



Model E520 ARA

Model E120 ARA

**Electronic Dart Game
Instruction Manual**

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 barrelhead 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.

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 pastimes of the royal courts.

Arachnid, Inc. invented the state-of-the-art 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.

We suggest you take the time to read through this manual before playing.

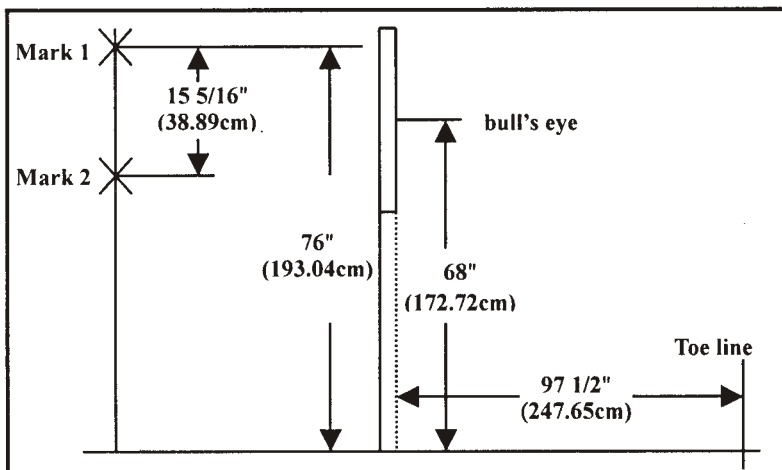
Unpacking the Game

After unpacking the game, it is important to save the original box, all packing, and receipts. These items will be needed if it ever proves necessary to return game to factory for service.

Mounting the Game

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 76" (193.04cm) up from the floor along the stud (see illustration). Place another mark $15 \frac{5}{16}$ (38.89cm) below the first mark. Drill a small pilot hole into each reference mark, then screw in a # 10-16x1 $\frac{3}{4}$ " long slotted truss-head mounting screw (provided) into each pilot hole until the screw head is protruding about $\frac{1}{2}$ " (12.7mm) from the wall.
3. Line up the slotted mounting holes on the back of the game with the screw heads, then mount the game.
4. It may be necessary to adjust the screws until the board fits snugly against the wall. After the board is mounted, the bull's-eye should be 68" (172.72cm) above the floor.
5. Place a toe line $97 \frac{1}{2}$ " (247.65cm) from the wall as a guide for throwing distance. In tournament play adhesive tape 2 feet long by 2 $\frac{1}{2}$ inches wide is used, but if not available, a strip of household masking tape will suffice.
6. The game is powered by AC to DC 9V (300mA) adapter with a positive center pole supplied with the game. To connect, insert the round barrel-type power plug into the lower left side of the dartboard (as you face it) and the two-prong power adapter plug into an electrical outlet.

Also this game is equipped with battery operated option (battery not included). You may remove the battery cover from the back & insert 4xAA cells according to the battery placement direction as marked.



GENERAL GAME 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 adapter plug into an electrical outlet.
- 2) Push POWER switch to turn on game.
- 3) The dartboard will show a message "GA- OPt" and play a welcoming melody.
- 4) Press GAME MENU repeatedly to select game. The selection is shown on 1st player score display.
- 5) For easier access to popular games, press following quick key to jump to the corresponding game.
 - CRICKET = G09 (Cricket); 1 players; option L01;
 - 301=G01 (301); 1 player; option L01;
 - Gotcha=G07 (Gotcha); 2 players; option L01;
 - Shanghai=G10 (Shanghai); 1 player; option L01;
 - Hi-Score=G17 (Hi-Score); 1 player; option L01;
- 6) Press # OF PLAYERS to select the number of players. The selection is shown with player indicator LED. If there are more than 2 players, they have to share their score and cricket displays as indicated on the panel.

- 7) You can select to play against the computer. Press *SOLO* 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 the computer. Example: If you choose 4 players and computer mode, 3 human players will play against the computer. There are five levels of computer player for your selection shown on the 1st player cricket display as following.

L1:	Beginner	○ ○ ○
L2:	Intermediate	○ ○ ○ ○
L3:	Advanced	○ ○ ○ ○ ○
L4:	Expert	○ ○ ○ ○ ○ ○
L5:	Professional	○ ○ ○ ○ ○ ○ ○

- 8) Press *GAME OPTION* to select the designed options or difficulties of the game for all players. The selection is shown on the 2nd player score display.
- 9) For handicap mode play, press *HANDICAP* to enter handicap selection mode. Then press *PLAYER* again to select which player receives handicap and press *HANDICAP* again to select the option of handicap.
- 10) The 01 and Cricket games offer the Heckler /Cheerleader feature that allows for both positive and negative responses to be given for a player's single dart or round score. This option can be activated by using the "Heckler" on/off button. The feature offers praise for high scores and good rounds as well heckles when a poor dart or round is thrown. It also prompts you when you wait to long at the toe line. There are 3 levels of this interactive feature and they can be changed by pressing the level button next to the "Heckler" on/off button. Level 1 of the feature offers the lowest frequency of responses throughout the course of a game while level 3 offers the most. So players will receive a higher frequency of responses on level 3 than they would on level 1.
- 11) Selectable Single or Double Bull Option
There are two parts to the bulls-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). you can choose to have the outer bulls-eye count for 25 points (single) or 50 points (double). The inner bull's-eye will always count for 50 points (double). Press "select Bull" once to select the Single bull option and twice to select Double bull option. The selection will display on the Temporary display.

- 12) Once all selections have been confirmed, press *START NEXT PLAYER* to start a game.
- 13) During a game if a dart does not hit on the target area, press *MISSED DART* to register the missing dart .
- 14) During the game, if a dart thrown on the board scores but does not stick to the board, press *BOUNCE OUT* to eliminate the score gained by this dart.
- 15) During the game, if want to look over other player's score press *PLAYER PAGE*.
- 16) Press *VOLUME* continuously to select the volume of sound or mute. There are three choices for you:

High	☐	☐	☐	☐	☐	☐	☐
Low	☐	☐	☐	☐			
Off							

- 17) If the game has not been played for 3 minutes, it will change to sleep mode, and keep all the records of current games. Players can return to the game with the stored scores from the sleep mode simply by pressing any key.
- 18) Push the *POWER* switch to turn off game if the game is not being played.

GAME INSTRUCTION

No.	Game	Options	Player
G01	301	4	1-8
G02	501	4	1-8
G03	601	4	1-8
G04	701	4	1-8
G05	801	4	1-8
G06	901	4	1-8
G07	GOTCHA!	2	2-8
G08	Quick Cricket	3	1-8
G09	Cricket	3	1-8
G10	Shanghai	12	1-8
G11	Cut Throat Cricket	3	1-8
G12	Scram Cricket	1	2
G13	Double Only Cricket	3	1-8
G14	All Fives	5	1-8
G15	Double Down	1	1-8
G16	Forty One	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	Bermuda Triangle	1	1-8
G24	Over	3	2-8
G25	By 5's [®]	1	1-8
G26	By 10's [®]	1	1-8
G27	ODDs [®]	1	1-8
	Total	135	

G01 301(OPTIONS: L01, L02, L03, L04)

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
START/ END	Single In / Single Out	Single In/ Double Out	Double In/ Single Out	Double In/ Double 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 bull's eye on their first dart to start.

Double Out: The player must hit a double or double bull's eye on their last dart to finish double out with 1 point).

G02 501(OPTIONS: L01, L02, L03, L04)

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

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

G03 601(OPTIONS: L01, L02, L03, L04)

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

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

G04 701(OPTIONS: L01, L02, L03, L04)

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

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

G05-801(OPTIONS: L01, L02, L03, L04, L05)

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

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

G06 901(OPTIONS: L01, L02, L03, L04)

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

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

G07 GOTCHA! (OPTIONS: L01, L02)

Each player begins with 0 points and must reach 301 exactly to win. Players can “Bomb” other players, which reduces their score to zero. This happens 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 1’s score is 50

Player 1’s score is 30

Player 4 is up. The first dart thrown hits the 20- Player 1 gets bombed and goes to zero.

The Second dart hits the 10 (score is now 30) --Player 3 gets bombed and goes to zero.

The third dart hits a 20 (total score is now 50)- Player 3 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: The number of points that were of 301 also reduces that score.

G08 QUICK CRICKET (OPTIONS: L01, L02, L03)

Quick Cricket is played with the numbers 15 through 20 and the bull's eye. The first player marks a number three times & 'open' all the number is the winner. Marks are indicated I 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). Doubles Count as two marks, and triples as three. No score is required in this game.

L01: hit & 'open' the numbers 15-20 and bull's eye at any order.

L02: hit & 'open' the number 20 first, then in order 'open' numbers 19,18,17,16,15 & Bull's-eye.

L03: hit & 'open' the bull's eye 20 first, then in order 'open' numbers 15,16,17,18,19 &20

G09 CRICKET (OPTIONS: L01, L02, L03)

Cricket is similar to the Quick Cricket; in addition, player scores points by hitting his "opened" cricket number. (15 through 20 and bull's-eye). 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 bull's eye at any order.

L02: hit & 'open' the number 20 first, then in order 'open' numbers 19,18,17,16,15 & Bull's-eye.

L03: hit & 'open' the bull's eye 20 first, then in order 'open' numbers 15,16,17,18,19 &20

G10 SHANGHAI (OPTIONS: 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 bull's eye. 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 triple 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	H	H	H	H	P	P	P	P

G11 CUT THROAT CRICKET (OPTIONS: 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 bull's eye at any order.

L02: hit & 'open' the number 20 first, then in order 'open' numbers 19,18,17,16,15 & bull's eye.

L03: hit & 'open' the bull's eye 20 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 bull's eye, 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 (OPTIONS: 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 on dart.

L01: hit & 'open' the numbers 15-20 and bull's eye at any order.

L02: hit & 'open' the number 20 first, then in order 'open' numbers 19,18,17,16,15 & Bull's-eye.

L03: hit & 'open' the bull's eye 20 first, then in order 'open' numbers 15,16,17,18,19 & 20

G14 ALL FIVES (OPTIONS: 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 will be no point if:

- the round (3 darts) total score is not divisible by 5.
- 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

G15 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.

Round	1	2	3	4	5	6	7	8	9
Active segment	15	16	Double	17	18	Triple	19	20	Bull's-eye

For instance the 1st round, the player must throw for the 15 segment. The player will score on correct hit. If no 15's are hit, the player's score will be cut in half. The next round is 16 and so on. For double and triple, the player has to hit any double or triple and the same rule will be applied.

G16 FORTY ONE

This game is the same as the Double Down except.

- The sequence is reversed from 20 to 15.

Round	1	2	3	4	5	6	7	8	9	10
Active segment	20	19	Double	18	17	Triple	16	15	'41'	Bull's-eye

- An additional round of 41 points is included before bull's eye and a player has to get score sum of 41 for this round.

G17 HIGH SCORE (OPTIONS: 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
Active segment	3	4	5	6	7	8	9	10	11	12

G18 ACE (WITH OPTIONS OF 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.

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

G19 KILLER (OPTIONS: L01, L02, L03... L11)

To start this game, player has to select their own number by throwing a dart a particular segment and the number selected will be used for the players throughout the game. Players may not share the same number in one game. A player has to first hit a double of his number to become a killer. A killer can then kill the other players by hitting the segments of other player's number. The last surviving player with lives will be the winner. The cricket bulbs represent the number of survivals.

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 be killed by hitting a double

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

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

Score will be accumulated for each dart; the first player who reaches or goes over the set point will be 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 (OPTIONS: L01, L02, L03, L04, L05, L06, L07, L08, L09, L10, L11, L12)

Hit in strict order of 1, 2, and 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 (OPTIONS: 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 BERMUDA TRIANGLE

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

Round 1-12

Round 2-13

Round 3-14

Round 4-Double (except
Double bull's eye)

Round 5-15

Round 6-16

Round 7-17

Round 8-Triple (any)

Round 7-18

Round 10-19

Round 11-20

Round 12-Bullseye

Round 11-Double Bull's eye

Points are accumulated by any segment of the designated number for each round. For example: In the first round a player must hit a 12. A single 12 = 12 points, a double 12 = 24 points, and triple 12 = 36 points. In round 4 a player can choose any double, (all three darts can hit a different double and score), and in round 8 a player can choose any triple. If a 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 the highest score.

G24 OVER (OPTIONS: L01, L02, L03)

In this game, each player tries to get high score in 3 darts. Once the score is higher than the highest score (Leader Score) that score will be regarded as "Leader Score" and the player will be leader. The leader would not lose any life. If not becoming a leader, the player will lose a life.

If a leader does not want to challenge and keeps his leader's score, he can press Next Player Button and skips his turn. A leader can also choose to proceed to challenge his own leader's score but he will also loss lives his scores is lower than the leader's score. The cricket bulbs represent the number of survivals.

A player who plays up to zero life will be out.

Option Code	L01	L02	L03
No. of Life	5	6	7

G25 By 5's

1. Each player must start at 5, then hit in sequence 10, 15, 20, 25, 30, 35, 40, 45, 50, 55, 60.
2. The first player to get to 60 is the winner.

G26 By 10's

1. Each player must start at 10, then hit in sequence 20, 30, 40, 50, 60, and then 60, 50, 40, 30, 20, and 10.
2. The first player to return to 10 is the winner.

G27 ODDS

1. Each player must start at 1, then hit in sequence 3, 5, 7, 9, 11, 13, 15, 17, 19, 19, 17, 15, 13, 11, 9, 7, 5, 3, and 1.
2. The first player to return to 1 is the winner.

Trouble Shooting

At Arachnid, Inc. we are proud of being the originator of the electronic dartboard, so we build our boards to be rugged and durable. However, with the delicate electronics in our game, and with the high usage the game 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.

Game will not score or no sound

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

Stuck Segment

If a segment is stuck player, the player score display will display a message just like 1st score display show "Err" and 2nd score display show "=03" to indicate which segment is stuck

03: single segment #3

=03: double 3 segment

= 03: triple 3 segment

A broken tip usually causes this. A long tip that sticks out of from the segment surface may be pulled out with a plier. A short tip that is broken off flush with the segment surface can be pushed through the hole into the game without damaging the electronics is 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 can fail to continue to perform.

To restore game to normal operation disconnects all power sources from the game unit. Unplug adapter and wait for 3 seconds. Reconnect power source.

Cleaning the Game

The Arachnid, Inc. dartboard 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 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.

Warranty

DMI Sports, Inc. warrants this game to be free from defects in material and workmanship for 1 year by original purchaser of the unit.

This warranty covers manufactures defects only, not normal wear and tear. The manufacturer can service malfunctions due to normal wear and tear for a fee, this warranty does not apply to products damaged through accidents, misuse, or neglect. Your warranty is void if service is attempted by anyone other than the manufacturer. All display lights and transformers are limited to a 1-year warranty.

DMI sports. Inc. reserves the right to make inspection and determination if all warranty claims.

IT IS IMPORTANT TO SAVE THE ORIGINAL BOX, PACKAGING, AND RECEIPTS!

These items are required if it ever proves necessary to return the game to the factory for service. Customer will be responsible for all freight charges if any product is returned to the factory whether or not a valid warranty claim exists. Do not return your game to the store where purchased, as they are not equipped to handle repairs. All warranty or repair requests require return authorization number provided by the factory or an authorized service center. In all cases, resolution of valid warranty claims, shall be limited to repair or replacement of defective product. No credit will be issued

DMI Sports, Inc.
375 Commerce Drive
Fort Washington, PA 19034
Phone: 215-283—0153
Customer Service: 800-423-3220
Fax: 215-283-9573
www.dmisports.com

WARNING:

An adult should supervise young people. Darts are not a child's toy. Not suitable for children under 3 years of age. May cause injury if used improperly. All spectators and players must stand behind dart shooter. Please read instructions carefully.

**Reference
Regulatory notices**

DECLARATION OF CONFORMITY

Manufacturer's Name: DIM Sports. Inc.
Manufacturer's Address: DIM Sports. Inc.
375 Commerce Drive
Fort Washington, PA 19034
USA

Declares that the product
Product Name: DARTRON-X, CRICKETRON-X, SUPERTRON-X,
CRICKETPRO, CRICKET TECH, CRICKET
MASTER, CRICKETMAX, CRICKETACE,
DARTBLASTER, CRICKET 6, TECHNOTRON-X
CRICKETSUPER 10, CRICKET SUPER 15,
CRICKET SUPER 20 CRICKET 4, CRICKET SUPER 6

Model Numbers: 1550, 1554, 1650, 1654, 1750, 1754, 1850, 1854, 1950, 2000,
2050, 2500, 2554, 2700, 3500, 475, 485, 505, 510, 525, 555, 655 (1)

Product Accessories 9 volt 300ma adaptor (2)
6 volt 4 AA cell clip on battery pack

conforms to the following product specifications:

Safety: EN 71 Teil 1, 07.89
Toy Directive 68/378/EEC EN 71 Teil 2, 01.94
EN 71 Teil 3, 01.95
HD 271 SI, 05.87

EMC: EN 61000-3-2
EMC DIRECTIVE 89/336/EEC: EN 61000-3-3
EN 55022
EN 1000-4-2
EN 1000-4-3
EN 1000-4-4

Supplementary Information:

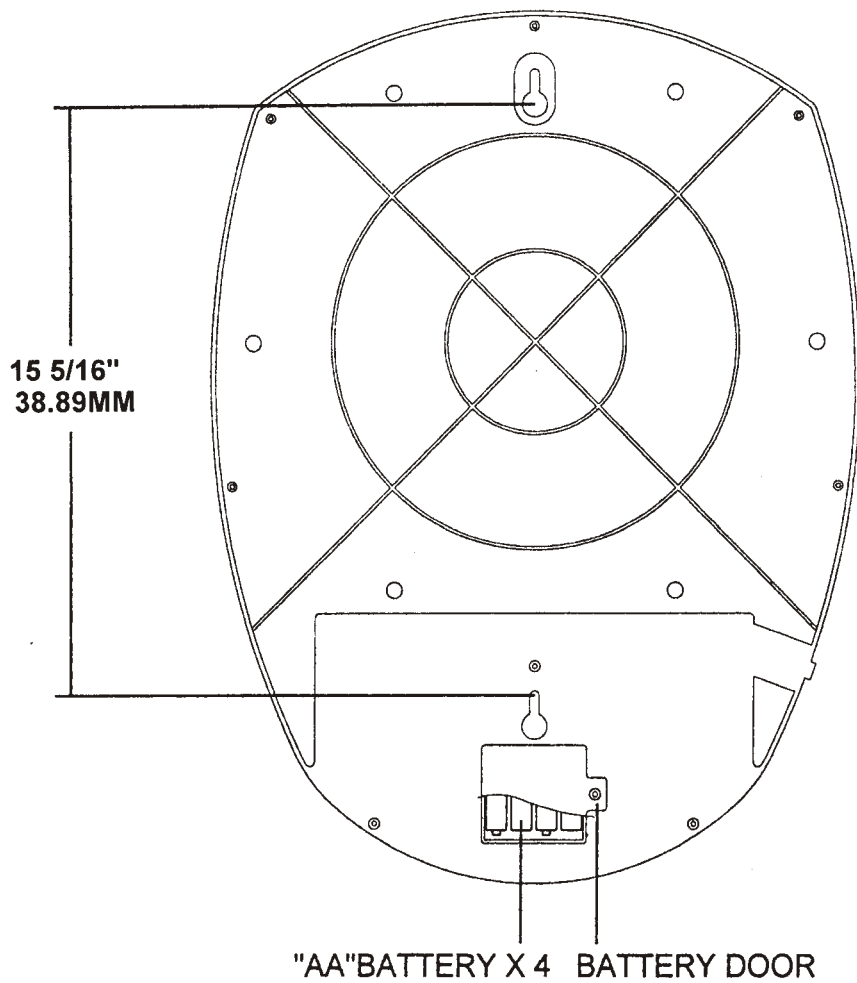
The product herewith complies with the requirements of the Toy Directive 88/378/EEC and the EMC Directive 89/336/EEC, and carries the CE marking accordingly

Notice:

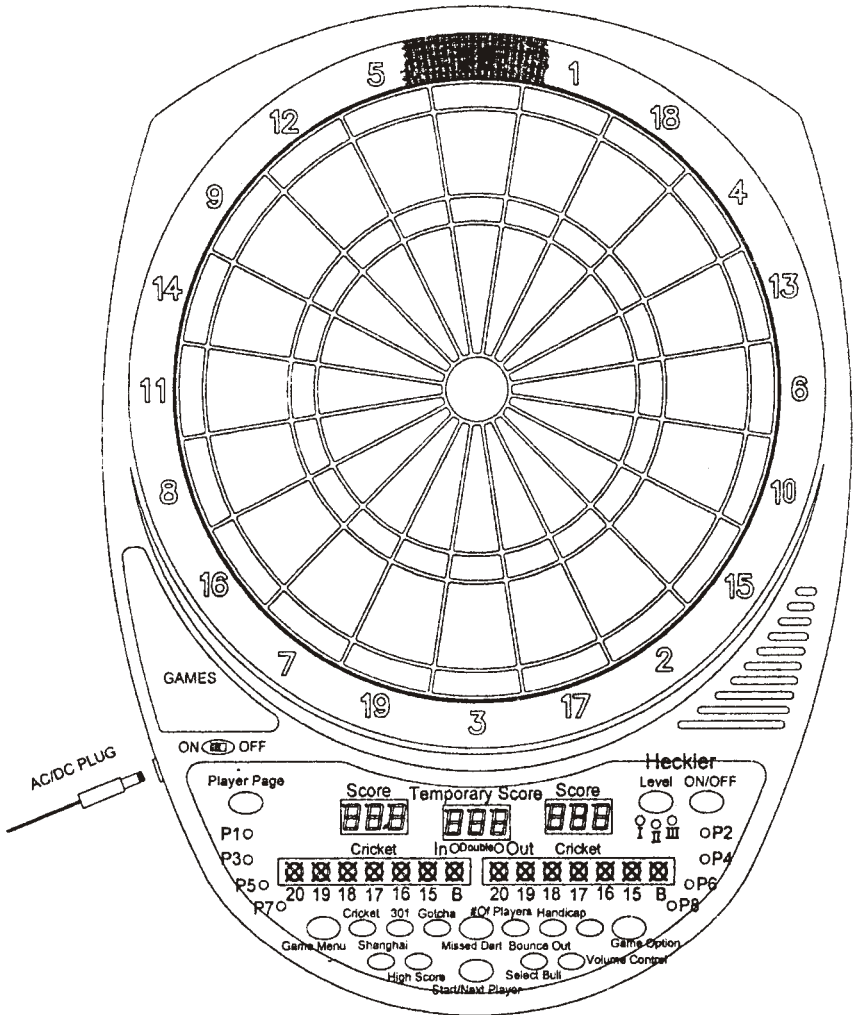
Under the extreme electrical interference conditions of these lasts the dart game can show erratic behavior and can fall to continue to perform.
To restore normal game operation disconnects all power sources from the game unit. Unplug adaptor and/or adaptor and/or batteries. Push the select button.
Reconnect power source and press the select button again.

Patent pending.

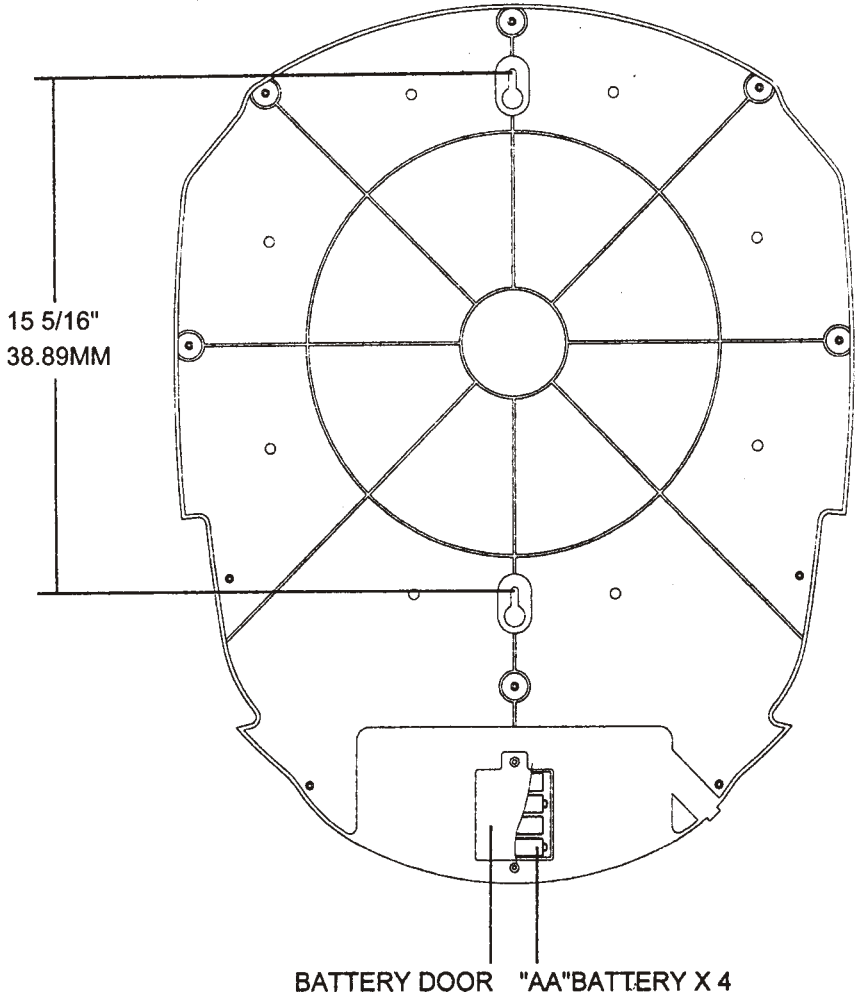
E120



E120



E520



E520

