

VOLT 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 - EDB100 -

- 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

INDEX

Index	2
Mounting Instruction	4
Dartboard Function	5
Game Table	7
Game Instructions	9
Important Notes	17
Description	18

⚠ WARNING

This is not a toy and is intended for use by or under the supervision of adults. Darts should only be thrown at the dart board. Ensure the flight path is clear of people or pets when playing this game. Impact from darts could cause physical harm, injury or property damage. Don't throw damaged darts.

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.

NOTICE

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

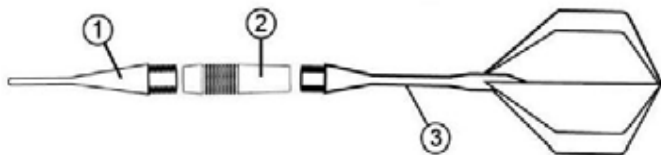
DO NOT USE STEEL TIPPED DARTS or DARTS OVER 20 GRAMS TOTAL WEIGHT

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

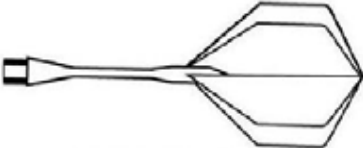


TOOLS REQUIRED FOR ASSEMBLY:

- Phillips Head Screwdrivers (or Power Driver) –not included
- Required 3 AAA Batteries –not included



PARTS IDENTIFIER

#1	#2	#3
		
TIP 12 pcs	STEEL BARREL 6 pcs	SHAFT & 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

MOUNTING INSTRUCTION

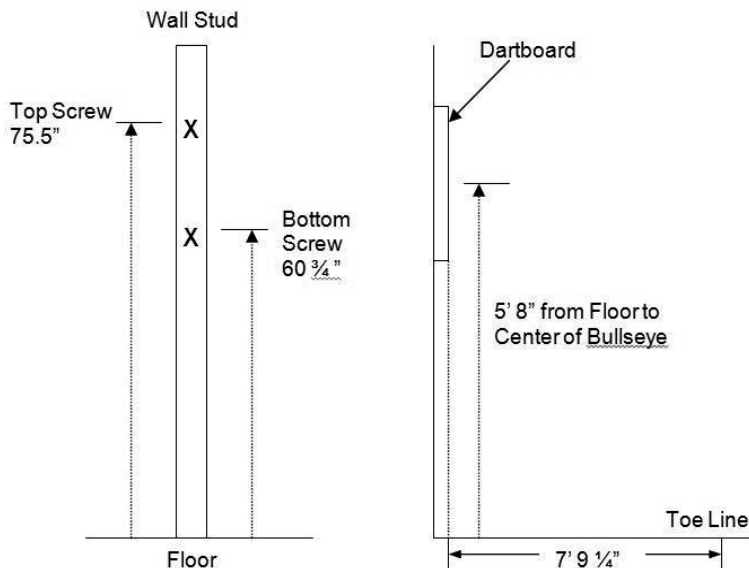
Choose a location to hang the dartboard where there is about 10 feet of open space in front of the board. The "toe-line" should be 7' 9-1/4" from the face of the dartboard.

Locate a wall stud and place a mark 75-1/2" from the floor. This mark is for the top screw hole. For the bottom two screws, you will measure down 12-3/8" from the top mark you just made and make a temporary reference mark. (Do not drill a hole for the temporary reference mark)

You will need to place a mark 5-3/8" to the left of that reference mark point for the bottom left screw hole and then make another mark 5-3/8" to the right of the original reference mark for your bottom right screw hole. Insert mounting screws in the center of the marks you made. (Do not drill into the TEMPORARY REFERENCE MARK)

Mount the dartboard on the wall by lining up the holes on the back 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.

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.

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

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 - 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 (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 five 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	Professional
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!**

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

<u>GAME</u>	<u>DART GAME</u>	<u>GAME VARIATION</u>
G01	_01	301
G02		401
G03		501
G04		601
G05		701
G06		801
G07		901
G08	CRICKET	-
G09	NO SCORE CRICKET	-
G10	SCRAM	-
G11	CUT-THROAT CRICKET	-
G12	COUNT-UP	300
G13		400
G14		500
G15		600
G16		700
G17		800
G18		900
G19		999

G20	HI SCORE	3 ROUNDS
G21		4 ROUNDS
G22		5 ROUNDS
G23		6 ROUNDS
G24		7 ROUNDS
G25		8 ROUNDS
G26		9 ROUNDS
G27		10 ROUNDS
G28		11 ROUNDS
G29		12 ROUNDS
G30		13 ROUNDS
G31		14 ROUNDS
G32	ROUND THE CLOCK	R1 SINGLES
G33		R5 SINGLES
G34		R10 SINGLES
G35		R15 SINGLES
G36		R1 DOUBLES
G37		R5 DOUBLES
G38		R10 DOUBLES
G39		R15 DOUBLES
G40		R1 TRIPLES
G41		R5 TRIPLES
G42		R10 TRIPLES
G43		R15 TRIPLES
G44	KILLER	-
G45	DOUBLE DOWN	-
G46	DOUBLE DOWN 41	-
G47	ALL FIVES	51
G48		61
G49		71
G50		81
G51		91
G52	SHANGHAI	1
G53		5
G54		10
G55		15
G56	GOLF	9 HOLES
G57		18 HOLES
G58	FOOTBALL	-
G59	BOWLING	-
G60	BASEBALL	6 INNING
G61		9 INNING
G62	STEEPLECHASE	-
G63	SHOVE A PENNY	-
G64	NINE DART CENTURY	-
G65	GREEN VS RED	-

GAME INSTRUCTIONS

-01

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.

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).

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 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 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 - 5 Rounds
High Score - 6 Rounds
High Score - 7 Rounds
High Score - 8 Rounds
High Score - 9 Rounds

High Score - 10 Rounds
High Score - 11 Rounds
High Score - 12 Rounds
High Score - 13 Rounds
High Score - 14 Rounds

ROUND - THE - CLOCK

ROUND - THE - CLOCK - 1S singles

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.

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"(3 lives) are lost. If the "Killer" hit his/her double segment, he/she will lose a life. 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 ($5 \times 5 = 25$).

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. **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 - 71

ALL FIVES - 81

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 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).. 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)

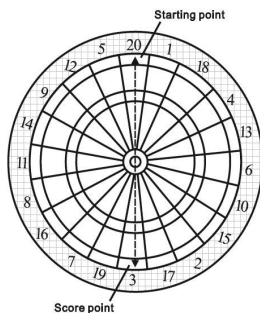
FOOTBALL

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, expect for single segment. So, keeping with the example above, you must throw darts in the following segments in this order:

Double 20 ... Single 20 ... Triple 20 ... Single 20 ...
Outer Bullseye ... Inner Bullseye ... Outer Bullseye ...
Single 3 ... Triple 3 ... 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



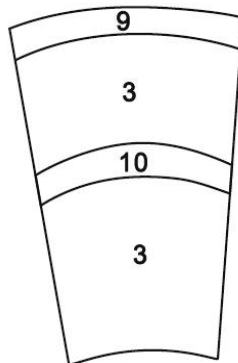
BOWLING

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 That counts your first dart. 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
Triple	10 pins
Single	3 pins

There are several rules for this game as follows:

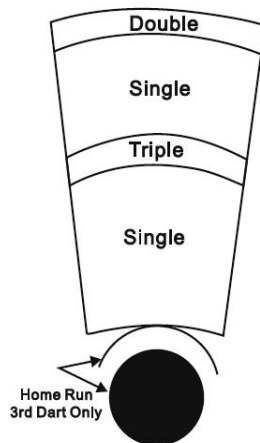
1. A perfect game score would be 200 in this version of bowling. The highest score player is the winner after finishing 10 round.
2. In your second and third dart, the first time you hit the single segment you will get 3 pins and second time you hit the single segment you will get 4 pins.
3. If the second hit lands on double segment, you will get 9 pins, and If third hit lands on any segment of the “alley” you will get another 1 pin. Total is 10 pins.



BASEBALL-6 LNNINGS

This dartboard version of baseball takes a great deal of skill. As in the real game, a complete game consists of 9 innings. 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. And, as with a real steeplechase, there are obstacles throughout the course to hurdle. The four hurdles are found at the following places: (Hit the appointed segment to pass the hurdles)

- | | | | |
|-------------|-----------|-------------|-----------|
| • 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 starts at 1, shooting for only doubles and triples that are green, works around the board clockwise, and ends at shooting inner and outer bullseye. Player 2 starts at 20, shooting for red segments, works around the board counter-clockwise, and ends at shooting inner and outer bullseye. The display will indicate the target player must hit in a current round. Player has 3 chances to score double and triple in a round. If a player hits the double and triple with first two darts, the third darts will not be scored even if he/she hits the appointed target. What's more, hitting the wrong number (of your opponent's color) subtracts that amount from your score - so be careful. Note: a maximum of one double and one triple of the same number can be scored in a single round. When a player finishes shooting all required target, the player with the most points is the winner.

Player 1:Green

Double and triple of	1	4	6	15	17	19	16	11	9	5	B
----------------------	---	---	---	----	----	----	----	----	---	---	---

Player 2:Red

Double and triple of	20	12	14	8	7	3	2	10	13	18	B
----------------------	----	----	----	---	---	---	---	----	----	----	---

Note:Please use above chart to determine player 1 and 2 if your dartboard segment color is not red and green

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.

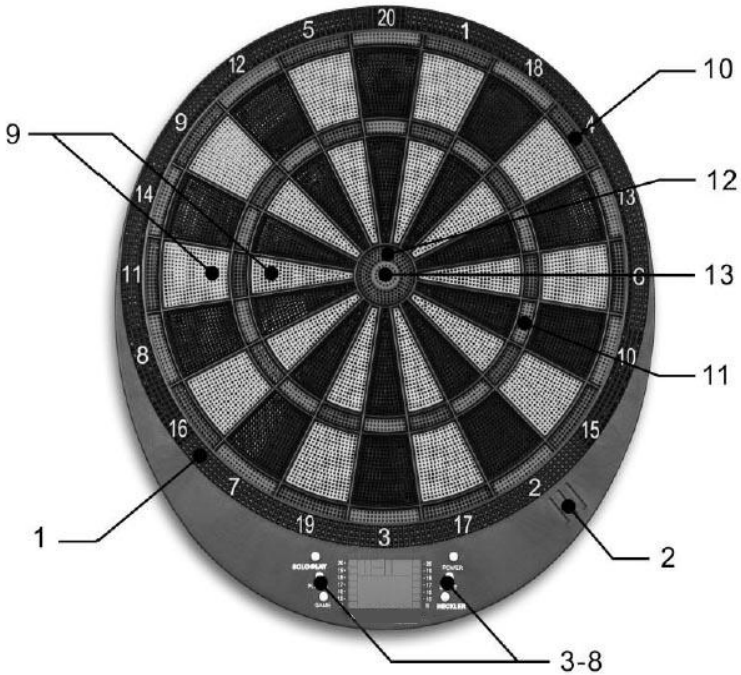
Darts

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 | 8. Game Button |
| 2. Speaker | 9. Single Ring |
| 3. Power Button | 10. Double Ring |
| 4. Start Button | 11. Triple Ring |
| 5. Heckler Button | 12. Bullseye |
| 6. Solo Play Button | 13. Double Bullseye |
| 7. Player Button | |

*Dartboard shown above may differ slightly from actual product.

LIMITED WARRANTY

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

Product Registration Card

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

What Is Covered

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

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

What Is Not Covered

This Limited Warranty does not cover:

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

What The Company Will Pay For

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

How To Obtain Warranty Service

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

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

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

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

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

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

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

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

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

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.

NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

This device complies with part 15 of the FCC Rules. Operation is subject to the following two conditions:

- (1) This device may not cause harmful interference, and
- (2) this device must accept any interference received, including interference that may cause undesired operation.

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



The ARACHNID trademark is a registered trademark owned by Arachnid 360 LLC and used by Escalade Sports pursuant to license

3.06.012.001424V07