

1. Select **League Mode**.



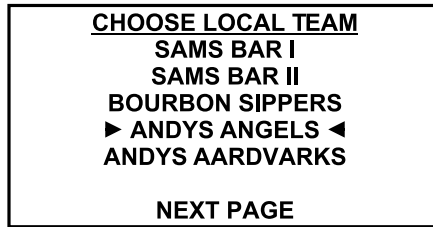
2. Select **Play Remote League**.



3. In **Play Remote League**, select the league to be played tonight.

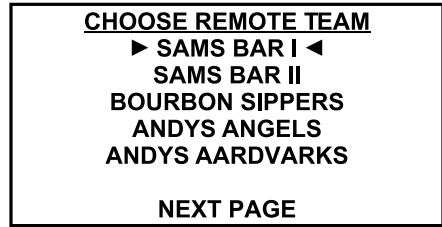


4. In **Choose Local Team**, the Captain chooses his team and **Home** or **Away** **ACCORDING TO THE SCHEDULE**.



5. In **Set Up Home Team**, verify if all listed regular players are in attendance. Edit for Substitutes or Player Order at this time.

6. **Choose Remote Team** (Opponent), **ACCORDING TO THE SCHEDULE**.



7. Wait for the Opposing Team to complete their League sign in and start the match.

8. If no teams sign in after 15 minutes, exit back to check the Schedule for match details.

**Forfeits-**

If a match is a forfeit, the team to be awarded the win due to forfeit selects themselves as Home twice. They will be asked if the match is a forfeit. Select "Yes, this is a forfeit match" and it will award the win to the said Home team.

**League/Machine Errors -**

*Internet Connection Interrupt-*

1. Wait to see if it corrects itself.
2. Options to **Resume/Suspend Play** will be given, by suspending play the match can be moved to another board if the teams agree. The match can also be completed at a future time.

*Power Interruptions-Weather, Accidents, etc.*

The G3 will return to the last dart thrown that it registered when power is restored, play can also be suspended at this time.

**Camera malfunction-**

If there is a camera not working on a board during a Remote League match, play should be suspended until they have been repaired.

**Team Fee Options-**

If the **Team Fees** option is activated each team will be required to enter fees before the match starts. If the **Pay Ahead** feature is activated each team will be required to pay game fee for the quarter drop before the match starts.



**Have Fun!  
Play More Darts!**

# Remote Leagues!



### League/Machine Errors -

*Internet Connection Interrupt-*

1. Wait to see if it corrects itself.
2. Options to **Resume/Suspend Play** will be given, by suspending play the match can be moved to another board if the teams agree. The match can also be completed at a future time.

*Power Interruptions-Weather, Accidents, etc.*

The G3 will return to the last dart thrown that it registered when power is restored, play can also be suspended at this time.

*Camera malfunction-*

If there is a camera not working on a board during a Remote League match, play should be suspended until they have been repaired.

Inside

### Team Fee Options-

If the **Team Fees** option is activated each team will be required to enter fees before the match starts. If the **Pay Ahead** feature is activated each team will be required to pay game fee for the quarter drop before the match starts.



## Have Fun! Play More Darts!

Back

# Remote Leagues!



Front

### 1. Select **League Mode**.

```

MAIN MENU
01 GAMES
CRICKET GAMES
OTHER GAMES
▶ LEAGUE MODE ◀
TOURNAMENT MODE
REMOTE GAMES
INSTRUCTIONS
ATTRACT SCREENS

```

### 2. Select **Play Remote League**.

```

LEAGUE MODE
PLAY LEAGUE
VIEW STANDINGS
VIEW SCHEDULES
▶ PLAY REMOTE LEAGUE ◀
RETURN

```

3. In **Play Remote League**, select the league to be played tonight.

```

PLAY REMOTE LEAGUE
MNCRRK - REMOTE MON CRICKET
REMOTE - WI REMOTE LEAGUE
▶ REM01 - X01 REMOTE ◀
RETURN

```

4. In **Choose Local Team**, the Captain chooses his team and **Home** or **Away** **ACCORDING TO THE SCHEDULE**.

```

CHOOSE LOCAL TEAM
SAMS BAR I
SAMS BAR II
BOURBON SIPPERS
▶ ANDYS ANGELS ◀
ANDYS AARDVARKS

NEXT PAGE

```

5. In **Set Up Home Team**, verify if all listed regular players are in attendance. Edit for Substitutes or Player Order at this time.

6. **Choose Remote Team** (Opponent), **ACCORDING TO THE SCHEDULE**.

```

CHOOSE REMOTE TEAM
▶ SAMS BAR I ◀
SAMS BAR II
BOURBON SIPPERS
ANDYS ANGELS
ANDYS AARDVARKS

NEXT PAGE

```

7. Wait for the Opposing Team to complete their League sign in and start the match.

8. If no teams sign in after 15 minutes, exit back to check the Schedule for match details.

### Forfeits-

If a match is a forfeit, the team to be awarded the win due to forfeit selects themselves as Home twice. They will be asked if the match is a forfeit. Select "Yes, this is a forfeit match" and it will award the win to the said Home team.