



USER MANUAL

BESKAR DARTS | **Model: Nova 01**



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1. Precautions

The following precautions ensure user safety and the longevity of the machine. Users should carefully read and understand these instructions before use.

1.1. Electrical safety:

- Use only the provided power adapter (min. 70 W) and cables.
- Do not expose the machine to water or moisture.
- Unplug the machine before performing any maintenance.

1.2. Handling:

- Keep the machine on a stable and flat surface.
- Do not climb on the machine or use it as support.
- Avoid impacts and pressure on the LCD screen.

1.3. Maintenance: Regularly clean the machine with a soft, dry cloth. Do not use abrasive cleaners or solvents. For details, see section '8. Maintenance and Cleaning'.

1.4. Playing:

- Use proper darts for the game; avoid damaged or inappropriate darts.
- Do not stand near the target while another player is throwing darts.
- Always follow the game to avoid accidents.

1.5. Children: The machine is not for minors without adult supervision. Keep darts and small parts out of reach of young children.

1.6. Modifications: Do not repair or modify the machine yourself. All repairs and modifications should be carried out by a qualified technician.

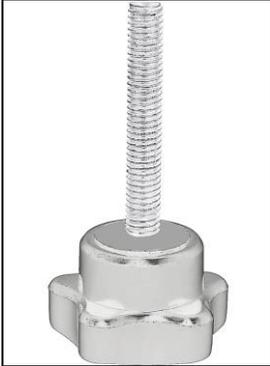
2. Safety and Installation

2.1. Transport and Protection: For transporting the standalone dart machine, fold the top part down for greater convenience. Secure the sensitive parts of the machine with cardboard and foil to prevent damage.



- 2.2. Machine assembly:** Raise the top part and connect it to the bottom part using the connecting screws (*Figure 1*) from the coin container in the lower box (*3.1. – Figure 1*). The screws are attached beneath the lower box at three points (*Figure 2*), which contributes to the machine's stability and prevents it from tipping over. For additional stability, attach the L-bracket between the back of the machine and the wall.

(2.2.) *Figure 1: Connecting screw M6 x 40 with a plastic head*



(2.2.) *Figure 2: Positions for securing the connecting screws*



- 2.3. Bullseye height:** When setting up the machine, it is important to ensure the correct height of the Bullseye for accurate and fair play. The recommended height of the center (red segment) is 173 cm from the floor.
- 2.4. Stability adjustment:** If the floor is uneven or the dart machine is not stable, use the leveling feet to level the machine and ensure it stands firmly.

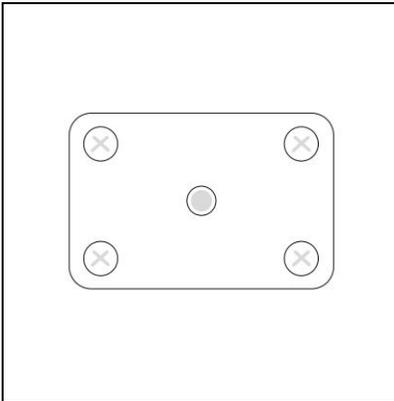
3. Turning the machine ON and OFF

- 3.1. Starting the machine:** Locate the power adapter in the lower box of the machine, inside the coin container (Figure 1), and plug it into an outlet. Connect the adapter to the 12V connector on the back of the machine (Figure 2). Turn on the machine using the switch on the left side of the upper box (Figure 3).

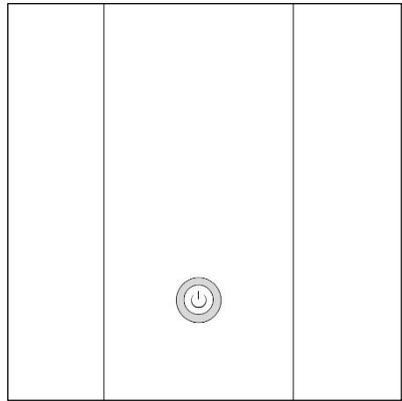
(3.1.) Figure 1: Coin container



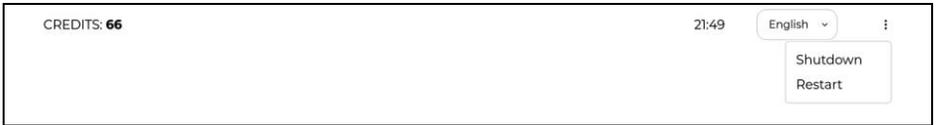
(3.1.) Figure 2: Connector



(3.1.) Figure 3: Switch

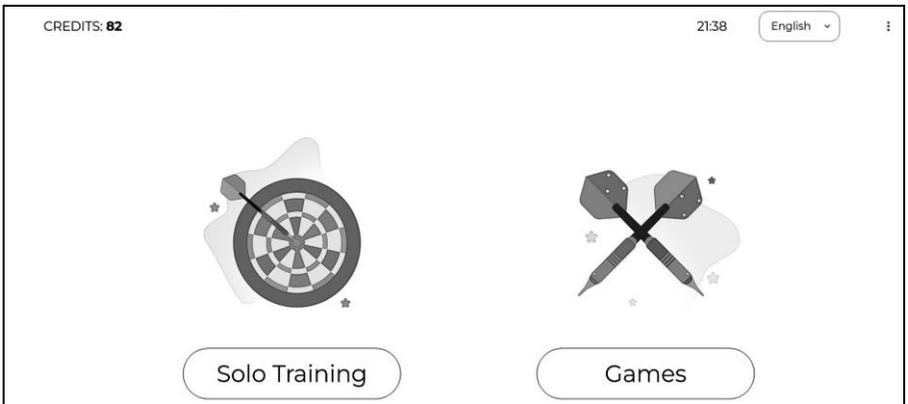


3.2. Shut down: To shut down the machine, use the touchscreen and select the "Shut down" option in the header. Alternatively, you can hold the switch button for 3 seconds (3.1. – Figure 3).

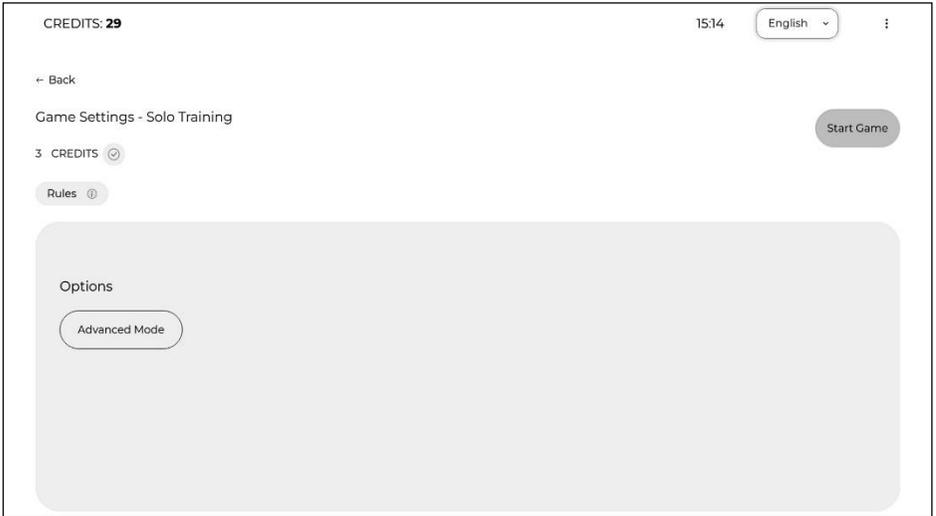


4. Using the touchscreen (Selection interface)

4.1. Navigating the main menu: After startup, the touchscreen displays the game mode selection interface. The user can select "Solo Training" for individual practice or "Games" for a list of games for one to eight players.

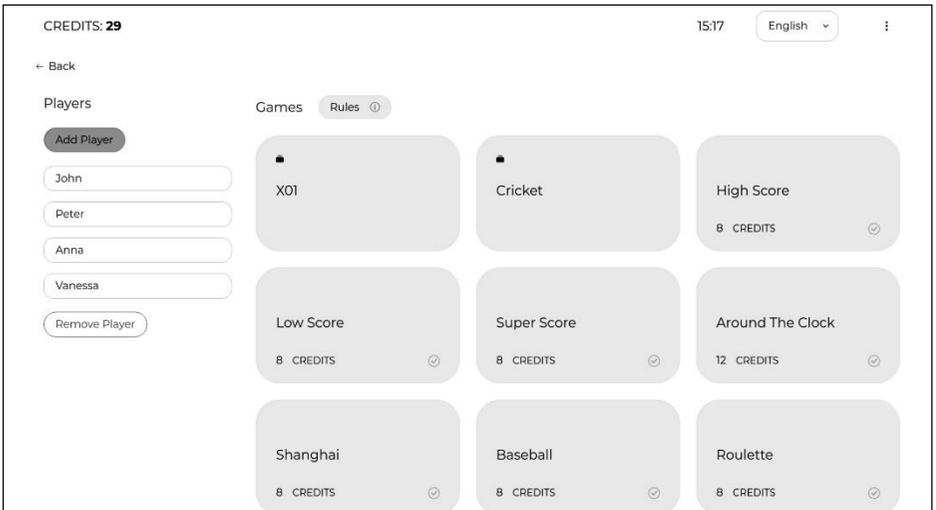


4.2. Solo Training: In this interface, the user can select "Start Game" to begin the standard version of the training. Alternatively, before starting, they can check the "Advanced Mode" option for the feature to target specific segments.



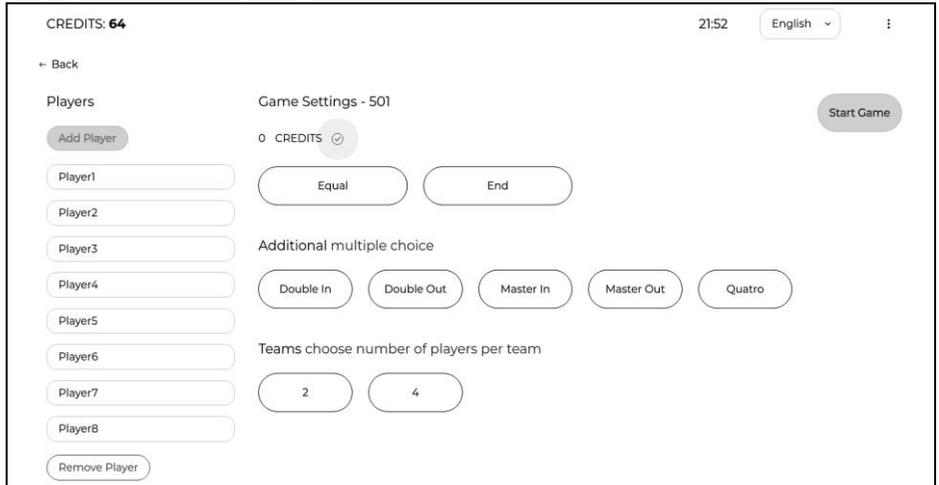
4.3. Game selection: On this screen, the user can see a list of available games and add or remove players. Each game displays its price in credits. If the user has enough credits, a checkmark (✓) is displayed, and if not, a cross (X) is shown.

(4.3.) Figure 1: Game selection interface



4.4. Game settings: After selecting a game, the user can customize the settings by choosing different options (e.g., Equal Double In). They can also add or remove players, which adjusts the game's price. Once the settings are chosen, touching "Start Game" automatically deducts the credits.

(4.4.) Figure 1: Game settings interface



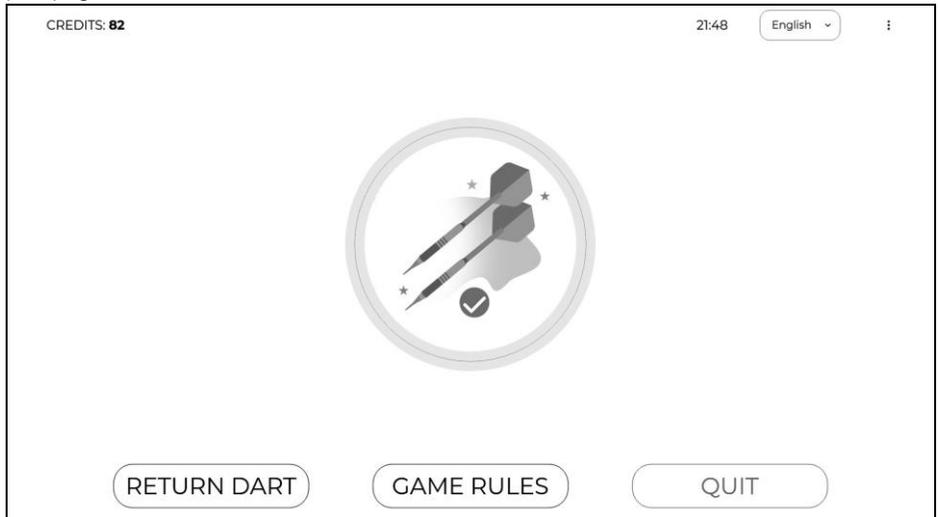
4.5. Selection interface header: In the header of the touchscreen, important information and settings are always available, even during gameplay. On the left side, the current credit balance is displayed. On the right side, there is a dropdown menu option for changing the language and an icon with three dots that provides access to options for shutting down and restarting the device.



5. Games and player interface

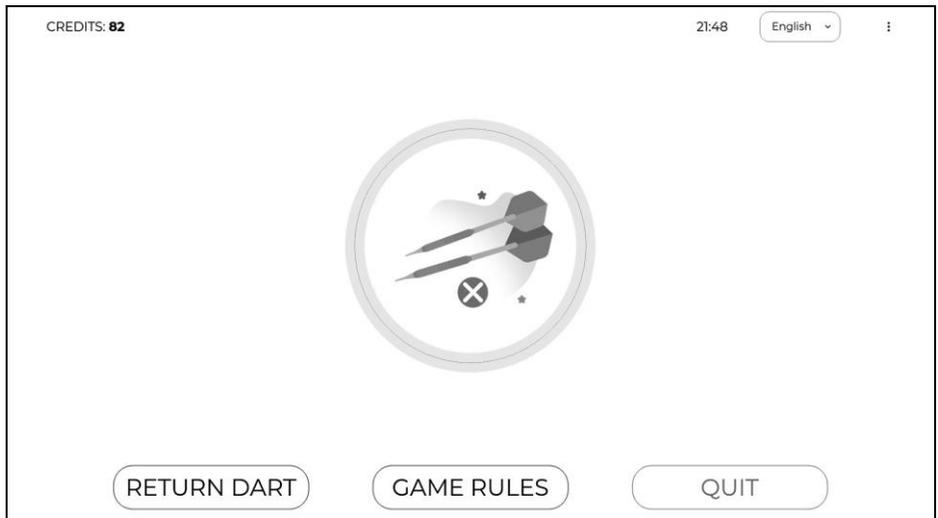
- 5.1. Starting a game:** Each game requires a certain number of credits, which are deducted from your balance. After all settings are customized, the game starts by selecting "Start Game" (4.4. – Figure 1). All players will have the opportunity to throw when the green darts illustration shows up (Figure 1).

(5.1.) Figure 1: Green Darts illustration



- 5.2. Changing players:** The game automatically moves to the next player after three darts are thrown. The miss sensor detects the presence of the player and initiates the transition when the player steps away. The order can be manually controlled using the round button on the machine, located on the left side.
- 5.3. Return dart and Quit:** If you need to correct a throw, use "RETURN DART" in the bottom left corner (5.1. - Figure 1). If you want to end the game, select "QUIT" in the bottom right corner (5.1. - Figure 1), then confirm your choice.
- 5.4. Game rules:** During an active game, the player can read the specific game rules at any time by selecting the "GAME RULES" option on the touchscreen (5.1. - Figure 1). The complete set of rules for all games on the machine is available in the game selection interface (4.3. - Figure 1) and also on the website: <http://www.beskardarts.com/games>

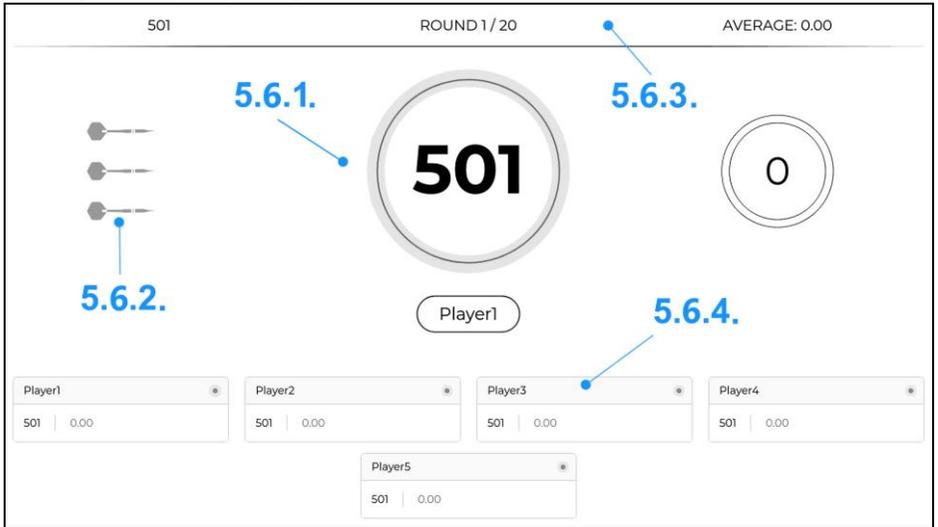
5.5. Red dart: A red darts illustration is displayed on the touchscreen to indicate a problem in the game. This can be due to the IR sensor not detecting a player change, the change button not being pressed, or a segment of the target being stuck. While the red dart is active, throws are not scored. Resolve the issue to continue the game and scoring.



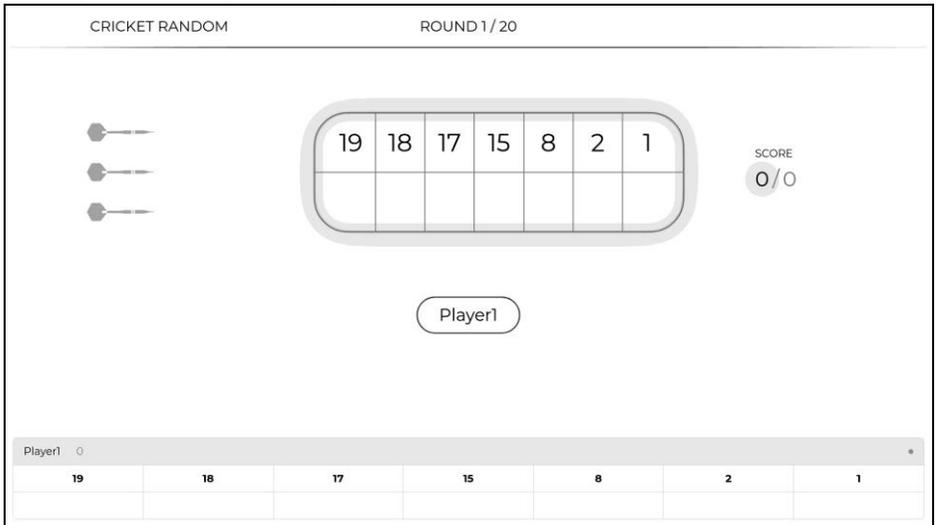
5.6. Score tracking: During the game, score tracking is made easy and automated. The LCD monitor, located at the top of the dart machine, displays key game information:

- 5.6.1. Current scores:** Large numbers in the center of the screen show the current player's score. Each throw automatically updates the score in real time (5.6. - Figure 1).
- 5.6.2. Number of darts:** On the left side of the player interface, there are icons displaying three darts. Each thrown dart is represented in gray with the number of points scored by that throw. The remaining darts available for the player to throw are shown in green (5.6. - Figure 1).
- 5.6.3. Game information:** In addition to the score, the round number (e.g., ROUND 1/20) and the average points per throw are displayed, providing players with insight into their consistency and performance (5.6. - Figure 1).
- 5.6.4. Player order:** At the bottom of the screen, there is a list of all players with their current scores. The green color indicates the player who is currently up, while the scores of other players are clearly visible for tracking during the game (5.6. - Figure 1).
- 5.6.5. CRICKET game interface:** For games like cricket, there is a special display that marks closed numbers and targets, showing the current achievements of each player (5.6. - Figure 2).

(5.6.) Figure 1: Interface for X01 games



(5.6.) Figure 2: Interface for CRICKET games



6. Software settings

By pressing DIP switch 1 on the motherboard, you enter the settings interface where certain parameters for the dart machine can be changed.



6.1. Bookkeeping

6.1.1. Main bookkeeping: Display of the total amount of money inserted.

6.1.2. Temporary bookkeeping: Display of the balance for a specific period, with the option to reset.

6.2. Game statistics: Records the number of times individual games are started.

6.3. Game prices: Setting the price of games in credits.

6.4. Credit prices: Adjusting the number and price of credits for a specific currency.

6.5. Happy Hour: Discounting the price of games at specific times.

6.6. Bullseye value: Adjusting the value of the center or "Bullseye".

6.7. Lights

6.7.1. Target light: Adjusting the intensity of the target lighting.

6.7.2. Glowing circle: Adjusting the intensity of the illuminated numbers around the target.

6.7.3. Ambient light: Adjusting the decorative LED lighting at the bottom of the dart machine.

6.8. Number of rounds: Setting the number of rounds.

6.9. Video ads: Allows adding and deleting advertisements via USB on the mini-computer, with support exclusively for MP4 formats.

6.10. Wi-Fi: Connecting and configuring the Wi-Fi network for the machine.

6.11. Time: The ability to manually set the time on the device in case the software displays incorrect time.

6.12. Tournament mode: Disables all animations, sounds, and lighting effects to ensure a distraction-free environment for competitive play.

6.13. Sound: Adjusting the volume level.

- 6.14. **IR Sensor:** Allows the sensor to be turned on or off, while the sensitivity is adjusted via the potentiometer on the sensor.
- 6.15. **Software update:** Displays the current software version. If a new version is available, an "Update" button is shown for downloading. If there are no new versions, a message "Software is up to date" is displayed.
Note: The device must be connected to Wi-Fi to update the software.
- 6.16. **Reset:** Option to restore the machine to factory settings.

7. Test mode

By pressing DIP switch 2 on the motherboard, you enter the testing interface where various functionalities of the machine are checked.



- 7.1. **Target test:** Press a specific segment of the dartboard on the machine and check the application on the touchscreen to see if the number or segment you pressed is displayed. If it is displayed, the segment is functioning correctly.
- 7.2. **Coin acceptor test:** Insert a coin into the acceptor and check if a notification of coin acceptance is displayed on the screen. If the notification appears, the coin acceptor is functioning correctly.
- 7.3. **Bill acceptor test:** Insert a bill into the acceptor and check if a notification of bill acceptance is displayed on the screen. If the notification appears, the bill acceptor is functioning correctly.
- 7.4. **Button press test:** Press the player change button and check if "true" is displayed on the screen. If "true" appears, the button is functioning correctly.
- 7.5. **Shock sensor test:** Check the shock sensor (miss sensor) by causing vibrations or impacts near the machine, for example, by intentionally aiming at the black ring or creating a loud/thudding sound nearby. If "true" appears on the screen, the sensor is functioning correctly.

- 7.6. **IR sensor test:** By passing in front of the IR (infrared) sensor located on the metal door below the touchscreen, check if "true" is displayed on the screen. If "true" appears, the sensor is functioning correctly.
- 7.7. **Glowing circle test:** Press a number on the application (on the touchscreen) and check if the same number lights up on the machine. Test the options to turn on the lights in sequence around the target. If the lights activate as described, the illuminated ring is functioning correctly.

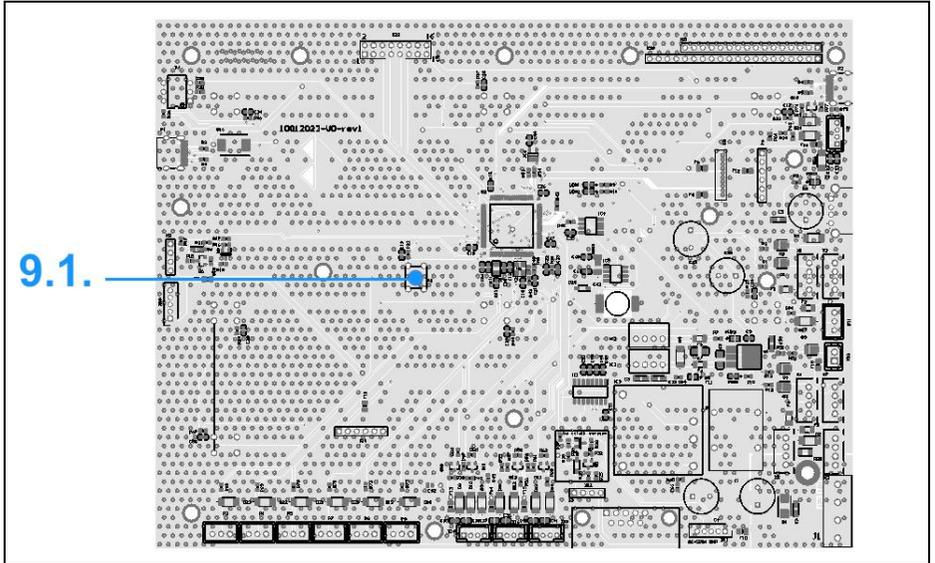
8. Maintenance and Cleaning

- 8.1. **Regular cleaning:** Use a soft, dry cloth to wipe off dust. For stubborn stains, use a cloth dampened with water or a mild detergent. Dry the surfaces immediately after cleaning.
- 8.2. **Screen:** Clean the LCD screen with a soft cloth suitable for electronics. Avoid using glass cleaners or alcohol, as they can damage the screen.
- 8.3. **Target segments:** Regularly check the target segments and gently remove any stuck darts. Use a punch or pliers to remove jammed dart tips. Periodically, every few weeks, open the target and remove broken tips from the segments to ensure smooth gameplay and avoid jammed segments.
- 8.4. **Sensors:** Carefully clean the sensors using a dry cloth. Do not allow dust to accumulate on the sensors, as this can interfere with their function.
- 8.5. **Mechanical parts:** Check all mechanical parts to ensure they are clean and move freely.
- 8.6. **Electrical components:** Unplug the machine before cleaning any electrical components.
- 8.7. **Caution:** Never immerse the machine or any of its parts in water or any other liquid. Avoid using abrasive materials that could scratch or damage surfaces.
- 8.8. **Storage:** When the machine is not in use, keep it in a dry and cool place, protected from direct sunlight. Cover the machine with a protective cover to prevent dust accumulation.

9. Troubleshooting

- 9.1. **Cable management:** After disconnecting the cables, restart the motherboard and application to recognize the changes. Press the restart button in the middle of the motherboard to the left of the microcontroller (*Figure 1*). Then restart the application on the touchscreen (*Figure 2*).

(9.1.) Figure 1: Restart button on the motherboard



(9.1.) Figure 2: Header of the touchscreen



- 9.2. **Stuck target segments:** Regularly inspect and clean the target for broken tips and other debris that can cause jamming. This ensures smooth operation of the segments and prevents interruptions during gameplay.
- 9.3. **Sensor sensitivity:** If you notice that the sensors are not responding adequately, first check for any obstructions that might interfere with detection. Clean the sensors with a dry cloth to remove dust or dirt that could affect their sensitivity. If necessary, adjust the sensor sensitivity using the potentiometer on the sensor itself.
- 9.4. **Technical support:** If the issues persist after following these steps, please contact us at the email address: info@beskardarts.com.

10. Video ads

10.1. Setting up ads:

- Insert the USB device into the appropriate port on the mini-computer.
- Wait approximately 10 seconds for the data from the USB to load correctly.
- In the software settings, select "Video Ads" and press "Update Ads".
- Once the update is complete, you can safely remove the USB device.
- If you want to remove all existing ads, press "Remove All". This will then display the default BESKAR DARTS logo animation.

10.2. Ads requirements:

- Format: MP4
- Dimensions: 1920x1080

Note: It is possible to set up multiple ads to rotate, with no specific limit on the number of ads. However, we recommend avoiding overloading the system. Additionally, occasional lag may occur with video ads. For better performance, we suggest using static images instead of videos. Please note that static images or any other type of ad content **MUST** be converted to .mp4 format.