with fewer strokes. For example, throwing a triple on the first shot of a hole it is counted as an "eagle" and that player gets a complete that hole with 1 "stroke."

Note: The active player continues to throw darts until he "holes out" (scores 3 hits on the current hole). The voice announcer will indicate the player that is up - listen carefully to avoid shooting out of sequence. By the way, there are no "gimmes" in this game! *Additional variations of this game are detailed below. The rules are the same except the number of holes needed to play.*

GOLF - 18 Holes (G57) - Same as above except play lasts 18 holes (rounds)

FOOTBALL (G58)

Strap your helmet on for this game! The first thing necessary is to select each player's "playing field." Each player can do this by throwing a dart or by manually pressing a segment on the board. This is entirely up to you, but whichever segment is select becomes your starting point which carries through the bullseye and directly across to the other side of the bullseye.

For example, if you select the 20 segment, you start on the double 20 (outer ring) and continue all the way through to the double 3. The "field" is made up of 11 individual segments and must be hit in order. So, keeping with the example above, you must throw darts in the following segments in this order:

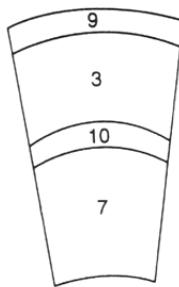
Double 20 ... Outer Single 20 ... Triple 20 ... Inner Single 20 ...
Outer Bullseye ... Inner Bullseye ... Outer Bullseye ... Inner Single 3 ...
Triple 3 ... Outer Single 3 ... and finally a Double 3.

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 (G59)

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 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 specific 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

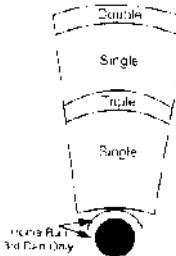
There are several rules for this game as follows:

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 (G60)

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 darts per "inning."

The field is laid out as shown in the diagram.



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 (G61) - Same as above except 9 innings (rounds).

STEEPLECHASE (G62)

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 bullseye. 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 bullseye 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 bullseye wins the race.

SHOVE A PENNY (G63)

Only the numbers 15 through 20 and the bullseye are used. Singles are worth 1 point, doubles are worth 2, and triples are worth 3 points. Each player must throw 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 (G64)

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 (G65) (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.

Game Menu

Game # Description

G01	301	G34	Round the clock r10 singles
G02	401	G35	Round the clock r15 singles
G03	501	G36	Round the clock 1 doubles
G04	601	G37	Round the clock 5 doubles
G05	701	G38	Round the clock 10 doubles
G06	801	G39	Round the clock 15 doubles
G07	901	G40	Round the clock 1 triples
G08	901	G41	Round the clock 5 triples
G09	Cricket	G42	Round the clock 10 triples
G10	No-score cricket	G43	Round the clock 15 triples
G11	Scram	G44	Killer
G12	Cut throat cricket	G45	Double down
G13	Count up 300	G46	Double down 41
G14	Count up 400	G47	All fives 51
G15	Count up 500	G48	All fives 61
G16	Count up 600	G49	All fives 71

G17	Count up 800	G50	All fives 81
G18	Count up 900	G51	All fives 91
G19	Count up 999	G52	Shanghai 1
G20	Hi Score (3 rounds)	G53	Shanghai 5
G21	Hi Score (4 rounds)	G54	Shanghai 10
G22	Hi Score (5 rounds)	G55	Shanghai 15
G23	Hi Score (6 rounds)	G56	Golf-9 holes
G24	Hi Score (7 rounds)	G57	Golf-18 holes
G25	Hi Score (8 rounds)	G58	Football
G26	Hi Score (9 rounds)	G59	Bowling
G27	Hi Score (10 rounds)	G60	Baseball-6 inning
G28	Hi Score (11 rounds)	G61	Baseball-9 inning
G29	Hi Score (12 rounds)	G62	Steeplechase
G30	Hi Score (13 rounds)	G63	Shove a penny
G31	Hi Score (14 rounds)	G64	Nine dart century
G32	Round the clock r1 S	G65	Green vs Red
G33	Round the clock r5 S		

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 LCD 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 tip 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 17 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 soft tip dart accessories for all your electronic dart needs.

Cleaning your Electronic Dartboard

Your 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.

Accessories / Spare Parts

<u>Item #</u>	<u>Description</u>	<u>Price</u>
100-64675	12 darts with replacement Tips	\$12.95
100-64670	AC Adapter	\$11.95
68950-00	Aluminum Shafts (3 pack)	\$ 4.50
68750-00	48-pack replacement tips	\$ 5.95
68670	Metallic Flights (3 pack). Assorted Styles	\$ 3.50
68730	Soft Tip Starter Kit (toe line, measuring tape, and 48 soft tips)	\$ 9.95

Prices include shipping and handling.

To place order:

MasterCard/Visa

Call Customer Service at 877-516-9707 (Toll-Free) and specify item number. Have your credit card number ready when you place call.

Mail

Make check payable to: **Regent Sports Corporation** and send to the following address:

P.O. Box 11357
Hauppauge, NY 11788

Please do not send cash. Please indicate item # on check.

LIMITED-1 YEAR WARRANTY

This Halex product is warranted to be from defects in workmanship or materials at the time of purchase for a period of 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 Halex product by visiting our website at www.regent-halex.com or send in the warranty 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 or by calling customer service at:

877-516-9707 (Toll-Free)

10:30 AM to 6:30 PM, EST. (Dec. through Feb.)

10:30 AM to 5:00 PM, EST. (March through Nov.)

Or send request in writing to:

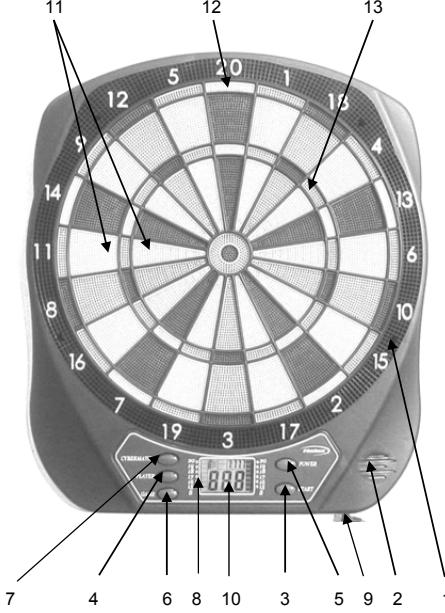
Regent Sports Corporation

45 Ranick Road

Hauppauge, NY 11788

Attn: Halex Customer Service

This warranty gives you specific legal rights and you may have other rights, which vary, from state to state.



1. Catch Ring
2. Speaker
3. Start/Hold Button
4. Game Button
5. Power Button
6. Score/Player/Page Button
7. CyberMatch Button
8. Cricket Scoring
9. Built-in Jack (for optional a/c adapter)
10. LCD Display
11. Singles Ring
12. Doubles Ring
13. Triples Ring

Bull's Eye[®] NEWS

The Dart Players' Magazine

Introduction...

Bull's-Eye News Magazine is a bi-monthly publication covering both steel-tip and electronic (soft-tip) darts information.

Each issue is packed with strategy tips, player interviews, and real-world advice on mastering the mental, mechanical and physical aspects of this exciting sport.

Additionally, *BEN* is also the premier North American resource monthly tournament calendar information, new product announcements, national and international tournament reports, complete tournament results, and comprehensive league news and information.

In other words... *We are The Dart Players' Magazine!*

Congratulations on the purchase of your new Regent-Halex Brand Product! You now own one of the finest pieces of darts equipment available today, and the staff of *Bull's-Eye News Magazine* would now like to help you build superior game-playing skills to match!

When you're ready to elevate your game; throw more accurately; win more often; and enjoy this exciting indoor sport to its fullest, please visit us online to discover why *Bull's-Eye News* truly is "The Dart Players' Magazine!"

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