

ILLUMINATOR 3.0

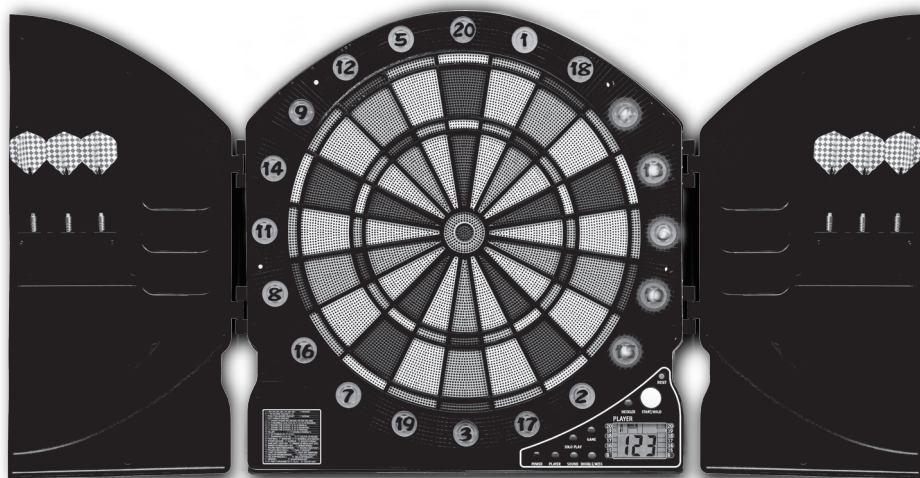
Electronic Dartboard


Arachnid®

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 - ILM300 -

- JW

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:

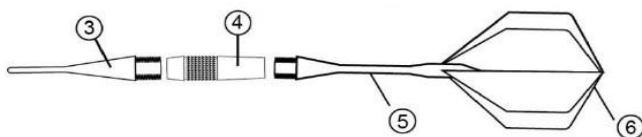
- Phillips Head Screwdrivers – not included
- Required 4AA Batteries – included

WARNING!

Electronic Dart Boards are designed to be used with Soft (Plastic) Tipped Darts.

DO NOT USE STEEL TIPPED DARTS or DARTS OVER 20 GRAMS TOTAL WEIGHT

Use of Steel Tipped Darts or Darts weighting more than 20 grams will damage the electronic board and automatically voids the warranty.



PARTS IDENTIFIER

#1 MOUNTING HARDWARE 2 pcs	#2 SCREW ANCHOR 2 pcs	#3 TIP 42 pcs
#4 STEEL BARREL 6 pcs	#5 SHAFT 6 pcs	#6 FLIGHT 6 pcs

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

Attaching the Cabinet Doors to the Dartboard

Your electronic dartboard may require a one time assembly of the doors to the housing of the main dartboard unit. Please follow the directions very carefully. Please note that the doors are intended to be assembled only 1 time to the dartboard and are not designed to be removed after they are assembled on to the dartboard. Taking the doors on and off may cause the hinges to crack or break and will not be covered under warranty. Please pay attention to the directions and the pictures below to ensure you assemble your doors correctly.

Step 1

Position the front of door facing towards you and match up to the dartboard with the back of the dartboard facing you as shown below.



Step 2

Slide the hinge pins of the door into the slotted area on the dartboard as shown below.



Step 3

While the pins are inserted into correct position, use your thumb to push the hinge pin to snap into the dartboard and lock in. Repeat on the bottom hinge. After you have one door fully locked into place, repeat steps for the other door.

PLEASE NOTE THE DOORS ARE INTENDED TO BE INSTALLED ONE TIME ONLY. DO NOT REMOVE THE DOORS AFTER THEY ARE INSTALLED.

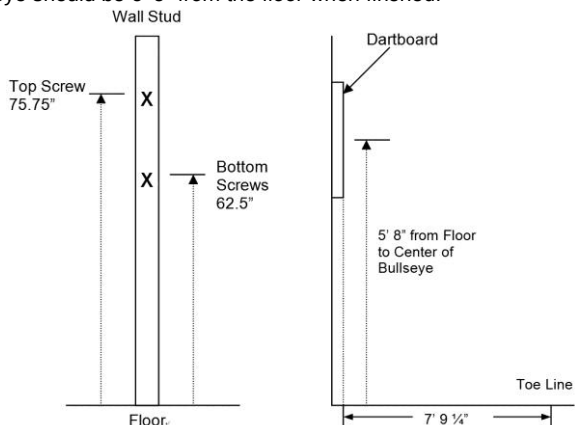


MOUNTING INSTRUCTION

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.

Locate a wall stud and place a mark 75.75" from the floor. This mark is for the top screw hole. For the bottom screws, you will measure 62.5 inches from the floor. Using a pencil, make a reference mark very lightly on the wall (do not drill a hole in the "reference mark" that you have made). You will then need to place a mark 6.31 inches to the left of that reference mark. That will be the location for the left side bottom screw. You will then make another mark 6.31 inches to the right of the original reference mark you made. That will be the location for the right side bottom screw. Drill holes into the marks you made.

Mount the dartboard on the wall by lining up the holes on the back of the dartboard with the screws. It may be necessary to adjust the screws until the board fits snugly against the wall. Center of Bullseye should be 5' 8" from the floor when finished.



DARTBOARD FUNCTIONS

BUTTONS FUNCTION

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 5 minutes of non-use. However, the scores are stored in memory and can be restored by pressing any button.

SOUND button - Press to change volume to high, low, or off.

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, press and hold 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.

DOUBLE / MISS button - This button is used to activate the Double In / Double Out option for games which has Special Functions and only active on these games. Also press this button if you wish to register a dart that misses the target area.

SOLO PLAY button-This button is used at the start solo play mode. In this mode, player will against computer.

START / HOLD 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 - This button is used to activate Interactive Heckler® Game Play Feature.

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.

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 2-2, t 3-3, t 4-4). The default setting is 2 players.
3. Press **START** button 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 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 (1 st team-players 1&3, 2 nd team-players 2&4) |
| t 3-3 | 3 teams, 6 individual players (1 st team-players 1&4, 2 nd team-players 2&5, 3 rd team-players 3&6) |
| t 4-4 | 4 teams, 8 individual players (1 st team-players 1 & 5, 2 nd team-players 2 & 6, 3 rd team-players 3 & 7, 4 th 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 5 minutes. This is designed to save power or battery life. The display will indicate “SL-EEP”. 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 computer. This adds a level of competition to normally routine practice sessions.

To activate the solo play:

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

Solo play levels:

Level 1	Profesional
Level 2	Advance
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 (computer). Watch as the computer's dart scores are registered on the display. After the computer completes its round, the board will **automatically reset** for the “human” player. Game will continues until one player wins. **Good luck!**

SPECIAL FUNCTIONS

To make the game more challenging, some of games mode have the Special Functions. You may select the **DOUBLE** option to set additional restrictions on how to start and end the game. The choices are as follows:

- **Open In:** The scoring begins when any number is hit.
- **Open Out:** The player can finish the game with a hit on any number that reduces the score to exactly zero.
- **Double In:** To start, the player must hit a number in the double's ring or a double Bull's Eye. No score will be counted until this condition is met.
- **Double Out:** To win, the player must hit a number in the double's ring or a double Bull's Eye that reduces the score to exactly zero. A score leaving the player with “1” will **BUST** and revert back to the previous score. (This is because 1 isn't divisible by 2. For Example: If a player has 17 and throws a double 8, he/she is then left with 1 which will **BUST** and revert back to 17).

Interactive Heckler® Game Play Feature

Your ARACHNID® electronic dartboard includes an exciting interactive “Heckler®” feature that emits rewarding comments of praise for high scoring darts and 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 how frequent you will hear these interactive sound effects:

Level 4	Every throw - All throws will include an interactive sound effect
Level 3	Frequently - Frequent interactive sound effects
Level 2	Occasional - Occasional interactive sound effects
Level 1	OFF - Turns OFF the interactive Heckler® sounds

The default setting when the dartboard is turned on is Level 4. 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). ***Single in and single out games only**

GAME TABLE
 (*indicates Light-Up games)

<u>GAME</u>	<u>DART GAME</u>	<u>GAME</u>	<u>SPECIAL FUNCTIONS</u>
G01	_01	301	OPEN IN / OPEN OUT DOUBLE IN / OPEN OUT OPEN IN / DOUBLE OUT DOUBLE IN / DOUBLE OUT
G02		401	
G03		501	
G04		601	
G05		701	
G06		801	
G07		901	
G08	CRICKET	-	
G09	NO SCORE CRICKET	NO SCORE 1	
G10		NO SCORE 2	
G11	PICK-IT NO SCORE CRICKET*	-	
G12	SCRAM		
G13	CUT-THROAT CRICKET		
G14	COUNT UP	300	OPEN IN / OPEN OUT DOUBLE IN / OPEN OUT OPEN IN / DOUBLE OUT DOUBLE IN / DOUBLE OUT
G15		400	
G16		500	
G17		600	
G18		700	
G19		800	
G20		900	
G21		999	
G22	HI SCORE	3 ROUNDS	OPEN IN / OPEN OUT DOUBLE IN / OPEN OUT OPEN IN / DOUBLE OUT DOUBLE IN / DOUBLE OUT
G23		4 ROUNDS	
G24		5 ROUNDS	
G25		6 ROUNDS	
G26		7 ROUNDS	
G27		8 ROUNDS	
G28		9 ROUNDS	
G29		10 ROUNDS	
G30		11 ROUNDS	
G31		12 ROUNDS	
G32		13 ROUNDS	
G33		14 ROUNDS	
G34	ROUND THE CLOCK	R1 SINGLES	
G35		R5 SINGLES	
G36		R10 SSSGLES	
G37		R15 SINGLES	
G38		R1 DOUBLES	
G39		R5 DOUBLES	
G40		R10 DOUBLES	
G41		R15 DOUBLES	

G42		R1 TRIPLES	
G43		R5 TRIPLES	
G44		R10 TRIPLES	
G45		R15 TRIPLES	
G46	KILLER	-	
G47	DOUBLE DOWN	-	
G48	DOUBLE DOWN 41	-	
G49		51	
G50		61	
G51	ALL FIVES	71	
G52		81	
G53		91	
G54		1	
G55	SHANGHAI	5	
G56		10	
G57		15	
G58	GOLF	9 HOLES	
G59		18 HOLES	
G60	FOOTBALL	-	
G61	BOWLING	-	
G62		6 INNING	
G63	BASEBALL	9 INNING	
G64	STEEPLECHASE*	-	
G65	RACE*		
G66	SHOVE A PENNY	-	
G67	NINE DART CENTURY	-	
G68		LIGHT OFF	
G69	GREEN VS RED*	LIGHT UP	
G70	SPEED WHEEL*	-	
G71		BEGINNER	
G72	ROUND A BOUT*	INT	
G73		ADV	
G74	PICK-IT CRICKET*	-	
G75		LIGHT UP -	
G76	WARFARE*	LIGHT OFF -	
G77		BEGINNER	
G78		INT	
G79	HELICOPTER*	ADV	
G80		EXP	
G81	MEMORY*	-	
G82	SHARPSHOOTER*	-	
G83		11	
G84	ADD IT UP*	15	
G85		21	
G86	TUG OF WAR*	-	

GAME INSTRUCTIONS

(* indicates Light-Up games)

-01

301

This popular tournament and pub game is played by subtracting each dart from the starting total 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.

In playing the game, the double in / double out option can be chosen (double out is the most widely used option). Simply press the "DOUBLE" button to change this setting. The indicators will display your current setting:

- Double In - A double must be hit before points are subtracted from the total. In other words, a player's scoring does not begin until a double is hit.
- Double Out - A double must be hit to end the game. This means that an even number is necessary to finish the game.
- Double In and Double Out - A double is required to start and end scoring of the game by each player.

Adjustable Difficulty Settings for 01 include 301, 401, 501, 601, 701, and 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. 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.

NO-SCORE CRICKET *

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).

Light on version: all lights starting on and turned off when the segment is hit.

Light off version: all lights starting off and turned on when the segment is hit.

PICK IT NO-SCORE CRICKET *

This game is the same as no-score cricket. However, instead of using the traditional segments used in standard cricket, (15, 16, 17,18,19,20, & Bullseye) players face new and unfamiliar targets randomly selected by the computer. The game will consist of six random segments and Bullseye. The computer picked number will light up to guild the player. A number is “closed” when the other player(s) hit the open segment 3 times and the number will light off.

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!

COUNT- UP

The object of this game is to be the first player to reach the specified point total. 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 display as the game progresses.

Adjustable Difficulty Settings for Count-Up include 400, 500, 600, 700, 800, 900, and 999. Each option is played exactly as outlined above with the exception of the total necessary to win the game. For example, in Count-Up 500, the first player to reach 500 points is the winner.

HIGH SCORE

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.

Adjustable Difficulty Settings for High Score include 4 rounds, 5 rounds ...14 rounds. Each option is played exactly as outlined above with the exception of the number of rounds in the game. For example, in High Score 7 rounds, the player with the most points after 7 rounds is the winner.

ROUND - THE - CLOCK

Each player attempts to score in each number from 1 through 20 **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.

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 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 double 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.

Adjustable Difficulty Settings for Killer include Doubles 3 lives, Doubles 5 lives, and Doubles 7 lives. Each option is played exactly as outlined above with the exception of the number of lives each player has in 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 2 times and 3 times of the score) 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 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 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 ($5 \times 5 = 25$).

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 screen will keep track of the point totals.

Adjustable Difficulty Settings for All Fives include 51, 61, 71, 81, and 91. Each option is played exactly as outlined above with the exception of the number of points (or fives) it takes to win the game.

SHANGHAI

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.

Adjustable Difficulty Settings for Shanghai include the following options:

- **SHANGHAI 5** - Game starts at segment 5
- **SHANGHAI 10** - Game starts at segment 10
- **SHANGHAI 15** - Game starts at segment 15

GOLF

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. Once players finish 9 through 18 holes, the player with fewest strokes wins.

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 is counted as an "eagle" and that player gets to complete that hole with 1 "stroke."

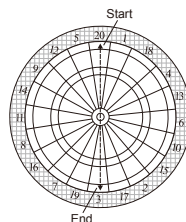
Note: **The active player continues to throw darts until he "holes out"** (scores 3 hits on the current hole). The voice announcer will indicate the player that is up - listen carefully to avoid shooting out of sequence. By the way, there are no "gimmes" in this game!

FOOTBALL

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

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.

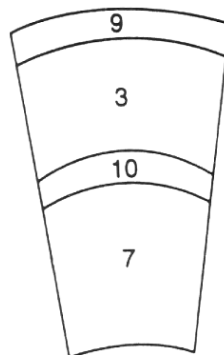


The First player to "score" is the winner. The display will keep track of your progress and indicate the segment you need to throw for next.

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. In each round, 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:

<u>Segment</u>	<u>Score</u>
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. The game includes 10 round. The highest score is the winner.
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. If your first dart hits a double segment (select alley), your second dart hits a double too and the third dart hit inner or outer single segment, you will score 10 pins (point) for this round.
5. If your first dart hits the double segment (select alley), your second dart hits the outer or inner single segment and the third dart hits the double, this round will only score 9 points.
6. If your first dart hits the double segment (select alley), your second dart hits the triple and the third dart hit the double segment, you will score 19 points total.

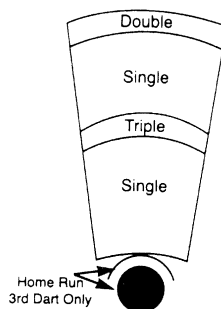
BASEBALL

Adjustable Difficulty Settings for BASEBALL include 6 rounds and 9 rounds. Each option is played exactly as outlined above with the exception of the number of round it takes to win the game.

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”, and the dart represents a batter. The object of the game is to score as many runs as possible each inning. A batter needs to run to home base to score. For example, when a player hit twice double segment, the first batter runs 4 bases and score one point and the second batter will be on second base. If the third darts hit bullseye, the third batter gets a home run and bring the second batter back to home base as well. The player will get 2 points. The player with the most runs at the end of the game is the winner.

The field is laid out as shown in the diagram.

<u>Segment</u>	<u>Result</u>
“Single” –	batter runs one base
“Double” –	batter runs two bases
“Triple” –	batter runs three bases
“Bullseye” –	Home Run (can only be attempted on third dart of each round)



Adjustable Difficulty Settings for BASEBALL include 6 rounds and 9 rounds. Each option is played exactly as outlined above with the exception of the number of round it takes to win the game.

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, as with a real steeplechase, there are obstacles throughout the course to hurdle. You will see randomly picked hurdles on the track. They are indicated by the FLASHING light. You must hit the triple segment of those numbers to get over that hurdle and continue through the course. The first player to complete the course wins!

RACE *

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. The first player to complete the course 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).

COLOR SHOT *

Light on version: all lights starting on, player 1 must hit all WHITE segments and player 2 must hit all COLORED segments (see below chart). The lights will keep track of the targets remaining. To win, player 1 must shoot out all of the WHITE segments to turn off the lights or player 2 must shoot out all of the COLORED segments to turn off the lights. The first player who turns off his/her lights is the winner.

Light off version: all lights starting off, player 1 must hit all WHITE segments and player 2 must hit all COLORED segments (see below chart). To win, player 1 must shoot out all of the WHITE segments to turn on the lights or player 2 must shoot out all of the COLORED segments to turn on the lights. The first player who turns on his/her lights is the winner.

Player 1: WHITE

Double and triple of	1	4	6	15	17	19	16	11	9	5	B
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Player 2: COLORS

Double and triple of	20	12	14	8	7	3	2	10	13	18	B
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Note: Please use above chart to determine player 1 and player 2 if your dartboard segment color can't tell which is WHITE and COLORS. One hit on a segment should close the segment for both versions of color shot. Target can be shot at any sequence.

SPEED WHEEL *

The object of the game is to shoot the lights out but you need to catch speed wheel light during 2 separate rounds.

First round, one light goes CLOCKWISE around the board very fast (we will call this light S). A player needs to hit the segment it is in. Once the player does that they will need to hit the same speed light that is going COUNTERCLOCKWISE (we will call this light W). A player does not need to win in 1 round (3 darts)- If they get light S, they will only shoot at W for the rest of the game. First player to complete Light S and Light W wins the game!

ROUND A BOUT *

Beginner level: After a player starts the game, 4 adjacent illuminated lights with light on and proceed around the dartboard in clockwise rotation. The goal is to hit the moving illuminated area. Once a player shoots any one of the four illuminated figures, he or she wins the game. Each player has 3 darts; however, if the first player close any one of four illuminated figure in 3 darts. The first player wins the game and the round is finished.

Intermediate level:

Same rules as beginner level. The rotation speed is faster in Intermediate level. The first player close the figure is the winner. Each player has 3 darts; however, if the first player close the illuminated figure in 3 darts. The first player wins the game and the round is finished.

Advance Level:

Same rules apply. The rotation speed is faster than Intermediate level. The first player close the moving lit area is the winner. Each player has 3 darts; however, if the first player close the illuminated figure in 3 darts. The first player wins the game and the round is finished.

PICK-IT CRICKET *

This game is very similar to standard cricket. Instead of using the traditional segments used in standard cricket, (15, 16, 17,18,19,20, & Bullseye) players face new and unfamiliar targets randomly selected by the computer. The game will consist of six random segments and Bullseye. The computer picked number will light up to guild the player. A number is “closed” when the other player(s) hit the open segment 3 times and the number will light off. All other rules apply as detailed in standard Cricket.

WARFARE *

In this 2-player game, the dartboard is a battleground divided into two halves by 6 and 11 segment (flashing). The first player to hit all of the opposing segments (armies) wins the game. Segments do not have to be hit in order.

Player 1 is the “TOP” army and shoots darts at the bottom sections (10, 15, 2, 17, 3, 19, 7, 16, and 8) of the board.

Player 2 is the “BOTTOM” army and shoots for the top section (14, 9, 12, 5, 20, 1, 18, 4, and 13) of the dartboard.

The player who first eliminates rival army is the winner.

Light on version: all lights starting on and turned off when the segment is hit.

Light off version: all lights starting off and turned on when the segment is hit

HELICOPTER *

Four lights compose a helicopter blade, spinning around the dartboard. When player hit the blade, the light will go off. The first player to hit all four blades is the winner.

Beginner level:	Blades rotates in slow speed
Intermediate level:	Blades rotates in median speed
Advance level:	Blades rotates in fast speed
Expert Helicopter:	Blades rotates in progressively faster after a blade is hit.

MEMORY *

In first round, the computer will randomly pick a number and the number will flash quickly. Player needs to remember and shoot the number to move on. If the player succeeds, the player moves to round 2. In round 2, the computer will randomly pick 2 numbers and the numbers will flash again. If the player succeeds again, the player moves to round 3. In round 3 the computer will randomly pick 3 numbers and the numbers will flash. Player will continue the round if he/she fails at that round. The players need to succeed in 3 rounds to win the game.

SHARP SHOOTER *

This game will keep players on their toes. In each round, the computer randomly selects a set of three targets the player must hit. The numbers will lights on. The player must try to hit all three targets within 15 seconds with 3 darts. The order doesn't matter. The player needs to hit all three appointed targets to win the game in 15 seconds.

ADD IT UP *

Players shoot to get to the winning score

Beginner- Game to 11
Inter- Game to 15
Exp- Game to 21

Single Segment Area- 1 pt
Double Segment Area-2 pt
Triple Segment Area-3 pt
Single Bull-2 pt
Double Bull- 3 pt

To win, a player must be the first to 11, 15, or 21 points depending on the variation chosen. The first reach the appointed score player is the winner.

TUG OF WAR *

The first person to take the lead by more than 50 points should be the winner. However, player 1 can't win the game in first round. Player 2 will have a fair chance to shoot. Once a player's score is 50 points over the other's score, the player wins the game.

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.

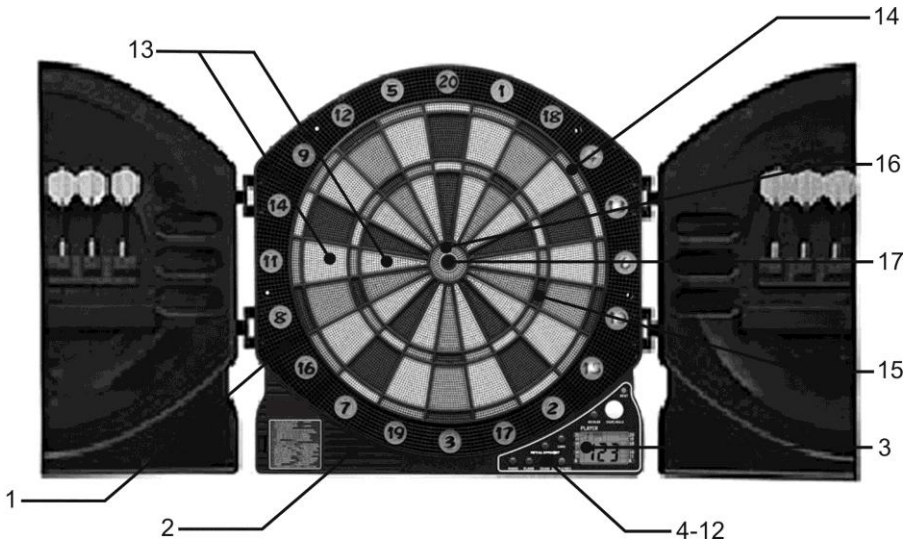
Darts

It is recommended that you do not use darts that exceed 18 grams on this dartboard. The darts included with this dartboard average 10 grams and use standard soft tips. Replacement tips are available at most retailers carrying dart products. Look for soft tip dart accessories for all your electronic dart needs.

Cleaning your Electronic Dartboard

Your 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.

DESCRIPTIONS



- | | |
|-------------------------|---------------------|
| 1. Catch Ring | 10. Heckler Button |
| 2. Speaker | 11. Start Button |
| 3. LCD Display | 12. Reset Button |
| 4. Power Button | 13. Single Ring |
| 5. Player Button | 14. Double Ring |
| 6. Sound Button | 15. Triple Ring |
| 7. Double / Miss Button | 16. Bullseye |
| 8. Solo play Button | 17. Double Bullseye |
| 9. Game Button | |

*Dartboard shown above may differ slightly from actual product.

First Time Battery Installation:

Locate battery compartment for this product .

Use alkaline batteries for maximum performance .

Using a small Phillips head screwdriver – loosen and remove the battery compartment cover screw(s).

Remove battery compartment cover .

Install new batteries only after reading the “ Battery Information NOTICE“ !

Replace compartment cover and secure cover with the cover screw . Do not over tighten and strip out the screw .

IMPORTANT: BATTERY INFORMATION

Please retain this information for future reference. Batteries must be installed / replaced by an adult .

Notice:

1. Remove and replace batteries when the electrical features of this product work slowly or are not functional .
2. Do not mix old and new batteries .
3. Do not mix different types of batteries : Alkaline , Standard (Carbon-Zinc) , or rechargeable (Nickel-Cadmium batteries) .
4. Use Alkaline Batteries for maximum performance .
5. Do not use damaged batteries .
6. Use only batteries of the same or equivalent type as recommended.
7. Install new batteries as per matching the battery polarity guide (+ & - , positive and negative) inside of the battery compartment . Correct battery polarity installation is critical as to not damage the internal electrical components as well as insuring the correct functionality of the product .
8. Do not short circuit the battery terminals .
9. Always remove exhausted , leaking , weak , and batteries from long periods of nonuse from the product . Battery leakage and corrosion can cause damage .
10. Check the battery terminals are clean and bright before installing new batteries.
11. Dispose of old batteries safely and per local battery disposal codes .
12. Do not dispose of batteries into a fire as they may explode or leak.
13. If removable rechargeable batteries are used , they are to be charged under adult supervision .
14. Rechargeable batteries are to removed from the product before they are charged .
15. If you use a battery charger, it should be examined regularly for damage to the cord , plug, enclosure, and other parts. Do not use a damaged or malfunctioning charger until it is properly repaired.
16. Non rechargeable batteries must not be recharged .
17. Always remove batteries from this product for extended storage and or non-use .
18. Should this product cause , or be affected by, local electrical interference , move it away from other electrical equipment . Reset (switching off and back on again and or removing and reinserting the batteries) if necessary .

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 1-800-457-3373 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
1-800-457-3373
www.escaladesports.com



The Originator of Electronic Dart Games!

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