

Illuminator 1.0
ELECTRONIC DARTBOARD
MODEL# ILM100



1.800.399.4402

FAX: 215.283.9573

Please have your model number ready when calling.

DMI Sports Inc
1300 Virginia Drive, Suite 401
Ft. Washington, PA, 1903
www.dmisports.com

BullShooter by Arachnid® ILM100 Electronic Dartboard

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For any warranty issues or problems,

DO NOT RETURN THIS PRODUCT TO THE STORE WHERE PURCHASED

WARRANTY: This DMI electronic dartboard is guaranteed against defects in materials and workmanship for 90 days. (Note: flights, shafts and points wear out and/or break as a normal part of play; this is not a defect and is not covered under the guarantee.) This guarantee is void if merchandise is misused, abused, neglected, shopworn, scratched or if you cannot provide a valid proof of purchase.

Opening this dart game will render your warranty null and void

Unpacking the Game

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)
- Owner's Manual

This dartboard requires 3 AAA (1.5 volt) Batteries to operate.

BATTERIES ARE INCLUDED.

Do NOT mix old and new batteries and do not mix alkaline, standard (carbon zinc), or rechargeable (nickel cadmium) batteries. Do not dispose of batteries in fire, batteries may explode or leak.

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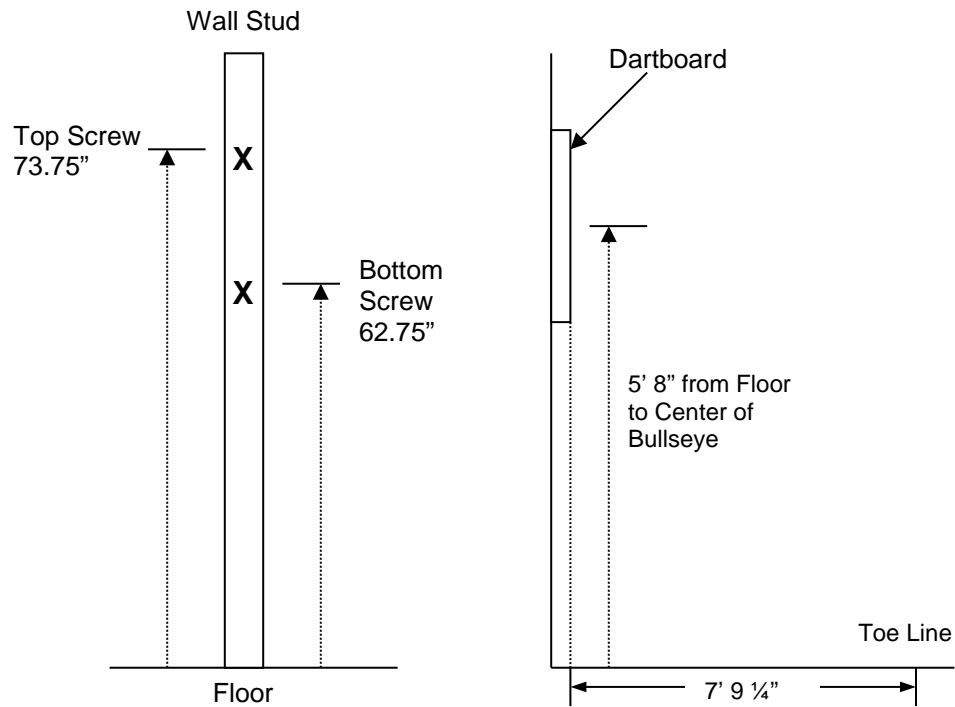
3 Setup / Mounting Instructions

Choose a location to hang the dartboard where there is about 10 feet of open space in front of the board. The "toe-line" should be 7' 9 1/4" from the face of the dartboard

Locate a wall stud and place a mark 73.75" from the floor. This mark is for the top screw hole. For the bottom screw, you will measure down 11 inches from the top mark you just made.

Mount the dartboard on the wall by lining up the holes on the back with the screws. It may be necessary to adjust the screws until the board fits snugly against the wall.

Center of Bullseye should be 5' 8" from the floor when finished



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Dartboard Functions

POWER button - Press to turn game on or off. Dartboard has an automatic suspend mode to conserve power and battery life (if using batteries). The dartboard will make sound effect and display "SLEEP" on the display after approximately 3 minutes of non-use. However, the scores are stored in memory and can be restored by pressing any button.

START button - This multi-function button is used to:

- **START** the game when all options have been selected.
- **CHANGE** to the next player when one player is finished with his round.
This will put dartboard in **HOLD** status between rounds to allow player to remove darts from the target area.

GAME buttons - Press to page through the on-screen game menu.

Display Protective Film

This electronic dartboard may have a clear film over the entire display area to prevent scratching during shipping. It is recommended that this film be removed before play to enhance the display area visibility. To remove, simply lift edge, peel off, and discard.

Electronic Dartboard Operation

1. Press the **POWER** button to activate dartboard. A short musical introduction is played as the display goes through power-up test.

Press **GAME** buttons until desired game is displayed

Press **PLAYER** button to select the number of players (1, 2, 3, 4, t 1-1, t 2-2, t 3-3, t 4-4) **The default setting is 2 players.**

Press **START** button to activate game and begin play.

Throw darts

- The dart indicator display is represented by dart icons. The number of darts displayed indicate the remaining throws for the active **player.**
- When all 3 darts have been thrown, a voice command will indicate "next player" and the score will flash. The darts can now be removed without affecting the electronic scoring. When all darts are removed from the playing surface press the **START** button to go to next player. Voice command will indicate which player is up.

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Team Play

In addition to scoring for up to 4 players, this dartboard is capable of keeping score for team play up to a maximum of 4 two-person teams (8 individuals). To enter team play mode, press **PLAYER** button continually until a "t" appears on the display. Each team option is illustrated below:

- t 2-2 2 teams, 4 individual players
(1st team-players 1&3, 2nd team-players 2&4)
- t 3-3 3 teams, 6 individual players
(1st team-players 1&4, 2nd team-players 2&5, 3rd team-players 3&6)
- t 4-4 4 teams, 8 individual players
(1st team-players 1&5, 2nd team-players 2&6, 3rd team-players 3&7, 4th team-players 4&8)

During team play, team members combine their scores to arrive at a team score.

Caring for your Electronic Dartboard

1. **Never use metal tipped darts on this dartboard.** Metal tipped darts will seriously damage the circuitry and electronic operation of this dartboard.
2. **Do not use excessive force when throwing darts.** Throwing darts too hard will cause frequent tip breakage and cause excess wear on the board.
3. **Turn darts clockwise as you pull them from the board.** This makes it easier to remove darts and extends the life of the tips.
4. **Remove the batteries when not in use .** This will prolong the life of your batteries.
5. **Do not spill liquids on the dartboard.** Do not use spray cleaners, or cleaners that contain ammonia or other harsh chemicals as they may cause damage.

Automatic Suspend Mode Feature

The dartboard will automatically suspend if no action occurs within approximately three minutes. This is designed to save power or battery life. A sound effect will play and the display will indicate "SLEEP" (see below). All scores will be stored in memory and play will resume when **any** button is pressed.



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Solo Play Feature

This exciting feature allows solo player to play against the computer at one of five different levels of skill – only 1 player can compete against the Solo Play competitor. This adds a level of competition to normally routine practice sessions.

To activate the Solo Play opponent:

1. Select the Game you wish to play
2. Press **SOLO PLAY** button
Select Solo Play opponent skill level by pressing the **SOLO PLAY** button continually

Solo Play Levels

Level 1	Professional
Level 2	Advanced
Level 3	Intermediate
Level 4	Novice
Level 5	Beginner

3. Press **START** to begin play

When play begins:

The ‘human’ player throws first. After 3 darts are thrown, go to the board to take darts out and press START to change to the next player (Solo Play). Watch as the Solo Play opponent’s dart scores are registered on the display. After the Solo Play opponent completes his round, the board will automatically reset for the “human” player. Play continues until one player wins. Good luck!

GAME MENU

G01	Light-up No Score Cricket
G02	Pick it no-score cricket
G03	Color Shot(Light off)
G04	Color Shot(Light up)
G05	Lights on Warfare
G06	Lights off Warfare
G7	Round A BOUT(Beginner)
G8	Round A BOUT(Int.)
G9	Round A BOUT(Adv.)
G10	Helicopter(Beginner)

G11	Helicopter(Int.)
G12	Helicopter(Adv.)
G13	Progressive Helicopter
G14	Memory
G15	Sharpshooter
G16	Steeplechase
G17	Hurdle
G18	Tug of war
G19	Speed wheel

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Game Rules

Your BullShooter by Arachnid® electronic dartboard is loaded with games and options. The rules for each game are detailed below in the order they appear on the scoring display when paging through the games. The game number is indicated next to each game for your reference.

CRICKET

Cricket is a strategic game for accomplished players and beginners alike. Players throw for numbers best suited for them and can force opponents to throw for numbers not as suitable for them. The object of Cricket is to “close” all of the appropriate numbers before one’s opponent while racking up the highest number of points.

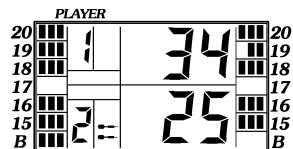
Only the numbers 15 through 20 and the inner/outer bullseye are used. Each player must hit a number 3 times to “open” that segment for scoring (Refer to Tournament Cricket Scoring section for explanation on how players’ marks are registered). A player is then awarded the number of points of the “open” segment each time he/she throws a dart that lands in that segment, provided their opponent has not closed that segment. Hitting the double ring counts as two hits, and the triple ring counts as 3 hits.

Numbers can be opened or closed in any order. A number is “closed” when the other player(s) hit the open segment 3 times. Once a number has been “closed”, any player for the remainder of the game can no longer score on it.

Winning - The side closing all the numbers first and accumulating the highest point total is the winner. If a player “closes” all numbers first but is behind in points, he/she must continue to score on the “open” numbers. If the player does not make up the point deficit before the opposing player(s) “closes” all the numbers, the opposing side wins. Play continues until all segments are closed - the winner is the player with the highest score.

Cricket Scoring Display

This dartboard utilizes a dedicated scoreboard within the scoring display that keeps track of each player’s segment status when playing Cricket. When Cricket is selected, individual characters will be utilized to register marks. There are 3 separate lights within each number (15 through 20 and bullseye). During play, one of the status lights will turn on (black will appear) as a segment is hit. If a double or triple of an active number is hit, 2 or 3 lights will turn on respectively.



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G01 ILLUMINATOR NO SCORE CRICKET

All Cricket game lights start on and need to be shot out. No Points style cricket rules are in play

Same rules as standard Cricket except there is no point scoring. The object of this version is to be the first to simply “close” all the appropriate numbers (15 through 20 and the bullseye). The number will light up in the beginning of the game. A number is “closed” when the other player(s) hit the open segment 3 times and the number will light off.

G02 Illuminator Pick it Cricket

ILLUMINATOR PICK IT CRICKET utilizes the no score point format This game is very similar to standard cricket. Instead of using the traditional segments used in standard cricket, (15, 16, 17,18,19,20, & Bullseye) players face new and unfamiliar targets randomly selected by the computer. The game will consist of six random segments and Bullseye. The computer picked number will light up to guild the player. A number is “closed” when the other player(s) hit the open segment 3 times and the number will light off. All other rules apply as detailed in standard Cricket.

G03 / G04 Color Shot Lights off / Lights on

The lit targets are on and turn off as you hit them (whites vs. colors))

The lit targets are determined by color of the segment areas on the dartboard

Light on version: all lights starting on, player 1 must hit all WHITE segments ([Based on the large single segments](#)) and player 2 must hit all COLORED segments. The colors are determined by the single segment. The lights will keep track of the targets remaining. To win, player 1 must shoot out all of the WHITE segments to turn off the lights or player 2 must shoot out all of the COLORED segments to turn off the lights. The first player who turns off his/her lights is the winner.

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Light off version: all lights starting off, player 1 must hit all WHITE segments and player 2 must hit all COLORED segments. The colors are determined by the single segment. To win, player 1 must shoot out all of the WHITE segments to turn on the lights or player 2 must shoot out all of the COLORED segments to turn on the lights. The first player who turns on his/her lights is the winner. One hit on a segment should close the segment for both versions of color shot.

G05 / G06 Illuminator Warfare- 2 variations-

G05 Lights on Warfare/ G06 Lights off warfare

In this 2-player game, the dartboard is a battleground divided into two halves. The number 11 and 6 will flash to show the battle line. To shoot the other players battlefield segments, player 1 would shoot for 14, 9, 12, 5, 20, 1, 18, 4, and 13. Player 2 would shoot for 8, 16, 7, 19, 3, 17, 2, 15, and 10. To win, player 1 needs to shoot on or off the lights for all of his opponents number (14,9,12,5,20,1,18,4, and 13) or player 2 needs to shoot on or off the lights for all of his opponents numbers (8, 16, 7, 19, 3, 17, 2, 15, and 10). The first person to do so would win. Segments do not have to be hit in order.

Lights on version: The game starts with all of the numbers on. Once the player 1 hit opponents segments, the number light will go off. When Player 2 is shooting, the lights that player 1 hit can still stay off. This will let players know how far ahead or behind they are. The first player turn all the lights off is winner.

Lights off version: The game start with no lights on. Once the player hits an opponent's segment, that number light will go on. Lights will stay on even if it is not their turn. The first player turn all the lights on is winner.

Round A Bout- G07,G08,G09

G07 Beginner level: After a player starts the game, 4 adjacent illuminated lights with light on and proceed around the dartboard in clockwise rotation. The goal is to hit the moving illuminated area. Once a player shoots any one of the four illuminated figures, he or she wins the game. Each player has 3 darts; however,

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if the first player close any one of four illuminated figure in 3 darts. The first player wins the game and the round is finished.

G08 Intermediate level:

Same rules as beginner level. The rotation speed is faster in Intermediate level. The first player to close the figure is the winner. Each player has 3 darts; however, if the first player close the illuminated figure in 3 darts. The first player wins the game and the round is finished.

G09 Advance Level:

Same rules apply. The rotation speed is faster than Intermediate level. The first player close the moving lit area is the winner. Each player has 3 darts; however, if the first player close the illuminated figure in 3 darts. The first player wins the game and the round is finished.

Helicopter G10 , G11, G12,G13

Four lights compose a helicopter blade, spinning around the dartboard. When player hit the blade, the light will go off. The first player to hit all four blades is the winner.

G10 Beginner level: Blades rotates in slow speed

G11 Intermediate level: Blades rotates in median speed

G12 Advance level: Blades rotates in fast speed

G13 Progressive Helicopter

Same rules as Helicopter, as you hit one additional blade, the speed gets progressively faster.

G14 Memory

In first round, the computer will randomly pick a number and the number will flash quickly. Player needs to remember and shoot the number to move on. If the player succeeds, in round 2 the computer will randomly pick 2 numbers and the numbers will flash again. If the player succeeds again, in round 3 the computer

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will randomly pick 3 numbers and the numbers will flash. The players need to succeed in 3 rounds to win the game.

G 15 Sharpshooter- #’s stay lit until the round is complete (3 darts)

This game will keep players on their toes. In each round, the computer randomly selects a set of three targets the player must hit. The numbers will lights on. The player must try to hit all three targets within 15 seconds with 3 darts. The order doesn’t matter. The player needs to hit all three appointed targets to win the game in 15 seconds.

G16 Steeplechase

The object of this game is to be the first player to finish the “race” by being the first to complete the “track.” The track starts at segment 20 and runs clockwise around the board to segment 5. To guide the player, the track will be lit throughout the game to show the current target. The first player to complete the course wins the race.

G17 Hurdle

Same rules as Steeplechase, but occasionally you will see a hurdle on the track. They are indicated by the FLASHING light. You must hit the triple segment of those numbers to get over that hurdle and continue through the course. The first player to complete the course wins!

G18 Tug of War

The first person to take the lead by more than 50 points should be the winner
The scores are shown in the lcd scoring screen

G19 Speed Wheel

The object of the game is to shoot the lights out but you need to catch speed wheel light during 2 separate rounds.

First round, One light goes CLOCKWISE around the board very fast (we will call this light S). A player needs to hit the segment it is in. Once the player does

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that they will need to hit the same speed light that is going COUNTERCLOCKWISE (we will call this light W). A player does not need to win in 1 round (3 darts)- If they get light S, they will only shoot at W for the rest of the game. First player to complete Light S and Light W wins the game!

Important Notes

Stuck Segment

Occasionally, a dart will cause a segment to become wedged within the segment separator web. If this happens, all play will be suspended and the scoring display will indicate the segment number that is stuck.

To free the segment, simply remove the dart or broken tip from the segment. If the problem is still not solved, try wiggling the segment until it is loose. The game will then resume where it left off.

Broken Tips

From time to time a tip will break off and become stuck in the segment. Try to remove it with a pair of pliers or tweezers by grasping the exposed end and pulling it out of the segment. If this is not possible, you can attempt to push the tip through to the back of the segment. Use a nail that is smaller than the hole and gently push the tip until it falls through the other side. Be careful not to push too far and damage the circuitry behind the segment.

Don't be alarmed if tips break. This is a normal occurrence when playing soft tip darts. We include a pack of replacement tips that should keep you supplied for quite some time. When replacing tips, make sure you use the same type of tips that come with this dartboard.

Cleaning your Electronic Dartboard

Your BullShooter by Arachnid® electronic dartboard will provide many hours of competition if cared for properly. Regular dusting of the cabinet is recommended using a dry cloth. The use of abrasive cleaners or cleaners that contain ammonia may cause damage and should not be used. Avoid spilling liquid onto the target area since it can result in permanent damage and is not covered by the warranty.

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Interactive Heckler® Game Play Feature

Your BullShooter by Arachnid® electronic dartboard includes an exciting interactive “Heckler®” feature that emits rewarding comments of praise for high scoring darts and insults for poorly thrown darts. The humorous interactive comments are sure to add plenty of fun and excitement to your dart game.

There are four levels to choose from to control how frequent you will hear these interactive sound effects:

FREQUENCY LEVELS

Level 4: Every throw - All throws will include an interactive sound effect

Level 3: Frequently - Frequent interactive sound effects

Level 2: Occasional - Occasional interactive sound effects

Level 1: OFF - Turns OFF the interactive Heckler® sounds

The default setting when the dartboard is turned on is Level 4 (Every Throw) Players do have the ability to change the frequency level while a game is in process. Simply press the Heckler® button to change the frequency level.

IMPORTANT! The interactive HECKLER® feature can only be used with standard games of Cricket and '01 (*301,501 etc)

***Single in and single out games only**

REPLACEMENT PARTS INCLUDED WITH YOUR DARTBOARD

6 SOFT TIP DARTS (Traditional flight / shaft)

MODEL : RP6SOFTDART2pc \$11.95

Replacement parts subject to additional shipping and handling.

CALL CUSTOMER SERVICE 1.800.399.4402

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