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INSTALLATION INSTRUCTIONS FOR DOUBLE BULLSEYE KIT (ALL GAMES)

Your Double Bullseye Kit should contain the following items:

1. Inner Bull (Black)
2. Outer Bull (Red)
3. Decal
4. New Switch Matrix; only if upgrading an entire game.)

Carefully remove the dart head from your dart game by removing the 4 bolts holding the dart head in the game. Lay the dart head flat on a table, with the white backboard facing you.

HINT: Before removing the eight nuts holding the dart head together, place a piece of tape on the heads of the screws (segment side of dart head) to hold them in place after nuts are removed.

Disassemble and reassemble dart head as follows:

- a) Remove the 8 nuts holding the target back to the spider.
- b) Remove the switch matrix
- c) Remove .020" gasket.
- d) Remove rubber damper.
- e) Check for dirt and broken tips between spider and cups. Replace any worn or broken cups.
- f) Clean and re-install rubber damper.
- g) Re-install gasket, making sure that it is installed right side up and in the right rotation.

IMPORTANT

THERE SHOULD BE A SMALL U SHAPE CUTOUT ON THIS GASKET. POSITION IT TO THE LEFT OF CENTER (BEHIND THE "DOUBLE 1" SEGMENT) AT THE TOP.

NOTE

SOME GAMES MAY HAVE A ONE PIECE MATRIX CUSHION TO REPLACE THE ITEMS DESCRIBED IN "F" AND "G" ABOVE. THIS CUSHION WILL ALSO HAVE A U-SHAPED CUTOUT, AND IT MUST BE POSITIONED TO THE LEFT OF CENTER (BEHIND THE "DOUBLE 1" SEGMENT) AS WITH THE .020 GASKET.

- h) If your kit includes a new Switch Matrix, place the new 9 pin connector on top. Store the old Matrix in a safe place. If your kit does not contain a new Matrix, simply replace the old one in the same manner. Place the switch matrix with the tails on the left and the 9 pin connector on top.

i) Clean and re-install target back and 8 nuts, tighten only finger tight.

NOTE

BOLTS MUST BE FINGER TIGHT ONLY. ANY TIGHTER COULD CLOSE CONTACTS IN THE MATRIX AND CAUSE INACCURATE SCORING OR NO SCORING AT ALL.

NOTE

IT IS IMPORTANT TO KEEP DIRT OUT OF THE AREA BETWEEN THE SPIDER AND SEGMENTS AS THIS CAN CAUSE NON-SCORING OR IMPROPER SCORING. ON A HEAVILY PLAYED GAME IT IS A GOOD IDEA TO DO PREVENTIVE MAINTENANCE ON A REGULAR BASIS IN THE FORM OF DISASSEMBLING THE DART HEAD, CLEANING AND REASSEMBLING. THIS CAN HELP PREVENT SERVICE CALLS IN BETWEEN REGULAR VISITS.

NOTE

ALTHOUGH THE DART HEAD IS DIS-ASSEMBLED AND RE-ASSEMBLED AS IN THE PAST (WITH 4500 AND 5000 SERIES GAMES), WITH 6000'S AND 7000'S IT IS INSTALLED WITH THE 3 LEADS IN THE DOWNWARD DIRECTION. THIS MEANS THAT THE "20" ON THE YELLOW SPIDER IS NOT AT THE TOP. THE PROGRAM WAS CHANGED TO REFLECT THIS CHANGE. MAKE SURE THAT IF USING A DART HEAD FROM ANOTHER SERIES GAME THAT THE RED AND BLACK SEGMENTS ARE IN THEIR PROPER PLACE (SINGLE 20 IS RED).

Refer to your game parts manual for illustrations on how this dis-assembly process is done.

ACTIVATING THE DOUBLE BULL OPTION

On 6000 and 7000 series games, there is a 4 position Dip Switch on the main P.C. Board. Some older 6000 games may not have this switch installed. It should be located just above U20 on your 6000 main P.C. Board (Above U18 on 7000 P.C. boards). Install one if it is not there already. Flipping SW3 of this Dip Switch (see Figure 1) will activate or deactivate the Double Bull. SW3 ON = Double Bull ON; SW3 OFF = Double Bull OFF (Single 50 point Bull is ON).

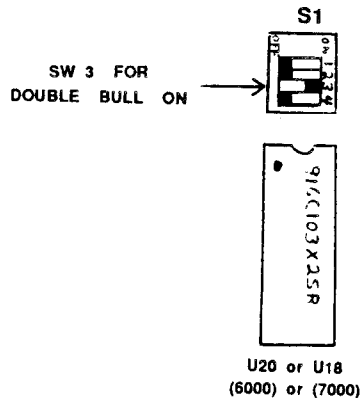


Figure 1

D.I.P. Switch Location on Main P.C. Board for 6000 & 7000 Series Games

If you have any questions regarding this Kit, please call Arachnid, Inc. at 1-800-435-8319 (In Illinois 1-815-654-0212).