

Charger



ELECTRONIC DARTBOARD

Accudart®
WHERE TECHNOLOGY TAKES FLIGHT™

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-D4430-

-JW

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



PLEASE KEEP YOUR INSTRUCTIONS!

- Your Model number is necessary should you need to contact us.
- Please read through this instruction book to familiarize yourself with all the parts and assembly steps.
- Refer to the Parts Identifier and verify that all parts have been included.
- For questions that may arise or for missing parts,
PLEASE CONTACT US BEFORE RETURNING THE DARTBOARD TO THE STORE



CONTACT INFORMATION:

Hours: Mon.- Fri., 9:00 am to 5:00 pm EST
Replacement Parts: order online at www.escaladesports.com
Technical Support: customerservice@escaladesports.com / 888-784-4288

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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.

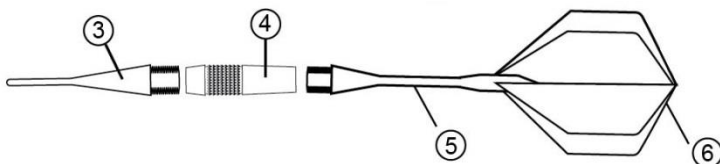
Do not mix old and new batteries. Do not mix alkaline, standard (carbon-zinc), or rechargeable (nickel-cadmium) batteries.

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

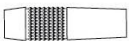


TOOLS REQUIRED FOR ASSEMBLY:

- Phillips Head Screwdrivers (or Power Driver) – not included
- AC Adapter – included
- Mounting Hardware – included



PARTS IDENTIFIER

#1  MOUNTING HARDWARE 2 pcs	#2  SCREW ANCHOR 2 pcs	#3  TIP 46 pcs
#4  STEEL BARREL 6 pcs	#5  SHAFT 6 pcs	#6  FLIGHT 6 pcs

UNPACKING THE GAME

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

- 1 Electronic Dartboard
- 6 Darts (unassembled)
- Soft tip replacement pack
- Owner's Manual

MOUNTING INSTRUCTION

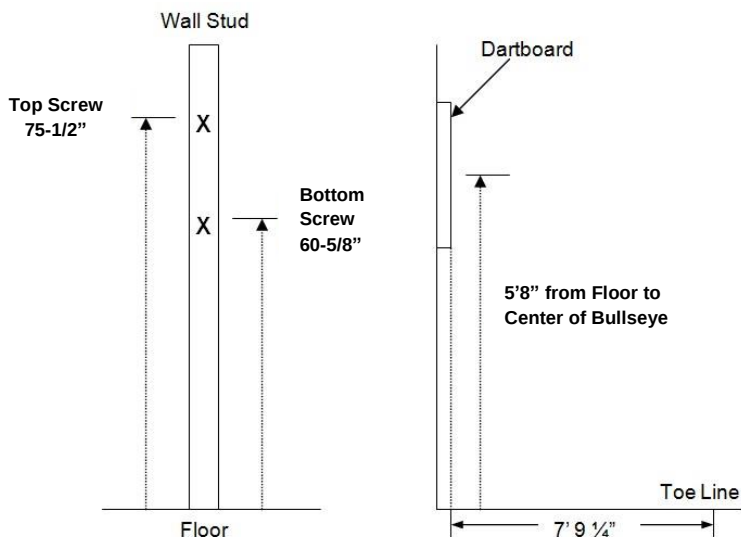
Choose a location to hang the dartboard where there is about 10 feet of open space in front of the board. The "toe-line" should be 7' 9-1/4" from the face of the dartboard.

Locate a wall stud and place a mark 75-1/2 inches from the floor. This mark is for the top screw hole. For the bottom two screws, you will measure down 14-7/8 inches from the top mark you just made (60-5/8 inches from the floor).

Insert mounting screws in the center of the marks you made.

Mount the dartboard on the wall by lining up the holes on the back with the screws. It may be necessary to adjust the screws until the board fits snugly against the wall.

Center of Bullseye should be 5' 8" from the floor when finished..



DARTBOARD FUNCTIONS

BUTTONS FUNCTION

POWER button - switch/button - Located on the lower right corner on the side of the dartboard. Be sure the AC Adapter is plugged into the jack of the dartboard. Press the POWER switch to turn game on or off.

START / HOLD button - This multi-function button is used to:

- START the game when all options have been selected.
- Put dartboard in HOLD status between rounds to allow player to remove darts from the target area.

GAME GUARD button - After the START button has been pressed and play has begun, the GAME GUARD feature can be activated. When the button is pressed, all of the keys will 'lock'. When GAME GUARD is active, a misguided dart hitting a button will not affecting your game. To deactivate the GAME GUARD, simply press the button again and the keys will unlock.

BOUNCE OUT button - Remove the score if the dart bounce out. **Team:** Use to choose team play.

DART OUT button - The DART-OUT feature is active only during the "01" games (301, 401, etc.). When a player's score falls below 160, he/she can press the DART OUT button to get a suggestion from the dartboard as to the 3 darts needed to finish the game. Note: doubles and triples are indicated with 2 and 3 dashes to the left of the number respectively.

SOUND button - Sound level adjustable from 0-7 levels (8 levels). The default setting is 5, Level 0 is without sound.

DOUBLE / MISS button - This button is used to activate the Double In/Double Out and Master Out options for the "01" games. This function is only active when selecting 301, 401, etc. games. Note: not all models have Master Out option. The MISS feature is active during play of any game. Press button to register a "missed" dart. Player can press BOUNCE OUT when a dart lands outside the target area so computer registers a thrown dart.

PLAYER / SCORE button - This button is used to choose number of player. During play, this button can use to check each player's score. When the display is showing score, other buttons will be suspend. Un-press button 3 second, the display will go back to normal mode.

GAME buttons - Press to page through the on-screen game menu and select game.

SELECT button - Press to select various difficulty settings for games. Many games contain several difficulty options that can be accessed by pressing this button.

VIRTUAL OPPONENT button - This exciting feature allows single player to play against the computer at one of five different levels of skill! Only 1 player can complete against the Cybermatch competitor at a time. The Cybermatch feature adds a level of competition to normally routine practice sessions.

ELECTRONIC DARTBOARD OPERATION

1. Press the **POWER** or switch to ON position (I) to activate dartboard. A short musical introduction is played as the display goes through power-up test.
2. Press **GAME** button until desired game is displayed.
3. Press **DOUBLE** button (optional) to select starting and/or ending on doubles or Master Out (used only in 301 - 901 games). This is explained in the game rules section.
4. Press **PLAYER** button to select the number of players (1, 2 ... 16). The default setting is 2 players. Or select Cybermatch option by pressing CYBERMATCH button.
5. Press **START/HOLD** button (red) to activate game and begin play.
6. Throw darts: When all 3 darts have been thrown, a voice command will indicate "Remove Darts" and the score will flash. The darts can now be removed without affecting the electronic scoring. When all darts are removed from the playing surface press the START button to go to next player. Voice command will indicate which player is up. Also, the player indicator lights will illuminate to show which player's turn it is.

CARING FOR YOUR ELECTRONIC DARTBOARD

1. **Never use metal tipped darts on this dartboard.** Metal tipped darts will seriously damage the circuitry and electronic operation of this dartboard.
2. **Do not use excessive force when throwing darts.** Throwing darts too hard will cause frequent tip breakage and cause excess wear on the board.
3. **Turn darts clockwise as you pull them from the board.** This makes it easier to remove darts and extends the life of the tips.
4. **Remove the batteries when not in use.** This will prolong the life of your batteries.
5. Do not spill liquids on the dartboard. **Do not use spray cleaners, or cleaners that contain ammonia or other harsh chemicals as they may cause damage.**

AUTOMATIC SUSPEND MODE FEATURE

Dartboard will go to sleep mode after 10 minutes of no play. Play can press any button to continue play.

VIRTUAL OPPONENT FEATURE

This exciting feature allows solo player to play against the computer at one of five different levels of skill – only 1 player can compete against the Virtual Opponent competitor. This adds a level of competition to normally routine practice sessions.

To activate the Virtual Opponent:

1. Select the Game you wish to play.
2. Press **Virtual Opponent** button
Select Virtual Opponent skill level by pressing the **Virtual Opponent** button continually. Virtual Opponent Levels

Level 1	Professional
Level 2	Advanced
Level 3	Intermediate
Level 4	Novice
Level 5	Beginner

3. Press **START** to begin play.
When play begins:

The 'human' player throws first. After 3 darts are thrown, go to the board to take darts out and press **START** to change to the next player (Virtual Opponent). Watch as the Virtual Opponent's dart scores are registered on the display. After the Virtual Opponent completes his round, the board will **automatically reset** for the "human" player. Play continues until one player wins. **Good luck!**

SPECIAL FUNCTIONS

To make the game more challenging, some of games mode have the Special Functions. 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).
- **Master Out:** To win, the players must hit a number the in double's or triple's ring that reduces the score to exactly zero.

GAME TABLE

<u>GAME</u>	<u>DART GAME</u>	<u>GAME VARIATION</u>	<u>SPECIAL FUNCTIONS</u>
G01	COUNT DOWN	101	OPEN IN / OPEN OUT DOUBLE IN / OPEN OUT OPEN IN / DOUBLE OUT DOUBLE IN / DOUBLE OUT OPEN IN / MASTER OUT DOUBLE IN / MASTER OUT
		201	
		301	
		401	
		501	
		601	
		701	
		801	
		901	
G02	SIMPLE CRICKET	A00	

		A20	
		A25	
G03	SCRAM CRICKET	-	
G04	SCORE CRICKET	E00	
		E20	
		E25	
G05	CUT THROAT CRICKET	C00	
		C20	
		C25	
G06	DOUBLE SCORE CRICKET	D00	
		D20	
		D25	
G07	SHOVE A PENNY CRICKET	P00	
		P20	
		P25	
G08	ROUND THE CLOCK	5	
		10	
		15	
		20	
G09	ROUND THE CLOCK DOUBLE	205	
		210	
		215	
		220	
G10	ROUND THE CLOCK TRIPLE	305	
		310	
		315	
		320	
G11	LEGS OVER	3 LIVES	
		5 LIVES	
		7 LIVES	
		9 LIVES	
		11 LIVES	
		13 LIVES	
		15 LIVES	
		17 LIVES	
		19 LIVES	
		21 LIVES	
G12	LEGS UNDER	U03 LIVES	
		U05 LIVES	
		U07 LIVES	
		U09 LIVES	
		U11 LIVES	
		U13 LIVES	
		U15 LIVES	
		U17 LIVES	
		U19 LIVES	
		U21 LIVES	
G13	COUNT UP	100	
		200	
		300	
		400	
		500	

		600	
		700	
		800	
		900	
G14	HI-SCORE	H03	
		H05	
		H07	
		H09	
		H11	
		H13	
		H15	
		H17	
		H19	
		H21	
G15	SHOOT OUT	-03	
		-05	
		-07	
		-09	
		-11	
		-13	
		-15	
		-17	
		-19	
		-21	
G16	KILLER	3	
		5	
		7	
		9	
		11	
		13	
		15	
		17	
		19	
		21	
G17	KILLER DOUBLE	203	
		205	
		207	
		209	
		211	
		213	
		215	
		217	
		219	
		221	
G18	KILLER TRIPLE	303	
		305	
		307	
		309	
		311	
		313	
		315	
		317	

		319	
		321	
G19	ALL FIVE	51	
		61	
		71	
		81	
		91	
G20	SHANGHAI	1	
		5	
		10	
		15	
G21	SHANGHAI DOUBLE	201	
		205	
		210	
		215	
G22	SHANGHAI TRIPLE	301	
		305	
		310	
		315	
G23	GOLF	10	
		20	
		30	
		40	
		50	
		60	
		70	
		80	
G24	BINGO	90	
		132	
		141	
		168	
G25	BIG LITTLE-SIMPLE	189	
		3	
		5	
		7	
		9	
		11	
		13	
		15	
		17	
G26	BIG LITTLE-HARD	19	
		21	
		H03	
		H05	
		H07	
		H09	
		H11	
		H13	
		H15	
		H17	
		H19	
		H21	

GAME INSTRUCTIONS

GAME 1: COUNT DOWN

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.

In playing the game, the double in / double out option can be chosen (double out is the most widely used option). Simply press the "DOUBLE" button to change this setting. LED indicators will display your current setting: Note: you can adjust total score of this game.

- "std" Standard – Normal mode
- "din" Double In - A double must be hit before points are subtracted from the total. In other words, a player's scoring does not begin until a double is hit.
- "dou" Double Out - A double must be hit to end the game.
- "dio" Double In and Double Out - A double is required to start and end scoring of the game by each player.

If the number of players are over 2, when there is only 1 player left, the dartboard will indicate winning directly. If the total score is less than 160, display will show the possible 3 dart to finish the game.

GAME 2: SIMPLE CRICKET

This game only use 15、16、17、18、19、20 and bullseye segment.

Counting detail:

Single area—count once

Double area—count twice

Triple area—count triple

Variation:

000 – player can hit any number among (15、16、17、18、19、20 and "bullseye")

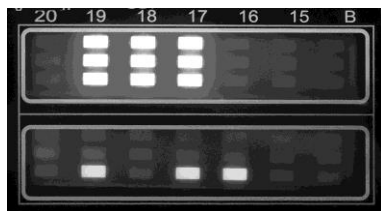
020 – player must hit 20 triple times to start games and follow the sequence of 19、18、17、16、15 and bullsye.

025 – player must hit bullseye triple times to start the game and follow the sequence of 15、16、17、18、19、20

The first player who hit all need segments is the winner. If the number of players are over 2, when there is only 1 player left, the dartboard will indicate winning directly.

Cricket Scoring Display

This dartboard utilizes a dedicated scoreboard within the scoring display that keeps track of each player's segment status when playing Cricket. When Cricket is selected, individual characters will be utilized to register marks. There are 3 separate lights within each number (15 through 20 and bullseye). During play, one of the status lights will turn on (LED light will appear) as a segment is hit. If a double or triple of an active number is hit, 2 or 3 lights will turn on respectively.



GAME 3: SCRAM CRICKET *(For 2 players only)*

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, while 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.

GAME 4: SCORE CRICKET

This game only use 15, 16, 17, 18, 19, 20 and bullseye segment.

Counting detail:

Single area—count once

Double area—count twice

Triple area—count triple

Variations:

E00 – player can hit any number among (15, 16, 17, 18, 19, 20 and "bullseye")

E20 – player must hit 20 triple times to start games and follow the sequence of 19, 18, 17, 16, 15 and bullseye.

E25 – player must hit bullseye triple times to start the game and follow the sequence of 15, 16, 17, 18, 19, 20

Segment need to be hit 3 times to "open" it. However, when other players hit the same segment 3 times, the segment will become "closed". All players can't score from the segment anymore. Player need to "open" the segment in order to accumulate score. The first player "open" all needed segment and has highest score wins, otherwise, when all segment "closed", the highest score player wins.

GAME 5: CUT THROAT CRICKET

This game only use 15、16、17、18、19、20 and bullseye segment.

Counting detail:

Single area—count once

Double area—count twice

Triple area—count triple

Variations:

C00 – player can hit any number among (15、16、17、18、19、20 and“bullseye”)

C20 – player must hit 20 triple times to start games and follow the sequence of 19、18、17、16、15 and bullsye.

C25 – player must hit bullseye triple times to start the game and follow the sequence of 15、16、17、18、19、20

Segment need to be hit 3 times to “open” it. However, when other players hit the same segment 3 times, the segment will become “closed”. All players can’t score from the segment anymore. All score player 1 get will become player 2’s score. The first player “open” all needed segment and has lowest score wins, otherwise, when all segment “closed”, the lowest score player wins.

GAME 6: DOUBLE SCORE CRICKET

To “open” an segment, the first hit must be double area. Other rules are the same as Score Cricket.

GAME 7: SHOVE A PENNY CRICKET

Same as cricket, only 15 through 20 and the bull’s-eye are used. All players have to hit the numbers in order with the objective to score 3 points in each segment before moving to another. Singles are 1 point, Doubles are 2 and Triples are 3. However, if a player scores more than 3 points in any one number, the excess points will be given to the next player. The first player to score 3 points in all numbers is the winner. (Note: this game must have 2 or more players).

Variations:

P00 – player can hit any number among (15、16、17、18、19、20 and“bullseye”)

P20 – player must hit 20 triple times to start games and follow the sequence of 19、18、17、16、15 and bullsye.

P25 – player must hit bullseye triple times to start the game and follow the sequence of 15、16、17、18、19、20

The first player hit all 3 points of Cricket segment wins.

GAME 8: ROUND THE CLOCK

Each player attempts to score in each number among 5, 10, 15 and 20.

Score setting:

“5” : start from single 1 segment — end at single 5 segment

“10” : start from single 1 segment — end at single 10 segment

“15” : start from single 1 segment — end at single 15 segment

“20” : start from single 1 segment — end at single 20 segment

Player need to score according to computer indicates. Once a player scores, the computer will indicate next target. The first player to score all target wins.

GAME 9: ROUND THE CLOCK-DOUBLE

Each player attempts to score in each number among 205、210、215、220. “2” means only double area count.

Score setting:

“205” : start from double 1 segment — end at double 5 segment

“210” : start from double 1 segment — end at double 10 segment

“215” : start from double 1 segment — end at double 15 segment

“220” : start from double 1 segment — end at double 20 segment

Player need to score according to computer indicates. Once a player scores, the computer will indicate next target. The first player to score all target wins.

GAME 10: ROUND THE CLOCK-TRIPLE

Each player attempts to score in each number among 305、310、315、320. “3” means only triple area count.

Score setting:

“305” : start from triple 1 segment — end at triple 5 segment

“310” : start from triple 1 segment — end at triple 10 segment

“315” : start from triple 1 segment — end at triple 15 segment

“320” : start from triple 1 segment — end at triple 20 segment

Player need to score according to computer indicates. Once a player scores, the computer will indicate next target. The first player to score all target wins.

GAME 11: LEGS OVER

Players can choose number of life among 3、5、7、9、11、13、15、17、19、21 lives. When game starts, computer will give a random total score of 3 darts. Each player need to get a bigger or equal to the total 3 darts score of previous score, or the player will lost a life. Bounce out and miss dart will score 0. If a player press next without scoring, the player will lose a life. The player who has last life is the winner. The game requires 2 or more players.

GAME 12: LEGS UNDER

Players can choose number of life among 3、5、7、9、11、13、15、17、19、21 lives. When game starts, computer will give a random total score of 3 darts. Each player need to get a lower or equal to the total 3 darts score of previous score, or the player will lost a life. Bounce out and miss dart will score 0. If a player press next without scoring, the player will lose a life. The player who has last life is the winner. The game requires 2 or more players.

GAME 13: COUNT UP

The object of this game is to be the first player to reach the specified point total (400, 500 ...). Point total is specified when the game is selected. Each player attempts to score as many points as possible per round. Doubles and triples count 2 or 3 times the numerical value of each segment. For example a dart that lands in the triple 20 segment is scored as 60 points. The cumulative scores for each player will be displayed in the LED display as the game progresses. Note: you can adjust total score.

Variations: 100、200、300、400、500、600、700、800、900.

GAME 14: HI-SCORE

The rules for this competitive game are simple - Rack up the most points in three rounds (nine darts) to win. Doubles and triples count as 2x and 3x that segment's score respectively. You can adjust number of rounds. After all the turns are completed, the player with highest score is the winner.

Variations: H03, H05, H07, H09, H11, H13, H15, H17, H19, H21.

GAME 15: SHOOT OUT

Player can choose starting score among -03、-05、-07、-09、-11、-13、-15、-17、-19、-21. Computer will give a target segment for player. Display will show P# that means player number. Then, display will show remaining score. Target segment will show in 2 second. Player needs to high the target segment in 10 second or the round will be cancelled. The first player who reduce the score to 0 is the winner.

GAME 16: KILLER

Player can choose number of lives from 3、5、7、9、11、13、15、17、19、21. When game starts, the display will show “SEL”. That means player can choose his/her target segment. Once every player set up the “target” segment, the game will start. The player needs to hit his/her selected “target” segment to become the killer. If other players hit the player’s “target” segment, the player will lose a life. The player who has the last life is the winner. This game requires 2 or more players.

GAME 17: KILLER-DOUBLE

The rule is the same as Killer. Only the player hit the double area of the “target” segment to become a killer.

Variations: 203, 205, 207, 209, 211, 213, 215, 217, 219, 221.

GAME 18: KILLER-TRIPLE

The rule is the same as Killer. Only the player hit the triple 厂 area of the “target” segment to become a killer.

Variations: 303, 305, 307, 309, 311, 313, 315, 317, 319, 321.

GAME 19: ALL FIVE

Each round each player has to score a total divisible by 5. And every divisible '5' counts one point. For instance 2, 8, 5 with a total 15, player can get 3 points as 15 divided by 5 is three. The first player who gets scores of 51/61/71/81/91 will be the winner.

GAME 20: SHANGHAI

Player needs to hit the target segment to score. Every segment can only hit once, the target will move automatic. The highest score player wins.

Score setting:

X01——starting from segment 1 to 20 and bullseye

X05——starting from segment 5 to 20 and bullseye

X10——starting from segment 10 to 20 and bullseye

X15——starting from segment 15 to 20 and bullseye

GAME 21: SHANGHAI DOUBLE

Game rule is the same as ShangHai, but only double segment counts.

Variations: 201, 205, 210, 215

GAME 22: SHANGHAI TRIPLE

Game rule is the same as ShangHai, but only triple segment counts.

Variations: 301, 305, 310, 315

GAME 23: GOLF

Player can choose from 10、20、30、40、50、60、70、80、90 to set up score. The game starts from segment 1 to segment 18. (the first round is segment 1 and second round is segment 2 ect) . If you hit correct target, display will show Yes or it will show No. The goal is to get as low score as possible. If player can hit the target in 3 darts, the player will get a 5 score. Triple area is a eagle and double area is a birdy. Player can end the round within 3 darts. If the first hit is a satisfied shooting, the player can press next to move on. However, if the second and third hit doesn't hit the target segment, the player will get a 5 score. When player score equal or over the original setting score, the player is off the competition. When there is last player or 18 round is finished, the same is over. The lowest score player wins.

GAME 24: BINGO

The display will show target score. The first play to finish all target score is winner. Each segment needs to be hit 3 times. Double counts 2x and triple counts 3x.

Score setting:

132—— in 15、4、8、14、3 sequence

141—— in 17、13、9、7、1 sequence

168—— in 20、16、12、6、2 sequence

189—— in 19、10、18、5、11 sequence

GAME 25: BIG LITTLE-SIMPLE

Player can choose the starting number of lives among 3、5、7、9、11、13、15、17、19、21. Game will starts with a random target. When player hit the target by first or second dart, the third dart can be use to set up the new target. If the player can't use the third dart to set up the new target, display will create a new target. Player can hit single, double and/or triple area of the target segment. If player can't hit the target in 3 darts, the player will lose a life. When the number of life is zero, the player is out of competition. The last player is the winner. This game requires 2 or more players.

GAME 26: BIG LITTLE-HARD

Player can choose the starting number of lives among H03、H05、H07、H09、H11、H13、H15、H17、H19、H21. Game will starts with a random target. When player hit the target by first or second dart, the third dart can be use to set up the new target. If the player can't use the third dart to set up the new target, display will create a new target. Player must hit exactly as display show. If player can't hit the target in 3 darts, the player will lose a life. When the number of life is zero, the player is out of competition. The last player is the winner. This game requires 2 or more players.

IMPORTANT NOTES

Stuck Segment

Occasionally, a dart will cause a segment to become wedged within the segment separator web. If this happens, all play will be suspended and the scoring display will indicate the segment number that is stuck.

To free the segment, simply remove the dart or broken tip from the segment. If the problem is still not solved, try wiggling the segment until it is loose. The game will then resume where it left off.

Broken Tips

From time to time a tip will break off and become stuck in the segment. Try to remove it with a pair of pliers or tweezers by grasping the exposed end and pulling it out of the segment. If this is not possible, you can attempt to push the tip through to the back of the segment. Use a nail that is smaller than the hole and gently push the tip until it falls through the other side. Be careful not to push too far and damage the circuitry behind the segment.

Don't be alarmed if tips break. This is a normal occurrence when playing soft tip darts. We include a pack of replacement tips that should keep you supplied for quite some time. When replacing tips, make sure you use the same type of tips that come with this dartboard.

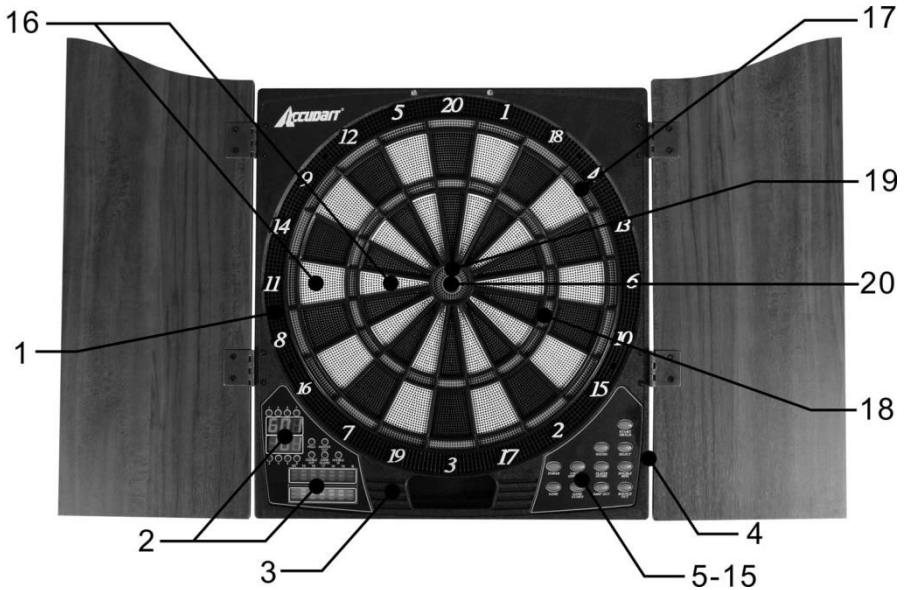
Darts

It is recommended that you do not use darts that exceed 18 grams on this dartboard. The darts included with this dartboard average 10 grams and use standard soft tips. Replacement tips are available at most retailers carrying dart products. Look for soft tip dart accessories for all your electronic dart needs.

Cleaning your Electronic Dartboard

Your electronic dartboard will provide many hours of competition if cared for properly. Regular dusting of the cabinet is recommended using a damp cloth. A mild detergent can be used if necessary. The use of abrasive cleaners or cleaners that contain ammonia may cause damage and should not be used. Avoid spilling liquid onto the target area since it can result in permanent damage and is not covered by the warranty.

DESCRIPTIONS



- | | |
|----------------------------|-----------------------------|
| 1. Catch Ring | 11. Double / Miss Button |
| 2. LED Display | 12. Bounce Out Button |
| 3. Speaker | 13. Dart Out / Score Button |
| 4. AC Adapter Jack | 14. Game Guard Button |
| 5. Start / Hold Button | 15. Game Button |
| 6. Select Button | 16. Single Ring |
| 7. Sound Button | 17. Double Ring |
| 8. Power Button | 18. Triple Ring |
| 9. Virtual Opponent Button | 19. Bullseye |
| 10. Player Button | 20. Double Bullseye |

*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 888-784-4288 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
888-784-4288
www.escaladesports.com

