Electronic Dartboard

Cricket Tech™

EBA100

BULLSHOOTER by Arachnid®

1.800.399.4402

FAX: 215.283.9573

Please have your model number ready when calling.

DMI Sports Inc.
1300 Virgina Drive, Suite 401
Ft. Washington PA, 19034

www.dmisports.com

DISPLAY PROTECTIVE FILM

This electronic dartboard may have a clear film over the entire display area to prevent scratching during shipping. It is recommended that this film be removed before play to enhance the display area visibility. To remove, simply lift edge, peel off, and discard.

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LIMITED 90-day Limited Warranty

DMI Sports, Inc. warrants this game to be free from defects in material and workmanship for 90 days by original purchaser of the unit.

This warranty covers manufactures defects only, not normal wear and tear. The manufacturer can service malfunctions due to normal wear and tear for a fee. This warranty does not apply to products damaged through accidents, misuse, or neglect. Your warranty is void if service is attempted by another other than the manufacturer. All display lights and transformers are limited to a 1-year warranty.

DMI Sports. Inc. reserves the right to make inspection and determination if all warranty claims.

1-800-399-4402 (Toll-Free)

Or send request in writing to:

1300 Virginia Drive, Suite 401, Fort Washington, PA, 19034

This warranty gives you specific legal rights and you may have other rights, which vary, from state to state.

UNPACKING THE GAME

Unpack your new dartboard carefully, making sure all parts are included. The following components are included in this set:

- 1 Electronic Dartboard
- 6 Darts (unassembled)
- Soft tip replacement pack
- Owner's Manual

If you are missing a part or have any questions, please call our Customer Service at 1-800-399-4402 (Toll Free).

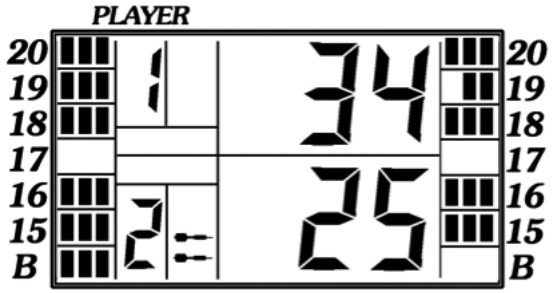
This dartboard may have a protective film over the scoring display. Film should be removed for better clarity.

Batteries

This dartboard requires 3 AA (1.5 volt) Batteries to operate. **BATTERIES NOT INCLUDED.** Do NOT mix old and new batteries and do not mix alkaline, standard (carbon zinc), or rechargeable (nickel cadmium) batteries. Do not dispose of batteries in fire, batteries may explode or leak.

Cricket Scoring Display

This dartboard utilizes a dedicated cricket scoreboard within the scoring display that keeps track of each player's segment status when playing Cricket. When Cricket is selected, individual characters will be utilized to register marks. There are 3 separate lights within each number (15 through 20 and bulls eye). During play, one of the status lights will turn on (black will appear) as a segment is hit. If a double or triple of an active number is hit, 2 or 3 lights will turn on respectively.



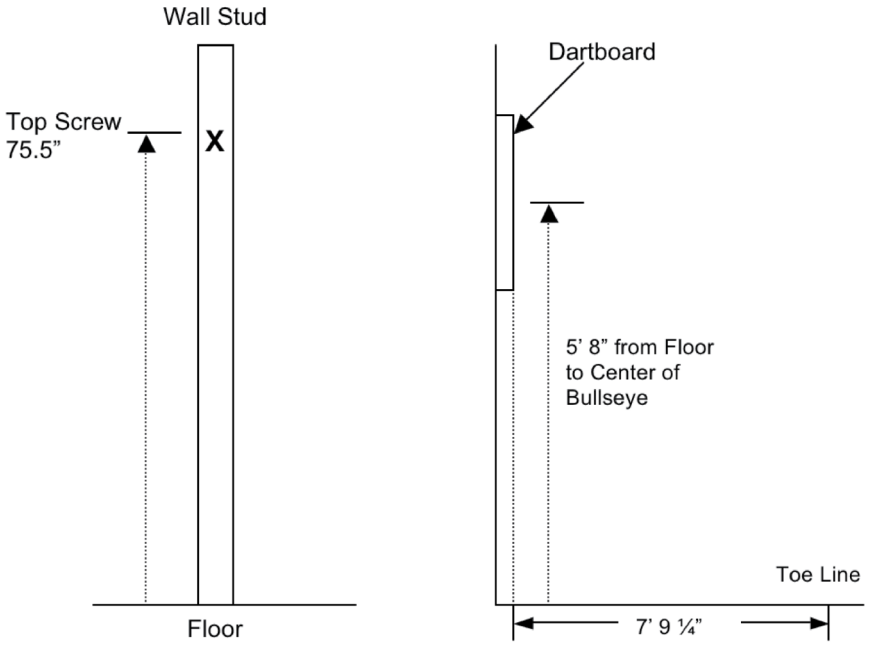
SETUP / MOUNTING INSTRUCTIONS

Choose a location to hang the dartboard where there is about 10 feet of open space in front of the board. The “toe-line” should be 7’ 9 1/4” from the face of the dartboard. You can use a distance of 8 feet for tournament soft tip rules as well.

Locate a wall stud and place a mark 75.5” from the floor. This mark is for the mounting screw. Drill your screw into this mark leaving the head of the screw exposed about ½ ” from the wall so the dartboard can be mounted onto the head of the screw. Mount the dartboard on the wall by lining up the hole on the top center of the back of the dartboard with the screw you just drilled into the wall. After you have placed the dartboard onto the screw, you can slide the dartboard to the right to lock the board onto the screw so the dartboard cannot be easily removed from the screw for added security.

There are additional optional screw holes located in the catch ring of the dartboard that can be used to provide additional support. You will need to purchase additional wood screws and drywall anchors from your local store to utilize this option.

Center of Bullseye should be 5’ 8” from the floor when finished



DARTBOARD FUNCTIONS

RESET button — Cancels current score and returns to start of game.

POWER button — Press to turn game on or off. Dartboard has an automatic suspend mode to conserve power and battery life (if using batteries). The dartboard will make sound effect and display “SLEEP” on the display after approximately 3 minutes of non-use. However, the scores are stored in memory and can be restored by pressing any button.

PLAYER button — This button is used at the start of each game to select the number of players you want to play the game. In addition, this button allows players to see other player scores of not on active display. This dartboard keeps track of up to 4 player scoring or 4 two-person teams. When playing with more than 2 players, some scores will be not be visible when not active. This button allows you to page through all players’ scores as needed.

START button — This multi-function button is used to:

- **START** the game when all options have been selected.
- **CHANGE** to the next player when one player is finished with his round. This will put dartboard in **HOLD** status between rounds to allow player to remove darts from the target area.

GAME buttons — Press to page through the on-screen game menu.

Heckler Button — Your electronic dartboard includes an exciting interactive “Heckler” feature that emits rewarding comments of praise for high scoring darts and heckling insults for poorly thrown darts. The humorous interactive comments are sure to add plenty of fun and excitement to your dart game.

There are four levels to choose from to control how frequent you will hear these interactive sound effects:

FREQUENCY LEVELS

Level 4: Every throw - All throws will include an interactive sound effect

Level 3: Frequently - Frequent interactive sound effects

Level 2: Occassional - Occassional interactive sound effects

Level 1: OFF - Turns OFF the interactive Heckler sounds

The default setting when the dartboard is turned on is Level 4 (Every Throw) Players do have the ability to change the frequency level while a game is in process. Simply press the Heckler button to change the frequency level.

IMPORTANT! The interactive HECKLER feature can only be used with standard games of Cricket and ’01 (301,501 etc)

Have fun and …..Don’t Choke!!

ELECTRONIC DARTBOARD OPERATION

1. Press the **POWER** button to activate dartboard. A short musical introduction is played as the display goes through power-up test.

Press **GAME** buttons until desired game is displayed.

2. Press **PLAYER** button to select the number of players (1, 2, 3, 4, t 1-1, t 2-2, t 3-3, t 4-4) The default setting is 2 players.

3. Press **START** button (red) to activate game and begin play.

4. Throw darts

   - The dart indicator display is located to the right of the score display. The number of darts displayed indicate the remaining throws for the active player.
   - When all 3 darts have been thrown, a voice command will indicate "next player" and the score will flash. The darts can now be removed without affecting the electronic scoring. When all darts are removed from the playing surface press the **START** button to go to next player. Voice command will indicate which player is up.

TEAM PLAY

In addition to scoring for up to 4 players, this dartboard is capable of keeping score for team play up to a maximum of 4 two-person teams (8 individuals). To enter team play mode, press **PLAYER** button continually until a "t" appears on the display. Each team option is illustrated below:

t 2-2 2 teams, 4 individual players
(1st team-players **1**&**3**, 2nd team-players **2**&**4**)

t 3-3 3 teams,6 individual players
(1st team-players **1**&**4**, 2nd team-players **2**&**5**, 3rd team-players **3**&**6**

t 4-4 4 teams,8 individual players
(1st team-players **1**&**5**, 2nd team-players **2**&**6**, 3rd team-players **3**&**7**, 4th team-players **4**&**8**)

During team play, team members combine their scores to arrive at a team score.

CARING FOR YOUR ELECTRONIC DARTBOARD

1. **Never use metal tipped darts on this dartboard.** Metal tipped darts will seriously damage the circuitry and electronic operation of this dartboard.
2. **Do not use excessive force when throwing darts.** Throwing darts too hard will cause frequent tip breakage and cause excess wear on the board.
3. **Turn darts clockwise as you pull them from the board.** This makes it easier to remove darts and extends the life of the tips.
4. **Remove the batteries when not in use.** This will prolong the life of your batteries.
5. **Do not spill liquids on the dartboard**. Do not use spray cleaners, or cleaners that contain ammonia or other harsh chemicals as they may cause damage.

AUTOMATIC SUSPEND MODE FEATURE

The dartboard will automatically suspend if no action occurs within approximately three minutes. This is designed to save power or battery life. A sound effect will play and the display will indicate "**SLEEP**" (see below). All scores will be stored in memory and play will resume when any button is pressed.

SOLO PLAY FEATURE

This exciting feature allows solo player to play against the computer at one of five different levels of skill – only 1 player can compete against the Solo Play competitor. This adds a level of competition to normally routine practice sessions.

To activate the Solo Play opponent:

1. Select the Game you wish to play
2. Press **Solo Play** button
   Select Solo Play opponent skill level by pressing the **Solo Play** button continually

Solo Play Levels

Level 1	Professional
Level 2	Advanced
Level 3	Intermediate
Level 4	Novice
Level 5	Beginner

3. Press **START** to begin play

   When play begins:

   The 'human' player throws first. After 3 darts are thrown, go to the board to take darts out and press **START** to change to the next player (Solo Play). Watch as the Solo Play opponent's dart scores are registered on the display. After the Solo Play opponent completes his round, the board will **automatically reset** for the "human" player. Play continues until one player wins. **Good luck!**

GAME RULES

Your electronic dartboard is loaded with games and options. The rules for each game are detailed below in the order they appear on the scoring display when paging through the games. The game number is indicated next to each game for your reference.

301

This popular tournament and pub game is played by subtracting each dart from the starting number **(301)** until the player reaches exactly 0 (zero). If a player goes past zero it is considered a "Bust" and the score returns to where it was at the start of that round. For example, if a player needs a 32 to finish the game and he/she hits a 20, 8, and 10 (totals 38), the score goes back to 32 for the next round.

401 Starting number 401
501 Starting number 501
601 Starting number 601
701 Starting number 701
801 Starting number 801
901 Starting number 901

CRICKET

Cricket is a strategic game for accomplished players and beginners alike. Players throw for numbers best suited for them and can force opponents to throw for numbers not as suitable for them. The object of Cricket is to "close" all of the appropriate numbers before one's opponent while racking up the highest number of points.

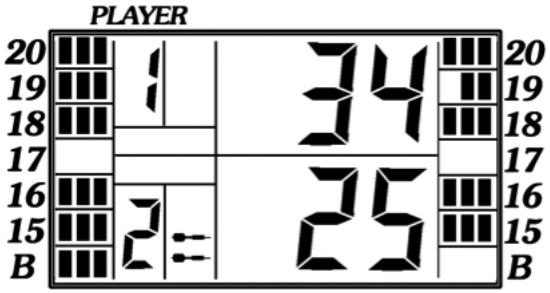
Only the numbers 15 through 20 and the inner/outer bullseye are used. Each player must hit a number 3 times to "open" that segment for scoring (Refer to Tournament Cricket Scoring section for explanation on how players' marks are registered). A player is then awarded the number of points of the "open" segment each time he/she throws a dart that lands in that segment, provided their opponent has not closed that segment. Hitting the double ring counts as two hits, and the triple ring counts as 3 hits.

Numbers can be opened or closed in any order. A number is "closed" when the other player(s) hit the open segment 3 times. Once a number has been "closed", any player for the remainder of the game can no longer score on it.

Winning — The side closing all the numbers first and accumulating the highest point total is the winner. If a player "closes" all numbers first but is behind in points, he/she must continue to score on the "open" numbers. If the player does not make up the point deficit before the opposing player(s) "closes" all the numbers, the opposing side wins. Play continues until all segments are closed — the winner is the player with the highest score.

Cricket Scoring Display

This dartboard utilizes a dedicated scoreboard within the scoring display that keeps track of each player's segment status when playing Cricket. When Cricket is selected, individual characters will be utilized to register marks. There are 3 separate lights within each number (15 through 20 and bullseye). During play, one of the status lights will turn on (black will appear) as a segment is hit. If a double or triple of an active number is hit, 2 or 3 lights will turn on respectively.



NO-SCORE CRICKET

*(Press **SELECT** button when **Cricket** is displayed)*

Same rules as standard Cricket except there is no point scoring. The object of this version is to be the first to simply "close" all the appropriate numbers (15 through 20 and the bullseye).

SCRAM

(For 2 players only)

This game is a variation of Cricket. The game consists of two rounds. The players have a different objective in each round. In round 1, player 1 tries to "close" (score 3 hits in each segment — 15 to 20 and bullseye). During this time, player 2 attempts to rack up as many points in the segments that the other player has not yet closed. Once player 1 has closed all segments, round 1 is complete. In round 2, each player's roles are reversed. Now, player 2 tries to close all the segments while player 1 goes for points.

The game is over when round 2 is complete (player 2 closes all segments). The player with the highest point total is the winner.

CUT-THROAT CRICKET

Same basic rules as standard Cricket except once scoring begins, points are added to your opponent(s) total. The object of this game is to end up with the fewest points. This variation of Cricket offers a different psychology to the players. Rather than adding to your own score and helping your own cause as in standard Cricket, Cut-Throat offers the benefit of racking up points for your opponent(s), digging him in a deeper hole. Competitive players will love this variation!

ADVANCED CRICKET

This difficult version of cricket was developed for the advanced player. Players must close out the segments (20,19,18,17,16,15 and bullseye) **by using only triples and doubles**! In this challenging game, doubles segments count as 1x the number, and triple segments count as 2x the number. The bullseye scoring is the same as in standard cricket. The first player to close out the numbers with the most points is the winner.

SHOOTER

This challenging game tests the players ability to "group together" darts within a segment during each round of play. The computer will randomly select the segment the players must shoot for at the start of each round — indicated by a flashing number in the display.
Scoring is as follows: Single segment = 1 Point Double segment = 2 Points
Triple segment = 3 Points Single Bullseye= 4 Points.

When the computer selects players to hit double Bullseye, the outer bull scores 2 points and the inner Bull scores 4 points. The player with the most points at the end of the rounds is the winner.

OVERS

The object of this game is to simply score higher ("over") than your own previous three dart total score. Before play begins, players choose the amount of lives to be used by pressing the SELECT button. When a player fails to score "over " their previous three-dart total, they will lose one life. When a player "equals" the previous three dart total, a life will also be lost. The LED screen on the right will light up once for each life taken away. The last player with a life remaining is the winner.

UNDERS

This game is the opposite of "Overs" Players must score less ("Under") than their own previous three-dart total. The game begins with 180 (highest total possible) when the player shoots higher than his or her own previous three-dart total, they will lose a life. Each dart that hits outside the scoring area, including bounce outs will be penalized with 6o points added to your score. The last player with a life remaining is the winner.

COUNT-UP 300

The object of this game is to be the first player to reach the specified point total (300). Point total is specified when the game is selected. Each player attempts to score as many points as possible per round. Doubles and triples count 2 or 3 times the numerical value of each segment. For example a dart that lands in the triple 20 segment is scored as 60 points. The cumulative scores for each player will be displayed in the LCD display as the game progresses. ***Additional variations of this game are detailed below. The rules are the same except the point total varies as indicated in the number.***

COUNT-UP 400
COUNT-UP 500
COUNT-UP 600
COUNT-UP 700
COUNT-UP 800
COUNT-UP 900
COUNT-UP 999

HIGH SCORE - 3 ROUNDS

The rules for this competitive game are simple — Rack up the most points in three rounds (nine darts) to win. Doubles and triples count as 2x and 3x that segment's score respectively. ***Additional variations of this game are detailed below. The rules are the same except the number of rounds varies as indicated in the number.***

High Score — 4 Rounds
High Score — 6 Rounds
High Score — 7 Rounds
High Score — 8 Rounds
High Score — 9 Rounds
High Score — 10 Rounds
High Score — 12 Rounds
High Score — 13 Rounds
High Score — 14 Rounds

ROUND-THE-CLOCK – R1 SINGLES

Each player attempts to score in each number from 1 through 20 and bullseye **in order.** Each player throws 3 darts per turn. If a correct number is hit, he/she tries for the next number in sequence. The first player to reach 20 is the winner.

The display will indicate which segment you are shooting for. A player must continue shooting for a segment until it is hit. The display will then indicate the next segment you should shoot for.

There are many difficulty settings available for this game. Each game has the same rules, the differences are detailed as follows:

ROUND-THE-CLOCK 5 — Game starts at segment number 5
ROUND-THE-CLOCK 10 — Game starts at segment number 10
ROUND-THE-CLOCK 15 — Game starts at segment number 15

Since this game does not utilize point scoring, the double and triple rings count as single numbers.

We have added some additional levels of difficulty to this game for those looking for a real challenge!:

ROUND-THE-CLOCK Double — Player must score a **Double** in each segment from 1 through 20 in order.

ROUND-THE-CLOCK Double 5 — Game starts at double segment 5

ROUND-THE-CLOCK Double 10 — Game starts at double segment 10

ROUND-THE-CLOCK Double 15 — Game starts at double segment 15

ROUND-THE-CLOCK Triple — Player must score a Triple in each segment from 1 through 20 in order.

ROUND-THE-CLOCK Triple 5 — Game starts at triple segment 5

ROUND-THE-CLOCK Triple 10 — Game starts at triple segment 10

ROUND-THE-CLOCK Triple 15 — Game starts at triple segment 15

KILLER

This game will really show who your friends are. The game can be played with as few as two players, but the excitement and challenge builds with even more players. To start, each player must select his number by throwing a dart at the target area. The LCD 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.

Your first objective is to establish yourself as a "Killer" by hitting the double segment of your number. Once your double is hit, you are a "Killer" for the rest of the game. Now, your objective is to "kill" your opponents by hitting their segment number until all their "lives" are lost. The last player to remain with lives is declared the winner. It is not uncommon for players to "team up" and go after the better player to knock him out of the game.

DOUBLE DOWN

Each player starts the game with 40 points. The object is to score as many hits in the active segment of the current round. The first round, the player must throw for the 15 segment. If no 15's are hit, his score is cut in half. If some 15's are hit, each 15 (doubles and triples count) is added to the starting total. The next round players throw for the 16 segment and hits are added to the new cumulative point total. Again, if no hits are registered, the point total is cut in half.

Each player throws for the numbers as indicated in the chart below in order (the LCD screen will indicate the active segment in which to throw). The player who completes the game with the most points is the winner.

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

Any Double — Any Triple

DOUBLE DOWN 41

This game follows similar rules as standard Double Down as described above with two exceptions. First, instead of going from 15 through 20 and bullseye, the sequence is reversed which will be indicated on the LCD display. Second, an additional round is included toward the end in which players must attempt to score three hits that add up to 41 points (20, 20, 1; 19, 19, 3; D10, D10, 1: etc.). This "41" round adds an extra level of difficulty to the game. Remember, a player's score is cut in half if not successful, so the "41" round presents quite a challenge!

	20	19	D	18	17	T	16	15	41	B	TOTAL
Player 1											
Player 2			▲			▲			▲		

Any Double — Any Triple — '41' Round

ALL FIVES — 51

The entire board is in-play for this game (all segments are active). With each round (of 3 darts) each player has to score a total which is divisible by 5. Every "five" counts as one point. For example 10, 10, 5 = 25. Since 25 is divisible by 5 fives, this player scores 5 points (5 x 5 = 25).

If a player throws 3 darts that are not divisible by 5, no points are given. Also, the last dart of each round must land in a segment. If a player throws the third dart and it lands in the catch ring area (or misses the board completely), he earns no points even if the first two

darts are divisible by 5. This prevents a player from "tanking" the third throw if his first two are good. The first player to total fifty-one (51) "fives" is the winner. The LCD screen will keep track of the point totals. ***Additional variations of this game are detailed below. The rules are the same except the total needed to win varies as indicated in the number following the game.***

ALL FIVES — 61 **ALL FIVES — 81**
ALL FIVES — 71 **ALL FIVES — 91**

SHANGHAI — 1

Each player must progress around the board from 1 through 20 in order. Players start at number 1 and throw 3 darts. The object is to score the most points possible in each round of 3 darts. Doubles and triples count toward your score. The player with the highest score after completing all twenty segments is the winner. ***Additional variations of this game are detailed below. The rules are the same except the starting segment varies as indicated in the number following the game.***

SHANGHAI 5 — Game starts at segment 5
SHANGHAI 10 — Game starts at segment 10
SHANGHAI 15 — Game starts at segment 15

GOLF – 9 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 gets a completes that hole with 1 "stroke."

Note: The active player continues to throw darts until he "holes out" (scores 3 hits on the current hole). The voice announcer will indicate the player that is up — listen carefully to avoid shooting out of sequence. By the way, there are no "gimmes" in this game! ***Additional variations of this game are detailed below. The rules are the same except the number of holes needed to play.***

GOLF – 18 HOLES

Same as above except play lasts 18 holes (rounds)

FOOTBALL

Strap your helmet on for this game! The first thing necessary is to select each player's "playing field." Each player can do this by throwing a dart or by manually pressing a segment on the board. This is entirely up to you, but whichever segment is select becomes your starting point which carries through the bullseye and directly across to the other side of the bullseye.

For example, if you select the 20 segment, you start on the double 20 (outer ring) and continue all the way through to the double 3. The "field" is made up of 11 individual segments and must be hit in order. So, keeping with the example above, you must throw darts in the following segments in this order:

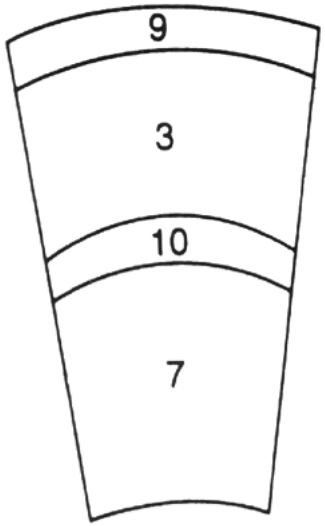
Double 20 ... Outer Single 20 ... Triple 20 ... Inner Single 20 ...

Outer Bullseye ... Inner Bullseye ... Outer Bullseye ... Inner Single 3 ... Triple 3 ... Outer Single 3 ... and finally a Double 3.

The First player to “score” is the winner. The LED display will keep track of your progress and indicate the segment you need to throw for next.

BOWLING

This dartboard adaptation of bowling is a real challenge! It is a difficult game in that you must be very accurate to rack up a decent score. Player one starts the game. You must select your “alley” by either throwing dart or manually pressing segment of choice. Once alley is selected, you have 2 remaining darts to throw in which to score points or “pins.” Each specific segment in your “alley” is worth a given pin total:



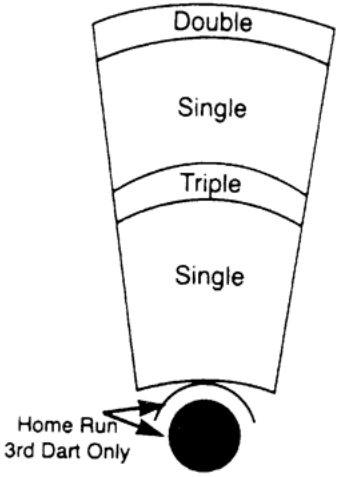
Segment	*Score*
Double	9 pins
Outer Single	3 pins
Triple	10 pins
Inner Single	7 pins

There are several rules for this game as follows:

1. A perfect game score would be 200 in this version of bowling
2. You cannot hit the same singles segment twice within the same “frame” (round). The second hit will count as zero points.
   Hint: *Try to hit each single to reach 10 points in the frame.*
3. You can score 20 points per “frame” by hitting the triple segment twice.
4. Hitting the double segment with your second dart will only count as 10 points if you scored a double on your first throw. Otherwise you will score a total of 9 points by throwing a double with your second dart.

BASEBALL — 6 INNINGS

This dartboard version of baseball takes a great deal of skill. As in the real game, a complete game consists of 9 innings. Each player throws 3 darts per “inning.” The field is laid out as shown in the diagram.



Segment	*Result*
Singles segments	“Single” — one base
Doubles segment	“Double” — two bases
Triples segment	“Triple” — Three bases
Bullseye	“Home Run” *(can only be attempted on third dart of each round)*

The object of the game is to score as many runs as possible each inning. The player with the most runs at the end of the game is the winner.

BASEBALL — 9 INNINGS

Same as above except 9 innings (rounds).

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 bullseye. Sounds easy right? What has not yet been specified is that you must hit the inner single segment of each number to get through the course. This is the area between the bullseye and the triples ring. And, as with a real steeplechase, there are obstacles throughout the course to hurdle. The four hurdles are found at the following places:

• 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 bullseye wins the race.

SHOVE A PENNY

Only the numbers 15 through 20 and the bullseye are used. Singles are worth 1 point, doubles are worth 2, and triples are worth 3 points. Each player must throw for the numbers in order with the objective of scoring 3 points in each segment to move on to the next. If a player scores more than 3 points in any one number, the excess points are given to the next player. The first player to score 3 points in all segments (15 — 20 and bull) is the winner.

NINE-DART CENTURY

The object of this game is to attempt to score 100 points, or come as close as possible, after 3 rounds (9 darts). Doubles and triples count as 2x and 3x their value respectively. Going over 100 points is considered a “bust” and causes you to lose unless all players go over. In that case, the player closest to 100 wins (player that scored the lowest amount over 100.

GREEN VS. RED

(2 players only)

This game is a race around the board, where skill at hitting doubles and triples pays off with victory. Player 1 is “green” and player 2 is “red.” Player 1 shoots for only doubles and triples that are green and works around the board clockwise. Player 2 starts at 20 and works around the board counter-clockwise, shooting for red segments (the temporary score display will indicate which segment to throw for). Note: a maximum of one double and one triple of the same number can be scored in a single round.

What’s more, hitting the wrong number (of your opponent’s color) **subtracts** that amount from your score — so be careful.

The player with the most points after completion of the game is the winner.

IMPORTANT NOTES

Stuck Segment

Occasionally, a dart will cause a segment to become wedged within the segment separator web. If this happens, all play will be suspended and the scoring display will indicate the segment number that is stuck.

To free the segment, simply remove the dart or broken tip from the segment. If the problem is still not solved, try wiggling the segment until it is loose. The game will then resume where it left off.

Broken Tips

From time to time a tip will break off and become stuck in the segment. Try to remove it with a pair of pliers or tweezers by grasping the exposed end and pulling it out of the segment. If this is not possible, you can attempt to push the tip through to the back of the segment. Use a nail that is smaller than the hole and gently push the tip until it falls through the other side. Be careful not to push too far and damage the circuitry behind the segment.

Don’t be alarmed if tips break. This is a normal occurrence when playing soft tip darts. We include a pack of replacement tips that should keep you supplied for quite some time. When replacing tips, make sure you use the same type of tips that come with this dartboard.

Darts

It is recommended that you do not use darts that exceed 18 grams on this dartboard. The darts included with this dartboard are 8 grams and use standard soft tips. Replacement tips are available at most retailers carrying dart products.

CLEANING YOUR ELECTRONIC DARTBOARD

Your Bullshooter by Arachnid electronic dartboard will provide many hours of competition if cared for properly. Regular dusting of the cabinet is recommended using a damp cloth. A mild detergent can be used if necessary. The use of abrasive cleaners or cleaners that contain ammonia may cause damage and should not be used. Avoid spilling liquid onto the target area since it can result in permanent damage and is not covered by the warranty.

24/75 GAMES

G01	301		G36	Hi Score (9 rounds)
G02	401		G37	Hi Score (10 rounds)
G03	501		G38	Hi Score (11 rounds)
G04	601		G39	Hi Score (12 rounds)
G05	701		G40	Hi Score (13 rounds)
G06	801		G41	Hi Score (14 rounds)
G07	901		G42	Round the clock 1 single
G08	Cricket		G43	Round the clock 5 single
G09	No-score cricket		G44	Round the clock 10 single
G10	Scram		G45	Round the clock 15 single
G11	Cut throat cricket		G46	Round the clock 1 doubles
G12	Adv-cricket		G47	Round the clock 5 doubles
G13	Shooter 6 rounds		G48	Round the clock 10 doubles
G14	Shooter 9 rounds		G49	Round the clock 15 doubles
G15	Shooter 12 rounds		G50	Round the clock 1 triples
G16	Over 3 lives		G51	Round the clock 5 triples
G17	Over 5 lives		G52	Round the clock 10 triples
G18	Over 7 lives		G53	Round the clock 15 triples
G19	Unders 3 lives		G54	Killer
G20	Unders 5 lives		G55	Double down
G21	Unders 7 lives		G56	Double down 41
G22	Count up 300		G57	All fives 51
G23	Count up 400		G58	All fives 61
G24	Count up 500		G59	All fives 71
G25	Count up 600		G60	All fives 81
G26	Count up 700		G61	All fives 91
G27	Count up 800		G62	Shanghai 1
G28	Count up 900		G63	Shanghai 5
G29	Count up 999		G64	Shanghai 10
G30	Hi Score (3 rounds)		G65	Shanghai 15
G31	Hi Score (4 rounds)		G66	Golf-9 holes
G32	Hi Score (5 rounds)		G67	Golf-18 holes
G33	Hi Score (6 rounds)		G68	Football
G34	Hi Score (7 rounds)		G69	Bowling
G35	Hi Score (8 rounds)		G70	Baseball-6 inning
G71	Baseball-9 inning		G74	Nine dart century
G72	Steeplechase		G75	Green vs Red
G73	Shove a penny			

1.800.399.4402
FAX: 215.283.9573
Please have your model number ready when calling.

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Also, be sure to check out our web site at:

www.dmisports.com

• Parts ordering
• Product Registration
•Product Information

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