

E400ARA/E425ARA/E400TC/ECAB400

ELECTRONIC DART GAME

INSTRUCTIONS

WARNING: NOT TO BE USED BY CHILDREN WITHOUT ADULT SUPERVISION. PLEASE READ INSTRUCTIONS CAREFULLY.



INTRODUCTION

Thank you for purchasing the Model E400ARA/E425ARA/E400TC/ECAB400 electronic dart game. Its computerized scoring system and state of art illuminating system makes game playing easy and enjoyable. With 22 built-in games & 115 options to choose 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.

IMPORTANT NOTE:

This game is designed for use with 3/4" soft tip darts only. Do not attempt to use steel tip darts or longer soft tip darts at any time (maximum length: 2cm).

Electronic and mechanical reaction time is required between shots. If two shots occur too close together, pull out second dart and re-throw to properly record your score.

In an environment with high electrical currents the dart game may malfunction and require pressing the RESET button to re-start the game.

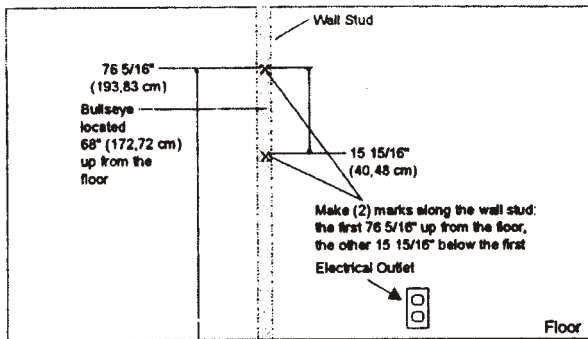
To insure proper function in AC/DC mode, this unit has to be used with a negative center pole adapter (9 V DC, 500mA) included together with the dart game.

WARNING TO PARENTS:

Any battery charger/transformer to be used with the game should be regularly examined for potential hazards. Such as damage to cable or cord, plug, enclosure or other parts. In the event of such damage, the game must not be used until the part has been properly restored.

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.



**Mounting the Game
(View Facing Wall)**

Mounting the Game

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 5/16" (193.83 cm) up from the floor along the stud (see illustration above). Place another mark 15 15/16" (40.48 cm) 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" (12.7 mm) from the wall.
3. Line up the slotted mounting holes on the back of the game with the screw heads, then mount the game.
4. It may be necessary to adjust the screws until the board fits snugly against the wall. After the board is mounted, the bullseye should be 68" (172.72 cm) above the floor.
5. Place a toe line 97 1/2" (247.65cm) from the wall as a guide for throwing distance. In tournament play adhesive tape 2 feet long by 2 1/2 inches wide is used, but if 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.

Power Installation (For E400 Models)

The dartboard is designed to be powered by 9V DC, 500 milliamp (minimum) adapter, with the DC plug polarity configured as positive (+) outside, and negative (-) center. To connect by adapter, plug the DC plug insert into the DC power jack and the AC plug into an electrical outlet. Also this dartboard is equipped with an auto sleeping mode (if the dartboard is not played within 3 minutes, the LCD will display "SLEEP").

Power Installation (For E425 Model)

The dartboard is designed to be powered by 9V DC, 500mA adapter, with the DC plug polarity configured as negative (-) outside, and positive (+) center. Also the game is equipped with battery operated option (battery not included). You may remove the battery cover from back & insert 4 X AA cells according to the battery placement direct as marked.

OPERATION MANUAL

1. Plug the plug into the DC Jack (11), and then turn on the POWER SWITCH (1) for power.
2. With the power turned on, the LED Displays will scroll and display a message sequence of "WELCOME PROFESSIONAL DART GAME " together with an opening melody. Also the display will be enhanced and illuminated by our state of art illuminated system.
3. Press GAME button (2) repeatedly for various game choices. The number of the game is displayed at the 1st player's score display and the description of the game will be displayed and scrolled at the upper portion of the LCD screen. As follows:

Game	Description	Options/Difficulty Levels
G01	Count-up	9
G02	301 Count-down	6
G03	Round Clock	12
G04	Simple Cricket	3
G05	Standard Cricket	3
G06	Cut Throat Cricket	3
G07	Scram Cricket	1
G08	Shove a Penny	1
G09	Hi-score	10
G10	Shoot Out	10
G11	Shanghai	12
G12	Double Down	1
G13	Forty One	1
G14	All Fives	5
G15	Killers	11
G16	Over	3
G17	Under	3
G18	Football	1
G19	Bowling	6
G20	Golf	10
G21	Baseball	3
G22	Car Racing	1
Total:		115

4. Press **PLAYER** button (3) to select the number of players. The selection will be displayed in the 3rd player's display. The maximum number of players is limited to eight. However for players more than 4, the fifth through eighth players have to share the LCD display windows with other players.
5. Press **OPTION** button (4) to select the designated options/difficulties of the game for all players. A player's number is displayed at player's score display and selection of options is displayed at the 2nd player's score display.
6. The selection of games options and players will be scrolled and displayed in full details at the upper portion of the LCD screen enabling players to check their selection.
7. Press **PLAY/NEXT** button (10) to start a game. The 1st to 4th player's options will be displayed at their respective score displays. Again players can page and check all players' options by pressing the **PLAYER** button.
8. For 301 Count Down game, players can also press **DOUBLE** button (6) to select Double In / Double Out options before starting. 2 icons will be displayed to show the various alternatives of the selections.

"Double in" icon display	Double In / Single Out
"Double out" icon display	Single In / Double Out
Both icons displayed	Double In / Double Out
Both icons off	Single In / Single Out
9. If a dart thrown on the board scores but does not stick on the board, press **BOUNCE** button (8) to flash that particular score displayed at the player's score display, then eliminate this score by pressing **ELIMINATE** (9). After throwing the darts, if all of them hit the scoring segments, the player is required to take out all darts and press **PLAY / NEXT** button (10) for the next player to continue the game.
10. If a player finishes the game first, the dartboard will announce "winner" and winning melody will be played plus a display of "Winner" for the celebration.

11. You can choose with or without the SOUND effect option by pressing the SOUND button (7). The sound effect can be turned on or off during a game without affecting the game's normal operation.
With the sound effect turned on, the following will be noted.
Di (all games)--- dart hits any single segments except outer bull's eye.
Double (all games)--- dart hits double segments.
Triple (all games)--- dart hits triple segments.
Bull's Eye (all games)--- outer bull's eye(25).
Open (for Crickets)---when a player 'closes' a particular score & it is opened for scoring.
Close (for Crickets)--- when all players 'close' a particular score.
Score (for Crickets, Sports and some others)---when a player scores points on some games.
Too High (for 301)---when subtracted score smaller than zero.
Yah (for killers)---when a 'live' is killed.
Leader (for Leader)---when a player achieves a new leader's score.
12. If the game has not been played for 5 minutes, it will sleep and keep all the records of current games and scores. Players can resume the game from the sleep position simply by pressing the PLAY/NEXT button (10).
13. If the game malfunctions due to an environment with electrical fast transient, users have to re-start the game by pressing the RESET button (5). Also, make sure to remove factors for causing such an environment (such as playing the game too close to some other electronic appliances) to properly protect the game.
14. To turn off the main power, turn the POWER SWITCH (1) to OFF. It is advisable to turn the game OFF if it is not being played for Over 30 minutes.

GAME DESCRIPTIONS & RULES

G01 COUNT-UP (WITH OPTIONS OF 100, 200, 300, 900)

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 (WITH OPTIONS OF 301, 501, 601, 701, 801 or 901)

Score will be deducted for each dart from 301/501/601/701/801/901 points, the first player who reaches exactly 0 will be the winner. The games can have various DOUBLE/SINGLE options by pressing DOUBLE button (5) and indicated by DOUBLE IN / DOUBLE OUT ICONS.

For single in or single out options, the game can be started or ended by throwing at any segments, regardless of 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 the bull's eye. You cannot start or end the game by hitting the wrong score segments.

If 'double out' has been selected the Dart Out feature is automatically activated. In this mode, once a player is 170 or below, the on-board computer will suggest the 3 best finishing shots, or if an OUT is not possible the best remaining alternative.

G03 ROUND-CLOCK (WITH OPTIONS OF 105, 110, 115, 120, 205, 210, 215, 220, 305, 310, 315, 320)

Hit in strict order of 1, 2, 3,until 5, 10, 15 or 20 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.

G04 SIMPLE CRICKET (WITH OPTIONS OF 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 LED Cyclone Display.

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

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

G05 STANDARD CRICKET (WITH OPTIONS OF 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, 020, 025 of the 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 the 'closed' and can no longer be scored upon by any player. At that time the cyclone display of that number will show a 'circle' sign.
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 'closes' all the numbers and has equal or greater scores than the other players. However if players are tied on points, or have no points, the first player to 'close' all numbers wins.
5. And if a player has 'closed' 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.

G06 CUT THROAT CRICKET (WITH OPTIONS OF 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.

G07 SCRAM CRICKET (2 PLAYERS OR 2 TEAMS ONLY)

This game is a variation of Cricket. The game 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.

G08 SHOVE A PENNY

As with cricket, only 15 through 20 and the bull's eye are used. All players have to hit the numbers in order with the objective to score 3 points in each segment before moving to another. Singles are 1 point. Doubles are 2 and triples are 3. However if a player scores more than 3 points in any one segment, the excess points will be given to the next player. The first player to score 3 points in all segments is the winner.

G09 HI SCORE (WITH OPTIONS OF H03, H04, H05, H06, H07, H08, H09, H10, H11, H12)

The rules are simple. 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.

G10 SHOOT-OUT (WITH OPTIONS OF -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 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, it will automatically change to another score for the player to hit.

G11 SHANGHAI (WITH OPTIONS OF L01, L05, L10, L15, H01, H05, H10, H15, P01, P05, P10, P15)

Each player has to proceed for score around the board from 1 through 20 and then the bull's eye. Throw 3 darts for each number and the player who gets the most scores wins. There are 3 levels of difficulty and each player can score at any right segments (single X 1, Double X 2, Triple X 3) for L level; and only double, triple will count for H' level. Players can also 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 at the LCD screen.

For L01, H01 and P01 the game starts from segment 1

L05, H05 and P05 the game starts from segment 5

L10, H10 and P10 the game starts from segment 10

L15, H15 and P15 the game starts from 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, in the 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 D and T, the player has to hit any double or triple and the same rule will be applied. The player who gets the highest 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 reversed from 20 to 15, 41 and B.
2. An additional round or 41 points is included before bull's eye and a player has to get through this challenge before turning 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

G14 ALL FIVES (WITH OPTIONS OF 551, 561, 571, 581, 591)

This game can be played by 2-4 players. 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, the player will get 3 points, as 15 divided by 5 is three.

There will be no points if

- the round (3 darts) total scores is not divisible by 5.
- any dart misses if 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 KILLER (WITH OPTIONS -7,-8,-9,-10,-11,-12,-13,=3,=5,=7,=9)

- To start this game, each player has to select his number by throwing a dart at a particular segment. At this stage the LCD will display "Choose a 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 his number to enable himself as a "killer" by hitting the double segment of his number.
- Once a player has become a "killer", his score display shows "---" to represent a "killer".
- A "killer" can then kill the other players by hitting the segments of other player's numbers until all their "lives" are killed.
- The last player with remaining lives is the winner.
- There are 11 options/difficulties for players to select. -7 to -13 represents 7 lives to 13 lives and can be killed by hitting their segment numbers regardless of single, double, triple. For more advanced players, they can select =3, =5, =7, =9 which requires players to 'kill' their opponents by hitting doubles in their segment numbers.
- The numbers of lives remaining will be displayed at the "Cyclone Display" of the LCD screen.

G16 OVER (WITH OPTIONS OF O-7, O-8, O-9)

The players have to take turns throwing 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 next 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 skip his turn.

Players can select either 7,8,9 lives according to their skill. The last player alive wins the game. If LCD displays 9 segments of his "Cyclone", this indicates the player has 9 lives. After the throws, if he does not have a new leader's score, one segment of the "Cyclone" will turn off. If his score is higher than the leader's score, then the dartboard will pronounce LEADER and keep his score. A leader can choose to proceed to challenge his own leader's score but he will also lose lives if his scores are lower than the leader's score. A player plays down to zero lives will be out and the dart board will display OUT on his score display.

G17 UNDER (WITH OPTIONS OF U-7, U-8, U-9)

Rules follow exactly as Over except

1. The leader's score is the lowest score for each turn.
2. A missed dart should be counted as 60 by pressing the segment triple 20.

G18 FOOTBALL

Each player has to first select his or her playing field by throwing a dart at the dartboard. At this stage, the LCD will display "choose a number". Once a playing field is selected, you have to start points from the double segment, carry through the bull's eye and then to the opposite segments in strict sequence. The status of the player will be indicated at the LCD screen by lighting up the "Cyclone" display.

For example, if a player selects segment 11, he should hit D-11, outer S-11, T-11, inner S-11, outer bull's eye, inner bull's eye, inner S-6, T-6, outer S-6, and finally the D-6.

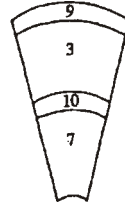
The first player who finishes his playing field is the winner.

G19 BOWLING (WITH OPTIONS OF 10b, 11b, 12b, 13b, 14b, 15b)

This is a challenging game and players have to be very accurate to have a good score.

Each player has to select his 'alley' by throwing the first dart at a segment, and then using the 2nd and the 3rd dart to score points (i.e. pins). Points (pins) are calculated as follows:

Segment	Score
Double	9 pins
Outer Single	3 pins
Triple	10 pins
Inner Single	7 pins



A player cannot hit the same single segment twice within the same 'frame' or the second hit will be counted as 0. Therefore it would be more advisable for the player to hit the two respective single segments to have a score of 10 pins (7 for inner single segment and 3 for outer single segment).

A player can have 20 pins if he hits the triple segment twice. There will only be 10 pins if a player hits the double twice. Otherwise you will only get 9 pins if you hit the double with your second dart and another segment with your third dart.

The perfect game score is 200/220/240/260/280/300 respectively for the options chosen. Players can select different options for playing this game, i.e. 10 rounds - 15 rounds.

G20 GOLF (WITH OPTIONS OF 09F, 10F, 11F, 12F, 13F, 14F, 15F, 16F, 17F, 18F)

The segments 1-18 are used to represent a 'hole'. A player has to make 3 hits on one segment before he can move to the next hole. A double or triple counts respectively 2 and 3 hits and it can allow you to finish holes with fewer strokes. The computer will count the strokes. The one who finishes the game first with the lowest number of strokes is the winner.

The computer will keep track, announce and display at LCD screen the holes to be hit.

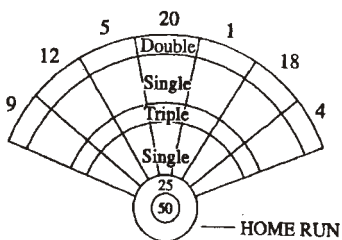
Players can play from 9 holes to 18 holes depending on the level of difficulty.

G21 BASEBALL (WITH OPTIONS OF 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 bases
Triple	Three bases
Bull's eye	Home run



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

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

G22 CAR RACING (STEEPLECHASE)

This game is for the player to race at a 'track', The first player who finishes the track is the winner. A 'track' starts at the 20 segment and runs clockwise around the board to the 5 segment and then ends with a bull's eye.

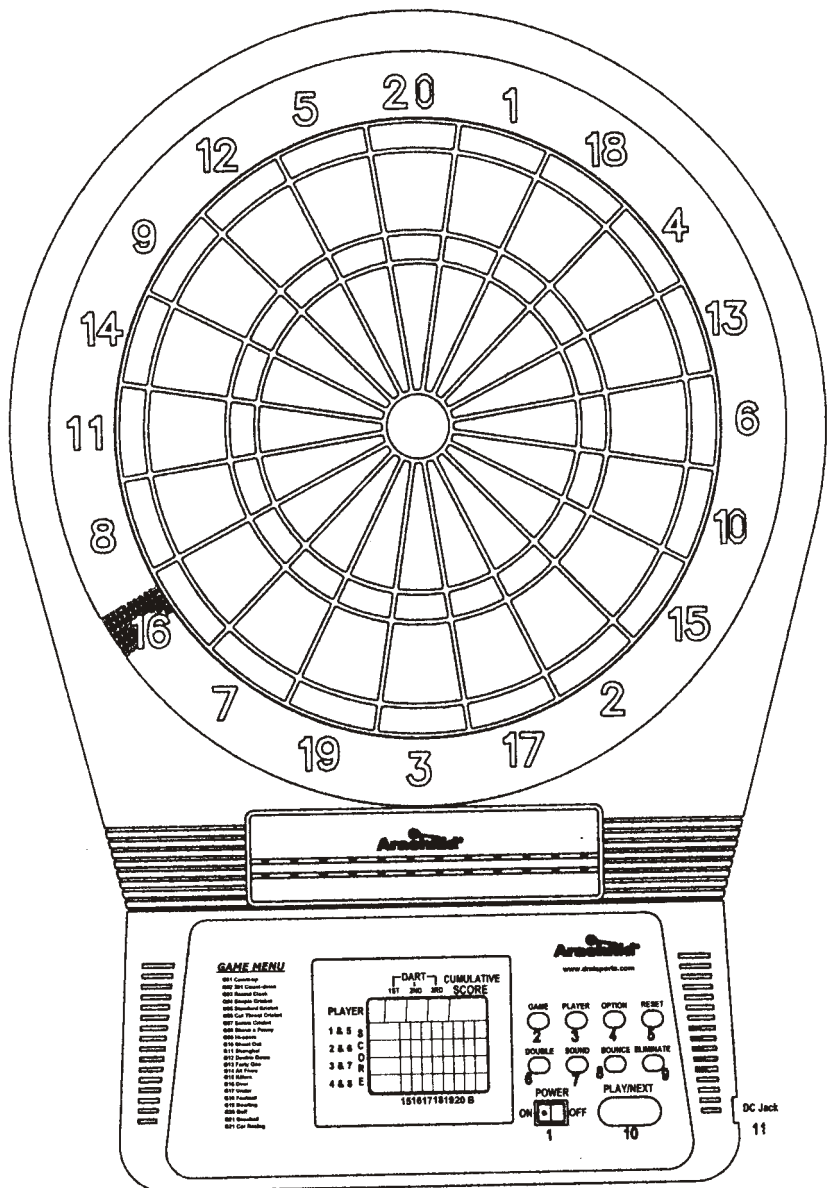
A valid hit in the 'track' has to be the inner single (the triangular block in between the triple and the bull's eye).

There are 4 hurdles throughout the course at the following segments.

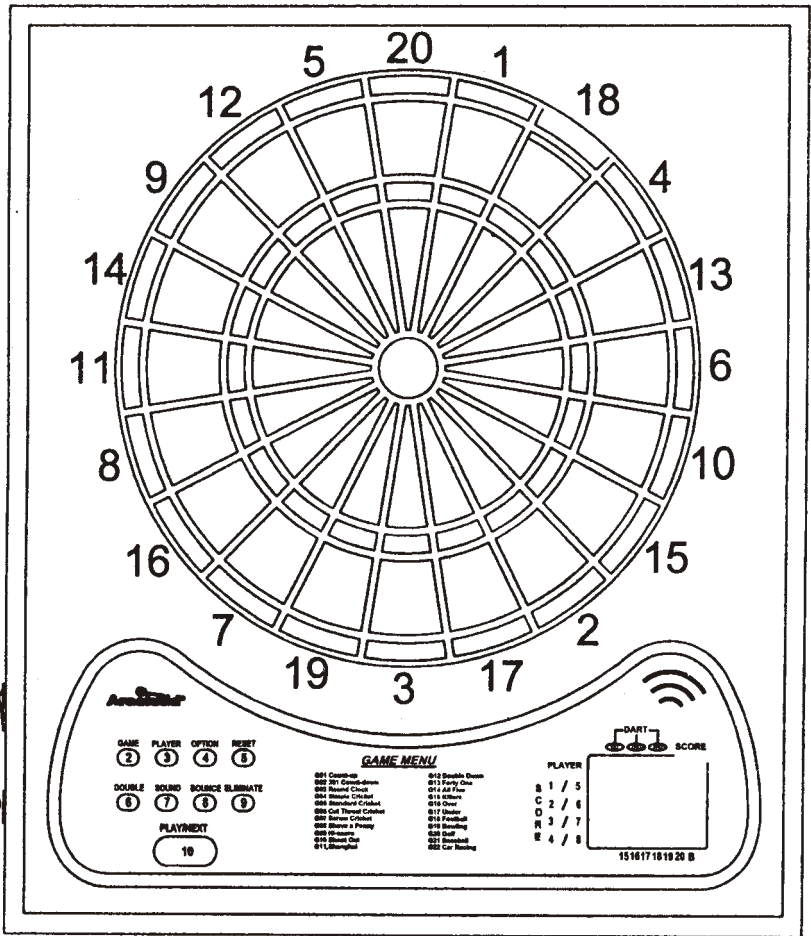
Triple 13, Triple 17, Triple 8 and Triple 5.

A player has to hit the triple zone in those 4 particular hurdles.

Illustration



ECAB400 Illustration



Trouble Shooting

At DMI. Sports, Inc. we build our Arachnid boards to be rugged and durable. However, with the delicate electronics in our game, and with the high usage the game 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.

GAME WILL NOT SCORE OR HAS NO SOUND

Check to see if a segment is stuck. Also be sure that none of the buttons stuck.

STUCK SEGMENT

If a segment is stuck, the built-in "Self Diagnostic Function" will be activated automatically. Your dartboard will run the self-test routine to determine which segment is stuck and display on the screen a flashing error message together with the number of the stuck segment. Take the following steps when the error shows up:

1. Find the stuck segment according to the number showing on the LED Text Display.
2. Press firmly down on the jammed segment until it becomes loose. Once jammed segments are loosened, the error message should be disappear and the board should continue to operate normally.

This is usually caused by a broken tip. A long tip that sticks out from the segment surface may be pulled out with a plier. A short tip that is broken off flush with the segment surface can be pushed through the hole into the game without damaging the electronics in the darhead. Push the tip with an object that is smaller in diameter than the tip.

NOTICE

Under extreme electrical interference conditions due to electrical storms, power line surges, rolling brown outs, broadcast radio/ TV transmitters, the dart game can show erratic behavior and can fail to perform.

To restore game to normal operation, disconnects all power sources from the game unit. Unplug adapter and wait for 3 seconds. Reconnect power source.

Cleaning the Game

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.

Warranty

DMI Sports, Inc. warrants this game to be free from defects in material and workmanship for 1 year by the original purchaser of the unit.

This warranty covers manufacturers defects only, not normal wear and tear. The manufacturer can service malfunctions due to normal wear and tear for a fee. This warranty does not apply to products damaged through accidents, misuse, or neglect. Your warranty is voided if service is attempted by anyone other than the manufacturer. All display lights and transformers are limited to a 1-year warranty. DMI Sports, Inc. reserves the right to make inspection and determination of all warranty claims.

IT IS IMPORTANT TO SAVE THE ORIGINAL BOX, ALL PACKAGING, AND RECEIPTS! These items are required if it ever proves necessary to return the game to the factory for service. Customer will be responsible for all freight charges if any product is returned to the factory whether or not a valid warranty claim exists.

Do not return your game to the store where purchased, as they are not equipped to handle repairs. All warranty or repair requests require a return authorization number provided by the manufacturer. In all cases, resolution of valid warranty claims, shall be limited to repair or replacement of defective product. No credit will be issued.

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WARNING

Young people should be supervised by an adult.
Darts are not a child's toy. Not suitable for children under 3
years of age. May cause injury if used improperly. All
spectators and players must stand behind dart shooter. Please
read instructions carefully.

E425

