

PROTON

Electronic Dartboard



TRIUMPH

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Instructions and Rules

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

CPSIA#2 - EDB220F - -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 /
1-800-426-1421

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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.

Do not mix old and new batteries and do not mix alkaline, standard (carbon-zinc), or rechargeable (ni-cad, ni-mh, etc.) batteries.

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.

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."

INTRODUCTION

Thank you for purchasing this electronic dart board. It's computerized scoring system makes game playing easy and enjoyable. With 35 built-in games & 580 options from, both beginners and more advanced players will find games to suit them. Up to 8 players can play at one time.

Please read the instructions before playing and be sure to save them for future reference.

UNPACKING THE GAME

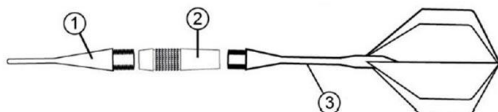
After unpacking the game, it is important to save the original box, all packaging, and receipts. These items will be needed if it ever proves necessary to return game to factory for service. Unpack your new dartboard carefully, making sure all parts are included. The following components are included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

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

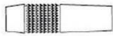
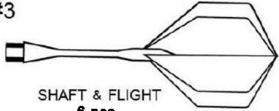


TOOLS REQUIRED FOR ASSEMBLY:

- Phillips Head Screwdrivers – not included
- AC Adapter; Output 5V-1000mA,  – not included
- 3 AA Battery (optional) – not included



PARTS IDENTIFIER

#1  TIP 30 pcs	#2  STEEL BARREL 6 pcs	#3  SHAFT & FLIGHT 6 pcs
#4  MOUNTING HARDWARE 2 pcs	#5  DRYWALL ANCHOR 2 pcs	

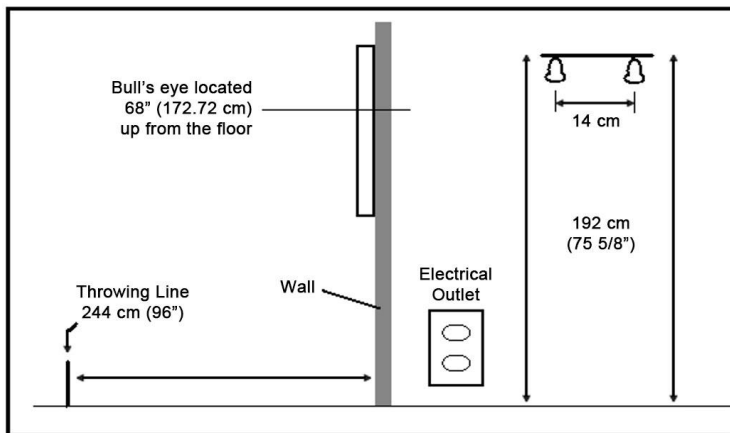
MOUNTING INSTRUCTION

The dartboard should be hung on a wall hook, with the bull's eye 172.72cm (68") above the floor. Darts are supposed to be thrown from a distance of about 244cm (96"), so be sure there is about 3m (10') of open floor space in front of the board.

Place two marks side-by-side on the selected wall studs 192 cm (75 5/8") above the floor, with 14cm (5 1/2") between them. Screw two screws into the reference marks until the screw heads are protruding about 1/2" from the wall.

Line up the mounting holes on the back of the game with the screw heads, then mount the game. 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 172.72cm (68") above the floor.



**Mounting the device
(View facing wall)**

Power Installation

The device is designed to be powered by AC Adapter 5V DC, 1000 mA (minimum), with the DC plug polarity configured as $\oplus$ $\ominus$ and 3 x AA cells. For AC Adaptor, plug the DC plug insert into the DC power jack and the AC plug into an electrical outlet:

- **During use:** ensure the connecting cable does not present a tripping or other hazard.
- **After using the dartboard:** switch off the power at the mains and unplug the adapter from the mains and dartboard.
- **Never leave the adapter connected to the dartboard when not in use.**
- **Stow the adapter safely when not in use.**

For battery operated, it can be opened from the back and then installing 3 alkaline AA cells. Also for energy saving purpose, this device is equipped with auto sleeping & auto power off mode. If the device is not being played, it will at sleep mode after 3 minutes and will turn off after another 30 minutes.

WARNING!

- Batteries should be replaced by an adult.
- Non-rechargeable batteries are not to be recharged.
- Rechargeable batteries are to be removed from the toy before being charged.
- Rechargeable batteries are only to be charged under adult supervision.
- Different types of batteries or new and used batteries are not to be mixed.
- Only batteries of the same or equivalent types as recommended are to be used.
- Batteries are to be inserted with the correct polarity.
- Exhausted batteries are to be removed from the toy.
- The supply terminals are not to be short-circuited.
- Do not dispose of in fire, in water or the general rubbish.

IMPORTANT NOTE

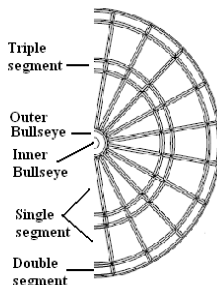
1. During shipping or in the course of normal play it is possible for scoring segments of this board to become temporarily jammed, resulting in a frozen segment. If this occurs, the score of stuck segment will be counted and displayed when player change. Take the following steps when this error appears:
 - Find the stuck segment which the score is automatically counted and displayed when changing players.
 - Press firmly down on the stuck segment until it breaks free and loose. Once stuck segments are loosened, the error should be gone and the board should continue to operate normally.



2. This game is designed for use with soft tip darts only. Do not attempt to use steel tip darts or longer soft tip darts at any time (maximum length: 2.5 cm).
3. Electronic and mechanical reaction time is required between shots. If two shots occur too close together, pull out second dart and re-throw to properly record your score.
4. Under the environment with electrical fast transient the dart game may malfunction and require use to reset the dart game.
5. This is an adult game which includes functional sharp point. Children should only play under adult supervision.
6. Please peel off the protective film at the display area before use.

CALCULATING POINTS

<u>Segment</u>	<u>Scoring rule</u>
Single segment	Score x 1
Double segment	Score x 2
Triple segment	Score x 3
Outer Bullseye	25 X 1
Inner Bullseye	25 x 2



GENERAL DEVICE OPERATION.

1. Press the **ON/OFF** button to turn on game, all displays will light up with a welcoming sound. When the sound goes off, the player score displays will show "G01" and "301" respectively.
2. Press the **UP** or **DOWN** buttons to select games. The selection is shown on the player score displays. Then press the **ENTER** button to confirm the selection. Game listed on **GAME TABLE** on page 9.
3. Press the **UP** or **DOWN** buttons to select option and press the **ENTER** button to confirm the selection.
4. For 301 game or 301 League game, press the **UP** or **DOWN** buttons to further select the Single / Double options. Press the **ENTER** button to confirm the selection.

DI LED	DO LED	Selection
Off	Off	Single In / Single Out
On	Off	Double In / Single Out
Off	On	Single In / Double Out
On	On	Double In / Double Out

Single In : To start the game, any segment may be hit.

Double In : To start the game, only doubles including the double bull may be hit.

Single Out : To finish the game, any number that will make the player's score to 0 counts as a winning dart.

Double Out : To finish the game, only a double that will make the player's score to 0 counts as a winning dart.

5. Press the **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 computer player mode. Press the **ENTER** button to confirm the selection and start the game. For more than 2 players, some players will share the player score display.
6. If the option you selected and confirmed is at computer player mode, you will play against the computer. Press the **UP** or **DOWN** buttons to select the levels of the computer player and press the **ENTER** button to start the game. The five levels of computer player are as follow:

- C-1: Beginner
 - C-2: Intermediate
 - C-3: Advanced
 - C-4: Expert
 - C-5: Professional
7. For some games, handicap mode can be selected after selection and before selecting bull option or entering the game. After select the player, press the **HANDICAP** button to select the player that you want to give handicap. Then press the **UP** or **DOWN** buttons to select the handicap option. Press the **HANDICAP** button again to jump to the next player if you want to give the handicap to another players. Press the **ENTER** button at any time to start the game. Game with **HANDICAP** feature are listed on **GAME TABLE** together with its selectable handicap options on **page 9**.
 8. In case the game has 25/50 & 50/50 bull options, you can press the **UP** or **DOWN** buttons to select and press the **ENTER** button to confirm the selection. 25/50 (outer bull is 25 and inner bull is 50) and 50/50 (both inner and outer bull is 50).
 9. 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 the **NEXT** button for the next player's round. The dartboard will automatically switch to the next player if the board has not been played for roughly 10 seconds after the "NEXT" announcement.
 10. Press the **MISS / RESET** button to score 0 and record one dart when a dart hits on the WEB dart catcher or misses the board altogether during the play of the game.
 11. If you want to reset the game, press the **MISS / RESET** button and hold for 2 seconds.
 12. During the course of playing, you can press the **ENTER** button to check the scores of other players.
 13. During the course of playing, you can turn on or off the sound by pressing the **SOUND** button.
 14. Press and hold the **ON/OFF** button for 3 seconds to turn off the game. For energy saving purpose, the board is equipped with an auto power off feature. If the game has not been played for 30 minutes, the game will turn off automatically.

GAME TABLE

<u>No.</u>	<u>Game</u>	<u>Display</u>	<u>Variations</u>	<u>No.of Players</u>	<u>Handicap</u>
G01	301	301	7 / 56	1-8	-20, -40, -60, -80 Scores
G02	301 League	C01	7 / 224	1-8	-20, -40, -60, -80 Scores
G03	Count Up	CUP	9 / 18	1-8	+20, +40, +60, +80 Scores
G04	Round the Clock	rCL	12	1-8	
G05	Shanghai	Shi	4	1-8	+20, +40, +60, +80 Scores
G06	High-Score	HiS	12 / 24	1-8	+20, +40, +60, +80 Scores
G07	Killer	LLr	30	2-8	-1, -2, -3, -4 Lives
G08	Shoot Out	S-0	19	1-8	+1, +2, +3, +4 Marks
G09	9 Lives	9Li	7	2-8	-1, -2, -3, -4 Lives
G10	Cricket	Cri	3 / 6	1-8	
G11	No Score Cricket	NSc	3 / 6	1-8	
G12	Cut Throat Cricket	Cuc	3 / 6	1-8	
G13	Killer Cricket	LLc	3 / 6	2-8	
G14	Scram Cricket	SCc	1 / 2	2	
G15	Low Pitch Cricket	LPc	3 / 6	1-8	
G16	English Cricket	Enc	1 / 2	2	
G17	Doubles only	Dbc	3 / 6	1-8	
G18	Color	CL2	5	1-8	+20, +40, +60, +80 Scores
G19	Bonus Color	bC2	5	1-8	+20, +40, +60, +80 Scores
G20	Correctional Color	CC2	5	1-8	+20, +40, +60, +80 Scores
G21	No Score Color	NC2	5	2-8	-1, -2, -3, -4 Marks
G22	Free Dart Color	FdC	4	1-8	+20, +40, +60, +80 Scores
G23	Overs	orS	19 / 38	2-8	-1, -2, -3, -4 Lives
G24	Unders	Und	19 / 38	2-8	-1, -2, -3, -4 Lives
G25	Halve-It	HAL	1 / 2	1-8	+20, +40, +60, +80 Scores
G26	Big-6	biG	19	2-8	-1, -2, -3, -4 Lives
G27	Forty-One	For	1 / 2	1-8	+20, +40, +60, +80 Scores
G28	Bingo	Bin	4	1-8	
G29	Double Down	ddn	1 / 2	1-8	+20, +40, +60, +80 Scores
G30	21 Points	21P	7	1-8	+1, +2, +3, +4 Marks
G31	Nine Dart Century	Ndc	3 / 6	1-8	
G32	Shooting I	S-1	1 / 2	1-8	
G33	Shooting II	S-2	1 / 2	1-8	
G34	Shooting III	S-3	1 / 2	1-8	
G35	Shooting IV	S-4	1 / 2	1-8	

GAME INSTRUCTIONS

G01: 301 (Options: 301, 501, 601, 701, 801, 901, 999, 25/50 & 50/50 Bull)

The score will be deducted for each dart from 301/501/601/701/801/901/999 points.

The first player who reaches exactly 0 will be the winner. When a player exceeds the score needed to reach exactly zero, the turn is a “bust” and the score reverts back to what it was before the turn.

DI LED	DO LED	Selection	Game Rule
Off	Off	Single In / Single Out	The scoring begins and ends when any number is hit. The player can finish the game with a hit on any number that reduces the score to exactly zero.
On	Off	Double In / Single Out	The scoring begins when a number in the double's ring or the double bull's eye is hit. No score will be counted until this condition is met.
Off	On	Single In / Double Out	The player can finish the game with a hit on a number in the double's ring or the double bull's eye that reduces the score to exactly zero. When a player exceeds the score needed to reach exactly zero or “1”, the turn is a “bust” and the score reverts back to what it was before the turn (Remaining “1” score is also a bust, because there is no possibility to bring it to zero with a double hit)
On	On	Double In / Double Out	The scoring begins when a number in the double's ring or the double bull's eye is hit and it ends when a double's ring or the double bull's eye is hit that reduces the score to exactly zero.

POINTS PER DART (PPD)

To make games more enjoyable, the game will also display the players Points per dart average (abbreviated as PPD) for each player to track their skill level.

PPD or Points Per Dart is used for all '01 games only, (301, 501, etc.). The PPD calculation is simply dividing the total points by the number of actual darts thrown. The PPD will get displayed on the Player Score Display automatically when the game is over. The top Player Score Display shows Player 1's PPD and the bottom Player Score Display shows Player 2's PPD. If there are more than 2 players, press the NEXT button to shows Player 3 and Player 4 PPD, press the NEXT button again to shows Player 5 and Player 6 PPD, and press NEXT button again to shows Player 7 and Player 8 PPD, and press NEXT button again to continue back to Player 1 and Player 2 PPD. This device doesn't support a decimal score display. For example: Player #1 wins the game with his 12th dart. He has achieved a total of 301 points. His PPD is 25.08, but the display will only show 25 as its rounded off.

G02: 301 LEAGUE (Options: 301, 501, 601, 701, 801, 901, 999, 25/50 & 50/50 Bull)

Similar to 301 game but here the teams play against each other. All odd number players will be at one team whilst the even number players will be at another team. The team's score, which shared by all team players, will be deducted for each dart from 301/ 501/ 601/ 701/ 801/ 901/ 999 points. If one team reaches 0 exactly, this team has won. Apart from the 301 game variations, this game also allows selection of the following 4 different team members.

Options: 2-C, 3-C, 4-C, Cyb

2-C: 2 players in each team

3-C: 3 players in each team

4-C: 4 players in each team

Cyb: 1 player vs computer player

G03: COUNT UP (Options: 100, 200, 300, 900, 25/50 & 50/50 Bull)

The objective is to beat the other players by being the first to reach a preset score. The score will be accumulated for each dart, the first player who reaches or goes over the set points will be the winner. The set point options are 100, 200, 300 ... 900 respectively.

G04: ROUND THE CLOCK (Options: 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 are reached with straight, double or triple shots depending on the performance level. The first player to hit the final number is 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: SHANGHAI (Options: L01, L05, L10, L15)

Each player has to proceed around the board to score from 1 through 20 and then the bull's eye. Throw a dart for each number and the player who gets the highest scores wins. The computer will display the number that the player has to hit. Each player can score on any correct segments (single X 1, Double X 2, Triple X 3) and selections are varied as follows:

L01: the game starts from segment 1

L05: the game starts from segment 5

L10: the game starts from segment 10

L15: the game starts from segment 15

G06: HIGH-SCORE (Options: H03, H04, H05.....H14, 25/50 & 50/50 Bull)

Each player has to rack up the most points in 3, 4, 5...or 14 rounds (each round 3 darts) to win. Doubles and triples count as 2X and 3X that segment's score respectively. The cricket display will count how many rounds you have played.

H03, H04, H05 H14 represent 3, 4, 5..... 14 rounds respectively.

G07: KILLER (Options: 003, 005, 007, 009, 011, 013, 015, 017, 019, 021, 203, 205, 207, 209, 211, 213, 215, 217, 219, 221, 303, 305, 307, 309, 311, 313, 315, 317, 319, 321)

To start, each player must select his/her number by throwing a dart at the target area. The display will indicate "SEL" at this point. The number, each player gets, is his/her 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

The cricket display will count how many lives you have left.

G08: SHOOT OUT (Options: -03, -04, -05, -19, -20, -21)

The computer will randomly display a number for the player to hit. One mark will be deducted for each correct hit. The first player who reaches zero wins. If a player does not hit the dartboard within 10 seconds, the dart is regarded as a miss and the dartboard will automatically change to another random number for the player to hit for the next dart.

-03, -04, -05 -21 represent the starting marks 3, 4, 5..... 21 marks respectively.

G09: 9 LIVES (Options: 003, 004, 005, 006, 007, 008, 009)

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

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

G10: CRICKET (Options: C00, C20, C25, 25/50 & 50/50 Bull)

1. The Cricket game will only use the number 15-20 & bull's eye. All valid hits will be confirmed & displayed by the cricket display.
2. When a number has been hit 3 times by a player, it is then 'opened' (number closed and opened for scoring) to that player and any further hits will score points as thrown.
3. Once a number has been hit 3 times by all players, that number is then 'closed' and can no longer be scored upon by any player.
4. A player who has 'opened' a number can continue to score on that number until it becomes 'closed'.
5. A player wins the game when he/she first 'closed' all the numbers and has equal or greater scores than the other players. However if players are tied on points, or have no points, the first player to 'close' all numbers wins.
6. And if a player has 'closed' all numbers first, but is behind on points, scoring continues on 'opened' numbers. If that player has not accumulated the highest points by the time another player 'closed', the player with the highest points will be the winner.

Option	Description
C00	Hit and 'open' numbers 15-20 and bull's eye in any order.
C20	Hit and 'open' the number 20 first, then in order 'open' numbers 19,18,17,16,15 and bull's eye
C25	Hit and 'open' bull's eye first, then in order 'open' numbers 15, 16, 17, 18, 19 and 20.

Note:

1. Single segment : Count one time
Double segment: Count two times
Triple segment: Count three times
2. The segment will be 'opened' if already hit more than three times. It will be 'closed' if all players 'opened' the same segment.

G11: NO SCORE CRICKET (Options: 000, 020, 025, 25/50 & 50/50 Bull)

This game is similar to the Cricket game EXCEPT no score is made. The winner is the player who first 'closed' all the points.

Option	Description
000	Hit and 'open' numbers 15-20 and bull's eye in any order.
020	Hit and 'open' the number 20 first, then in order 'open' numbers 19,18,17,16,15 and bull's eye
025	Hit and 'open' bull's eye first, then in order 'open' numbers 15, 16, 17, 18, 19 and 20.

G12: CUT THROAT CRICKET (Options: 00C, 20C, 25C, 25/50 & 50/50 Bull)

Similar basic rules as the Cricket game EXCEPT points are added to your opponent's scores once scoring begins. The player who first 'closed' all segments with the fewest scores wins. This variation enables players to rack up scores for their opponents, digging them into a deeper hole.

Option	Description
000	Hit and 'open' numbers 15-20 and bull's eye in any order.
020	Hit and 'open' the number 20 first, then in order 'open' numbers 19,18,17,16,15 and bull's eye
025	Hit and 'open' bull's eye first, then in order 'open' numbers 15, 16, 17, 18, 19 and 20.

G13: KILLER CRICKET (Options: H00, H20, H25, 25/50 & 50/50 Bull)

This game is similar to the No Score Cricket game EXCEPT when you 'closed' 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 'closed' all the points.

Option	Description
H00	Hit and 'open' numbers 15-20 and bull's eye in any order.
H20	Hit and 'open' the number 20 first, then in order 'open' numbers 19,18,17,16,15 and bull's eye
H25	Hit and 'open' bull's eye first, then in order 'open' numbers 15, 16, 17, 18, 19 and 20.

G14: SCRAM CRICKET (Options: 25/50 & 50/50 Bull)

This game is a variation of Cricket. The game consists of 2 rounds. In the first round, player 1 must close 15 through 20 and bull's eye while player 2 attempts to get as high score as he can by scoring the 'open' numbers. Round 1 will be finished when all numbers have been 'closed'. For round 2, the reverse is done. The player with the highest score after both rounds is the winner.

G15: LOW PITCH CRICKET (Options: E00, E20, E25, 25/50 & 50/50 Bull)

This game is similar to Cricket game. EXCEPT the numbers to be shot are changed from “15 to 20 and bull's eye” to “1 to 6 and bull's eye”.

Option	Description
E00	Hit and 'open' numbers 1-6 and bull's eye in any order.
E20	Hit and 'open' the number 6 first, then in order 'open' numbers 5, 4, 3, 2, 1 and bull's eye
E25	Hit and 'open' bull's eye first, then in order 'open' numbers 1, 2, 3, 4, 5 & 6 and 6.

G16: ENGLISH CRICKET (Options: 25/50 & 50/50 Bull)

This game is for 2 players only. The game consists of two rounds. In round one, the target of player one is the bull's eye, each hit of the outer bull counts as one mark, inner bull counts as two marks, and the other numbers are count as 0 mark. The object of Player 2 is to get the highest possible scores 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 scores of three darts are over 40 otherwise it counts as 0 points. The first round is finished when Player 1 accumulates 9 marks. In round two, the players change their roles. Player 2 hits the bull's 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.

G17: DOUBLES ONLY CRICKET (Options: L00, L20, L25, 25/50 & 50/50 Bull)

This game is similar to Cricket game EXCEPT that a double of each designated cricket number must be hit before a player can go further with that number. Once double is hit, that number is allowed to 'open'. Then that double, and all other doubles, triples and singles of that number count. For example, to start the number 20, each player must hit double 20. After getting double 20 then a single 20 would 'close' the number, a double would 'close' and score 20 points, and a triple would 'close' and score 40 points. So, it is impossible to 'close' a number with one dart.

Option	Description
L00	Hit and 'open' numbers 15-20 and bull's eye in any order.
L20	Hit and 'open' the number 20 first, then in order, open numbers 19,18,17,16,15 and bull's eye
L25	Hit and 'open' bull's eye first, then in order open numbers 15, 16, 17, 18, 19 and 20.

G18: COLOR (Options: 100, 200, 300, 400, 500)

To begin this game, player 1 must throw one dart to determine which color (#20 color or #1 color) to shoot at. If player 1 hits a bull's eye with this dart, he/she must throw again to decide the color. All odd number players will be at the same color as player 1 whilst the even number players will be at another color. The double and triple segments are considered to have the same color as the single segment. Each player then tries to hit his/her color target in order to add up to or go over the total scores (which must be decided on and set up in game options at the beginning of

the game: 100, 200, 300, 400 or 500). 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 scores. The first player reaching the preset final score wins.

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

G19: BONUS COLOR (Options: 100, 200, 300, 400, 500)

This game is similar to the Color game with the following EXCEPTION. If a player throws a dart in an opponent's color, all players in this color will get the points added towards their total scores.

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

G20: CORRECTIONAL COLOR (Options: 100, 200, 300, 400, 500)

This game is similar to the Color game with the following EXCEPTION. If a player throws a dart in an opponent's color, those points are deducted from his/her total scores.

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

G21: NO SCORE COLOR (Options: 003, 004, 005, 006, 007)

This game is similar to the Color game with the following EXCEPTION. Each player tries to hit his/her color target to make one mark. If a player throws a dart in an opponent's color or hit out of the dartboard, one mark is deducted from this player's total marks and he/she loses his/her turn. (The bull's eye does count towards his/her total marks.) The winner will be the only player with marks remaining.

003, 004.... 007 represent 3 marks, 4 marks.... 7 marks respectively. The cricket display will count how many marks you have.

G22: FREE DART COLOR (Options: 005, 010, 015, 020)

This game is similar to the Color game with the following EXCEPTION. Each player tries to hit his/her 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 scores. (The bull's eye does count towards your total scores.) The player with the highest scores 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. The cricket display will count down how many darts you have left.

G23: OVERS (Options: O03, O04, O05.....O20, O21, 25/50 & 50/50 Bull)

The players have to take turns to throw 3 darts. If a player's score is less than the previous player's score, one cricket light will turn off which means he/she loses one life. Before each player shoots in each round, the player score display shows his/her target score (the first target is randomly assigned by the computer). A player will be out of the game when all his/her lives are gone. The last surviving player is the winner.

O03 –O21 represents 3 lives to 21 lives. The cricket display will count down how many lives you have left.

G24: UNDERS (Options: U03, U04, U05.....U20, U21, 25/50 & 50/50 Bull)

This game is similar to the Overs game with the following EXCEPTION.

1. The target score is the lowest score for each turn.
2. A missed dart should be counted as 60 by pressing the **Miss** button.

U03-U21 represents 3 lives to 21 lives. The cricket display will count down how many lives you have left.

G25: HALVE-IT (Options: 25/50 & 50/50 Bull)

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:

Round	12	13	14	D	15	16	17	T	18	19	20	B	Total
Player													

D: Double

T: Triple

B: 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 player with the highest score at the end is the winner.

G26: BIG-6 (Options: b03, b04, b05.....b20, b21)

Single 6 is the first target to hit when the game begins. Within the three throws, player 1 must hit a 6 to "save" his/her life. After the current target is hit, the next dart thrown will determine the opponent's target. If player 1 fails to hit the current target within 2 darts, he/she will lose the chance to determine the next target for player 2. Player 2 will shoot for a new target generated by computer randomly. Singles, 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 to b21 represents 3 to 21 lives respectively. The number of lives left is shown on the cricket display.

G27: FORTY-ONE (Options: 25/50 & 50/50 Bull)

Everybody starts the game by shooting for the number 20, and then 19, 18, 17, 16, 15, bull's eye and then total 41 points. Each player throws three darts at the same number, and then progresses to the next number in the next round. All scores will be accumulated, Double counts as 2x and Triple as 3x the points. An additional round of 41 points is included after bull's eye and a player has to get through this challenge before ending the game. At the end of the game, the player with the highest scores is the winner.

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

B: Bull's Eye

G28: BINGO (Options:132, 141, 168, 189)

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

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

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

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

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

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

G29: DOUBLE DOWN (Options: 25/50 & 50/50 Bull)

The game starts with a base score of 40 for each player. The player has to score by hitting the active number of the current round. For instance the 1st round, the player must throw to hit number 15. If no number 15 segment is hit, the player's score will be cut by half. The next round is 16 and so on. For D and T, the player has to hit any double or triple and the same rule will be applied. The player who gets the highest scores is the winner.

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

D: Double

T: Triple

B: Bull

G30: 21 POINTS (Options: 005, 006, 007, 008, 009, 010, 011)

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 within 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.

005, 006, 007..... 011 represent 5 rounds, 6 rounds, 7 rounds..... 11 rounds respectively. The cricket display will count down how many rounds you have left.

G31: NINE DART CENTURY (Options: 100, 150, 200, 25/50 & 50/50 Bull)

The options are the target score, see the chart below.

Option	100	150	200
Target Score	100 Points	150 Points	200 Points

In this game each player has 9 darts (three turns) to score 100 (or 150, 200) points without going over, or get as close to 100 as possible. If you go over you are out of the game. The dart board will announce "Bust". The number on the dartboard that you hit will be your score. A double segment is worth double points and a triple segment is worth triple points. The player that gets closest to the Target Score after nine darts without going over is the winner.

G32 SHOOTING I (Options: 25/50 & 50/50 Bull)

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

The cricket display will count how many rounds you have won.

G33 SHOOTING II (Options: 25/50 & 50/50 Bull)

This game is played just like the Shooting I game, 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 bull's eye. Winner is the first one to win 7 rounds.

The cricket display will count how many rounds you have won.

G34 SHOOTING III (Options: 25/50 & 50/50 Bull)

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

The cricket display will count how many rounds you have won.

G35 SHOOTING IV (Options: 25/50 & 50/50 Bull)

This game is played just like the Shooting III game, 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, bull's eye. Winner is the first one who won 4 rounds within 7 rounds or who won the most rounds after 7 rounds.

The cricket display will count how many rounds you have won.

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 (for AC Adaptor operated only)

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:

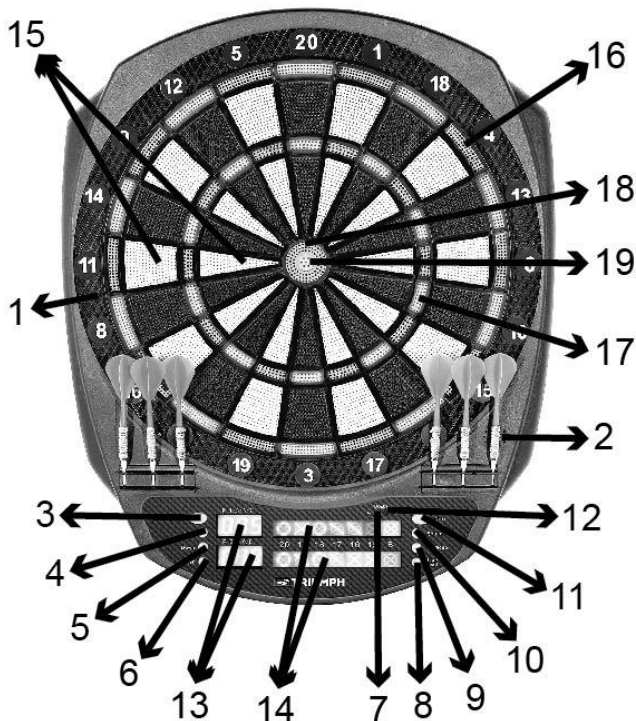
Notice

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 | 11. Next Button |
| 2. Speaker | 12. Double Out Indicator |
| 3. On/Off Button | 13. Player Score Display |
| 4. Up Button | 14. Cricket Display |
| 5. Down Button | 15. Single Ring |
| 6. Enter Button | 16. Double Ring |
| 7. Double In Indicator | 17. Triple Ring |
| 8. Miss / Reset Button | 18. Bull's-eye |
| 9. Handicap | 19. Double Bull's-eye |
| 10. Sound Button | |

*Dartboard shown above may vary slightly from actual product.

SPARE PART LIST

AC ADAPTER

MODEL # **TRANINT400**

NOTE: Adapter **MUST** be purchased from the manufacturer and other open market ones will void the warranty and release us from liability.

Spare Parts Orders subject to shipping and handling charges.

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 1-800-426-1421 from 9:00 A.M. to 5:00 P.M. (EST) to notify the Company of the nature of the problem.
- If you are instructed to return the Product to the Company for servicing, you are responsible for shipping the Product, at your expense, to the address designated by the Company in packaging that will protect against further damage.
- You must also include your name, address, daytime telephone number, model number of the Product and a description of the problem.

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

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

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

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

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

**Consumer Service Department
817 Maxwell Ave.
Evansville, IN 47711
1-800-426-1421
www.escaladesports.com**

