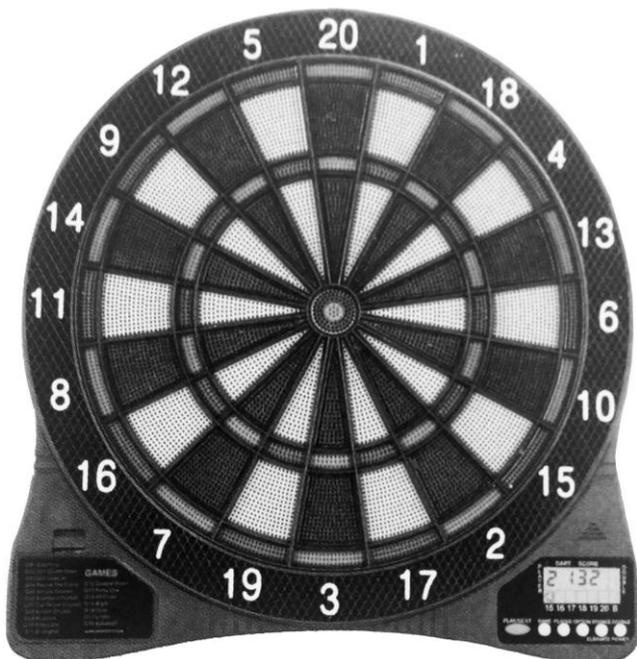# Dartronic™ 100
Electronic Dartboard

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 – E5 - - VJ

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

STOP

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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For Customer Service Call 1-800-526-0451

⚠ **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.

Do not mix old and new batteries. Do not mix alkaline, standard (carbon-zinc), or rechargeable (nickel-cadmium) batteries.

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 3 AA Battery - Not included

INTRODUCTION

Thank you for purchasing this electronic dart board. It's computerized scoring system makes game playing easy and enjoyable. With 18 built-in games & 96 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.

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MOUNTING INSTRUCTION

The dartboard should be hung on a wall hook, with the bull's-eye 173cm (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 or the selected wall studs 192cm (75 5/8") above the floor, with 14cm (501/2") 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 device with the screw head, then mount the device. 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 173cm (68") above the floor.
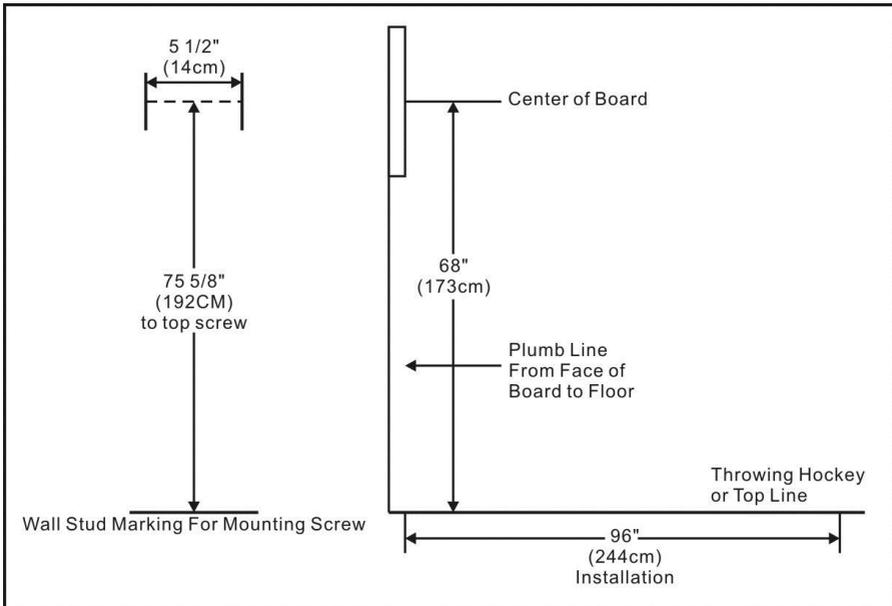
Power Installation

The device is designed to be powered by 3 x AA cells. Battery compartment can be opened from the front 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.

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GENERAL DEVICE OPERATION.

1. Press **POWER** button to turn on device.

2. With the power turned on, all displays will light up with 5 "DI" sound. When the sound goes off, the player display and score display will show "2", "Gol" respectively.

3. Press **GAME** button repeatedly for various game choices. The number of the game is displayed at the score display.

4. Press **PLAYER** button to select the number of players. The selection will be displayed at the player display. This dartboard allows up to eight players to play. The scores for players are shown on score display as specified on the panel. For cricket games, the cricket score display shows the cricket score of each player. Also during the game, players can display all players' scores by pressing **PLAYER** button.

5. Press **OPTION** button to select the designed options / performance levels for all players. The selection will be displayed on score display.

6. For the 301 Count Down game, players can also press the **POWER/DOUBLE** button to select Double In / Double Out options before starting. 2 indicating icons will be displayed to show the alternatives selections.

IN ICON	OUT ICON	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.

7. Press **PLAY/NEXT** button to start a game.

8. During the game, the player display shows the number of player playing at the time. There are 3 darts icons showing the dart being thrown. After 3 throws, if all darts hit the scoring segments, the dot will not flash any longer. The player is required to take out all darts and press **PLAY/NEXT** button for the next player to continue the game.

9. If a dart thrown on the board scores but does not stick on the board, press the **BOUNCE/ELIMINATE** button to flash the particular score displayed, then eliminate this score by pressing & holding **BOUNCE/ELIMINATE** button for 1 second.

10. When a player finishes the game first, his score display will show his rank "r1".

11. To turn off the main power, press and hold POWER/DOUBLE button for 1.5 seconds.

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GAME TABLE

No.	Game	Difficulty / Options	No.of Players
G01	Count-Up	9	1-8
G02	301 Count-Down	6	1-8
G03	301 League	6	4
G04	Round the Clock	12	1-8
G05	Simple Cricket	3	1-8
G06	Standard Cricket	3	1-8
G07	Cut Throat Cricket	3	1-8
G08	Scram Cricket	1	1-8
G09	Hi-Score	10	1-8
G10	Shoot Out	10	1-8
G11	Shanghai	12	1-8
G12	Double Down	1	1-8
G13	Forty One	1	1-8
G14	All Fives	5	1-8
G15	Big 6	5	1-8
G16	Over	3	2-8
G17	Under	3	2-8
G18	Baseball	3	1-8

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GAME INSTRUCTIONS

G01 COUNT-UP (Game option: 100, 200, 300,…, 900)

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

G02 301 COUNT-DOWN (Game option: 301, 501, 601, 701, 801 or 901 total 24 Options)

The score will be deducted for each dart from 301 / 501 / 601 / 701 / 801 / 901 points, the first player who reaches exactly) will be the winner. The games can have various DOUBLE / SINGLE options by pressing DOUBLE button and indicated by DOUBLE IN / DOUBLE OUT icons.

For single in or single out options, the game can be stared or ended by throwing at any segments, regardless if single, double or triple. For double in / double out options, the beginning / ending throw will only be accepted respectively by hitting the double zone or double bull's-eye. You cannot start or end the game by hitting the wrong score segment.

Each game 301, 501, 601, 701, 801 and 901 has the option of praying single in / single out, single in / double out, double in / single out or double in / double out. The various double / single options can be selected by pressing the double button on the display.

G03 301 LEAGUE (Game option: 301, 501, 601, 701, 801 or 901)

Similar to 301 Count-Down but here the teams play against each other. If a member of the team reaches 0 exactly, his / her team has won. However, there is one condition. The total score of his / her team must not be greater than the opposing team's total score. If it is greater, the team has not won and it resumes its previous position.

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

Hit in strict order of 1, 2, 3,…until 5, 10, 15 or 20s are reached with straight, double or triple shots depending on the performance level. The first player to reach the final score is the winner. If a 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.

G05 SIMPLE CRICKET (Game option: 000, 020, or 025)

Following the standard rules, in Simple Cricket only the number 15-20 & bull's eye are used. The first player to hit three shots & :open" all the seven segments is the winner. All valid hits will be confirmed & displayed by the Cricket Display.

000 hit & "open" the numbers 15-20 and bull's eye at any order.
020 hit & "open" the numbers 20 first, then in order "open" numbers 19, 18, 17, 16, 15 & bull's eye at any order.
025 hit & "open" bull's eye first, then in order "open" numbers 15, 16, 17, 18, 19 & 20.

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Note: (1) Single segment - count one time
Double segment - count two times
Triple Segment - count three times
(2) The segment will be closed if already hit more than three times.

G06 STANDARD CRICKET (Game option: C00, C20, C25)

Similar to simple cricket, players must first hit the numbers 15-20 & bull's eye three times. Double & Triple count as two or three "hits" respectively.

For games C00, C20, C25, rules are similar to those 000, 025, 025 of simple cricket except with more complicated scoring & winning procedures as follows:

1. When a number has been hit 3 times by a player, it is then 'open' to that player and any further hits will score points as thrown.

2. 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. At that time, the cricket score of that number flashes.

3. A player who has 'opened' a number can continue to score on that number until it becomes 'closed'.

4. A player wins the game when he first 'close' all the numbers and has equal or greater scores than the other players. However, if players are tied on point, or have no points, the first player to 'close' all numbers wins.

5. And if a player has 'closed' all numbers first, but is behind on points, scoring continues on 'open' numbers. If hat player has not accumulated the highest point total by the time another player 'close' player with the most points will be the winner.

G07 CUT THROAT CRICKET (Game option: 00C, 20C, 25C)

Same basic rules as the standard cricket EXCEPT points are added to your opponents' total once scoring begins. The player who first closes all segments with the fewest scores wins. This variation enables players to rack up scores for his opponents, digging them into a deeper hole.

G08 SCRAM CRICKET (2 players or 2 teams only)

This game is a variation of cricket. The games consists of 2 rounds. In first round, player 1 has to 'close' 15-20 and bull's eye, whilst player 2 attempts to get as many scores as he can for the non-closed segments. Round 1 will be finished when all segments have been closed. For round 2, the reverse is practiced. The one with the most scores is the winner.

G09 HI-SCORE (Game option: H03, H04, H05, H06, H07, H08, H09, H10, H11, H12)

The rules are simple. Each player has to rack up the most points in 3, 4, 5,…,or 12 rounds (each round 3 darts) to win. Doubles and triples count as 2X and 3X that segment's score respectively.

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G10 SHOOT-OUT (Game option: -11, -12, -13, -14, -15, -16, -17, -18, -19, -20)

The computer will randomly display a score for the player to hit. One correct hit scores a point. The first player who hits 11, 12, 13,…, 20 marks depending on the level of difficulty is the winner. If a player does not hit the board within 10 seconds, it will automatically change to another score for the player to hit.

G11 SHANGHAI (Game option: L01, L05, L10, L15, H01, H05, H10, H15, P01, P05, P10, P15)

Each player has to proceed around the board to score from 1 through 20 and then the bull's eye. Throw 3 darts for each number and the player who gets the highest score wins. There are 3 performance levels and each player can score on any correct segments (single X1, double X2, triple X3) for L level; and only double, triple will count for H' level. Also players can select super Shanghai (P level) as an additional option. The rules are the same as above except various doubles and triples must be hit as specified by the computer. The computer will announce the chosen "double" or "triple" and display the number.

L01, H01 and P01 the games starts form segment 1
L05, H05 and P05 the games starts form segment 5
L10, H10 and P10 the games starts form segment 10
L15, H15 and P15 the games starts form segment 15

The opening segment will automatically appear on the display.

G12 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 the 1st round, the player must throw to hit segment 15. If no 15's are hit, the player's score will be cut half. The next round is 16 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 get the highest score is the winner.

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

D: Double   T: Triple   B: Bull's eye

G13 FORTY ONE

This game is the same as the Double Down except:

1. The sequence is reverse from 20 to 15, 41 to B.
2. An additional round or 41 points is included before bull's eye and a player has to get through this challenge before proceeding to the last round.
3. The player who gets the highest score is the winner.

	20	19	D	18	17	T	16	15	'41'	B	Total
Player 1											
Player 2											

D: Double   T: Triple   B: Bull's eye

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G14 ALL FIVES (Game option: 551, 561, 571, 581, 591)

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

There will be no points if:
a.   The round (3 darts) total scores is not divisible by 5.
b.   Any dart miss even though the sum of other 2 darts' score is divisible by 5.

The first player to get a score of 51, 61, 71, 81, 91 will be the winner.

G15 BIG SIX (Game option: 3, 4, 5, 6 &7)

This game allows players to challenge their opponents to hit the targets of their choice. However, players must earn the chance of picking the next target for their opponent by making a hit on the current target first.

Single 6 is the first target to hit when the game begins. Before the game starts, players must agree on how many lives will be used by pressing OPTION button. Within the two throws, player 1 must hit a 6 to "save" their 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 will lose a life and a chance to determine the next target for player 2. Player 2 will shoot for the single 6 that player 1 missed. 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. The number of lives left is displayed by the cricket display.

G16 OVER (Game option: O-7, O-8, O-9)

The players have to take turns to throw 3 darts, the highest score among the players is the "leader's score". A player's score will become a new "leader's score" if his score in the new turn is higher than the previous "leader's score". If not, he will lose one life.

If a leader does not want to challenge and keeps his leader's score, he can press PLAY/NEXT button to skips his turn.

Players can select either 7, 8, 9 lives according to their skill, the last player alive wins the game. If Cricket Displays 9 segments this indicates the player has 9 lives. After the throw, if does not attain a new top score, only 8 segments will light up. If his score is higher than the leader's score, then the computer will announce LEADER and show his score.

The leader can try to better his/her score. If he/she does not manage it a life is lost but the leading position is retained.

G17 UNDER (Game option: U-7, U-8, U-9)

Rules follow exactly as above except:
1.   The leader's score is the lowest score for each turn.
2.   A missed dart should be counted as 60.

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## G18 BASEBALL (Game option: B07, B08, B09)

A baseball field is laid out as shown in the diagram.

A player throws 3 darts in each innings, and the runs/bases are set as follows.

Segment	Result
Single	One base
Double	Two base
Triple	Three base
Bull's eye	Home run

The 'home run' can only be attempted by the 3rd dart. The player with the most runs in the game is the winner. The Cricket Display will indicate a player's base and the run total by innings.

Players can select 7, 8, 9 innings in this game and complete at different levels.

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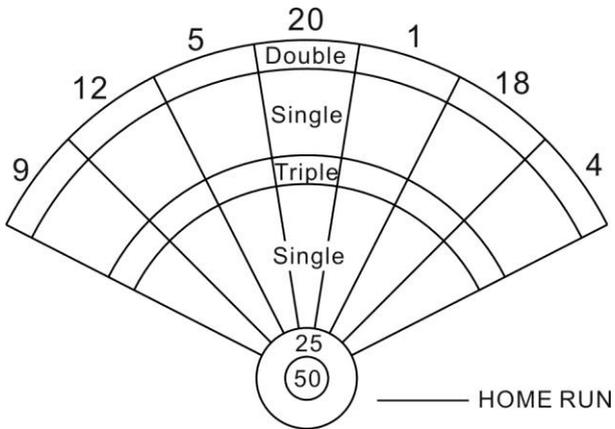
TROUBLE SHOOTING

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, 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:
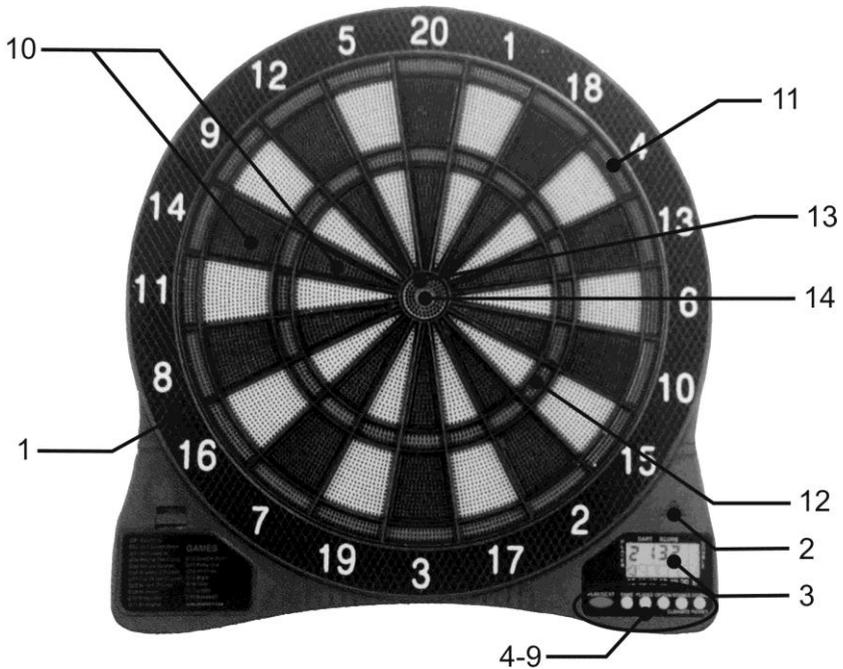
Notice

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.

E5

DESCRIPTIONS

1. Catch Ring
2. Speaker
3. LCD Display
4. Play / Next Button
5. Game Button
6. Player Button
7. Option Button
8. Bounce / Eliminate Button
9. Power On/Off button
10. Single Ring
11. Double Ring
12. Triple Ring
13. Bull's-eye
14. Double Bull's-eye

*Dartboard shown above may differ slightly from actual product.

For Customer Service Call 1-800-526-0451

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:

<div align="center">

Consumer Service Department
817 Maxwell Ave.
Evansville, IN 47711
1-800-526-0451
www.escaladesports.com

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Arachnid®
The Originator of Electronic Dart Games!