

4. Figure 6 explanation:

4.1. Left figure: It is the turn of player 16, he/she has 2 targets to kill, the "15H9" and "8-10", that means he/she can score 15 points to hit (kill) player 9 and score 8 points to hit player 10.

4.2. Right figure: Player 3 accumulates scores to 227 but can't kill player 4 since 27 points is in the safety zone (0-29). Player 4 accumulates 242 points and kills player 1 (42 points).

5. The Echo-1016 sounds a "Da, Da, Di-, Da, Da, Di-" melody for each scored dart if the current player's score has reached the last 100 points or he/she kills the opponents more than 5 times; either one can make the current player near to winning the game, so a melody sounds to warn the other players to watch out and try to "kill" this player, or to prevent this player from having a chance to kill you.

6. This game allows each remaining player to finish the game after one player wins.

7. Strategies to win the LUDO dart game:

LUDO is a very fun dart game, and the whole process is very exciting. In every round, almost, you have a chance to "kill" the opponents, forcing them to re-start from 0 points, conversely the others can kill you. Therefore, the STRATEGY is more important than scoring the higher points. Some strategies for reference are listed below:

- a). The player can shoot for as many points as possible to reach the preset score or to enlarge the score gap with the other players to avoid being killed.
- b). But sometimes, players have to aim at the suitable low point segments, even shoot on the catch ring (0 points), to let your score fall behind the other opponents to prevent the others from killing you, especially when your score reaches the last 100 points.
- c). When you just start or re-start from 0 points, you can shelter under the "SAFTY ZONE" (0-29 points) if you can not get a high score or it is at danger status.
- d). When a player cumulates their marks over 5 times, the other opponents have to cumulate their score behind this player to prevent him/her from killing you again and reaching 7 marks to win the game.
- e). When a player has reached the last 100 points, all the other opponents have to cooperate together to besiege the leader, otherwise the leader will easily win. All the others have to disregard that they may be killed by the leader. They have to let their score "STANDING" remain at different values with a suitable gap between each other, to be sure that although the first opponent fails to kill the leader, the others still have the chance to kill him. Sometimes they have to wait and wait (shoot for the 0 points catch ring) for the leader to enter the kill zone.

CRICKET

1. Cricket involves the element of strategy used against the opponent.
2. There are 3 Cricket game options: Score Cricket, Cut-throat Cricket, and No Score Cricket.
3. Score Cricket and Cut Throat Cricket are designed for 2 to 16 players; No Score Cricket is designed for 1 to 16 players.
4. To play cricket games, 2 players/teams playing score cricket is more exciting than if more individuals play score cricket. But you will find more individuals playing cut throat is more exciting than 2 players playing the game.

SCORE CRICKET (SUPER CRICKET) (With MPR): 2 to 16 Player Option

1. The object of Score Cricket is for each player/team to "close" each number from 15 through 20 plus the bull's-eye. The first player/team to "CLOSE" all numbers and the bull's-eye, and to be even or ahead on points wins.
2. A player "closes" a specific number or the bull's-eye by hitting 1 triple, 1 double plus 1 single, or 3 singles. The outer bull is considered a single and the inner bull is a double.
3. The player to "close" a specific number "owns" the number and can score points on this number until all of the players also close it.
4. The target number can be hit in any order. Within several three-dart rounds, the player must decide which to attempt first - points or closing number. The game becomes a fascinating cat-and-mouse game of offense and defense, as each player tries to close the necessary numbers, score points, and make the right strategy decisions.
5. M.P.R. indications:
The Score Cricket games displays MPR (Marks Per Round) data according to the following process:
 - 5.1. According to the N.D.A formulas, M.P.R. (Marks per Round) is Total Marks scored divided by the Total Number of Rounds a player actually plays.
 - 5.2. Press the PLAYER CHANGE button to display the M.P.R. after the first player wins.
 - 5.3. The Temporary Score window flashes "nPr" to indicate MPR data on each player's window.
 - 5.4. Press the PLAYER CHANGE button again to continue the game for other players.
 - 5.5. The MPR data are calculated after the first player wins the game only.
6. Displays: ECHO-1016 indicates the score of a Cricket game as below:
 - a). Closed Status Indications
 - The marks of the closed status is displayed in the LED array window and each player starts with 0 marks.
 - Each specific number of a player has 3 LED marks, and there are 21 marks for every player.
 - Each flashing mark of a number indicates that the player has hit the number one mark, 2 or 3 flashing marks indicates the player hit a double or a triple of a specific number with one dart.



ECHO-1016

b). Cumulated Score

- Each player has a cumulated score window to display the cumulated score from 0 points.
- The previous cumulated score and the new cumulated score will be displayed for 2 seconds alternatively when the player scores.
- The board will flicker the dots on the current player's window to indicate the residual darts to be thrown in the current round.

c). Temporary Score

- It shows the segment position for 2 seconds after the current player throws a dart, then automatically changes to display the total score of the current round.

7. Figure 1 explanation:

No. 15 & Bull's-eye; No one has closed the number.

No. 16: Player 2, 3, 4 can "score" points.

No. 17: Player 3 can "score" points.

No. 18: Player 1,3 can "score" points.

No. 19: Player 1 can "score" points.

No. 20: All of the players have "closed" the number, so not any one of them can score points from No. 20.

NO SCORE CRICKET: 1 to 16 Player

1. The game of No Score Cricket is simpler than Score Cricket. The object of this game is to only "Close" the numbers 15 through 20, plus the bull's-eye. The first player to close all the target numbers wins the game. There is no need to compare the scores.

2. This can be a game in and of itself.

3. The display panel is slightly different than in Score Cricket as below:

a). Close Status

- It is the same as the status indications in Score Cricket.

b). Cumulative Score

- The cumulated score of the no score cricket starts from the beginning score of 21 points. The object of this game is for each player to hit three of each number- 15 through 20 - plus three bull's-eyes. Three hits on all 7 numbers total 21 points. The cumulated score will count down to zero after the player closes all the numbers.
- The board will flicker dots on the current player's window to indicate the residual darts of the current round to be thrown.

c). Temporary Score

- The player must hit a number in the double ring or the inner bull to get the score to zero exactly and finish the game. It will be the "buSt" round when the player's score falls to 1 point under the double out option status.

4. The figure 2 explanation:

a). The cumulative score starts from the beginning score of 21 points, and will count down to zero.

b). You can count the marks on the LED array plus the cumulated score of each player and will find the total is 21.

OVER: Con (Continue), 2 to 16 Player Options

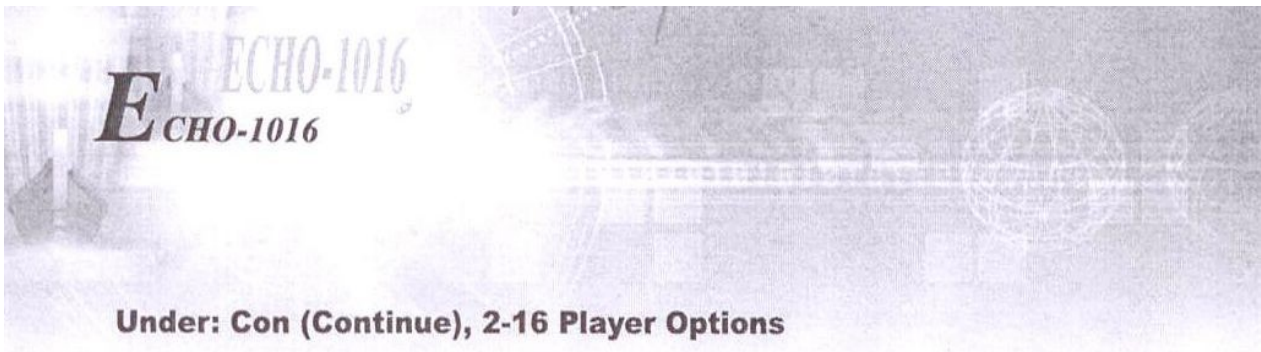
With the "Con" option of the Over game, the leader will also lose a life when he/she has a score in a round that is lower than the leader's score (it is scored by himself), and the leader's score is kept at the Highest value always. The score can only be increased.

UNDER : Continue, Leader, 2-16 Player Options

1. General rules of the Under game:
 - a). The object of this game is for players to take turns shooting for a 3- dart score that is equal to or lower than the "LEADER'S SCORE".
 - b). Your score will become the new leader's score and you do not lose a life when your score after a round is equal to or lower than the previous leader's score. If it is not, you will lose a life.
 - c). Each player starts with 7 lives, and the last player alive wins the game.
 - d). Each missed dart counts as the top score of 60 points.
2. This dartboard has 2 under game options, the "Continue" option is designed with traditional rules, but the "LEADER" option has been created by the ECHOWELL. You will find the LEADER under game is very fun and exciting and it is easy for the low-skill players to play.

UNDER: (Ldr: Leader option)

1. Displays and descriptions:
 - a). The "LEADER'S SCORE" is displayed on the TEMPORARY SCORE window. It will flash the previous leader's score and the new leader's score for 2 seconds when displaying a new leader's score.
 - b). There are 7 life marks for each player that are displayed on the LED array window at the beginning. It will flash a mark for 2 seconds, then it disappears when the player loses a life.
 - c). An "-L-" leader's symbol displays on the Cumulative Score window.
 - d). The current player's Cumulative Score window shows the cumulative score of the current round, and the flashing dot indicates the residual dart numbers.
2. If there is not any opponents who have become the new leader after a round, the dartboard will display a new leader's score after the previous leader. Shoot 3 darts, although the new score is over the previous leader's score, and the leader does not lose any lives.
3. It will move up to end a round if it is over the leader's score even when hit with 1 or 2 darts only.
4. Each missed dart counts as 60 points and will be added to the player's score automatically after pressing the Player Change button, so the player can not throw away a dart on the floor or hit on the catch ring to get a lower score. It also counts as 60 points when you delete a dart score.
5. When flashing the "End" symbol and the score alternatively, and sounds an "End Melody", this indicates that the current player has lost all lives and is out of the game.



Under: Con (Continue), 2-16 Player Options

At the Continue option of the under game, the leader will also lose a life when he/she has a score in a round that is over the leader's score (it is scored by himself), and the leader's score remains at the "BOTTOM" value. It can be changed to a lower score only.

AROUND THE CLOCK: ---, -2-, -3-, 1-16 Player OPTION

1. The game is suitable for experienced players and practicable to beginners.
2. The object of this game is to hit each number (in order) one time from 1 through 20 in sequence, then the bull's-eye. After hitting the number in play, the player may proceed to the next number. The first player to reach the number 20 and then hit the bull's-eye wins the game.
3. There are 3 options for this game:
 - a). "---" Around The Clock
All doubles and triples count as singles.
 - b). "-2-" Double Around The Clock
This game is more difficult but it is suitable for practice of the double IN/OUT of the '01 games. Each player must hits each double number one time, from double 1(D1) to double 20 (D20) in sequence, then the bull's-eye (E50).
 - c). "-3-" Triple Around The Clock
Each player must hit each triple number one time from triple 1 (T1) to triple 20 (T20) in sequence, then the bull's-eye (E50) in order to finish the game.
4. Cumulative Score windows of player 1 to player 16 will show the number that each player has to hit on segment. It advances the number by 1 after the player hits the number. The symbol "-E-" or "E50" is the last segment bull's-eye.
5. All players can continue play to finish his Around the Clock game after the first player wins the game.



HIGH SCORE : 6-15rd, 1-16 PLAYER OPTION

1. This game is designed for beginners, and anyone can easily play. The object of this game is to get highest total score.
2. First, preset a round number. Each player begins the game with 0 points and adds to the score with each dart. The dartboard will display the "F-1, F-2...F16" symbols on each player's window after the last player throws the 3rd dart in the final preset round, and the winning melody sounds.
3. The dartboard can not be compare the player's score automatically if the last player strike only part of the 3 darts on the scoring area in the final round. So press the Player Change button to finish the game and compare the result.

COUNT UP (C-Up): 100, 200 ... to 900, 1-16 PLAYER OPTION

1. This game is designed for beginners. and anyone can play fast and easily.
2. The object of this game is to be first to reach or go over the preset score.
3. Each player starts the game with 0 points and adds to their score with each scored dart. The first player to reach or go over the preset target score wins the game.
4. This dartboard allows each remaining player to finish the game after one player wins.

SHANGHAI I

1. This game plays numbers of 1 through 7 in sequence.
2. Players take turns throwing in 1 at the 1st round, then 2 in the 2nd round and so on to 7 in the 7th round.
3. Only darts hitting the number in play count for score, doubles and triples count. Three darts of all players hit the same number in the same round.
4. The player with the highest score wins the game after the last player throws the 3rd dart in the 7th round, and the winning melody sounds.
5. The dart board can not compare the player's score automatically if the last player has missed any darts during the final round. So press the PLAYER CHANGE button to finish the game and compare the results.

SHANGHAI II

The game plays by the same format as Shanghai 1, except that a player can win instantly in any three dart round by hitting a single, double and triple, in any order, during play.

SHANGHAI III

1. This game plays all numbers except the bull's-eye.
2. Players take throwing at numbers 1 through 20 in sequence.
3. Each player starts on number 1. After hitting number 1, then shoot for number 2, and so on.
4. Only darts hitting the number in play count for score. Doubles and triples count.
5. A player can win instantly by hitting a single, double and triple, in any number order, during a round.
6. The player with the highest score after the last player throws the 3rd dart in the 7th round, or the first player to reach and hit 20 wins, and the winning melody sounds.
7. The dart board can not compare the player's score automatically if the last player has missed any darts during the final round. So press the PLAYER CHANGE button to finish the game and compare the results.