

ESCORELCD

DMI[®]

DARTS

www.escaladesports.com

TO ORDER PARTS

Visit our website before returning to store



Instructions and Rules

817 Maxwell Ave. Evansville, IN 47711 / www.escaladesports.com

CPSIA#2 - ESCORELCD - - VJ

Congratulations! We hope you will have many hours of enjoyable use with your new product!



PLEASE KEEP YOUR INSTRUCTIONS!

- Your Model number is necessary should you need to contact us.
- Please read through this instruction book to familiarize yourself with all the parts and assembly steps.
- Refer to the Parts Identifier and verify that all parts have been included.
- For questions that may arise or for missing parts, **PLEASE CONTACT US BEFORE RETURNING THE DARTBOARD TO THE STORE**



CONTACT INFORMATION:

Hours: Mon.- Fri., 9:00 am to 5:00 pm EST
Replacement Parts: order online at www.escaladesports.com
Technical Support: customerservice@escaladesports.com / 1-800-526-0451

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WARNING! This is not a child's toy. Adult supervision is required for children playing this game. Please read instructions carefully. Proper use of this set can avoid damage or injury.

Do not mix old and new batteries. Do not mix alkaline, standard (carbon-zinc), or rechargeable (nickel-cadmium) batteries.

Caution: changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.



TOOLS REQUIRED FOR ASSEMBLY:

- Phillips Head Screwdrivers – not included
- Required 3 AAA Batteries – not included

Thank you for purchasing this electronic dart game. Its computerized scoring system makes game playing easy and enjoyable. With 32 built-in games and 595 options / variations to choose from, both beginners and more advanced players will find games to suit them. Up to 8 players can play at on time. Please read the instructions before playing, and be sure to save them for future reference.

POWER INSTALLATION

This device is designed to be powered by 3 AAA batteries. The battery compartment can be opened from the back to install the batteries. To conserve batteries, this dartboard is equipped with an auto power-off mode. If the dartboard is not being used, it will automatically turn off after 30 minutes.

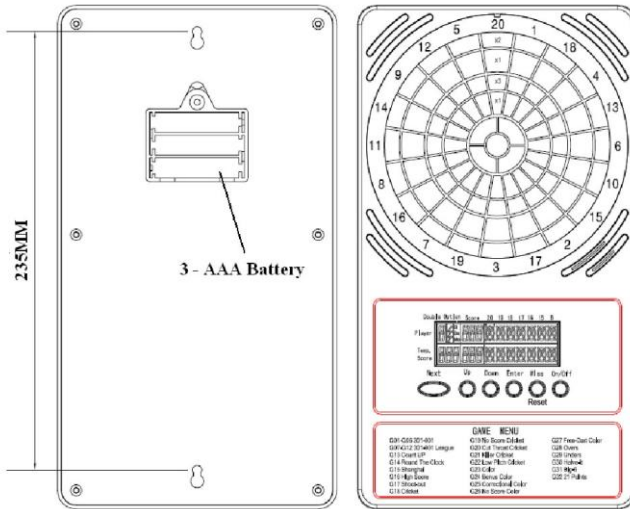
PROTECTIVE FILM

Please peel off the protective film at the display area before use.

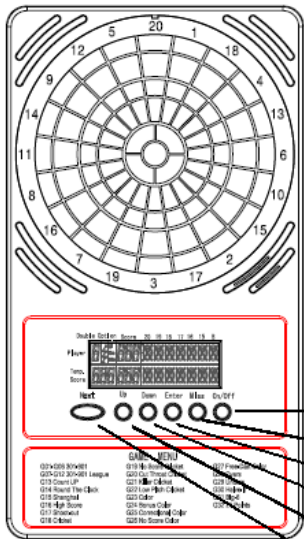
IMPORTANT NOTES

1. This device is designed for use with finger or obtuse stick only. Do not attempt to use steel tip or other sharp points object to tap the pouch pad.
2. Electronic and mechanical reaction time is required between tap. If 2 tap occur too close together, please re-tap to properly record your score.
3. Under the environment with electrical fast transient the device may malfunction and require use to reset the device.

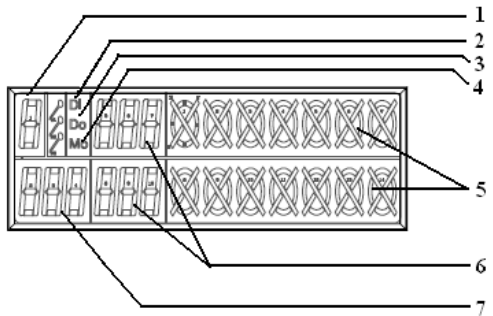
MOUNTING INSTRUCTION



DESCRIPTIONS



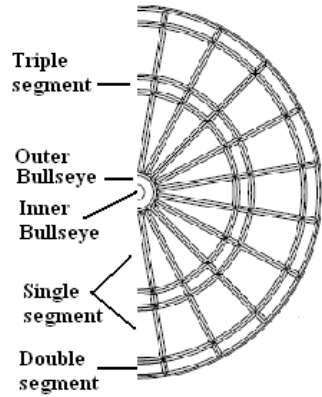
1. Player display
2. Di = Double in indicator
3. Do = Double out indicator
4. Mo = Master out indicator
5. Cricket display
6. Score display
7. Temporary (Dart) display
8. On/Off button
9. Miss & Reset button
10. Enter button
11. Down button
12. Up button
13. Next button



LCD Screen

CALCULATING POINTS

<u>Segment</u>	<u>Scoring rule</u>
Single segment	Score x 1
Double segment	Score x 2
Triple segment	Score x 3
Outer Bullseye	25 X 1
Inner Bullseye	25 x 2



OPERATION MANUAL

1. Press On/Off to turn on game and it will play a welcoming melody.
2. With the power turned on, some displays will light up with a welcoming melody. When the sound goes off, the player display and score display will show "G01" and "301" respectively.
3. Press Up or Down buttons to select games. The selection is shown on the player score displays. Then press Enter to confirm the selection.
4. Press Up or Down buttons to select option and press Enter to confirm the selection.
5. In case of the selection of 301 or 301 league, press Up or Down to further select the Single / Double / Master options. Press Enter to confirm the selection.
 - L01:** Single In/Single Out (All icon will be off during the game)
 - L02:** Double In/Single Out (Di icon will be on during the game)
 - L03:** Single In/Double Out (Do icon will be on during the game)
 - L04:** Double In/Double Out (Both Di and Do icon will be on during the game)
 - L05:** Single In/Master Out (Mo icon will be on during the game)
 - L06:** Double In/Master Out (Both Di and Mo icon will be on during the game)
6. Press Up or Down buttons to select number of players. There are total 9 selections of players from 1 player mode to 8 players mode plus a computer player mode. Press Enter to confirm the selection and start the game. For more than 2 players, some players will share the player score display.
7. If the option you selected and confirmed is at computer player mode, you will play against the computer. Press Up or Down to select the levels of the computer player and press Enter to start the game. The five levels of computer player are as follow:

C1: Beginner

C2: Intermediate

C3: Advanced

C4: Expert

C5: Professional

8. In case the game has 25/50 bull options, you can press Up or Down buttons to select and press Enter to confirm the selection. 25/50 (outer bull is 25 and inner bull is 50) and 50/50 (both inner and outer bull is 50).
9. During the game, when the computer announce "NEXT", any pressure on the segments area will not activate the device. The player is required to remove all the darts and press Next for the next player's round. The device will automatically switch to the next player if the device has not been operated for roughly 10 seconds after the "NEXT" announcement.
10. Press MISS to score 0 and record one dart when a dart hits on the divider, dart catcher or misses the board altogether during the play of the game.
11. If you want to reset the game, push RESET button and hold for 2 second.
12. During the course of playing, you can press Enter to check the scores of other players.
13. Press and hold the On/Off button for 3 seconds to turn off the device. For energy saving purpose, the device is equipped with an auto power off feature. If the device has not been operated in 30 minutes, the device will turn off automatically.

GAME TABLE

<u>Game</u>	<u>Description</u>	<u>Display</u>	<u>Option / Variations</u>	<u>No. of Players</u>
G01	301	301	6/ 12	1-8
G02	501	501	6/ 12	1-8
G03	601	601	6/ 12	1-8
G04	701	701	6/ 12	1-8
G05	801	801	6/ 12	1-8
G06	901	901	6/ 12	1-8
G07	301 League	3L1	6/ 48	1-8
G08	501 League	5L1	6/ 48	1-8
G09	601 League	6L1	6/ 48	1-8
G10	701 League	7L1	6/ 48	1-8

G11	801 League	8L1	6/ 48	1-8
G12	901 League	9L1	6/ 48	1-8
G13	Count Up	CUP	9 / 18	1-8
G14	Round the Clock	rCL	12	1-8
G15	Shanghai	Shi	4	1-8
G16	High Score	HiS	12 / 24	1-8
G17	Shoot-out	S-0	19	1-8
G18	Cricket	Cri	3 / 6	1-8
G19	No Score Cricket	NSc	3 / 6	1-8
G20	Cut throat Cricket	CUc	3 / 6	1-8
G21	Killer Cricket	LLc	3 / 6	2-8
G22	Low Pitch Cricket	LPc	3 / 6	1-8
G23	Color	CL2	5	1-8
G24	Bonus Color	bC2	5	1-8
G25	Correctional Color	CC2	5	1-8
G26	No score Color	NC2	5	2-8
G27	Free-Dart Color	FdC	4	1-8
G28	Overs	orS	19 / 38	2-8
G29	Unders	Und	19 / 38	2-8
G30	Halve-it	HAL	1 / 2	1-8
G31	Big-6	biG	19	2-8
G32	21 points	21P	7	1-8

GAME INSTRUCTIONS

G01 301 (With option of 25/50 Bull)

The score will be deducted for each dart from 301 points.

The first player who reaches exactly 0 will be the winner. When a player exceeds the score needed to reach exactly zero, the turn is a “bust” and the score reverts back to what it was before the turn.

L01 (Single In + Single Out): All LED light will be off during the game.

The scoring begins and ends when any number is hit. The player can finish the game with a hit on any number that reduces the score to exactly zero.

L02 (Double In + Single Out): Di LED light will be on during the game.

The scoring begins when a number in the double's ring or the Double Bull's Eye is hit. No score will be counted until this condition is met.

L03 (Single In + Double Out): Do LED light will be on during the game.

The player can finish the game with a hit on a number in the double's ring or the Double Bull's Eye that reduces the score to exactly zero. When a player exceeds the score needed to reach exactly zero or “1”, the turn is a “bust” and the score reverts back to what it was before the turn (Remaining “1” score is also a bust, because there is no possibility to bring it to zero with a double hit)

L04 (Double In + Double Out): Both Di and Do LED light will be on during the game.

The scoring begins when a number in the double's ring or the Double Bull's Eye is hit and it ends when a double's ring or the Double Bull's Eye is hit that reduces the score to exactly zero.

L05 (Single In + Master Out): Mo LED light will be on during the game.

The player can finish the game with a hit on a number in the double's or triple's ring or the Double Bull's Eye that reduces the score to exactly zero.

L06 (Double In + Master Out): Both Do and Mo LED light will be on during the game.

The scoring begins when a number in the double's ring or the Double Bull's Eye is hit and it ends when a double's or triple's ring or the Double Bull's Eye is hit that reduces the score to exactly zero.

With an option of selecting 50/50 bull (both inner and outer bull is 50) or 25/50 bull (inner bull is 50 and outer bull is 25), there are total 12 variation can be selected. To make games more enjoyable, the game will also display the dart point averaging for each player to check the skill level.

G02 501 (With option of 25/50 Bull)

Games and operations are same as “ 301 ” except starting from 501 points

G03 601 (With option of 25/50 Bull)

Games and operations are same as “ 301 ” except starting from 601 points

G04 701 (With option of 25/50 Bull)

Games and operations are same as “ 301 ” except starting from 701 points

G05 801 (With option of 25/50 Bull)

Games and operations are same as “ 301 ” except starting from 801 points

G06 901 (With option of 25/50 Bull)

Games and operations are same as “ 301 ” except starting from 901 points

G07 301 LEAGUE (With option of 25/50 Bull)

Similar to 301 Count-down but here the teams play against each other. If a member of the team reaches 0 exactly, his/her team has won. Apart from the 301 standard variations, this game also allows selection of the following 4 different team members

Options: 1C, 2C, 3C, Cyb

2C: 2 players in each team

3C: 3 players in each team

4C: 4 players in each team

Cyb: 1 player in each team

G08 501 LEAGUE (With option of 25/50 Bull)

Games and operations are same as “ 301 LEAGUE ” except starting from 501 points

G09 601 LEAGUE (With option of 25/50 Bull)

Games and operations are same as “ 301 LEAGUE ” except starting from 601 points

G10 701 LEAGUE (With option of 25/50 Bull)

Games and operations are same as “ 301 LEAGUE ” except starting from 701 points

G11 801 LEAGUE (With option of 25/50 Bull)

Games and operations are same as “ 301 LEAGUE ” except starting from 801 points

G12 901 LEAGUE (With option of 25/50 Bull)

Games and operations are same as “ 301 LEAGUE ” except starting from 901 points

G13 Count Up (With option of 100, 200, 300, 900, 25/50 Bull)

The objective is to beat the other players by being the first to reach a preset score. The score will be accumulated for each dart, the first player who reaches or goes over the set points will be the winner. The set point options are 100, 200, 300 ... 900.

G14 ROUND THE CLOCK (With option of 105, 110, 115, 120, 205, 210, 215, 220, 305, 310, 315, 320)

Hit in strict order of 1, 2, 3 ...until 5, 10, 15 or 20s are reached with straight, double or triple shots depending on the performance level. The first player to reach the final score is the winner. Players start their next turn with the next correct number in the sequence. The computer will display the number that the player has to hit.

105,110,115,120: The last number is 5,10,15,20 respectively regardless of single, double or triple.

205,210,215,220: The last number is 5,10,15,20 respectively and only double is valid.

305,310,315,320: The last number is 5,10,15,20 respectively and only triple is valid.

G15 SHANGHAI (With option of L01, L05, L10, L15)

Each player has to proceed around the board to score from 1 through 20 and then the bull's eye. Throw a dart for each number and the player who gets the highest scores wins. Each player can score on any correct segments (single X 1, Double X 2, Triple X 3) and selections are varied as follows:

L01: the game starts from segment 1

L05: the game starts from segment 5

L10: the game starts from segment 10

L15: the game starts from segment 15

G16 HIGH SCORE (With option of H03, H04, H05.....H14, 25/50 Bull)

The rules are simple. Each player has to rack up the most points in 3, 4, 5...or 14 rounds (each round 3 darts) to win. Doubles and triples count as 2X and 3X that segment's score respectively.

H03, H04, H05 H14 represent 3, 4, 5..... 14 rounds respectively

G17 SHOOT-OUT (WITH OPTIONS OF -03, -04, -05, -19, -20, -21)

The computer will randomly display a score for the player to hit. One correct hit scores a point. The first player who hits 3, 4, 5, 6 21 marks depending on the level of difficulty is the winner. If a player does not hit the board within 10 seconds, it will automatically change to another score for the player to hit and it counts as you hit the wrong number.

-03, -04, -05 -21 represent 3, 4, 5..... 21 marks respectively.





G18 CRICKET (With option of C00, C20, C25, 25/50 Bull)

- Following the standard rules, in Simple Cricket only the number 15-20 & bull's eye are used. All valid hits will be confirmed & displayed by the Cricket Display.
- When a number has been hit 3 times by a player, it is then 'open' to that player and any further hits will score points as thrown.
- Once a number has been hit 3 times by all players, that number is then 'closed' and can no longer be scored upon by any player.
- A player who has 'opened' a number can continue to score on that number until it becomes 'closed'.
- A player wins the game when he first 'closes' all the numbers and has equal or greater scores than the other players. However if players are tied on points, or have no points, the first player to 'close' all numbers wins.
- And if a player has 'closed' all numbers first, but is behind on points, scoring continues on 'open' numbers. If that player has not accumulated the highest point total by the time another player 'closes', the player with the most points will be the winner.

000: hit & 'open' the numbers 15-20 and bull's-eye at any order.

020: hit & 'open' the number 20 first, then in order 'open' numbers 19, 18, 17, 16, 15 & bull's-eye.

025: hit & open the bull's-eye first, then in order open numbers 15, 16, 17, 18, 19 & 20

Cricket	One time	Two times	Open	Close
Sign				

Note:

- Single segment : Count one time
Double segment : Count two times
Triple segment : Count three times
- The segment will be opened if already hit more than three times. It will be closed if all players open the same segment

G19 NO SCORE CRICKET (With option of 000, 020, 025, 25/50 Bull)

The game is played the same as Cricket EXCEPT no score is made. The winner is the player who first closed all the points.

000: hit & 'open' the numbers 15-20 and bull's-eye at any order.

020: hit & 'open' the number 20 first, then in order 'open' numbers 19, 18, 17, 16, 15 & bull's-eye.

025: hit & open the bull's-eye first, then in order open numbers 15, 16, 17, 18, 19 & 20

G20 CUT THROAT CRICKET (With option of 00C, 20C, 25C, 25/50 Bull)

Same basic rules as the standard cricket EXCEPT points are added to your opponents' total once scoring begins. The player who first closes all segments with the fewest scores wins. This variation enables players to rack up scores for his opponents, digging them into a deeper hole.

00C: hit & 'open' the numbers 15-20 and bull's-eye at any order.

20C: hit & 'open' the number 20 first, then in order 'open' numbers 19, 18, 17, 16, 15 & bull's-eye.

25C: hit & open the bull's-eye first, then in order open numbers 15, 16, 17, 18, 19 & 20

G21 KILLER CRICKET (With option of H00, H20, H25, 25/50 Bull)

The game is played the same as No Score Cricket. Except when you closed a point, and your opponents do not, you can eliminate opponent's marking by hitting the same number again. The winner is the player who closed all the points.

H00: hit & 'open' the numbers 15-20 and bull's-eye at any order.

H20: hit & 'open' the number 20 first, then in order 'open' numbers 19, 18, 17, 16, 15 & bull's-eye.

H25: hit & open the bull's-eye first, then in order open numbers 15, 16, 17, 18, 19 & 20

G22 LOW PITCH CRICKET (With option of E00, E20, E25, 25/50 Bull)

The game is played the same as Cricket. Except the points to be shot are changed from 15 to 20 and Bull to 1 to 6 and Bull.

E00: hit & 'open' the numbers 1-6 and bull's-eye at any order.

E20: hit & 'open' the number 6 first, then in order 'open' numbers 5, 4, 3, 2, 1 & bull's-eye.

E25: hit & open the bull's-eye first, then in order open numbers 1, 2, 3, 4, 5 & 6

G23 COLOR (With option of 100, 200, 300, 400, 500)

To begin this game, each player must throw one dart to determine at which color (#20 color or #1 color) who will be shooting. (If the player hits a bull's eye with this dart, they must throw again to decide the color) The double and triple segments are considered to have the same color as the single segment. Each player then tries to hit their color target in order to add up to the total score. If a player throws a dart in an opponent's color, then the mark does not count. The bull's eye does count towards your total score. The first player to the pre-set final score wins.

100, 200.....500 represent 100 scores, 200 scores..... 500 scores respectively.

G24 BONUS COLOR (With option of 100, 200, 300, 400, 500)

This game is played the same as "COLOR" with the following exception. If a player throws their dart in an opponent's color, that opponent gets the points added towards his total score.

100, 200.....500 represent 100 scores, 200 scores..... 500 scores respectively.

G25 CORRECTIONAL COLOR (With option of 100, 200, 300, 400, 500)

This game is played the same as "COLOR" with the following exception. If a player throws their dart in an opponent's color, those points are deducted from the player's total score.

100, 200.....500 represent 100 scores, 200 scores..... 500 scores respectively.

G26 NO SCORE COLOR (With option of 003, 004, 005, 006, 007)

This game is played the same as "COLOR" with the following exception. Each player tries to hit their color target to make 1 point. If a player throws a dart in an opponent's color, one mark is removed from the player's total score and the player loses his turn. (The bulls' eye does count towards your total score.) The winner will be the only player with marks remaining.

003, 004.... 007 represent 3 points, 4 points.... 7 points as the total points respectively.

G27 FREE DART COLOR (With option of 005, 010, 015, 020)

This game is played the same as "COLOR" with the following exception. Each player tries to hit their color target to gain the highest possible score. If a player throws a dart in an opponent's color, it does not count towards the total score. (The bulls' eye does count towards your total score.) The player with the highest total of points after all the darts are thrown is the winner.

005, 010, 015 and 020 represent 5 darts, 10 darts, 15 darts and 20 darts respectively.

G28 OVERS (With option of O03, O04, O05.....O20, O21, 25/50 Bull)

The players have to take turns to throw 3 darts. If a player's score is less than the previous player's score, one cricket light will turn off which means he loses one life. Before each player shoots in each round, the text screen displays the record score. A player will be out of the game when all his lives are gone. The last surviving player is the winner.

O03 –O21 represents 3 lives to 21 lives.

G29 UNDERS (With option of U03, U04, U05.....U20, U21, 25/50 Bull)

This game is played the same as "OVERS" with the following exception.

1. The leader's score is the lowest score for each turn.
2. A missed dart should be counted as 60 by pressing the MISS button.

U03-U21 represents 3 lives to 21 lives.

G30 HALVE-IT (With option of 25/50 Bull)

There are 12 rounds of three darts each in this game. The objective is to score as many points of the designated numbers as possible. The designated numbers for each round are:

Round	12	13	14	D	15	16	17	T	18	19	20	B	Total
Player													

D: Double

T: Triple

B: Bull

Scoring occurs when the dart hits the designated area only. All hits are scored at face value. Should all three of a player's darts miss the designated target area, his total score to those points is cut in half. The highest score at the end is the winner.

G31 BIG-6 (With option of b03, b04, b05.....b20, b21)

Single 6 is the first target to hit when the game begins. Within the three throws, player 1 must hit a 6 to "save" their life. After the current target is hit, the next dart thrown will determine the opponent's target. If player 1 fails to hit the current target within 2 darts, he will lose a chance to determine the next target for player 2. Player 2 will shoot for a new target generated by computer randomly. Singles, doubles and triples are all separate targets for this game.

The object of the game is to force your opponent into losing lives by selecting tough targets for your opponent to hit such as "Double Bull's eye" or "triple 20". The last player with a life left is the winner.

b03 to b21 represents 3 to 21 lives respectively. The no. of lives left is displayed by the cricket display.

G32 21 POINTS (With option of 005, 006, 007, 008, 009, 010, 011)

The object of this game is to get the most marks. A player can get one mark in two ways:

1. Gets 21 points exactly with 1, 2 or 3 darts, or
2. Has the highest points up to 21 points (if no one gets 21 points in this round)

The player will 'bust' when a score is over 21 points and the player cannot get a mark.

After the game is over, the player with the most marks wins the game.

005, 006, 007..... 011 represent 5 rounds, 6 rounds, 7 rounds..... 11 rounds respectively.

LIMITED WARRANTY

Escalade@Sports (the Company) warrants the Product to be free from defects in workmanship and materials under normal use and conditions **FOR A PERIOD OF 90 DAYS FROM THE DATE OF ORIGINAL PURCHASE** in the United States and Canada.

Product Registration Card

The Product Registration Card must be filled out completely and mailed to the Company at the address printed on the card within 10 days from the date of your purchase of the Product.

What Is Covered

Except as provided below, this Limited Warranty covers all defects in materials and workmanship. This Limited Warranty is void if the Product is:

- Damaged through improper usage, negligence, misuse, abuse, transportation damage, acts of nature, or accident (including failure to follow the instructions supplied with the Product)
- Used in commercial applications or rentals
- Modified or repaired by anyone not authorized by the Company

What Is Not Covered

This Limited Warranty does not cover:

- Any expendable items such as batteries, light bulbs, fuses, accessories, cosmetic parts, tools and other items that wear out.
- due to normal usage. Any costs you may incur for delivery, installation, assembly or transport of your product.

What The Company Will Pay For

If during the Limited Warranty period, any part or component of the Product is found by the Company to be defective, the Company will, at its option, repair the Product, replace the Product with a new Product (either the same or an equivalent model) or cause the original retailer of the Product to exchange the Product with a new Product (either the same or an equivalent model) or refund the original purchase price of the Product, without charge for labor or parts. The Company's obligation to repair, replace or exchange the Product, however, shall be limited to the amount of the original purchase price of the Product.

How To Obtain Warranty Service

In order to enforce your rights under this Limited Warranty, you must follow these procedures:

- You must have completed and mailed the Product Registration Card to the Company within 10 days of purchase of the Product.
- You must include THE ORIGINAL COPY OF YOUR SALES RECEIPT.
- You must call the Company's Consumer Service Department at 1-800-526-0451 from 9:00 A.M. to 5:00 P.M. (EST) to notify the Company of the nature of the problem.
- If you are instructed to return the Product to the Company for servicing, you are responsible for shipping the Product, at your expense, to the address designated by the Company in packaging that will protect against further damage.
- You must also include your name, address, daytime telephone number, model number of the Product and a description of the problem.

THIS LIMITED WARRANTY IS AVAILABLE ONLY TO THE ORIGINAL PURCHASER OF THE PRODUCT AND IS VALID IN THE UNITED STATES AND CANADA ONLY.

THE COMPANY'S LIABILITY IS LIMITED TO THE REPAIR OR REPLACEMENT, AT ITS OPTION, OF ANY DEFECTIVE PRODUCT AND SHALL NOT INCLUDE ANY LIABILITY FOR INDIRECT, INCIDENTAL OR CONSEQUENTIAL DAMAGES OF ANY KIND.

THIS WARRANTY IS EXPRESSLY MADE IN LIEU OF ALL OTHER WARRANTIES, EXPRESSED OR IMPLIED.

SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS OR DO NOT ALLOW FOR EXCLUSION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES. TO THAT EXTENT, THE ABOVE LIMITATIONS MAY NOT APPLY TO YOU.

This Limited Warranty gives you specific legal rights, but you may also have other rights that vary from state to state.

If you have questions regarding this Limited Warranty or the operation of the Product, you may call or write us:

Consumer Service Department
817 Maxwell Ave.
Evansville, IN 47711
1-800-526-0451
www.escaladesports.com

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