

CricketMaster 300 Electronic Dartboard

Arachnid®
The Originator of Electronic Dart Games!

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TO ORDER PARTS

Visit our website before returning to store



Instructions and Rules

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

CPSIA#2 - E300ARA -

- VJ

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



PLEASE KEEP YOUR INSTRUCTIONS!

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



CONTACT INFORMATION:

Hours: Mon.- Fri., 9:00 am to 5:00 pm EST

Replacement Parts: order online at www.escaladesports.com

Technical Support: customerservice@escaladesports.com /
1-800-526-0451

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WARNING

This is not a toy and is intended for use by or under the supervision of adults. Darts should only be thrown at the dart board. Ensure the flight path is clear of people or pets when playing this game. Impact from darts could cause physical harm, injury or property damage. Don't throw damaged darts.

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

NOTICE

Electronic Dart Boards are designed to be used with Soft (Plastic) Tipped Darts.

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

Use of Steel Tipped Darts or Darts weighting more than 20 grams will damage the electronic board and automatically voids the warranty.

THE ORIGINATOR OF ELECTRONIC DARTS: ARACHNID, INC.

The high technology electronic dart games we play today bear little resemblance to the medieval versions that evolved from the pastime of the royal courts. Arachnid, Inc. invented the state-of-the-dart technology that brought the popular pub game into the home, in the process earning a stellar reputation for quality and innovation, recognized today all over the world.

Your electronic soft-tip dart game is a precision engineered product manufactured with the highest quality materials, and is designed to provide years of action-packed fun to players of all skill levels and ages.

DART HISTORY

The first "dart" was most likely thrown by prehistoric man some 35,000 years ago. A sharpened antler attached to a wooden shaft allowed hunters to kill an animal from a distance, even as it ran. In one form or another, from spears, to arrows, to the present dart we use for games of skill, the art of throwing a pointed shaft with accuracy has been a part of almost every culture.

Later in history, Henry VIII of England and Charles VI of France were both avid enthusiasts of dart throwing games derived from warfare and archery contests.

The modern game evolved during the nineteenth century in English pubs. Often a barrel head was used as the target, with the centrally located cork becoming the bull's-eye. The term "cork" is still occasionally used today when referring to the bull's-eye.

At one time darts were considered a game of chance, and were actually illegal in England until 1908, when a Leeds innkeeper went to court to challenge the law. Fortunately he was able to demonstrate to the court's satisfaction that darts were indeed a game of skill.

Between the two World Wars playing darts for fun and relaxation became more and more popular in England. American servicemen stationed there in World War II often brought the game home with them where it eventually became popular in the United States as well.

UNPACKING THE GAME

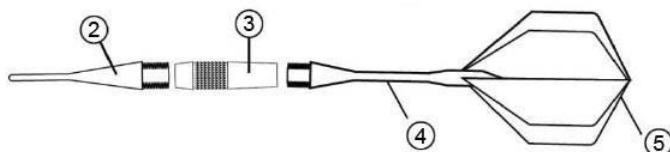
After unpacking the game, it is important to save the original box, all packaging, and receipts. These items will be needed if it ever proves necessary to return game to factory for service. Unpack your new dartboard carefully, making sure all parts are included. The following components are included in this set:

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



TOOLS REQUIRED FOR ASSEMBLY:

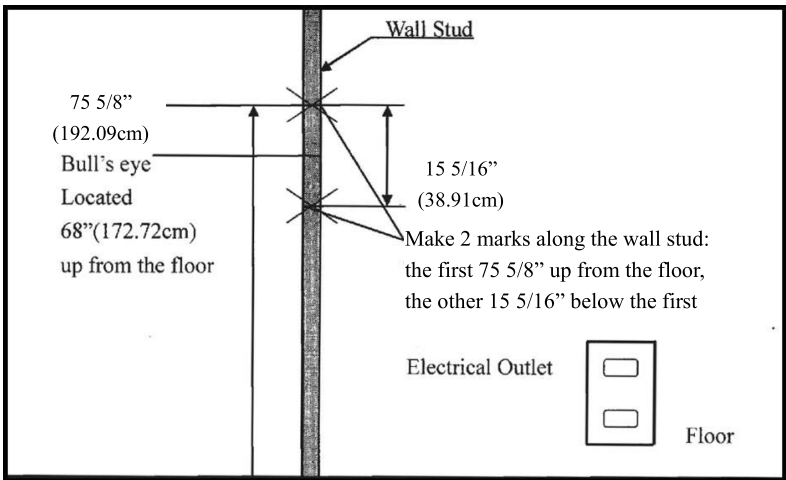
- Phillips Head Screwdrivers – not included
- Required AC Adapter $\oplus \ominus$ – included



PARTS IDENTIFIER

#1  MOUNTING HARDWARE 2 pcs	#2  TIP 50 pcs	#3  STEEL BARREL 6 pcs
#4  SHAFT 6 pcs	#5  FLIGHT 6 pcs	

MOUNTING INSTRUCTION



1. Choose a location to hang the board that is near an electrical outlet, and that has at least 10 feet of open floor space in front of the board.
2. Locate a wall stud, and place a mark 75 5/8" (192.09cm) up from the floor along the stud (see illustration above). Place another mark 15 5/16" (38.91cm) below the first mark. Drill a small pilot hole into each reference mark, then screw in a #1 10-16x1 3/4" long slotted truss-head mounting screw (provided) into each pilot hole until the screw head is protruding about 3/16" (5mm) from the wall.
3. Line up the slotted mounting holes on the back of the game with the screw heads, and then mount the game.
4. It may be necessary to adjust the screw until the board fits snugly against the wall. After the board is mounted, the bulls'-eye should be 68" (172.72cm) above the floor.
5. Place a toe line 97 1/2" (248cm) from the wall as a guide for throwing distance. In tournament play adhesive tape 2 feet long by 2 1/2 inches wide is used, but if it is not available, a strip of household masking tape will suffice.
6. The game is powered by an AC to DC adapter supplied with the game. To connect, insert the round barrel-type power plug into the lower left side of the dart board (as you face it) and the two prong power adapter plug into an electrical outlet.

GENERAL DEVICE OPERATION

1. Insert the round barrel-type power plug into the lower left side of the dartboard (as you face it) and the two-prong power plug into an electrical outlet.
2. Press **POWER** button to turn on device.
3. The dartboard will show a message "ARACHNID---GET CAUGHT IN THE GAME" and play a welcoming melody.
4. Press **GAME** button repeatedly to select game. The selection is shown on 1st player score display and the full description is shown on text screen.
5. For easier access to popular **CRICKET** games, press **CRICKET** button to jump to the corresponding game with preset options.
CRICKET = G10 CRICKET: 1 player; options L01
6. Press **#OF PLAYERS** button to select the number of players. The selection is shown on the 3rd player score display. If there are more than 4 players, they have to share their score and cricket displays as indicated on the panel.
7. With the Voice Record Feature, the dartboard can call the shooting player's name prior to starting their turn. For this application, each player has to enter recording mode by pressing **VOICE RECORD** button once. Afterwards, press **PLAYER** button to select which player (1, 2, 3, 4, etc) wants to record. Then press and hold **VOICE RECORD** button throughout the entire recording process. A voice prompt "RECORD YOUR NAME AFTER THE BEEP TONE" is announced. Following the announcement, a single beep will be heard. After this beep, speak and record your name into the microphone. (Please be sure to speak clearly into the microphone and do not stand more than 12 inches from the microphone when recording). At last, a double beep tone will signify the end of the recording period. The recording time is limited to about 2 seconds for each player.
8. You can select to play against the computer. Press **SOLO PLAY** button to set computer player and repeatedly to select its skill level. Only one computer player can be set in a game and the last player will be computer. For example, if you choose 4 players and computer mode, 3 human players 3 will play against the computer. There are five levels of computer player for your selection shown on the 4th player score display and full description is shown on the text screen.
L1 : Novice
L2 : Beginner
L3 : Intermediate
L4 : Advance
L5 : Professional
9. Press **GAME OPTIONS** button to select the designed options or difficulties of the game for all players. The selection is shown on the 2nd player score display.
10. For handicap mode play, press **PLAYER HANDICAP** button to enter handicap selection mode. Then press **PLAYER** button to select which player receives handicap and press **PLAYER HANDICAP** button to select the option of handicap.
11. Your selection of game, options and players will be scrolled and displayed in full details on the 12-digits scrolling text screen.

12. Once all selections have been confirmed, press **START GAME / NEXT PLAYER** button to start a game.
13. During the game, if a dart thrown on the board scores but does not stick to the board, press **BOUNCE OUT AMEND** button to eliminate the score gained by this dart.
14. The dartboard will announce and display "Winner" once a player wins the game. The remaining players can continue to play to determine other winners. To end game once "winner" is announced, hold power button or new game button to start another game.
15. Press **VOLUME** button continuously to select the volume of sound or mute.
There are 4 choice for your selection:
 - Hi (High)
 - Nor (Medium)
 - Lo (Low)
 - Off (Off)
16. Selectable Single or Double Bull Option.
There are two parts to the bull's-eye, the outer bulls-eye and the inner bulls-eye. Normally, the outer bull's-eye counts as 25 points (single) and the inner bull's eye counts for 50 points (double). During game set-up for games G01-G15, you can choose to have the outer bull's-eye for 25 points (single) or 50 points (double). The inner bull's-eye will always counts for 50 points (double). Press "**BULL**" button once to select the Single Bull option and twice to select Double Bull option. The selection will display on the scrolling screen.
17. If the device has not been played for approximately 5 minutes, it will change to sleep mode and keep all the records of current games and scores for another 30 minutes. Players can return to the game with the stored scores from the sleep mode simply by pressing any key.
18. Press and hold **POWER** button for approximately 1 second to turn off device.

GAME TABLE

<u>No.</u>	<u>Game</u>	<u>Difficulty / Options</u>	<u>No. of Players</u>
G01	301	6	1-8
G02	501	6	1-8
G03	601	6	1-8
G04	701	6	1-8
G05	801	6	1-8
G06	901	6	1-8
G07	301 League	6	4
G08	GOTCHA!	2	2-8
G09	Quick Cricket	3	1-8
G10	Cricket	3	1-8
G11	Cut Throat Cricket	3	2-8
G12	Scram Cricket	1	2
G13	Double Only Cricket	3	1-8
G14	Low Ball Cricket	3	1-8
G15	Wild Card Cricket	1	1-8
G16	Double Down	1	1-8
G17	High Score	10	1-8
G18	Ace	6	1-8
G19	Killer	11	2-8
G20	Count-Up	9	1-8
G21	Round The Clock	12	1-8
G22	Shoot Out	10	1-8
G23	Horse	1	2-8
G24	Bermuda Triangle	1	1-8
G25	Shanghai	12	1-8
G26	Golf	10	1-8
G27	Shove a Penny	1	2-8
G28	Football	1	1-8
G29	Bowling	6	1-8
G30	Baseball	3	1-8
G31	Over	3	2-8
G32	Under	3	2-8
G33	Big 6	5	1-8
G34	Forty One	1	1-8
G35	All Fives	5	1-8
G36	Nine-Dart Century	3	1-8

GAME INSTRUCTIONS

G01 301 (Game option: L01, L02, L03, L04, L05, L06)

Each player begins with 301 points, and must reach exactly zero to win. The score of each dart thrown is subtracted from the beginning score of each round. Exceeding zero causes the player to “Bust”, and the score returns to what it was before that round. There are six options for the game, namely:

Option Code	L01	L02	L03	L04	L05	L06
START / END	Single In / Single Out	Single In / Double Out	Double In / Single Out	Double In / Double Out	Single In / Expert Out	Double In / Expert Out

- Single In : The player can hit any segment on their first dart to start.
Single Out : The player can hit any segment on their last dart to finish the game.
Double In : The player must hit a double or double bullseye on their first dart to start.
Double Out : The player must hit a double or double bullseye on their last dart to finish the game. (Reaching a score of 1 will “Bust” since it is not possible to double out with 1 point)
Expert In : The player must hit a double, a triple or double bullseye on their first dart to start
Expert Out : The player must hit a double, a triple or double bullseye on their last dart to finish the game. (Reaching a score of 1 will “Bust” since it is not possible to double or triple out with 1 point)

G02 501 (Game option: L01, L02, L03, L04, L05, L06)

This game is played the same as 301, except each player starts with 501.

G03 601 (Game option: L01, L02, L03, L04, L05, L06)

This game is played the same as 301, except each player starts with 601.

G04 701 (Game option: L01, L02, L03, L04, L05, L06)

This game is played the same as 301, except each player starts with 701.

G05 801 (Game option: L01, L02, L03, L04, L05, L06)

This game is played the same as 301, except each player starts with 801.

G06 901 (Game option: L01, L02, L03, L04, L05, L06)

This game is played the same as 301, except each player starts with 901.

G07 301 LEAGUE (Game option: L01, L02, L03, L04, L05, L06)

This game is played the same as 301, except each player has a partner, as in league play (2 teams with 2 players on each team). Each team uses two display windows, alternating turns. Team 1 = player 1 and player 3; Team 2 = player 2 and player 4. Any team player can win the game. However, there is an added “freeze rule” for team play.

Freeze rule: a player can “go out” only if his partner has a score that is equal to or lower than both opponent’s combined scores. If the partner’s score is higher than the combined scores of their opponents, the player is “frozen” and cannot win the game at that time. The strategy then is for that player to get as low as possible in points and hope the partner has a chance to win the game. If someone is frozen and gets to zero, the game will automatically “bust” that player, not allowing that player to break the freeze rule.

G08 GOTCHA! (Game option: L01, L02)

Each player begin with 0 point and must reach 301 exactly to win. Players can “Bomb” other players which reduce their score to zero. This happen when the shooting player equals another player’s score with any dart thrown. Therefore it is possible to bomb 3 players in 1 turn. Example:

Player 1’s score is 20

Player 2’s score is 50

Player 3’s score is 30

Player 4’s score is up. The first dart thrown hits the 20 – Player 1 gets bombed and goes to zero. The second dart hits the 10 (score now 30) – Player 3 gets bombed and goes to zero. The third dart hits a 20 (total score is 50) – Player 2 gets bombed and goes to zero.

If a player exceeds 301 points that player will bust and the following occurs:

In single player game, no “Bombs” will go off.

L01 : The player’s score reverts to what it was before and darts were thrown in that round

L02 : That score is also reduced by the number of points that were of 301

G09 QUICK CRICKET (Game option: L01, L02, L03)

Quick Cricket is played with the number 15 through 20 and the bullseye. The first player marks a number three times & ‘open’ all the number is the winner. Marks are indicated in the tri-colored lights scoring system at the bottom of the board. One mark is indicated by a green light, two by an amber light, and three by a red (when number is closed). Double count as two marks, and triples as three. No score is required in this game.

L01 : hit & ‘open’ the numbers 15-20 and bullseye at any order

L02 : hit & ‘open’ the numbers 20 first, then in order ‘open’ numbers 19, 18, 17, 16, 15 & bullseye

L03 : hit & ‘open’ the bullseye first, then in order ‘open’ numbers 15, 16, 17, 18, 19 & 20

G10 CRICKET (Game option: L01, L02, L03)

Cricket is similar to the Quick Cricket, in addition, player scores a points by hitting his ‘opened’ cricket number (15 through 20 and bullseye). No score can be made for the number that has been closed by all the players. The winner is the first player to close all the numbers and have the highest score among all players.

L01 : hit & ‘open’ the numbers 15-20 and bullseye at any order

L02 : hit & ‘open’ the numbers 20 first, then in order ‘open’ numbers 19, 18, 17, 16, 15 & bullseye

L03 : hit & ‘open’ the bullseye first, then in order ‘open’ numbers 15, 16, 17, 18, 19 & 20

G11 CUT THROAT CRICKET (Game option: L01, L02, L03)

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

- L01 : hit & 'open' the numbers 15-20 and bullseye at any order
- L02 : hit & 'open' the numbers 20 first, then in order 'open' numbers 19, 18, 17, 16, 15 & bullseye
- L03 : hit & 'open' the bullseye first, then in order 'open' numbers 15, 16, 17, 18, 19 & 20

G12 SCRAM CRICKET

Scram Cricket is a variation of Cricket. The game consists of 2 rounds. In the first round, player 1 has to 'close' 15-20 and bullseye, whilst player 2 attempts to get as many scores as he can by hitting the numbers that 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 most scores is the winner.

G13 DOUBLE ONLY CRICKET (Game option: L01, L02, L03)

Double Only Cricket is played the same as Cricket except that a double of each cricket number must be hit before a player can go further with that number. Once a double is hit, that number is opened. That double together with the other doubles, triples and singles of that number count.

For example, to start the 20's each player has to hit double 20 to open this number. Afterward, a single 20 would close the number, or a double would close and score 20 points, similarly a triple would close and score 40 points. It is impossible to close a number with one dart.

- L01 : hit & 'open' the numbers 15-20 and bullseye at any order
- L02 : hit & 'open' the numbers 20 first, then in order 'open' numbers 19, 18, 17, 16, 15 & bullseye
- L03 : hit & 'open' the bullseye first, then in order 'open' numbers 15, 16, 17, 18, 19 & 20

G14 LOW BALL CRICKET (Game option: L01, L02, L03)

Low Ball Cricket plays the same as Cricket with the following exceptions:

- a. The numbers used are 1, 2, 3, 4, 5, 6 and the bullseye.
- b. A bullseye scores 8 points. When double is selected, single bull = 4 points, double bull = 8 points.
- c. A player can win by scoring a "wicket". This is done by hitting a triple 1, triple 2, and triple 3, in any order in one round, if these numbers have not been previously marked by that player.
- d. Limited to a 20-point spread.
- e. The tri-colored light scoring system display represents the cricket number in the sequence of 6, 5, 4, 3, 2, 1, B.

- L01 : hit & 'open' the numbers 1-6 and bullseye at any order
- L02 : hit & 'open' the numbers 6 first, then in order 'open' numbers 5, 4, 3, 2, 1 & bullseye
- L03 : hit & 'open' the bullseye first, then in order 'open' numbers 1, 2, 3, 4, 5 & 6

The winner is the first player to close all the numbers and have highest or equal score (if wicket has not been scored).

G15 WILD CARD CRICKET

Wild Card Cricket plays the same as Cricket except the numbers 7 through 20 and the bull's eye remains constant throughout the game. The drawn number is 2-digits "flashing" shown in the text screen with dot separation between 2 numbers. Once a number is marked by a player it is locked in and the number will not flash for the rest of the game. All numbers unmarked will randomly change after every turn, until all six "wild card" numbers are locked in. The winner is the first player to open all the numbers and have the highest or equal score.

G16 DOUBLE DOWN

The game starts with a base score of 60 for each player. The player has to score by hitting the active segments of the current round. For instance, in 1st round, the player must throw for the 15 segment. If no 15's are hit, the player's score will be cut by half. The next round is 16 and so on. For Double and Triple, player has to hit any double or triple and the same rule will be applied.

	15	16	Double	17	18	Triple	19	20	Bullseye	Total
Player 1										
Player 2										

G17 HIGH SCORE (Game option: L01, L02, L03,...., L10)

High Score is a simple game. The player who has the highest score after the game is the winner. Each player starts the game with zero points and adds to their score with each throw.

Option Code	L01	L02	L03	L04	L05	L06	L07	L08	L09	L10
No. of Round	3	4	5	6	7	8	9	10	11	12

G18 ACE (Game option: L01, L02, L03, L04, L05, L06)

Ace is a practice game to increase accuracy. A random number will appear for each player for each turn. A player must hit the number shown to score points. Point values are as follows: Single segment = 1 point; double = 2 points; triple = 3 points, single bull's-eye = 4 points; double bull's-eye = 6 points. No score will be gained if the desired number is missed. The player with the highest score wins. The number of rounds left is represented by the cricket display.

Option Code	L01	L02	L03	L04	L05	L06
No. of Round	5	6	7	8	9	10

G19 KILLER (Game option: L01, L02, L03,...., L11)

To start this game, players have to select their own number by throwing a dart at a particular segment. At this stage, the text screen will display "Choose your number" and the number selected will be used for the player throughout the game. No 2 players can select the same number in one game. A player has to first hit the double of his number to become a killer. A killer can then kill the other players by hitting the segments of the other player's number until all their 'lives' are killed. The last player with lives will be the winner.

From L01 to L07 : a life is killed by hitting their segment numbers regardless single, double, triple.

Option Code	L01	L02	L03	L04	L05	L06	L07
No. of Life	7	8	9	10	11	12	13

L08, L09, L10, L11 : a life can only killed by hitting a double.

Option Code	L08	L09	L10	L11
No. of Life	3	5	7	9

G20 COUNT-UP (Game option: L01, L02, L03,..., L09)

Score will be accumulated for each dart, the first player who reaches or goes over the set point will be the winner.

Option Code	L01	L02	L03	L04	L05	L06	L07	L08	L09
Set point	100	200	300	400	500	600	700	800	900

G21 ROUND THE CLOCK (Game option: L01, L02, L03, L04, L05, L06, L07, L08, L09, L10, L11, L12)

Hit in strict order of 1, 2, 3,..., until 5, 10, 15 or 20, straight, double or triple depending on the difficulty. The first player to reach the last score will be the winner. If the wrong number is hit in the round, that player's turn is over. Players start their next turn with the next correct number in the sequence. The computer will display the number that the player has to hit.

Option Code	L01	L02	L03	L04	L05	L06
Last Number	5	10	15	20	5	10
Valid Segments	Not Specified	Not Specified	Not Specified	Not Specified	Only Double	Only Double

Option Code	L07	L08	L09	L10	L11	L12
Last Number	15	20	5	10	15	20
Valid Segments	Only Double	Only Double	Only Triple	Only Triple	Only Triple	Only Triple

G22 SHOOT OUT (Game option: L01, L02, L03,..., L10)

The computer will randomly display a score for the player to hit. One correct hit scores one mark. The first player who hits 11, 12, 13,...,20 marks depending on the level of difficulty is the winner. If a player does not hit the board within 10 seconds, that dart will be regarded as missed and it will automatically change to another dart for the player to hit. The cricket bulbs represent the number of target left.

Option Code	L01	L02	L03	L04	L05	L06	L07	L08	L09	L10
Goal Mark	11	12	13	14	15	16	17	18	19	20

G23 HORSE

This game will randomly choose a number for all players to hit each round. The player tries to hit that number as many times as possible. A single of the number scores 1 hit, double scores 2 hits, and triple scores 3 hits, single bull's-eye scores 4 hit and double bull's-eye scores 6 hits. At the beginning, each player has 5 lives. In a round, the players without the highest score will deduct a life. The player in the game is the winner.

G24 BERMUDA TRIANGLE

Each round calls out a designated number or area to hit. They are:

Round 1 – 12	Round 6 – 16	Round 10 – 19
Round 2 – 13	Round 7 – 17	Round 11 – 20
Round 3 – 14	Round 8 – Triple (any)	Round 12 – Bullseye
Round 4 – Double (any)	Round 9 – 18	Round 13–Double Bullseye
Round 5 – 15		

Points are accumulated by any segment of the designated number for each round. For example: In the first round, a player must hit 12. Single 12 = 12 points, Double 12 = 24 points, and Triple 12 = 36 points. In round 4 player can choose any double (all three darts can hit a different double and score), and in round 8, player can choose any triple. If player misses the designated number or area with all three darts in any round, the player's total score is cut in half. The winner is the player with highest score.

G25 SHANGHAI (Game option: L01, L02, L03, L04, L05, L06, L07, L08, L09, L10, L11, L12)

The score windows display the target number for each round. The target number varies with round and starts from 1 through 2, 3, 4,...,20 to bullseye. The player gets scores on a hit of target number. Throw 3 darts for each number and the player who gets the most scores wins. There are 3 levels of difficulty and player can score at any right segments (Single X1, Double X2, Triple X3) for level L; and only double, triple will count for level X.

Also players can select super Shanghai (level P) as a complementary option. The rules are the same as above except various doubles and triples must be hit as specified by the computer. The computer will display the chosen "double" or "triple" and display the number at the scoring window.

Option Code	L01	L02	L03	L04	L05	L06	L07	L08	L09	L10	L11	L12
Target No.Start from	1	5	10	15	1	5	10	15	1	5	10	15
Level	L	L	L	L	X	X	X	X	P	P	P	P

G26 GOLF (Game option: L01, L02, L03,...,L10)

Golf is a par 4, 9 holes game. The object of the game is to get the lowest score possible. The number 1 through 9 are used, consecutively through the 9th round. In the first round all players must throw for the segment (hole 1). In round 2, all the players throw for the 2 segment (hole 2), and so on, through round 9 (hole 9). Segment values are as follows:

Double = 2 points (Eagle)	Fat single = 4 points (Par)
Triple = 3 points (Birdie)	Miss = 5 points (Bogie)
Pie single = 4 points (Par)	

The hardest segments to hit equal the lowest score. If all 3 darts miss the targeted area, your score will be 5. The game will recognize and score the best hit of all 3 darts thrown. Example: Dart 1 = miss (5), Dart 2 = triple (3), Dart 3 = fat single (4) players score will be 3. If player should miss the entire segment area with all 3 darts, the game will register a score of 5 when the START GAME / NEXT PLAYER button is pushed. The player with the lowest score wins. Player can play from 9 holes to 18 holes depending on the level of difficulty.

Option Code	L01	L02	L03	L04	L05	L06	L07	L08	L09	L10
Hole	9	10	11	12	13	14	15	16	17	18

G27 SHOVE A PENNY

Same as the 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. Single are 1 point, Double are 2 points and Triple are 3 points. However, if 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.

G28 FOOTBALL

Player has to first select their playing field by throwing a dart at the dartboard. At this stage, the text screen will display "CHOOSE YOUR NUMBER". Throw a dart to select. Once a playing field is selected, you have to start points from the double segment, carry through the bull's-eye and then to the opposite segments in strict sequence, the status of the player will be indicated at the cricket display.

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

G29 BOWLING (Game option: L01, L02, L03, L04, L05, L06)

This is a challenge game and the player has to be very accurate to have a good score. Each player has to select his 'alley' by throwing the first dart at a segment when the text screen displays "SELECT ALLEY". Then use the 2nd and the 3rd dart to score points (i.e. pins) on the selected alley. Points (pins) are calculated as follow:

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

Player cannot hit the same single segment twice within the same 'frame'. If it is hit twice, the second hit will be counted as 0. Therefore, it would be more advisable for the player to hit two respective single segments to have a score of 10 pins (7 for inner single segment and 3 for outer single segment).

Player can have 20 pins if he hits the triple segment twice. There will only be 10 pins if player hits the double twice. Otherwise, you will only get 9 pins if you hit the double with your second dart and another segment with your third dart. The perfect game score is 200 / 220 / 240 / 260 / 280 / 300 respectively for the options chosen.

Option Code	L01	L02	L03	L04	L05	L06
No. of Round	10	11	12	13	14	15

G30 BASEBALL (Game option: L01, L02, L03)

A baseball field includes the segment 9,12,5,20,1,18,4 and bull's-eye. A player throw 3 darts in each inning, and the runs / bases are set as follow:

Segment	Score
Single	One base
Double	Two bases
Triple	Three bases
Bull's-eye	home run

The 'home run' can only be attempted by the 3rd dart. The player with the most runs in the game is the winner. The player 1's cricket display indicates the total innings left while player 3's shows the status of the runner. Green, orange, red and flashing red represent base 1, 2, 3 and home respectively.

Option Code	L01	L02	L03
No. of Inning	7	8	9

G31 OVER (Game option: L01, L02, L03)

The players have to take turns to throw 3 darts, the highest score among the players is the 'leader's score'. A player's score will become a new 'lead's score' if his score in the new turn is higher or equal than the previous 'leader's score'. Then the dartboard will announce LEADER and keep his score recorded. If not, one cricket light will turn off which means he loses one life. Before each player shoots in each round, the text screen displays the record score.

A leader can choose to proceed to challenge his own leader's score but he will also lose a life if his score is lower than the leader's score. To skip his turn, just press START GAME / NEXT PLAYER.

A player will be out of the game when all his lives are gone. The last surviving player is the winner.

Option Code	L01	L02	L03
No. of Life	7	8	9

G32 UNDER (Game option: L01, L02, L03)

Rules follow exactly OVER except:

1. The objective is to get the lower score.
2. The leader's score is the lowest score.
3. A missed dart out of the dartboard is counted as 60 by pressing the 20x3 segments.

Option Code	L01	L02	L03
No. of Life	7	8	9

G33 Big 6 (Game option: L01, L02, L03, L04, L05)

This game allows player to challenge their opponents to hit the targets of their choice. However, players must earn the chance of picking the next target for their opponent by making a hit on the current target first.

Single 6 is the first target to hit when the game begins. Player 1 tries to hit a single 6 in 3 darts. He will lose life when he fails. Player 2 will shoot for the single 6 that player 1 missed. If he can hit the target in the first 2 darts, the last dart will be used to determine the new target for next player. At this moment, the text screen will display "CHOOSE NEW TARGET". The same rule is applied to the following darts. Singles, doubles and triples are all separate the targets for this game.

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

Option Code	L01	L02	L03	L04	L05
No. of Life	3	4	5	6	7

G34 FORTY ONE

This game is the same as the Double Down except:

1. The sequence is reversed from 20 to 15.
2. An additional round of 41 points is included before bullseye and a player has to get score sum of 41 this round.

	20	19	Double	18	17	Triple	16	15	41	Total
Player 1										
Player 2										

G35 ALL FIVES (Game option: L01, L02, L03, L04, L05)

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.

There is no point if:

- a. The round (3 darts) total scores is not divisible by 5
- b. Any dart is missed even though the sum of other darts is divisible by 5

The first player who gets scores of 51 or above will be the winner

Option Code	L01	L02	L03	L04	L05
Goal score	51	61	71	81	91

G36 NINE-DART CENTURY (Game option: L01, L02, L03)

In this game, each player has nine darts (three turns) to either score 100 points, or come as close as possible to 100. Each bed is scored as per the regular method. Any player going over 100 is "busted" and is out of the game. Darts that land outside the scoring area bring that player's score down to zero and he must start over again. This eliminates deliberate misses. Darts that bounce out are not penalized, but do not count any points. The number of remaining darts is shown at the cricket display.

L01 : targeted score 100

L02 : targeted score 150

L03 : targeted score 200

TROUBLE SHOOTING

We are proud of being the originator of the electronic dart board, so we build our boards to be rugged and durable. However, with the delicate electronics in our device, and with the high usage the device may receive, there is a chance that a problem may eventually occur.

No Power

POOR OUTLET CONNECTION. Check the power cord to make sure that it is properly plugged in. Check the circuit breaker (or fuse) in the home to verify that there is power to the electrical outlet.

Devices will not score or no sound

Check to see if a segment is stuck. Also be sure that all buttons are not stuck.

Stuck Segment

If a segment is stuck, the text window will display a message just like "Error=03" to indicate which segment is stuck.

03 : single segment #3
=03 : double 3 segment
≡03 : triple 3 segment

This is usually caused by a broken tip. A long tip that sticks out from the segment surface may be pulled out with pliers. A short tip that is broken off flush with the segment surface can be pushed through the hole into the device without damaging the electronics in the dart-head. Push the tip with an object that is smaller in diameter than the tip.

Electrical storms, power line surges, rolling brown outs, broadcast radio/TV transmitters:

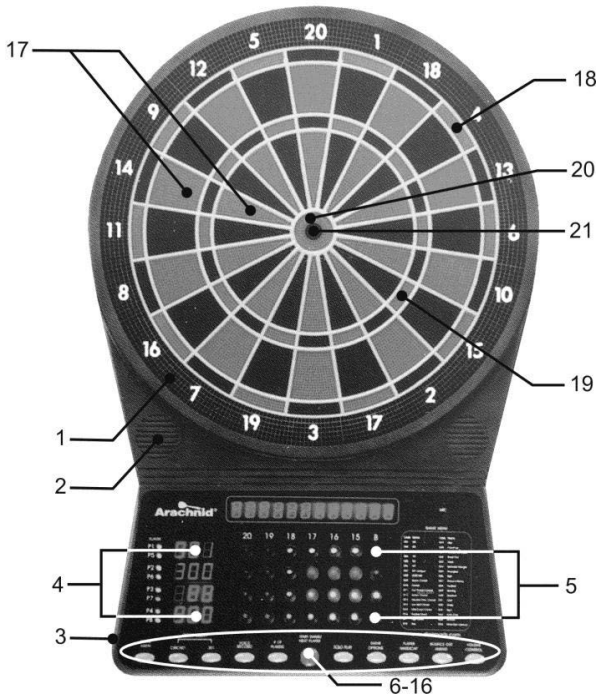
Notice

Under extreme electrical interference conditions of these types, the dart game can show erratic behavior and fail to continue to perform. To restore device to normal operation, disconnect all power sources from the device unit. Unplug adapter and wait for 3 seconds. Reconnect power sources.

Cleaning the Device

The Arachnid, Inc. dart board will provide many hours of fun if cared for properly. Do not use spray cleaners, or cleaners that contain ammonia, acetone, or other harsh chemicals as they may cause damage. Instead, we suggest regular dusting with a damp cloth. Use a mild detergent and damp cloth for more vigorous cleansing. It is a good idea to first test cleaning solutions on an inconspicuous area of the game. Note: Spilling liquids onto the game, exposure to weather, or user abuse (such as dropping the game) can result in permanent damage, and are not covered by the warranty.

DESCRIPTIONS



- | | |
|-------------------------------------|---|
| 1. Catch Ring | 12. Solo Play Button |
| 2. Speaker | 13. Game Options Button |
| 3. AC Adapter Jack | 14. Player Handicap Button |
| 4. LED Display | 15. Bounce Out Amend / Select Bull Button |
| 5. Cricket Display | 16. Volume Control Button |
| 6. Power Button | 17. Single Ring |
| 7. Game Button | 18. Double Ring |
| 8. Cricket Button | 19. Triple Ring |
| 9. Voice Record Button | 20. Bullseye |
| 10. # Of Player Button | 21. Double Bullseye |
| 11. Start Game / Next Player Button | |

*Dartboard shown above may differ slightly from actual product.

LIMITED WARRANTY

Escalade®Sports (the Company) warrants the Product to be free from defects in workmanship and materials under normal use and conditions **FOR A PERIOD OF 90 DAYS FROM THE DATE OF ORIGINAL PURCHASE** in the United States and Canada.

Product Registration Card

The Product Registration Card must be filled out completely and mailed to the Company at the address printed on the card within 10 days from the date of your purchase of the Product.

What Is Covered

Except as provided below, this Limited Warranty covers all defects in materials and workmanship. This Limited Warranty is void if the Product is:

- Damaged through improper usage, negligence, misuse, abuse, transportation damage, acts of nature, or accident (including failure to follow the instructions supplied with the Product)
- Used in commercial applications or rentals
- Modified or repaired by anyone not authorized by the Company

What Is Not Covered

This Limited Warranty does not cover:

- Any expendable items such as batteries, light bulbs, fuses, accessories, cosmetic parts, tools and other items that wear out.
- due to normal usage. Any costs you may incur for delivery, installation, assembly or transport of your product.

What The Company Will Pay For

If during the Limited Warranty period, any part or component of the Product is found by the Company to be defective, the Company will, at its option, repair the Product, replace the Product with a new Product (either the same or an equivalent model) or cause the original retailer of the Product to exchange the Product with a new Product (either the same or an equivalent model) or refund the original purchase price of the Product, without charge for labor or parts. The Company's obligation to repair, replace or exchange the Product, however, shall be limited to the amount of the original purchase price of the Product.

How To Obtain Warranty Service

In order to enforce your rights under this Limited Warranty, you must follow these procedures:

- You must have completed and mailed the Product Registration Card to the Company within 10 days of purchase of the Product.
- You must include THE ORIGINAL COPY OF YOUR SALES RECEIPT.
- You must call the Company's Consumer Service Department at 1-800-526-0451 from 9:00 A.M. to 5:00 P.M. (EST) to notify the Company of the nature of the problem.
- If you are instructed to return the Product to the Company for servicing, you are responsible for shipping the Product, at your expense, to the address designated by the Company in packaging that will protect against further damage.
- You must also include your name, address, daytime telephone number, model number of the Product and a description of the problem.

THIS LIMITED WARRANTY IS AVAILABLE ONLY TO THE ORIGINAL PURCHASER OF THE PRODUCT AND IS VALID IN THE UNITED STATES AND CANADA ONLY.

THE COMPANY'S LIABILITY IS LIMITED TO THE REPAIR OR REPLACEMENT, AT ITS OPTION, OF ANY DEFECTIVE PRODUCT AND SHALL NOT INCLUDE ANY LIABILITY FOR INDIRECT, INCIDENTAL OR CONSEQUENTIAL DAMAGES OF ANY KIND.

THIS WARRANTY IS EXPRESSLY MADE IN LIEU OF ALL OTHER WARRANTIES, EXPRESSED OR IMPLIED. SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS OR DO NOT ALLOW FOR EXCLUSION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES. TO THAT EXTENT, THE ABOVE LIMITATIONS MAY NOT APPLY TO YOU.

This Limited Warranty gives you specific legal rights, but you may also have other rights that vary from state to state.

If you have questions regarding this Limited Warranty or the operation of the Product, you may call or write us:

**Consumer Service Department
817 Maxwell Ave.
Evansville, IN 47711
1-800-526-0451
www.escaladesports.com**

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."



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and used by Escalade Sports pursuant to license