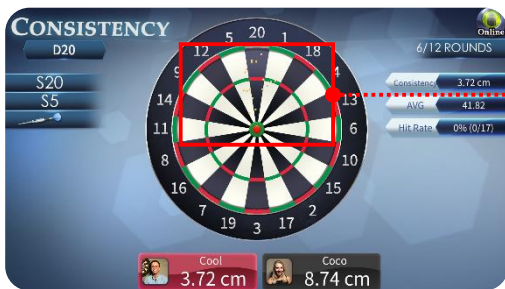# FIDODARTS

Welcome to FIDODARTS

USER GUIDE

FEATURES

Electronic Steel Tip Dart Machine

FIDODARTS offers the ultimate steel-tip dart experience with a wide variety of games.

Consistency Training

In this exclusive signature FIDODARTS game, our system records the precise coordinates of every hit to calculate an accurate scatter ratio for your session. You can utilize this detailed feedback to identify patterns in your performance, master your throwing stability, and significantly sharpen your skills for your next match.

FEATURES

Customized Theme

FIDODARTS provides a wide array of customizable interface themes ranging from classic to contemporary styles. By selecting your favorite background, you can transform the look and feel of your gameplay environment.
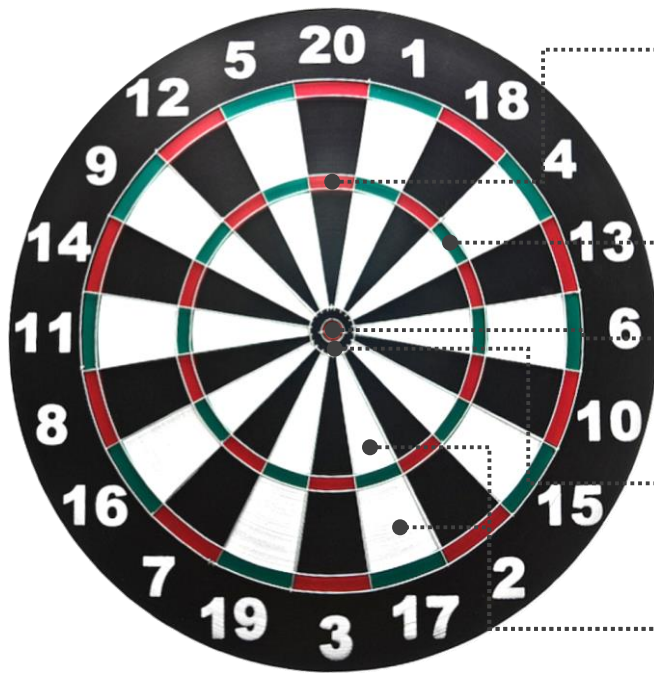
Global Match

Global Match is now a reality with FIDODARTS. No matter where you are, you can challenge your friends to a match and experience the thrill of real-time battles.

HOW TO PLAY

How to Count the Score

- Triple
- Double
- DBull→50 pts
- Bull→25 pts
- Single

Buttons

Arrow Buttons

1. **Control Direction:** Up/Down/Left/Right

OPTION/BACK

1. **Option:** Other functions can be accessed via the menu on the main screen and in the game.

2. **Back**

CHANGE/OUT

1. **Confirm**

2. **Change Player**

3. **Out:** To record the fallen dart as OUT".

ACHIEVEMENT

180

Score 180 for three darts

High Ton

A score of 151 to 179 in three darts

Low Ton

Score over 100 points for three darts

Hat Trick

Three darts hit the Bull's Eye (150 points)

Black Hat

Three darts hit the outer Bull's Eye 150 points

Three In A Bed

Three darts hit double or triple area

White Horse

Three darts hit the particular number in triple area

HOW TO PLAY

How to Play on the Machine

Step

1

Select the Game
Press the up/down button, then press the red button to confirm.

Step

2

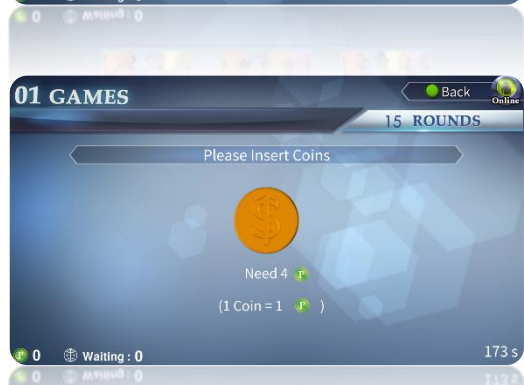### Select the Numbers of Player
Press the up/down/left/ right button, then press the red button to confirm.

Step

3

Insert the Coins
If the credit is not enough, insert the coins to machine.

Step

4

Three Ways to Login

SETTING

Language Setting
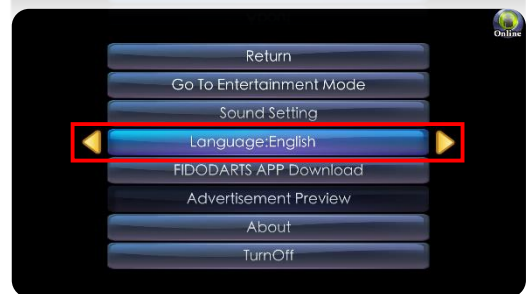
Step 1

Open the "Menu"

Press the green button in the menu.

Step 2

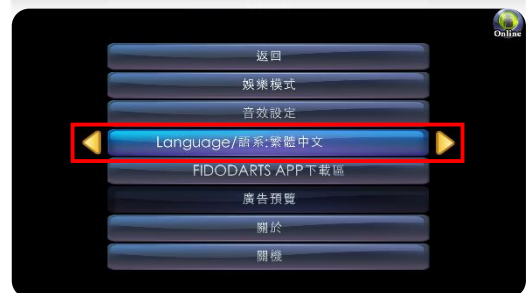### Select the "Language" Option

Press the down button to select "Language".

Step 3

Select Language

Press the left/right buttons to change languages.

SETTING

Voice Setting

Step 1

Open the "Game Option"

Once in the game, press the green button to open Game Option.

Step 2

Select the "Sound Setting" Option

Press the down button to select "Sound Setting", then press the red button to enter the page.

Step 3

Select the "Language" Option

Step 4

Select Language

Press the left/right buttons to change languages.

SETTING

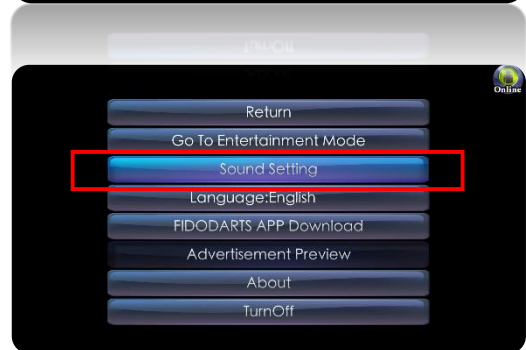## Sound Setting (Menu)

Step

1

Open the "Menu"

Press the green button in the menu.

Step

2

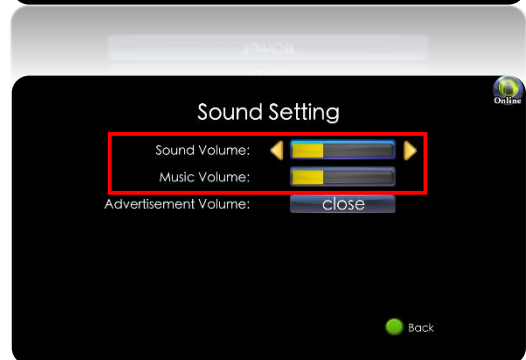### Select the "Sound Setting" Option

Press the down button to select "Sound Setting", then press the red button to enter the page.

Step

3

Adjust the Volume

Select "Sound Volume" or "Music Volume" and press the left/right buttons to adjust.

SETTING

Sound Setting (Game)

Step 1

Open the "Game Option"

Once in the game, press the green button to open Game Option.

Step 2

Select the "Sound Setting" Option

Press the down button to select "Sound Setting", then press the red button to enter the page.

Step 3

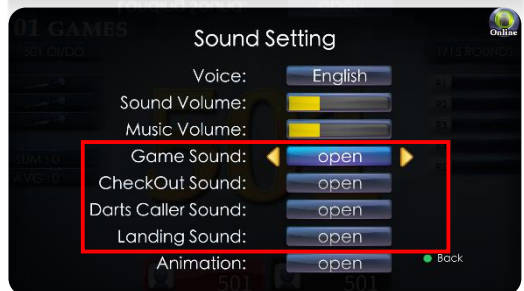**Adjust the Volume**

Press the left/right buttons to adjust the volume.

Step 4

Adjust Sound Effects

Press the left/right buttons to turn on or off the sound effect.

SETTING

Theme Setting

Step
1

Open Fidodarts App

Open the FIDODARTS app and tap the menu icon in the top-left corner.

Step
2

Tap the "Theme Setting" Option

Step
3

Select a Theme
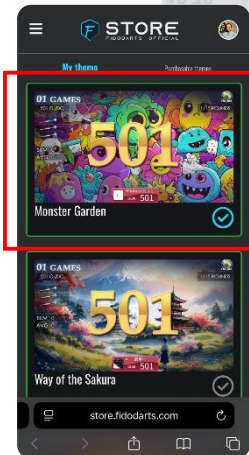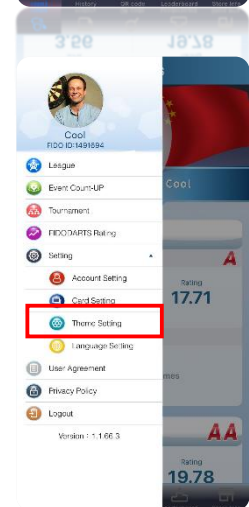
◆ Game Rule

The game starts from 501 points. The first player to reduce their score to 0 wins. If no player checks out by the end of the game, it is a draw, and "CORK" is used to determine the final winner.

◆ Caution

If a player exceeds their current score, the attempt is a "Bust", and their score is returned to the previous round's total.

◆ Number of Players

1~4 People (Doubles 2~8 people)

▌Check Out Rule

➡ OI/OO : Open In + Open Out

➡ OI/DO : Open In + Double Out

➡ DI/DO : Double In + Double Out

◆ **Game Rule**

The target areas are 15~20 and Bullseye. Hitting an area 3 times (scoring 3 counts) "opens" it, allowing players to score points on subsequent hits. Once an area is opened by all players, it is "closed" and scoring stops. The winner is the player with the highest score when all target areas are closed or when all rounds are completed.

◆ **Caution**

The goal of Cricket is to be the first player to open and close all numbers and have the highest score. You can win by closing your opponent's scoring areas.

◆ **Number of Players**

1~4 People (Doubles 2~8 people)

▎ **Symbol Description**

--	/	X	⊗	CLOSED
0 COUNT	1 COUNT	2 COUNT	3 COUNT	BLOCKADE

◆ Game Rule

The rules are similar to Cricket, except your opponent gains points when you hit a scoring area. You win the game by having the lower score.

◆ Number of Players

1~4 People (Doubles 2~8 people)

◆ Game Rule

The rules are similar to Cricket, except Tactics includes Triple and Double areas. When hitting the Triple area, you can choose to either close a Cricket number or score points.

◆ Number of Players

1~4 People (Doubles 2~8 people)

COUNT-UP

COUNT-UP

Online

5/8 ROUNDS

D13
T9

SUM : 53
AVG : 60.43

282

R1	S13 OUTOUT
R2	OUT D2 D10
R3	T9 D2 T19
R4	T13 T5 DBull
R5	D13 T9

Cool **282**

Coco **222**

◆ Game Rule

The match is played over eight rounds. The winner is the player who achieves the highest final score.

◆ Caution

Beginner is permitted to set a practice target of 400 points.

◆ Number of Players

1~4 People (Doubles 2~8 people)

How to get high score?

High score Tips:

➡ Professional dart players are encouraged to aim for the **T20**

➡ Beginners are recommended to aim for the **T19**

5/12 ROUNDS

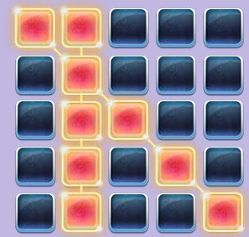### ◆ Number of Players

2 People

◆ Game Rule

1. Winning

The player who first makes 2 lines wins the game.

2. Line

A "Line" is formed by occupying 5 consecutive blocks (vertically, horizontally, or diagonally).

3. Grabbing

Grabbing an opponent's occupied block requires hitting that same block twice.

4. Star

The Star is a bonus block that belongs to both players.

SNAKES & LADDERS | COOL | 5/12 ROUNDS

◆ **Number of Players**

2~4 People

◆ **Game Rule**

1. Goal

Be the first one to "FINISH".

FINISH ← 70 69 68

2. +STEPS / -STEPS

Ladders: Land on a ladder to move forward quickly.

Snakes: Land on a snake and you will slide back down.

3. Mapping Rule of Steps

OUT	→ 0 Step
Doubles	→ 1 Step
Singles	→ 2 Steps
Triples	→ 3 Steps
Singles	→ 4 Steps
Bull	→ 5 Steps
DBull	→ 6 Steps

◆ **Number of Players**

2 or 4 People

◆ **Game Rule**

1. Winning

Higher score wins!

2. Target Hit = +1 Point

Score 1 point for every number hit.

3. T20 Bonus = 3Hits

Hit T20 to randomly detonate three numbers!

4. Sink Bigger Ship to Get More Bonus

2 Size Ship = +5 Points

3 Size Ship = +10 Points

4 Size Ship = +15 Points

5 Size Ship = +20 Points

◆ **Number of Players**

2 People

◆ **Game Rule**

1. Win
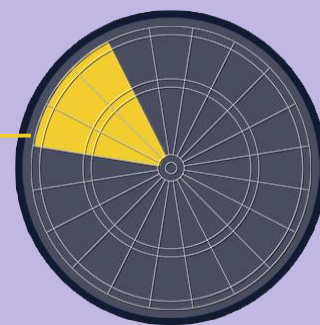
Reduce the opponent's HP to 0 to win.

2. Attack

Shoot the assigned number to attack opponent.

Target

3. SP Attacking Skill

Hitting target numbers in specific patterns will increase your SP. Once your SP gauge is full, you can unleash your SP attack skill!

SP Gauge

HP Gauge
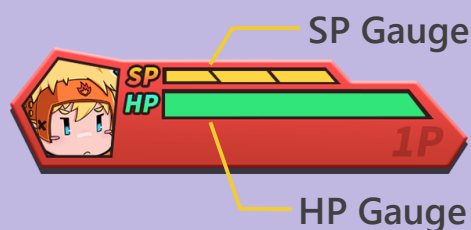
3. SP Attacking Skill

Reduce the opponent's HP to 0 to win.

Pattern 1:

3 target numbers were hit in a round.

12	9	14

Pattern 2:

Hitting the same target number 3 times in a single round.

12	12	12

4. DT Shield / Increase HP

Hit Double or Triple segments to gain a "DT Shield" for protection.
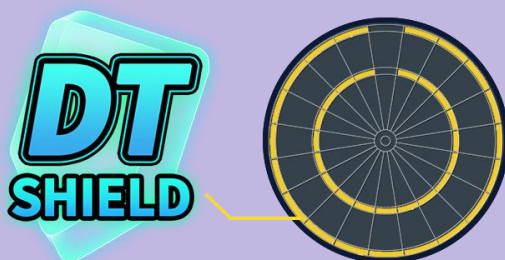
Hit number 20 to restore your HP.
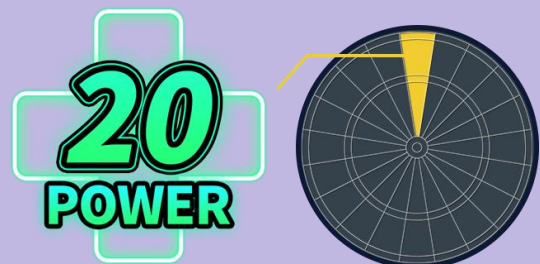
BEVERAGE

◆ Number of Players

1~4 People

◆ Game Rule

This game consists of 7 mini-games. In each round, the losing player receives a drink penalty. After all 7 rounds are completed, the player with the fewest drink penalties wins !

◆ COUNT-UP

Aim for the highest score.

BEVERAGE

◆ **BALLOON**

Don't let the balloon burst.

◆ **SLIDE**

Slide the beverage into target range.

◆ **TOAST**

Stop the toaster in the best moment.

BEVERAGE

◆ **BASKETBALL**

Aim for the center to get more score.

◆ **BUNNY**

Watch and find out the bunny.

◆ **SLOT**

Throwing darts to get max number.

DONKEY DERBY

◆ **Number of Players**

1~6 People

◆ **Game Rule**

1. Winning

The player who reaches the finish line first, or is closest to it when the game ends, wins !

2. Target Number

Players throw a dart with their non-dominant hand to determine their "Target Number".

3. Forward / Backward

Hitting one's own target moves the donkey forward; hitting the opponent's target moves theirs backward. Doubles and Triples increase movement.

5 CONSISTENCY
PRACTICE

◆ **Game Rule**

FIDODARTS records all dart landing points and calculates your consistency. This training mode can be used to check your stability when throwing.

◆ **Number of Players**

1~4 People

5 BULL'S EYE
PRACTICE

◆ **Game Rule**

This is a Bulls Eye practice mode. The screen displays the Hit Rate (Bulls eye darts / total darts) to help you improve your scoring ability.
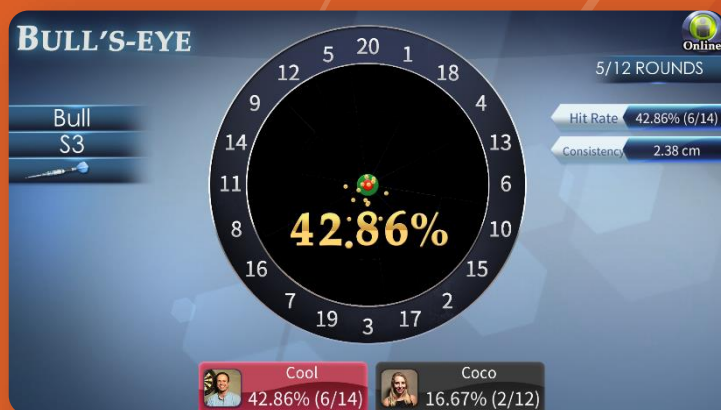
◆ **Number of Players**

1~4 People

◆ Game Rule

You can select a game type based on the specific goals you wish to practice. In the game, hitting the target area lets you advance to the next grid. This training is designed to help improve your checkout rate.

◆ Number of Players

1~4 People

◆ Game Rule

FIDODARTS presents game-based questions; complete as many as possible before the game ends. This improves your checkout ability. Choose different types based on your preferred practice method.

◆ Number of Players

1~4 People

◆ Game Rule

Every hit on T20, D20, or S20 earns the corresponding score. The objective is to see how many points you can accumulate at the end of 33 rounds. This practice is ideal for improving your T20 hit rate.

◆ Caution

Different game rules assign different scores for hits on T20, D20, and S20.

◆ Number of Players

1~4 People

▌Game Rules

Go to the shooting page and press the green button before throwing.

➡ Easy : Single 1 point and Double 2 points and Triple 3 points.

➡ Medium : Single 1 point and Double 1 point and Triple 2 points.

➡ Difficult : Single 0 point and Double 0 point and Triple 3 points.

LOOP 301

◆ Game Rule

Each player starts with 301 points. The rules of the game are the same as 01 games. Every time a player checks out, he/she receives a Star. When a player completes 2 checkouts and obtains 2 Stars, the word "WINNER" appears and his/her participation in the game ends, while others continue. The game ends when all players have completed 2 checkouts or the round limit is reached.

◆ Purpose of This Game

Multi-players could practice 301 together economically and efficiently in the round limit.

◆ Number of Players

1~4 People

◆ Game Rule

This game follows "01 games" but operates under a Competition Format. Players have the option to compete in a single Leg/Set (1 Leg/Set) or in a multi-Leg/Set match (Best of 3, Best of 5, Best of 7...). Due to the competitive nature, the OI/DO rule is fixed and cannot be customized by the player.

◆ Caution

The match will conclude immediately when a player reaches the designated number of victories. For instance, in a "Best of 3" match, the game ends once a player achieves two wins.

◆ Number of Players

2 People

◆ Game Rule

This game combines classic darts games like 01 Games and Cricket, with the player who wins the most rounds winning.

◆ Caution

The game ends early if one player secures the required number of wins first. For example, if you choose "Best of 3," the game concludes as soon as one player wins two games.

◆ Number of Players

1~4 People (Doubles 2~8 people)

GLOBAL 501

1/3 LEG | 1/15 ROUNDS

SUM : 0
AVG : 0

YOU

R1
R2
R3
R4
R5

Cool 17.73 **501** | 0 LEG 0 | Coco **501**

◆ Game Rule

The rules are identical to the stand-alone game, but now you can challenge friends from anywhere! Experience the thrill of real-time remote battles, no matter the distance.

◆ Number of Players

2 or 4 People

▌ Types of global match games

➡ Global 501

➡ Global PRO 501

➡ Global Medley

➡ Global Cricket

➡ Global Boxing

➡ Global Bingo

➡ Global PRO 701

RATING

FLIGHT	RT	DARTS	01 ※DO※ (AVG)	01 ※OO※ (AVG)	CRICKET (MPR)	COUNT-UP (PTS)	CONSISTENCY (CM)
C	1	70~	0.00~	0.00~	0.00~	0~	23~
C	2	65~69	21.73~	20.07~	0.58~	169~	17~
CC	3	60~64	23.40~	22.73~	0.75~	191~	12~
CC	4	57~59	25.07~	25.40~	0.92~	213~	10~
CC	5	53~56	26.73~	28.07~	1.10~	236~	8~
CCC	6	50~52	28.40~	30.73~	1.27~	258~	6~
CCC	7	46~49	30.07~	33.39~	1.45~	280~	5.5~
CCC	8	44~45	33.39~	34.95~	1.63~	294~	5~
B	9	42~43	34.95~	36.66~	1.81~	308~	4.5~
B	10	40~41	36.66~	38.52~	1.93~	324~	4~
BB	11	38~39	38.52~	40.61~	2.06~	341~	3.5~
BB	12	36~37	40.61~	42.93~	2.10~	361~	3~
BB	13	34~35	42.93~	45.54~	2.31~	383~	2.8~
BBB	14	32~33	45.54~	48.48~	2.43~	407~	2.6~
BBB	15	30~31	48.48~	51.81~	2.56~	435~	2.4~
BBB	16	28~29	51.81~	55.65~	2.68~	463~	2.2~
A	17	26~27	55.65~	60.12~	2.81~	500~	2.0~
A	18	24~25	60.12~	65.34~	3.08~	544~	1.9~
AA	19	22~23	65.34~	71.55~	3.35~	596~	1.8~
AA	20	20~21	71.55~	79.11~	3.62~	658~	1.7~
AA	21	19	79.11~	83.49~	3.89~	695~	1.6~
AAA	22	18	83.49~	88.41~	4.16~	736~	1.5~
AAA	23	17	88.41~	93.93~	4.43~	781~	1.4~
AAA	24	16	93.93~	100.20~	4.70~	834~	1.3~
S	25	9~15	100.20~	107.37~	5.00~	893~	1.2~