

D4314



Electronic Cricket

lighted electronic
dartboard and cabinet

www.escaladesports.com

TO ORDER PARTS / ORDENAR DE PIEZAS

Visit our website before returning to store
Visite nuestro sitio web antes de devolver a la tienda



Instructions and Rules

Instrucciones de ensamblaje y reglas

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



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., 9:00am to 5:00pm EST

Replacement Parts: order online at: www.escaladesports.com

Technical Support: customerservice@escaladesports.com /
1-866-556-2754

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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.

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

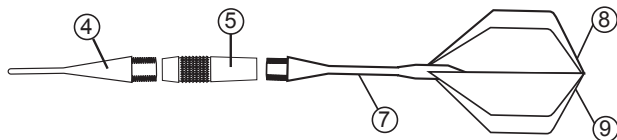
NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate 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 experienced radio/TV technician for help.



TOOLS REQUIRED FOR ASSEMBLY:

- Phillips Head Screwdrivers (or Power Driver) - not included

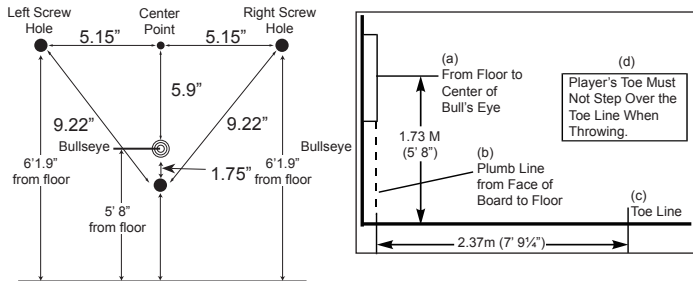


PARTS IDENTIFIER

#3 MOUNTING HARDWARE	#4 SPARE TIP	#5 STEEL BARREL	#6 ADAPTER (0.15A)
#7 BLACK SHAFT	#8 RED FLIGHT	#9 BLUE FLIGHT	#10 SCREW ANCHOR

MOUNTING INSTRUCTIONS

1. Select a suitable location with about 8 feet of open space. The "Toe-line" should be 7 feet 9 1/4 inches from the face of the board for throwing distance.
 2. Measure 5 feet 8 inches from the floor to mark the position of the Bullseye with a pencil. Then, measure 5.9" up from the Bullseye to mark the center point.
 3. Next measure 5.15" from the center point to the right to mark your right screw hole. Do the same for the left.
 4. Measure 1.75" down from the Bullseye to mark your lower screw hole (**NOTE:** You should have approx. 9.22" between the right/left screw hole and the lower screw hole.)
 5. Mounting to dry wall; Drill pilot holes where marked using a drill bit the same diameter as mounting screw (#3). Insert the screw anchor (#10) into drilled hole and push or tap into wall until flush. Install the mounting screws into the mounting anchors, leaving 3/16" gap between head of screw and anchor. Mount the dartboard over the screws, through the molded in holes located on the back of the board.
- NOTE:** if drilling into a wall stud, reduce the drill bit diameter by 50%, eliminate the screw anchor and install mounting screw directly into wall stud with the 3/16" gap between wall and the screw head.



--- Now You Are Ready To Play --- SOFT-TIP ELECTRONIC DART GAME

English

The history of darts goes back hundreds of years when even Henry VIII of England and Charles VI of France were said to be among the early dart throwers. The game likely evolved from archery and spear throwing. Moreover, the development of modern darts was closely associated with English pubs. To hit the center of the board (called the "Bull's Eye" and used to be made from cork) with a dart was once thought to be purely lucky. Yet, to the English Court's satisfaction in 1908, a Leeds innkeeper demonstrated that it is indeed a game of skill. Ever since, dart playing has been accepted as a popular social and sporting activity. There are tournaments in every country, and the game is enjoyed by millions of people worldwide.

Innovation in electronics has elevated the joy and fun of playing darts. New and exciting games are being added to the collection. Automatic score-keeping and hints for rules are making it easier to play. From young to old, for men and women, competing as an

individual or team, darts bring friends together. It is no wonder that in darts tradition, each game begins and ends with a handshake.

CARING FOR YOUR DARTBOARD

NOTE! This game is designed for use with **SOFT-TIP DARTS ONLY**. *Use of steel tip darts will cause permanent damage to the board.*

- **Apply proper force to throw darts.** It is not necessary to throw hard for the darts to stick in the board. The recommended weight of a soft-tip dart is no more than 16 grams (official standard for many dart organizations and tournaments). (See TIPS AND TECHNIQUES.)
- **Use proper replacement tips.** To reduce bounce-outs, you should use the same type of soft tips as those provided with the dartboard or those packed with a SPORTCRAFT label. Long tips are not recommended for electronic dartboards; they break or bend easily. (See TROUBLE SHOOTING for removing broken tips.)
- **Avoid placing or storing the dartboard in adverse weather or extreme temperatures.**
- **Avoid subjecting the dartboard to liquid or excessive moisture.**
- **Clean the dartboard with a damp cloth and/or mild detergent only.**

TIPS AND TECHNIQUES

- TIP 1:** A proper stance is to align your hand, elbow, shoulder, hip and foot. If you are using your right hand, then turn the right side of your body to face the board. Put your weight on your right foot in the front, slightly lean forward, and balance with the left foot. If you are using your left hand, then do it vice versa.
- TIP 2:** The throwing motion should be from your elbow out. Keep your body steady and use only your hand, wrist and forearm. Bring your forearm slightly back, and with a fluid motion throw the dart toward the board. Follow through the throw by pointing the index finger at the area that you are aiming.
- TIP 3:** When removing dart from the board, apply a little twist to the right while pulling the dart out will make it easier.
- TIP 4:** Practice, Practice, Practice! Practice makes you a better dart player.

HOW TO PLAY:

Your new lighted dartboard has voice and lighted technology that will walk you through the start up process listed here.

POWER

Press the Power Button to turn the dartboard ON.

PLAYERS

TURN the Selection Dial to scroll through the number of players.
PRESS the Selection Dial to select the number of players.

GAME

TURN the Selection Dial to scroll through the game options. A demo of each game will display on the dartboard.
PRESS the Selection Dial to select the displayed game option.

LEVEL

Some games have multiple levels of difficulty to select: Beginner, Intermediate or Advanced.
TURN the Selection Dial to scroll through the game level options.

START

PRESS the Selection Dial to select the game level and begin playing.

PLAYING THE GAME

1. Each Player's turn is indicated by 1-P, 1-C, 2-P,...8-P. Each player is entitled to throw 3 darts per turn.
2. Always wait for the board to finish sounding the signal before throwing darts.
3. At the end of a player's turn, the board is automatically on hold. First remove the darts and then press the SELECTION DIAL to advance the play.

QUICK START GAMES:

This lighted dartboard also includes "Quick" buttons to allow you to begin a game of 301 or Cricket with the touch of a button.

Quick 301

Turn dartboard On.
Press "Quick 301" button.
Select players.
Begin playing 301.

Quicket
(Quick Cricket) Turn dartboard On.
Press "Quicket" button.
Select players.
Begin playing Cricket.

BUTTONS/DIAL FUNCTIONS:

SELECTION DIAL

Turn the Selection Dial to scroll through menu options.
Press the Selection Dial to select menu options.
After removing your darts from the board, press the Selection Dial during game play to advance to the next player.

ON/OFF/ VOLUME

Press to turn the dartboard ON. Hold down for 2 seconds to turn the dartboard OFF. Press this button while the dartboard is on to activate the speaker volume control. Turn the dial to increase or decrease the speaker volume. There are 8 levels from off to maximum volume. Press the Selection Dial to return to game play.

QUICK 301/ RESET

Press the Quick 301/Reset button after turning the dartboard on to game of 301. Hold this button down for 2 seconds to reset the scoreboard at any time. Press the Selection Dial at the end of a game to start that game over.

QUICKET/ BOUNCE OUT

Press the Quicket/Bounce Out button after turning the dartboard on to quickly start a game of Cricket. Press this button during game play to record a throw that misses the dartboard or that does not hit a segment.

GAME LIST

- | | |
|-----------------------|------------------|
| 1. LIGHTS OUT CRICKET | 8. TURBO |
| 2. LIGHT IT UP | 9. BLACKJACK |
| 3. COUNT UP | 10. 50/50 |
| 4. A ROUND-UP | 11. CHECKOUT 701 |
| 5. INSIDE OUT | 12. CHECKOUT 501 |
| 6. LIGHTS OUT | 13. CHECKOUT 301 |
| 7. TREASURE HUNT | 14. CRICKET |

GAME INSTRUCTIONS:

To view a demo of each game on the dartboard, turn the dartboard on, select your players, and then turn the Selection Dial to scroll through the different game options.

LIGHTS OUT CRICKET

All segments in each number pie (Double, Single, Triple, Single) for numbers 20, 19, 18, 17, 16, 15 and Bullseye starts lit up. When any lighted segment is hit, certain segment lights will go out, based on which segment was hit. Traditional Cricket rules and game play applies. See above Cricket Rules for details. First player to close out all lighted segments wins!

LIGHT IT UP

Beginner Level - Each segment pie (Double, Single, Triple, Single) represents its number. Each number pie lights up when any segment in a pie is hit. The first player to hit every pie on the board and turn on all the lights Wins!

Intermediate Level - Each segment pie (Double, Single, Triple, Single) represents its number. Double and Triple segments in each pie are grouped together as one target. Both Single segments in each pie are grouped together as one target. Players must hit either single segment and either the Double or Triple segment in each pie to turn on all the lights for that number pie. First player to turn on all the lights Wins!

Advanced Level - Segments light up one at a time as they are hit with a dart. Players must hit every segment on the board. First player to turn on all the lights Wins!

COUNT UP

Beginner Level - Each number pie lights up when any segment in a pie is hit. The first player to light up each number pie 1 - 5 in numerical order Wins!

Intermediate Level - Each number pie lights up when any segment in a pie is hit. The first player to light up each number pie 1 - 10 in numerical order Wins!

Advanced Level - Each number pie lights up when any segment in a pie is hit. The first player to light up each number pie 1 - 20 in numerical order Wins!

A ROUND-UP

Beginner Level - 6 neighboring number pies will light up and begin spinning around the dartboard. The first player to hit any one of the moving lighted number pies Wins!

Intermediate Level - 6 neighboring number pies will light up and begin spinning around the dartboard. The first 3 lighted pies are grouped together as one target. The last 3 lighted pies are also grouped as one target. When a target is hit, it will turn off. The first player to hit each grouped target Wins!

Advanced Level - 6 neighboring number pies will light up and begin spinning around the dartboard. Each lighted pie is a separate target. When a pie piece is hit, it will turn off. The first player to hit each lighted pie piece Wins!

INSIDE OUT

Beginner Level - The rings of every number pie on the dartboard will light up one at a time, starting with the outside Double ring and working in towards the Double bullseye. A dart strike only counts if it hits a lighted segment. The first player to hit the moving ring 7 times Wins! Score is kept in the Cricket display windows.

Intermediate Level - The rings of every other number pie will light up one at a time, starting with the outside Double ring and working in towards the Double bullseye. A dart strike only counts if it hits a lighted segment. The first player to hit the moving ring 7 times Wins! Score is kept in the Cricket display windows.

Advanced Level - The rings of each pie number 20, 6, 3 and 11 will light up one at a time, starting with the outside Double ring and working in towards the Double bullseye. A dart strike only counts if it hits a lighted segment. The first player to hit the moving ring 7 times Wins! Score is kept in the Cricket display windows.

LIGHTS OUT

Beginner Level - Each segment pie (Double, Single, Triple, Single) represents its number. The game starts with all the segments lit up. Each number pie turns off when any segment in a pie is hit. The first player to hit every pie on the board and turn off all the lights Wins!

Intermediate Level - Each segment pie (Double, Single, Triple, Single) represents its number. Double and Triple segments in each pie are grouped together as one target.

Both Single segments in each pie are grouped together as one target. Players must hit either single segment and either the Double or Triple segment in each pie to turn off all the lights for that number pie. First player to turn off all the lights Wins!

Advanced Level - Segment lights turn off one segment at a time as they are hit with a dart. Players must hit every segment on the board. First player to turn off all the lights Wins!

TREASURE HUNT

The dartboard will randomly select a number pie to represent the buried treasure chest. Players throw darts at the board in search of the buried Treasure. When the Treasure is found, the entire board will light up and flash.

TURBO

Four lighted windmill blades will spin around the dartboard. Hit the lighted blades to turn them off. When a blade is hit, the segment lights for that blade will turn off and the remaining blades will begin to spin in the opposite direction. The first player to hit all four blades of the windmill Wins!

BLACKJACK

Game rules are similar to the card game. 21 points is the best hand. The player closest to 21 without going over wins the hand.

- Each segment pie (Double, Single, Triple, Single) is one target.
- All segments for numbers 1-10 are face value: 5 = 5 point, 9 = 9 points.
- All segments for numbers 11-20 are worth 10 points: 11 = 10 points, 18 = 10 points.
- Bullseye and Double Bullseye are equal to an Ace, 11 points.
- Players throw their first 2 darts and then must decide to HIT (throw 3rd dart) and risk going over 21, or STAY (press Bounce Out button) and take the chance of their competition scoring better.
- The winner of each hand is awarded a point value equal to their card value.
- If a player scores exactly 21, they are awarded 100 points.
- The first player to score 500 points Wins!

50/50

This 2 player game splits the dartboard in half. Player 1 attempts to turn off the lights for pie numbers 1-10. Player 2 attempts to turn off the lights for pie numbers 11-20. When a correct pie piece is hit during a player's turn, the lighted pie piece will turn off. The first player to turn off all their respective lighted segments Wins!

CHECKOUT 701, 501, and 301

This is the most popular dart game, played in most leagues and tournaments. Each player starts the game with 301 points (or 501, or 701). At the end of each player's turn, the sum of the three darts thrown is subtracted from the player's score. The player who reaches exactly zero first wins the game.

NEW Checkout Lighting – Dartboard suggests the fastest way to zero by lighting the segment(s) to hit. After each throw, the dartboard recalculates which segment(s) to light up to show the fastest way out.

Busting Rule: When a player exceeds the score needed to reach exactly zero, the turn is a "bust" and the score reverts back to what it was before the turn.

CRICKET

Cricket is a game that is extremely popular in America and Central Europe. Players adopt defensive or offensive strategies, depending on the state of the game. At any point during the game, each player can make an effort to increase the score or to attempt blocking other players from scoring.

The game is played with the numbers 15 through 20 and the Bull's Eye. Each player must mark a number three times to CLOSE it. A hit of a single number counts as one mark; a double counts as two marks and a triple counts as three marks. After a number is closed, additional "markings" are converted into scores that is equal to the number. However, when a number is closed by all players (ALL CLOSED), that number is then no longer available for accumulating scores. The winner is the one who closes all the numbers first and has the highest score. If scores are even, the player who closes all numbers first wins.

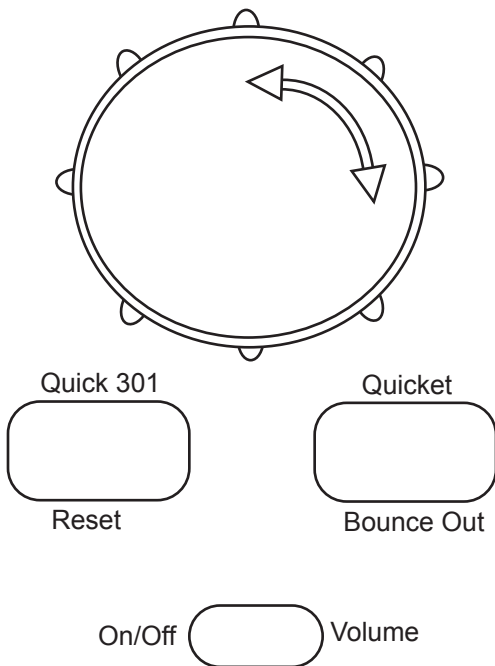
Lighting Feature – Segments hit with a dart will light up. When a player's turn is over, the board will clear. If a number is CLOSED, all segments in that number's pie will stay lit to show that it is closed.

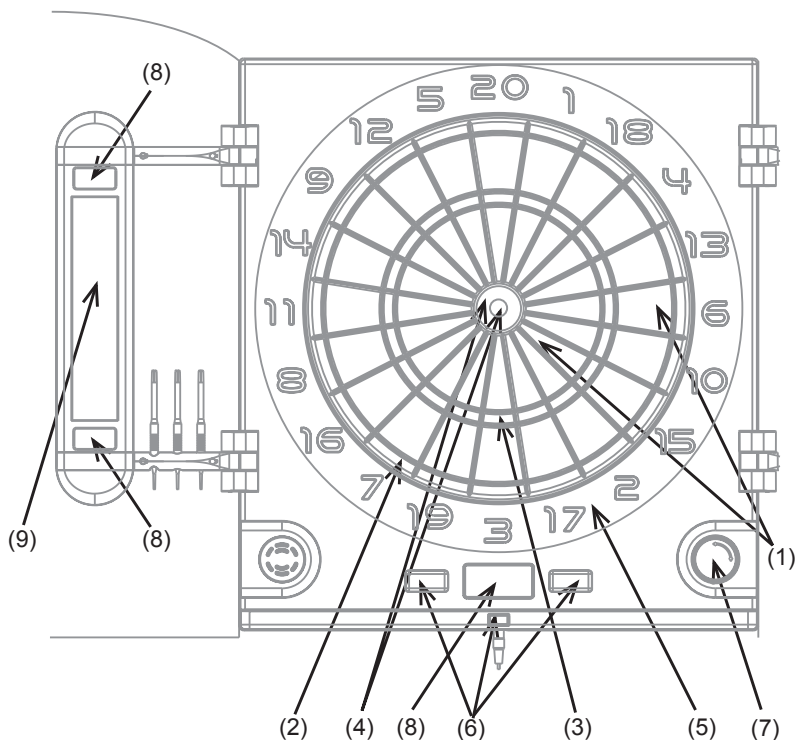
TROUBLESHOOTING

No Power	Check to see if the adapter is installed properly.
Game Will Not Score	Check to see if the game is in the setup mode or if the game is on hold or in the middle of checking the score. Turn the Selection Dial to see if the game will start playing. If not, then push the RESET button until the dartboard resets. You may also check to see if any scoring segments or function buttons are stuck.
Stuck Segment or Button	During shipping or in the course of normal play, it is possible for the scoring segments to become temporarily stuck. If such a situation happens, gently remove the dart or wiggle the segment with your finger. You will be able to free the segment. The game may then be resumed and scoring functions will be back to normal. A stuck function button will result in a frozen board as well. Apply the same technique gently to free the stuck button.
Removing Broken Tips	If a tip breaks and remains in the board, try to pull it out gently with a pair of pliers. However, for a short broken tip that sticks flush with the segment surface, you may push it through the hole into the board. The soft tip will not hurt the circuit behind the segment. Nevertheless, we recommend you use a good <i>SOFT TIP</i> on a dart to push the broken one through. Be careful, not to use a pointed metal object to do it. A pointed object may cause damage if it is pushed too deep or too hard into the board. Remember, the heavier the dart is, the higher the chance that the tip will bend or break.
Power or Electro-magnetic	Should there be an electromagnetic interference, the electronics of the dartboard may possibly show erratic behavior or fail to continue working. (For example: a heavy thunderstorm, a power line surge, a rolling brown out, or too close proximity to an electrical motor or microwave.) To restore the game to normal operation, unplug the adapter from the outlet and dartboard for several seconds, and then reconnect them. Be sure to remove the source that causes the interference as well.

DESCRIPTIONS

- (1) **Single:** Score the number shown.
- (2) **Double:** Score x 2.
- (3) **Triple:** Score x 3.
- (4) **Bull's Eye:** The outer bull is 25 points; the center double bull is 50 points.
- (5) **Catch-Ring:** Catches missed dart, no score.
- (6) **Function Buttons:** See Buttons/Dial Functions
- (7) **Function Dial:** See Buttons/Dial Functions
- (8) **Digital LED Display:** Shows players and summary marks
- (9) **Cricket Display:** Shows Cricket numbers





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 1-866-556-2754 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
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