

SCARFACE™

DARTBOARD



Model No.: SF34

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EXCALIBUR
SPORTS, INC.

Congratulations on your purchase of the Scarface Dartboard from Excalibur Electronics, Inc. You and your friends will enjoy hours of challenging fun with this classic game.

The Scarface Dartboard is easy to use, but be sure to use it safely. Before starting, please read this manual thoroughly. Take special note of the safety and care information. Keep this manual for your reference.

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The legendary King Arthur brandished a magic sword, Excalibur, from which we take our company name. With this unique weapon in his hands, he could not be vanquished.

Although Excalibur Electronics can't claim the magical secrets of Merlin, King Arthur's court wizard, sometimes our patented technology may make it seem as if we could.

We make you think!

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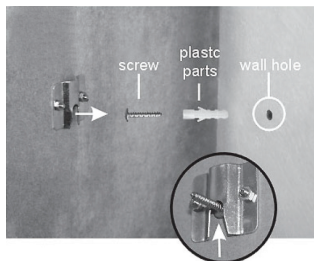
PACKAGE CONTENTS

1 Scarface Dartboard
1 Wooden Cabinet
6 Darts and Flights
Chalk
Hardware

SETTING UP YOUR SCARFACE DARTBOARD

In professional dart tournaments, the board is hung so the bull's eye is 5' 8" from the ground. The **TOE LINE** (the official name for this line is the **OCHE**, which rhymes with "jockey"), behind which a player has to throw is marked at 7' 9 1/4". You can approximate these distances for less formal competitions.

You may hang the wooden cabinet by the triangular hooks provided at top of the unit at both ends, or you may use the provided hardware to hang it from the back, as shown on the next page.

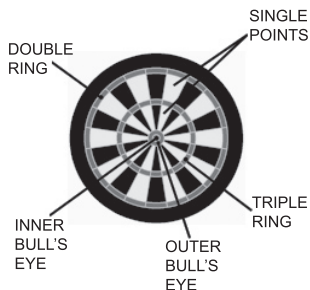


Follow these steps to hang the Scarface wooden cabinet on a wall, back door, or anywhere you wish to play darts.

1. Measure the appropriate height and mark the spot where you wish to hang the wooden cabinet. (There are two triangular hooks at the top of the cabinet).

NOTE: Use a level to ensure the markings for the holes are even and straight.

2. Hammer two nails or hooks into the marked wall surface.
3. Remove the Scarface Dartboard from the wooden cabinet and place on a soft surface.
4. Hang the wooden cabinet.



Dartboard Setup, cont.

Next, you will need to hang the Scarface Dartboard inside the wooden cabinet. Follow these steps to complete the setup:

1. Open the cabinet doors.
2. Screw the provided J Hook inside the top of the wooden cabinet.
3. Lift the triangular hook at the top of the Scarface Dartboard. (The triangular hook is found above the number 20 on the colored side of the dartboard, or above the number one on the black and white side).
4. Hang the dartboard inside the cabinet.



ABOUT THE WOODEN CABINET

The handsome wooden cabinet has green scoreboards on the inside of each door. Use the chalk to write the players' or teams' names on top of the scoreboard. Then write the scores under each person's name throughout the game.

There are six slots inside the doors to store the darts when the game is not in use.

THE RULES OF DARTS

You may play darts by yourself or against an opponent. Two teams can also play against each other. Each player stands behind the oche and throws three darts in succession. To determine who will shoot first, each player or team must throw a dart. The player or team landing closest to the bull's eye shoots first.

The dartboard has two sides. The green, red, and white side is most frequently used. The following rules are used by most players and in tournaments.

Point System

- Landing a dart in any of the 20 numbered triangles earns the same number of points as that number. For example: if you land in the triangle with the number 7, you will get 7 points.
- Landing a dart in the doubles rings gives you double the points as the number in which you landed.
- Landing a dart in the triples ring give you triple the points.
- The center circle of the dart board is called the **BULL'S EYE**. The **BULL'S EYE** has an inner and an outer ring. Landing a dart in the inner ring is worth 50 points. Landing a dart in the outer ring of the **BULL'S EYE** is worth 25 points.

RULES FOR 301 AND 501

You can play many different dart games with the Scarface Dart-board. The two most popular dart games are 301 and 501. The principle of both games is to subtract your score from the initial score of either 301 or 501. The winner must reduce his score to zero. Follow these instructions to play.

To begin, the player must hit a double, (any double will do). This means the player must land a dart in the outermost green and red ring. Once a double is thrown, that dart and all subsequent darts will count toward reducing the score to zero. To determine the score, subtract the count of each dart from the initial score.

Remember, the outer ring counts as double and the inner ring counts as triple points.

The winner must reduce his score to zero and must **DOUBLE OUT** in the process. This means the player must hit a double on the final throw. For example: if the player has 32 left to reach zero, he must hit double 16. If a single 16 is scored, then the player must hit double 8 to score zero, and so on.

NOTE: The player must be left with an even number in order to set up the winning double attempt.

The next part of the game is called **GOING OUT**. If a player has two points left, he must hit a double-1 to bring the score down to zero.

From 18 points, a double-9 will work. If the player has an odd number left, then the first darts must reduce the score to an even number before he can throw a double. For instance, there is no possible double out from 21. So, one way to finish would be to throw a single-1 first, to reduce the score to 20. Then the player can **GO OUT** with the number 20 by throwing a double-10.

If a player scores more than the exact score needed, that particular turn will not count. In this case, the player's score will remain as it was prior to that turn. For example: if 16 is required and the player scores 17 or more when he throws his three darts, the score will remain at 16.

Likewise, since the final score must be a double, if 16 is the total, the turn will not count and the score will remain at 15. The turn will also not count if 15 is the total, since the player cannot **DOUBLE OUT** on a single score.

RULES FOR CRICKET

You will only use the numbers 15 – 20 and the **BULL'S EYE** to play this game. A player must **OPEN** one of these numbers by hitting it three times, **BEFORE** any scoring is possible.

NOTE: Doubles within the numbers count as two hits. Triples count as three hits.

The outer bull counts as a single to open the **BULL'S EYE**. The inner bull counts as a double.

Once a player opens a number, he also **OWNS** it. This means the player scores the indicated number (including double and triples of this number) whenever he or she hits it, until the other player also hits the number three times to **CLOSE** the number (doubles and triples count as an opening). Neither player earns points when landing anywhere on the number once that number has been closed.

Each number must be opened before any scoring on that number is possible. Numbers can be opened or closed in any order. **CALLING** or naming the number a player is shooting for is not required.

A player wins when he opens **ALL** the 15 – 20 numbers first and is behind in points. The player must continue to score on any numbers the opponent has not closed. This goes on until either the player

catches up in points and wins, or the opponent has closed all the numbers 15 – 20 and wins.

NOTE: You may use the black and white side of the dartboard to create your own games.

SAFETY INFORMATION

- Be careful if there are people in the area during game to prevent injury.
- Do not hang the dartboard or play near your valuable items.

SPECIAL CARE AND HANDLING

- Avoid rough handling such as bumping or dropping.
- Clean using only a slightly damp cloth. Do not use cleaners with chemical agents.

90-DAY LIMITED WARRANTY

EXCALIBUR ELECTRONICS, INC., warrants to the original customer that its products are free from any electrical or mechanical defects for a period of 90 DAYS from the date of purchase. If any such defect is discovered within the warranty period, EXCALIBUR ELECTRONICS, INC., will repair or replace the unit free of charge upon receipt of the unit, shipped postage prepaid and insured to the factory address shown in this booklet. The warranty covers normal consumer use and does not cover damage that occurs in shipment or failure that results from alterations, accident, misuse, abuse, neglect, wear and tear, inadequate maintenance, commercial use, or unreasonable use of the unit. Removal of the top panel voids all warranties. This warranty does not cover cost of repairs made or attempted outside of the factory. Any applicable implied warranties, including warranties of merchantability and fitness, are hereby limited to 90 DAYS from the date of purchase. Consequential or incidental damages resulting from a breach of any applicable express or implied warranties are hereby excluded. Some states do not allow limitation on the duration of implied warranties and do not allow exclusion of incidental or consequential damages, so the above limitation and exclusions in these instances may not apply. The only authorized service center in the United States is:

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SHIPPING YOUR UNIT TO EXCALIBUR ELECTRONICS, INC.

- Ship the unit carefully packed, preferably in the original carton, and send it prepaid and adequately insured.
- Include a detailed letter with the following:
 - o the specific complaint
 - o your daytime telephone number
 - o your address

EXPIRED WARRANTY

If your warranty has expired and you want an estimated fee for service, write to the above address, specifying the model and the problem.

NOTE: Please do not send your unit without first receiving an estimate for servicing from EXCALIBUR ELECTRONICS, INC. Contact us before sending your unit. We cannot store your unit!



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