

CricketPro 670 Electronic Dartboard

Arachnid®
The Originator of Electronic Dart Games!

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TO ORDER PARTS

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Instructions and Rules

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

CPSIA#2 - E670ARA -

- 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.

WARNING!

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

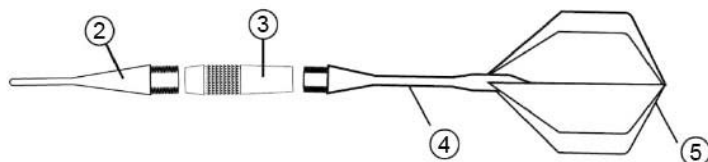
After unpacking the game, it is important to save the original box, all packaging, and receipts. These items will be needed if it ever proves necessary to return game to factory for service. Unpack your new dartboard carefully, making sure all parts are included. The following components are included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

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



TOOLS REQUIRED FOR ASSEMBLY:

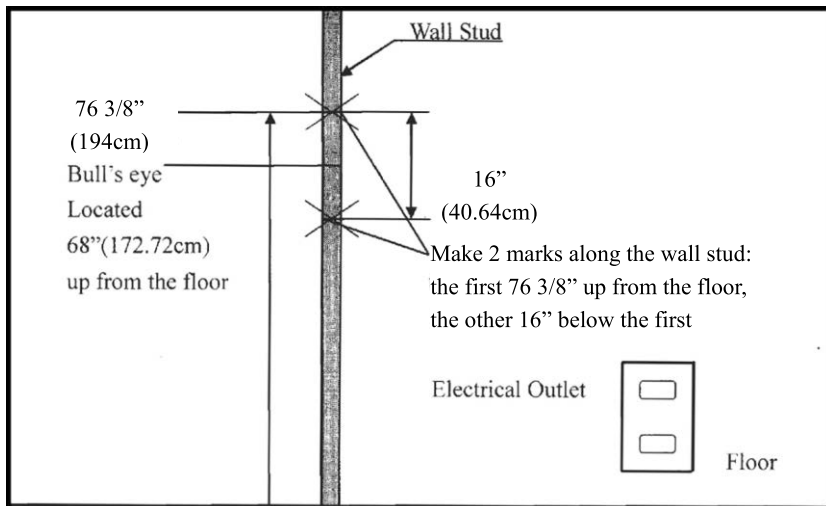
- Phillips Head Screwdrivers – not included
- Required AC Adapter  – included



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 76 $\frac{3}{8}$ " (194cm) up from the floor along the stud (see illustration above). Place another mark 16" (40.64cm) 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, 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 $\frac{1}{2}$ " (247.65cm) from the wall as a guide for throwing distance. In tournament play adhesive tape 2 feet long be 2 $\frac{1}{2}$ 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 right side of the dart board as you face it and the two-prong power adapter plug into an electrical outlet. The adapter is AC to 5V DC, 1000milliamp (minimum) adapter, with the DC plug polarity configured as positive (+) outside, and negative (-) center.
2. Press **ON / OFF** button to turn on the device and it will play a welcoming melody.
3. Press **UP** or **DOWN** buttons to select games. The selection is shown on the first two player score displays. Then press **ENTER** button to confirm the selection. The choices are printed on the dartboard.
Sio : Single In/Single Out
Dio : Double In/Single Out
Sdo : Single In/Double Out
Dis : Double In/Double Out
4. Press **UP/DOWN** buttons to select option and press **ENTER** button to confirm the selection.
5. In case of the selection of 301 or 301 league, press **UP** or **DOWN** to select the Double/Single options. Press **ENTER** button to confirm the selection.
6. Press **UP** or **DOWN** buttons to select the number of players. There are total 9 selections of players from 1 player mode to 8 players mode plus a solo player mode. Press **ENTER** button to confirm the selection and start the game. For more than 4 players, some players will share the player score display.
7. If the option you selected and confirmed is at solo player mode, you will play against the computer. Press **UP** or **DOWN** button to select the levels of the solo player and press **ENTER** button to start the game. The five levels of solo player are as follow:
C1 : Beginner
C2 : Intermediate
C3 : Advanced
C4 : Expert
C5 : Professional
8. In case in the selection of 301 or 301 league, you need to further select the bull options. Press **UP** or **DOWN** button to select and press **ENTER** button to start the game.
9. Press **MUTE** button to turn the sound on or off during the game.
10. During the game, when the computer announce "NEXT", any pressure on the segments will not activate the dartboard. The player is required to remove all the darts and press **NEXT** button to switch the next player. The dartboard will automatically switch to the next player if the board has not been played for roughly 10 seconds after the "NEXT" announcement.
11. During the game, you can press **ENTER** button to check the scores of other players.
12. Press **MISS/RESET** button to score 0 and record one dart when a dart hits on the WEB dart catcher or misses the board altogether.
13. If you want to reset the game, push **MISS/RESET** button and hold for 2 second.
14. If the game has not been played for 10 minutes, the game will turn off.
15. Press **ON/OFF** button and hold for 2 second to turn off game.

GAME TABLE

	Game	Display	No. of player	No. of options
G01	301	301	1-8	28
G02	301 League	C01	1-8	112
G03	Count Up	CUP	1-8	9
G04	Round the Clock	rCL	1-8	12
G05	Cricket	Cri	1-8	3
G06	No Score Cricket	NSc	1-8	3
G07	Cut throat Cricket	CUC	1-8	3
G08	Killer Cricket	LLc	2-8	3
G09	Low Pitch Cricket	LPc	1-8	3
G10	English Cricket	Enc	2	3
G11	Shanghai	SHi	1-8	4
G12	High Score	HiS	1-8	12
G13	Overs	orS	2-8	10
G14	Unders	Und	2-8	10
G15	Halve-it	HAL	1-8	1
G16	Big-6	biG	2-8	10
G17	Color	CL2	1-8	5
G18	Bonus Color	bC2	1-8	5
G19	Correctional Color	CC2	1-8	5
G20	No Score Color	NC2	2-8	5
G21	Free-Dart Color	FdC	1-8	4
G22	Shooting I	S-1	1-8	1
G23	Shooting II	S-2	1-8	1
G24	Shooting III	S-3	1-8	1
G25	Shooting IV	S-4	1-8	1
G26	Forty-One	For	1-8	1
G27	Bingo	bin	1-8	4
G28	Shoot-out	S-0	1-8	10
G29	9 lives	9Li	2-8	7
G30	Killer	LLr	2-8	30
G31	Double Down	ddn	1-8	1
G32	21 points	21P	1-8	7
G33	Golf 9-Holes	GoL	1-8	2
G34	Football	Ftb	1-8	1
G35	Steeplechase	StE	1-8	1

GAME INSTRUCTIONS

G01 301 (Game option: 301, 501, 601, 701, 801, 901, 999)

(Double/Single Option: Double in/ Double out/ Double in & Double out)

In the case of game options 301, 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. If so, it immediately moves on to the next player.

In the case of game options 501, 601, 701, 801, 901 and 999, the game is played the same as 301 except that a player starts with 501, 601, 701, 801, 901 and 999 points respectively.

The average score for each dart will be displayed at the end of the game.

G02 301 LEAGUE (Game option: 301, 501, 601, 701, 801, 901, 999)

This game is played the same as 301, except each player has a partner, as in league play, 2 teams with 2-4 players on each team. Each team uses two display windows, alternating turns. Team 1 = player 1, player 3, player 5 and player 7; Team 2 = player 2, player 4, player 6 and player 8, depending on how many players in a team. Any team player can win the game. Options: 2C, 3C, 4C, Sol

2C = 2 players in each team

3C = 3 players in each team

4C = 4 players in each team

Sol = 1 player in each team

The average score for each dart will be displayed at the end of the game.

G03 COUNT-UP (Game option:100/200/300/400/500/600/700/800/900)

The score will be accumulated for each dart; the first player who reaches or goes over the set points will be the winner.

Game Option: 100/200/300/400/500/600/700/800/900 correspond to target points of 100, 200, 300.....900 respectively.

G04 ROUND THE CLOCK (Game option: 105 / 110 / 115 / 120 / 205 / 210 / 215 / 220 / 305 / 310 / 315 / 320)

Hit in strict order of 1,2,3... until 5,10,15 or 20, single, double or triple depending on the difficulty. The first player to reach the last score will be the winner. 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.

105,110,115,120: The last number is 5,10,15,20 respectively regardless of single, double or triple.

205,210,215,220: The last number is 5,10,15,20 respectively and only double is valid.

305,310,315,320: The last number is 5,10,15,20 respectively and only triple is valid.

G05 CRICKET (Game option: E00/E20/E25)

Cricket is played with the numbers 15 through 20 and the bull's-eye. The first player marks a number three times & closes all the number is the winner. Marks are indicated in the cricket display scoring system at the bottom of the board. One mark is indicated by one segment "/", two marks by two segments "X", three by two segments plus a circle and the number is closed ". Doubles count as two marks, and triples as three. After a number is closed but is opened for scoring (that is the other player has not yet closed that number), a player scores points by hitting that "opened" cricket number.

However, no scores can be made for the number that has been closed by all the players. The winner is the player to close all the number and has the highest or equal score. When a player opens all the numbers but is behind in the score, he should continue scoring on his open numbers.

E00: No order

E20: Order: 20, 19, 18, 17, 16, 15 to bull

E25: Order: Bull, 15, 16, 17, 18, 19 to 20

G06 NO-SCORE CRICKET (Game option: 000/020/025)

The game is played the same as Cricket. Except that no score is made. The winner is the player who first closes all the points.

G07 CUT THROAT CRICKET (Game option: C00/C20/C25)

Cut throat cricket is played the same as cricket except when a player closed a number and begins scoring. The points 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.

G08 KILLER CRICKET (Game option: H00/H20/H25)

The game is played the same as No Score Cricket. Except that when you closes a point, and your opponents do not, you can eliminate opponent's marking by hitting the same number again. The winner is the player who closes all the points.

G09 LOW PITCH CRICKET (Game option: L00/L20/L25)

The game is played the same as Cricket. Except that the points to be shot are changed from 15 to 20 and Bull to 1 to 6 and Bull.

L00: No order

L20: Order: 6, 5, 4, 3, 2, 1 to Bull

L25: Order: Bull, 1, 2, 3, 4, 5 to 6

G10 ENGLISH CRICKET

This game is for 2 players only. The game consists of two rounds. In round one, the target of player one is the bulls' eye, each hit of the outer bull counts one mark, inner bull counts as two marks, and the other numbers count as 0 mark. The object of Player 2 is to get the highest possible score before Player 1 accumulates 9 marks. Player 2 can throw any number. However, if player 2 scores 42 points, it counts as 2 points, if player 2 scores 59 points, it counts as 19 points. Therefore score is counted only when the total score of three darts is over 40. Otherwise it counts as 0 points. The first round is finished when Player 1 accumulates 9 marks. In round two, the players switch their roles. Player 2 hits the bulls' eye and Player 1 goes for points. The game is over when Player 2 accumulates 9 marks. The player with the most points is the winner.

G11 SHANGHAI (Game option: 101/105/110/115)

Each player has to proceed for score around the board from 1 through 20 and then bull's eye. Throw a dart for each number in order and the player who gets the most scores wins.

- 101: 1 to 20, bull's eye
- 105: 5 to 20, bull's eye
- 110: 10 to 20, bull's eye
- 115: 15 to 20, bull's eye

G12 HIGH SCORE (Game option: 003/004/005/006...014)

High Score is a game where the player with the highest score at the end of 3-14 rounds wins. Each player starts the game with zero points and adds to their score with each throw. 003, 004, 005, 006... 014 represent 3,4,5,6... 14 rounds.

G13 OVERS (Game option: O03/O05/O07/O09...O21)

The players have to take turns to throw 3 darts. If your score is less than the previous player's score, 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 player will be out of the game when all his lives are gone. The last surviving player is the winner.

O03-O21 represents 3 lives to 21 lives.

G14 UNDERS (Game option: U03/U05/U07/U09...U21)

Rules follow exactly as OVERS except

1. The objective is to get the lowest 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 *MISS* button.

U03-U21 represents 3 lives to 21 lives.

G15 HALVE-IT

There are 12 rounds of three darts each in this game. The objective is to score as many points of the designated numbers as possible. The designated numbers for each round are:

1st round	12
2nd round	13
3rd round	14
4th round	Any doubles
5th round	15
6th round	16
7th round	17
8th round	Any triples
9th round	18
10th round	19
11th round	20
12th round	Bull's Eye

Scoring occurs when the dart hits the designated area only. All hits are scored at face value. Should all three of a player's darts miss the designated target area, his total score to those points is cut in half. The highest score at the end is the winner.

G16 BIG-6 (Game option: b03/b05/b07/b09...b21)

This game allows players 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 a 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. The same rule applies to the following darts. Single doubles and triples are all separate 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 left is the winner.

b03-b21 represents 3 to 21 lives respectively.

G17 COLOR (Game option: 100/200/300/400/500)

To begin this game, each player must throw one dart to determine at which color (black or red) they will be shooting. (If the player hits a bull's eye with this dart, they must throw again to decide the color)(The double and triple segments are considered to have the same color as the single segment). Each player then tries to hit their color target in order to add up to the total score. If a player throws a dart in an opponent's color, then the mark does not count. The bull's eye does count towards your total score. The first player to the pre-set final score wins.

Game options 100, 200...500 represent 100, 200.... 500 scores respectively.

G18 BONUS COLOR (Game option: 100/200/300/400/500)

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

G19 CORRECTIONAL COLOR (Game option: 100/200/300/400/500)

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

G20 NO-SCORE COLOR (Game option: 003/ 004.... 007)

This game is played the same as "color" with the following exception. Each player tries to hit their color target to make 1 point. If a player throws a dart in an opponent's color, one mark is removed from the player's total score and the player loses his turn. (The bulls' eye does count towards your total score.) The winner will be the only player with marks remaining.

003, 004.... 007 represent 3 points, 4 points.... 7 points as the total points respectively.

G21 FREE-DART COLOR (Game option: 005/ 010/015/020)

This game is played the same as "Color" with the following exception. Each player tries to hit their color target to gain the highest possible score. If a player throws a dart in an opponent's color, it does not count towards the total score. (The bulls' eye does count towards your total score.) The player with the highest total of points after all the darts are thrown is the winner.

005, 010, 015 and 020 represent 5 darts, 10 darts, 15 darts and 20 darts respectively.

G22 SHOOTING I

In this game, each player throws three darts. The player with the highest 3 dart total wins that round. Winner is the first one to win 7 rounds.

G23 SHOOTING II

This game is played just like Shooting I, however, only darts that land in the single, double or triple areas of the following Target Area numbers will count towards the score: 15, 16, 17, 18, 19, 20 and Bulls' eye. Winner is the first one to win 7 rounds.

G24 SHOOTING III

This game is played just like Shooting I. However, the game lasts seven rounds and the winner is the first one who wins 4 rounds within 7 rounds or who wins the most rounds after 7 rounds.

G25 SHOOTING IV

This game is played just like Shooting III, however, only darts that land in the single, double, or triple areas of the following Target Area numbers will count towards the scorer: 15, 16, 17, 18, 19, 20, Bulls' eye. Winner is the first one who wins 4 rounds within 7 rounds or who wins the most rounds after 7 rounds.

G26 FORTY-ONE

This game starts with a base score of 40 for each player. The player has to score by hitting the active segment of the current round. For instance, in the 1st round, the player must throw for the 20 segment. If no 20's is hit, his score will be cut by half. If some 20's are hit, each 20 (doubles and triples count) is added to the starting total. The next round is 19 and so on down to 15 and then bulls' eye. A round of 41 points is included before bull's eye and a player has to get through this challenge before turning to the end.

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

G27 BINGO(Game option: 132/141/168/189)

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

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

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

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

189- Hit the segment with the sequence of 19, 10, 18, 5, 11.

The player should hit a number segment three times to enter into the next number segment. Hitting the single segment counts as one time; the double segment counts as two times; the triple segment counts as three times.

G28 SHOOT OUT (Game option:-03/-05/-07/-09...-21)

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, it will automatically change to another number for the player to hit and it counts as you hit on the wrong number. The player's score display will show the number of the target left. In this game double & triple are treated as single.

G29 9 LIVES (Game option: 003/ 004/005.... 009)

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

003, 004, 005 009 represent 3, 4, 5..... 9 lives respectively.

G30 KILLER (Game option: 003/ 005/007/009.... 021)

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

Option	Lives	Shoot area (killer)
003	3	Single, double, triple
005	5	Single, double, triple
.....	...	Single, double, triple
021	21	Single, double, triple
203	3	Double
205	5	Double
...		Double
221	21	Double
303	3	Triple
305	5	Triple
....		Triple
321	21	Triple

G31 DOUBLE DOWN

This game is played the same as '41' except

1. The sequence is from 15 to 20.
2. There is no additional round '41'.
3. There are some additional rounds, DBL and TPL. In which you should hit any double segment and any triple segment respectively.

	15	16	DBL	17	18	TPL	19	20	B	TOTAL
Player 1										
Player 2										

G32 21 POINTS (Game option: 003/ 004/005.... 009)

The object of this game is to get the most marks. A player can get one mark in two ways:

1. Gets 21 points exactly with 1, 2 or 3 darts, or
2. Has the highest points up to 21 points (if no one gets 21 points in this round)

The player will 'bust' when a score is over 21 points and the player cannot get a mark. After the game is over, the player with the most marks wins the game.

003, 004, 005..... 009 represent 3 rounds, 4 rounds, 5 rounds..... 9 rounds respectively.

G33 GOLF 9 HOLES (Game option: 09/18)

This is a dartboard simulation of the game golf (but you don't need clubs to play). The object is to complete a round of 9 through 18 "holes" with the lowest score possible. The championship "course" consists of all par 3 holes making par 27 for a nine hole round or 54 for a round of 18. The segments 1 through 19 are used with each number representing a "hole." You must score 3 hits in each hole to move to the next hole. Obviously, double and triples affect your score as they allow you to finish a hole with fewer strokes. For example throwing a triple on the first shot of a hole it is counted as an "eagle" and that player completes that hole with 1 "stroke."

Note: The active player continues to throw darts until he "holes out" (scores 3 hits on the current hole). The voice announcer will indicate the player that is up - listen carefully to avoid shooting out of sequence.

G34 FOOTBALL

Player has to first select their playing field by throwing a dart at the dartboard. 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, outer bull's eye, inner S-6, T-6, outer S-6, and finally the D-6. The first player who finished his playing field is the winner.

G35 STEEPLECHASE

The objective of this game is to be the first player to finish the “race” by being the first to complete the “track.” The track starts at the 20 segment and runs clockwise around the board to the 5 segment and ends with a bull’s eye. Only the single segment of each number can be hit and there are 4 “hurdles” in the game.

1st fence, triple 13.

2nd fence, triple 17.

3rd fence, triple 8.

4th fence, triple 5.

The first player to complete the course and hit the bull’s eye wins the race.

The sequence of the “race” is (20S, 1S, 18S, 4S, 13T, 6S, 10S, 15S, 2S, 17T, 19S, 7S, 16S, 8T, 11S, 14S, 9S, 12S, 5T, B)

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:

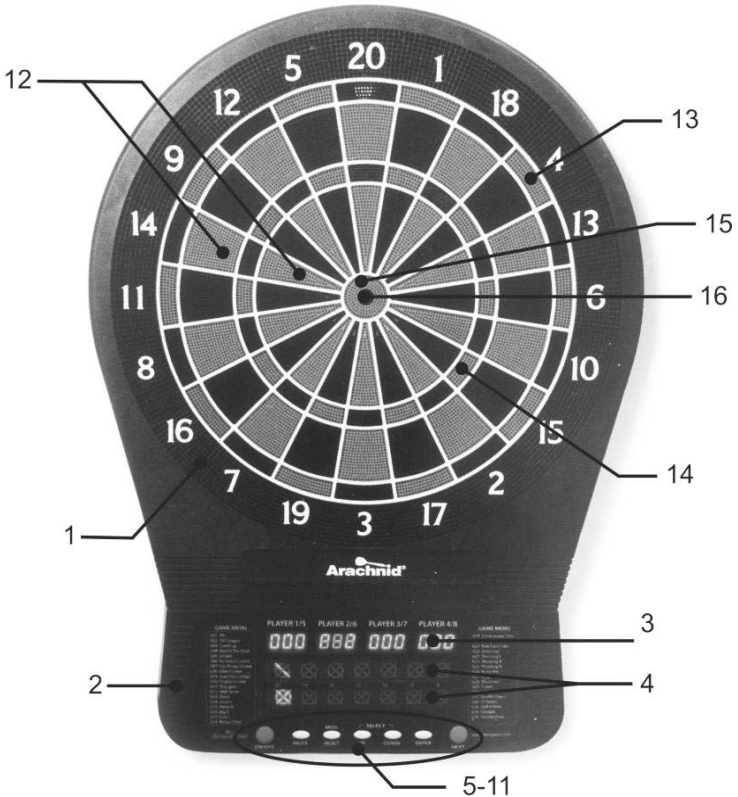
Notice

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 | 9. Down / Select Button |
| 2. Speaker | 10. Enter Button |
| 3. LED Display | 11. Next Button |
| 4. Cricket Display | 12. Single Ring |
| 5. ON / OFF Button | 13. Double Ring |
| 6. Mute Button | 14. Triple Ring |
| 7. Miss / Reset Button | 15. Bullseye |
| 8. Up / Select Button | 16. 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 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."



The ARACHNID trademark is a registered trademark owned by Arachnid 360 LLC and used by Escalade Sports pursuant to license