

Inter-Active 6000 Electronic Dartboard

Arachnid®
The Originator of Electronic Dart Games!

www.escaladesports.com

TO ORDER PARTS

Visit our website before returning to store



Instructions and Rules

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

CPSIA#2 - E520H

- VJ

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



PLEASE KEEP YOUR INSTRUCTIONS!

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



CONTACT INFORMATION:

Hours: Mon.- Fri., 9:00 am to 5:00 pm EST
Replacement Parts: order online at www.escaladesports.com
Technical Support: customerservice@escaladesports.com /
1-800-526-0451

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WARNING

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

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

NOTICE

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

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

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

THE ORIGINATOR OF ELECTRONIC DARTS: ARACHNID, INC.

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

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

DART HISTORY

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

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

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

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

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

UNPACKING THE GAME

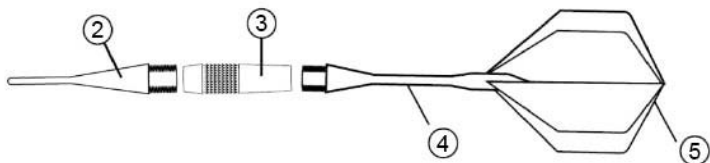
After unpacking the game, it is important to save the original box, all packaging, and receipts. These items will be needed if it ever proves necessary to return game to factory for service. Unpack your new dartboard carefully, making sure all parts are included. The following components are included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

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

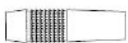


TOOLS REQUIRED FOR ASSEMBLY:

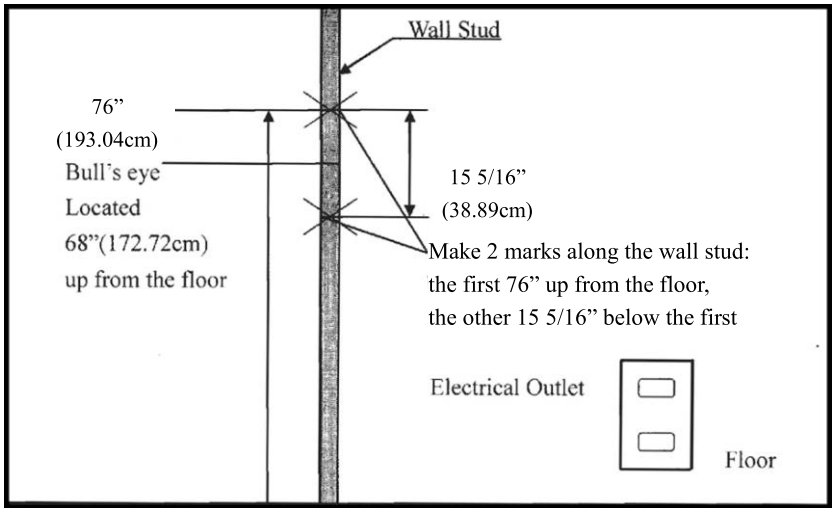
- Phillips Head Screwdrivers – included
- Required AC Adapter $\oplus \text{---} \ominus$ – included
- Required 4 AA Battery – included (optional)



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" (193.04cm) up from the floor along the stud (see illustration above). Place another mark 15 5/16" (38.89cm) below the first mark. Drill a small pilot hole into each reference mark, then screw in #1 screw 10-16x1 3/4" long slotted truss-head mounting screw (provided) into each pilot hole until the screw head is protruding about 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 1/2" (248cm) from the wall as a guide for throwing distance. In tournament play adhesive tape 2 feet long be 2 1/2 inches wide is used, but if it is not available, a strip of household masking tape will suffice.
6. The device is powered by an AC to DC 5V(1000mA) adapter with positive center pole 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.

Also this device is equipped with battery operated option (battery included). You may remove the battery cover from the back & insert 4xAA cells according to the battery placement direction as marked.

GENERAL DEVICE OPERATION

1. Insert the round barrel-type power plug into the lower left side of the darboard (as you face it) and the two-prong power plug into an electrical outlet.
2. Press **POWER** button to turn on device.
3. The dartboard will show a message "Ga-OPt" and play a welcoming melody.
4. Press **GAME MENU** button 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 player; options 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** button 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 PLAY** button to set computer player and repeatedly to select its skill level. Only one computer player can be set in a game and the last player will be computer. For example, if you choose 4 players and computer mode, 3 human players 3 will play against the computer. There are five levels of computer player for your selection shown on the 4th player score display and full description is shown on the text screen.

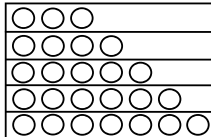
L1 : Beginner

L2 : Intermediate

L3 : Advance

L4 : Expert

L5 : Professional



8. Press **GAME OPTIONS** button to select the designed options or difficulties of the game for all players. The selection is shown on the 2nd player score display.
9. For handicap mode play, press **HANDICAP** button to enter handicap selection mode. Then press **PLAYER** button again to select which player receives handicap and press **HANDICAP** button 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 score and good rounds as well heckles when a poor dart or round is thrown. It also prompts you when you wait too 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 bull's-eye, the outer bull's-eye and the inner bull's-eye. Normally, the outer bull's-eye counts for 50 points (double). You can choose to have the outer bull's-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"** button 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** button to start the game.
13. During a game, if a dart does not hit on the target area, press **MISSED DART** button 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** button to eliminate the score gained by this dart.
15. During the game, if want to look over other player's score press **PLAYER PAGE** button.
16. Press **VOLUME** button continuously to select the volume of sound or mute.
There are 3 choice for your selection:

- Hi (High)	☐	☐	☐	☐	☐	☐	☐	
- Lo (Low)	☐	☐	☐	☐				
- Off (Off)								
17. If the device has not been played for approximately 3 minutes, it will change to sleep mode and keep all the records of current games and scores for another 30 minutes. Players can return to the game with the stored scores from the sleep mode simply by pressing any key.
18. Press **POWER** button to turn off device if the device is not being played.

GAME TABLE

<u>No.</u>	<u>Game</u>	<u>Difficulty / Options</u>	<u>No.of Players</u>
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	ODD's	1	1-8

GAME INSTRUCTIONS

G01 301 (Game option: 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 bullseye on their first dart to start.

Double Out : The player must hit a double or double bullseye on their last dart to finish the game. (Reaching a score of 1 will "Bust" since it is not possible to double out with 1 point)

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

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

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

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

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

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

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

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

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

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

G07 GOTCHA! (Game option: L01, L02)

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

Player 1's score is 20

Player 2's score is 50

Player 3's score is 30

Player 4's score is up. The first dart thrown hits the 20 – Player 1 gets bombed and goes

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

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

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

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

L02 : The number of points that were of 301 also reduces that score.

G08 QUICK CRICKET (Game option: L01, L02, L03)

Quick Cricket is played with the number 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 in the tri-colored lights scoring system at the bottom of the board. One mark is indicated by a green light, two by an amber light, and three by a red (when number is closed). Double count as two marks, and triples as three. No score is required in this game.

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

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

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

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

Cricket is similar to the Quick Cricket, in addition, player scores a points by hitting his 'opened' cricket number (15 through 20 and 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 numbers 20 first, then in order 'open' numbers 19, 18, 17, 16, 15 & bull's-eye

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

G10 SHANGHAI (Game option: L01, L02, L03, L04, L05, L06, L07, L08, L09, L10, L11, L12)

The score windows display the target number for each round. The target number varies with round and starts from 1 through 2, 3, 4,...,20 to 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 (Game option: L01, L02, L03)

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

- L01 : hit & 'open' the numbers 15-20 and bull's-eye at any order
- L02 : hit & 'open' the numbers 20 first, then in order 'open' numbers 19, 18, 17, 16, 15 & bull's-eye
- L03 : hit & 'open' the bull's-eye 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 an 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 (Game option: L01, L02, L03)

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

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

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

G14 ALL FIVES (Game option: L01, L02, L03, L04, L05)

Each round each player has to score a total divisible by 5, and every divisible '5' counts one point. For instance 2, 8, 5 with a total 15, player can get 3 points as 15 divided by 5 is three.

There is no point if:

- a. The round (3 darts) total scores is not divisible by 5
 - b. Any dart is missed even though the sum of other darts is divisible by 5
- The first player who gets scores of 51 or above will be the winner

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

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

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

G16 FORTY ONE

This game is the same as the Double Down except:

1. 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

2. An additional round of 41 points is included before bullseye and a player has to get score sum of 41 this round.

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

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

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

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

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

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

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

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

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

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

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

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

G20 COUNT-UP (Game option: L01, L02, L03,..., L9)

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

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

G21 ROUND THE CLOCK (Game option: L01, L02, L03, L4, L5, L6, L7, L8, L9, L10, L11, L12)

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

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

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

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

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

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

G23 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 (any)

Round 5 – 15

Round 6 – 16

Round 7 – 17

Round 8 – Triple (any)

Round 9 – 18

Round 10 – 19

Round 11 – 20

Round 12 – Bullseye

Round 13–Double Bullseye

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

G24 OVER (Game option: 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©

Each player must get score is multiples by 5 each dart, they are 5, 10, 15, 20, 25, 30, 35, 40, 45, 50, 60.

The first player get to 60 points is the winner.

G26 BY 10'S©

Each player must get score is multiples by 10 each dart, they are 10, 20, 30, 40, 50, 60, and then 60, 50, 40, 30, 20, 10.

Who fastest return to 10 is the winner.

G27 ODDS©

Each player must get score is odd number each dart, start at 1 then sequence to hit 3, 5, 7, 9, 11, 13, 15, 17, 19, 19, 17, 15, 13, 11, 9, 7, 5, 3, 1.

Who fastest return to 1 is the winner.

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:

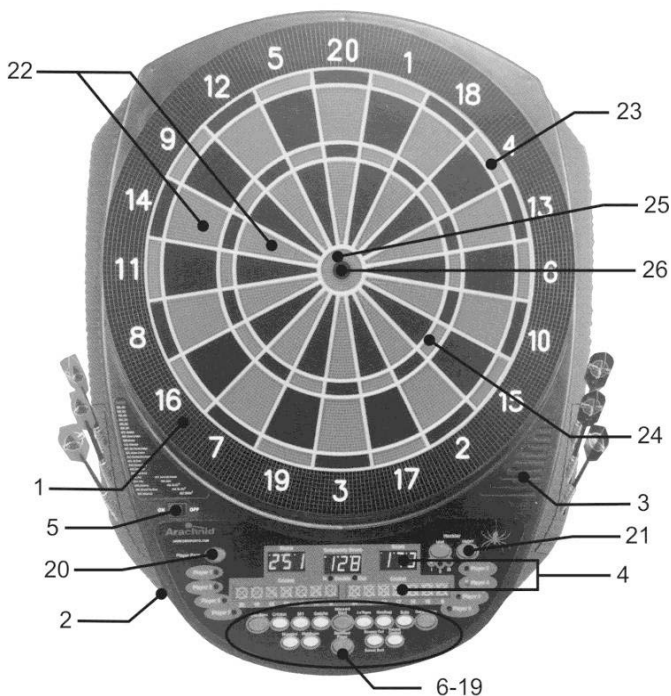
Notice

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 | 14. # Of Player Button |
| 2. AC Adapter Jack | 15. Handicap Button |
| 3. Speaker | 16. Solo Button |
| 4. LED Display | 17. Bounce Out / Select Bull Button |
| 5. Power Button | 18. Volume Control Button |
| 6. Game Menu Button | 19. Game Option Button |
| 7. Cricket Button | 20. Player Page Button |
| 8. 301 Button | 21. Heckler Button |
| 9. Gotcha Button | 22. Single Ring |
| 10. Shanghai Button | 23. Double Ring |
| 11. HighScore Button | 24. Triple Ring |
| 12. Missed Dart Button | 25. Bull's-eye |
| 13. Start / Next Player Button | 26. Double Bull's-eye |

*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

First Time Battery Installation:

Locate battery compartment for this product .

Use alkaline batteries for maximum performance .

Using a small Phillips head screwdriver – loosen and remove the battery compartment cover screw(s).

Remove battery compartment cover .

Install new batteries only after reading the “ Battery Information NOTICE“ !

Replace compartment cover and secure cover with the cover screw . Do not over tighten and strip out the screw .

IMPORTANT: BATTERY INFORMATION

Please retain this information for future reference. Batteries must be installed / replaced by an adult .

Notice:

1. Remove and replace batteries when the electrical features of this product work slowly or are not functional .
2. Do not mix old and new batteries .
3. Do not mix different types of batteries : Alkaline , Standard (Carbon-Zinc) , or rechargeable (Nickel-Cadmium batteries) .
4. Use Alkaline Batteries for maximum performance .
5. Do not use damaged batteries .
6. Use only batteries of the same or equivalent type as recommended.
7. Install new batteries as per matching the battery polarity guide (+ & - , positive and negative) inside of the battery compartment . Correct battery polarity installation is critical as to not damage the internal electrical components as well as insuring the correct functionality of the product .
8. Do not short circuit the battery terminals .
9. Always remove exhausted , leaking , weak , and batteries from long periods of nonuse from the product . Battery leakage and corrosion can cause damage .
10. Check the battery terminals are clean and bright before installing new batteries.
11. Dispose of old batteries safely and per local battery disposal codes .
12. Do not dispose of batteries into a fire as they may explode or leak.
13. If removable rechargeable batteries are used , they are to be charged under adult supervision .
14. Rechargeable batteries are to be removed from the product before they are charged .
15. If you use a battery charger, it should be examined regularly for damage to the cord , plug, enclosure, and other parts. Do not use a damaged or malfunctioning charger until it is properly repaired.
16. Non rechargeable batteries must not be recharged .
17. Always remove batteries from this product for extended storage and or non-use .
18. Should this product cause , or be affected by, local electrical interference , move it away from other electrical equipment . Reset (switching off and back on again and or removing and reinserting the batteries) if necessary .

NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

This device complies with part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

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



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