



Model EST400ARA

**Electronic Dart Game
Instruction Manual**

Congratulations on purchasing a new type electronic dartboard. We hope you will have many hours of enjoyable use with this product.

Dart History

While both Henry VIII of England (1491-1547) and Charles VI of France (1368 – 1422) 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 inn-keeper 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.

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 pastimes of the royal courts.

Arachnid, Inc. invented the state-of-the-art 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 steel and soft tip dart game is a precision engineered product manufactured with the highest quality materials, including natural sisal segments and a durable one-piece steel spider. With proper care this Arachnid dartboard is designed to provide years of entertainment for players of all skill levels and ages (not recommended for children under the age of 8. Adult supervision is required for children ages 8 to 14).

Unpacking your Arachnid Dart Board

Please unpack your dart board carefully making sure all parts are included. The following components are included in this set:

- 1 Arachnid Steel and Soft Tip Dart Board
- 1 Owners Manual
- 6 Soft-Tip Darts (unassembled) with spare tips
- 6 Steel-Tip Darts (unassembled)

After unpacking the game, it is important to save the original box, all packaging, and receipts. These items will be needed if it even proves necessary to return game to factory for service.

Warning: This is not a child’s toy.

Children under the age of 8 should not play steel-tip or soft-tip darts. Adult supervision is required for children ages 8 to 14. Small parts and sharp points are dangerous and can cause serious injury. Please read instructions carefully.

Product Introduction

This high quality Arachnid electronic dart board includes LCD display, automatic voice scoring and 26 games with 193 variations. It can be enjoyed by up to 8 players with an initial setting of 2 players.

Caring for your Dart Board

This dartboard is suitable for both steel tip and soft tip darts, however, you will extend the life of the bristle segments by using steel tip darts.

This dart board is powered by 4 double A batteries.

Apply proper force and stance to throw darts. It is not necessary to throw darts hard for the darts to stick to this natural sisal board.

Moisture: Do not spill liquids on the board as it will damage the electronics. Avoid subjecting your dart board to excessive moisture to extend life of natural sisal.

Cleaning: Clean your dart board with a damp cloth and/or mild detergent only.

Tips and Techniques

A proper stance is to align your hand, elbow, shoulder, hip and foot. If you are throwing with your right hand, then turn to your left so that your right side is facing the board. Put your weight on your right foot and lean slightly forward while balancing with your left foot. If you are throwing with your right foot then do the reverse.

The throwing motion should be from your elbow to finger tips. Keep your body steady and use only your hand, wrist and forearm. Bring your forearm slightly back, and with a fluid motion throw the dart toward the board. Follow through by pointing your index finger at the target area as you release the dart. Practice! Practice! Practice!

Button Functions

GAME button

Press this button to page through the on-screen game menu and select game. During the game, press the button to end the current game and return to starting status.

OPTION button

Press this button to select different variations of the games.

PLAYER button

When starting press this button to set the number of players. During play use this button to check the score of each player

DOUBLE button

Only for game "G01" (refer to Game Instructions)

HANDICAP button

Use this button to set the difficulty level of the game for each player. For example, if 4 players play "G01", player one can set starting point at 801, player two 501, player three 301 and player four 201.

POWER button

Use this button to turn dart board electronics on and off.

SOUND button

Press the button to set sound on or off.

ELIMINATE button

At the start press this button to set team play. During game, press this button to clear the score of the current dart.

MISS button

Press this button to decrease the number of darts remaining when a dart does not hit a segment.

START/NXT button

Press this button to start the game and change to next player.

Game Set-up

Turn the board on and it begins self-testing. A musical chime effect will play. Press any button listed above to immediately enter into "G01" games. After finishing self-testing the board will also enter into "G01" games directly.

Push the GAME button to select any desired game until the game is displayed.

Push the OPTION button to select different variations for the games.

Push the PLAYER button to set the number of players.

Push the HANDICAP button to set different degree of difficulty for each player. Each push on the button changes the level by one step.

Push the START /NXT button to begin playing when game setup is complete.

Example:

Push The GAME button and then the OPTION button to select 501 game.

Select player one and then push the HANDICAP button twice to set the starting point at "701", for player one as a better player.

Select player two. Player two's score shows "501" as the starting point.

Select player three, a novice player, and then push the HANDICAP button several times to set the starting point at "301"

After setup is complete for all players, push the START NXT button to start the game.

GAME MENU

No.	GAME	OPTION
G01	COUNT DOWN	101;201;301;401;501; 601;701;801;901
G02	SIMPLE CRICKET	000;020;025
G03	SCRAM CRICKET	A00
G04	SCORE CRICKET	E00;E20;E25
G05	CUT THROAT CRICKET	C00;C20;C25
G06	DOUBLE SCORE CRICKET	d00;d20;d25
G07	SHOVE-A-PENNY CRICKET	P00;P20;P25
G08	ROUND THE CLOCK	5,10,15,20
G09	ROUND THE CLOCK-DOUBLE	205;210;215;220
G10	ROUND THE CLOCK-TRIPLE	305;310;315;320
G11	LEGS OVER	3;5;7;9;11;13;15;17;19;21
G12	LEGS UNDER	U03;U05;U07;U09;U11; U13;U15;U17;U19;U21
G13	COUNT UP	100;200;300;400;500;600; 700;800;900
G14	HIGH SCORE	H03;H05;H07;H09;H11; H13;H15;H17;H19;H21
G15	SHOOT OUT	H03;H05;H07;H09; H11;H13;H15;H17;H19;H21
G16	KILLER	3;5;7;9;11;13;15;17;19;21
G17	KILLER-DOUBLE	203;205;207;209;211; 213;215;217;219;221
G18	KILLER-TRIPLE	303;305;307;309;311;

G19	ALL FIVE	313;315;317;319;321
G20	SHANGHAI	51;61;71;81;91
G21	SHANGHAI-DOUBLE	1;5;10;15
G22	SHANGHAI-TRIPLE	201;205;210;215
G23	GOLF	301;305;310;315
G24	BINGO	10;20;30;40;50;60;70;80;90
G25	BIG LITTLE-SIMPLE	132;141;168;189
G26	BIG LITTLE-HARD	3;5;7;9;11;13;15;17;19;21
		H03;H05;H07;H09;H11; H13;H15;H17;H19;H21

GAME INSTRUCTIONS

G01 Count Down (101, 201, 301, 401, 501, 601, 701, 801, 901)

The game is played by subtracting each dart score from the starting point. The player who reaches exactly zero first wins the game.

2. To make the game more challenging, you may press the DOUBLE button to set additional restrictions on how to start and end the game.

Double In (101,201,301,401,501,601,701,801,901)—To start, the player must hit a double. No score will be counted until this condition is met.

Double Out,101,201,301,401,501,601,701,801,901. To win, the player must hit a double that reduces the score to exactly zero. Reaching "1" or going past zero can be considered a BUST and the score goes back to the previous score.

Double In/Out,101,201,301,401,501,601,701,801,901. The player must hit a double to start and end scoring of the game.

G02 Simple Cricket (000, 020, 025)

Only segments 15, 16, 17, 18, 19, 20 and bullseye are in play.

The player who first hits all the above segments three times is the winner.

Hit single scoring segment——count one time;

Hit double scoring segment——count two times;

Hit triple scoring segment——count three times.

000——The player can hit any segment of 15,16,17,18,19,20 and bullseye. There is no sequence for the segments;

020——The player must hit 20 three times first, then follow with 19,18,17,16,15 and bullseye in order;

025——The player must hit the bullseye three times first, then follow with 15,16,17,18,19 and 20 in order.

The player that hits all target numbers three times first is the winners.

G03 Scram Cricket (A00——only for two players)

Only segments 15, 16, 17, 18, 19, 20 and bullseye are in play.

The game consists of two rounds. In round one, player one tries to "close" all the above segments (hit three times in each segment——15 to 20 and bullseye). When player one hits any scoring segments three times, that means he/she "closes" the scoring segment. Then player two does not get any points when the segment is hit.

Hit single scoring segment——count one time;

Hit double scoring segment——count two times;

Hit triple scoring segment——count three times.

Player two attempts to get as many points as possible by hitting the scoring segments which player one has not yet closed. Once player one has closed all scoring segments, round one is completed.

In round two, the two players change their roles. Now player two tries to close all scoring segments while player one goes for points. The game is over when player two closes all segments. The player with the higher points is the winner.

G04 Score Cricket (E00, E20, E25)

Only segments for 15, 16, 17, 18, 19, 20 and bullseye are in play.

2. E00—The player can hit any segment of 15, 16, 17, 18, 19, 20 and bullseye. There is no sequence for the segments;
E20—The player must hit 20 three times first, then follow with 19, 18, 17, 16, 15 and bullseye in order;
E25—The player must hit the bullseye three times first, then follow with 15, 16, 17, 18, 19 and 20 in order.
3. Each scoring segment is “open” when the segment is hit three times. But the segment will be “closed” and can not be scored if all the players hit it for three times.

Hit single scoring segment—count one time;

Hit double scoring segment—count two times;

Hit triple scoring segment—count three times.

- 4 Each player must try to hit the scoring segment three times to let it enter into “open” status and be scored.
- 5 Before opponents finish three hits to open the scoring segment, the player can continue to hit the “open” scoring segment for getting higher scores.
- 6 After all players finish the three hits of the same scoring segment, the segment will be “closed” and can not be scored again.
- 7 When all players “close” all the scoring segments, the player with the highest score is the winner.

G05 Cut Throat Cricket (C00, C20, C25)

1. Only that segments for 15, 16, 17, 18, 19, 20 and bullseye are in play.
2. C00—The player can hit any segment of 15, 16, 17, 18, 19, 20 and bullseye. There is no sequence for the segments;
C20—The player must hit 20 three times first, then follow with 19, 18, 17, 16, 15 and bullseye in order;
C25—The player must hit the bullseye three times first, then follow with 15, 16, 17, 18, 19 and 20 in order.
3. Each scoring segment is “open” when the segment is hit three times. But the segment will be “closed” and can not be scored if all the players hit it for three times.

Hit single scoring segment—count one time;

Hit double scoring segment—count two times;

Hit triple scoring segment—count three times..

5. The points scored by the current player will be added to all opponents.

Each player must try to hit the scoring segment three times to let it enter into “open” status and allow scoring.

Before opponents finish three hits to open the scoring segment, the player can continue to hit the “open” scoring segment for getting higher scores to the opponents.

After all players finish the three hits of the same scoring segment, the segment will be “closed” and can not be scored again.

When all players “close” all the scoring segments, the player with the lowest score is the winner.

G06 Double Score Cricket (d00 ,d20, d25)

1. Only that segments for 15, 16, 17, 18, 19, 20 and bullseye are in play.
2. d00—The player can hit any segment of 15, 16, 17, 18, 19, 20 and bullseye. There is no sequence for the segments;
d20—The player must hit 20 three times first, then follow with 19, 18, 17, 16, 15 and bullseye in order;
d25—The player must hit the bullseye three times first, then follow with 15, 16, 17, 18, 19 and 20 in order.
3. The game is the same as the game “Score Cricket” except that the player must hit each double scoring segment first then to continue the game.

G07 Shove-A-Penny Cricket (P00, 20, 25—at least for two players)

1. It is valid only that segments for 15, 16, 17, 18, 19, 20 and bullseye are hit.
2. P00—The player can hit any segment of 15, 16, 17, 18, 19, 20 and bullseye. There is no sequence for the segments;
P20—The player must hit 20 three times first, then follow with 19, 18, 17, 16, 15 and bullseye in order;
P25—The player must hit the bullseye three times first, then follow with 15, 16, 17, 18, 19 and 20 in order.
3. The game is similar with the game “Simple Cricket”. The exceptions are as follow:

If the current player hits the scoring segment more than three times, then the excess will be added to the next player. But after the current player hits the scoring segment three times and “closes” the segment, if the player hits the segment again, then the excess will not be added to the next player. For example: player one hits segment 16 two times and three indicators for segment 16 will turn on two. Then the player hits the triple for segment 16 and the excess two times for the player will be added to player two. Now player two can “close” segment 16 by hitting it only one time. But if the player one hits segment 16 three times, then the three indicators for the segment will turn on all and the segment will be closed. Now, if player one hits the double for the segment, then the excess two times for the player will not be added to player two.

The player that hits all the scoring segments three times wins the game.

G08 Round Clock (5,10,15,20)

Option (5,10,15,20) represents that hitting any scoring segment is valid.

- 5—Hit the scoring segments from 1 to 5;
- 10—Hit the scoring segments from 1 to 10;
- 15—Hit the scoring segments from 1 to 15;
- 20—Hit the scoring segments from 1 to 20.

The player must throw the darts to the scoring segment based on the indication of the device. If the segment is hit, the next segment will be indicated and the device will voice out “Yes”; or it will voice out “No”.

The player that hits all the scoring segments first is the winner.

G09 Round Clock-Double (205, 210, 215, 220)

1. Option, 205, 210, 215, 220, represents that only hitting double scoring segment is valid.

205—Hit the scoring segments from 1 to 5;

210—Hit the scoring segments from 1 to 10;

215—Hit the scoring segments from 1 to 15;

220—Hit the scoring segments from 1 to 20.

The player must throw the darts to the scoring segment based on the indication of the device. If the segment is hit, the next segment will be indicated and the device will voice out “Yes”; or it will voice out “No”.

The player that hits all the double scoring segments first is the winner.

G10 Round Clock-Triple (305, 310, 315, 320)

1. Option (305, 310, 315, 320) represents that only hitting triple scoring segment is valid.

2. 305—Hit the scoring segments from 1 to 5;

310—Hit the scoring segments from 1 to 10;

315—Hit the scoring segments from 1 to 15;

320—Hit the scoring segments from 1 to 20.

3. The player must throw the darts to the scoring segment based on the indication of the device. If the segment is hit, the next segment will be indicated and the device will voice out “Yes”; or it will voice out “No”.

The player that hits all the triple segments first is the winner.

G11 Legs Over (3, 5, 7, 9, 11, 13, 15, 17, 19, 21)

Option, 3, 5, 7, 9, 11, 13, 15, 17, 19, 21, represents original life value of the player.

Each player should try to score higher than three-dart total in a turn for the previous player (At the start, the device will indicate a benchmark score for the first player.). When a player scores less than or equal to the three-dart total for the previous player, the player will be taken away one “life”.

In a turn, if a player does not throw the darts but directly press the START/NXT button, the player will also lose one “life”.

When the life value for a player is zero, the player will be eliminated.

When one player is left, the game is over and that player is the winner.

This game should be played by more than two players.

G12 Legs Under (3, 5, 7, 9, 11, 13, 15, 17, 19, 21)

1. Option, 3, 5, 7, 9, 11, 13, 15, 17, 19, 21, represents original life value of the player.

Each player should try to score less than three-dart total in a turn for the previous player (At the start, the device will indicate a benchmark score for the first player.). When a player scores higher than or equal to the three-dart total for the previous player, the player will be taken away one “life”.

In a turn, if a player does not throw the darts but directly press the START/NXT button, the player will also lose one “life”; if press the ELIMINATE button, the device will clear the current score for the dart and meanwhile add 60 points to the total; if press the MISS button, the device will also add 60 points.

When the life value for a player is zero, the player will be eliminated.

When one player is left, the game is over and that player is the winner.

This game should be played by more than two players.

G13 Count Up (100, 200, 300, 400, 500, 600, 700, 800, 900)

The score of each player will be accumulated up from zero for each hit. The first player reaching or exceeding the appointed score is the winner.

G14 Hi—Score (H03, H05, H07, H09, H11, H13, H15, H17, H19, H21)

1. All the segments are valid.

Option (*3,*5,*7,*9,*11,*13,*15,*17,*19,*21) represents the appointed turns for the player. One turn is for three darts.

After finishing the appointed turns, the player with the highest score is the winner.

G15 Shoot out (H03, H05, H07, H09, H11, H13, H15, H17, H19, H21)

Option (*3,*5,*7,*9,*11,*13,*15,*17,*19,*21) represents original points for the player.

The device will randomly indicate a number segment for throwing. The player should shoot the number segment within 10 seconds, or the shoot will be taken away. When hitting the segment, the device will voice out “Yes”, or voice out “No”.

When hitting single, double or triple for the target segment, the device will reduce one point from the total.

The player first reaching zero is the winner.

G16 Killer (3, 5, 7, 9, 11, 13, 15, 17, 19, 21)

Option, 3, 5, 7, 9, 11, 13, 15, 17, 19, 21, represents original life value of the player.

2. When entering the game, the device will display “SEL” to hint players to select scoring number for themselves. When the first player chooses the scoring number, press the “START/NXT” button for the next player to choose. All players should have different scoring number. When all the players finish choosing their own scoring number, now the game goes into normal starting status.

3. At first, the player should have to hit his/her own scoring number to attain the qualification for a “killer”.

When becoming a killer, the player hits the scoring number for an opponent, and the opponent will lose one “life”.

If a killer hits his/her own scoring number, the killer will lose the qualification for “killer” and also lose one “life”. The player should hit his/her own scoring number again for “killer” qualification

The killer should try to take away “lives” from opponents by hitting their scoring number as soon as possible.

When target number is hit, the device will voice out “Yes”; or voice out “No”.

When one player is left, the game is over and that player is the winner.

This game should be played by more than two players.

G17 Killer—Double (203, 205, 207, 209, 211, 213, 215, 217, 219, 221)

Option,*3,*5,*7,*9,*11,*13,*15,*17,*19,*21,represents original life value of the player.

2. When entering the game, the device will display “SEL” to hint players to select scoring number for themselves. When the first player chooses the scoring number, press the “START/NXT” button for the next player to choose. All players should have different scoring number. When all the players finish choosing their own scoring number, now the game goes into normal starting status.

3. At first, the player should have to hit the double for his/her own scoring number to attain the qualification for a “killer”.

4. When becoming a killer, the player hits the scoring number for an opponent, and the opponent will lose one "life".

If a killer hits his/her own scoring number, the killer will lose the qualification for "killer" and also lose one "life". The player should hit the double for his/her own scoring number again for "killer" qualification

The killer should try to take away "lives" from opponents by hitting their scoring number as soon as possible.

When target number is hit, the device will voice out "Yes"; or voice out "No".

When only leave one player, the game is over and the player is the winner.

9. This game should be played by more than two players.

G18 Killer—Triple (303, 305, 307, 309, 311, 313, 315, 317, 319, 321)

Option,*3,*5,*7,*9,*11,*13,*15,*17,*19,*21,represents original life value of the player.

2. When entering the game, the device will display "SEL" to hint players to select scoring number for themselves. When the first player chooses the scoring number, press the "START/NXT" button for the next player to choose. All players should have different scoring number. When all the players finish choosing their own scoring number, now the game goes into normal starting status.
3. At first, the player should have to hit the triple for his/her own scoring number to attain the qualification for a "killer".
4. When becoming a killer, the player hits the scoring number for an opponent, and the opponent will lose one "life".

If a killer hits his/her own scoring number, the killer will lose the qualification for "killer" and also lose one "life". The player should hit the triple for his/her own scoring number again for "killer" qualification

The killer should try to take away "lives" from opponents by hitting their scoring number as soon as possible.

When target number is hit, the device will voice out "Yes"; or voice out "No".

When one player is left, the game is over and that player is the winner.

This game should be played by more than two players.

G19 All Five (51, 61, 71, 81, 91)

One turn is for three darts. With every turn each player should have to score a total which is divisible by five. Every "five" counts as one point. For example: the player scores three, seven and ten with three darts. Since the total twenty is divisible by five fours, the player score four points ($4 \times 5 = 20$). In addition, if the total for three darts is not divisible by five or any dart of every turn is not hit in a valid segment (missing the board or hitting in the catch ring), no points are given. Option (51,61,71,81,91) represents the appointed points for the player. The player first reaching or exceeding the appointed points is the winner.

G20 Shanghai (101, 105, 110, 115)

- 101—Hit any segment from one to twenty and bullseye in order;
- 105—Hit any segment from five to twenty and bullseye in order;
- 110—Hit any segment from ten to twenty and bullseye in order;
- 115—Hit any segment from fifteen to twenty and bullseye in order.

Each player can only throw three darts for each number segment. When skipping the number segment or abstaining, the player loses the chance to close that number segment again.

When the bullseye is closed, the player with the highest score is the winner.

G21 Shanghai (201, 205, 210, 215)

201—Hit double segment from one to twenty and bullseye in order;
205—Hit double segment from five to twenty and bullseye in order;
210—Hit double segment from ten to twenty and bullseye in order;
215—Hit double segment from fifteen to twenty and bullseye in order.

Each player can only throw three darts for each number segment. When skipping the number segment or abstaining, the player loses the chance to close that number segment again.

When the bullseye is closed, the player with the highest score is the winner.

G22 Shanghai (301, 305, 310, 315)

301—Hit triple segment from one to twenty and bullseye in order;
305—Hit triple segment from five to twenty and bullseye in order;
310—Hit triple segment from ten to twenty and bullseye in order;
315—Hit triple segment from fifteen to twenty and bullseye in order.

Each player can only throw three darts for each number segment. When skipping the number segment or abstaining, the player will be cancelled to throw darts for the number segment again.

When the bullseye is closed, the player with the highest score is the winner.

G23 Golf (10, 20, 30, 40, 50, 60, 70, 80, 90)

Option (10, 20, 30, 40, 50, 60, 70, 80, 90) represents the appointed points for the player.

The player should hit the number segment from one to eighteen in order. Hit one at first turn, then hit two at second turn and so on. If the segment is hit, the device will voice out "Yes"; or voice out "No".

The player should try to get the lowest point. When missing three darts for a turn, it means a "bad dart" and counts as five points. Hitting the triple counts as one point; hitting the double counts as two points; hitting the single counts as three points. The player can use any dart of the three to finish the turn, but only use the last dart to count as the point. If the last dart for a turn misses the board, the turn will also be counted as five points.

The player who reaches or exceeds the appointed points will be kicked out of the game. When only leave one player, the player is the winner; or when finishing all 18 turns, the player with the lowest points is the winner.

G24 Bingo (132, 141, 168, 189)

The device will display the target segment automatically. The player who first finishes hitting all specified target segments for three times wins the game. If the segment is hit, the device will voice out "Yes"; or voice out "No".

132—Hit the segment with the sequence of 15,4,8,14,3;
141—Hit the segment with the sequence of 17,13,9,7,1;
168—Hit the segment with the sequence of 20,16,12,6,2;
189—Hit the segment with the sequence of 19,10,18,5,11.

The player should hit a number segment three times to enter into the next number segment. Hitting the single segment counts as one time; the double segment two times; the triple segment three times.

G25 Big Little—Simple (3, 5, 7, 9, 11, 13, 15, 17, 19, 21)

Option (3, 5, 7, 9, 11, 13, 15, 17, 19, 21) represents the original life value for the player.

At the start, the device will randomly display a target number for the first player.

If the player hits the target with first or second dart, the player can set a new target for the next player with the next dart; if the player only hits the target with the third dart or fails to set a new effective target for the next player, the device will randomly show a new target for the next player; if the player fails to hit the target with all three darts, the player will lose one "life" and

meanwhile the next player will have to throw the same target. If the target is hit, the device will voice out “Yes”; or voice out “No”.

Hitting the single, double or triple for the target is available.

When the original life value for a player reaches zero, the player will be eliminated from the game. When only one player is left the game is over and that player is the winner.

G26 Big Little—Hard (H03, H05, H07, H09, H11, H13, H15, H17, H19, H21)

Option (*3,*5,*7,*9,*11,*13,*15,*17,*19,*21) represents the original life value for the player.

At the start, the device will randomly display a target number for the first player.

If the player hits the target with first or second dart, the player can set a new target for the next player with the next dart; if the player only hits the target with the third dart or fails to set a new effective target for the next player, the device will randomly show a new target for the next player; if the player fails to hit the target with all three darts, the player will lose one “life” and meanwhile the next player will have to throw the same target. If the target is hit, the device will voice out “Yes”; or voice out “No”.

When the original life value for a player reaches zero, the player will be eliminated from the game. When only one player is left the game is over and that player is the winner.

Warranty

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

This warranty covers manufactures 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.

The 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 return authorization number provided by the factory or an authorized service center. 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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