

Cricket Pro 740
ELECTRONIC DARTBOARD
MODEL E-740ARA



Arachnid™

1.800.399.4402
FAX: 215.283.9573

Please have your model number ready when calling.

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Dart History

The first “dart” was most likely thrown by prehistoric man some 35,000 years ago. A sharpened antler attached to a wooden shaft allowed hunters to kill an animal from a distance, even as it ran. In one form or another, from spears, to arrows, to the present dart we use for games of skill, the art of throwing a pointed shaft with accuracy has been a part of almost every culture.

Later in history, Henry VIII of England and Charles VI of France were both avid enthusiasts of dart throwing games derived from warfare and archery contests.

The modern game evolved during the nineteenth century in English pubs. Often a barrel head was used as the target, with the centrally located cork becoming the bull’s-eye. The term “cork” is still occasionally used today when referring to the bull’s-eye.

At one time darts were considered a game of chance, and were actually illegal in England until 1908, when a Leeds innkeeper went to court to challenge the law, fortunately he was able to demonstrate to the court’s satisfaction that darts were indeed a game of skill.

Between the two World Wars playing darts for fun and relaxation became more and more popular in England. American servicemen stationed there in World War II often brought the game home with them where it eventually became popular in the United States as well.

The originator of Electronic Darts: Arachnid, Inc.

The high technology electronic dart games we play today bear little resemblance to the medieval versions that evolved from the pastimes of the royal courts.

Arachnid, Inc. invented the state-of-the-dart technology that brought the popular pub game into the home, in the process earning a stellar reputation for quality and innovation, recognized today all over the world.

Your electronic soft-tip dart game is a precision engineered product manufactured with the highest quality materials, and is designed to provide years of action-packed fun to players of all skill levels and ages.

We suggest you take the time to read through this manual before playing.

Unpacking the Game

After unpacking the game, it is important to save the original box, all packaging, and receipts. These items will be needed if it proves necessary to return game to factory for service.

Mounting the Game

1. Choose a location to hang the board that is near an electrical outlet, and that has at least 10 feet of open floor space in front of the board.
2. Locate a wall stud, and place a mark 76" (193.04cm) up from the floor along the stud (see illustration above). Place another mark 15 5/16" (38.89cm) below the first mark. Drill a small pilot hole into each reference mark, then screw in a # 10-16x1 3/4" long slotted truss-head mounting screw (provided) into each pilot hole until the screw head is protruding about 1/2" (12.7mm) from the wall.
3. Line up the slotted mounting holes on the back of the game with the screw heads, and then mount the game.
4. It may be necessary to adjust the screw until the board fits snugly against the wall. After the board is mounted, the bulls'-eye should be 68" (172.72cm) above the floor.
5. Place a toe line 97 1/2" (247.65cm) from the wall as a guide for throwing distance. In tournament play adhesive tape 2 feet long be 2 1/2 inches wide is used, but if it is not available, a strip of household masking tape will suffice.
6. The game is powered by an AC to DC adapter supplied with the game. To connect, insert the round barrel-type power plug into the lower left side of the dart board (as you face it) and the two-prong power adapter plug into an electrical outlet.

GENERAL GAME OPERATION

- 1) Insert the round barrel-type power plug into the lower right side of the dart board as you face it and the two-prong power adapter plug into an electrical outlet.
- 2) Press *On/Off* to turn on game and it will play a welcoming melody.
- 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. The choices are printed on the dartboard.
- 4) Press *Up* or *Down* buttons to select option and press *Enter* to confirm the selection.
- 5) 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 solo player mode. Press *Enter* to confirm the selection and start the game. For more than 4 players, some players will share the player score display.
- 6) If the option you selected and confirmed is solo player, you will play against the computer. You need to further select the levels of the computer player. Press *Up* or *Down* to select the level of computer player and press *Enter* to start the game. The five levels of computer players are as follow:
C1: Beginner
C2: Intermediate
C3: Advanced
C4: Expert

C5: Professional

- 7) For easier access to popular CRICKET game (G09) , press *QUICK CRICKET* to jump to the game.
- 8) For some games, handicap mode play can be selected after the number of players has been selected. Press *Handicap* to enter handicap selection mode. Then press *Up/Down* to select the handicap option. Press *Handicap* to jump to the next player. Press *Enter* at any time to continue the selection. Here is the game list which handicap mode play can be selected.

No.	Game	Handicap options
G01	301	-20, -40, -60, -80 Score
G02	501	-20, -40, -60, -80 Score
G03	601	-20, -40, -60, -80 Score
G04	701	-20, -40, -60, -80 Score
G05	801	-20, -40, -60, -80 Score
G06	901	-20, -40, -60, -80 Score
G07	301 League	-20, -40, -60, -80 Score
G18	Count Up	+20, +40, +60, +80 Score
G20	Shanghai	+20, +40, +60, +80 Score
G21	High Score	+20, +40, +60, +80 Score
G22	Over	-1, -2, -3, -4 Lives
G23	Unders	-1, -2, -3, -4 Lives
G24	Halve-it	+20, +40, +60, +80 Score
G25	Big-6	-1, -2, -3, -4 Lives
G26	Color	+20, +40, +60, +80 Score
G27	Bonus Color	+20, +40, +60, +80 Score
G28	Correctional Color	+20, +40, +60, +80 Score
G29	No score Color	-1, -2, -3, -4 Lives
G30	Free-Dart Color	+20, +40, +60, +80 Score
G35	Forty-One	+20, +40, +60, +80 Score
G37	Shoot Out	-1, -2, -3, -4 Marks
G38	Nine Lives	-1, -2, -3, -4 Lives
G39	Killer	-1, -2, -3, -4 Lives
G40	Double Down	+20, +40, +60, +80 Score
G41	21 Points	+1, +2, +3, +4 Marks

- 9) In the selection of 301, 501, 601, 701, 801, 901, 301 league, crickets and some other games as specified in the game list, you can add a variation of 25/50 or 50/50 bullseye by further selecting the bull options. Press *Up* or *Down* buttons to select and press *Enter* to start the game.
- 10) You can press *Volume* button to adjust the sound volume during selection or playing.

- 11) During the game, when the computer announces “NEXT PLAYER”, any pressure on the segments will not activate the dartboard. The player is required to remove all the darts and press *Next* button to pick up the next player.
- 12) Press *Miss* to score 0 and record one dart when a dart hits on the WEB dart catcher or misses the board altogether.
- 13) If you want to reset the game, push *Reset* button and hold for 2 second.
- 14) If you do not want to register any bounce out dart, you can press *Bounce Out* button after the throw to remove that particular score.
- 15) For energy saving purpose if the game has not been played for 30 minutes, the game will be turned off automatically.
- 16) Press *On/Off* button to turn off game.

GAME INSTRUCTION

No	Game	Display	No. of player	No. of options
G01	301	301	1-8	12
G02	501	501	1-8	12
G03	601	601	1-8	12
G04	701	701	1-8	12
G05	801	801	1-8	12
G06	901	901	1-8	12
G07	301 League	C01	1-8	288
G08	GOTCHA!	GoC	2-8	2
G09	Cricket	Cri	1-8	6
G10	No Score Cricket	NSc	1-8	6
G11	Cut throat Cricket	CUc	1-8	6
G12	Killer Cricket	LLc	2-8	6
G13	Low Pitch Cricket	LPc	1-8	6
G14	English Cricket	Enc	2	2
G15	Scram Cricket	Scc	2	2
G16	Double Only Cricket	dbc	1-8	6
G17	Nine Dart Century	Ndc	1-8	6
G18	Count Up	CUP	1-8	18
G19	Round the clock	rCL	1-8	12
G20	Shanghai	SHi	1-8	4
G21	High Score	His	1-8	24
G22	Overs	orS	2-8	38
G23	Unders	Und	2-8	38
G24	Halve-it	HAL	1-8	2
G25	Big-6	biG	2-8	19
G26	Color	CL2	1-8	5

G27	Bonus Color	bC2	1-8	5
G28	Correctional Color	CC2	1-8	5
G29	No score Color	NC2	2-8	5
G30	Free-Dart Color	FdC	1-8	4
G31	Shooting I	S-1	1-8	2
G32	Shooting II	S-2	1-8	2
G33	Shooting III	S-3	1-8	2
G34	Shooting IV	S-4	1-8	2
G35	Forty-One	For	1-8	2
G36	Bingo	bin	1-8	4
G37	Shoot-out	S-0	1-8	19
G38	9 lives	9Li	2-8	7
G39	Killer	LLr	2-8	30
G40	Double Down	ddn	1-8	2
G41	21 points	21P	1-8	7
G42	Golf 9 / 18 holes	GoL	1-8	2
G43	Football	Ftb	1-8	1
G44	Bowling	boL	1-8	6
G45	Steeplechase	StE	1-8	1

G01 301 (Game option: L01, L02, L03, L04, L05, L06)

In the case of game options 301, each player begins with 301 points, and must reach exactly zero to win. The score of each dart thrown is subtracted from the beginning score of each round. Exceeding zero causes the player to “Bust”, and the score returns to what it was before that round. If so, it immediately picks up the next player.

L01: Single in/ Single Out (All indicator lights will be off)

L02: Double in/ Single Out (Di indicator lights will be on)

L03: Single in/ Double Out (Do indicator lights will be on)

L04: Double in/ Double Out (Di and Do indicator lights will be on)

L05: Single in/ Expert Out (Mo indicator lights will be on)

L06: Double in/ Expert Out (Di and Mo indicator lights will be on)

G02 501 (OPTIONS: L01, L02, L03, L04, L05, L06)

This game is played the same as 301 except a player starts with 501 points.

G03 601 (OPTIONS: L01, L02, L03, L04, L05, L06)

This game is played the same as 301 except a player starts with 601 points.

G04 701 (OPTIONS: L01, L02, L03, L04, L05, L06)

This game is played the same as 301 except a player starts with 701 points.

G05 801 (OPTIONS: L01, L02, L03, L04, L05, L06)

This game is played the same as 301 except a player starts with 801 points.

G06 901 (OPTIONS: L01, L02, L03, L04, L05, L06)

This game is played the same as 301 except a player starts with 901 points.

G07 301 League

This game is played the same as 301, except each player has partners, as in league play (2 teams with 2-4 players on each team). Each team uses two display windows, alternating turns. Team 1 = player 1, player 3, player 5 and player 7; Team 2 = player 2, player 4, player 6 and player 8, depending on how much player with in a team. Any team player can win the game. However, there is an added 'freeze rule' for team play.

Freeze rule: A player can 'go out' only if his partner has a score that is equal to or lower than all opponents's combined scores. If the partner's score is higher than the combined scores of their opponents, the player is 'frozen' and cannot win the game at that time. The strategy then is for that player to get as low as possible in points and hope the partner has a chance to win the game. If someone is frozen and gets to zero, the game will automatically 'bust' that player, not allowing that player to break the freeze rule

Team Options: 2C, 3C, 4C, Cyb

2C - 2 player in each team

3C - 3 player in each team

4C - 4 player in each team

G08 GOTCHA!

Each player begins with 0 points and must reach 301 exactly to win. Players can "Bomb" other players, which reduces their score to zero. This happens when the shooting player equals another player's score with any dart thrown. Therefore it is possible to bomb 3 players in 1 turn. Example:

Player 1's score is 20

Player 2's score is 50

Player 3's score is 30

Player 4 is up. The first dart thrown hits the 20- Player 1 gets bombed and goes to zero.

The Second dart hits the 10 (score is now 30) –Player 3 gets bombed and goes to zero. If a player exceeds 301 points that player will bust and the following occurs: This is a good practice game for one player. However, no "Bombs" will go off.

L01: The player score reverts to what it was before and darts were thrown in that round.

L02: That score is also reduced by the number of points that were of 301.

G09 Cricket

Cricket is played with the numbers 15 through 20 and the bull's-eye. The first player marks a number three times & closes all the number is the winner. Marks are indicated in the tri-colored light scoring system at the bottom of the board. One mark is indicated by a green light, two by an amber light, and three by a red (when number is closed). Doubles count as two marks, and triples as three. After a number is closed but is opened for scoring (that is the other player has not yet closed that number), player scores points by hitting that "opened" cricket number.

However, no scores can be made for the number that has been closed by all the players.

The winner is the player to close all the number and has the highest or equal score. When

a player opens all the numbers but is behind in the score, he should continue scoring on his open numbers.

E00: No order

E20: Order: 20, 19, 18, 17, 16, 15 to bull

E25: Order: Bull, 15, 16, 17, 18, 19 to 20

G10 No Score Cricket

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: No order

020: Order: 20, 19, 18, 17, 16, 15 to bull

025: Order: Bull, 15, 16, 17, 18, 19 to 20

G11 Cut Throat Cricket

Cut throat cricket is played the same as cricket except when a player closed a number and begins scoring. The points are given to all opponents that do not have that number closed. The winner is the first player that closes all the numbers and has the lowest or equal score.

C00: No order

C20: Order: 20, 19, 18, 17, 16, 15 to bull

C25: Order: Bull, 15, 16, 17, 18, 19 to 20

G12 Killer Cricket

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: No order

H20: Order: 20, 19, 18, 17, 16, 15 to bull

H25: Order: Bull, 15, 16, 17, 18, 19 to 20

G13 Low Pitch Cricket

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.

L00: No order

L20: Order: 6, 5, 4, 3, 2, 1 to Bull

L25: Order: Bull, 1, 2, 3, 4, 5 to 6

G14 English Cricket

This game is for 2 players only. The game consists of two rounds. In round one, the target of player one is the bulls' eye, each hit of the outer bull counts as one mark, inner bull counts as two marks, and the other numbers are count as 0 mark. The object of Player 2 is to get the highest possible score before Player 1 accumulates 9 marks. Player 2 can throw

any number. However, if player 2 scores 42 points, it counts as 2 points, if player 2 scores 59 points, it counts as 19 points. Therefore score is counted only when the total score of three darts is over 40 otherwise it counts as 0 points. The first round is finished when Player 1 accumulates 9 marks. In round two, the players change their roles. Player 2 hits the bulls' eye and Player 1 goes for points. The game is over when Player 2 accumulates 9 marks. The player with the most pints is the winner.

G15 SCRAM CRICKET (Double Bull, Single Bull)

Scram Cricket is a variation of Cricket. The game consists of 2 rounds. In the first round, player 1 has to 'close' 15-20 and bull's-eye, whilst player 2 attempts to get as many scores as he can by hitting the numbers which are still open. Round 1 will be finished if all numbers have been closed. For round 2, the reverse is practiced. The one with the highest score is the winner.

G16 DOUBLE ONLY CRICKET

Double Only Cricket is played the same as Cricket except that a double of each designated cricket number must be hit before a player can go further with that number. Once double is hit, that number is allowed to open. Then that double, and all other doubles, triples and singles of that number count. For example, to start the 20's each player must hit double 20. After getting double 20 then a single 20 would close the number, a double would close and score 20 points, and a triple would close and score 40 points. So, it is impossible to close a number with one dart.

L00: hit & 'open' the numbers 15-20 and bull's-eye at any order.

L20: hit & 'open' the number 20 first, then in order 'open' numbers 19, 18, 17, 16, 15 & bull's-eye.

L25: hit & open the bull's-eye first, then in order open numbers 15, 16, 17, 18, 19 & 20

G17 Nine Dart Century

The options are the target score, see the chart below.

Option	100	150	200
Target Score	100 Points	150 Points	200 Points

In this game each player has 9 darts (three turns) to score 100 (or 150, 200) points without going over, or get as close to 100 as possible. If you go over you are out of the game. The dart board will announce "bust". Darts that land outside the scoring area will reset your score back down to zero. Darts that bounce out are not penalized and do not count for any points. The number on the dartboard that you hit will be your score. A double segment is worth double points and a triple is worth triple. The player that gets closest to the Target Score without going over is the winner.

G18 Count Up

The score will be accumulated for each dart; the first player who reaches or goes over the set points will be winner.

Game Option: 100/200/300/400/500/600/700/800/900 correspond to target points of 100, 200,300.....900 respectively.

G19 Round the clock

Hit in strict order of 1,2,3... until 5,10,15 or 20, straight, double or triple depending on the difficulty. The first player to reach the last score will be 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 straight, 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.

G20 Shanghai

Each player has to proceed for score around the board from 1 through 20 and then bull's eye. Throw a dart for each number in order and the player who gets the most scores wins.

101: the game starts from segment 1

105: the game starts from segment 5

110: the game starts from segment 10

115: the game starts from segment 15

G21 High Score

High Score is a game where the player with the highest score at the end of 3-14 rounds wins. Each player starts the game with zero points and adds to their score with each throw. 003, 004, 005, 006... 014 represent 3,4,5,6... 14 rounds.

G22 Overs

The players have to take turns to throw 3 darts. If your 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.

003-O21 represents 3 lives to 21 lives.

G23 Unders

Rules follow exactly as OVERS except

1. The objective is to get the lowest score.
2. The leader's score is the lowest score.
3. A missed dart out of the dartboard is counted as 60 by pressing the 20X3 segments.

U03-U21 represents 3 lives to 21 lives.

G24 Halve-it

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:

1 st round	12
2 nd round	13
3 rd round	14
4 th round	Any doubles
5 th round	15
6 th round	16
7 th round	17
8 th round	Any triples
9 th round	18
10 th round	19
11 th round	20
12 th round	Bull's Eye

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 of designated rounds is the winner.

G25 BIG-6

This game allows player to challenge their opponents to hit the targets of their choice. However, players must earn the chance of picking the next target for their opponent by making a hit on the current target first.

Single 6 is the first target to hit when the game begins. Before the game starts, players must agree on how many lives will be used. 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.

G26 Color

To begin this game, each player must throw one dart to determine at which color segment (#20 Segment color or #1Segment color) they will be shooting for. (If the player hits a bull's

eye with this dart, they must throw again to decide the color). 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.

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

G27 Bonus Color

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.

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

G28 Correctional Color

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.

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

G29 No Score Color

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.

G30 Free-Dart Color

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.

G31 Shooting I

In this game, each player throws three darts. The player with the highest 3 dart total wins that round. Winner is the first one to win 7 rounds.

G32 Shooting II

This game is played just like Shooting I, however, only darts that land in the single, double or triple areas of the following Target Area numbers will count towards the score: 15, 16, 17, 18, 19, 20 and Bulls' eye. Winner is the first one to win 7 rounds.

G33 Shooting III

This game is played just like Shooting I. However, the game lasts seven rounds and the winner is the first one who won 4 rounds within 7 rounds or who won the most rounds after 7 rounds.

G34 Shooting IV

This game is played just like Shooting III, however, only darts that land in the single, double, or triple areas of the following Target Area numbers will count towards the scorer: 15, 16, 17, 18, 19, 20, Bulls' eye. Winner is the first one who won 4 rounds within 7 rounds or who won the most rounds after 7 rounds.

G35 Forty-One

This game starts with a base score of 40 for each player. The player has to score by hitting the active segment of the current round. For instance, in the 1st round, the player must throw for the 20 segment. If no 20's is hit, his score will be cut by half. If some 20's are hit, each 20 (doubles and triples count) is added to the starting total. The next round is 19 and so on down to 15 and then bulls' eye. A round of 41 points is included after bull's eye and a player has to get through this challenge before turning to the end.

	20	19	18	17	16	15	B	'41'	Total
Player 1									
Player 2									

G36 BINGO

The board will display the target segment automatically. The player who first finishes hitting all specified target segments for three times wins the game.

- 132- Hit the segment with the sequence of 15, 4, 8, 14, 3.
- 141- Hit the segment with the sequence of 17, 13, 9, 7, 1.
- 168- Hit the segment with the sequence of 20, 16, 12, 6, 2.
- 189- Hit the segment with the sequence of 19, 10, 18, 5, 11.

The player should hit a number segment three times to enter into the next number segment. Hitting the single segment counts as one time; the double segment counts as two times; the triple segment counts as three times.

G37 Shoot Out

The computer will randomly display a score for the player to hit. One correct hit scores one mark. The first player who hits 3, 4, 5 ... 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 number for the player to hit and it counts as you hit on the wrong number. The player's score display will show the number of the target left. In this game double & triple are treated as single.

-03, -04, -05 -021 represent 3, 4, 5..... 21 marks respectively.

G38 9 Lives

This game plays numbers 1 through 20 and bull's eye in a sequence loop. Players take turns throwing in 1 in the first round, 2 in the second round, and so on, until "25" in the 21st round, 1 in the 22nd round and so on. Each player must hit the target number with one dart in each round. The player will lose a life if all 3 darts miss. The last player remaining alive is the winner.

003, 004, 005 009 represent 3, 4, 5..... 9 lives respectively.

G39 Killer

To start, each player must select his number by throwing a dart at the target area. The display will indicate "SEL" at this point. The number each player gets is his assigned number throughout the game. No two players can have the same number. Once each player has a number, the action starts. Each player tries to hit his/her own number to attain the qualification for a "killer". When becoming a killer, the objective of the player is to "kill" his /her opponents by hitting their segment number until all their "lives" are lost. If a killer hits his/her own segment number, the killer will lose the qualification for "killer" and also lose one "life". He/She should hit his/her own segment number again for "killer" qualification. The last player to remain alive is declared the winner. For more difficult play, hit the double (or triple) for his /her own scoring number to attain the qualification for a "killer".

Option	Lives	Shoot area (killer)
003	3	Single, double, triple
005	5	Single, double, triple
.....	...	Single, double, triple
021	21	Single, double, triple
203	3	Double
205	5	Double
...		Double
221	21	Double
303	3	Triple
305	5	Triple
....		Triple
321	21	Triple

G40 Double Down

The game starts with a base score of 40 for each player. The player has to score by hitting the active segments of the current round. For instance the 1st round, the player must throw to hit segment 15. If no 15's are hit, the player's score will be cut by half. The next round is 16 and so on. For D and T, the player has to hit any double or triple and the same rule will be applied. The player who gets the highest score is the winner.

	15	16	D	17	18	T	19	20	B	Total
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Player 1										
Player 2										

D: Double T: Triple B: Bull's eye

G41 21 Points

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 marks, 6 marks, 7 marks..... 11 marks respectively.

G42 Golf 9 / 18 Holes

This is a dartboard simulation of the game golf (but you don't need clubs to play). The object is to complete a round of 9 through 18 "holes" with the lowest score possible. The championship "course" consists of all par 3 holes making par 27 for a nine hole round or 54 for a round of 18. The segments 1 through 18 are used with each number representing a "hole." You must score 3 hits in each hole to move to the next hole. Obviously, double and triples affect your score as they allow you to finish a hole with fewer strokes. For Example throwing a triple on the first shot of a hole it is counted as an "eagle" and that player completes that hole with 1 "stroke."

G43 Football

Player has to first select their playing field by throwing a dart at the dartboard. Once a playing field is selected, you have to start points from the double segment, carry through the bull's eye and then to the opposite segments in strict sequence. The status of the player will be indicated at the display.

For example, if a player selects segment 11, he should hit D-11 outer S-11, T-11, inner S-11, outer bull's eye, inner bull's eye, outer bull's eye, inner S-6, T-6, outer S-6, and finally the D-6. The first player who finished his playing field is the winner.

G44 Bowling

This is a challenge game and the player has to be very accurate to have a good score. Each player has to select his 'alley' by throwing the first dart at a segment when the dartboard displays SEL. Then use the 2nd and the 3rd dart to score points (i.e. pins) on the selected alley. Points (pins) are calculated as follow:

Segment	Score
Double	9 pins
Outer Single	3 pins
Triple	10 pins
Inner Single	7 pins

A player cannot hit the same single segment twice within the same ‘frame’; if it is hit twice, the second hit will be counted as 0. Therefore it would be more advisable for the player to hit two respective single segments to have a score of 10 pins (7 for inner single segment and 3 for outer single segment).

A player can have 20 pins if he hits the triple segment twice. There will only be 10 pins if a player hits the double twice. Otherwise you will only get 9 pins if you hit the double with your second dart and another segment with your third dart. The perfect game score is 200/220/240/260/280/300 respectively for the options chosen.

Option	10r	11r	12r	13r	14r	15r
No. of Frames	10	11	12	13	14	15

G45 Steeplechase

The object of this game is to be the first player to finish the “race” by being the first to complete the “track.” The track starts at the 20 segment and runs clockwise around the board to the 5 segment and ends with a bull’s eye. But only the inner segment of each number can be hit and there are 4 “hurdles” in the game.

1st fence, triple 13.

2nd fence, triple 17.

3rd fence, triple 8.

4th fence, triple 5.

The first player to complete the course and hit the bull’s eye wins the race.

The sequence of the “race” is (20S, 1S, 18S, 4S, 13T, 6S, 10S, 15S, 2S, 17T, 3S, 19S, 7S, 16S, 8T, 11S, 14S, 9S, 12S, 5T, B)

Trouble Shooting

We are proud of being the originator of the electronic dart board, so we build our boards to be rugged and durable. However, with the delicate electronics in our game, and with the high usage the game may receive, there is a chance that a problem may eventually occur.

No Power

POOR OUTLET CONNECTION. Check the power cord to make sure that it is properly plugged in. Check the circuit breaker (or fuse) in the home to verify that there is power to the electrical outlet.

Game will not score or no sound

Check to see if a segment is stuck. Also be sure that all buttons are not stuck.

Electrical storms, power line surges, rolling brown outs, broadcast radio/TV transmitters:

NOTICE

Under extreme electrical interference conditions of these types, the dart game can show erratic behavior and fail to continue to perform.

To restore game to normal operation disconnects all power sources from the game unit.

Unplug adapter and wait for 3 seconds. Reconnect power sources.

Cleaning the Game

The arachnid, Inc. dart board will provide many hours of fun if cared for properly. Do not use spray cleaners, or cleaners that contain ammonia, acetone, or other harsh chemicals as they may cause damage. Instead, we suggest regular dusting with a damp cloth. Use a mild detergent and damp cloth for more vigorous cleansing. It is a good idea to first test cleaning solutions on an inconspicuous area of the game. Note: Spilling liquids onto the game, exposure to weather, or user abuse (such as dropping the game) can result in permanent damage, and are not covered by the warranty.

Warranty

For any warranty issues or problems,

DO NOT RETURN THIS PRODUCT TO THE STORE WHERE PURCHASED

WARRANTY: This DMI electronic dartboard is guaranteed against defects in materials and workmanship for 1 year. (Note: flights, shafts and points wear out and/or break as a normal part of play; this is not a defect and is not covered under the guarantee.) This guarantee is void if merchandise is misused, abused, neglected, shopworn, scratched or if you cannot provide a valid proof of purchase.

Opening this dart game will render your warranty null and void

REPLACEMENT PARTS

AC ADAPTER MODEL # VJADAP2 PRICE: \$12.95

6 REPLACEMENT DARTS PACK MODEL# VJ6DARTS16G PRICE: \$12.95

Replacement Part Orders subject to shipping and handling charges