CricketPro 650
Electronic Dartboard

Ver. 2

Arachnid®
The Originator of Electronic Dart Games!

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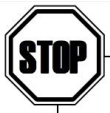
TO ORDER PARTS
Visit our website before returning to store

Instructions and Rules

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

CPSIA#2 – E650ARA-2 – – VJ

<u>Congratulations!</u> 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, **<u>PLEASE CONTACT US BEFORE RETURNING THE DARTBOARD TO THE STORE</u>**

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 child's toy. Adult supervision is required for children playing this game. Please read instructions carefully. Proper use of this set can avoid damage or injury.

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-ofthe-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.

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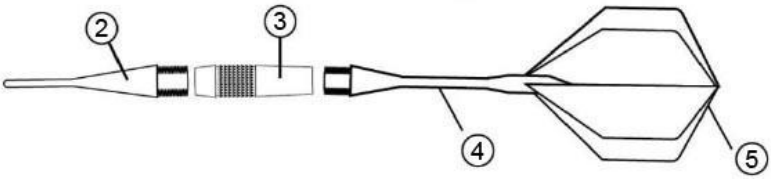
UNPACKING THE GAME

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:

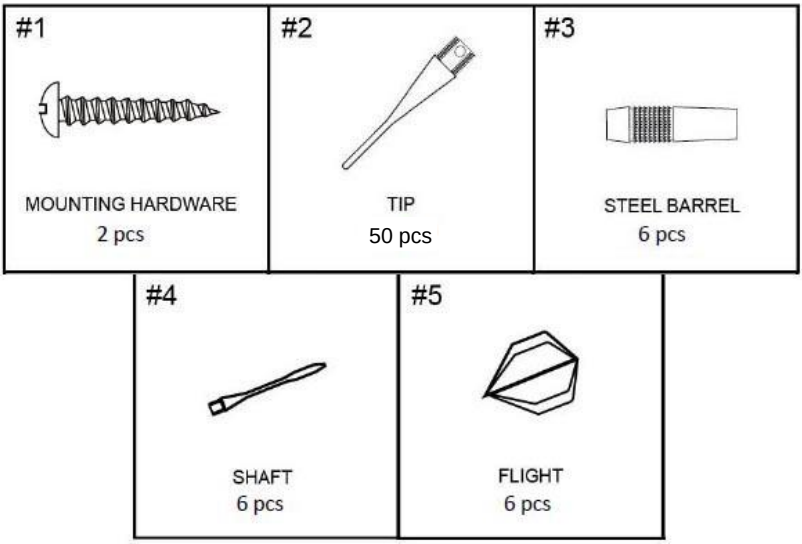
- 1 Electronic Dartboard
- 6 Darts (unassembled)
- Soft tip replacement pack
- Owner's Manual

TOOLS REQUIRED FOR ASSEMBLY:

- Phillips Head Screwdrivers – not included
- Required AC Adapter ⊕—◉—⊖ – included



PARTS IDENTIFIER



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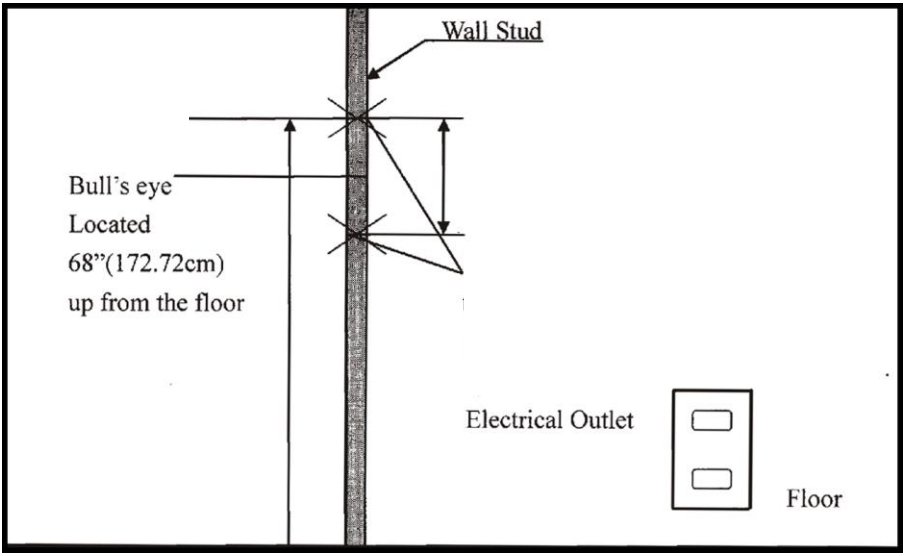
MOUNTING INSTRUCTION



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 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 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 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.

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GENERAL DEVICE OPERATION

1. Press **POWER** button to turn on the dartboard.
2. The dartboard will play a welcoming melody and show "**ArAchnid**" on the player score displays.
3. Press **ENTER** first then Press **UP** or **DOWN** button to select game. The selection is shown on the 1st/ 5th player score display. Then press **ENTER** button to confirm.
4. Press **UP** or **DOWN** button to select the designed options or difficulties of the game for all players. The selection is shown on the 2nd/6th player score display. Then press **ENTER** button to confirm. For 01 games and 01 Leagues, In/Out options will be displayed by the cricket lights as indicated on the panel.
5. Select Single or Double Bull options by pressing **UP** or **DOWN** button. There are two parts to the bulls-eye, the outer bulls-eye and the inner bulls-eye. Normally, the outer bulls-eye counts as 25 points (single) and the inner bulls-eye counts for 50 points (double). You can choose to have the outer bulls-eye for 25 points (single) or 50 points (double) for some games. The inner bulls-eye will always counts for 50 points (double). The selection will display by the cricket light as indicated on the panel. Then press **ENTER** button to confirm.
6. Press **UP** or **DOWN** button to select the number of players. The selection is shown on the 3rd/7th player score display. If there are more than 4 players, they have to share their score displays as indicated on the panel and for more than 2 players, cricket displays will be shared as well. Press **ENTER** button to start a game.
7. You can select to play against the computer. Press **SOLO PLAY** button during the selection of number of players 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. (Correct) For example, if you choose 4 players and computer mode, 3 human players will play against the computer. There are five levels of computer player and a "oFF" option for your selection flashing on the 4th/8th player score display. Then press **ENTER** button to start a game.

   L1 : Novice
   L2 : Beginner
   L3 : Intermediate
   L4 : Advance
   L5 : Professional

8. Before starting the game, you can press **HANDICAP** button and jump to the handicap options. Press **HANDICAP** button repeatedly to switch the player and press **UP** or **DOWN** button at the same time to select the handicap points. Press **ENTER** button to confirm all selections and start a game.
9. For easier access to popular 501 game and CRICKET games, press **501/CRICKET** button to jump to the corresponding game with preset options. Press the button once will lead to 501 (G02 501 with option L03 and 25/50 Bull), and twice will lead to Cricket (G15 CRICKET with options C00).

   Note: The setting will be defaulted at 2 players mode and you can add more players by pressing PLAYER button.

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10. Press **NEXT PLAYER** button when you have already thrown three darts or your turn is over and change to next player's turn. All segments would not be triggered within 10 seconds until the **NEXT PLAYER** button is pressed. The dartboard will also change to the next player automatically after 10 seconds.
11. Press **MISS** button to score 0 and record one dart when a dart hits on the WEB dart catcher or misses the board altogether.
12. 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.
13. The dartboard will announce "WINNER" once a player wins the game. The remaining players can continue to play to determine the ranking.
14. Press **ENTER** button to play again the game with the same options after the game ended.
15. Press **VOLUME** button continuously to select the volume of sound or mute. There are 4 choice for your selection:
    Hi (High)
    Nor (Medium)
    Lo (Low)
    Off (Off)
16. Press and hold **RESET** button for approximately 2 seconds to quit the game and go back to the game selection.
17. If the device has not been played for approximately 5 minutes, it will change to sleep mode and keep all the records of current games and scores for another 30 minutes. Players can return to the game with the stored scores from the sleep mode simply by pressing any key.
18. Press and hold **POWER** button for approximately 2 seconds to turn off device.

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GAME TABLE

No.	Game	Difficulty / Options	No. of Players
G01	301	6 / 12	1 – 8
G02	501	6 / 12	1 – 8
G03	601	6 / 12	1 – 8
G04	701	6 / 12	1 – 8
G05	801	6 / 12	1 – 8
G06	901	6 / 12	1 – 8
G07	301 League	6 / 12	4
G08	501 League	6 / 12	4
G09	601 League	6 / 12	4
G10	701 League	6 / 12	4
G11	801 League	6 / 12	4
G12	901 League	6 / 12	4
G13	GOTCHA!	2 / 4	2 – 8
G14	Quick Cricket	3	2 – 8
G15	Cricket	3	2 – 8
G16	Shanghai	12	2 – 8
G17	Cut Throat Cricket	3	2 – 8
G18	Scram Cricket	1	2
G19	Double Only Cricket	3	2 – 8
G20	All Fives	5 / 10	1 – 8
G21	Double Down	1	1 – 8
G22	Forty One	1	1 – 8
G23	High Score	10 / 20	1 – 8
G24	Ace	6	1 – 8
G25	Killer	30	2 – 8
G26	Count-Up	9 / 18	1 – 8
G27	Round The Clock	12	1 – 8
G28	Shoot Out	10	1 – 8
G29	Bermuda Triangle	1	1 – 8
G30	Overs	3 / 6	2 – 8
G31	Unders	3 / 6	2 – 8
G32	Big-6	5	2 – 8
G33	Bingo	4	1 – 8

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GAME INSTRUCTIONS

G01 301 – G06 901 (Game options of L01, L02, L03, L04, L05, L06, 25/50 & 50/50 Bull)

Before starting the game you must select the number of players and your desired option. The starting score for each player is 301/501/601/701/801/901. The score will be deducted for each dart that scores. The first player who reaches exactly zero wins.

For Single In or Single Out options, the game can be started or ended by throwing at any segment, regardless if single, double or triple. If you select Double In, you must hit a double segment to start the game. If you select Double Out you must hit a double segment, which brings your score to zero, to end the game.

L01: Single In/Single Out (No LED will be on during the game)
L02: Double In/Single Out (Double In LED will be on during the game)
L03: Single In/Double Out (Double Out LED will be on during the game)
L04: Double In/Double Out (Both Double In and Double Out LED will be on during the game)
L05: Single In/Master Out (Master Out LED will be on during the game)
L06: Double In/Master Out (Both Double In and Master Out LED will be on during the game)

To make games more enjoyable, the game will also display the ppd (point per dart) of each player after the ranking by pressing the NEXT PLAYER button.

G07 301 LEAGUE – G12 901 LEAGUE (Game options L01, L02, L03, L04, L05, L06, 25/50 & 50/50 Bull)

Before starting the game you must select your desired option. This game is played by 2 teams who compete with each other. Each team has 2 members. Team 1 is made up of Player 1 and Player 3. Team 2 is made up of Player 2 and Player 4. Similar to the 301-901 games, the team will win when one player's score reaches exactly zero, but his/her teammate's score must be lower than or equal to the sum of the score of the opposing team. Otherwise the score of the current player returns to the beginning of the turn. That team cannot win at that time.

Once a player's score is below 181 for Single or Expert Out option, or below 171 for Double Out option, if his/her teammate's score is lower than or equal to the sum of the score of the opposing team, the dartboard will announce “Go For Out”. It will confirm he/she has a chance to win in this round. Otherwise the dartboard will announce “Freeze”, even if his/her score comes to exactly zero in this round, that team cannot win at that time.

G13 GOTCHA! (Game options of L01, L02, 25/50 & 50/50 Bull)

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.

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

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

L02 : That score will be deducted from current score.

G14 QUICK CRICKET (Game options of 000, 020, 025)

Before starting the game you must select the number of players and your desired option. The options are described in the table below.

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.

In this game only the numbers 15-20 and bulls-eye are used. The first player to hit each number 3 times and 'open' (number closed and opens for scoring) them all is the winner. All valid hits will be confirmed and displayed by the cricket display.

Cricket Status	One Time	Two Times	Open	Close
Color of the lights	Green	Amber	Red	Flashing in Red

NOTE:
1. To 'open' a number means the number closed and opens for scoring.
2. A single segment counts as one hit, a double segment counts as two hits and a triple segment counts as three hits.

G15 CRICKET (Game options of C00, C20, C25)

Before starting the game you must select the number of players and your desired option.
The options are described in the table below.

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.

Same as the Quick Cricket game, EXCEPT more complicated scoring and winning procedures as follows:

- When a number has been hit 3 times by a player, it is then 'open' to that player and any further hits by that player will score points.
- Once a number has been hit 3 times by all the players, that number is then 'close' and can no longer be scored upon by any player. At that time, the signal of cricket display will change to 'close' for that number.
- A player who has 'opened' a number can continue to score on that number until it becomes 'close'.

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- A player wins the game when he first 'opens' all the numbers and has an equal or greater score than the other players. However, if players are tied on points or have no points, the first player to 'open' all numbers wins.

If a player has 'opened' all numbers first, but is behind on points, scoring continues on 'open' numbers. If that player has not accumulated the highest point total by the time another player 'closes', the player with the most points will be the winner.

G16 SHANGHAI (Game options of L01, L05, L10, L15, H01, H05, H10, H15, P01, P05, P10, P15)

Before starting the game you must select the number of players and your desired option. The options are described in the table below.

Option	L01	L05	L10	L15	H01	H05	H10	H15	P01	P05	P10	P15
Game starts on number	1	5	10	15	1	5	10	15	1	5	10	15
	Can hit any segment				Must hit double or triple segments				Various doubles and triples must be hit as specified by the computer			

Each player must follow the order of numbers 1 through 20 and the bull's eye. Throw 3 darts for each number and the player who gets the most points at the end of the game wins. Your score is the number of the segment you are on. Hitting a double segment in the number you are on will double your points, likewise triple will triple your points.

G17 CUT THROAT CRICKET (Game options of 00C, 20C, 25C)

Before starting the game you must select the number of players and your desired options. The options are described in the table below.

Option	**Description**
00C	Hit and 'open' numbers 15-20 and bull's eye in any order.
20C	Hit and 'open' the number 20 first, then in order 'open' numbers 19,18,17,16,15 and bull's eye
25C	Hit and 'open' bull's eye first, then in order 'open' numbers 15,16,17,18,19 and 20

Same rules as the Cricket game EXCEPT the points are added to your opponents who have not 'opened' the number. The player who first 'opens' all numbers with the lower score wins.

G18 SCRAM CRICKET

This game is a variation of Cricket game. 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 a 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.

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G19 DOUBLE ONLY CRICKET (Game options of C00, C20, C25)

The options are described in the chart below.

Options	Description
C00	Hit and open numbers 15-20 and bullseye in any order.
C20	Hit and open the number 20 first, then in order, open numbers 19, 18, 17, 16, 15 and bullseye.
C25	Hit and open bullseye first, then in order, open numbers 15, 16, 17, 18, 19 and 20.

This game is the same as Cricket EXCEPT that you have to hit a double segment for each number first, in order for hits or scoring to be possible. For example, to start with the number 20, you must hit the double 20 segment. Any hits before you do this will count as a miss. Once you've hit your double 20 you have three possibilities for that number:

- If you hit a single 20 it will open the 20 for scoring.
- If you hit a double 20 it will open the 20 for scoring and score you 20 points.
- If you hit a triple 20 it will open the 20 for scoring and score you 40 points.

Once all players have opened a number that number will close and no one can score on it anymore.

G20 ALL FIVES (Game options of 551, 561, 571, 581, 591, 25/50 & 50/50 Bull)

Before starting the game you must select the number of players and your desired option.
The options are the total points you need to win, see the chart below.

Option	551	561	571	581	591
Total Points	51	61	71	81	91

During each round the player's total scores must be divisible by 5. Every divisible 5 counts as one point. For instance, 2, 8, 5 totals 15. A player will get 3 points as 15 divided by 5 equals 3. There will be no points if the total scores of 3 darts are not divisible by 5 or if any darts miss, even though the sum of the other darts scores are divisible by 5. The display will show the best segment to hit and score points. The first player who scores or gets over 51, 61, 71, 81, or 91 will be the winner.

G21 DOUBLE DOWN

This game starts with a base score of 60 points for each player.
There are 9 rounds for each player. Each round has a number or segment that you must hit in order to score. The dartboard will display what number you must hit for that round. The designated numbers for each round are:

Round	1	2	3	4	5	6	7	8	9
Target Number	15	16	Double	17	18	Triple	19	20	Bull's Eye

Each dart that hits the correct number will score points based on the number and the segment. For example, if you hit number 15 single segment you will get 15 points. If you hit the number 15 double segment you would get 30 points. If you hit the number 15 triple segment you would get 45 points. If the player does not hit the designated number during his/her round, his/her score is cut in half and he/she moves on to the next round on his/her next turn. For the Double and Triple, the player must hit any double and triple segment. The player with the highest score after the last round is the winner.

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G22 FORTY-ONE

This game is the same as the Double Down game EXCEPT the sequence for the rounds is reversed from number 20 to the bull's eye. The dartboard will display what number you must hit for that round. The designated numbers for each round are:

Round	1	2	3	4	5	6	7	8	9	10
Target Number	20	19	Any Double	18	17	Any Triple	16	15	'41' Points	Bull's Eye

The additional round of 41 points is included before the bull's eye, and a player must hit total 41 points within one round. The player with the highest score after the last round is the winner.

G23 HIGH SCORE (Game options of H03, H04, H05, H06, H07, H08, H09, H10, H11, H12, 25/50 & 50/50 Bull)

Before starting the game you must select the number of players and your desired option. The options are the number of rounds, see the chart below.

Option	H03	H04	H05	H06	H07	H08	H09	H10	H11	H12
No. of Rounds	3	4	5	6	7	8	9	10	11	12

A player must rack up the most points in 3, 4, 5...or 12 rounds (each round is 3 darts) to win. Doubles and triples count as 2 times and 3 times that number's score respectively. The player with the highest score at the end of all the rounds wins.

G24 ACE (Game Options of A01, A02, A03, A04, A05, A06)

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 bulls-eye = 4 points; double bulls-eye = 6 points. No score will be gained if the desired number is missed. The player with the highest score wins.

Option Code	A01	A02	A03	A04	A05	A06
No. of Round	5	6	7	8	9	10

G25 KILLER (Game options of 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”.

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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

G26 COUNT UP (Game options of 100, 200, 300, 400, 500, 600, 700, 800, 900, 25/50 & 50/50 Bull)

Before starting the game you must select the number of players and your desired option.
The option is the set points which are the points needed to win, see the chart below.

Option	100	200	300	400	500	600	700	800	900
Set Points	100	200	300	400	500	600	700	800	900

Your score will be accumulated for each dart. The first player to reach or go over the set points will be the winner.

G27 ROUND THE CLOCK (Game options of 105, 110, 115, 120, 205, 210, 215, 220, 305, 310, 315, 320)

Before starting the game you must select the number of players and your desired option. The options are described in the table below.

Option	105	110	115	120	205	210	215	220	305	310	315	320
Last Segment Thrown	5	10	15	20	5	10	15	20	5	10	15	20
	Can hit any segments				Must hit double segments				Must hit triple segments			

Players must hit in strict order of 1, 2, 3...until 5, 10, 15, or 20, single, double or triple, depending on the option selected. The first player to reach the final number in the sequence will be the winner. Should a wrong number or segment be hit during the round, the player has to continue with the same target for the next darts. The player score display will show the number or segment the player must hit.

G28 SHOOT OUT (Game options of -11, -12, -13, -14, -15, -16, -17, -18, -19, -20)

Before starting the game you must select the number of players and your desired option.
The options are the number of marks you must hit, see the chart below.

Option	-11	-12	-13	-14	-15	-16	-17	-18	-19	-20
No. of Marks	11	12	13	14	15	16	17	18	19	20

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The dartboard will randomly display a number for the player to hit. The starting marks for each player are 11, 12, 13...20 marks depending on the option selected. 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.

G29 BERMUDA TRIANGLE

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

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

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

G30 OVERS (Game options of O-7, O-8, O-9, 25/50 & 50/50 Bull)

Before starting the game you must select the number of players and your desired option.
The options are the number of lives, see the chart below.

Option	O-7	O-8	O-9
No. of Lives	7	8	9

Each player takes turn throwing 3 darts, the highest score will become the "leader's score". Players are required to hit equal or over the "leader's score" to save their life. If a player's score is over the "leader's score", a life is safe and the "leader's score" will be updated as the new target for all the players. The leader has an opportunity to choose whether he/she want to challenge the "leader's score" or not. If he/she fail to challenge the "leader's score", a life is lost. The leader can directly press the NEXT PLAYER button to pass his/her turn. If a player loses all his/her lives he/she is out of the game. The remaining players continue the game until one player is left with lives. That player is the winner.

G31 UNDERS (Game options of U-7, U-8, U-9, 25/50 & 50/50 Bull)

Before starting the game you must select the number of players and your desired option.
The options are the number of lives, see the chart below.

Option	U-7	U-8	U-9
No. of Lives	7	8	9

The rules follow exactly as the Overs game EXCEPT the "leader's score" is the lowest score for each turn. A missed dart should be counted as 60 by pressing the Miss button.

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G32 BIG-6 (Game options of L03, L04, L05, L06, L07)

Before starting the game you must select the number of players and your desired option.
The options are the number of lives, see the chart below.

Option	L03	L04	L05	L06	L07
No. of Lives	3	4	5	6	7

This game allows a player to challenge opponents to hit the targets of the players choice. However, players must earn the chance of picking the next target for their opponent by making a hit on the current target first. The game begins with the single 6 segment as the target. The player that hits this segment first saves a life and can then hit any segment he/she wants. That segment then becomes the target.

In any turn if the player does not hit the target he/she loses one life. If a player hits the target with the first or second dart, the next dart then determines the next target and his/her turn is over. If a player hits the target with the third dart, his/her turn is over and the target stays the same, he/she will not lose a life. If a player loses all his/her lives, he/she is out of the game. The remaining players continue the game until one player is left with lives. That player is the winner.

G33 BINGO (Game option of 132, 141, 168, 189)

The board will display the target number automatically. The player who first finishes hitting the particular sequence 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.

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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, player 2 window will display exactly which segment is stuck and player 3 window will display “Err”.

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.

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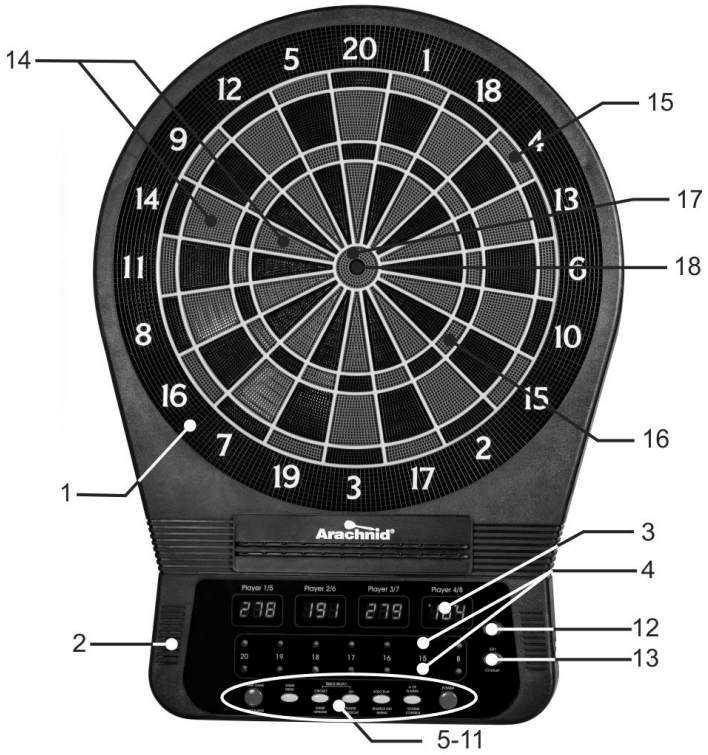
DESCRIPTIONS



1. Catch Ring
2. Speaker
3. LED Display
4. Cricket Display
5. Power Button
6. Up Button
7. Down Button
8. Enter Button
9. Handicap / Miss Button
10. Reset / Volume Button
11. Solo Play / Next Player Button
12. Bounce Out Button
13. 501 / Cricket Button
14. Single Ring
15. Double Ring
16. Triple Ring
17. Bullseye
18. Double Bullseye

*Dartboard shown above may differ slightly from actual product.

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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
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Evansville, IN 47711
1-800-526-0451
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Arachnid®

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