



OFFICIAL PLAYER HANDBOOK

GAME GUIDE

Rules, scoring and options for every game mode on BESKAR
DARTS electronic dart machines.

— WHERE TO FIND IT

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Every game mode, grouped by family. Shared options are explained once at the start of the guide — each game then lists which of those options apply to it.

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— MODIFIERS

Option Rules

Most game modes can be tuned with one or more of the options below. Each game's own page lists exactly which of these options it supports.

Team

2 vs 2, 3 vs 3 or 4 vs 4. Players 1, 3, 5 and 7 form team A; players 2, 4, 6 and 8 form team B. The team that first reaches zero wins. If **Equal** is selected, the round plays to the end; if **End** is selected, the game continues until the last round.

Double-in

A player enters the game by hitting any double (the outer ring of the target). After that, each hit reduces their score based on the number hit.

Double-out

Players can start collecting points immediately but must finish the game by hitting a double (the outer ring of the target).

Master-in

A player enters the game by hitting any double or triple. After that, each hit reduces their score based on the number hit.

Master-out

Players can start collecting points immediately but must finish the game by hitting a double or triple.

Equal

When a player finishes the game, the remaining players continue playing that round.

End

When the first player finishes the game, the remaining players continue playing until the last round.

Quattro

Players can earn extra, higher-value points by hitting the "x4" segment of the target.

Master

CRICKET ONLY

Players can score only on Cricket numbers that have not yet been closed. Hitting an already-closed number gives penalty points to every opponent who hasn't closed it, based on the segment hit. Hitting a wrong number adds those penalty points to the current player's own score, and a complete miss adds 25 penalty points. The winner is the player who closes all Cricket numbers with the lowest total score.

No Score

CRICKET ONLY

Numbers can be closed, but no points are tracked. Cricket games only.

— 01 · PRACTICE MODE

Solo Training

A single-player practice mode built to sharpen accuracy across a rotating set of target numbers, with no scoreboard pressure.



Solo Training

Free practice against randomly selected numbers

PLAYERS

1

ROUNDS

15

🎯 OBJECTIVE

Train on 3 randomly chosen target numbers, 5 rounds apiece, and record as many hits as possible before the session ends.

⚙️ HOW TO PLAY

- 1 The machine randomly selects **3 numbers** between 1 and 20, and trains them **one at a time**.
- 2 Each number stays active for **5 rounds**. During those rounds the player throws **3 darts** per round at any segment of that number, while the machine tracks every hit.
- 3 Once a number's 5 rounds are complete, the machine moves on to the next of the 3 selected numbers — for **15 rounds** in total across the session.



Scoring & winning — There is no points total. At the end of the session a summary message is shown instead of a score, based on the number of hits recorded.

Advanced mode



Advanced mode raises the difficulty: instead of any segment, the player must hit a specific segment of the selected number, such as a double or a triple.

— 02 · CLASSIC COUNTDOWN

301 / 501 / 701 (X01)

The best-known dart format: pick a starting score and race your opponents down to exactly zero.



X01 Games

301, 501 or 701 — race to exactly zero

PLAYERS

1-8

🎯 OBJECTIVE

Be the first player to bring your score down from the chosen starting total to exactly zero.

⌵ HOW TO PLAY

- 1 Each player starts with the chosen total — **301**, **501** or **701** points.
- 2 On each turn, a player throws **3 darts**. The points scored are subtracted from their remaining total.
- 3 If a player's score would go **below zero**, the turn is a "Bust" and their score reverts to what it was at the start of that round.



Scoring & winning — The winner is the first player to reach exactly zero.

Team

Double-in

Double-out

Master-in

Master-out

Equal

End

Quattro

— 03 · CRICKET FAMILY

Cricket

Cricket and its variants are closing games: instead of counting down to zero, players close a set of numbers by hitting each one three times. The **Master** option below is exclusive to this family and changes how scoring works on every variant.



Cricket

The standard Cricket number set

PLAYERS

1–8

🎯 OBJECTIVE

Close numbers 15 through 20 and the Bullseye by hitting each of them three times, while outscoring your opponents.

📖 HOW TO PLAY

- 1 Players aim to close numbers **15 through 20** and the **Bullseye**, closing each by hitting it three times (any combination of single, double or triple counts toward the three hits).
- 2 Points can also be scored by hitting a number the player has already closed, as long as the opponent hasn't closed it yet.
- 3 Play continues until all numbers are closed.



Scoring & winning — When all numbers are closed, the winner is the player with the most points.

No Score

Master



Enable **Master** to flip the base scoring rule above: instead of scoring on already-closed numbers, players score only on numbers still open, with penalties for closed or incorrect hits. See *Option Rules, p.03* for the full Master ruleset.

— 03 · CRICKET FAMILY

Random & Crazy Cricket

Two Cricket variants that keep the base rules but change how the target numbers are chosen.



Random Cricket

Seven machine-picked numbers, fixed for the whole game

PLAYERS

1-8

OBJECTIVE

Close all seven randomly selected numbers while scoring more points than your opponents.

HOW TO PLAY

- 1 At the start of the game, the machine randomly selects **seven numbers** that must be closed by hitting each three times.
- 2 Points can also be scored by hitting a number the player has closed but the opponent has not.
- 3 Play continues until all numbers are closed.



Scoring & winning — When all numbers are closed, the winner is the player with the most points.

No Score

Master



Crazy Cricket

The target numbers change every round

PLAYERS

1-8

OBJECTIVE

Be the first to close all of the round's selected numbers, or hold the most closed numbers when play ends.

HOW TO PLAY

- 1 At the start of **each round**, the game randomly selects seven numbers for players to close.
- 2 Numbers a player has already closed **carry over** to the next round; numbers still open are replaced with a new random set.



Scoring & winning — The winner is the player who first closes all selected numbers, or — if nobody does — the player with the most closed numbers after a set number of rounds.

No Score

Master

— 03 · CRICKET FAMILY

Pick It Cricket

The player-driven Cricket variant — you choose your own targets before the game begins.



Pick It Cricket

Players choose their own seven numbers before play begins

PLAYERS

1–8

OBJECTIVE

Close your seven chosen numbers while scoring more points than your opponents.

HOW TO PLAY

- 1 Before the game starts, each player chooses **seven numbers** they want to close.
- 2 During the game, each chosen number must be hit **three times** to close it.
- 3 Points can also be scored by hitting a number the player has closed but the opponent has not.



Scoring & winning — When all numbers are closed, the winner is the player with the most points.

No Score

Master



This closes the Cricket family. Every variant above — Cricket, Random Cricket, Crazy Cricket and Pick It Cricket — supports the shared **No Score** and **Master** options described on *p.03*.

— 04 · PRECISION & SCORING GAMES

High Score & Low Score

Two mirror-image games that reward hitting the target board as accurately as possible — in opposite directions.



High Score

Score as many points as possible

PLAYERS
1-8

ROUNDS
7

OBJECTIVE

Score as many points as possible over seven rounds.

HOW TO PLAY

- 1 Each round, players throw their darts aiming to score as highly as possible.
- 2 Scores accumulate across all **7 rounds**.



Scoring & winning — The winner is the player with the highest score at the end of the game.

Quattro



Low Score

Score as few points as possible

PLAYERS
1-8

ROUNDS
7

OBJECTIVE

Score as few points as possible over seven rounds by aiming at lower-value segments.

HOW TO PLAY

- 1 Each round, players throw their darts aiming to score as low as possible by hitting lower values on the target.
- 2 A complete miss adds **50 penalty points**.



Scoring & winning — The winner is the player with the lowest score after seven rounds.

Quattro

— 04 · PRECISION & SCORING GAMES

Super Score & Around the Clock

Super Score rewards precision on the high-value rings; Around the Clock rewards working through the whole board in order.



Super Score

Points only count on double, triple or quadruple

PLAYERS

1-8

ROUNDS

7

OBJECTIVE

Score as many points as possible over seven rounds, using only the highest-value ring segments.

HOW TO PLAY

- 1 Players can score points only on **double**, **triple**, or — if the Quattro option is active — **quadruple** segments.
- 2 Scores accumulate across all **7 rounds**.



Scoring & winning — The winner is the player with the highest score after seven rounds.

Quattro



Around the Clock

Work sequentially from 1 to 20, then the Bullseye

PLAYERS

1-8

ROUNDS

7

OBJECTIVE

Be the first to work through every number from 1 to 20 and finish on the Bullseye.

HOW TO PLAY

- 1 Players must hit the numbers **sequentially from 1 to 20**, then the Bullseye.
- 2 Hitting the **double** segment of the target number advances the player forward by two numbers; hitting the **triple** segment advances them by three.
- 3 If **Quattro** is active, hitting the quadruple segment advances the player forward by four numbers.



Scoring & winning — The winner is the first player to complete the sequence, or — if nobody does — the player who has advanced the furthest after seven rounds.

Quattro

— 04 · PRECISION & SCORING GAMES

Shanghai & Baseball

Two sequential target games, each built around a fixed number of rounds tied to the target numbers themselves.



Shanghai

One target number per round, 1 through 7

PLAYERS

1-8

ROUNDS

7

OBJECTIVE

Score the most points across seven rounds, or win instantly with a Shanghai.

HOW TO PLAY

- 1 Players must hit numbers **in order from 1 to 7**, one per round.
- 2 Points are scored only for that round's target number. The game advances to the next number every new round, regardless of the points scored in the previous round.
- 3 A **"Shanghai"** — hitting the single, double and triple segments of the target number within the same round — wins the game instantly.



Scoring & winning — If no player achieves a Shanghai, the player with the highest total score at the end of the game wins.



Baseball

One target number per round, 1 through 9

PLAYERS

1-8

ROUNDS

9

OBJECTIVE

Score the highest total across nine rounds by making the most of each round's target number.

HOW TO PLAY

- 1 Players must hit the numbers **sequentially from 1 to 9**, one per round.
- 2 Points are counted only for that round's target number: a **single** scores the number's face value, a **double** scores double, a **triple** scores triple, and — if Quattro is active — a **quadruple** scores four times the value.



Scoring & winning — The winner is the player with the highest total score after nine rounds.

Quattro

— 04 · PRECISION & SCORING GAMES

Roulette

A machine-led scoring game — the board itself picks your target every round.



Roulette

The dartboard's light picks a new number each round.

PLAYERS

1–8

ROUNDS

9

OBJECTIVE

Score the highest total across nine rounds by making the most of whichever number the board selects.

HOW TO PLAY

- 1 A light on the dartboard randomly stops on a number that players must hit that round.
- 2 Scoring is based on the ring hit: a **single** scores the number's face value, a **double** scores double, a **triple** scores triple, and — if Quattro is active — a **quadruple** scores four times the value.
- 3 Each round brings a new number.



Scoring & winning — After nine rounds, the winner is the player with the highest total score.

Quattro



Thanks for playing. For machine setup, ordering and support, visit **beskardarts.com**.