

Arachnid®

GET CAUGHT IN THE GAME

ITEM NO.: E3000ARA
CPSIA#2 – E3000ARA - - JW



Please Do Not Return This Product To The Store!

Contact Escalade Sports Customer Service Department at:

Phone: 1-800-467-1421 Toll-Free!

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Please provide model number and / or part number of the product and / or part when you call or write. These numbers can be found on the product, packaging, and/or in this Owner's Manual

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SAFETY INSTRUCTIONS

- Read this manual carefully before starting assembly. Read each step completely before beginning each step.

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.

CAUTION:

READ ASSEMBLY, OPERATING AND
SAFETY INSTRUCTIONS CAREFULLY!

NOTICE

Electronic dartboards are designed to be used with soft (plastic) tip darts.

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

Use of steel tip darts or darts weighting more than 20 grams will damage
the electronic dartboard and automatically voids the warranty.

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

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

This device complies with part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

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

Mounting Tips:

1. Read this manual carefully before starting the mounting process.
2. Check all cartons for parts before mounting.
3. Take time to view each mounting diagram.
4. **Save the instruction manual in the event that the manufacturer has to be contacted for replacement parts.**



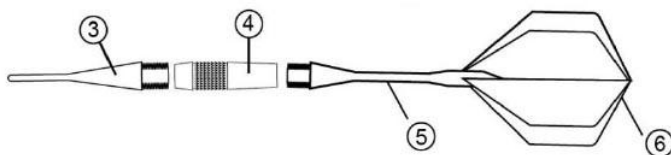
TOOLS REQUIRED FOR ASSEMBLY:

- Small or medium Philips screwdriver (recommended to use electric & low torque to avoid stripped screws).
- Tape measure.
- Carpenters level.
- Awl and/or pencil.
- Drill and 1/16" Drill Bit.

UNPACKING THE PRODUCT

Unpack your new dartboard carefully, making sure all parts are included. The following components are included in this set:

- 1 Electronic Dartboard
- 12 Darts (unassembled) (as listed on **PART IDENTIFIER** on page 4)
- Replacement soft tips (as listed on **PART IDENTIFIER** on page 4)
- AC Adapter (12V-2000mA )
- Mounting hardware (as listed on **PART IDENTIFIER** on page 4)
- Instruction Manual

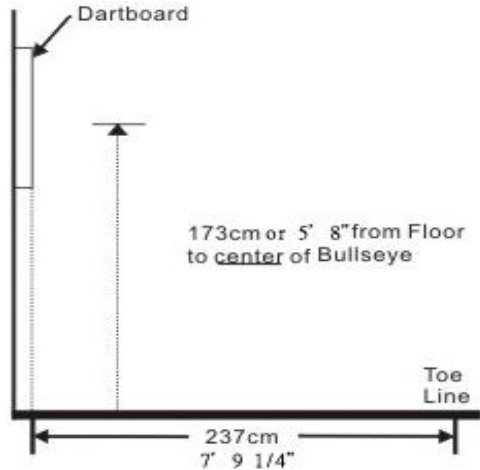


PARTS IDENTIFIER

#1  MOUNTING SCREW 2 pcs	#2  WALL ANCHOR 2 pcs	#3  TIP 102 pcs
#4  STEEL BARREL 12 pcs	#5  SHAFT 36 pcs	#6  FLIGHT 24 pcs

MOUNTING INSTRUCTION

Choose a location with at least 10 feet (3.048 m) of open space in front of the dartboard. The "toe-line" should be 7'9 1/4" (2.37 m) from the dartboard's face. Mount the dartboard near an electrical outlet if using an AC adapter. The center of the bullseye should be 5'8" (1.73 m) from the floor. Mark the center on the wall and measure the distance to the mounting holes. Ensure both holes are level and secure the dartboard with screws. For extra stability, you may use four screws through the catch ring area (outside the scoring segments). Adjust the screws to ensure the board fits snugly.



Wood stud mounting with wood studs at 16" on center

Verify that the mounting surface has no hidden utility lines before drilling or driving screws.

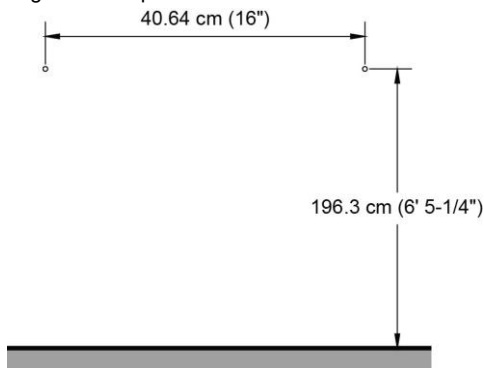
DO NOT MOUNT THE CABINET TO A HOLLOW WALL, GYPSUM BOARD, DRYWALL OR SIMILAR MATERIALS THAT WILL NOT SUPPORT THE WEIGHT OF THE DARTBOARD.

The dartboard must be mounted to two studs. Use a stud finder to locate two adjacent wood studs. It is a good idea to verify exactly where the studs are located with an awl or thin nail.

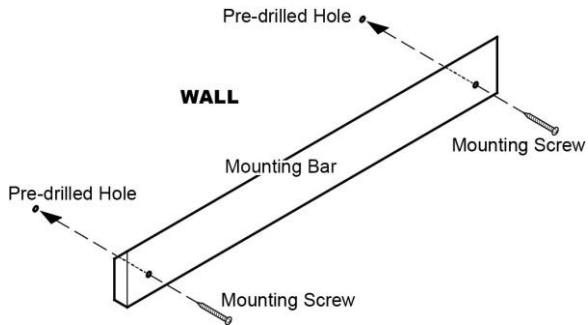
Note: "Stud Finders" are available at your local hardware store.

Make sure the holes you are about to drill are in the **center of the stud**, and **level** with each other. The drill bit **MUST** be smaller than the Mounting Screw.

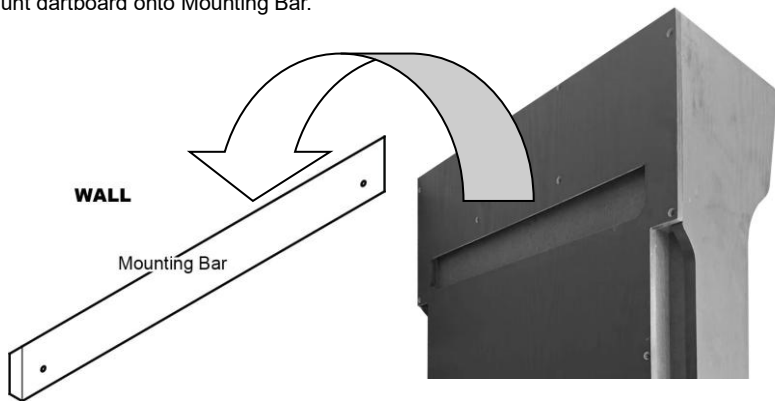
1. Measure the left hole position up from the floor 196.3 cm (6' 5-1/4") and mark using an awl or pencil and drill the hole.
2. Using leveler, measure the other hole to the right with distant 40.64 cm (16") from the left hole and mark using an awl or pencil and drill the hole.



3. Install Mounting Bar to the 2 predrilled holes using 2 pcs mounting screws.



4. Mount dartboard onto Mounting Bar.

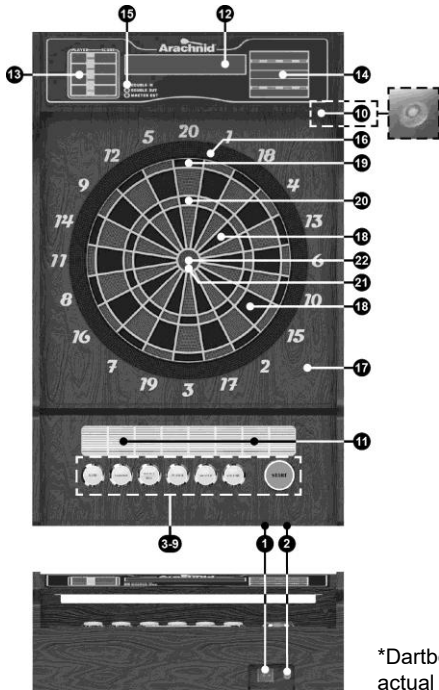


Mounting to Plastered Brick Wall

Step 1 & 2 are similar with Wood Stud mounting.

3. Insert 2 wall anchors into the drilled holes using rubber mallet.
4. Install mounting bar to the 2 wall anchors using 2 mounting screws.
5. Mount dartboard onto mounting bar.

PRODUCT DIAGRAM



1. Power Button
2. AC Adapter Input
3. Game Button
4. Variation Button
5. Double/Miss Button
6. Player Button
7. Solo Play Button
8. Volume Button
9. Start/Next Button
10. LED Power
11. Stereo Speaker Button
12. Welcome Screen
13. Player Score Display
14. Cricket Display
15. Double In/Out Indicator
16. Catch Ring
17. Dart Out/Zero Score
18. Single Segment
19. Double Segment
20. Triple Segment
21. Bull's Eye
22. Double Bull's Eye

*Dartboard shown above may vary slightly from actual product.

DARTBOARD FUNCTION

START: Press to start the game.

GAME: Press to scroll through the game menu and select a game.

VARIATION: Many games have difficulty levels or variations. First, use the GAME button to select the main game, then press this button to choose difficulty.

PLAYER: Press to select the number of players (1–4 players or 2 teams of 2 players).

DOUBLE/MISS: The DOUBLE button activates Double In/Double Out and Master Out options for "01" games. Note: Not all models include the Master Out option.

The MISS button is active in all games. Press it to register a missed dart if the dart lands outside a scoring segment. This will be counted as one of the player's three darts.

VOLUME: Press to adjust the sound level (LV1–7) or mute the sound.

SOLO PLAY: Press to play against the computer, which offers 5 difficulty levels. Only one player can compete against the computer at a time. After the "human" player throws 3 darts, remove the darts and press START to let the computer opponent take its turn. After 3 darts, control will return to the "human" player.

Computer Difficulty Levels:

- Level 1 (C1) Professional
- Level 2 (C2) Advance
- Level 3 (C3) Intermediate
- Level 4 (C4) Novice
- Level 5 (C5) Beginners

OPERATION MANUAL

1. Press the **POWER** button to turn on the dartboard. A short introductory tune will play as the display runs a power-up test.
2. Press the **GAME** button to select a game. Press the **VARIATION** button to choose game variations.
3. **Optional:** Press the **DOUBLE** button to increase the game difficulty (only for 301/501 games). For detailed rules, see the game rules section.
4. Press the **PLAYER** button to select the number of players (1–16). The default setting is 2 players.
5. Press the **START** button to begin the game.
6. Throw darts (3 darts per round):
 - The display will show the number of darts thrown.
 - After all 3 darts are thrown, a voice command will say "Remove Darts," and the score will flash. You can now remove the darts without affecting the score. After removing all darts, press START for the next player to begin. The display will show which player's turn it is, and their indicator light will illuminate.
7. Press the **LED POWER** button turn-on/off the LED.

GAME TABLE

GAME	DISPLAY	GAME	DISPLAY
1	301	22	GOLF
2	CRICKET	23	FOOTBALL
3	SCRAM	24	BASEBALL
4	CUT THROAT	25	STEEPLE CHASE
5	ENG CRI	26	BOWLING
6	PK-CRI	27	CAR RALLY
7	LOW-CRI	28	SHOVE PEN
8	ADV-CRI	29	NINE DARTS
9	SHOOTER	30	GREEN & RED
10	TRAPSHOOT	31	GOLD HUNT
11	BIG SIX	32	CAS-A
12	OVERS	33	CAS-B
13	UNDERS	34	CAS-C
14	COUNT UP	35	ELIMINATION
15	HIGH SCORE	36	HORSE SHE
16	ROUND CLK	37	WARFARE
17	KILLER	38	ADV WAR
18	DOUBLE DOWN	39	PAINTBALL
19	41	40	FOX HUNT
20	ALL FIVES	41	TIC-TAC-TOE
21	SHANGHAI		

GAME RULES

GAME 1: 301

This popular tournament and pub game is played by subtracting each dart from the starting total until the player reaches exactly 0 (zero). If a player goes past zero it is considered a “*Bust*” and the score returns to where it was at the start of that round. For example, if a player needs a 32 to finish the game and he/she hits a 20, 8, and 10 (totals 38), the score goes back to 32 for the next round.

Game Options:

- Double In - A double must be hit before points are subtracted from the total. The game doesn't begin until a double is scored.
- Double Out - A double must be hit to end the game.
- Double In and Double Out - A double is required to both start and end the game.
- Master Out - A double or triple is required to finish the game.

Dart-Out Feature (“01” games only)

When a player's score is below 160, the Dart-Out feature becomes active. Press the DART OUT button to get a suggestion for the three darts needed to finish the game (reach exactly zero). Doubles and triples are indicated by 2 or 3 dashes next to the number, respectively.

GAME 2: CRICKET

Cricket is a strategic game suitable for both experienced and beginner players. Players aim to “close” the appropriate numbers before their opponent, while also accumulating the highest points.

Only the numbers 15 through 20 and the inner/outer bullseye are used. To “open” a segment for scoring, a player must hit the number 3 times. After opening a segment, the player earns points each time they land a dart in that segment, as long as the opponent hasn't closed it. Hitting the double ring counts as two hits, and the triple ring counts as three hits. Numbers can be opened or closed in any order. A segment is “closed” when the opponent hits it 3 times. Once closed, that segment cannot be scored on for the rest of the game.

Winning

The first player to close all segments and accumulate the highest total points wins. If a player closes all segments but is behind in points, they must continue to score on the “open” segments. If they don't catch up before the opponent closes all segments, the opponent wins. Play continues until all segments are closed.

GAME 2-1: NO-SCORE CRICKET

(Press the VARIATION button when Cricket is displayed)

This version follows the same rules as standard Cricket but with no point scoring. The goal is to be the first to “close” all the appropriate numbers (15 through 20 and the bullseye).

Cricket Scoring Display: The dartboard features a dedicated Cricket scoreboard that tracks each player's segment status. Using traditional X and O characters, it shows “marks” as players hit the required segments. When Cricket is selected, the lights on the scoreboard remain off until a segment is hit. Each number (15–20 and bullseye) has 3 lights; one light turns on for each hit. If a double or triple is hit, 2 or 3 lights will illuminate respectively.

GAME 3: SCRAM (For 2 players only)

Scram is a variation of Cricket with two rounds, each with a different objective for the players.

- Round 1: Player 1 aims to "close" all segments (15–20 and bullseye) by scoring 3 hits in each. Meanwhile, Player 2 tries to rack up as many points as possible in the segments that Player 1 has not yet closed. Once Player 1 closes all segments, round 1 ends.
- Round 2: Roles are reversed. Now, Player 2 tries to close all the segments while Player 1 aims for points in the open segments. The game ends when Player 2 closes all segments.

GAME 4: CUT-THROAT CRICKET

This variation of Cricket follows the same basic rules, but with a twist—points are added to your opponent's total once scoring begins. The goal is to end up with the fewest points.

Unlike standard Cricket, where players add points to their own score, Cut-Throat shifts the focus to racking up points for your opponent, putting them in a deeper hole. This creates a unique competitive dynamic and is sure to challenge players' strategies.

GAME 5: ENGLISH CRICKET (For 2 players only)

This variation of Cricket consists of two rounds with different goals for each player:

- **Round 1:**

Player 1 tries to score points by hitting other segments (1-20). Player 1 must score over 40 points per turn for them to count. However, Player 1 must avoid hitting bullseyes, as each bullseye they hit will reduce the number of bullseyes Player 2 still need to complete.

Player 2 aims to hit 9 bullseyes. A double bullseye counts as 2 bullseyes.

- **Round 2:**

The roles reverse:

Player 1 now aims to hit 9 bullseyes.

Player 2 aims to score points by hitting other segments (1-20) and must score over 40 points per turn for them to count and avoid hitting bullseyes.

The player with the highest score after both players hit 9 bullseye wins.

GAME 6: PICK IT CRICKET

This game is similar to standard Cricket, but instead of using the traditional segments (15, 16, 17, 18, 19, 20, and Bullseye), players face new, randomly selected targets chosen by the computer. The game consists of six random segments and the Bullseye. All other rules follow the standard Cricket game.

GAME 7: LOW PITCH CRICKET

This version of Cricket uses the lower-numbered segment (1, 2, 3, 4, 5, 6) and bullseye for a change of pace. Players need to "close" these segments. All other rules follow standard Cricket.

GAME 8: ADVANCED CRICKET

This challenging version is for advanced players. Players must close the segments (20, 19, 18, 17, 16, 15, and Bullseye) using only triples and doubles. In this game, doubles count as 1x the number, and triples count as 2x the number. The Bullseye scoring is the same as in standard Cricket. The first player to close all segments with the most points wins.

GAME 9: SHOOTER

This challenging game tests the players ability to control their darts during each round. At the start of each round, the computer randomly selects a segment for players to target, and the segment will be displayed with a flashing number on the screen.

Scoring is as follows:

Single segment = 1 Point

Double segment = 2 Points

Triple segment = 3 Points

Single bullseye = 4 Points

When the computer selects the bullseye, the outer ring counts as 2 points and the inner ring counts as 4 points. The player with the highest score at the end of the rounds is the winner.

Note: The number of rounds can be adjusted..

GAME 10: TRAPSHOOT

This dart version of trap shooting keeps players on their toes. In each round, the computer selects three targets that the player must hit, displayed on the right side of the board. The player has 15 seconds and 3 darts to hit all three targets. Each hit scores 1 point, with a maximum of 3 points per round. The first player to reach 15 points wins.

Double and triple segments are specific targets in this game. For example, if the target is a single segment and the player hits a double, no points are awarded.

Note: The number of darts that can be thrown within the 15 seconds can be adjusted.

GAME 11: BIG SIX

In this game, players challenge their opponents to hit the targets of their choice. Similar to the basketball game "HORSE," players must first hit the current target to earn the right to pick the next target for their opponent.

The first target is Single 6. Before starting, players agree on how many lives will be used by pressing the **VARIATION** button. Within three throws, Player 1 must hit the 6 to "save" their life. After hitting the target, the next dart determines the opponent's target. If Player 1 misses, they lose a life and the chance to choose the next target for Player 2. Player 2 will then shoot for the missed target. If Player 2 hits it, they can choose the next target.

The object is to force your opponent to lose lives by selecting tough targets, such as a "Double Bullseye" or "Triple 20." The last player with a life remaining wins.

Note: The number of lives can be adjusted.

GAME 12: OVERS

The goal of this game is to score higher ("over") than your previous three-dart total. Before playing, players select the number of lives by pressing the **VARIATION** button. If a player fails to score higher than their previous total or matches it, they lose a life. The LED screen will show the number of lives lost. The last player with a life remaining wins. Note: The number of lives can be adjusted.

GAME 13: UNDERS

The opposite of "Overs," in this game, players must score lower ("under") than their previous three-dart total. The game starts with 180 points. If a player exceeds their previous total, they lose a life. Darts that land outside the scoring area, including bounce-outs, will add a 60-point penalty to the score, applied at the end of the round when the START button is pressed. The last player with a life remaining wins. Note: The number of lives can be adjusted.

GAME 14: COUNT-UP

The goal of this games is to be the first player to reach the specified point total (300, 400, etc.), chosen at the start of the game. Each player aims to score as many points as possible per round. Doubles and triples count as 2x and 3x their segment value. For example, a dart in the triple 20 segment scores 60 points. The cumulative scores will be displayed on the LED screen as the game progresses. Note: The total score can be adjusted.

GAME 15: HIGH SCORE

The objective is simple: accumulate the most points in three rounds (nine darts). Doubles and triples count as 2x and 3x their segment value, respectively. Note: The number of rounds can be adjusted.

GAME 16: ROUND-THE-CLOCK

Players aim to score in each number from 1 to 20 in order. Each player throws 3 darts per turn. If they hit the correct number, they proceed to the next number in the sequence. The first player to reach 20 wins. The display shows which segment to target. Players must keep shooting for a segment until it's hit, after which the display will show the next target.

Difficulty Settings:

- ROUND-THE-CLOCK 1 - Game starts at segment number 1
- ROUND-THE-CLOCK 5 - Game starts at segment number 5
- ROUND-THE-CLOCK 10 - Game starts at segment number 10
- ROUND-THE-CLOCK 15 - Game starts at segment number 15

Since no points are scored in this game, the double and triple rings count as single segments.

ROUND-THE-CLOCK Double - Players must hit a Double in each segment from 1 through 20 in order.

- ROUND-THE-CLOCK Double 5 - Game starts at double segment 5
- ROUND-THE-CLOCK Double 10 - Game starts at double segment 10
- ROUND-THE-CLOCK Double 15 - Game starts at double segment 15

ROUND-THE-CLOCK Triple - Player must hit a Triple in each segment from 1 through 20 in order.

- ROUND-THE-CLOCK Triple 5 - Game starts at triple segment 5
- ROUND-THE-CLOCK Triple 10 - Game starts at triple segment 10
- ROUND-THE-CLOCK Triple 15 - Game starts at triple segment 15

GAME 17: KILLER

This game reveals who your real competitors are. It can be played with just two players, but becomes more exciting with more players.

To start, each player throws a dart to select their number. The LED display will show "SEL." No two players can have the same number. Once numbers are assigned, the game begins.

The first goal is to become a "Killer" by hitting the double segment of your assigned number. Once hit, you are a "Killer" for the rest of the game. Your new objective is to "kill" your opponents by hitting their number until all their lives are lost. The last player with lives remaining wins. Players often form temporary alliances to target the strongest competitor.

Note: The number of lives can be adjusted.

For an added challenge, try the difficulty settings:

- Doubles 3 lives
- Doubles 3 lives
- Doubles 3 lives

In these versions, you can only "Kill" opponents by hitting doubles of their number.

GAME 18: DOUBLE DOWN

Each player starts with 40 points. The goal is to score as many hits as possible in the current round's active segment.

In the first round, players aim for the 15 segment. If no 15's are hit, the score is halved. If 15's are hit (doubles and triples count), each 15 adds to the starting total.

In subsequent rounds, players aim for the next segment, as shown on the LED display. If no hits are registered, the score is halved again.

The player with the most points at the end wins.

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

Any Double

Any Triple

GAME 19: FORTY ONE

This game follows the same rules as Double Down, with two key differences:

1. The sequence of numbers is reversed, starting from 20 down to 15, and this will be indicated on the LED display.
2. A special "41" round is added toward the end. In this round, players must score three darts that total exactly 41 points (eg. 20, 20, 1; 19, 19, 3; D10, D10, 1).

The "41" round adds an extra level of difficulty. If a player fails to score exactly 41 points, their total score for that round is halved, making this round a real challenge.

	20	19	D	18	17	T	16	15	41	B	TOTAL
Player 1											
Player 2											

Any Double

Any Triple

"41" Round

GAME 20: ALL FIVES

In this game, the entire board is in play (all segments are active). For each round (3 darts), players must score a total that is divisible by 5. Every “five” counts as one point. For example, if a player hits 10, 10, and 5, the total is 25, which is divisible by 5, so the player scores 5 points ($5 \times 5 = 25$).

If a player’s three darts do not total a number divisible by 5, no points are awarded. Additionally, the last dart of each round must land in a segment. If the third dart lands in the catch ring or misses the board entirely, the player earns no points, even if the first two darts are divisibly by 5. This prevents players from “tanking” the third dart if the first two are successful.

The first player to accumulate 51 “fives” wins. The LED screen will track the total points.

Note: The required number of “fives” to win can be adjusted.

GAME 21: SHANGHAI

Players must progress around the board from segments 1 through 20 in order. Starting at segment 1, each player throws 3 darts per round. The goal is to score as many points as possible in each round. Doubles and triples count toward the total score. The player with the highest score after completing all 20 segments wins.

Adjustable Difficulty Settings for Shanghai:

- **SHANGHAI 1:** Game starts at segment 1
- **SHANGHAI 5:** Game starts at segment 5
- **SHANGHAI 10:** Game starts at segment 10
- **SHANGHAI 15:** Game starts at segment 15

Super Shanghai is a more challenging version of the game, consisting of 7 rounds. In this version, players must hit specific targets within 3 darts. If the target is not hit, the score for that round becomes zero.

Super Shanghai Difficulty Settings:

- **SUPER SHANGHAI 1:** Game starts at segment 1, ends at segment 7. Specific targets are 3 and 5.
- **SUPER SHANGHAI 5:** Game starts at segment 5, ends at segment 11. Specific targets are 7 and 9.
- **SUPER SHANGHAI 10:** Game starts at segment 10, ends at segment 16. Specific targets are 12 and 14.
- **SUPER SHANGHAI 15:** Game starts at segment 15, ends at segment 25. Specific targets are 17 and 19.

GAME 22: GOLF

This game simulates golf using darts (no clubs required!). The goal is to complete a round of 9 or 18 “holes” with the lowest score possible. The Championship “course” consists of par 3 holes, making par 27 for 9 holes or 54 for 18 holes.

The segments 1 through 18 represent the “holes.” To complete each hole, you must hit 3 targets in that segment. Doubles and triples affect your score, allowing you to finish a hole with fewer throws. For example, hitting a triple on the first throw of a hole counts as an “eagle”, completing the hole in 1 stroke.

Gameplay:

The active player continues throwing darts until they "hole out" (hit 3 targets in the current hole). The voice announcer will indicate when it's the next player's turn-listen carefully to avoid shooting out of sequence. No "gimmes" in this game!

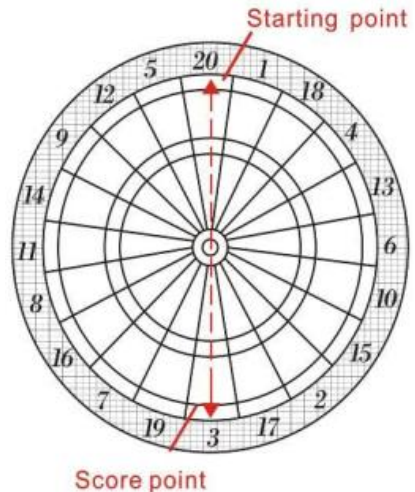
GAME 23: FOOTBALL

Strap on your helmet for this game! The first step is to select each player's "playing field." This can be done by throwing a dart or manually pressing a segment on the board. The selected segment becomes your starting point, and you must follow a set path through the board, going through the bullseye and directly across to the opposite side (see diagram). The first player to "score" wins. The LED display tracks your progress and indicates the next segment to aim for.

For example, if you select the 20 segment, you start at the outer double 20 and continue through to the double 3. The playing field consists of 11 segments, and they must be hit in order.

Following the 20 example, the sequence is:

- Double 20 (outer ring)
- Outer Single 20 (Rectangle)
- Triple 20
- Inner Single 20 (Triangle)
- Outer Bullseye
- Inner Bullseye
- Outer Bullseye
- Inner Single 3 (Triangle)
- Triple 3
- Outer Single 3 (Rectangle)
- Double 3 (outer ring)



GAME 24: BASEBALL

This dartboard version of baseball requires skill. Like the real game, a complete match consists of 9 innings. Each player throws 3 darts per inning. Inning 1 uses segment 1, inning 2 uses segment 2, and so on. To advance, players must hit the specific segment for each base. Once a player reaches home base, they score 1 point.

Scoring:

- **Singles segment:** "Single" – One base
- **Doubles segment:** "Double" – Two bases
- **Triples segment:** "Triple" – Three bases
- **Bullseye:** "Home Run" (can only be attempted

On the third dart of each round)

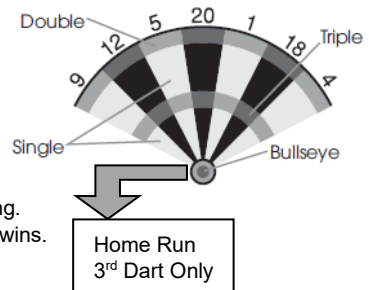
The goal is to score as many points as possible per inning.

The player with the highest score at the end of the game wins.

Adjustable Difficulty Settings:

6 rounds

9 rounds



GAME 25: STEEPLECHASE

The goal is to be the first player to complete the "race" by finishing the "track." The track starts at the 20 segment and runs clockwise around the board to the 5 segment, ending at the bullseye. Sounds easy, right? The challenge is that you must hit the inner single segment (Triangle) of each number to advance. This area is between the bullseye and the triple ring.

Just like a real steeplechase, there are obstacles along the way. The four hurdles are located at the following segments:

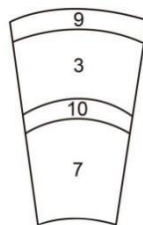
- 1st fence: Triple 13
- 2nd fence: Triple 17
- 3rd fence: Triple 8
- 4th fence: Triple 5

The first player to complete the course and hit the bullseye wins the race.

GAME 26: BOWLING

This dartboard adaptation of bowling is a real challenge and requires precision to score well. Player 1 starts by selecting their "alley" by either throwing a dart or manually pressing the segment of choice. Once the alley is selected, the player has 2 remaining darts to score points or "pins." Each segment in the selected alley is worth a specific number of pins:

<u>Segment</u>	<u>Score</u>
Double	9 pins
Outer Single	3 pins
Triple	10 pins
Inner Single	7 pins



There are several rules for this game as follows:

1. A perfect game score is 200. The game consists of 10 rounds.
2. You cannot hit the same single segment twice in the same round. The second hit will score 0 points. Tip: Try hitting different singles to reach 10 points in each round.
3. You can score 20 points per round by hitting the triple segment twice.
4. If your first dart hits a Double, your second dart hits a Double, and your third dart hits any segment, you score 10 points for that round.
5. If your first dart hits a Double, your second dart hits an Outer or Inner Single, and your third dart hits a Double, you score 9 points for that round.
6. If your first dart hits a Double, your second dart hits a Triple, and your third dart hits a Double, you score 19 points for that round.

GAME 27: CAR RALLYING

This game is similar to steeplechase, but you create your own "race track" by adding obstacles wherever you like.

Before the game starts, the LED display will prompt you to select the course ("SEL"). Players alternate selecting segments by pressing the specific segment of their choice. Note: To move forward in the race, you must hit the exact segment you selected. For example, if you select the inner single 20, you must hit that inner single area during the race. The LED display will indicate the inner single with a line under the 1, while an outer single will have a line above it.

Obstacles typically involve hitting a challenging segment before moving on. The difficulty of the course is entirely up to you, and you can place obstacles anywhere on the board. Once the track is set, press START to begin the race. The first player to complete the course wins.

GAME 28: SHOVE A PENNY

Only the numbers 15 through 20 and the bullseye are used.

Singles: 1 point

Doubles: 2 points

Triples: 3 points

Players must throw for the numbers in order, aiming to score 3 points in each segment to move to the next. If a player scores more than 3 points in a segment, the excess points are given to the next player. The first player to score 3 points in all segments (15–20 and bullseye) wins.

GAME 29: NINE-DART CENTURY

The goal is to score 100 points, or as close as possible, after 3 rounds (9 darts).

Doubles and triples count as 2x and 3x their segment value, respectively.

Scoring over 100 points is a "bust" and results in a loss, unless all players bust. In that case, the player closest to 100 wins (the one who has scored the least over 100).

GAME 30: GREEN VS. RED (2 players only)

This game is a race around the board where hitting doubles and triples is key to victory. Player 1 is "green" and Player 2 is "red."

Player 1 shoots for only green doubles and triples, moving clockwise around the board.

Player 2 starts at 20 and moves counter-clockwise, shooting for red segments. The temporary score display will indicate the target segment.

Rules:

A maximum of one double and one triple of the same number can be scored in a single round. Hitting the wrong color (your opponent's color) subtracts that amount from your score, so be careful!

The player with the most points at the end of the game wins.

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

Player 1: Green

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

Player 2: Red

Double and triple of	20	12	14	8	7	3	2	10	13	18	B
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GAME 31: GOLD HUNTING

The goal of this game is to collect "gold". You earn gold for every 50 points scored. Gold is collected only when your score is exactly 50 or a multiple of 50 (100, 150, etc.) during a round. The first player to reach the selected total amount of gold wins.

GAME 32: CASINO A - FLUSH

This casino-inspired game tests your nerve and skill as you gamble points to defeat your opponent. The goal is to be the first player to reach the designated point total. Note: The end-game point total is adjustable.

The dartboard will indicate the number you need to throw for. The default "bet" is 10 points. but players can increase their bet (20, 30, 40, etc.) at the start of each round. To change your bet, press the **BOUNCE OUT** button. Your new bet will be displayed (eg., "b20" for a 20 point bet). The bet reverts to 10 points at the start of each round.

To "cash in" on your bet, hit the indicated segment. A single hit on the first dart counts as a "push" and scores no points. However, hitting a double or triple of the correct segment on the first dart counts as 1x or 2x your bet, respectively. The next two darts in the round are worth 1x, 2x, or 3x the bet for a single, double, or triple.

If you fail to hit the active segment during the round, you lose your bet. The first player to reach the designated point total wins.

GAME 33: CASINO B - STRAIGHT

This version is similar to Casino A, but with a twist. The goal is still to be the first player to reach the designated point total. (Note: The end-game point total is adjustable.)

The dartboard will indicate the number you must throw for. The default "bet" is 10 points, but players can increase their bet at the start of each round (20, 30, 40, etc.). To change your bet, press the BOUNCE OUT button, and the new bet will be displayed (e.g., "b20" for a 20-point bet). The bet will reset to 10 points at the start of each round.

To "cash in" on your bet, hit the indicated segment. A single hit on the first dart is a "push" and counts for no points. However, hitting a double or triple of the correct segment on the first throw counts as 1x or 2x your bet.

The twist comes in the sequence of segments. Instead of hitting the same segment every round, you must hit a sequence of segments across the board. For example, you may start with segment 1, then throw for a bullseye, and finally aim for segment 19. The display will indicate which segment to target after each throw.

The next two darts count as 1x, 2x, or 3x your bet, depending on whether you hit a single, double, or triple. Missing the target will cost you the value of your bet.

The first player to reach the designated point total wins.

GAME 34: CASINO C - 3-STAR

This is a very challenging version of Casino, where you must score at least 3 hits in the active segment during each round to earn points. The goal is to be the first player to reach the designated point total. (Note: The end-game point total is adjustable.)

Only the segments 15 through 20 and the bullseye are active. The segment scoring display will be lit at the start of each round. The default "bet" is 10 points, but players can increase their bet at the start of each round (20, 30, 40, etc.). To change your bet, press the BOUNCE OUT button. Your new bet will be displayed (e.g., "b20" for a 20-point bet), and the bet resets to 10 points at the start of each round.

To "cash in" on your bet, hit the active segment (15–20 or bullseye) 3 times or hit a triple, which "opens" the segment for scoring. If you hit a double or triple, it counts as 2 or 3 hits, respectively. Failing to hit the active segment 3 times in a round causes you to lose your bet. Hits do not carry over to the next round. The first player to reach the designated point total wins.

GAME 35: ELIMINATION

The goal is to "Eliminate" your opponents by scoring higher than the player before you. The rules are simple: each player must score more points with 3 darts than the previous player.

Each player starts with 3 lives. If a player fails to score higher than the previous player's total, they lose a life. Tied scores also result in losing a life. The last player remaining with lives wins.

Note: The number of lives can be adjusted.

GAME 36: HORSESHOES

This 2-player game uses only the 20 and 3 segments to represent the two horseshoe pits. Player 1 aims for the 20 segment and Player 2 aims for the 3 segment. Scoring is accumulated per round. The first player to reach 15 points is the winner.

Scoring is as follows:

TRIPLE RING = Ringer 3 points

INNER SINGLE SEGMENT (Triangle) = 1 point

DOUBLE RING = Leaner 2 points

OUTER SINGLE SEGMENT (Rectangle) = 0 point

Scores will only count for the player or team with the most points in a round. For example, if player 1 scores 3 points and player 2 scores 1 point, only player 1 will earn 3 points for that round. Play continues until a player reaches 15 points.

Note: The end-game point total can be adjusted.

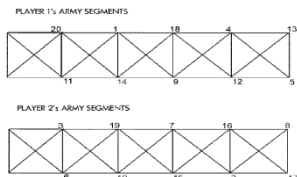
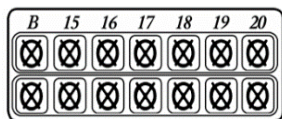
GAME 37: BATTLEGROUND

In this 2-player game, the dartboard is divided into two halves, and the first player to hit all of the opponent's segments (armies) wins. Segments do not need to be hit in order.

- **Player 1** is the "TOP" army and aims for the bottom sections of the board. Player 1 must hit the following segments: 6, 10, 15, 2, 17, 3, 19, 7, 16, and 8.
- **Player 2** is the "BOTTOM" army and aims for the top sections of the board. Player 2 must hit the following segments: 11, 14, 9, 12, 5, 20, 1, 18, 4, and 13.

Adjustable Difficulty Settings:

- **BATTLEGROUND DOUBLES:** Players must shoot for double segments only to eliminate the opponent's armies.
- **BATTLEGROUND TRIPLES:** Players must shoot for triple segments only to eliminate the opponent's armies.
- **BATTLEGROUND with GENERALS:** This variation adds an extra challenge. After hitting all segments (armies), players must capture the "general" by hitting the bullseye. Hits to the bullseye will not count if all segments are not closed first.



The top cricket scoring display shows Player 1's army segments, and Player 2's army segments are in the second row. Each time a segment is hit, its corresponding light will turn off. Use the scoreboard map to keep track of which segments you need to hit to win.

GAME 38: ADVANCED BATTLEGROUND

The rules are the same as standard Battleground, but with an added challenge—land mines on the battlefield!

Players must avoid the land mines located in the Triple and Double rings of the opponent's segments.

If a player hits a double or triple ring on the opposing team's battlefield, they will lose one of their own armies. For example, if Player 1 mistakenly hits the triple ring of the "6" segment, they will lose their army at the "11" segment.

GAME 39: PAINTBALL

This game is similar to Battleground, but with an alternative way to win—capturing the opposing team's flag. Like in real paintball, players can capture the flag by hitting the double bullseye 3 times. Single bullseyes do not count towards the 3 needed to capture the flag. The double bullseyes don't need to be hit in the same round and will accumulate over the course of the game. The first player to either capture the flag or eliminate the opposing team's army wins.

Adjustable Difficulty Settings:

- **Paintball Doubles:** Players must hit 3 double bullseyes to capture the flag or hit double-ringed segments to eliminate armies.
- **Paintball Triples:** Players must hit 3 double bullseyes to capture the flag or hit triple-ringed segments to eliminate armies.

GAME 40: CAT & MOUSE

This is a challenging 2-player game, best suited for advanced players. One player takes the role of the cat and the other, the mouse. The objective is for the mouse to reach their hole before being caught by the cat.

- The mouse starts at the 20 segment and moves counterclockwise, hitting the double segment and then the single of each segment in order.
- The cat starts at the 18 segment and moves counterclockwise, attempting to catch the mouse by hitting only double segments.

If the mouse makes it all the way around the board and reaches the double 20, the mouse wins. If the cat hits the double segment the mouse is on, the cat catches the mouse and wins the game.

GAME 41: TIC-TAC TOE

Using the specified dartboard segments, the object of the game is to close out numbers to gain an X or an O. Traditional tic-tac-toe rules apply. Three X's or O's in a row horizontally, diagonally, or vertically will win the game. In order to place an X or O in one of the boxes, a player needs to score 3 times within that segment. (Double and triple rings count) (B is the Bullseye) The number of hits on each segment will be displayed on the screen. One hit to the segment will show "1" Two hits will show "X" A closed segment will display either an "X" or "O" depending on which player is scoring. Use the map below as a guide during play.

12	20	18
11	B	6
7	3	2

E3000ARA PART LIST

No.	Part No.	Description	Qty.
1.	E3000ARA-A	Mounting Bar	1
2.	E3000ARA-B	Mounting Screw	2
3.	E3000ARA-C	Wall Plug Fisher	2
4.	E3000ARA-D	Nylon Tip	102
5.	E3000ARA-E	Dart Barrel	12
6.	E3000ARA-F	Nylon Shaft	36
7.	E3000ARA-G	Flight	24
8.	E3000ARA-H	12V-2A AC Adapter	1

CARING FOR YOUR ELECTRONIC DARTBOARD

1. Avoid metal-tipped darts: Metal-tipped darts can damage the circuitry and electronics of the dartboard.
2. Don't throw darts with excessive force: Throwing darts too hard can lead to frequent tip breakage and excessive wear on the board.
3. Remove darts clockwise: Turn darts clockwise as you pull them out to make removal easier and extend tip life.
4. Use the provided A/C adapter: Only use the A/C adapter that comes with the dartboard. Using the wrong adapter may cause electrical damage or shock.
5. Avoid spills and harsh cleaners: Do not spill liquids on the dartboard, and avoid using spray cleaners or cleaners with ammonia or harsh chemicals, as they may cause damage.

IMPORTANT NOTES

Stuck Segment

Occasionally, a dart may cause a segment to get wedged in the segment separator web. If this happens, all games will pause, and the display will indicate which segment is stuck. To free the segment, simply remove the dart or broken tip. If the problem persists, gently wiggle the segment until it loosens. The game will then resume where it left off.

Broken Tips

If a tip breaks and gets stuck in a segment, use pliers or tweezers to remove it by grasping the exposed end. If this doesn't work, try pushing the tip through to the back of the segment using a small nail. Be careful not to damage the circuitry behind the segment.

Tip breakage is normal during soft-tip dart play. A pack of replacement tips is included with the dartboard, and you can find more at most retailers that sell dart products. When replacing tips, ensure you use the same type that came with the dartboard.

Darts

We recommend using the included darts for this dartboard. Using other darts may damage the segments or electronics. Replacement tips are available at most retailers that sell dart products.

Cleaning your Electronic Dartboard

To maintain your dartboard, regularly dust the cabinet with a damp cloth. A mild detergent can be used if necessary. Avoid abrasive cleaners or those containing ammonia, as they may cause damage.

Do not spill liquids on the target area, as it may cause permanent damage not covered by the warranty.

Protection Film on the Control Panel

If the display appears blurry, it may have a protective film over it. Simply remove the film to reveal a clear and shiny control panel.

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 **1-800-467-1421** 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
1-800-467-1421
www.escaladesports.com



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