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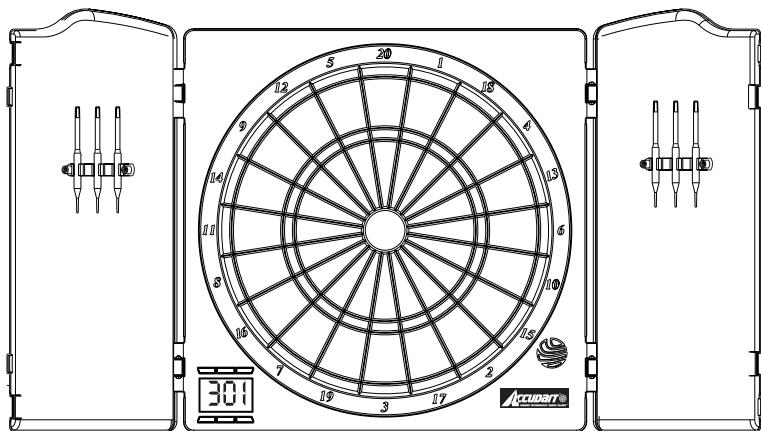
Dartboard and Cabinet



www.escaladesport.com

TO ORDER PARTS

Visit our website before returning to store



Instructions and Rules

817 Maxwell Ave. Evansville, IN 47711 / www.escaladesports.com

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., 9:00am 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.

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.

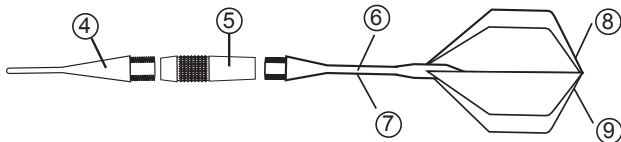
NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate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

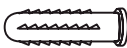


TOOLS REQUIRED FOR ASSEMBLY:

- Phillips Head Screwdrivers (or Power Driver) - not included
- Requires 3 AA Batteries - not included

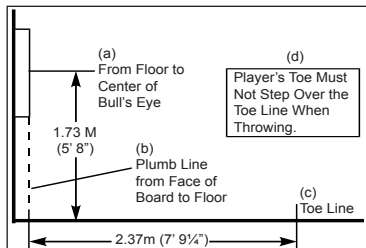
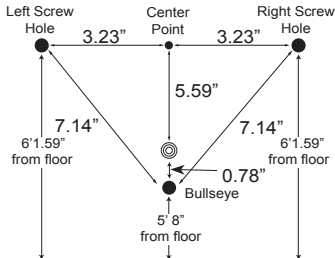


PARTS IDENTIFIER

#3  MOUNTING HARDWARE	#4  SPARE TIP	#5  STEEL BARREL	#6  RED SHAFT
#7  BLACK SHAFT	#8  RED FLIGHT	#9  BLUE FLIGHT	#12  SCREW ANCHOR

MOUNTING INSTRUCTIONS

1. Select a suitable location with about 8 feet of open space. The "Toe-line" should be 7 feet 9 $\frac{1}{4}$ 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 6.37" up from the Bullseye to mark the center point.
 3. Next measure 3.23" from the center point to the right to mark your right screw hole. Do the same for the left. (**NOTE:** You should have approx. 7.14" between the screw holes and the Bullseye.)
 4. Measure up 0.78" from Bullseye to mark your third mounting location.
 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.



English

SOFT-TIP ELECTRONIC DART GAME

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, applying 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.

AUTOMATIC SHUT-OFF FUNCTION

This electronic dartboard is equipped with automatic Shut-off mode. There is no power switch. Install 3 AA batteries - not included and then turn the board on. If the board is left inactive for more than 3 minutes, the displays and peripheries will shut off automatically, into the OFF mode. When the ON/OFF button is pushed again, the game is then restarted.

HOW TO PLAY:

Your new dartboard has easy navigation technology that will walk you through the start up process.

PRESS the ON/OFF button to turn the dartboard power ON.

PRESS the UP and DOWN buttons to cycle through the number of players.
Once the number of players is displayed, PRESS the SELECT button to enter choice.

PRESS the UP and DOWN buttons to scroll through the game options.

PRESS the UP button during game play to check the score of each player.

PRESS the SELECT Button to enter the game option.

Some games have multiple options: Double In, Double Out, etc. PRESS the UP and DOWN buttons to cycle through the game level options.

PRESS the SELECT button to enter 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 on the LCD display screen.
2. Each player is entitled to throw 3 darts per turn.
3. Always wait for the dartboard to finish sounding the signal before throwing darts.
4. At the end of each player's turn, the board is automatically on hold. First remove the darts and then press the SELECT button to advance to the next player.

QUICK START GAMES:

This 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 the dartboard On. Press "QUICK 301" button. Select number of players. Push the SELECT button. Select the game level option. Push the SELECT button Begin playing 301.
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Quicket Turn dartboard On.
(Quick Cricket) Press "Quicket" button.
 Select number of players.
 Push the SELECT button.
 Begin playing Cricket.

BUTTONS/FUNCTIONS:

ON/OFF

Press to turn the dartboard ON. Press this button while the dartboard is on to turn the dartboard OFF. Hold down the ON/OFF button for 2 seconds while the dartboard is on to activate the speaker control – turn volume On or Off.

UP/DOWN/SELECT

Press the UP and DOWN buttons to scroll through menu options. Press the SELECT button to enter menu options. After removing your darts from the dartboard, press the SELECT button during game play to advance to the next player.

QUICK 301/RESET

Press the QUICK 301/ RESET button after turning the dartboard on to quickly start a game of 301. Hold this button down for 2 seconds to reset the scoreboard at any time. Press the SELECT button at the end of a game to start that game over.

QUICKET/BOUNCE-OUT (not shown)

Press the QUICKET 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.

TABLE 1: Game Selection

GAME #	DISPLAY CODE	DART GAME	GAME OPTION	SPECIAL FUNCTIONS
1	301	_01	301 501 601 701 801 901 999	Open In/Open Out Open In/Open Out (DO) Double In (DI) / Open Out Double In (DI) / Double Out (DO)

2	LEA	LEAGUE_01	301 501 601 701 801 901 999	Open In/Open Out Open In/Open Out (DO) Double In (DI) / Open Out Double In (DI) / Double Out (DO)
3	rcL	Round the Clock	105, 110, 115, 120 205, 210, 215, 220 305, 310, 315, 320	105, 110, 115, 120 205, 210, 215, 220 305, 310, 315, 320
4	CUP	Count Up	100, 200, 300, 400 500, 600, 700, 800 900	
5	cri	Cricket - (Standard)	0, 20, 25	
6	noc	No score Cricket	0, 20, 25	
7	CUT	Cut Throat Cricket	0, 20, 25	
8	PUP	Killer Cricket	0, 20, 25	
9	LPc	Low Pitch Cricket	0, 20, 25	
10	S-o	Shoot Out	5, 7, 9, 11, 13, 15, 17, 19, 21	
11	HiS	High Score	3 to 14	
12	Shi	Shanghai	101, 105, 110, 115	
13	orS	Overs	3, 5, 7, 9, 11, 13, 15, 17, 19, 21	
14	Und	Unders	3, 5, 7, 9, 11, 13, 15, 17, 19, 21	
15	HAL	Halve-It	12	
16	biG	Big-6	3, 5, 7, 9, 11, 13, 15, 17, 19, 21	
17	CL2	Color	100, 200, 300, 400, 500	
18	bc2	Bonus Color	100, 200, 300, 400, 500	
19	CC2	Correctional Color	100, 200, 300, 400, 500	
20	nC2	No Color	3, 4, 5, 6, 7	
21	Fdc	Free-Dart Color	5, 10, 15, 20	
22	S-1	Shooting I	-	
23	S-2	Shooting II	-	
24	S-3	Shooting III	-	
25	S-4	Shooting IV	-	
26	For	Forty One	-	
27	bin	Bingo	132, 141, 168, 189	
28	EnC	English Cricket	-	

29	ddn	Double Down	-	
30	21P	21 Points	3 to 9	
31	9Li	9 Lives	3 to 9	
32	KiL	Killer	3, 5, 7, 9, 11, 13, 15, 17, 19, 21, 203, 205, 207, 209, 211, 213, 215, 217, 219, 221, 303, 305, 307, 309, 311, 313, 315, 317, 319, 321	

GAME INSTRUCTIONS

301-999

This is the most popular dart game, played in most leagues and tournaments. Each player starts the game with 301 points (or 501, 601, etc.). 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. The play can continue until the 2nd, 3rd, and 4th places are determined.

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.

To make the game more challenging, you may select the DOUBLE option to set additional restrictions on how to start and end the game. The choices are as follows:

Open In: The scoring begins when any number is hit.

Open Out: The player can finish the game with a hit on any number that reduces the score to exactly zero.

Double In: To start, the player must hit a number in the double's ring or a double Bull's Eye. No score will be counted until this condition is met.

Double Out: To win, the player must hit a number in the double's ring or a double Bull's Eye that reduces the score to exactly zero. A score leaving the player with "1" will BUST and revert back to the previous score. (This is because 1 isn't divisible by 2. For Example: If a player has 17 and throws a double 8, he/she is then left with 1 which will BUST and revert back to 17.)

LEAGUE 301-999

This is a team play of the 301-999 game, very popular among dart leagues. There are always 2 teams and 4 scores to track. Player 1 and Player 3 play against Player 2 and Player 4. The game is played the same way as the individual 301-999 game. The team play can also take 8 players, with two each on one score and four in a team.

ROUND THE CLOCK

In this game, the player tries to hit the numbers from (depending on game) 1 to 5, 1 to 10, 1 to 15, or 1 to 20 in order. When a number is hit, then the game is advanced for shooting the next number. The player who reaches and hits the end number for their game first is the winner.

COUNT-UP

This is a simple game that anyone can play. The objective is to beat the other players by being the first to reach a preset score. The available settings are: 100, 200, 300, 400, 500, 600, 700, 800 and 900. Each player should try to score as high as possible in his/her turns. The final total score is allowed to be more than the preset score.

CRICKET – (Standard)

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 a player has closed all the target numbers but has fewer points than his opponent, he must continue hitting whatever number the opponent has open to reach a higher point total.

The strategy can be very different if the game is being played with the restriction of closing each number in a specific order. Close numbers in the set sequence. **NOTE:** See the DESCRIPTION section for special notes on the Cricket Display.

NO SCORE CRICKET

This is a simplified version of *Cricket*. The objective is to close all the numbers as soon as possible. No score is given for a hit on a closed number at any time. Therefore, once a number is hit three times, you should move on to hit other targets. The winner is the one who registers all three hits on all numbers first.

CUT THROAT CRICKET

This is a reversed version of *Cricket* in scoring, most popularly being played with three players. Two of the players may join up against another player before they turn against each other for a fight.

After a number is closed, a hit for scoring is added to the opponents' scores. The highest accumulative score is the losing score. However, no score will be added to a player who has the number already closed. The winner is the one who has the lowest score and closed all the numbers first. If a player has closed all the numbers first but also has a higher score, he/she must keep on throwing to bring the opponents' scores over or equal to his/her score. Therefore, the best strategy is to close the numbers as soon as possible to block the other players from giving you points while adding the chance to penalize the others.

KILLER CRICKET

This game is much like the *No Score Cricket* with an added twist. When a number is closed, the player has a chance to eliminate opponents' marking by hitting the same number again. However, if the opponent has the number closed as well, then no marks will be taken away from that player. Note: instead of turning on a light, each positive marking will turn off a light on the screen. The player who closes all the numbers first is the winner.

Example: For the number 19, Player 1 has one hit (one mark), Player 2 has two hits (two marks), and Player 3 has number 19 closed (three marks). Player 4 comes up and hits a triple 19, so he closed number 19, too. Player 4 then aims and hits in the number 19 again. In consequence, Player 1 and 2 now have one mark off for 19, and Player 3 is not affected. This means that Player 1 and 2 are 1 hit further away from closing 19.

LOW PITCH CRICKET

This version of Cricket utilizes the lower numbered segments on the board for a change of pace from the standard Cricket segments. Players will need to "close" segments 1, 2, 3, 4, 5, 6, and Bullseye. All other rules apply as detailed in standard Cricket.

SHOOT-OUT

With the help of smart electronics, this game is an improvement on and is more exciting than *Round-The-Clock*. The target is randomly picked by the on-board computer. There are 10 seconds for you to throw the dart. A hit on the target counts as 1 point. Doubles and triples are treated the same as a single. If the 10-second time expires, it is considered that a throw was made and missed. The target is renewed after each throw. The player to first reduce points to "zero" wins the game.

HIGH SCORE

This game is much like *Count-Up*, except that the game ends at the finish of the 7th round. The player who accumulates the highest total score wins.

SHANGHAI

This game is similar to *Round-The-Clock*, except scores are accumulated and the game is limited to 7 rounds, or 21 throws. Players start shooting with the number 1 and progress toward 20 and Bull's Eye. No hit is counted when it is out of the numbering sequence. A hit on a double or a triple is counted as 2x or 3x the number. Example: A hit on double 3 counts as $2 \times 3 = 6$ points. By the end of the 7th round, the player who accumulates the most points wins.

OVERS

This is a simple and quick game. Each player should try to score higher than or equal to the previous highest score made in a turn. When a player scores less than the previous three-dart total, one "Life" is then taken away from that player. Each player is given a total of three lives. The last player who has a "Life" left is the winner.

UNDERS

This game is similar to *Overs*, except the objective is to beat the lowest record of three darts in total. When the three-dart total is higher than the record, then one "Life" is taken away from the player. Any pass of a throw or any hit outside the scoring area is penalized with 60 points (3×20 , the highest possible one-dart score). The last player who has a "Life" left is the winner.

HALVE-IT

In this game, a total miss with three throws can make your score decrease. Everybody starts the game by shooting for the number 12, and then 13, 14, any Doubles, 15, 16, 17, any Triples, 18, 19, 20 and Bull's Eye. Each player throws three darts at the same number, and then progresses to the next number in the next round. A hit on a double or triple counts as 2x or 3x the points. If a player misses all three throws on a specific target in a round, his/her scores will be cut in half. *For example:* If a player has a cumulative score of 76 after two turns and then misses the next number with all 3 darts, the player's score is cut in half, leaving 38. At the end of the game, the player with the most points is the winner.

BIG-6

The player should try to earn the chance of picking the next target by making a hit on the current target first. Single-6 is the first target when the game starts. Within the three throws, the player has to hit the target once to save his/her lives. As long as the hit is made by the first or the second throw, the player has a chance with one throw to select the next target. Singles, Doubles and Triples are all considered as different targets. The strategy is to pick the toughest target for the opponents as possible, such as "triple-20" or "double-Bull's Eye". The last player who has a "Life" left is the winner.

COLOR

To begin this game, Each player must throw one dart to determine at which block/color (#20 color or #1 color) who will be shooting. (If the player hits a bullseye with this dart, they must throw again to decide the color). Each player then tries to hit their color target in order to add up to the total score (which must be decided on and set up in Game Options at the beginning of the game: 100, 200, 300, 400 or 500). If a player throws a dart in an opponent's color, then the mark does not count. The bullseye does count towards your total score. The first player to the pre-set final score wins.

BONUS COLOR

This game is played the same as "Color" with the following exception. If a player throws their dart in an opponent's color, that opponent gets the points added towards his total score.

CORRECTIONAL COLOR

This game is played the same as "Color" with the following exception. If a player throws their dart in an opponent's color, those points are deducted from the player's total score.

NO SCORE COLOR

This game is played the same as "Color" with the following exception. Each player tries to hit their color target to mark one point. (The total score must be decided on and set up in Game Options at the beginning of the game: 3, 4, 5, 6, or 7 total marks). If a player throws a dart in an opponent's color, one mark is removed from the player's total score and the player loses his turn. (The bullseye does count towards your total score.) The winner will be the only player with marks remaining (when all others are at zero).

FREE-DART COLOR

This game is played the same as "Color" with the following exception. Each player tries to hit their color target to gain the highest possible score. (The total number of darts to be thrown must be decided on and set up in Game Options at the beginning of the game: 5, 10, 15, or 20 total darts). If a player throws a dart in an opponent's color, it does not count towards the total score. (The bullseye does count towards your total score.) The player with the highest total of points after all the darts are thrown is the winner.

SHOOTING I

In this game, each player throws three darts. The player with the highest 3 dart total wins that round. Game is played until one player reaches a total of 7 rounds won.

SHOOTING II

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 score: 15, 16, 17, 18, 19, 20, Bullseye. Winner is the first one to win 7 rounds.

SHOOTING III

This game is played just like Shooting II. The game lasts seven rounds and the winner is the first to reach four rounds won.

SHOOTING IV

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, Bullseye. The game last seven rounds and the winner is the first one to win four rounds.

FORTY ONE

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 20 segment. If no 20's are hit, his score is cut in half. If some 20's are hit, each 20 (doubles and triples count) is added to the starting total. The next round players throw for the 19, and so on down to 15 and bullsye. There is an extra round toward the end in which players must attempt to score three hits that add up to 41 points (20, 20, 1; or 19, 19, 3 or 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 is the most challenging! The player who completes the game with the most points is the winner

BINGO

The board will display the target segment automatically. The player who first finishes hitting all specified target segments for three times wins the game.

132—Hit the segment with the sequence of 15, 4, 8, 14, 3.

141—Hit the segment with the sequence of 17, 13, 9, 7, 1.

168—Hit the segment with the sequence of 20, 16, 12, 6, 2.

189—Hit the segment with the sequence of 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 two times; the triple segment three times.

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 bullseye, each hit of the outer bull counts as one mark, inner bull counts as two marks, and the other numbers are "II". The object of Player 2 is to get the highest possible score before Player 1 accumulates 9 marks. Player 2 can throw any number. 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 bullseye 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.

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 hit are registered, the point total is cut in half. Each player throws for the numbers as indicated in the chart below in order. 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

21 POINTS

The option (3, 4, 5, 6, 7, 8, 9) represents the appointed turns for each player. The object of this game is to get the most marks. A player can get one mark in two ways: (a) gets 21 points exactly with 1, 2 or 3 darts, or (b) has the highest points up to 21 points (if no one gets 21 points in this round). The round is a "bust" when a score is over 21 points and the player can not get a mark. After the game is over, the player with the most marks wins the game.

9 LIVES

This game plays numbers 1 through 20 and bullseye in a sequence loop. Each player starts with the preset 3, 4...or 9 lives. Players take turns throwing in 1, in the first round, then 2 in the second round, and so on, until "25" in the 21st round, the 1 in the 22nd round and so on. Each player must hit the target number with one dart in each round. The player will lose a life if all 3 darts miss. The last player remaining alive is the winner.

KILLER

To start, each player must select his number by throwing a dart at the target area. The display will indicate "SEL" at this point. The number each player gets is his assigned number throughout the game. No two players can have the same number. Once each player has a number, the action starts. Each player tries to hit his/her own number to attain the qualification for a "killer". When becoming a killer, the objective of the player is to "kill" his /her opponents by hitting their segment number until all their "lives" are lost. If a killer hits his/her own segment number, the killer will lose the qualification for "killer" and also lose one "life". He/She should hit his/her own segment number again for "killer" qualification. The last player to remain alive is declared the winner. For more difficult play, hit the double (or triple) for his /her own scoring number to attain the qualification for a "killer".

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. Push the START/RESTART button to see if the game will start playing. If not, then push the SCORE button until a "Beep" sound is heard which releases the pause. 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, all automated scoring functions will cease. A warning signal sounds and the display begins flashing with the indication of which number is stuck. By gently removing the dart or wiggling 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. The flashing display shows "-F-" with a warning sound. Apply the same technique gently to free the stuck button.
Removing Broken Tips	Plastic tips are safer but do not last forever. 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, remove the batteries for several seconds and then reinstall the batteries. Be sure to remove the source that causes the interference as well.

DESCRIPTIONS

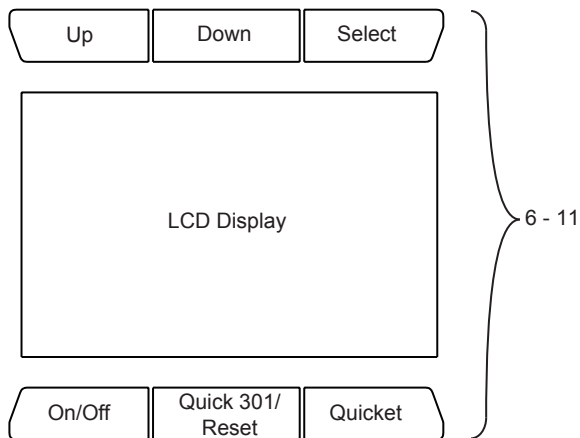
- (1) **Single:** Score the number shown.
- (2) **Double:** Score x 2.
- (3) **Triple:** Score x 3.
- (4) **Bull's Eye:** z The outer bull is 25 points; the center double bull is 50 points.
- (5) **Catch-Ring:** Catches missed dart, no score.
- (6) **Function Buttons:** (see HOW TO PLAY)
- (7) **Player Score:** (alternately shows)

Target

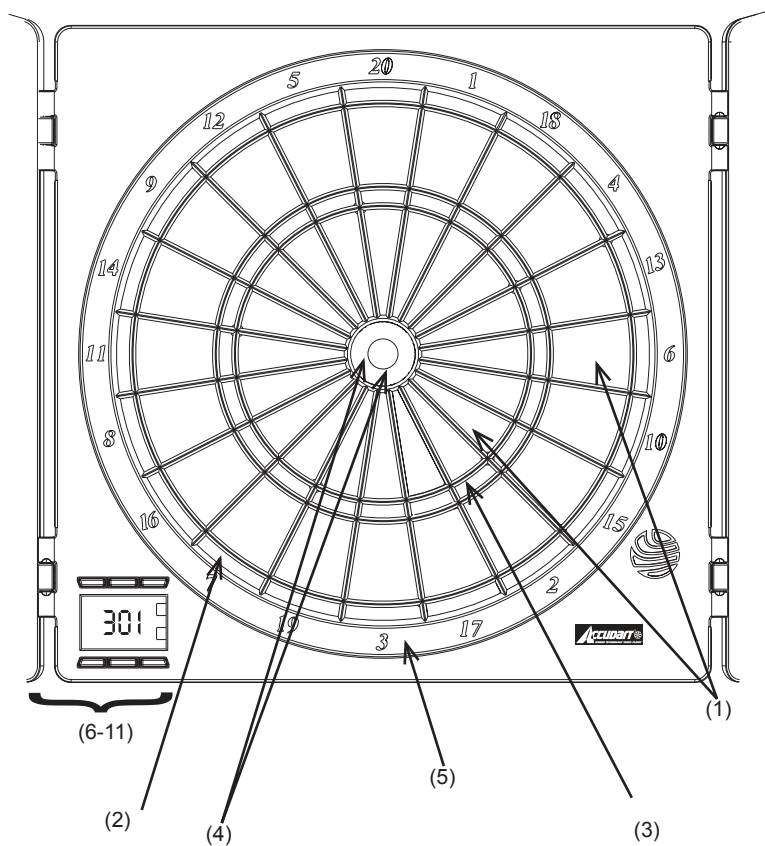
Dart Hit

Cumulative Score.

- (8) **Turn Indicator:** Shows which player is up for the throw.
- (9) **Dart Indicators:** Shows how many throws remain for the turn.
- (10) **Cricket Display:** Shows summary marks and cricket numbers.
- (11) **Indicators for Double In (DI) and Double Out (DO).**



D4312



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
817 Maxwell Ave.
Evansville, IN 47711
1-866-556-2754
www.escaladesports.com**

CPSIA#2-D4312- -KT

****NOTE: Please save your original proof of purchase as it is needed should you require warranty service.**

