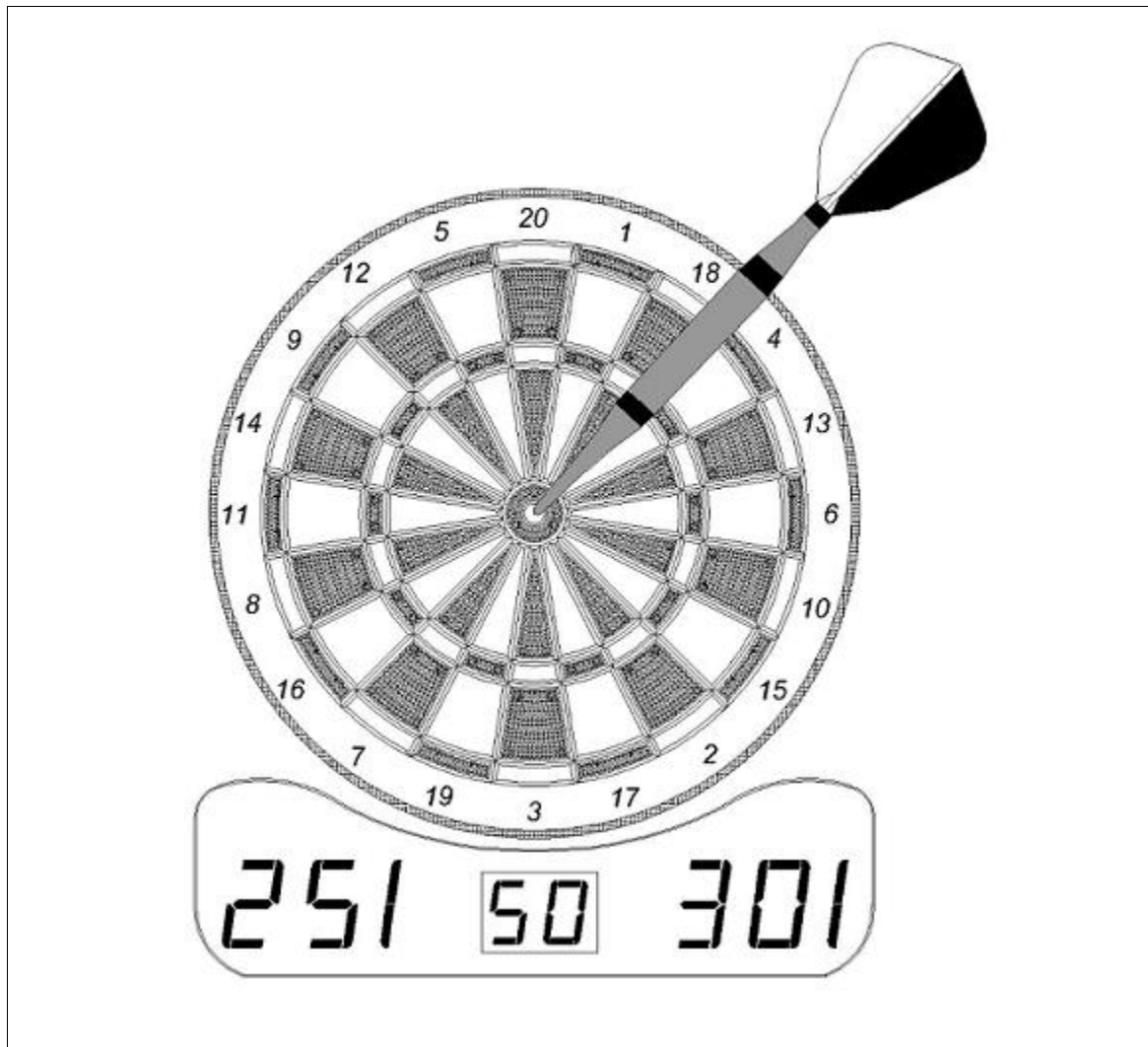# UNIVERSUM PRO
Electronic Dart Game
Instruction Manual

BULL'S

WWW.BULLS.NL

Thank you for purchasing the Universum Pro. Its computerized scoring system makes game playing easy and enjoyable. With 40 built-in games and over 760 options / variations to choose from, both beginners and more advanced players will find games to suit them. Up to 8 players can play at one time. Please read the instructions before playing and be sure to save them for future reference.

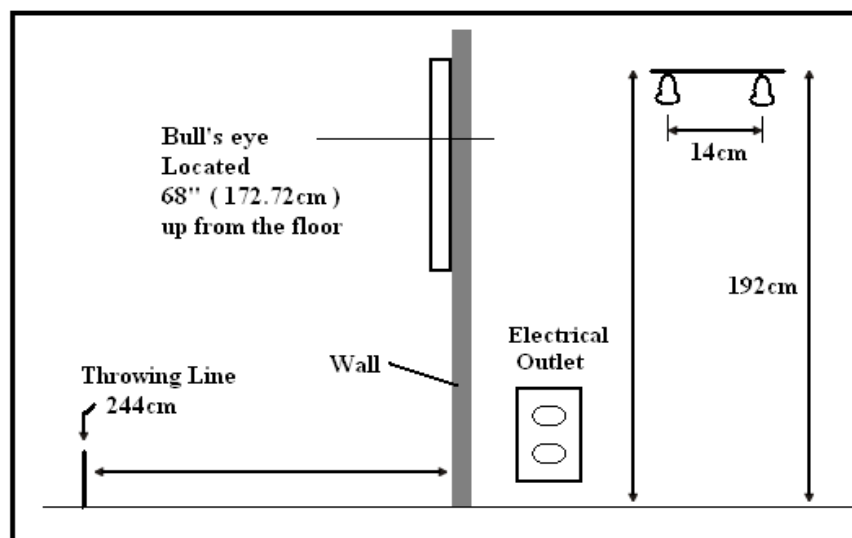## MOUNTING (PHYSICAL INSTALLATION)

The dartboard should be hung on a wall hook, with the bull's-eye 172.72cm (68") above the floor. Darts are supposed to be thrown from a distance of about 244cm (96"), so be sure there is about 3m (10') of open floor space in front of the board.

Place two marks side-by-side on the selected wall studs 192cm (75 5/8") above the floor, with 14cm (5 1/2") between them. Screw two screws into the reference marks until the screw heads are protruding about 1/2" from the wall.

Line up the mounting holes on the back of the game with the screw heads, then mount the game. It may be necessary to adjust the screws until the board fits snugly against the wall.

After the board is mounted, the bull's-eye should be 172.72cm (68") above the floor.

Mounting the game
(View facing wall)

POWER INSTALLATION

The dartboard is designed to be powered by an AC to 5V DC, 500 milliamp (minimum) adapter. For the DC adapter, it is with the DC plug polarity configured as positive (+) outside, and negative (-) center. To connect by adapter, plug the DC plug insert into the DC power jack and the AC plug into an electrical outlet.

- **During use:** ensure the connecting cable does not present a tripping or other hazard.

- **After using the dartboard:** switch off the power at the mains and unplug the adapter from the mains and dartboard.
- **Never leave the adapter connected to the dartboard when not in use. Stow the adapter safely away when not in use.**

IMPORTANT NOTE

1. During shipping or during the course of normal play it is possible for scoring segments of the board to become temporarily jammed, resulting in a frozen segment. If this occurs, the score of the segment that is stuck will be counted and displayed when the player changes. Take the following steps when this error appears:

   A. Find the segment that is stuck (the segment that keeps counting score).

   B. Press firmly down on the jammed segment until it breaks free and loose. Once unstuck, the error should be gone and the board should continue to operate normally.

2. This game is designed for use with softtip darts only. Do not attempt to use steeltip darts or a softtip dart with a tip exceeding 2,5 cm.

3. Electronic and mechanical reaction time is required between shots. If two throws occur too soon after each other, pull out the second dart and re-throw to properly record your score.

4. Under the environment with electrical fast transient the dart game may malfunction and require use to reset the dart game.

5. This is an adult game which can include potential sharp (softtip) points. Children should only play under adult supervision.

6. Please peel off the protective film at the display area before use.

CALCULATING POINTS

Segment	Scoring rule
Single segment	Score x 1
Double segment	Score x 2
Triple segment	Score x 3
Outer Bullseye	25 X 1
Inner Bullseye	25 x 2

OPERATION MANUAL

1. Press the *On/Off* button to turn on game, all displays will light up with a welcoming sound. When the sound goes off, the player display and score display will show "G01" and "301" respectively.

2. Press the *Up or Down* button to select games. The selection is shown on the player score displays. Then press the *Enter* button to confirm the selection.

GAME SELECTION

Game	Description	Display	No. of Option / Variations	No. of Players
G01	301	3O1	7 / 84	1-8
G02	301 League	CO1	7 / 336	1-8
G03	Count Up	CUP	9 / 18	1-8
G04	Round the Clock	rCL	12	1-8
G05	Shanghai	SHi	4	1-8
G06	High-Score	HiS	12 / 24	1-8
G07	Killer	LLr	30	2-8
G08	Shoot Out	S-0	19	1-8
G09	9 Lives	9Li	7	2-8
G10	Cricket	Cri	3 / 6	1-8
G11	No Score Cricket	NSc	3 / 6	1-8
G12	Cut Throat Cricket	CUc	3 / 6	1-8
G13	Killer Cricket	LLc	3 / 6	2-8
G14	Scram Cricket	SCc	1 / 2	2
G15	Low Pitch Cricket	LPc	3 / 6	1-8

G16	English Cricket	Enc	1 / 2	2
G17	Doubles only Cricket	dbc	3 / 6	1-8
G18	Color	CL2	5	1-8
G19	Bonus Color	bC2	5	1-8
G20	Correctional Color	CC2	5	1-8
G21	No Score Color	NC2	5	2-8
G22	Free Dart Color	FdC	4	1-8
G23	Overs	orS	19 / 38	2-8
G24	Unders	Und	19 / 38	2-8
G25	Halve-It	HAL	1 / 2	1-8
G26	Big-6	biG	19	2-8
G27	Forty-One	For	1 / 2	1-8
G28	Bingo	bin	4	1-8
G29	Double Down	ddn	1 / 2	1-8
G30	21 Points	21P	7	1-8
G31	Nine Dart Century	Ndc	3 / 6	1-8
G32	Best of Nine	bO9	5 / 10	1-8
G33	Hound and Hare	HAH	5 / 10	2
G34	Shooting I	S-1	1 / 2	1-8
G35	Shooting II	S-2	1 / 2	1-8
G36	Shooting III	S-3	1 / 2	1-8
G37	Shooting IV	S-4	1 / 2	1-8
G38	Football	Ftb	1	1-8
G39	Bowling	boL	6	1-8
G40	Golf	GoL	10	1-8

4. Press the *Up or Down* button to select option and press the *Enter* button to confirm the selection.
5. In case of the selection of 301 or 301 league, press the *Up or Down* button to further select the Single / Double / Master options. Press the *Enter* button to confirm the selection.

SiO: Single In/Single Out (All LED lights will be off during the game)
diO: Double In/Single Out (DI LED light will be on during the game)
SdO: Single In/Double Out (DO LED light will be on during the game)
diS: Double In/Double Out (Both DI and DO LED lights will be on during the game)
Sir: Single In/Master Out (MO LED light will be on during the game)
dir: Double In/Master Out (Both DI and MO LED lights will be on during the game)

6. Press the *Up or Down* button to select a number of players. There are a total of 9 selections of players: a 1 player mode up to an 8 players mode plus a computer player mode. Press the *Enter* button to confirm the selection and start the game. If playing with more than 4 players, some players will share the player score display.

7. If the option you selected and confirmed is at computer player mode, you will play against the computer. Press the *Up or Down* button to select the levels of the computer player and press the *Enter* button to start the game. The five levels of computer player are as follow:

   C-1: Beginner

   C-2: Intermediate

   C-3: Advanced

   C-4: Expert

   C-5: Professional

8. In case the game has 25/50 bull options, you can press the *Up or Down* button to select and press the *Enter* button to confirm the selection. 25/50 (outer bull is 25 and inner bull is 50) and 50/50 (both inner and outer bull is 50).

9. If you want to play Cricket games, you can press the *Cricket* button at anytime to enter G10 Cricket and press the *Up or Down* button to select number of players.

10. For some games, handicap mode can be selected after the number of players has been selected. Press the *Handicap* button to enter handicap selection mode. Then press the *Up or Down* button to select the handicap option. Press the *Handicap* button to jump to the next player. Press the *Enter* button at any time to start the game. Here is the game list which handicap mode can be selected:

No.	Game	Handicap options
G01	301	-20, -40, -60, -80 Scores
G02	301 League	-20, -40, -60, -80 Scores
G03	Count Up	+20, +40, +60, +80 Scores
G05	Shanghai	+20, +40, +60, +80 Scores
G06	High Score	+20, +40, +60, +80 Scores
G07	Killer	-1, -2, -3, -4 Lives
G08	Shoot Out	+1, +2, +3, +4 Scores
G09	9 Lives	-1, -2, -3, -4 Lives
G18	Color	+20, +40, +60, +80 Scores
G19	Bonus Color	+20, +40, +60, +80 Scores
G20	Correctional Color	+20, +40, +60, +80 Scores
G21	No Score Color	-1, -2, -3, -4 Marks
G22	Free Dart Color	+20, +40, +60, +80 Scores
G23	Overs	-1, -2, -3, -4 Lives
G24	Unders	-1, -2, -3, -4 Lives

G25	Halve-It	+20, +40, +60, +80 Scores
G26	Big-6	-1, -2, -3, -4 Lives
G27	Forty-One	+20, +40, +60, +80 Scores
G29	Double Down	+20, +40, +60, +80 Scores
G30	21 points	+1, +2, +3, +4 Marks

11. During the game, when the computer announces "NEXT PLAYER", any pressure on the segments will not activate the dartboard. The player is required to remove all the darts and press the *Next* button for the next player's round. The dartboard will automatically switch to the next player if the board has not been played for roughly 10 seconds after the "NEXT PLAYER" announcement.

12. Press the *Miss* button to score 0 and record one dart when a dart hits on the WEB dart catcher or misses the board altogether during the play of the game.

13. Press the *Bounce* button if you do not want to register a dart which is bounced out from the board/skip a turn.

14. If you want to reset the game, press the *Reset* button and hold it for 2 second.

15. During the course of playing, you can press the *Enter* button to check the scores of other players.

16. During the course of playing, you can adjust the sound volume by pressing the *Volume* button. There are five levels of volume.

17. Press and hold the *On/Off* button for 3 seconds to turn off the game. For energy saving purpose, the board is equipped with an auto power off feature. If the game has not been played for 30 minutes, the game will turn off automatically.

GAME DESCRIPTIONS & RULES

G01: 301 (With option of 301, 501, 601, 701, 801, 901, 999, 25/50 Bull)
The score will be deducted for each dart from 301/501/601/701/801/901/999 points.
The first player who reaches exactly 0 will be the winner. 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.

SiO (Single In + Single Out): All LED lights will be off during the game.
The scoring begins and ends when any number is hit. The player can finish the game with a hit on any number that reduces the score to exactly zero.
diO (Double In + Single Out): DI LED light will be on during the game.
The scoring begins when a number in the double's ring or the Double Bull's Eye is hit. No score will be counted until this condition is met.
SdO (Single In + Double Out): DO LED light will be on during the game.

The player can finish the game with a hit on a number in the double's ring or the Double Bull's Eye that reduces the score to exactly zero. When a player exceeds the score needed to reach exactly zero or "1", the turn is a "bust" and the score reverts back to what it was before the turn (Remaining "1" score is also a bust, because there is no possibility to bring it to zero with a double hit)

diS (Double In + Double Out): Both DI and DO LED lights will be on during the game.

The scoring begins when a number in the double's ring or the Double Bull's Eye is hit and it ends when a double's ring or the Double Bull's Eye is hit that reduces the score to exactly zero.

Sir (Single In + Master Out): MO LED light will be on during the game.

The player can finish the game with a hit on a number in the double's or triple's ring or the Double Bull's Eye that reduces the score to exactly zero.

dir (Double In + Master Out): Both DI and MO LED lights will be on during the game.

The scoring begins when a number in the double's ring or the Double Bull's Eye is hit and it ends when a double's or triple's ring or the Double Bull's Eye is hit that reduces the score to exactly zero.

With an option of selecting 50/50 bull (both inner and outer bull is 50) or 25/50 bull (inner bull is 50 and outer bull is 25), there are total 84 variation can be selected. To make games more enjoyable, the game will also display the dart point averaging for each player to check the skill level.

G02: 301 LEAGUE (With option of 301, 501, 601, 701, 801, 901, 999, 25/50 Bull)
Similar to 301 Count down but here the teams play against each other. All odd number players will be at one team whilst the even number players will be at another team. The team's score will be deducted for each dart of all team players from 301/501/601/701/801/901/999 points. If one team reaches 0 exactly, this team has won. Apart from the 301 standard variation, this game also allows selection of the following 4 different team members

Options: 2-C, 3-C, 4-C, Cyb
2-C: 2 players in each team
3-C: 3 players in each team
4-C: 4 players in each team
Cyb: 1 player vs computer player

G03: COUNT UP (With option of 100, 200, 300, …... 900, 25/50 Bull)
The objective is to beat the other players by being the first to reach a preset score. The score will be accumulated for each dart, the first player who reaches or goes over the set points will be the winner. The set point options are 100, 200, 300 … 900.

G04: ROUND THE CLOCK (With option of 105, 110, 115, 120, 205, 210, 215, 220, 305, 310, 315, 320)

Hit in strict order of 1, 2, 3 …until 5, 10, 15 or 20s are reached with straight, double or triple shots depending on the performance level. The first player to reach the final score is the winner. Players start their next turn with the next correct number in the sequence. The computer will display the number that the player has to hit.

105,110,115,120:   The last number is 5,10,15,20 respectively regardless of single, double or triple.

205,210,215,220:   The last number is 5,10,15,20 respectively and only double is valid.

305,310,315,320:   The last number is 5,10,15,20 respectively and only triple is valid.

G05: SHANGHAI (With option of L01, L05, L10, L15)

Each player has to proceed around the board to score from 1 through 20 and then the bull's eye. Throw a dart for each number and the player who gets the highest scores wins. The computer will display the number that the player has to hit. Each player can score on any correct segments (single X 1, Double X 2, Triple X 3) and selections are varied as follows:

L01:   the game starts from segment 1

L05:   the game starts from segment 5

L10:   the game starts from segment 10

L15:   the game starts from segment 15

G06: HIGH-SCORE (With option of H03, H04, H05……H14, 25/50 Bull)

Each player has to rack up the most points in 3, 4, 5…or 14 rounds (each round 3 darts) to win. Doubles and triples count as 2X and 3X that segment's score respectively. The cricket display will count up how many rounds you have played.

H03, H04, H05 ….. H14 represent 3, 4, 5….. 14 rounds respectively

G07: KILLER (With Options of 003, 005, 007, 009, 011, 013, 015, 017, 019, 021, 203, 205, 207, 209, 211, 213, 215, 217, 219, 221, 303, 305, 307, 309, 311, 313, 315, 317, 319, 321)

To start, each player must select his number by throwing a dart at the target area. The 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. Each player tries to hit his/her own number to attain the qualification for a "killer". When becoming a killer, the objective of the player is to "kill" his /her opponents by hitting their segment number until all their "lives" are lost. If a killer hits his/her own segment number, the killer will lose the qualification for "killer" and also lose one "life". He/She should hit his/her own segment number again for "killer" qualification. The last player to remain alive is declared the winner. For more difficult play, hit the double (or triple) for his /her own scoring number to

attain the qualification for a "killer". The cricket display will count down how many lives you have left.

Option	Lives	Shoot area (Killer)
003	3	Single , Double, Triple
005	5	Single , Double, Triple
……	……	Single , Double, Triple
021	21	Single , Double, Triple
203	3	Double
205	5	Double
……	……	Double
221	21	Double
303	3	Triple
305	5	Triple
……	……	Triple
321	21	Triple

G08: SHOOT OUT (WITH OPTIONS OF -03, -04, -05, …….. -19, -20, -21)

The computer will randomly display a score for the player to hit. One mark will be deducted for each correct hit. The first player who reaches zero wins. If a player does not hit the board within 10 seconds, it will automatically change to another score for the player to hit and it counts as you hit the wrong number.

-03, -04, -05 ….. -21 represent 3, 4, 5….. 21 marks respectively.

G09: 9 LIVES (With option of 003, 004, 005, 006, 007, 008, 009)

This game plays numbers 1 through 20 and bull's eye in a sequence loop. Players take turns throwing in 1 in the first round, 2 in the second round, and so on, until "25" in the 21st round, 1 in the 22nd round and so on. Each player must hit the target number with one dart in each round. The player will lose a live if all 3 darts miss. The last player remaining alive is the winner. The cricket display will show how many lives you have left.

003, 004, 005 ….. 009 represent 3, 4, 5….. 9 lives respectively.

G10: CRICKET (With option of C00, C20, C25, 25/50 Bull)

1. Following the standard rules, the Cricket will only use the number 15-20 & bull's eye. All valid hits will be confirmed & displayed by the Cricket Display.

2. When a number has been hit 3 times by a player, it is then 'open' (number closed and opens for scoring) to that player and any further hits will score points as thrown.

3. Once a number has been hit 3 times by all players, that number is then 'closed' and can no longer be scored upon by any player.

4. A player who has 'opened' a number can continue to score on that number until it becomes 'closed'.

5. A player wins the game when he first 'closes' all the numbers and has equal or greater scores than the other players. However if players are tied on points, or have no points, the first player to 'close' all numbers wins.

6. And if a player has 'closed' all numbers first, but is behind on points, scoring continues on 'open' numbers. If that player has not accumulated the highest point total by the time another player 'closes', the player with the most points will be the winner.

C00: hit & 'open' the numbers 15-20 and bull's-eye at any order.

C20: hit & 'open' the number 20 first, then in order 'open' numbers 19, 18, 17, 16, 15 & bull's-eye.

C25: hit & 'open' the bull's-eye first, then in order 'open' numbers 15, 16, 17, 18, 19 & 20

Cricket	One time	Two times	Open	Close
Sign				

Note:

1. Single segment :   Count one time
   Double segment :   Count two times
   Triple segment :   Count three times

2. The segment will be opened if already hit more than three times. It will be 'closed' if all players 'open' the same segment

G11: NO SCORE CRICKET (With option of 000, 020, 025, 25/50 Bull)

The game is played the same as Cricket game EXCEPT no score is made. The winner is the player who first 'closed' all the points.

000: hit & 'open' the numbers 15-20 and bull's-eye at any order.

020: hit & 'open' the number 20 first, then in order 'open' numbers 19, 18, 17, 16, 15 & bull's eye.

025: hit & 'open' the bull's eye first, then in order 'open' numbers 15, 16, 17, 18, 19 & 20

G12: CUT THROAT CRICKET (With option of 00C, 20C, 25C, 25/50 Bull)

Same basic rules as the Cricket game EXCEPT points are added to your opponents' total once scoring begins. The player who first 'closes' all segments with the fewest scores wins. This variation enables players to rack up scores for his opponents, digging them into a deeper hole.

00C: hit & 'open' the numbers 15-20 and bull's-eye at any order.

20C: hit & 'open' the number 20 first, then in order 'open' numbers 19, 18, 17, 16, 15 & bull's-eye.

25C: hit & 'open' the bull's-eye first, then in order 'open' numbers 15, 16, 17, 18, 19 & 20

G13: KILLER CRICKET (With option of H00, H20, H25, 25/50 Bull)

The game is played the same as No Score Cricket. EXCEPT when you 'closed' a point, and your opponents do not, you can eliminate opponent's marking by hitting the same number again. The winner is the player who 'closed' all the points.

H00: hit & 'open' the numbers 15-20 and bull's-eye at any order.

H20: hit & 'open' the number 20 first, then in order 'open' numbers 19, 18, 17, 16, 15 & bull's-eye.

H25: hit & 'open' the bull's-eye first, then in order 'open' numbers 15, 16, 17, 18, 19 & 20

G14: SCRAM CRICKET (With option of 25/50 Bull)

This game is a variation of Cricket game. The game consists of 2 rounds. In the first round, player 1 must close 15 through 20 and bull's eye while player 2 attempts to get as high a score as he can by scoring the open numbers. Round 1 will be finished when all numbers have been closed. For round 2, the reverse is done. The player with the highest score after both rounds is the winner.

G15: LOW PITCH CRICKET (With option of E00, E20, E25, 25/50 Bull)

The game is played the same as Cricket game. EXCEPT the points to be shot are changed from 15 to 20 and Bull to 1 to 6 and Bull.

E00: hit & 'open' the numbers 1-6 and bull's eye at any order.

E20: hit & 'open' the number 6 first, then in order 'open' numbers 5, 4, 3, 2, 1 & bull's eye.

E25: hit & 'open' the bull's eye first, then in order 'open' numbers 1, 2, 3, 4, 5 & 6.

G16: ENGLISH CRICKET (With option of 25/50 Bull)

This game is for 2 players only. The game consists of two rounds. In round one, the target of player one is the bulls' eye, each hit of the outer bull counts as one mark, inner bull counts as two marks, and the other numbers are count as 0 mark. The object of Player 2 is to get the highest possible score before Player 1 accumulates 9 marks. Player 2 can throw any number. However, if player 2 scores 42 points, it counts as 2 points, if player 2 scores 59 points, it counts as 19 points. Therefore score is counted only when the total score of three darts is over 40 otherwise it counts as 0 points. The first round is finished when Player 1 accumulates 9 marks. In round two, the players change their roles. Player 2 hits the bulls' eye and Player 1 goes for points. The game is over when Player 2 accumulates 9 marks. The player with the most pints is the winner. The cricket display will show how many marks you have scored.

G17: DOUBLES ONLY CRICKET (With option of L00, L20, L25, 25/50 Bull)

Doubles Only Cricket is played the same as Cricket game EXCEPT that a double of each designated cricket number must be hit before a player can go further with that number. Once double is hit, that number is allowed to open. Then that double, and all other doubles, triples and

singles of that number count. For example, to start the 20's each player must hit double 20. After getting double 20 then a single 20 would close the number, a double would close and score 20 points, and a triple would close and score 40 points. So, it is impossible to close a number with one dart.

L00: hit & 'open' the numbers 15-20 and bull's eye at any order.

L20: hit & 'open' the number 20 first, then in order 'open' numbers 19, 18, 17, 16, 15 & bull's eye.

L25: hit & 'open' the bull's-eye first, then in order open numbers 15, 16, 17, 18, 19 & 20

G18: COLOR (With option of 100, 200, 300, 400, 500)

To begin this game, player 1 must throw one dart to determine at which color (#20 color or #1 color) who will be shooting. If player 1 hits a bull's eye with this dart, he must throw again to decide the color. All odd number players will be at the same color as player 1 whilst the even number players will be at another color. The double and triple segments are considered to have the same color as the single segment. Each player then tries to hit their color 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 color, then the mark does not count. The bull's eye does count towards your total score. The first player reaches the pre-set final score wins.

100, 200…….500 represent 100 scores, 200 scores…….. 500 scores respectively.

G19: BONUS COLOR (With option of 100, 200, 300, 400, 500)

This game is played the same as "COLOR" with the following exception. If a player throws his dart in an opponent's color, all players in this color will get the points added towards their total score.

100, 200…….500 represent 100 scores, 200 scores…….. 500 scores respectively.

G20: CORRECTIONAL COLOR (With option of 100, 200, 300, 400, 500)

This game is played the same as "COLOR" with the following exception. If a player throws his dart in an opponent's color, those points are deducted from this player's total score.

100, 200…….500 represent 100 scores, 200 scores…….. 500 scores respectively.

G21: NO SCORE COLOR (With option of 003, 004, 005, 006, 007)

This game is played the same as "COLOR" with the following exception. Each player tries to hit his color target to make 1 mark. If a player throws a dart in an opponent's color, one mark is removed from this player's total marl and he loses his turn. (The bulls' eye does count towards your total mark.) The winner will be the only player with marks remaining. The cricket display will show how many marks you have scored.

003, 004…. 007 represent 3 marks, 4 marks…. 7 marks as the total points respectively.

G22: FREE DART COLOR (With option of 005, 010, 015, 020)

This game is played the same as "COLOR" with the following exception. Each player tries to hit his color target to gain the highest possible score. If a player throws a dart in an opponent's color, it does not count towards the total score. (The bull's eye does count towards your total score.) The player with the highest total of score after all the darts are thrown is the winner. The cricket display will count down how many darts you have left.

005, 010, 015 and 020 represent 5 darts, 10 darts, 15 darts and 20 darts respectively.

G23: OVERS (With option of O03, O04, O05……..O20, O21, 25/50 Bull)

The players have to take turns to throw 3 darts. If a player's score is less than the previous player's score, one cricket light will turn off which means he loses one life. Before each player shoots in each round, the player score displays the record score. A player will be out of the game when all his lives are gone. The last surviving player is the winner. The cricket display will show how many lives you have left.

O03 –O21 represents 3 lives to 21 lives.

G24: UNDERS (With option of U03, U04, U05……..U20, U21, 25/50 Bull)

This game is played the same as "OVERS" with the following exception.

1. The record score is the lowest score for each turn.

2. A missed dart should be counted as 60 by pressing the *Miss* button.

The cricket display will show how many lives you have left.

U03-U21 represents 3 lives to 21 lives.

G25: HALVE-IT (With option of 25/50 Bull)

There are 12 rounds of three darts each in this game. The objective is to score as many scores of the designated numbers as possible. The designated numbers for each round are:

Round	12	13	14	D	15	16	17	T	18	19	20	B	Total
Player													

D: Double   T: Triple   B: Bull

Scoring occurs when the dart hits the designated area only. All hits are scored at face value. Should all three of a player's darts miss the designated target area, his total score to those points is cut in half. The highest score at the end is the winner.

G26: BIG-6 (With option of b03, b04, b05……..b20, b21)

Single 6 is the first target to hit when the game begins. Within the three throws, player 1 must hit a 6 to "save" their life. After the current target is hit, the next dart thrown will determine the opponent's target. If player 1 fails to hit the current target within 2 darts, he will lose the chance to determine the next target for player 2. Player 2 will shoot for a new target generated by computer randomly. 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 Bull's eye" or "triple 20". The last player with a life left is the winner. The cricket display will count down how many lives you have left.

b03 to b21 represents 3 to 21 lives respectively.

G27: FORTY-ONE (With option of 25/50 Bull)

The game starts with a base score of 40 for each player. Everybody starts the game by shooting for the number 20, and then 19, 18, 17, 16, 15, Bull's Eye and then total 41 points. Each player throws three darts at the same number, and then progresses to the next number in the next round. All scores will be accumulated, Double counts as 2x and Triple as 3x the points. If the player does not hit the designated number during his/her round, his/her score is cut in half and he/she moves on to the next round on his/her next turn. An additional round or 41 points is included after bull's eye and a player has to get through this challenge before ending the game. At the end of the game, the player with the most points is the winner.

	20	19	18	17	16	15	B	41	Total
Player 1									
Player 2									

B: Bull

G28: BINGO (With option of 132, 141, 168, 189)

The board will display the target segment automatically. The player who first finishes hitting the particular sequence wins the game.

132- Hit the segment with the sequence of 15, 4, 8, 14, 3.

141- Hit the segment with the sequence of 17, 13, 9, 7, 1.

168- Hit the segment with the sequence of 20, 16, 12, 6, 2.

189- Hit the segment with the sequence of 19, 10, 18, 5, 11.

The player should hit a number segment three times to enter into the next number segment.

Hitting the single segment counts as one time; the double segment counts as two times; the triple segment counts as three times.

G29: DOUBLE DOWN (With option of 25/50 Bull)

The game starts with a base score of 40 for each player. The player has to score by hitting the active segments of the current round. For instance the 1st round, the player must throw to hit segment 15. If no 15's are hit, the player's score will be cut by half. The next round is 16 and so on. For D and T, the player has to hit any double or triple and the same rule will be applied. The player who gets the highest score is the winner.

	15	16	D	17	18	T	19	20	B	Total
Player 1										

Player 2											

<div align="center">D : Double   T: Triple   B: Bull</div>

G30: 21 POINTS (With option of 005, 006, 007, 008, 009, 010, 011)

The object of this game is to get the most marks. A player can get one mark in two ways:

1.   Gets 21 points exactly within 3 darts, or

2.   Has the highest points up to 21 points (if no one gets 21 points in this round)

The player will 'bust' when a score is over 21 points and the player cannot get a mark.

After the game is over, the player with the most marks wins the game. The cricket display will count down how many rounds you have left.

005, 006, 007….. 011 represent 5 rounds, 6 rounds, 7 rounds….. 11 rounds respectively.

G31: NINE DART CENTURY (With option of 100, 150, 200, 25/50 Bull)

The options are the target score, see the chart below.

Option	100	150	200
Target score	100 Points	150 Points	200 Points

In this game each player has 9 darts (three turns) to score 100 (or 150, 200) points without going over, or get as close to 100 as possible. If you go over you are out of the game. The dartboard will announce "Bust". Darts that land outside the scoring area will reset your score back down to zero. Darts that bounce out are not penalized and therefore you should not press the *Bounce* button to erase the score. The number on the dartboard that you hit will be your score. A double segment is worth double points and a triple is worth triple. The player that gets closest to the Target Score without going over is the winner.

G32: BEST OF NINE (With option of 009, 012, 015, 018, 021, 25/50 Bull)

The dartboard will display a random number for you to hit. Each player will take turns throwing three darts. The object is to hit your assigned number. A player receives 1 point when hitting the number, 2 points when hitting a double and 3 points for hitting a triple.

Option	009	012	015	018	021
No. of Darts/Rounds	9/3	12/4	15/5	18/6	21/7

The cricket display will count down how many rounds you have left. The player with the highest point at the end of the game wins.

G33: HOUND AND HARE (With option of 005, 012, 009, 014, 011, 25/50 Bull)

The Hare tries to escape from the Hound while the Hound tries to catch the Hare. Player 1 and 2 act as the Hound and Hare respectively. The Hare starts at 20. The Hare tries to get a double and move clockwise to the next number. Similarly, the Hound starts at the number 5 and must hit a double each move. When the Hound catches up to the Hare and hits the same double as the Hare

is trying for, the Hare is caught. If the Hare reaches the double 5 before the Hound catches him the Hare is free.005, 012, 009, 014 and 011 represent what number the Hound starts at.

Option	005	012	009	014	011
Segment Hound starts	5	12	9	14	11

G34: SHOOTING I (With option of 25/50 Bull)

In this game, each player throws three darts. The player with the highest 3 dart total wins that round. Winner is the first one to win 7 rounds.

The cricket display will count how many rounds you have won.

G35: SHOOTING II (With option of 25/50 Bull)

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 and Bulls' eye. Winner is the first one to win 7 rounds.

The cricket display will count how many rounds you have won.

G36: SHOOTING III (With option of 25/50 Bull)

This game is played just like Shooting I. However, the game lasts seven rounds and the winner is the first one who won 4 rounds within 7 rounds or who won the most rounds after 7 rounds.

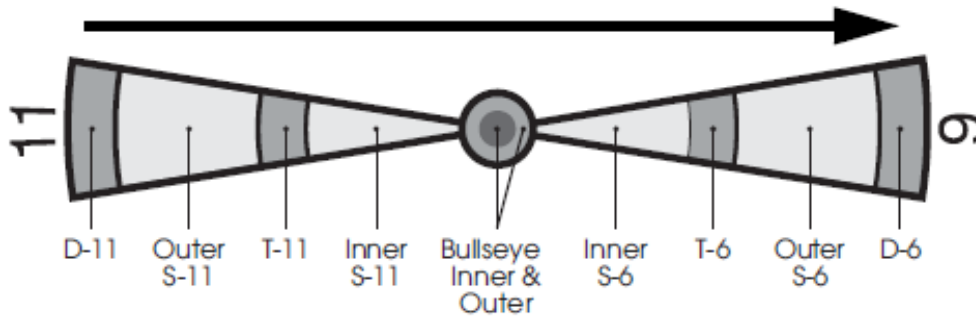The cricket display will count how many rounds you have won.

G37: SHOOTING IV (With option of 25/50 Bull)

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 scorer: 15, 16, 17, 18, 19, 20, Bulls' eye. Winner is the first one who won 4 rounds within 7 rounds or who won the most rounds after 7 rounds.

The cricket display will count how many rounds you have won.

G38: FOOTBALL

Player has to first select their playing field by throwing a dart at the dartboard. Once a playing field is selected, you have to start points from the double segment, carry through the bull's eye and then to the opposite segments in strict sequence. The status of the player will be indicated at the cricket display.

For example, if a player selects segment 11, he should hit D-11 outer S-11, T-11, inner S-11, outer bull's eye, inner bull's eye, outer bull's eye, inner S-6, T-6, outer S-6, and finally the D-6. The first player who finished his playing field is the winner.
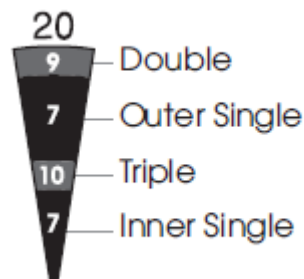
G39: BOWLING (With option of 10r, 11r, 12r, 13r, 14r, 15r)

Before starting the game you must select the number of players and your desired option. The options are the number of frames, see the chart below.

Option	10r	11r	12	13r	14r	15r
No. of Frames	10	11	12	13	14	15

For each turn the the dartboard will display SEL. For each turn your first dart will select the "Alley" and the second and third dart will score "pins" or points. Hitting the bullseye will not count as an "Alley" or give you any "pins" or points. "Pins" or points are scored as follows:

Segments	Score
Double	9 Pins
Outer Single	7 Pins
Triple	10 Pins
Inner Single	7 Pins

A player cannot hit the same single segment twice within the same "frame"; if it is hit twice. The second hit will be counted as 0. A player can have 20 pins if he hits the triple segment twice. There will only be 10 pins if a player hits the double twice. Otherwise you will only get 9 pins if you hit the double with your second dart and another segment with your third dart. The perfect game score is 200/220/240/260/280/300 respectively for the options chosen. The player with the highest points or "pins" at the end of the game is the winner. The cricket display will count down the number of frames left.
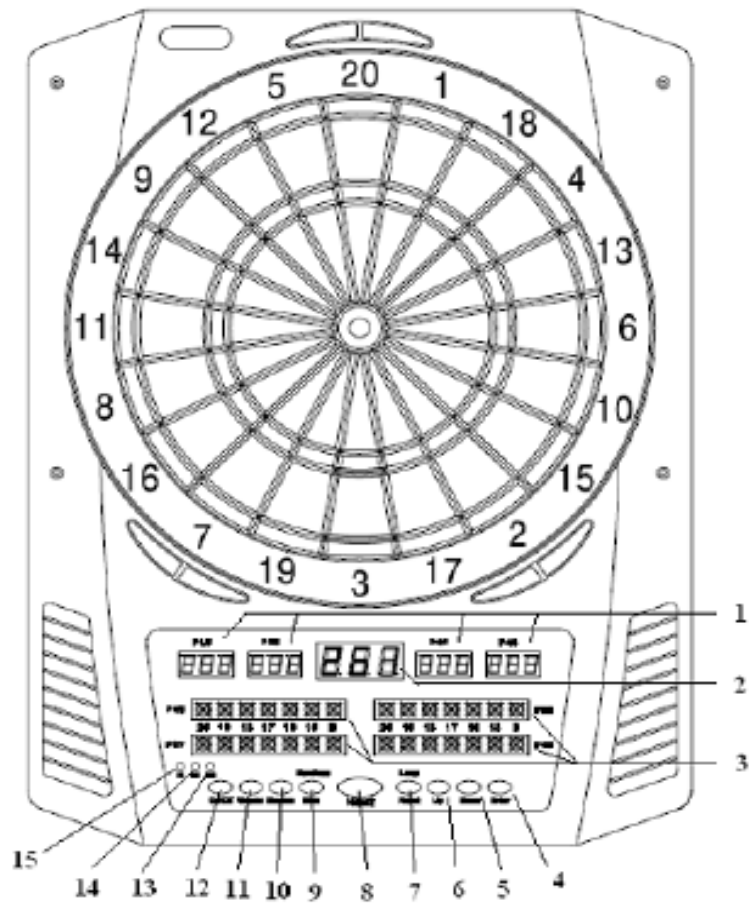
G40: GOLF (With option of 09F, 10F, 11F, 12F, 13F, 14F, 15F, 16F, 17F, 18F)

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 or18 "holes" with the lowest hit possible. A miss will count as one hit. The championship "course" consists of all par 3 holes making par 27 for a nine hole round up to 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 completes that hole with 1 "stroke."

Remarks : Option of 10F, 11F, 12F, 13F, 14F, 15F, 16F,17F can only have 18 rounds

UNIVERSUM PRO ILLUSTRATION

1	Player Score display	9	Handicap & Miss button
2	Temporary Score display	10	Bounce button
3	Cricket display	11	Volume button
4	Enter button	12	On/Off button
5	Down button	13	MO = Master out indicator
6	Up button	14	DO = Double out indicator
7	Cricket & Reset button	15	DI = Double in indicator
8	Next button		