

FX4000 Light-Up Electronic Dartboard

unicorn®

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 - D77070W -

- VJ

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 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.

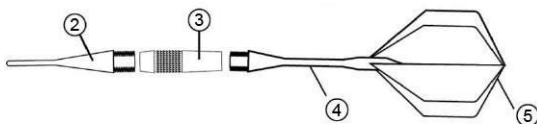
DO NOT USE STEEL TIPPED DARTS or DARTS OVER 20 GRAMS TOTAL WEIGHT

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 – not included



PARTS IDENTIFIER

#1  MOUNTING HARDWARE 2 pcs	#2  TIP 30 pcs	#3  STEEL BARREL 6 pcs
#4  SHAFT 6 pcs	#5  FLIGHT 6 pcs	

Thank you for purchasing this electronic dart game. Its computerized scoring system makes game playing easy and enjoyable. With 48 built-in games and 315 options / variations to choose from, both beginners and more advanced players will find games to suit them. Up to 8 players can play at one time. Please read the instructions before playing and be sure to save them for future reference.

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

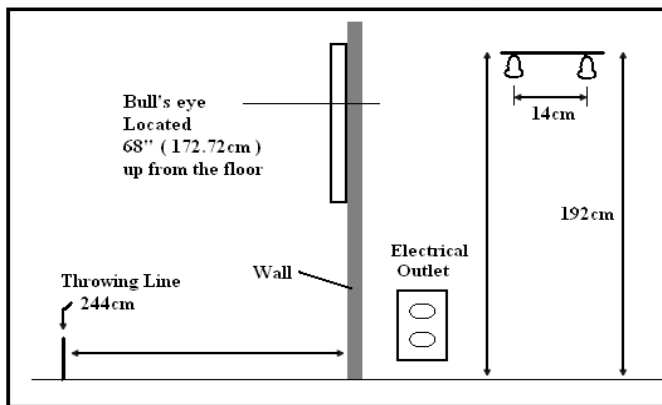
MOUNTING INSTRUCTION

The dartboard should be hung on a wall hook, with the bull's-eye 172.72cm (68") above the floor. Darts are supposed to be thrown from a distance of about 244 (96"), so be sure there is about 3m (10') of open floor space in front of the board.

Place two marks side-by-side on the selected wall studs 192cm (75-5/8") above the floor, with 14cm (5-1/2") between them. Screw two screws into the reference marks until the screw heads are protruding about 1/2" from the wall.

Line up the mounting holes on the back of the game with the screw heads, then mount the game. It may be necessary to adjust the screws until the board fits snugly against the wall.

After the board is mounted, the bull's-eye should be 172.72cm (68") above the floor.



**Mounting the game
(View facing wall)**

POWER INSTALLATION

The dartboard is designed to be powered by an AC to 5V DC, 500 milliamp (minimum) adapter. For the DC adapter, it is with the DC plug polarity configured as positive (+) outside and negative (-) center. To connect by adapter, plug the DC plug insert into the DC power jack and the AC plug into an electrical outlet.

- **During use:** ensure the connecting cable does not present a tripping or other hazard.
- **After using the dartboard:** switch off the power at the mains and unplug the adapter from the mains and dartboard.
- **Never leave the adapter connected to the dartboard when not in use.**
- **Stow the adapter safely when not in use.**

IMPORTANT NOTE

1. During shipping or in the course of normal play, it is possible for scoring segments of this board to become temporarily jammed, resulting in a frozen segment. If this occurs, the location of stuck segment will be detected and displayed. Take the following steps when this error appears:
 - a. Find the stuck segment which the location is automatically displayed.
 - b. Press firmly down on the stuck segment until it breaks free and loose. Once stuck segments are loosened, the error should be gone and the board should continue to operate normally.

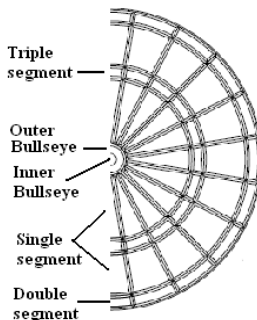


2. This game is designed for use with soft tip darts only. Do not attempt to use steel tip darts or longer soft tip darts at any time (maximum length 2.5 cm).
3. Electronic and mechanical reaction time is required between shots. If two shots occur too close together, pull out second dart and re-throw to properly record your score.
4. Under the environment with electrical fast transient the dart game may malfunction and require use to reset the dart game.
5. This is an adult game which includes functional sharp point. Children should only play under adult supervision.
6. Please peel off the protective film at the display area before use.

CALCULATING POINTS

<u>Segment</u>	<u>Scoring rule</u>
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Single segment	Score x 1
Double segment	Score x 2
Triple segment	Score x 3
Outer Bullseye	25 X 1
Inner Bullseye	25 x 2



OPERATION MANUAL

1. Plug in the power adapter and press **ON/OFF** button to turn on game.
2. With the power turned on, the display and all segments will light up with a welcoming melody. Press **ENTER** button the player display and score display will show "**G01**" and "**301**" respectively.
3. Press **UP** or **DOWN** buttons to select games. The selection is shown on the first two player score displays. Then press **ENTER** button to confirm the selection.

<u>NO</u>	<u>GAME</u>	<u>DISPLAY</u>	<u>NO. OF PLAYER</u>	<u>NO. OF OPTIONS</u>
G01	301	301	1-8	6/12
G02	501	501	1-8	6/12
G03	601	601	1-8	6/12
G04	701	701	1-8	6/12
G05	801	801	1-8	6/12
G06	901	901	1-8	6/12
G07	301 LEAGUE	C31	2-8	6/12
G08	501 LEAGUE	C51	2-8	6/12
G09	601 LEAGUE	C61	2-8	6/12
G10	701 LEAGUE	C71	2-8	6/12
G11	801 LEAGUE	C81	2-8	6/12
G12	901 LEAGUE	C91	2-8	6/12
G13	CRICKET	Cri	1-8	3
G14	NO SCORE CRICKET	NSc	1-8	3
G15	CUT THROAT CRICKET	Cuc	1-8	3
G16	KILLER CRICKET	LLc	2-8	3
G17	LOW PITCH CRICKET	LPc	1-8	3
G18	ENGLISH CRICKET	Enc	2	1
G19	SCRAM CRICKET	Scs	2	1

G20	SINGLE ONLY CRICKET	Sic	1-8	3
G21	DOUBLE ONLY CRICKET	dbc	1-8	3
G22	TRIPLE ONLY CRICKET	tPc	1-8	3
G23	RANDOM CRICKET	rdc	1-8	1
G24	HIDDEN CRICKET	Hdc	1-4	1
G25	COUNT UP	CUP	1-8	9/18
G26	LIGHT OUT	Lto	1-8	3
G27	LIGHT UP	LtU	1-8	3
G28	COLOR SHOT 1	CS1	2	10
G29	COLOR SHOT 2	CS2	2	10
G30	LIGHT OFF WARFARE	LoF	2	1
G31	SURVIVOR	SUr	2	7
G32	HELICOPTER	HLC	1-8	3
G33	SPEED WHEEL	L-2	1-8	3
G34	LINE UP	LnU	1-8	1
G35	BOWLING	boL	1-8	6
G36	FOOTBALL	Ftb	1-8	1
G37	BASEBALL	bSb	1-8	3
G38	GOLF	GoL	1-8	10
G39	ROUND THE CLOCK	rCL	1-8	12
G40	SHANGHAI	Shi	1-8	4
G41	HALVE-IT	HAL	1-8	½
G42	BIG-6	biG	2-8	19
G43	BINGO	bin	1-8	4
G44	SHOOT OUT	S-0	1-8	10
G45	9 LIVES	9Li	2-8	7
G46	DOUBLE DOWN	ddn	1-8	1/2
G47	SHOOTING I	S-1	1-8	1/2
G48	SHOOTING II	S-2	1-8	1/2

- Press **UP** or **DOWN** buttons to select option and press **ENTER** to confirm the selection.
- In case the game has the 25/50 bull selection option, press **UP** or **DOWN** buttons to select 25/50 or 50/50 and press **ENTER** button to confirm the selection.
- Press **UP** or **DOWN** buttons to select number of players. There are total 9 selections of players from 1 player mode to 8 players mode plus a computer player mode. Press **ENTER** button to confirm the selection and start the game. For more than 4 players, some players will share the player score display.
- If the option you selected and confirmed is computer player, you will play against the computer. You need to further select the levels of the computer player. Press **UP** or **DOWN** buttons to select the level of computer player and press **ENTER** button to confirm and start the game. The five levels of computer players are as follow:
C1: Beginner
C2: Intermediate
C3: Advanced
C4: Expert
C5: Professional
- For easier access to the middle part of the game selection, you can press **QUICK CRICKET** button to jump to the game number **G13 Cricket**.

9. For some games, handicap mode play can be selected after the number of players has been selected. Press **HANDICAP** button to enter selection mode. Then press **UP/DOWN** buttons to select the handicap option. Press **HANDICAP** button to jump to the next player. Press **START** button at any time to start the game. Here is the game list which handicap mode play can be selected.

<u>NO</u>	<u>GAME</u>	<u>DISPLAY</u>
G01	301	-20, -40, -60, -80 Score
G02	501	-20, -40, -60, -80 Score
G03	601	-20, -40, -60, -80 Score
G04	701	-20, -40, -60, -80 Score
G05	801	-20, -40, -60, -80 Score
G06	901	-20, -40, -60, -80 Score
G07	301 LEAGUE	-20, -40, -60, -80 Score
G08	501 LEAGUE	-20, -40, -60, -80 Score
G09	601 LEAGUE	-20, -40, -60, -80 Score
G10	701 LEAGUE	-20, -40, -60, -80 Score
G11	801 LEAGUE	-20, -40, -60, -80 Score
G12	901 LEAGUE	-20, -40, -60, -80 Score
G13	CRICKET	L1, L2, L3, L4
G14	NO SCORE CRICKET	L1, L2, L3, L4
G15	CUT THROAT CRICKET	L1, L2, L3, L4
G17	LOW PITCH CRICKET	L1, L2, L3, L4
G20	SINGLE ONLY CRICKET	L1, L2, L3, L4
G21	DOUBLE ONLY CRICKET	L1, L2, L3, L4
G22	TRIPLE ONLY CRICKET	L1, L2, L3, L4
G25	COUNT UP	+20, +40, +60, +80 Score
G26	LIGHT OUT	-1, -2, -3, -4 Light
G27	LIGHT UP	-1, -2, -3, -4 Light
G29	COLOR SHOT 2	-1, -2, -3, -4 Mark
G30	LIGHT OFF WARFARE	-1, -2, -3, -4 Light
G40	SHANGHAI	+20, +40, +60, +80 Score
G41	HALVE-IT	+20, +40, +60, +80 Score
G42	BIG-6	-1, -2, -3, -4 Lives
G44	SHOOT OUT	+1, +2, +3, +4 Marks
G45	9 LIVES	-1, -2, -3, -4 Lives
G46	DOUBLE DOWN	+20, +40, +60, +80 Score

10. You can press **VOLUME** button to select volume levels (4 volume levels and mute).
11. During the game, when the computer announces "**NEXT**", any pressure on the segment will not activate the dartboard. The player is required to remove all the darts and press **NEXT** button to pick up the next player. The dartboard will automatically switch to the next player if the board has not been played for roughly 10 seconds after the "**NEXT**" announcement.
12. Press **MISS/RESET** button to score 0 and record one dart when a dart hits on the WEB dart catcher or misses the board altogether.

13. Press **BOUNCE** button to eliminate the dart score if your dart is bounced out from the board and you do not want to register that dart score. However, the board will still record one dart same as missed.
14. This board is equipped with a unique feature of lights behind each number which can help to identify the tracking of the targets you have hit or you need to hit. This will greatly facilitate the players to play in most of the games and make it more enjoyable.
15. If you want to reset the game, push **MISS/RESET** button and hold for 2 second.
16. For power saving purpose, if the board has not been played for 15 minutes, the board will be turned off automatically.
17. Press and hold **ON/OFF** button for 2 seconds to turn off the game at any time during the play.

GAME INSTRUCTIONS

G01-301 (Options: L01, L02, L03, L04, L05, L06, and 25/50 or 50/50 Bull options)

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

L01: Single In / Single Out

L02: Double In / Single Out

L03: Single In / Double Out

L04: Double In / Double Out

L05: Single In / Master Out

L06: Double In / Master Out

G02-501 (Options: L01, L02, L03, L04, L05, L06, and 25/50 or 50/50 Bull options)

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

G03-601 (Options: L01, L02, L03, L04, L05, L06, and 25/50 or 50/50 Bull options)

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

G04-701 (Options: L01, L02, L03, L04, L05, L06, and 25/50 or 50/50 Bull options)

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

G05-801 (Options: L01, L02, L03, L04, L05, L06, and 25/50 or 50/50 Bull options)

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

G06-901 (Options: L01, L02, L03, L04, L05, L06, and 25/50 or 50/50 Bull options)

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

G07-301 League to G12-901 League (Options: L01, L02, L03, L04, L05, L06, and 25/50 or 50/50 Bull options)

This game is played the same as 301 to 901, except each player has a partner(s), as in league play, 2 teams with 2-4 players on each team. Team 1 = Player 1, Player 3, Player 5 and Player 7; Team 2 = Player 2, Player 4, Player 6 and Player 8, depending on how much player with in a team. Any team player can win the game.

G13-Cricket (Options:C00, C20, C25)

Cricket is played with the numbers 15 through 20 and the bull's eye. The first player marks a number three times & closes all the number is the winner. Marks are indicated in the XO system at the bottom of the board. After a number is closed but is opened for scoring (that is the other player has not yet closed that number), player scores points by hitting that "opened" cricket number.

However, no scores can be made for the number that has been closed by all the players. The winner is the player to close all the number and has the highest or equal score. When a player opens all the numbers but is behind in the score, he should continue scoring on his open numbers.

C00: No order

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

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

G14-No Score Cricket (Options: 000, 020, 025)

The game is played the same as Cricket except no score is made. The winner is the player who first closed all the points.

000: No order

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

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

G15-CUT-THROAT CRICKET (Options: 00C, 20C, 25C)

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

000: No order

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

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

G16-Killer Cricket (Options: H00, H20, H25)

The game is played the same as No Score Cricket except when you closed a point, and your opponents do not, you can eliminate opponent's marking by hitting the same number again. The winner is the player who closed all the points.

H00: No order

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

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

G17-Low Pitch Cricket (Options: E00, E20, E25)

The game is played the same as Cricket except the points to be shot are changed from 15 to 20 and Bull to 1 to 6 and Bull.

000: No order

020: Order: 6, 5, 4, 3, 2, 1 to bull

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

G18-English Cricket

This game is for 2 players only. The game consists of two rounds. In round one, the target of player one is the bull's eye, each hit of the outer bull counts as one mark inner bull counts as two marks, and the other numbers are count as 0 mark. The object of Player 2 is to get the highest possible score before Player 1 accumulates 9 marks. Player 2 can throw at any numbers. However, if player 2 scores 42 points, it counts as 2 points, if player 2 scores 59 points, it counts as 19 points. Therefore, score is counted only when the total score of three darts is over 40, otherwise it counts as 0 points. The first round is finished when Player 1 accumulates 9 marks. In round two, the players change their roles. Player 2 hits the bull's eye and Player 1 goes for points. The game is over when Player 2 accumulates 9 marks. The player with the most points is the winner.

G19-Scram Cricket

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

G20-Single Only Cricket (Options: S00, S20, S25)

Single Only Cricket is played the same as Cricket except that all segments of each designated cricket number only count one hit and score the single marks of the number. So it is impossible to close a number with one dart.

S00: Hit & "open" the numbers 15-20 and bull's eye at any order

S20: Hit & "open" the numbers 20 first, then in order "open" numbers 19, 18, 17, 16, 15 & bull's eye

S25: Hit & "open" the bull's eye first, then in order "open" numbers 15, 16, 17, 18, 19 & 20

G21-Double Only Cricket (Options: d00, d20, d25)

Double Only Cricket is played the same as Cricket except that only double of each designated cricket number can be hit. A double only counts one hit and score the single marks of that number. So it is impossible to close a number with one dart.

d00: Hit & "open" the numbers 15-20 and bull's eye at any order

d20: Hit & "open" the numbers 20 first, then in order "open" numbers 19, 18, 17, 16, 15 & bull's eye

d25: Hit & "open" the bull's eye first, then in order "open" numbers 15, 16, 17, 18, 19 & 20

G22- Triple Only Cricket (Options: t00, t20, t25)

Triple Only Cricket is played the same as Cricket except that only triple of each designated cricket number can be hit. A triple only counts one hit and score the single marks of that number. So it is impossible to close a number with one dart. Hitting the bull's eye, only the double bull can be used as there are no triple segments for the bull.

t00: Hit & "open" the numbers 15-20 and bull's eye at any order

t20: Hit & "open" the numbers 20 first, then in order "open" numbers 19, 18, 17, 16, 15 & bull's eye

t25: Hit & "open" the bull's eye first, then in order "open" numbers 15, 16, 17, 18, 19 & 20

G23-Random Cricket

The game is the same as Cricket except that the computer will randomly select numbers for you to hit. The random numbers will be shown alternatively on the display and lighted on the dartboard. Once a player hits one of the designated numbers, it will become locked in for all players for the rest of the game. Numbers can be hit in any order. Once a player's turn is over, the number will change to different set of random numbers. The numbers that are locked in will stay the same.

You have to hit each designated number three times to open it for scoring. Double segments count as two hits and triple segments count as three hits. The first player to open all the numbers and have the highest score wins.

G24-Hidden Cricket

The game is played exactly same as No Score Cricket except the computer will hide the random target numbers. The 7 targets will be revealed by a lighted up segment when they are being hit. Players share one set of hidden numbers. Once a player hits the hidden target number, it will count for that hit. The first player who opens and lights up all the seven target segments win.

G25-Count Up (Options: 100, 200, 300,...900, 25/50 and 50/50 bull options)

The score will be accumulated for each dart, the first player who reaches or goes over the set points will be the winner. The set point options are 100, 200, 300,...900.

G26-Light Out (Options: L01, L02, L03)

All the 21 segments of the dartboard will be lighted up when the game starts. Players have to hit all these numbers in any order and turn the light off. The first player who turns all light off will be the winner. There are 3 levels of the game to select.

L01: Hit any area of the lighted segment regardless of single, double or triple to turn off a light

L02: Need to hit single and double each to turn off the light

L03: Need to hit single, double and triple each to turn off the light.

G27-Light Up (Options: L01, L02, L03)

Same as the Light Out, the first player who lights up the 21 segments is the winner.

G28-Color Shot 1 (Options: 003,.....012)

This 2 players game separate the board to two color areas for respective player to throw. First player is indicated by Red segments and second player is by Blue segments respectively. The player who hit the correct colors more will be the winner. There are 3 to 12 round of the game to select.

Hit the correct color single segments will get 1 mark.

Hit the correct color double segment will get 3 marks.

Hit the correct color triple segment will get 3 marks.

G29-Color Shot 2 (Options: 006,.....015)

This game is exactly the same as the above and players have to hit the red and blue segments to light up red and blue areas respectively. The player who hit the correct colors count zero will be the winner. There are 3 to 12 marks of the game to select.

Hit the correct color single segments will get 1 mark.

Hit the correct color double segment will get 3 marks.

Hit the correct color triple segment will get 3 marks.

G30-Light Off Warfare

The dartboard will be divided into 2 halves to serve as a battlefield for 2 players. In this game, the number 6, bull's eye and number 11 will be served as the battle line between the 2 players.

Player 1 has an upper battlefield from number 14 to 13 clockwise which all number will be lighted up, while player 2 has the lower battlefield from number 10 to 8 clockwise which all numbers will also be light up. A player has to shoot the opponents' battlefield and the one who first shoots off his opponent's light is the winner.

G31-Survivor (Options: 10r, 11r, 12r, 13r, 14r, 15r, 16r)

It is a 2 players' game and each player starts the game with 200 life points. The board will show a 4 number segment to serve as opponent's target and 1 number segment to serve as a rewarding target. Hitting opponent's number will reduce opponent's life points and hitting player's own rewarding number will add and accumulate to the player's life points.

Points added or deducted is according to the numbers on the dartboard. Double and triple segments will count as double and triple the numbers being hit respectively.

The player who are deducted to 0 points loses the game and the survivor wins. Player can also win if he has higher points at the end of the game.

Option	10r	11r	12r	13r	14r	15r	16r
Number of Rounds	10	11	12	13	14	15	16

G32-Helicopter (Options: L01, L02, L03)

When the game starts, 4 equally divided segments will be lighted on to form a helicopter and would move and turn around the dartboard in clockwise direction. The goal is to hit the moving helicopter to switch off a light. The first player who hit all 4 moving segments and switch off all the light is the winner. There are 3 speeds (levels) to select with:

L01: Slow

L02: Moderate

L03: Fast

G33-Speed Wheel (Options: L01, L02, L03)

The game is similar to the windmill but with only one segment lighted up and rotates around the board in both clockwise and anti-clockwise directions is a much faster speed. The goal is to hit moving wheel by one shot to win the game. There are 3 speeds (levels) to select with:

L01: Slow

L02: Moderate

L03: Fast

G34-Line Up

A line is made up by hitting the segments of any two numbers which are opposite on the dartboard and together with the single and double bull. Players can hit as many segments as they can and the dartboard will light up the segments being hit. The first player who hit the singles, double, triple segments of the two opposite numbers and the bull's eyes and form a line wins.

G35-Bowling (Options: 10r, 11r, 12r, 13r, 14r, 15r)

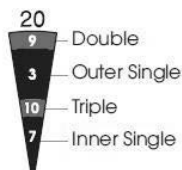
Before starting the game you must select the number of players and your desired option. The options are the number of rounds, see the chart below:

Option	10r	11r	12r	13r	14r	15r
Number of Frames	10	11	12	13	14	15

For each turn the score section will display SEL. Your first dart will select the "Alley" (all segments light up except Bulls during selection) and the second and third dart will score "pins" or points. Hitting the bulls eye will not count as an "Alley; or give you any "pins" or points.

"Pins" or points are scored as follows:

Segments	Score
Double	9 Pins
Outer Single	3 Pins
Triple	10 Pins
Inner Single	7 Pins



A player cannot hit the same single segment twice in the same frame. The second hit will be counted as zero (light up that number and all possibilities during scoring pins). You can hit the same triple or double segment twice. However hitting the double segment twice in a row will only give you 10 "pins" or points. Hitting the triple segment twice will give you 20 "pins" or points. The perfect game is 200/220/240/260/280/300 respectively for the options chosen.

G36-Football

Player has to select their playing field by throwing a dart at the dartboard. Once a playing field is selected (then only light up the path), you have to start points from the double segment, carry through the bull's eye and then to the opposite segments in strict sequence. The status of the player will be indicated a flashing light on that particular segment during a player's turn.

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

G37-Baseball (Options: b07, b08, b09)

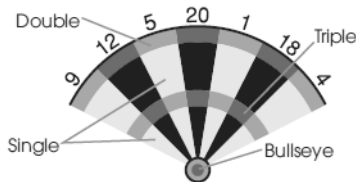
Before starting the game, you must select the number of players and your desired option.

Option	b07	b07	b08
Number of Frames	7	8	9

The options are the number of innings, see the chart below.

A baseball field is laid out as shown in diagram below. A player throws 3 darts in each inning and the runs/bases are set as follows.

Segments	Result
Single	One Base
Double	Two Bases
Triple	Three Bases
Bullseye	Home Run



A home run can only be scored on the 3rd dart of each turn. The player with the most runs at the end of the game is the winner. The LED display will show what base your “runners” are on the number of innings left. The table below will show the symbols displayed for the base that your “runner” is on.

1st Base	2nd Base	3rd Base	Home
			

G38-Golf 9 Holes (Options: 09F, 10F, 11F, 12F, 13F, 14F, 15F, 16F, 17F, 18F)

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 or 18 “holes” with the lowest score possible. The championship “course” consists of all par 3 holes making par 27 for a nine-hole round up to 54 for a round of 18. The segments 1 through 18 are used with each number representing a “hole”. You must score 3 hits in each hole to move to the next hole. Obviously, double and triples affect your score as they allow you to finish a hole with fewer strokes. For example, throwing a triple on the first shot of a hole it is counted as an “eagle” and that player completes that hole with 1 “stroke”.

Note: The active player continues to throw darts until he “holes out” (scores 3 hits on the current hole). The voice announcer will indicate they player that is up – listen carefully to avoid shooting out of sequence.

G39-Round The Clock (Options: 105, 110, 115, 120, 205, 210, 215, 220, 305, 310, 315, 320)

Hit in strict order of 1, 2, 3,... until 5, 10, 15 or 20, straight, double or triple depending on the difficulty. The first player to reach the last score will be the winner. Players start their next turn with the next correct number in the sequence. Both the target number lights and displays will show the number that the player has to hit.

105, 110, 115, 120: The last number is 5, 10, 15, 20 respectively regardless straight, double or triple.

205, 210, 215, 220: The last number is 5, 10, 15, 20 respectively and only double is valid.

305, 310, 315, 320: The last number is 5, 10, 15, 20 respectively and only triple is valid.

G40-Shanghai (Options: L01, L05, L10, L15)

Each player has to proceed for score around the board from 1 through 20 and then bull's eye. Throw a dart for each number in order and the player who gets the most scores wins. Hitting the single segment X1, double segment X2 and triple segment X3.

L01: the game starts from segment 1

L05: the game starts from segment 5

L10: the game starts from segment 10

L15: the game starts from segment 15

G41-Halve-It (Options: 25/50 and 50/50)

There are 12 rounds of three darts each in this game. The objective is to score as many points of the designated numbers as possible. The designated numbers for each round are:

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

Scoring occurs when the dart hits the designated area only. All hits are scored at face value. Should all three of a player's dart miss the designated target area, his total score to those points is cut in half (flash from 20 to 3, both left and right side). The highest score at the end of twelve rounds is the winner.

G42-Big-6 (Options: b03, T0, b21)

This game all allows player to challenge their opponents to hit the targets (light up the target only) of their choice. However, players must earn the chance of picking the next target for their opponent (light up the whole dartboard) by making a hit on the current target first.

Single 6 is the first target to hit when the game begins. Within the three throws, player 1 must hit a 6 to "save" their life. After the current target is hit, the next dart thrown will determine the opponent's target. If player 1 fails to hit the current target within 2 darts, he will lose a chance to determine the next target for player 2. Player 2 will shoot for a new target generated by computer randomly. Singles, doubles and triples are all separate targets for this game.

The object of the game is to force your opponent into losing lives by selecting tough targets for your opponent to hit such as "Double Bull's eye" or "triple 20". The last player with a life left is the winner.

b03 to b21 represents 3 to 21 lives respectively. The temp dart score display will show the target score and number of lives left is displayed by the cricket display.

b03-b21 represents 3 to 21 lives respectively.

G43-Bingo (Options: I32, I41, I68, I89)

The board will display the target segment automatically. The player who first finishes hitting all specified target segments for the times wins the game. (light up the numbers).

L32: hit the segment with the sequence 15, 4, 8, 14, 3

L31: hit the segment with the sequence 17, 13, 9, 7, 1

L68: hit the segment with the sequence 20, 16, 12, 6, 2

L89: hit the segment with the sequence 19, 10, 18, 5, 11

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

G44-Shoot Out (Options: -11, -12,.....-20)

The computer will randomly display a score for the player to hit (light up the random number). One correct hit scores one mark. The first player who hits 11, 12, 13, ... 20 marks depending on the level of difficulty is the winner. If a player does not hit the board within 10 seconds, it will automatically change to another number for the player to hit and it counts as you hit on the wrong number. The player's score display will show the number of target left. In this game double & triple are treated as single.

G45-9 Lives (Options: 003, 004,... 010)

This game plays numbers 1 through 20 and bull's eye in a sequence loop. Players take turns throwing in 1 in the first round, 2 in the second round, and so on, until "25" in the 21st round, 1 in the 22nd round and so on (light up the number in each round). Each player must hit the target number with one dart in each round.

The player will lose a life (flash from 20 and 3 and rotate half circle) if all 3 darts miss. The last player remaining alive is the winner.

G46-Double Down (Options: 25/50 Bull and 50/50 Bull)

The game starts with a base score of 60 for each player. The player has to score by hitting the lighted segments of the current round. For instance the 1st round, the player must throw to hit segment 15. If no 15's are hit, the player's score will be cut by half. The next round is 16 and so on. For D and T, the player has to hit any double or triple and the same rule will be applied. The player who gets the highest score is the winner.

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

D: Double

T: Triple

B: Bull's eye

G47-Shooting I (Options: 25/50 Bull and 50/50 Bull)

In this game, each player throws three darts. The player with the highest 3 dart total wins that round. The game lasts seven rounds and the winner is the first one who won 4 rounds within 7 rounds or who won the most rounds after 7 rounds.

G48-Shooting II (Options: 25/50 Bull and 50/50 Bull)

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

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.

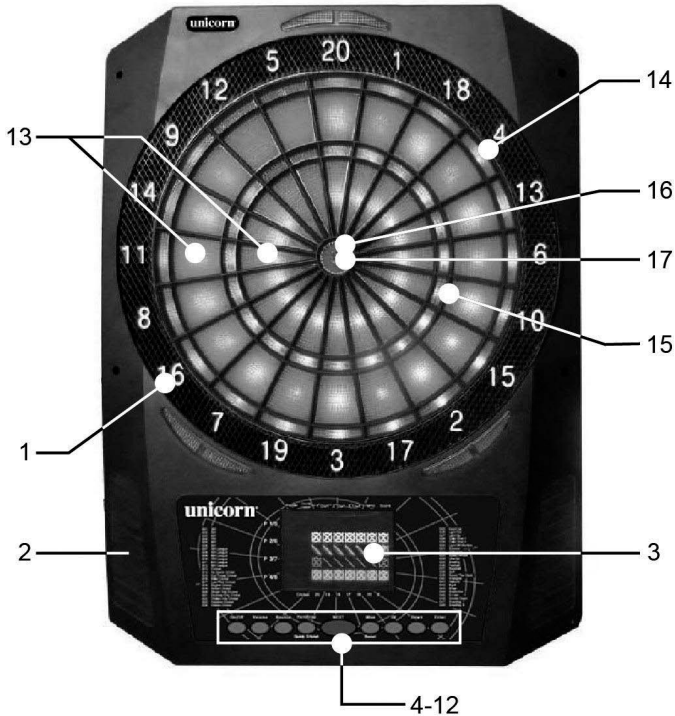
"CAUTION: Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment." For a Class B digital device or peripheral, the instructions furnished the user shall include the following or similar statement, placed in a prominent location in the text of the manual:

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.

Note: For a Class A digital device or peripheral, statements of 15.105(a) must be included when appropriate for the device in question.

DESCRIPTIONS



- | | |
|------------------------------------|---------------------|
| 1. Catch Ring | 10. Up Button |
| 2. Speaker | 11. Down Button |
| 3. LCD Display | 12. Enter Button |
| 4. On/Off Button | 13. Single Ring |
| 5. Volume Button | 14. Double Ring |
| 6. Bounce Button | 15. Triple Ring |
| 7. Handicap / Quick Cricket Button | 16. Bullseye |
| 8. Next Button | 17. Double Bullseye |
| 9. Miss / Reset 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**

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