

Arachnid³⁶⁰



Operators Manual



The Originator of Electronic Darts

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P/N 44257 Rev. E



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Note: This equipment has been tested and found to comply with the limits for a Class A digital device, pursuant to part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference when the equipment is operated in a commercial environment. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instruction manual, may cause harmful interference to radio communications. Operation of this equipment in a residential area is likely to cause harmful interference in which case the user will be required to correct the interference at his own expense.

Covered by one or more of the following U.S. and/or foreign patents.

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Caution: Never place the Galaxy 3 Plus/Fire in high traffic areas. Although Arachnid boards use safety darts, they still do hurt when thrown at people. Take care that no accidents happen.

Warning: This electronic dartboard is for INTERNAL USE ONLY. Electronics can be damaged if exposed to external weather conditions.

Introduction

This manual contains assembly, operation and troubleshooting information for Arachnid's Galaxy 3 Plus/Fire dart machines.

If you encounter a problem that is not covered in this manual, or if you have any questions, contact Arachnid at 800-435-8319 from 8 a.m. to 5 p.m. CST.

Section 1 General Description

The dart machine is a coin operated unit offering players a wide variety of game choices to challenge all skill levels.

1.1 Dimensions

Weight Boxed G3: 165 LBS

Weight Boxed G3.5: 160 LBS

Weight Unboxed: 130 LBS

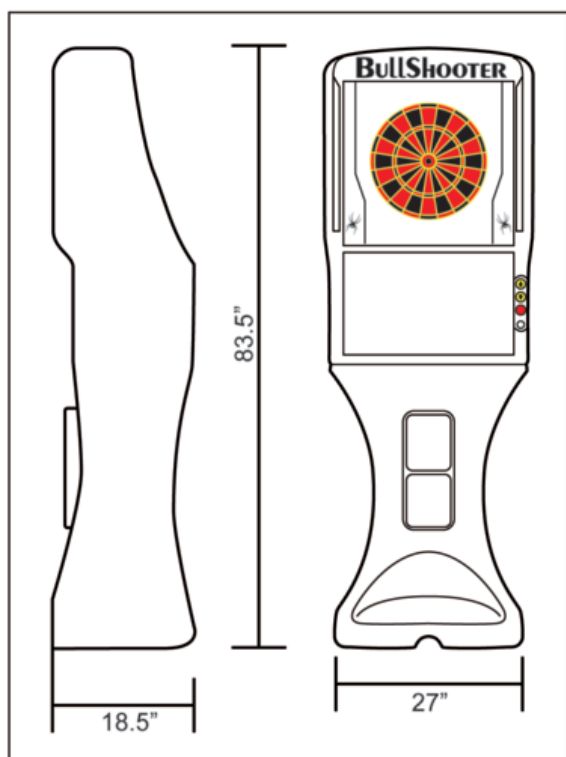
Boxed Dimensions: 40x30x45

Game Height: 83-1/2"

Game Width: 27"

Game Depth: 18-1/2"

For details on the electrical systems see Chapter 5 **Technical Description.**



Section 2 Features of the Machine

This section lists the features and games available on the machine.

A. All the Familiar Features of the Galaxy 3

All the features you liked about the Galaxy II have been carried over to the Galaxy 3 Plus/Fire.

- ♦Happy Hour Times and Pricing
- ♦Automatic Player Change
- ♦Casual Mode Player Stats
- ♦Adjustable Hours of Operation
- ♦Missed Dart Detector
- ♦Color Flat Screen Monitor

B. Brand New Player Feats and Graphics

New dartboard means new graphics! All of the feats and game screens have had a major overhaul.

C. Motorized Adjustable Darthead

The game comes with the traditional 15" darthead and the European 13" darthead. Both of which are mounted on a rotating back board. Touch the latch to flip between the dartheads automatically.

D. LED Target Illumination and Marquee

Along with the new target comes new ways to light the dartboard. Strips of LED lights line the side of the cabinet giving the player a clear and well lit darthead to throw at. These same LED's can be configured to display patterns of color to attract players to the game.

The Galaxy 3 Fire has an extra Attract Mode in the base and on the side of the top cabinet.

E. Internet Communications

The Galaxy 3 Plus/Fire can communicate with the Internet via Ethernet Cable or WiFi. No more phone lines!

F. League Play!

That's right! Paperless Leagues! We are the leader of league play and intend to stay that way.

G. Remote Play!

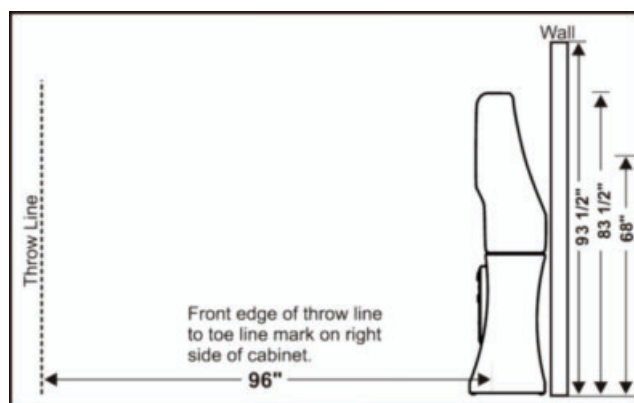
The Galaxy 3 Plus/Fire are capable of playing across the internet. This means someone in your bar can play against someone in another country!

Section 3 Galaxy 3 Plus/Fire Basics

This section instructs you how to assemble your Galaxy 3 Plus/Fire once it is unpacked. This section also explains some basic terms and explains the layout of several important areas of the machines.

3.1 Assembly

- 1 Insert the four set screws provided into the top of the lower cabinet.
- 2 Place the upper cabinet assembly on the lower cabinet.
- 3 Unlock the bezel.
- 4 Flip down the monitor and monitor bezel.
- 5 Secure the upper cabinet to the lower cabinet using the four wing nuts provided.
- 6 Feed the wiring harness and connector through the hole in the lower cabinet to the upper cabinet and connect to the IOB.



- 7 Insert the eye bolt into the hole provided on the back of the machine.
- 8 Secure the eye bolt to the back of the machine with a washer on the inside and outside and nut provided.
- 9 Locate a wooden wall stud behind the machine. We are going to use that to anchor the machine to the wall. The drywall can be up to 5/8" thick in front of the wall stud.
- 10 Measure up from the floor 44" and mark the spot on the wall.
- 11 Drill 2-1/2" pilot hole with a 3/32" bit.
- 12 Slide a washer up to the eyelet of the 3/16 x 2-3/16" Eye Lag Screw.
- 13 Secure the Eye Lag Screw and washer to the wall stud.
- 14 Connect the two Eye bolts together with the chain provided.

- 15 Close and secure the monitor and monitor bezel.



IMPORTANT: The dart machines should not be operated until they are placed with their back against a wall in an area where bystanders will not get struck by a dart.

3.2 Basic Terms

Marquee - The Marquee is designed to catch the eye of the players and entice them into playing the game.

Darthead - The Galaxy 3 Plus/Fire both have a motorized 15" darthead and a 13" darthead.

Catch Screen - The part around the target that catches any missed darts.

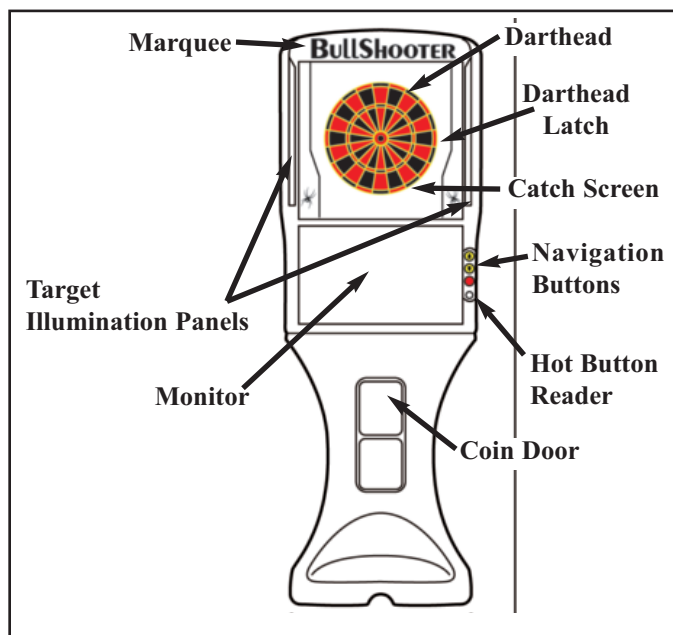
Target Illumination Panels - These LED panels illuminate the target in clear white light. They are also used in attract mode to catch the players eye.

Navigation Buttons - Use the Up, Down and Enter buttons to navigate the menus of the software.

Monitor - A 24" widescreen HD Monitor.

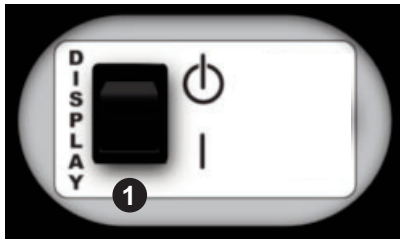
Coin Door - This is where the Coin Mechanisms and Dollar Bill Acceptors are installed.

Darthead Latch - Use this to unlock the darthead and flip it to the other side.



3.3 Standby Switch

This section describes the functions of the Standby switch.



- 1 **Standby Switch** - This switch controls Monitor and Target Illumination Panels. Toggle this switch to put the machine into standby mode. This will leave the main board on but everything else will be turned off.

3.4 Power Inlet and Fuse

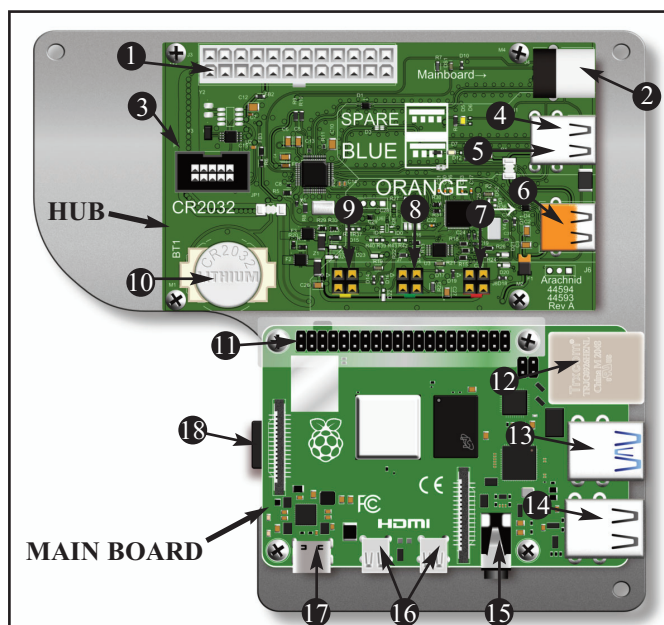


- 1 **Power Inlet** - Is where the power plugs in to the machine.
- 2 **Fuse** - Is a 3.5A Slo-Blo.

3.5 PI Plate Ports

This section points out and describes the functions of the various ports on the Raspberry PI and the HUB.

Caution: The Target Camera, Player Camera, Left LED, Right LED and the Marquee will not function if they are not plugged into the correct ports. (PI Plate Color Code Diagram on page 32.)

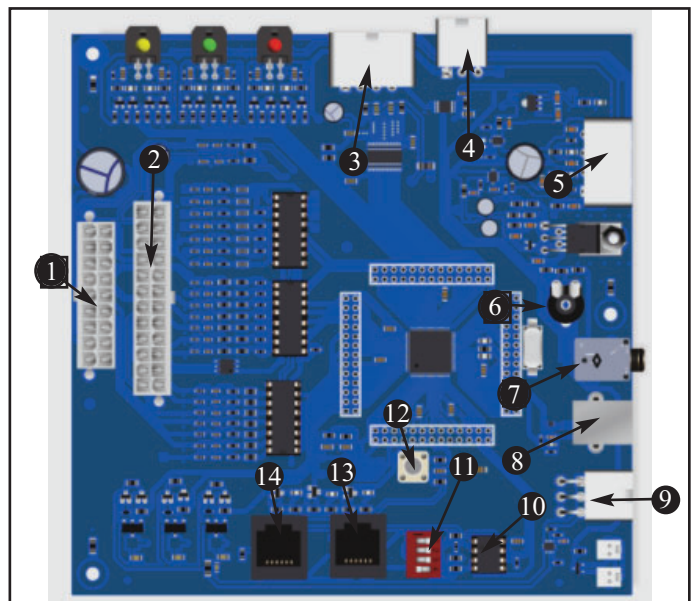


- 1 This is where the 24 pin power connector from the power supply plugs in.
- 2 This USB port connects the HUB to the MAIN BOARD.
- 3 This connector supplies power to the MAIN BOARD.
- 4 The top port is used for manual updates if necessary.
- 5 The bottom port controls the Target Interface Board. All signals coming from the darthead flow into this port.
- 6 This USB port controls the camera pointed toward the target.
- 7 Controls the right Target Illumination Panel.
- 8 Controls the Marquee on the top of the machine.
- 9 Controls the left Target Illumination Panel.
- 10 This is the battery that keeps power to the Hub.
- 11 This connector receives power from the HUB.
- 12 Used to set up a wired network with a router.
- 13 The bottom port connects to the HUB.
- 14 The bottom port controls the camera pointed towards the player.
- 15 Controls the speakers.
- 16 These are video ports that you can plug monitors into.
- 17 The IOB is plugged into this port and controls various functions like the navigation buttons and coin switches.
- 18 This is a MicroSD Card that holds the game software and all of your data.

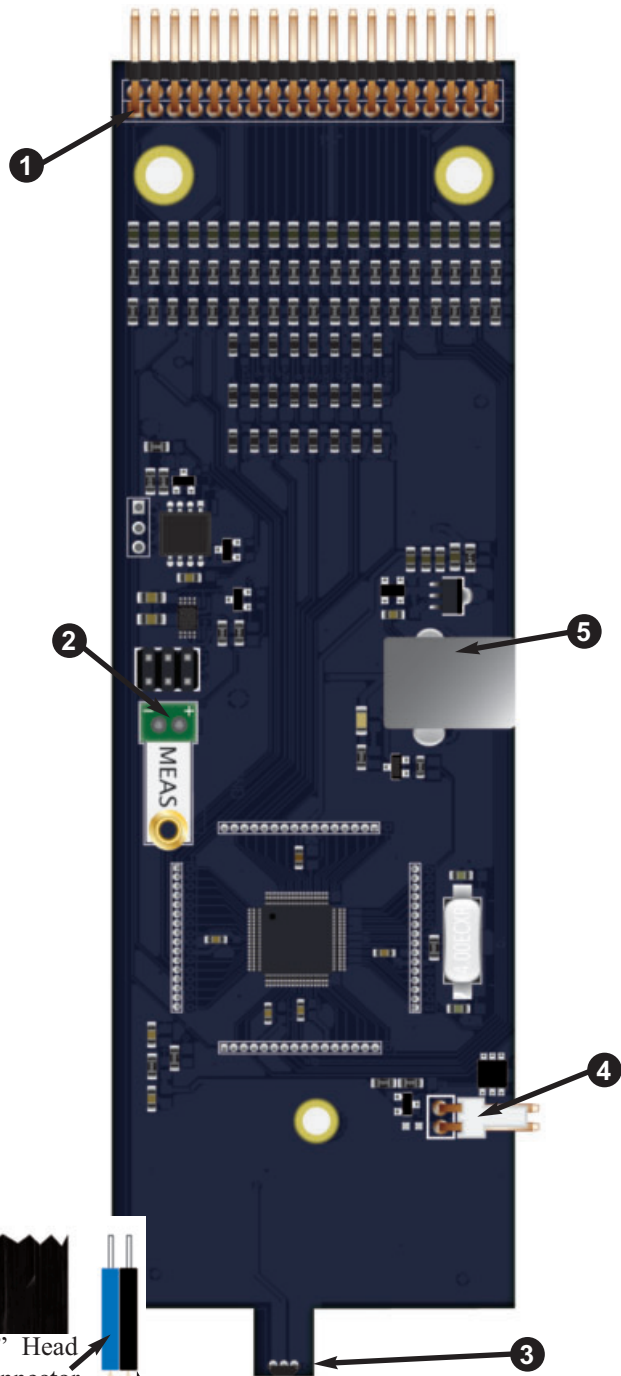
3.6 IOB Basics

This section describes the basic layout of the IOB. The IOB or Input/Output board controls the various external devices in the dartboard such as the Target Interface Board, the target LED's and the Marquee.

1. Plug for the Coin Door Wire Harness
2. Plug for the Main Wire Harness.

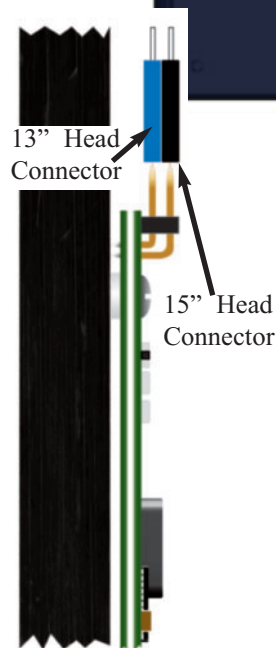
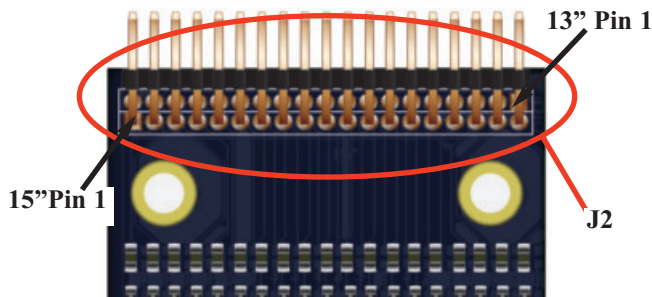


3. This is the power connector that powers the Darthead Motor.
4. Connector for the “Stand By” button on the back of the machine.
5. This is the power connector for the IOB.
6. This is the manual volume control.
7. This is the audio jack for the Galaxy 3 Plus/Fire.
8. This USB B-Type port is used to connect the IOB to the Main Board (see Section 3.5).
9. This connector supplies power to the LEDs for the Galaxy 3 Fire.
10. Network Chip. This is for controlling the Legacy Arachnet (see Sections 7.1 and 7.2).
11. The Dip Switches are used when setting up a Legacy Arachnet (see Sections 7.1 and 7.2).
12. The Service Button will bring you into the Service Mode (see section 4.3).
13. The Comm In port used when setting up a Legacy Arachnet (see Sections 7.1 and 7.2).
14. The Comm Out port is used when setting up a Legacy Arachnet (see Sections 7.1 and 7.2).



3.7 Target Interface Board Basics

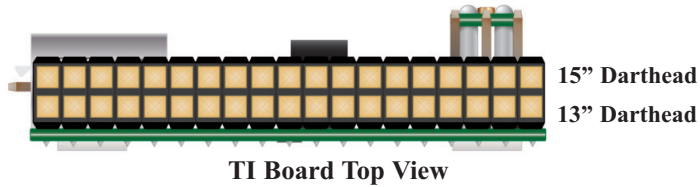
The Target Interface Board (TI Board) controls the sensors for the darthead as well as the Missed Dart Detector (MDD). It also tells the IOB which darthead is currently being used.



1. The connector, designated J2, is where the two Darthead Switch Matrix Membranes are plugged into the Target Interface Board.

The 13" Matrix Membrane is plugged into the bottom row while the 15" is plugged into the top row.

TI Board Side View



When connecting up the Switch Matrix Membranes to the TI Board, make sure the 13" darthead is plugged in to the bottom pins on the J2 connector and the 15" darthead is plugged into the top pins of the J2 connector.

2. The Missed Dart Detector senses if a dart misses the darthead.
3. The technical term is Hall Effect Sensor. Basically it senses magnetic fields. This little transducer senses when the door is flipped to the other darthead.
4. This two pin connector is used for the Door latch Sensor. With this in place, the board rotates when you touch the latch.
5. This USB port connects to the USB card on the motherboard.

Adjusting the Missed Dart Sensitivity

The new Target Interface board doesn't have an adjustment pot on it. The sensitivity can be adjusted in:
 Service Mode → Machine Setup → More Machine Setup → Target/Missed Dart Detector Setup.

From there you can disable the Missed Dart Detector all together or **Adjust Missed Dart Detector Sensitivity**.

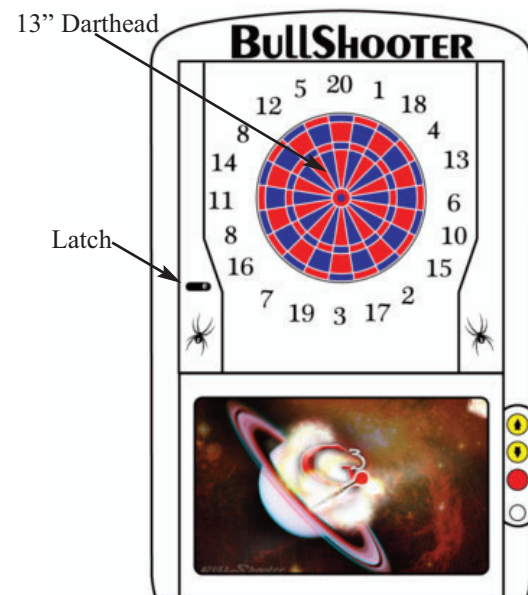
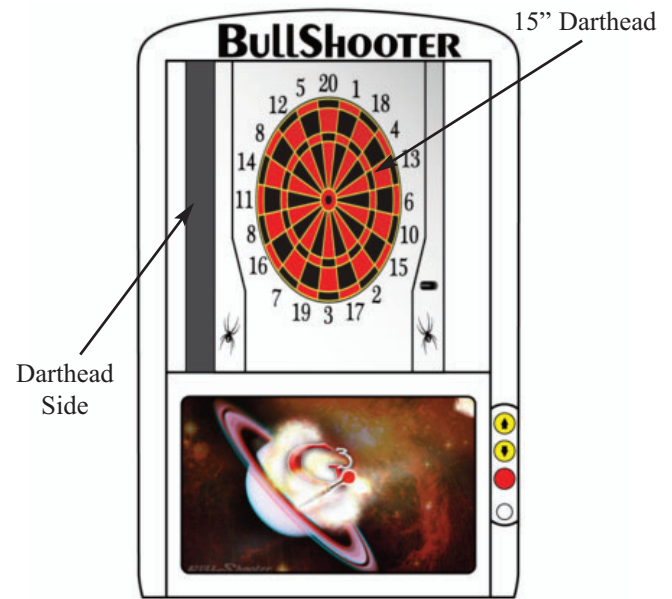
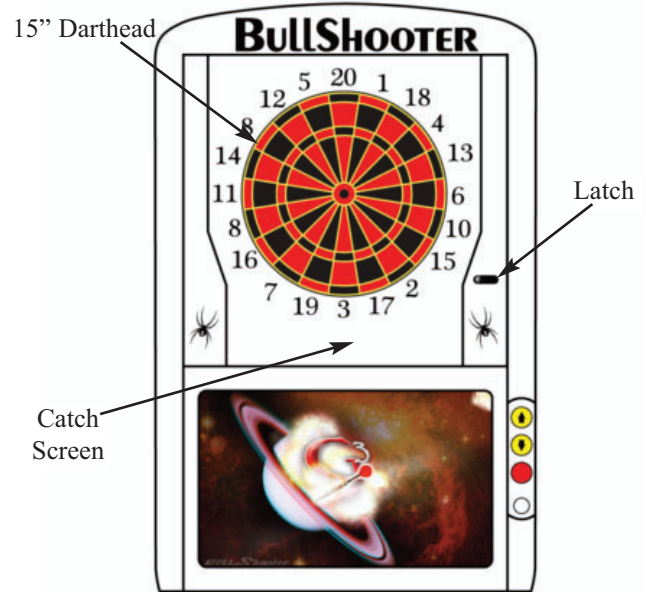
3.8 Switching from a 15" Darthead to a 13" Darthead and Back

The Galaxy 3 Plus/Fire have motorized flipping targets. Like the Galaxy 3, you can switch between the 15" and 13" darthead. The difference is that all you need to do is touch the latch. The motorized darthead will switch itself.

The 15" darthead is common in the United States but the 13" is more common in certain European nations. The 13" is a smaller head so it tends to make the game more challenging.

If you don't want the dartboard to move, you can turn it off simply by closing the latch. With the latch in place, the motor won't move the target.

Aside from the motorized turning, the dart head functions like it did in the Galaxy 3's. Use the target to create a unique handicapping situation or just to challenge the players. We have even introduced a new category of games that utilizes the motorized target, the Flip Games. Check them out.



3.8 Remote Play

Remote play allows players to play from their home bar against other players or teams over the internet. The two players can be on opposite sides of the Earth and still play against each other.

The Galaxy 3 Plus/Fire has a camera in the upper left hand side of the top cabinet (as you are looking at it) and a camera hidden in the marquee.

The upper left hand camera is angled toward to the dart face so that the other player can see every dart hit.

The camera in the marquee is pointed toward the player.

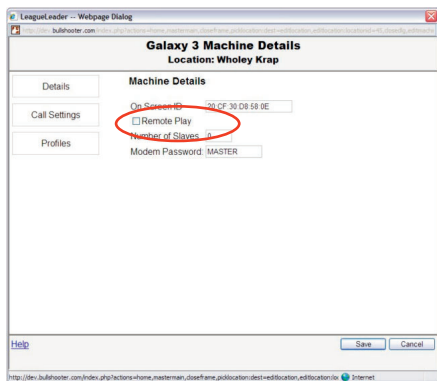
An operator needs to have an active LeagueLeader account for this to work and the Galaxy 3 Plus/Fire needs to be configured properly with LeagueLeader (see Section 6 for complete connection setup with LeagueLeader)

In LeagueLeader, you can decide whether to give a location an **Age Restriction**. Only locations that have **Age Restriction** activated can see each other. Use this for child friendly locations.

A. Setting up Remote Play in LeagueLeader

As was stated above, the Remote Play option needs to be turned on in LeagueLeader. If you are unable to get Remote Play to work, try looking in LeagueLeader to make sure that the Galaxy 3 is properly configured and the Remote Play option is turned on.

1. Click on Master.
2. Under the Locations column, select Modify.
3. Choose the location that you want to have Remote Play at.
4. Click on the Galaxy 3.
 - ♦If there are no Galaxy 3's at this location, add them in. (See the LeagueLeader Manual).
 - ♦If this location has multiple Galaxy 3's you will need to activate the option on all of them.



5. Click on the check box next to **Remote Play**.
6. Click **OK** when finished.
7. Remember to **Generate Files** when done.

B. LeagueLeader Setup On the Machines

LeagueLeader needs to communicate properly with the Galaxy 3 Plus/Fire before you can use remote play.

*Note: You can set up the **Connections Method** from this menu or by going into their respective menus.*

1. Go into the setup mode by pressing the Service Button on the IOB.
2. Select **Communications**.
3. Select **LeagueLeader Setup**.
4. Choose the **Communications Method**. You have three choices: Ethernet, WiFi, or Modem (Internet). Each **Communications Method** will have different settings. You can set them up now by going into their respective settings menu right below Communications Method.
5. Enter in your **LeagueLeader Account Settings**. Here you will enter in your FTP Username and Password.
6. Once all settings are entered, including the Device Settings, click on **Perform Update** to test the connection.

C. Intermediary Server vs. Full Access

Full Access used to be necessary for Remote Leagues to function properly. This is no longer the case. We have added an Intermediary Server which, when Active and Available, removes the need for Full Access.

Using the Intermediary Server (Recommended)

The only things required here are that your LeagueLeader account settings are in the machine and you have the IP Setting set to Auto (DHCP).

Set Port Forwarding (Remote Play) to None and change the Port Number to an unused port (e.g., 2510).

Enabling Full Access (No Longer Required)

Full Access requires you to add specific settings to the router the machine is attached to. This step requires the locations router to be manually configured by a laptop.

The setup for Full Access is just like Regular Access with a few exceptions:

1. Set the IP Setting to Manual (Static). You will have to create an IP address for the machine and fill in all of the internet settings manually.
2. You will need to set a static port under Port Forwarding (Remote Play). Each Machine at the location will need their own port (e.g., 2500 to 2500, 2501 to 2501, etc.).
3. You will also need to go into the router for the location and set up port forwarding there as well. This means:
 - a) You will need a laptop to plug directly into the router.
 - b) You will need to set up a single port forward for each machine in the router.

If there are multiple routers, you will need to set up a Port Forward for each router in the network. We have no instructions on setting up your routers because each situation is different.

The website, <http://www.portforward.com/> is a great tool for setting up Port Forwards on a router.

D. Using Remote Play

Players can access Remote Play directly from the main menu. From here they can access or challenge other online players.

Note: Remember this option needs to be turned on in LeagueLeader. If not the player won't even be able to access this menu.

1. Select **Remote Play**.
2. Choose one (1) or two (2) players. These are the players that will be playing the online game in the same bar.
3. The software will then give you the option to change your name. Default names are Player 1 and Player 2.
 - ♦Select **Change Name**.
 - ♦Follow the instructions on the screen and use the darthead to enter in a name.

Note: You can use your Player HotButton to enter your name as well.

4. Press **Continue**. This will take the player to the **Choose A Game** menu. From here you can see:
 - ♦**Games in Progress**- This shows the number of Remote Games that are currently in progress. You can not join these games.
 - ♦**Waiting for Opponent**-This shows you the number of players that have selected that game and are waiting for people to play against.
 - ♦**Waiting to Choose a Game**-This is the number of people in the Choose A Gamer screen (the screen the player is currently in.)
5. Choose a game to play. There will be a list of Locations that have players waiting to play.
7. Select a Location and opponent. This will send a "Challenge" to that location.
 - ♦While in this screen, you may be challenged yourself. You may choose to ignore the challenge or accept it and play against that bar instead.
8. Pay the game cost and play the game.

3.9 Victory Ranked Series

Victory Ranked Series is a promotional tool you can use to offer a prize to players for playing certain games or reaching other achievements (e.g., number of wins) you can set in LeagueLeader. For more information, look at the Help Files in LeagueLeader.

3.10 Tournament King Online (TKO)

Tournament King Online is a tournament program that you can subscribe to along with LeagueLeader.

Tournament King Online allows you to run remote tournaments for ranked players on any Galaxy 3/ Galaxy 3 Plus/Galaxy 3 Fire that has Remote Play enabled.

This section specifically talks about the menu option on the remote tournaments for ranked players on every Galaxy 3/Galaxy 3 Plus/Galaxy 3 Fire. If you want to learn more about the Tournament King Online software, contact us at 1-800-435-8319 and talk to someone in sales.

Players can find out about Tournament King Online tournaments online through various social media sites. A player signs up by sending the Tournament King Online coordinator the email they use on BullShooterLive.

Once the tournament is ready to play, it will appear on all online Galaxy 3/Galaxy 3 Plus/Galaxy 3 Fire's. The player needs to sign into Ranked Play on the dartboard in order to play.

3.11 Top Gun Challenge

Top Gun Challenge is a competitive dart ladder which displays the top ten (10) players in an attract screen. Players choose the match they want to play. They then enter their name into the ladder and they can challenge any one of the three players above their name.

Note: Both players must be present to play.

There are several ladders to choose from:

- ♦**301 Open In/Open Out**
- ♦**301 Double In/Double Out**
- ♦**Cricket/200**
- ♦**Chicago Style**
 - 301 Open In/Open Out**
 - Cricket/200**
 - 501 Open In/Open Out**

Every ladder is set to Best 2 out of 3 by default. This setting can be changed in the Galaxy 3 Plus/Fire software under machine Setup.

Players need to continue to play Top Gun Challenge to stay on the list. By default, a player gets kicked off the list after 14 days. This is also adjustable by the operator.

Section 4 Operation

4.1 Power Up

Once the machine is assembled and set in place, connect the power cord to a wall outlet. **Note: The outlet must have an earth ground and be wired for the correct polarity.** The monitor and target lights are controlled by the switch on the back of the machine.

4.2 Game Play

Upon power-up, the machine is ready for play. Players select their game and options using the on screen menus.

A. 01 Games

The 01 family of games are count-down games for 1 to 8 players. Each player starts with 301, 501, 701, 901, 1101 or 1501 points, depending on the game chosen. The first player to reach exactly zero, or the lowest score when the round limit is reached is declared the winner.

The 01 games are available with the following opening round options:

Open In: A hit on any numbered segment will begin the count-down process.

Double In: The player must hit any double or the bullseye to begin the count-down process.

Master In: The player must hit any double, triple or the bullseye to begin the count-down process.

The 01 games are available with the following final round options:

Open Out: Any segment that will bring the players score to exactly zero can be used to “take the game out.”

Double Out: Any double that will bring the player to exactly zero must be used to “take the game out.”

Master Out: Any double, triple or the bullseye that will bring the players score to exactly zero must be used to “take the game out.”

Note: Under the 501 menu there is 501 Open In/Open Out Quickie and 501 Open In/Master Out Quickie. These games play the same as a normal 501 game with the same round options. The only difference is they have a round limit of 10.

B. Cricket Games

Cricket Games are all based off the traditional steel tip game of the same name. In most cases, the games in this family use numbers 15 through 20 and the bullseye. Read the descriptions to learn how each game is played.

Cricket/200

1 to 8 players

Cricket is a game of skill and strategy played with the numbers 15 through 20 and the bullseye. A player must “mark” each number three times before that number is “closed.” A single counts one mark, a double two, and a triple three. Points are scored every time a player hits a number he has closed. Once all players have a number closed, no one can score points on that number. The first player to close all the numbers and the bullseye and have equal to or more points than all his opponents is declared the winner.

Maximum points scored by players may be governed by a preset spread limit in some games. Spread limits control the point spread between players in an effort to keep the better player from running up the score and over-extending the game. For example: If player “A” has 89 points, then player “B” cannot score more than 289 points under a 200 point spread limit. When a player reaches the spread limit, he is forced to try and close another number, as no further scoring is possible until the other player(s) add points to their score. Spread limits can be toggled off or on in the test/setup mode.

Double Down Cricket

1 to 4 players

In this game, the object is to be the first to “Double In”, close all your Cricket numbers, and then “Double Down” for the win by hitting the Double 1. There is no scoring in this game and no Bullseyes. The first one to complete the challenge, Wins!

To start, you must hit 2 randomly selected doubles ranging from 2-14. Once “Doubled In”, be the first to close all the Cricket (15-20). After you have closed your Cricket numbers, you will need to hit the Double 1 to win! Any segment other than the Double 1 results in a “Bust”.

Wild Card Cricket

1 to 8 Players

Instead of the traditional numbers, this game will start with a random selection of six numbers from 7 through 20 (the bullseye will always be present). All numbers are “Wild” and will change at the end of each player’s turn if not marked. Once a number is marked, it will remain the same throughout the rest of the game. A 200 point spread limit is the default.

Hammer Cricket

2 to 4 players

Hammer Cricket is a count-up game using a different Cricket number each round. There are two “Wild” rounds that display a random number between 12-20 or the Bull. Each round, the first dart scored is worth the segment hit, the second is worth two times the segment scored, and the third dart is worth three times the segment scored. If you miss all three darts the hammer falls and reduces your score by a triple of the segment for that round! During the final round the second and third darts are worth 3 and 5 times the number scored! In the event of a tie game there will be a final tie breaker round. If scores are still tied, the highest MPR wins the game. Hammer Cricket can be configured Masters (Triples only), or Open (Singles, Doubles or Triples).

Team Hammer

4 players

Team Hammer plays like Hammer Cricket with one major difference, four players compete as two separate teams. Each player tries to get as many points as possible. Points from both team members are added together into one score. When a player misses all three darts, his score and that of his team is reduced by a triple of the segment for that round! Team Hammer can be configured as Masters (Triples only), or Open (Singles, Doubles or Triples).

Cricket Quickie

1 to 8 players

This game plays exactly like Cricket except this game only has a round limit of 10. Because of its short round limit it is also less expensive than regular Cricket. The final difference is that this game has no spread limit.

Cut-Throat Cricket

2 to 8 players

The object is to close all the numbers and have the lowest score. Once a player closes a number, additional marks will score points for opponents who have not closed that number. There is no point spread limit for this game.

Team Cricket

4 players

Team Cricket has two different sets of rules that can be used to play. To turn on the New Team Cricket rules, you will need to configure that option in the Setup Mode (see page 6 of this manual).

Both sets of rules are played with four players playing as two teams. Each player marks individually; however, team partners score together as a team. Both partners must have a number closed before either can score on that number.

In the **Traditional Rules**, to win, both teammates must have all the numbers and the bullseye closed and the team must have equal to or more points than their opponents.

In the **New Rules**, to win, a team needs only one player to have all the numbers and the bullseye closed. They still must have equal to or more points than their opponents.

A 400 point spread limit is the default for both sets of rules.

C. Flip Games

These games were designed for use with the swiveling darthead. They are an interesting take on some classics.

Flip-It! Cricket/200

1 to 8 players

The first player/team to have the most points and have all the numbers and bullseyes closed, wins! There are a few options listed below that change the way the game is played.

Flip-It! Cricket/200 - Flip on Marks

Anytime you score at least a mark, the target flips to the opposite target on your next turn. Example: If you started your round on the 15” side and scored any amount of marks, the darthead will flip to the 13” side. The same goes for the 13” side.

Flip-It! Cricket/200 - Flip on Closures

The first player/team to have the most points and have all the numbers and bullseyes closed, wins! Anytime you close any of the cricket numbers or bullseye, the target flips to the opposite target on your next turn. Example: If you started your round on the 15” side and closed the 20, the darthead will flip to the 13” side. The same goes for the 13” side.

Flip-It! Cricket/200 - Revert on No Marks

The first player/team to have the most points and have all the numbers and bullseyes closed, wins! The first time you score any marks, the target flips to the 13” target on your next turn. If you do not score any marks/points you switch back to the 15” target.

Flip-U! Cricket/200

2 players

The first player/team to have the most points and have all the numbers and bullseyes closed wins! During your turn, a random number between 1-14 will be displayed. If you hit any segment for that number, your opponent will have to play on the 13” target for their next turn. This “flip number” is like a switch. If you hit it a second time, your opponent will be back on the 15” target.

David vs. Goliath! Cricket/200

2 players

This 2 person game of Cricket/200 has a built in handicapping system. Player 1 shoots on the 15" target and Player 2 shoots on the 13" target. The idea is that Player 1 is the lower skilled player and that Player 2 is the higher skilled player. No other handicapping can be used for this game.

David vs. Goliath! X01

2 players

This 2 person game of 501 open in/open out has a built in handicapping system. Player 1 shoots on the 15" target and Player 2 shoots on the 13" target. The idea is that Player 1 is the lower skilled player and that Player 2 is the higher skilled player. No other handicapping can be used for this game.

Robin Hood

1-4 Players

Players take turns throwing at the bullseye. The goal is to get the most points. For this game, the outer bull is 100 points and the inner bull is 200 points. The trick is that the target switches between the 15" and 13". On every odd numbered round (1, 3, 5, etc..) you will be throwing at the 15" target. On every even numbered round (2, 4, 6, etc..) you will shoot at the 13" target.

Gotcha! 501

2 to 8 players

The object of the game is to be the first player to go from zero to exactly 501 points. Play starts off on the 15" target. Players that match their opponent(s) score will cause their opponent(s) to have to shoot at the 13" target. They cannot switch back to the 15" target unless they cause another player to switch to the 13" target. If someone exceeds 501, the amount exceeded will be deducted from your original score for that turn.

D. Other Games

Here are some other fun games to play. Each one has a different set of rules so please read their individual entries.

Speed Games

These two games allow a single player to compete against the clock.

Count Down

The clock times how long it takes to go from 901 to exactly zero. When a game is completed within the ten fastest times, an input screen appears, where the player adds their name to the Top Ten List.

Quick Cricket

The clock shows how long it takes to close the 15 through 20 and the bullseye. Three marks are required to close a number, as in regular Cricket. No points are scored for extra hits on closed numbers. When a game is completed within the ten fastest times, an input screen appears, where the player adds their name to the Top Ten List.

Count Up

1 to 8 Players

Count Up is a good game to begin learning darts, allowing the player to develop throwing technique without being distracted by strategy. Each player begins with zero points and tries to score the most points to win the game. All segments will score points and a winner is declared at the end of 8 rounds.

Gotcha! Open/Open

2 to 8 players

The object of the game is to be the first player to go from zero to exactly 301 points. Players may try to match their opponent(s) score at which time a bomb is detonated destroying the opponents score and setting it back to zero. If someone exceeds 301, the amount exceeded will be deducted from your original score for that turn. No matching bombs will be detonated.

Gotcha! Open/Master

2 to 8 players

Gotcha! Open/Master plays exactly as above except that it requires a double, triple, or bull to reach exactly 301 points and win the game.

Bermuda Triangle

1 to 8 players

Players shoot at a new number each round. The numbers used are 12, 13, 14, Double, 15, 16, 17, Triple, 18, 19, 20, Bull, and Double Bull. Hitting any segment of the current number accumulates points for the player. For example: The first number is 12. A single will score 12 points, a double 24, and a triple 36. When "Double" is the current target, any double will score. The same applies to "Triple" when it is the current target. When a player misses the current number with all three darts, their current total score is cut in half! The highest score at the end of the game wins.

Tic Tac Darts

2 Players

This is a variation of traditional Tic Tac Toe. The same nine square grid is used. The machine places the bullseye in the center square with randomly selected numbers in the other eight squares. Player "X" or player "O" claim a square by marking the number four times. Singles score 1 mark, doubles 2, and triples 3. The bullseye scores 1 mark; double bull (if used) will score 1 for the outer and 2 for the inner. The first player to get three squares in a row is declared the winner. In the event of a "Cats" game, where it is not possible to have three squares in a row, the game ends with player with the most points being declared the winner.

Shark Tank

2-4 Players

The survival Count-Up game! The last surfer still surfing wins the game. Players try to be the “Best Surfer” for the round. All segments are valid except Bulls. Bulls score 0 points.

Only one player can have the highest score each round. Each player below him has a bite taken out of their surf boards. The board can only be bitten 6 times before you are eaten and lose.

If the *Best Surfers* score is double or more than yours, the shark will take two bites from your board. If any player ties the top surfer, every player gets bitten. The game is over when all but one player is eaten.

4.3 Service Mode

Service Mode is where you configure all the options that the Galaxy 3 Plus/Fire has to offer.

To enter the Service Mode, press the Service Button on the IOB Card.

A. Machine Setup

Language Setup: Used to set the display language on the machine.

Time Settings Menu: Used to access current date and time, Happy Hour and Hours of Operation time settings.

Set Time/Date: Used to set the machine’s clock and internal calendar.

Set Happy Hour Times: Allows the operator to offer reduced game pricing for a set period each day. To activate this feature, the time period must be set on this screen and the reduced credits (Happy Hour) set in the Price Settings screen.

Set Hours of Operation Times: Setting the location’s Hours of Operation will allow the machine to enter **Sleep Mode** outside normal business hours. In Sleep Mode, the target lights will dim and the monitor screen will blank out. While in Sleep Mode, inserting a coin or pressing any button will return the machine to Normal Mode.

Set Auto Flip Attract Times: This setting turns on the Auto Flip for attract mode. Just like Hours of Operation, you set a time range the machine auto flips.

Set Auto Flip Target Delay: In this menu, you can turn on or off the Auto Flip Target for attract mode as well as how long the darthead stays in place after each flip.

Free Play: Used to set free play on or off.

Coinbox Button: Allows you to switch the Coinbox Service button from Service Menu (full access) or Collector Mode (Collection screens only).

View/Edit Machine Name: Used to input a “human friendly” name for each machine.

Coin Slot Assignment: Used to set coins per credit and credits per coin. Adjust the number of coins that have to be inserted to register the number of credits shown or adjust the number of credits that will register for the number of coins shown. Default: 1 coin = 1 credit.

More Machine Setup: Contains the following setup options.

Reset Menu:

Reset All: A one-step method of activating all the resets listed on this menu.

Reset to Factory Defaults: Resets all options to the original factory setting.

Reset Popularity Counters: Resets all the counters back to zero.

Reset League Stats: Clears all stored match statistics. **Warning: Once they have been cleared they cannot be retrieved. Make sure all stats have been collected from the machine prior to using this function!**

Clear Machine Credits: Clears any accumulated credits from the machine.

Clear Top Ten Score Lists: This menu lets you reset the top ten score screens for the following games:

Bermuda Triangle
Team Hammer
Hammer Cricket
Quick Cricket
Count Down
Robin Hood
Count Up

Clear Casual Stats: Clears the last game stats for NDA mode.

League Attract Menu:

View Attract Files: Displays all operator ads on the board. This is good for troubleshooting.

Manage League/Attract Files: Allows you to view the league and graphic files on the machine as well as delete individual files.

Delete All League/Attract Files: Used to delete ALL the league and graphic files from the machine.

View Stats: Allows you view new data that has been put on the Galaxy 3 Plus/Fire.

Adjust Volume: Allows the operator to adjust the speaker volume.

HotButton Menu:

Create HotButton: Allows the Operator to create Player, Operator and Collector HotButtons.

Erase HotButton: Erases the data stored on a HotButton.

View HotButton Configuration: Used to view the settings that were setup in Dartman, like Minimum Credits allowed and HotButton promotions.

Delete HotButton Configuration: Deletes the HotButton configuration off of the board.

Write Settings to HotButton: Writes the machine configuration to an Operator HotButton.

Read Settings from a HotButton: Loads the settings to the Galaxy 3 Plus/Fire from an Operator HotButton.

LED Lights Setup: This menu allows you to adjust the LED's color on each of the LED panels as well as overall brightness.

Target/Missed Dart Detector Setup: This menu allows you to configure various target and Missed Dart Detector settings.

Adjust Missed Dart Detector Sensitivity: Allows you to adjust the sensitivity of the missed dart detector or you can turn it off.

MDD Enabled: You can turn ON or OFF the Missed Dart Detector.

Door Latch Sensor: The door latch sensor detects if you are touching the door latch. With it turned on the cheater alarm will not go off or cause a "Miss" during a game.

Setup USB Backups: You can configure a USB Thumb drive to store backups. See section 8.2 for further details.

Monitor Setup: This menu allows you to configure monitor options.

Startup Auto-Configuration: This **Enables** or **Disables** the feature that automatically configures the screen resolution of all monitors attached to the Galaxy 3 Plus/Fire.

Auto Configure Now: Forces a monitor configuration.

Overscan Compensation Adjustment: This allows you to adjust the monitor if the screen is either too large or too small for the screen.

Motor Setup: This menu allows you to configure motor options.

Motor: Select the correct motor. Find the model by looking at the motor itself.

B. Game Setup Menu

Price Settings: Used to set the number of credits required by each player in normal game mode and happy hour mode, for each individual game.

Bull Setting: Used to set the single or double bull for each individual game.

Round Limit Setting: Used to set Normal and Remote round limits for each individual game.

Spread Limit Setting: Used to set Spread Limits on or off for Cricket games.

Feat Settings: This option lets you turn on/off feats for everything or specific modes.

Global Feats: Turns on/off feats for everything.

League Mode Feats: Turns on/off feats for League Mode.

Remote Play Feats: Turns on/off feats for Remote Play.

Stat Ticker: The **Stat Ticker** keeps track of every players average for the game they are playing.

Show Stats During Game: This option allows you to turn on/off the **Stat Ticker**.

X01 Stat: The **Stat Ticker** for X01 games can be configured to display PPD (Points Per Dart) or PPR (Points Per Round).

Top Gun Setup: These are the options for the Top Gun Challenge option.

Enabled; Toggle this mode ON or OFF.

Best Of Games: Change the "Best of" setting between 2 of 3, 3 of 5, or 4 of 7.

Player Expiration (Days): Set the amount of days that a player can go without playing Top Gun Challenge before they are removed from the Top Gun Challenge list.

Top Gun Fee (Per Player): You can increase the amount of credits it takes to play the Top Gun Challenge.

Clear Top Gun List: This deletes everyone on the Top Gun List. This option is used usually when moving the dartboard to another location or vendor.

Tournament Setup: These are Tournament Only Game Settings.

Tournament Mode: Select which tournament method you will be using.

League Setup: These are League Only Game Settings.

Team Fees: Used to have the machine automatically collect league dues from each team prior to a match. Can be turned "ON" or "OFF" The amount to collect is determined and sent by Arachnid's League Management Software.

Show Camera in Offline Leagues: Turn ON or OFF the cameras for non-remote leagues.

League Round Limits: This option allows you to use Casual Mode round limits for leagues or the default setting which is 99 Rounds.

League Freeze Display: Turns off and on the Freeze Rule display in leagues.

League Pay Ahead: Turns on and off the Game Fees Screen. With this option on, your players pay for the night's games up front.

League Cancel Button: Turns on and off the Exit League Play feature. When turned on, you have the option to exit league play before starting the next game.

Allow HotButton Credits in Leagues: This allows a player to use credits that are stored on his HotButton to pay for league dues.

League List Sort/Display: Choose whether you wish to display the league by name or description.

More Game Setup: Used to access the following items:

Auto Player Change: Used to set auto player change on or off.

Player Change Delay: Used to set the time, in seconds, allowed to remove darts between player turns.

Cheater Alarm: Used to set free dart sound on or off. When set to ON, the machine will make an alarm sound when players throw darts without inserting any credits. Used to discourage free play.

Casual Freeze Rule: Turns off and on the freeze rule for casual play.

Freeze Rule Bust: When this option is set to on, it will allow a player breaking the freeze rule to go bust instead of losing the game.

Backup Dart: Turns off and on the unthrow option in casual mode.

Allow Out Coaching: This allows you to set the out coaching (out charts) for all X01 games in casual mode. You can set it to Off or Player choice.

Casual Mode Handicap (X01): Turns off and on handicapping for casual mode. The percentage is used to determine the minimum starting score for the lowest player. (i.e., 40% of 301 is 121 or 60% of 301 is 181).

Casual Mode Handicap (Cricket): Turns off and on handicapping for casual mode. You can choose how many spot marks to give the less skilled player.

New Team Cricket Rules: Turns on and off the New rules for Team Cricket. If the New Team Cricket rules is switched on, both casual and league play will use the new rules that were detailed earlier in this manual.

Enable Top Ten Lists: Turns on or off the Top Ten Lists. The Top Ten Lists display the top ten players that have played that game. The current Top Ten Games are: Bermuda; Team Hammer Cricket; Hammer Cricket; Count Up

Use Large cameras in Offline Games: This turns on or off the larger camera feeds in casual games.

Show Camera in Offline Games: Turn ON or OFF the cameras for non-remote games.

C. Communications

Connections Setup: This section is where we choose the type of device we are using to communicate with the league system.

Ethernet Setup: This setup is for using an ethernet cable and plugging directly into a router or the highspeed internet modem.

Enabled: Toggle this on or off to enable or disable ethernet communications.

Use Internet: Toggled to YES, you are informing the Galaxy 3 Plus/Fire that you want to use the Ethernet to go online.

IP Setting: This option allows you to choose whether to manually enter in Internet information or let it automatically find it for you.

IP Address: This is the address that your Galaxy 3 uses to access the Internet. If you chose **Manual** under **Auto/Manual**, you will need to set an IP Address by hand.

Netmask: Provided by your Internet provider.

Gateway: Provided by your Internet provider.

DNS Server 1: Provided by your Internet provider.

DNS Server 2: Provided by your Internet provider.

WIFI Setup: If you have installed a WIFI Modem, this menu allows you to change the settings of your wireless network.

Access Point: This is the name of the wireless access point connected to your Galaxy 3 Plus/Fire machine.

Security Type: This is the security type for your wireless access point. You can choose either WEP, WPA TKIP, WPA2 AES or None.

Note: The Galaxy 3 Plus/Fire will only work with the listed Security types. If the router isn't set to one of the security types listed, you will need to change the routers security type or use a different router.

Security Key: This is the "password" used when connecting to a secure wireless network. Both access point and Galaxy 3 Plus/Fire must have the same key in order to work.

Use Internet: Toggled to YES, you are informing the Galaxy 3 that you want to use the ethernet to talk to LeagueLeader.

IP Setting: This option allows you to choose whether to manually enter in Internet information or let it automatically find it for you.

IP Address: This is the address that your Galaxy 3 Plus/Fire uses to access the Internet. If you chose **Manual** under **Auto/Manual**, you will need to set an IP Address by hand.

Netmask: Provided by your Internet provider.

Gateway: Provided by your Internet provider.

DNS Server 1: Provided by your Internet provider.

DNS Server 2: Provided by your Internet provider.

Modem Setup: If you have installed an Analog Modem, this menu allows you to change the settings of your wireless network.

ISP Dumb Mode: Some Internet Service Providers might require this to be turned on. It's just a different mode of communication.

Galaxy 2 Network: Use this if you are connecting multiple Galaxy II machines to a Galaxy 3 Plus Fire.

Reconfigure Network: Is used to examine the entire network of machines and configure network machine node numbers. Shows the status of each node on the network. This step is required to be done from the modem machine.

View Network Configuration: Shows the last known status of all machines on the network.

Adjust Network Speed: Used to set the network transmission speed. We find that the best network speed is 57600 bps for networked Galaxy 3 Plus/Fire and Galaxy II machines, However, any speed can be used, but they all must be set to the same speed.

Network Monitor: Displays all network data sent by the machine in yellow and all network data received in white.

Network Send Test: Tests the ability of the machine to send data across the network. (Displays the alphabet in yellow as the characters are being sent.) Used in conjunction with another machine running the Network Receive Test (see below) to verify network communications. Red characters indicate a problem.

Network Receive Test: Tests the ability of a machine to receive data across the network. (See Network Send Test above.) When another machine is set up to send the receiving machine will display the alphabet in white letters as they are being received. Red characters indicate a problem.

Repropagate: Sends League Files and Machine settings to the Galaxy II's on the network.

List Galaxy 2 Network Files: This lists all the files that are being sent to the Galaxy 2's in the network.

Network Help: Displays frequently used information on network setup for the technician.

Port Forwarding (Remote Play): This is used to setup the necessary settings for Remote Play.

UPnP (Auto): Will automatically setup the ports necessary for **Remote Play** to work. This also needs to be turned on in your router.

Port Forwarding: If UPnP doesn't work, You can assign a specific port for each Galaxy 3 Plus/Fire. By default the Galaxy 3's start at 2500/2500. If you have another Galaxy 3 in the location, set their **Port Forwarding** at 2501/2501 and so on.

LeagueLeader Setup: This menu provides information concerning connecting with LeagueLeader.

Connection Method: This is the type of communication you use to communicate with LeagueLeader.

Ethernet: Used to communicate to LeagueLeader using a digital modem.

Modem (Internet): This method is used with analog modems calling a dial up network.

Modem (LeagueComm): This method means that your computer communicates directly with the Galaxy 3 Plus/Fire by analog modem.

Ethernet Device Settings: This option will only display if Ethernet is chosen. It will open **Ethernet Setup**.

Modem Settings: This option will only display if **Modem (Internet)** or **Modem (LeagueComm)** is chosen. It will open **Modem Setup**.

ISP Phone Number: This is the dial up number that the Galaxy 3 Plus/Fire will use to call the internet. This option will only appear if **Modem (Internet)** is selected.

ISP Username: Input your LeagueLeader ISP user name here. This option will only appear if **Modem (Internet)** is selected.

ISP Password: Input your LeagueLeader ISP Password here. This option will only appear if **Modem (Internet)** is selected.

LeagueLeader Account Settings: This section is where you enter in your LeagueLeader FTP Username and Password.

View Outgoing Call Window: Used to set the number of rings within the call window and outside the call window, after which the modem will pick up an incoming call. The call window is defined by the beginning time and ending time set on this screen. This feature is contingent on the machine having the correct time set.

View Last Update: From this menu, you can see the last Galaxy 3 Plus/Fire's last communication.

View Call Log: This will display a report of what happened during the last communication to LeagueLeader.

Clear Last Update Time: Clears the call log.

Perform Update: Used to force the machine to call out immediately.

D. Reports

Game Popularity Counter: Displays a history of machine usage. Shows all games on the machine, the number of times each game was played and the number of credits collected toward each game.

Coin/Credit report: This menu has 4 reports that are useful for collectors.

Credits Collection Report: Displays credits taken in (since last reset) for game play, league dues, HotButton Credits Spent and Used and Game Credits. It also displays Total Permanent Counters.

Added Credits/Coins: Displays the number of credits taken in by each of the coin slots individually and HotButton credits spent.

Used Credits: This report splits up the credits added to the board into individual categories. It shows both Permanent Credits and New Credits.

Show Coin Slot Report: This option allows you to turn on or off the second page of the Add Credits/Coins report (i.e., Add Credits/Coins).

E. Diagnostics

Abort In Progress League: Stops any league that is currently running.

Abort In Progress Game: Stops any game that is currently running.

Collect Diagnostic Data: This is used to gather software and device data that may help troubleshoot a problem. Only use if you are instructed to by Arachnid Technical Support.

Target Test: Starting with the Double 20, this will ask you to tap various segments. The segment you hit will make a positive sound if it is the correct segment and a negative sound if it is wrong. This will help you find stuck segments as well as making sure all the segments score properly.

LED Test: Technicians can use this to test the LED's on the side panels. It will scroll through the various colors.

Test Internet Connection: This menu will allow you to quickly test your boards internet connection.

Restart Software: Used to exit the Software Update Menu and reboot the Galaxy 3 Plus/Fire software.

Section 5 Technical Description

Below are technical descriptions of the many parts within the Galaxy 3 Plus/Fire.

5.1 Monitor

24" Wide LCD Monitor

5.2 Power Supply

ATX Switchable Power Supply: 12 VDC, Switchable between 120 and 230 VAC

Note: If the supply cord is damaged, it must be replaced by a special cord or assembly available from the manufacturer or its service agent.

5.3 Hardware

PC Board: SATA 3GB/s DDR2 1066

RAM: 1024MB DDR2

Hard Drive: SATA 2.5" 40GB. Always make sure you have the current Build of Software.

5.4 Coin Door and Bill Acceptor

The Mars Bill Acceptors that works with the Coin/Bill Ready Doors are 2451 and 2651.

5.5 Operating Conditions

The Galaxy 3 Plus/Fire can be operated at 115~VAC or 220-240~VAC. There is a switch on the power supply to change between 115 Volts and 220-240 Volts.

Power Draw

4.8A @ 120V~50/60 Hz

2.6A @ 220-240~50/60 Hz

Warning: Make sure the voltage on the power supply is set correctly for the area you are in.

5.6 Darthead

The Galaxy 3 Plus/Fire is unique in that it has both a 15" and 13" darthead on the same game. The targets use the same backboard but have separate matrixes and matrix cushions.

The Darthead is powered by an electric motor that allows the darthead to rotate by itself. Simply touch the latch to get it to move.

The darthead assembly for both sides consists of (from front to back): the spider and segments, a matrix cushion, and the switch matrix. This assembly is resting on two screws at the bottom and is secured to the door (back-board) by means of five spider retaining latches.

5.7 Target Interface Board

The switch matrixes are connected to the Target Interface Board via the 38 pins of J1. For troubleshooting purposes, it is important to know which pins on J1 will give a particular score. Check **Section 8 Maintenance** for more information.

5.8 Missed Dart Detector

Built directly onto the Target Interface Board, the Missed Dart Detector detects any "missed" dart. In more technical terms, the missed dart detector senses any dart that hits the catch screen that surrounds the darthead.

If a missed dart is detected, the machine will record a dart thrown and no score will be given.

See **Section 3.6 Target Interface Board Basics** for information on adjusting the missed dart sensitivity.

Section 6

Internet Communications

There are three ways to communicate with the internet from the Galaxy 3 Plus/Fire. For highspeed internet, you will need a working router, Ethernet and/or WiFi Communications.

6.1 LeagueLeader Setup

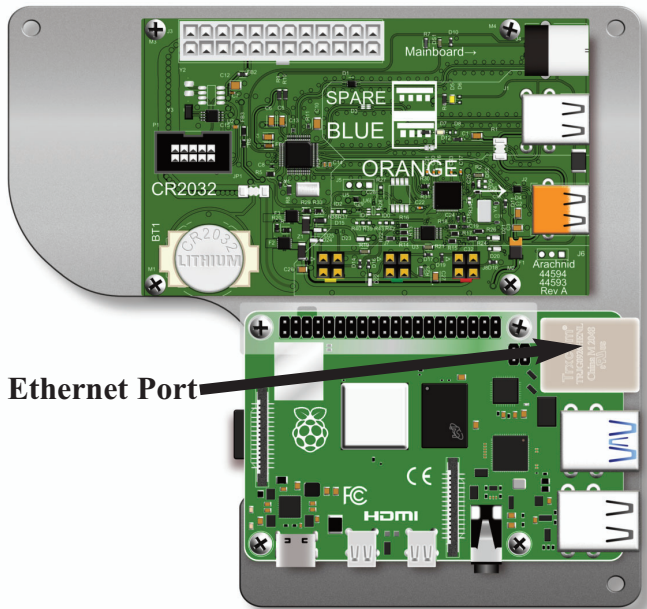
If you intend on using the Galaxy 3 Plus/Fire for leagues or Remote Play, you need to add the settings to the machine.

*Note: You can set up the **Connections Method** from this menu or by going into their respective menus.*

1. Go into the setup mode by pressing the Service Button on the IOB.
2. Select **Communications**.
3. Select **LeagueLeader Setup**.
4. Choose the **Communications Method**. You have three choices: Ethernet, WiFi, or Modem (Internet). Each **Communications Method** will have different settings. You can set them up now by going into their respective settings menu right below Communications Method.
5. Enter in your **LeagueLeader Account Settings**. Here you will enter in your FTP Username and Password.
6. Once all settings are entered, including the Device Settings, click on **Perform Update** to test the connection.

6.2 Setting up a Wired Network (Ethernet)

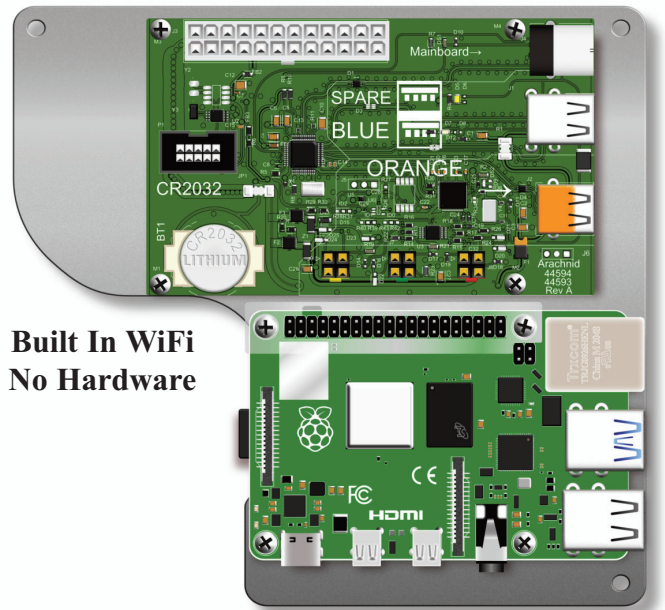
Setting up a wired network, or ethernet, is fairly straight forward. The Galaxy 3 Plus/Fire's Raspberry PI has a built in network card. You will need to have a properly set up router first.



1. Run an Ethernet cable from the router to the machine.
2. Slide the Ethernet cable between the upper and lower cabinets in the back of the Galaxy 3 Plus/Fire.
3. Plug the Ethernet cable into the motherboard.
4. Go into the setup mode by pressing the Service Button on the IOB.
5. Select **Communications**.
6. Select **Connections Setup**. Choose **Ethernet**.
 - Make sure **Enabled** is toggled "YES".
 - Make sure **Internet** is toggled "YES".
7. For ease of use, make sure **IP Setting** is set to "Auto (DHCP)". This will configure all the other Internet settings for you.
8. Once setup, return to the main **Communications Menu**.
9. Select **LeagueLeader Setup**.
10. **Connection Method** should be already selected for you, select **LeagueLeader Account Settings**.
11. Input your LeagueLeader FTP Settings.
12. Once all finished, select **Return to Previous Menu**.
13. Select **Perform Update**.

6.3 Setting up a Wireless Network

Setting up a wireless network, or WiFi, is similar to setting up an Ethernet connection. The Galaxy 3 Plus/Fire's Raspberry PI has built in WiFi. As before, you will need to have a properly set up router first.



1. Go into the setup mode by pressing the Service Button on the IOB.
2. Select **Communications**.
3. Select **Connections Setup**. Choose **Ethernet**.
4. Make sure **Enabled** is toggled "NO".
5. Make sure **Internet** is toggled "NO".
6. Select **Return to Previous Menu**.
7. While still in **Connection Setup**. Choose **WiFi Setup**.
 - Make sure **Enabled** is toggled "YES".
 - Make sure **Internet** is toggled "YES".

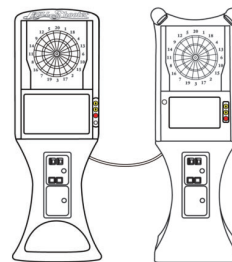
- 8 Click on **Access Point**. This will scan the local area for any wireless access points.
- 9 Choose the access point you intend to use. Depending on the area, more than one access point may be displayed. The signal strength and the security type will be listed by each access point.
- 10 The **Security Type** should be automatically assigned.
- 11 Enter in the **Security Key** or **Pass Phrase**.
- 12 WEP uses an **Encryption Key**. The key is ten (10) characters long and made out of the numbers 0-9 and the letters a-h.
- 13 WPA and WPA2 can use an **Encryption Key** like WEP, but they also have access to a **Passphrase**. This Passphrase can be any combination of letters (upper and lowercase) and numbers.
- 14 Select **IP Setting**.
 - Auto (DHCP) will automatically find all the internet settings it needs.
 - Manual will require you to get the I.P. Address, Net Mask and other internet settings yourself.
- 15 Once setup, return to the main **Communications Menu**.
- 16 Select **LeagueLeader Setup**.
- 17 **Connection Method** should be already selected for you, select **LeagueLeader Account Settings**.
- 18 Input your LeagueLeader FTP Settings.
- 19 Once all finished, select **Return to Previous Menu**.
- 20 Select **Perform Update**.

Section 7 Network Communications

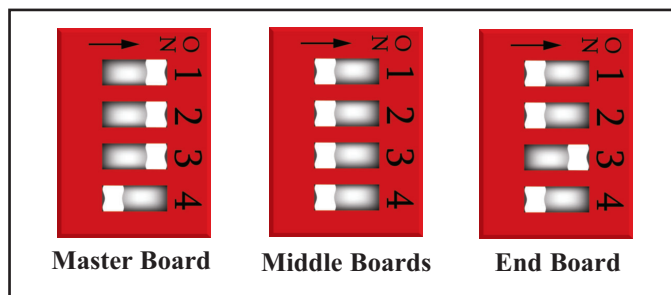
A network can be set up between multiple boards in a location so that you only need to use one board to communicate with LeagueLeader. There are several ways this can be done.

7.1 Connecting to a Galaxy II

The Galaxy 3 Plus/Fire can be connected to a Galaxy II /Galaxy II.5 network using a crossover phone line. Galaxy 3 Plus/Fire's should always be the master of the network.

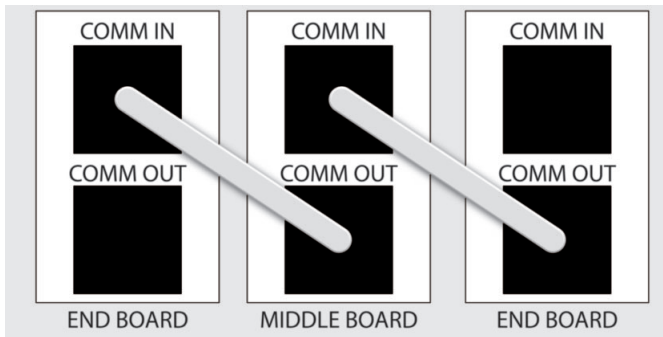


1. Set the dip switches on the Galaxy III's IOB (see 3.5) so that it is in the MASTER position.
2. Set the dip switches on the end dart machines so that 3 is on.
3. Set all of the dip switches on any middle boards to OFF.



4. Use a regular flat cross over phone line as the network cable for boards less that 15' away.
 - ⇒ For dart machines that are more than 15' away use round phone line with modular jacks. Use a flat phone line to go from the modular jacks to the dart machines.
5. The "network line" must alternate between COMM IN to COMM OUT between dart machines. See Section 3.5.

Note: If this is not done your network will not function properly.



6. Make sure the network speeds are the same.
 - ⇒ The network speed on the Galaxy 3 Plus/Fire can be found under Communications>Galaxy II Network Setup>Adjust Network Speed.
 - ⇒ The network speed on the Galaxy II/Galaxy II.5 can be found under Communications>Network>Adjust Network Speed.
7. Configure the network. This is located in the Setup Menu under Communications>Galaxy II Network Setup>Reconfigure Legacy Network.
 - ⇒ Configure the network **only** from the Galaxy 3 Plus/Fire.
 - ⇒ All Galaxy II slaves will display a message stating “Detecting Galaxy II nodes. Press any button to configure.” Once you see this message press any button to configure that node. After all slaves have been configured, press **Done** on the Galaxy 3 Plus/Fire.
8. Make sure the network is configured properly by going to the Setup Menu and selecting View Network Configuration under Communications>Galaxy II Network Setup
 - ⇒ A yellow light is displayed for the board you are currently on. A green light is used for any networked boards.
9. Perform Network Send and Receive Tests throughout the network if necessary. These tests are located in the under Communications>Galaxy II Network Setup. The Send Test should display a yellow alphabet and the Receive Test should display a white alphabet.

Note: If any red letters appear then there is a problem with the network. If problems occur, retrace your steps.

It is possible to have multiple Galaxy 3 Plus/Fire’s controlling multiple Galaxy II networks in one location. Add the Galaxy 3’s into LeagueLeader both as masters with the Galaxy II’s as slaves. The Galaxy 3’s should be setup as described in Section 6.

Section 8 Maintenance

This section is basic information on maintenance for your Galaxy 3 Plus/Fire and how to perform some simple maintenance tasks at the machine.

8.1 Cleaning the Darthead

Inevitably, during the course of several months of play, a tip from a dart will get broken and lodged into the dart board. Owners of previous Arachnid Dartboards know how to fix and maintain their dartboards.

This section will explain how to remove broken dart tips, clean the matrix and segments and how to test the Target Interface Board (TI).

A. Removing Broken Tips

Each segment of either darthead on the Galaxy 3 Plus/Fire has a back to it. So when a player gets a broken tip or a tech goes to service a board, all they have to do is push the tip through the hole. Because the segment is capped, the broken tip can’t fall anywhere and interfere with the electronics. To do this, you will need a sturdy tool that will fit through the segment hole. A dart tip won’t work.

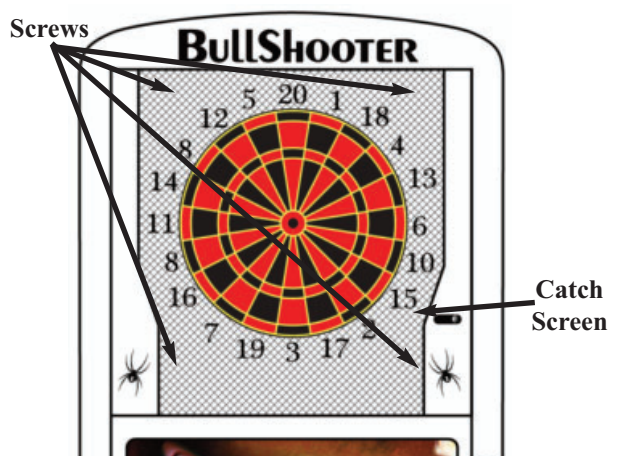
A lot of times the tip has enough material sticking out of the hole where you can simply pull out the tip with a pair of pliers.

B. Disassembling the Darthead

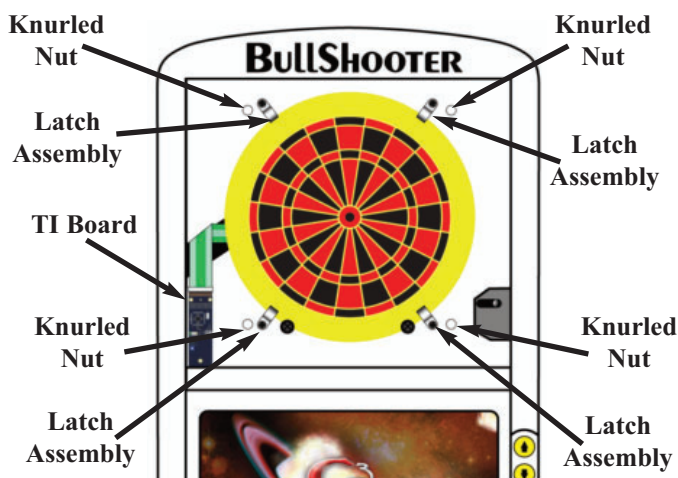
Maintaining dartheads means that sometimes you will need to get at the inner workings of the darthead: the segments, the rubber mat and matrix.

Start by making sure the 15” darthead is in front.

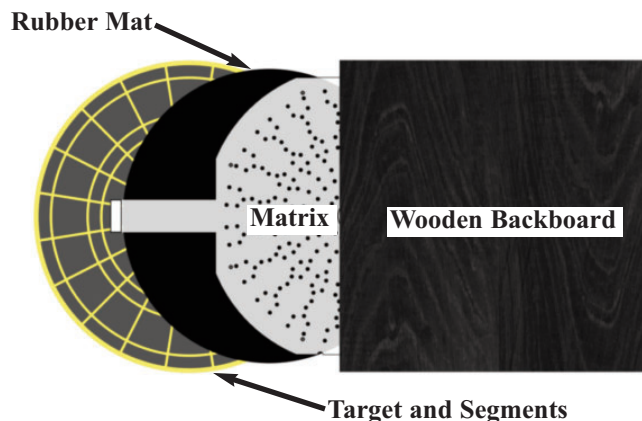
1. Remove the four (4) Screws holding the catch screen in place with a 3/32” Allen Wrench.



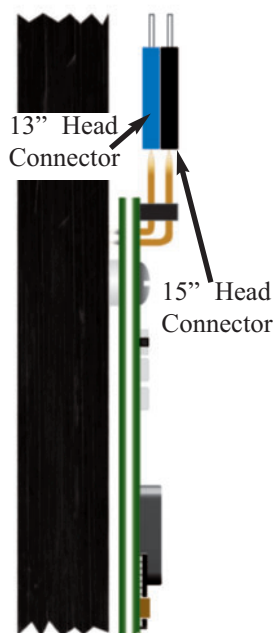
2. Remove catch screen from the darthead.



7. Use a clean damp cloth to wipe down the matrix and rubber mat.



3. Unplug the Matrix ribbon cables from the Target Interface (TI) Board.



8. Remove the backs of each segment and dump its contents (if any) into the garbage.
9. Check over the segments and clean up any broken plastic.
10. Wipe down the sides of the segments. Make sure they are completely free of debris and are dry before replacing them in the web.
11. Reassemble the darthead and do the opposite side.

Note: Make sure you get the darthead in the correct order. If the any of the pieces are misaligned or out of sequence, the players will have difficulty scoring.

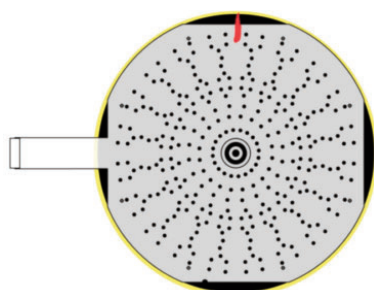
We suggest performing darthead maintenance before each season. This will reduce the amount of service calls you are likely to get. However, it really all depends on the amount of play the dartboard receives at each location.

If its a location that is heavy into dart leagues, you might want to perform maintenance more often.

4. Turn the Latch Assembly so that it is no longer holding the darthead to the back board. Start with the upper left Latch Assembly and end with the lower left Latch Assembly

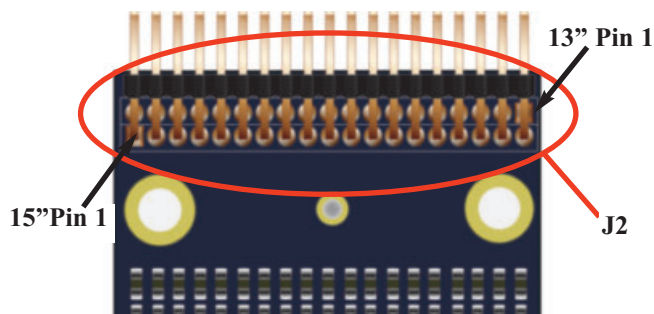
Note: You will want to hold the darthead to the backboard while you perform step four (4). The darthead could be damaged if it were to fall.

5. Carefully remove the darthead.
6. Lay the darthead on a flat surface. At this point you may want to mark which end is the 20.



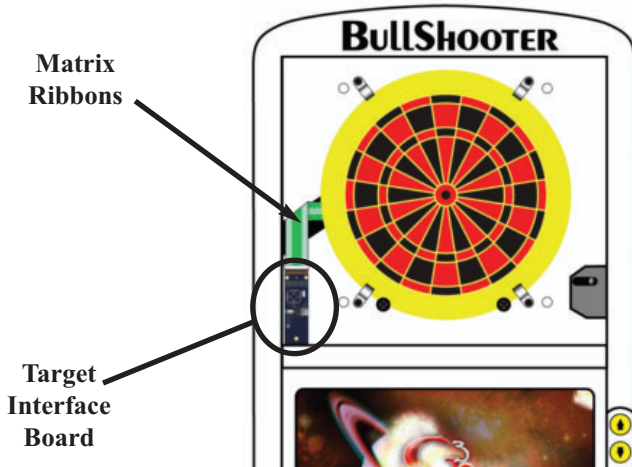
C. Testing the Target Interface Board

Both the 15 inch and the 13 inch switch matrix are connected to the Target Interface Board (TI Board) at the 38 pin connector J2. The front nineteen (19) pins are used for the 15 inch darthead and the back nineteen (19) pins are for the 13 inch darthead.



You can only access the Target Interface board from the 15 inch side of the darthead. The first step is to remove the web on the darthead.

1. Remove the four (4) Screws holding the web in place.
2. Remove catch screen from the darthead.



4. Go into the **Service** menu on the Galaxy 3 Plus/Fire.
5. Select **Diagnostics**.
6. Select **Target Test**.
7. Use a jumper and the chart below to test the individual pin combinations.

Note: As stated earlier, this test can only be performed from the 15" side.

If you follow the chart below, keeping in mind where the Pin 1 positions for each target are, you will get the results you are looking for. More information on where pin 1 is for each matrix connector is, refer to the diagram **TI Board Top View** on this page or **Section 3.6** on page 5.

Pin #	13	12	11	10	9	8	7	6
1	D20	O20	T20	I20	D19	O19	T19	I19
2	D5	O5	T5	I5	D7	O7	T7	I7
3	D12	O12	T12	I12	D16	O16	T16	I16
4	D9	O9	T9	I9	D8	O8	T8	I8
5	D14	O14	T14	I14	D11	O11	T11	I11
14			OB	IB				
15	D1	O1	T1	I1	D17	O17	T17	I17
16	D18	O18	T18	I18	D2	O2	T2	I2
17	D4	O4	T4	I4	D15	O15	T15	I15
18	D13	O13	T13	I13	D3	O3	T3	I3
19	D6	O6	T6	I6	D10	O10	T10	I10

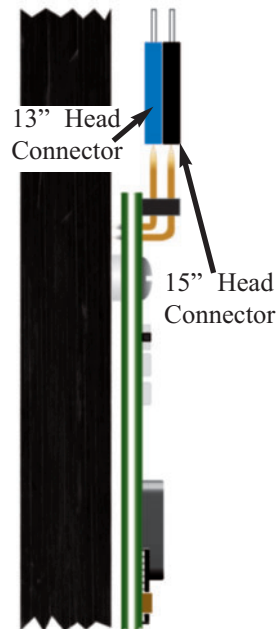
Galaxy 3 Matrix Pinout - 15"

Note: You can only do this test from the 15" side. There is no way to easily access the Target Interface Board from the 13" side. This instructional will show you how to test both sides from the 15" side.

3. Unplug the matrix ribbon cables from the Target Interface (TI) Board.

Warning: The pins on the Target Interface board can be bent when excessive force is used to remove the matrix ribbons.

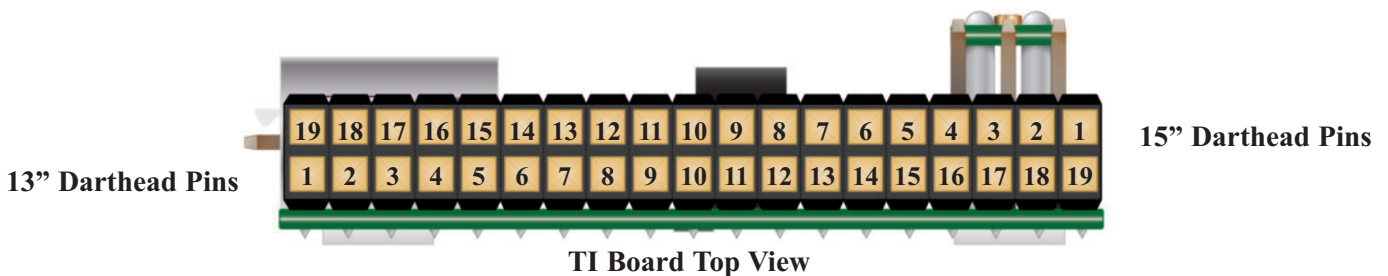
Don't unplug either matrix by pulling on the ribbon. Unplug them using the connectors.



Pin #	13	12	11	10	9	8	7	6
1	D3	O3	T3	I3	D1	O1	T1	I1
2	D17	O17	T17	I17	D18	O18	T18	I18
3	D2	O2	T2	I2	D4	O4	T4	I4
4	D15	O15	T15	I15	D13	O13	T13	I13
5	D10	O10	T10	I10	D6	O6	T6	I6
14			OB	IB				
15	D19	O19	T19	I19	D5	O5	T5	I5
16	D7	O7	T7	I7	D12	O12	T12	I12
17	D16	O16	T16	I16	D9	O9	T9	I9
18	D8	O8	T8	I8	D20	O20	T20	I20
19	D11	O11	T11	I11	D14	O14	T14	I14

Galaxy 3 Matrix Pinout - 13"

Note: Only use the pins in the same row when testing the Target Interface Board. Nothing bad will happen. Your readings will just be inaccurate.



8.2 USB Backups

The Galaxy 3 Plus/Fire Has the ability to back up league stats to a flash drive. This feature was designed as a way to ensure you get league stats even if something happens to the hard drive.

You will need an empty thumb drive. There is no size limit for these thumb drives. The files that are being backed up are relatively small.

Note: Do not use this as your normal method of communication with the boards.

Warning: This is not the method you use to collect stats manually from the Galaxy 3 Plus/Fire. See the LeagueLeader manual for that information.

1. Enter **Setup Menu**.
2. Select **Machine Setup**.
3. Select **More Machine Setup**.
4. Take a blank thumb drive and plug it into the first USB port right under the ethernet port. This should be the only one not in use and should be easy to find.
5. Select **Setup USB Backups**. You will get a message asking you if you want to format the thumb drive.
6. Press the Red button to enable the USB Backup.

That's basically it. You can leave the Backup Drive attached to the Galaxy 3 Plus/Fire and it will continue to make back ups.

Loading the USB Backups into LeagueLeader

Now that we have a USB back up, you need to know how to load the data it's saved into LeagueLeader.

1. On the Galaxy 3 Plus/Fire, enter **Setup Menu**.
2. Select **Machine Setup**.
3. Select **More Machine Setup**.
4. Select **Stop USB Backups**.
5. Remove the USB thumb drive.
6. At your computer, open LeagueComm.
7. Insert the USB backup drive into one of your computers open USB slots.
8. Click on **Upload Stats From Drive**.
9. Click on **Load Stats Into Leagues**.

8.3 Adjusting the Target Camera

The player camera comes pre-adjusted but, you will need to adjust the target camera.

1. Power on the Galaxy 3 Plus/Fire.
2. Go into Casual Play. You will need to use the video feed on the screen to help adjust the camera.



3. Looking through the target camera opening, locate the adjustment hole in the camera. It is located just below the lens.
4. Insert the 3/32" allen wrench into the cameras adjustment hole.



5. Using the video feed, adjust the camera so that it is facing the target.

Note: Clockwise rotation of the camera mounting block rotates the image on the screen clockwise. Counterclockwise rotation of the camera mounting block rotates the image on the screen counterclockwise.

6. Once finished, insert the camera hole bezel in the game. It fits easier if the long side faces down and toward the target.

8.4 Replacing the Darthead Motor

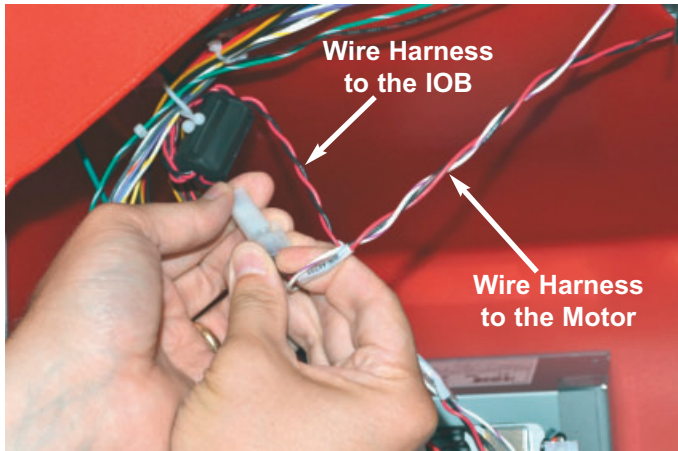
These instructions will walk you through the removal of a Darthead Motor and replacing it with a new one.

Note: Galaxy 3 Fire cabinet used for easier visibility.

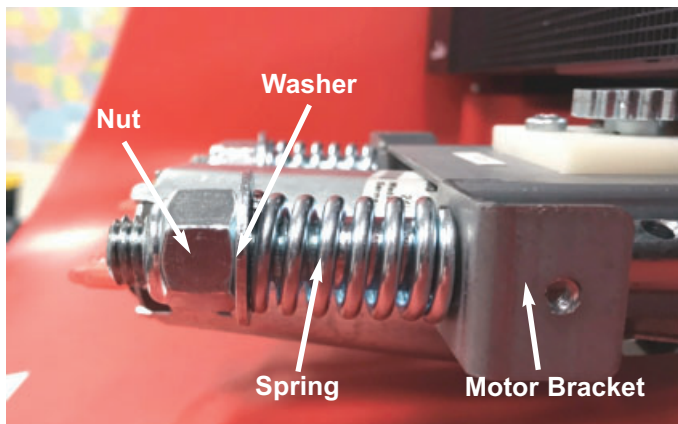
Removing the Motor

The motor is mounted on the back of the top cabinet and is easy to remove.

1. Unplug the machine from the wall.
2. Unlock and open the bezel and monitor.
3. Unplug the two wire Motor control harness.



4. Move the Galaxy 3 Plus Fire in to a position where you have access to the back.
5. Remove the two (2) $\frac{9}{32}$ " screws securing the Motor Cover to the Motor Bracket.
6. Pull the Motor Harness through the opening in the top cabinet.
7. Remove the Motor Cover from the cabinet.
8. Remove the two (2) hex nuts, washers and springs using a $\frac{3}{4}$ " wrench.

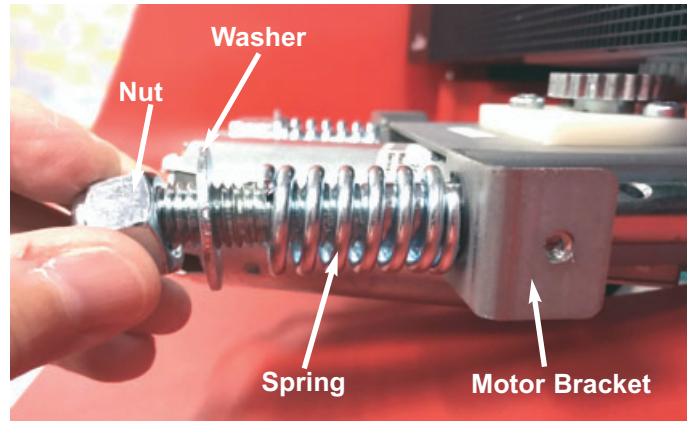


9. Slide the motor off the mounting posts.

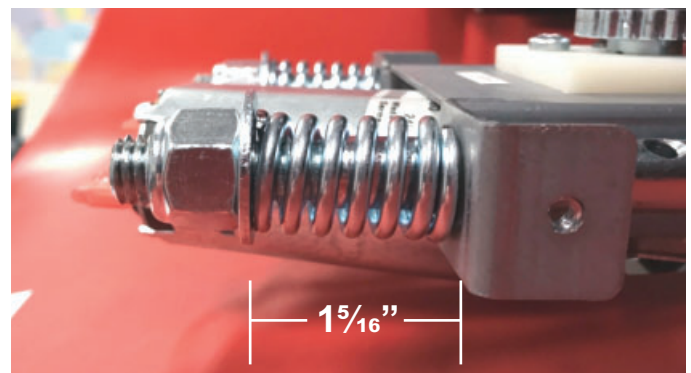
Installing a New Motor

1. Unplug the machine from the wall.
2. Remove the original motor if necessary. See **Removing the Darthead Motor** for further information.
3. Slide the motor onto the mounting posts.
4. Feed the Motor Wire Harness through the opening in the cabinet where the Motor rests.

5. Secure the motor to the machine. (picture)
 - a. Put on the spring first, making sure the spring is against the motor bracket.
 - b. Add the washer.
 - c. Add the hex nut and secure with a $\frac{3}{4}$ " wrench.



6. Using a $\frac{3}{4}$ " wrench, tighten the hex nut to compress the spring. The compressed spring should measure $1\frac{5}{16}$ " from the bracket to the spring side of the washer. Compress both springs evenly. This keeps the tension on the motor even, throughout the installation process.



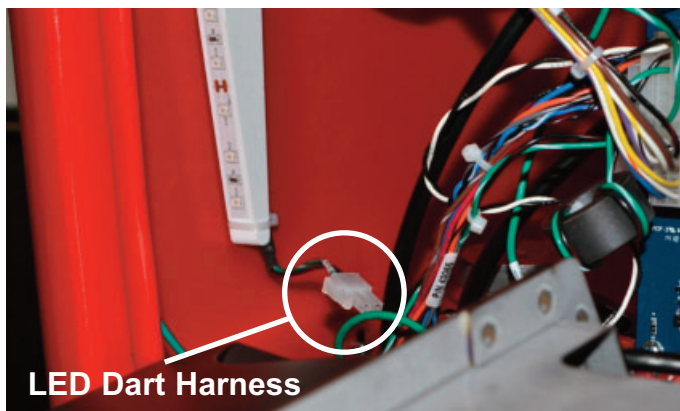
Warning: Be sure to tighten the springs to the exact length. If they are uneven, too loose or too tight, you could damage the motor.

7. Unlock and open the bezel and monitor.
8. Plug in the two wire Motor control harness.
9. Close and secure the bezel and monitor.
10. Plug the machine in.
11. Test the motor by touching the latch.

8.5 Replacing the LED Dart

The Glowing Darts are only on the Galaxy 3 Fires. These are powered by, and get signal from, the IOB's.

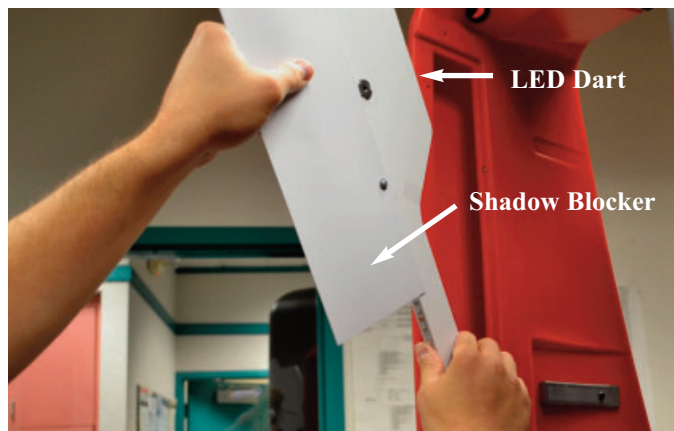
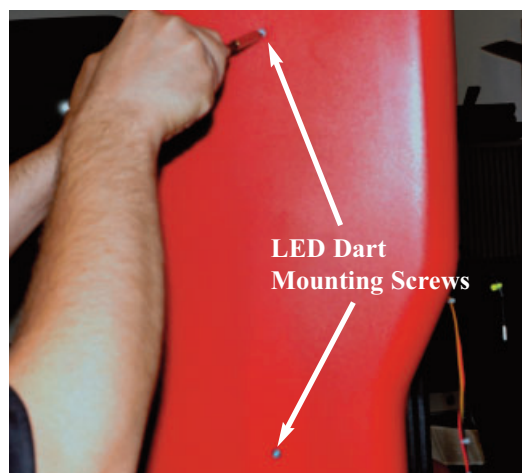
1. Unplug the machine from the wall.
2. Unplug the two (2) pin connector from the wire harness.



3. Using a 5/64" hex wrench, remove the diffuser on the side you are replacing.
4. Using a 5/64" hex wrench, remove the two (2) screws holding the LED light bracket on the side you are replacing.
5. Remove the power harness and the USB cable from the LED light bracket.



6. Pull out LED light bracket through the opening.
7. Using a medium phillips head screwdriver, remove the two (2) screws holding the LED Dart in place on the outside of the upper cabinet. You will need to remove a ground wire from the bottom as you remove it.



8. Pull LED Dart out through the light opening.
9. Install the new LED Dart. Make sure that the shadow blocker is pointing towards the front of the machine.

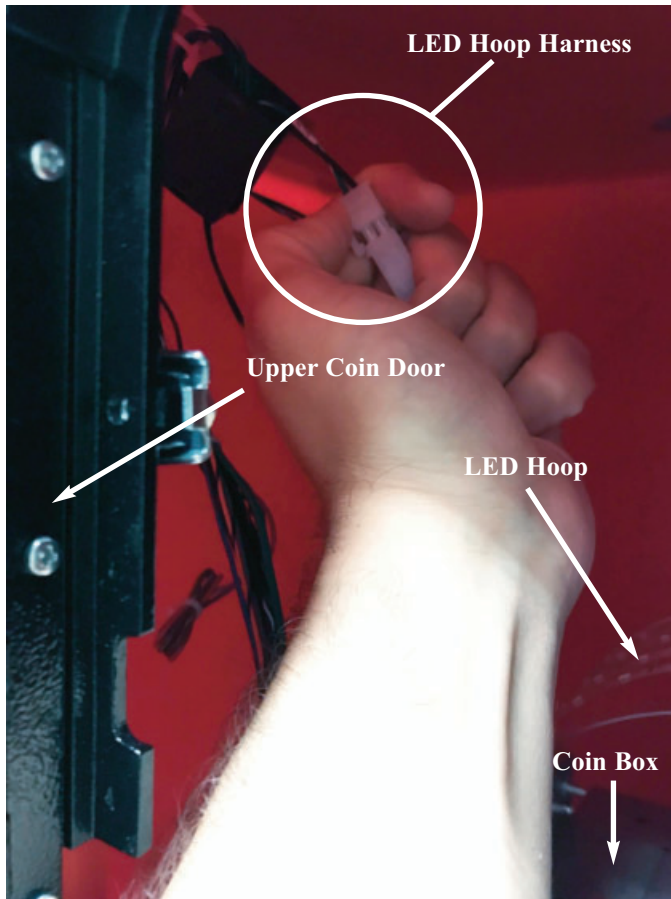


10. Reassemble the target light.
11. Restore power to the machine.

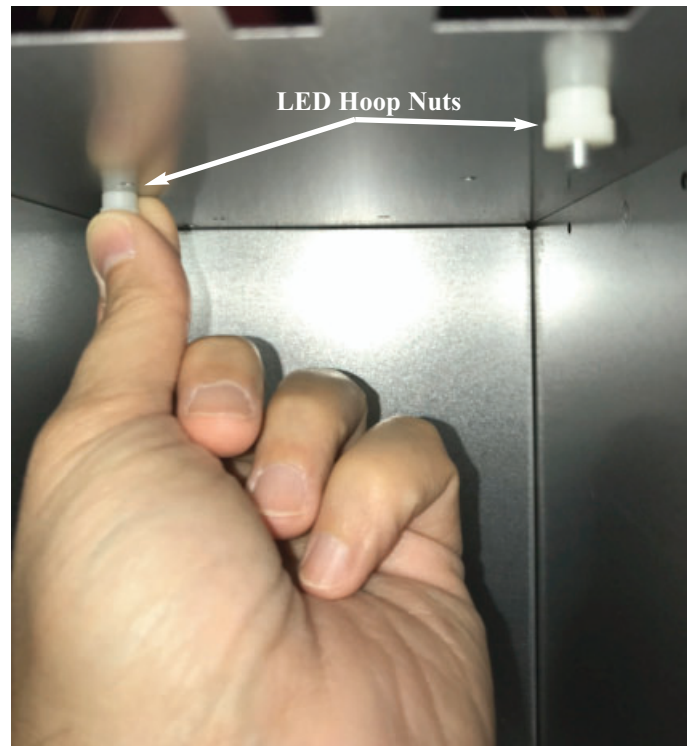
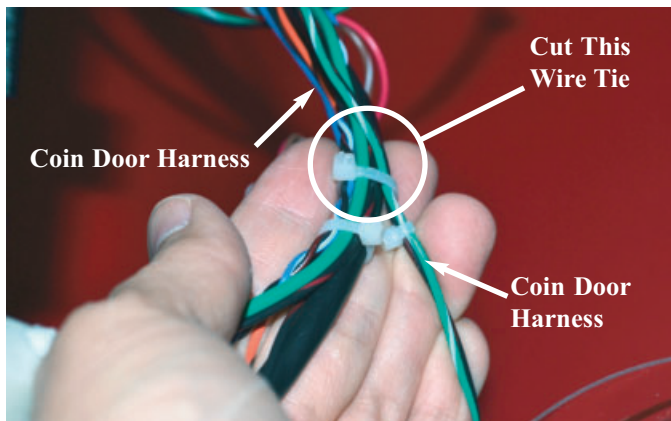
8.6 Replacing the Base LED Hoop

The LED Hoop is only on the Galaxy Fires. It is located in the base of the dartboard and surrounds the coin box.

1. Unplug the machine from the wall.
2. Open both of the coin doors.
3. Remove the coin box from the bottom coin door.
4. Unplug the two (2) pin connector from the wire harness.

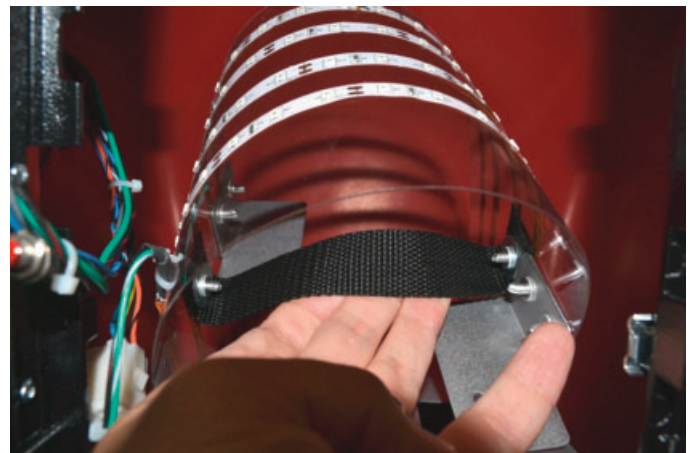


5. Cut off the wire tie from the harness. Careful not to cut other wires.
6. Separate the LED Hoop's wire harness from the lower cabinet harness.



Inside the Coin Box

7. Remove the thumb nuts that secure LED Hoop to the bottom Coin Door.
8. Pull out the LED Hoop.



Caution: The LED's on the hoop can get snagged on the coin door so make sure to squeeze the hoop in a little bit to get it out the door carefully.

9. Install the new Hoop. Make sure to reconnect the harness and wire tie it to the rest of the Coin Door harness.

Section 9 Parts Listing

The numbers listed are Arachnid part numbers. Please use the Arachnid numbers when placing an order. Some descriptions are followed by a number in parentheses. This number is the quantity used in that assembly.

A →

**44143 Upper Cabinet Assembly
YRB/RWB**

**44141 Fire Upper Cabinet
Assembly WRB/RWB**

**44623 G3.5 Upper Cabinet
Assembly YRB/RWB**

**44621 G3.5 Fire Upper Cabinet
Assembly WRB/RWB**

**44705 G3.5 Ice Upper Cabinet
Assembly WBB/RWB**

B →

43102 USA Base Assembly 120VAC

**44154 Fire USA Base Assembly
120VAC**

**44703 Ice USA Base Assembly
120VAC**

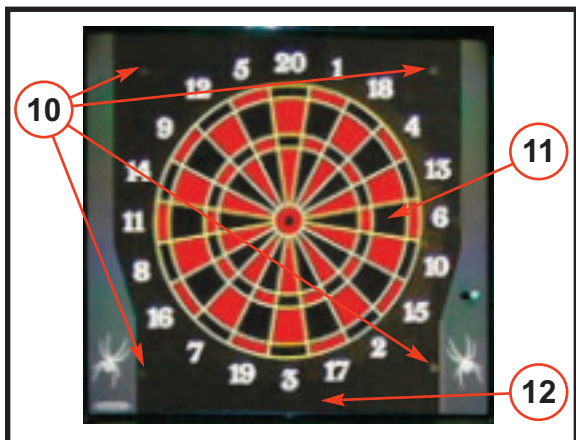


Upper Cabinet Assembly Camera Ready (Various)

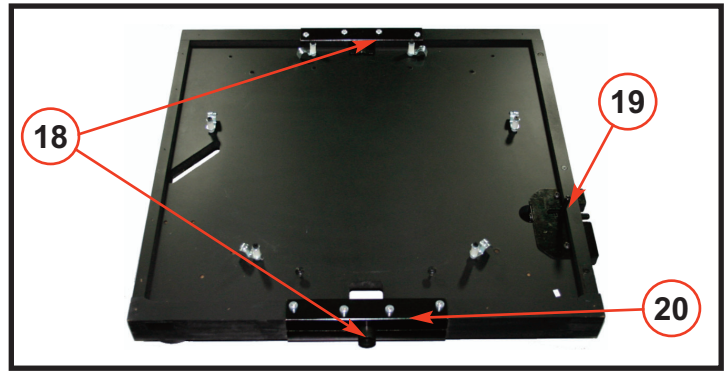
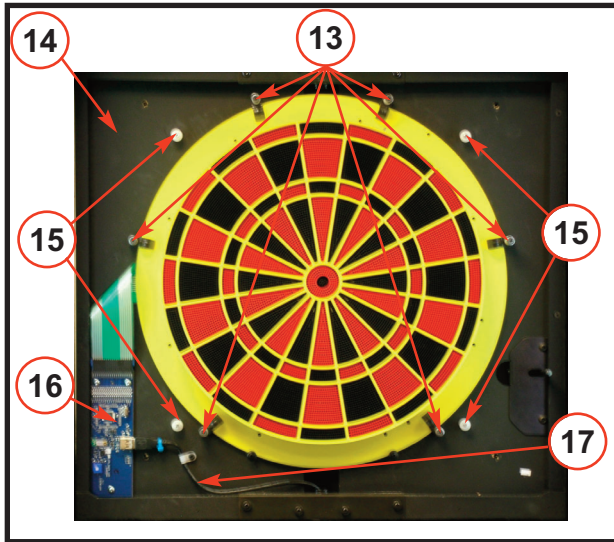


Part#	Ref#	Description
44127	1	Upper Cabinet G3 Plus
44128	1	Upper Cabinet G3 Fire (Red)
44714	1	Upper Cabinet G3.5 Ice (Blue)
43316	1	Cooling Fan (Not Shown)
43116	1	Magnet (2) (Not Shown)
43146	1	Access Cover (2) (Not Shown)
43075	1	Speaker
44224	1	Right Dart Assembly Fire (Not Shown)
44225	1	Left Dart Assembly Fire (Not Shown)
44708	1	Right Dart Assembly Ice (Not Shown)
44709	1	Left Dart Assembly Ice (Not Shown)
43183	2	Marquee Assembly
44583	2	Marquee Assembly G3.5
44073	3	G3 Plus Dual Target Assembly YRB/RWB
44074	3	G3 Plus Dual Target Assembly INT/RWB
44181	3	G3 Fire Dual Target Assembly WRB/RWB
44751	3	G3 Fire Dual Target Assembly WBB/RWB
44530		Elvi Motor Assembly
44513		Elvi Motor
43185	4	Dartboard LED PCB W/Bracket G3 (2)
44586	4	Dartboard Left LED PCB W/Bracket G3.5
44587	4	Dartboard Right LED PCB W/Bracket G3.5
43130	4	Dartboard LED Diffuser(2)
41676	5	Push Button - Up/Down (black/yellow) (2)
39753	5	Push Button - Up/Down (black/Blue) (2)
44454	6	Push Button Lamp LED (3)
19131	6	Push Button - Player Change (black/red)
44166	7	24" Monitor with Bracket Assembly
44120	7	24" LED Monitor
44164	7	24" Monitor Bracket
44126	7	Monitor Power Cable (Not Shown)
43236	7	Monitor VGA Cable (Not Shown)
42115	8	Hot Button Probe
44129	9	Bezel 24" Monitor
44182		G3 Ground Plane Assembly 120V (Inside Cabinet)
44260		G3 Ground Plane Assembly 230V (Inside Cabinet)
44627		G3.5 Ground Plane Assembly 120V (Inside Cabinet)
44628		G3.5 Ground Plane Assembly 230V (Inside Cabinet)

Dual Target Assembly (Various)



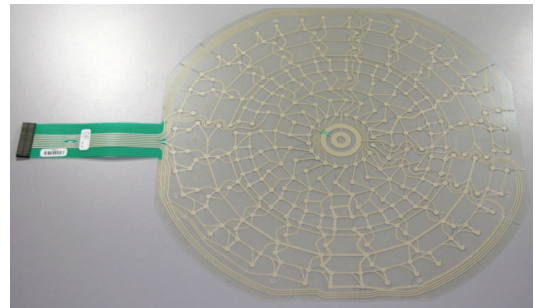
Part#	Ref#	Description
43209	10	15" Web Mounting Screws (4)
14617	11	15" Yellow/Black/Red Spider and Segments Assembly
43331	11	15" International Spider (White) and Segments Assembly
44790	11	15" White/Blue/Black Spider and Segments Assembly
44254	11	15" White/Red/Black Spider and Segments Assembly
28258	11	15" Rubber Damper
12575	11	15" Switch Matrix
43121	12	15" Web
43170	13	15" Darthead Retaining Bracket Assembly (6)
43162	14	Target Back
25956	15	Knurled Nut (8)
43425	16	TI (Target Interface) Board
43446	17	TI Board USB Cable G3
44719	17	TI Board USB Cable G3.5
43149	18	Upper Pivot Bracket 15" Side
43133	18	Pivot Tube (2)
44193	19	Galaxy 3 Plus/Fire Dual Head Latch Assembly
43150	20	Lower Pivot Bracket 15" Side



37376
Y/B/R Spider & Segments

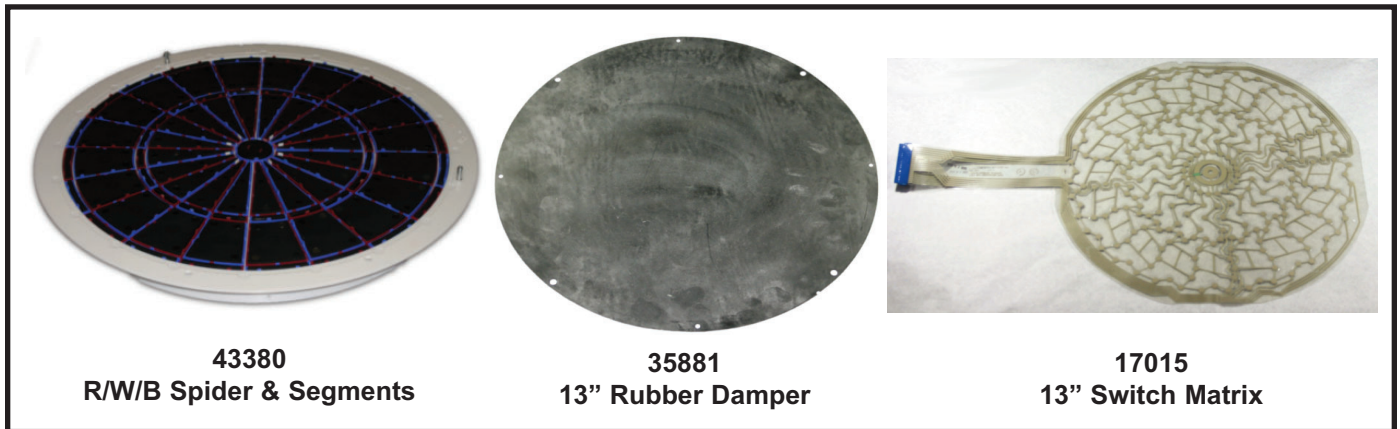
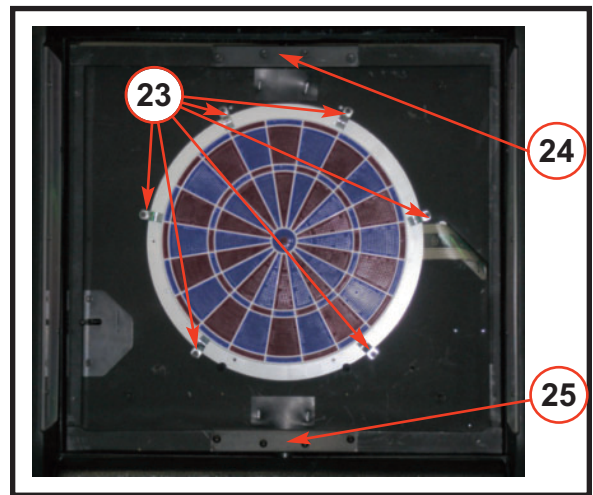
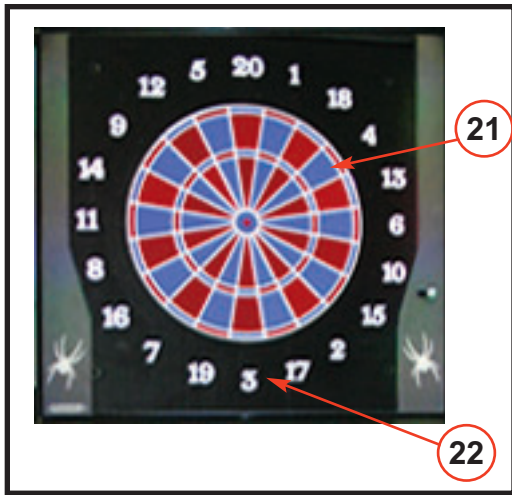


28258
15" Rubber Damper



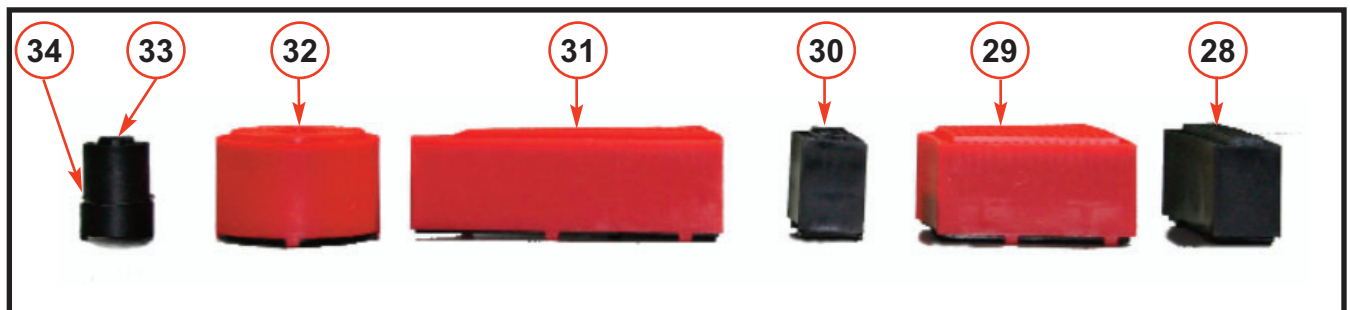
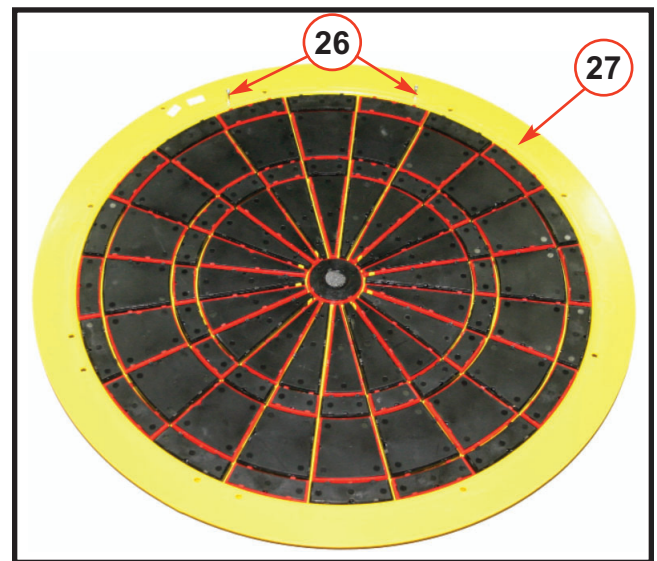
12575
15" Switch Matrix

Part#	Ref#	Description
43380	21	13" Red/White/Blue Spider and Segments Assembly
35881	21	13" Rubber Damper
17015	21	13" Switch Matrix
43123	22	13" Web
43180	23	13" Darthead Retaining Bracket Assembly (6)
43150	24	Upper Pivot Bracket 13" Side
43151	25	Lower Pivot Bracket 13" Side



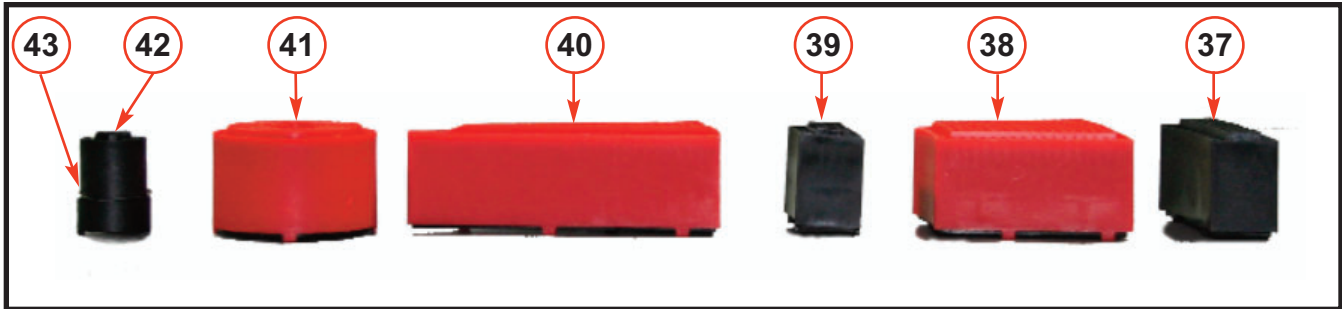
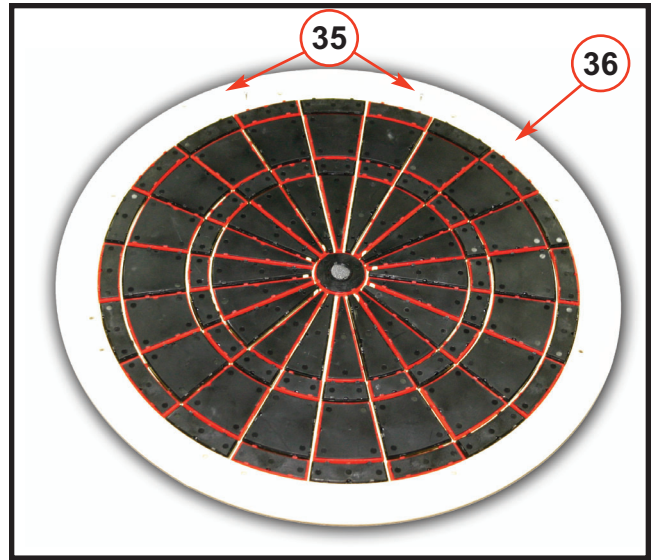
14617 Yellow/Black/Red (YBR) Spider and Segments Assembly

Part#	Ref#	Description
41590	26	Alignment Pin (2)
42036	26	Alignment Pin Screw (2)
29268	27	15" Spider Yellow
18069	28	15" Segment, Double Red (10)
19079	28	15" Segment, Double Black (10)
21408	29	15" Segment, Outer Single Red (10)
22518	29	15" Segment, Outer Single Black (10)
23628	30	15" Segment, Triple Red (10)
24738	30	15" Segment, Triple Black (10)
25848	31	15" Segment, Inner Single Red (10)
26958	31	15" Segment, Inner Single Black (10)
29078	32	15" Segment, Outer Bull Red
27148	33	15" Segment, Inner Bull Black
35845	34	15" Spring, Inner Bull



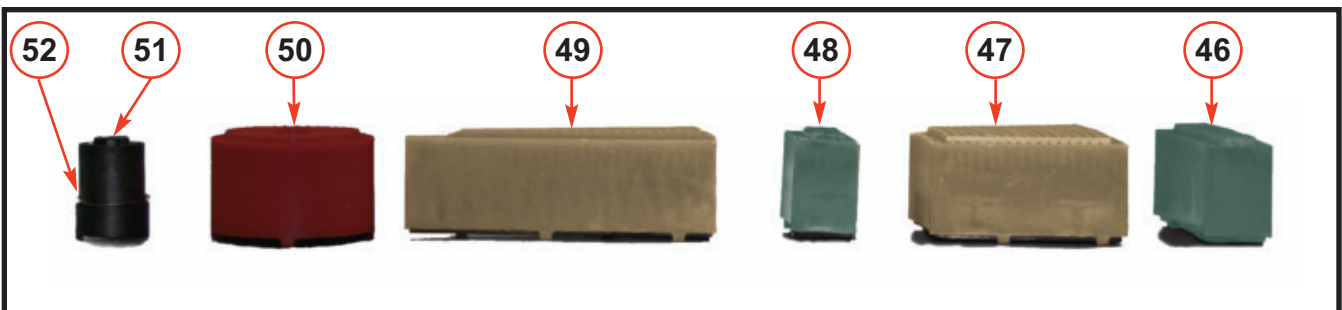
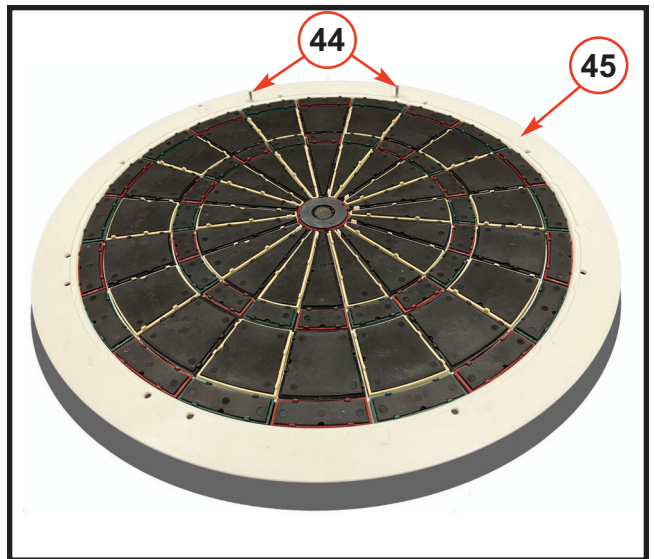
44254 White/Red/Black (WRB) Spider and Segments Assembly

Part#	Ref#	Description
41590	35	Alignment Pin (2)
42036	35	Alignment Pin Screw (2)
30489	36	15" Spider White
18069	37	15" Segment, Double Red (10)
19079	37	15" Segment, Double Black (10)
21408	38	15" Segment, Outer Single Red (10)
22518	38	15" Segment, Outer Single Black (10)
23628	39	15" Segment, Triple Red (10)
24738	39	15" Segment, Triple Black (10)
25848	40	15" Segment, Inner Single Red (10)
26958	40	15" Segment, Inner Single Black (10)
29078	41	15" Segment, Outer Bull Red
27148	42	15" Segment, Inner Bull Black
35845	43	15" Spring, Inner Bull



43331 International Spider and Segments Assembly

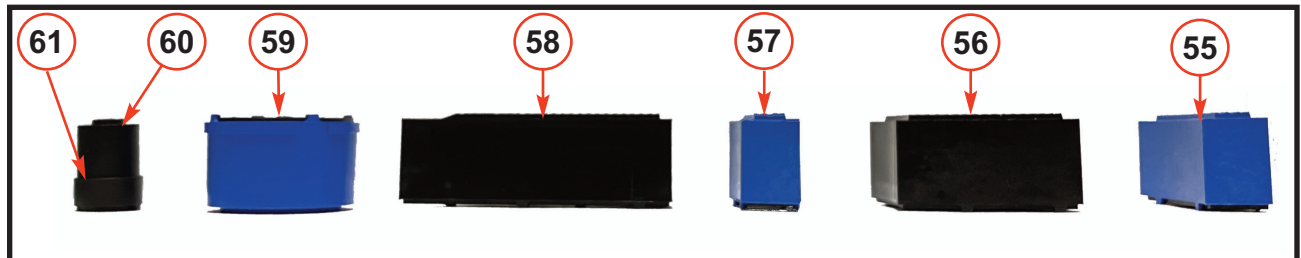
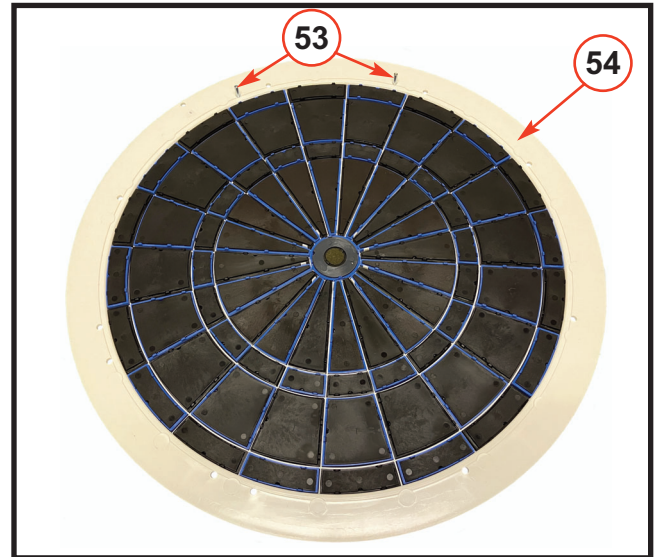
Part#	Ref#	Description
41590	44	Alignment Pin (2)
42036	44	Alignment Pin Screw (2)
30489	45	15" Spider White
18069	46	15" Segment, Double Red (10)
37746	46	15" Segment, Double Green (10)
37748	47	15" Segment, Outer Single Beige (10)
22518	47	15" Segment, Outer Single Black (10)
23628	48	15" Segment, Triple Red (10)
37749	48	15" Segment, Triple Green (10)
37751	49	15" Segment, Inner Single Beige (10)
26958	49	15" Segment, Inner Single Black (10)
29078	50	15" Segment, Outer Bull Red
27148	51	15" Segment, Inner Bull Black
35845	52	15" Spring, Inner Bull



44764 White/Blue/Black (WBB) Spider and Segments Assembly

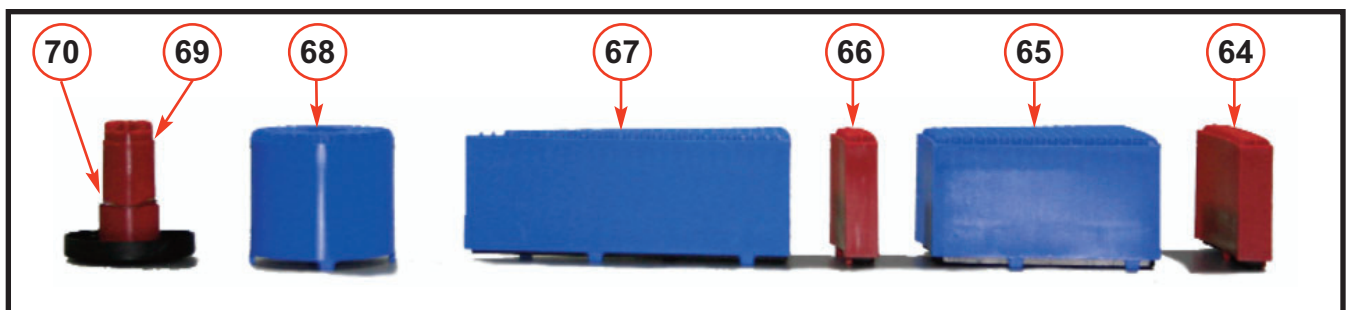
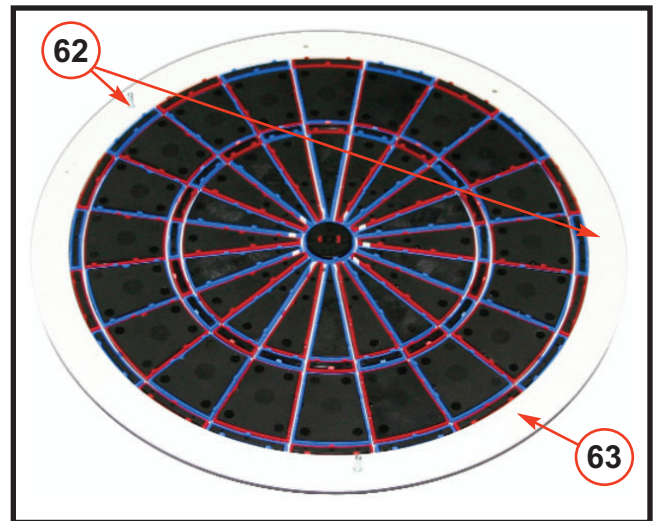
ICE ONLY

Part#	Ref#	Description
41590	53	Alignment Pin (2)
42036	53	Alignment Pin Screw (2)
30489	54	15" Spider White
44744	55	15" Segment, Double Blue (10)
19079	55	15" Segment, Double Black (10)
44745	56	15" Segment, Outer Single Blue (10)
22518	56	15" Segment, Outer Single Black (10)
44746	57	15" Segment, Triple Blue (10)
24738	57	15" Segment, Triple Black (10)
44747	58	15" Segment, Inner Single Blue (10)
26958	58	15" Segment, Inner Single Black (10)44748
44748	59	15" Segment, Outer Bull Blue
42086	60	15" Segment, Inner Bull Black
35845	61	15" Spring, Inner Bull



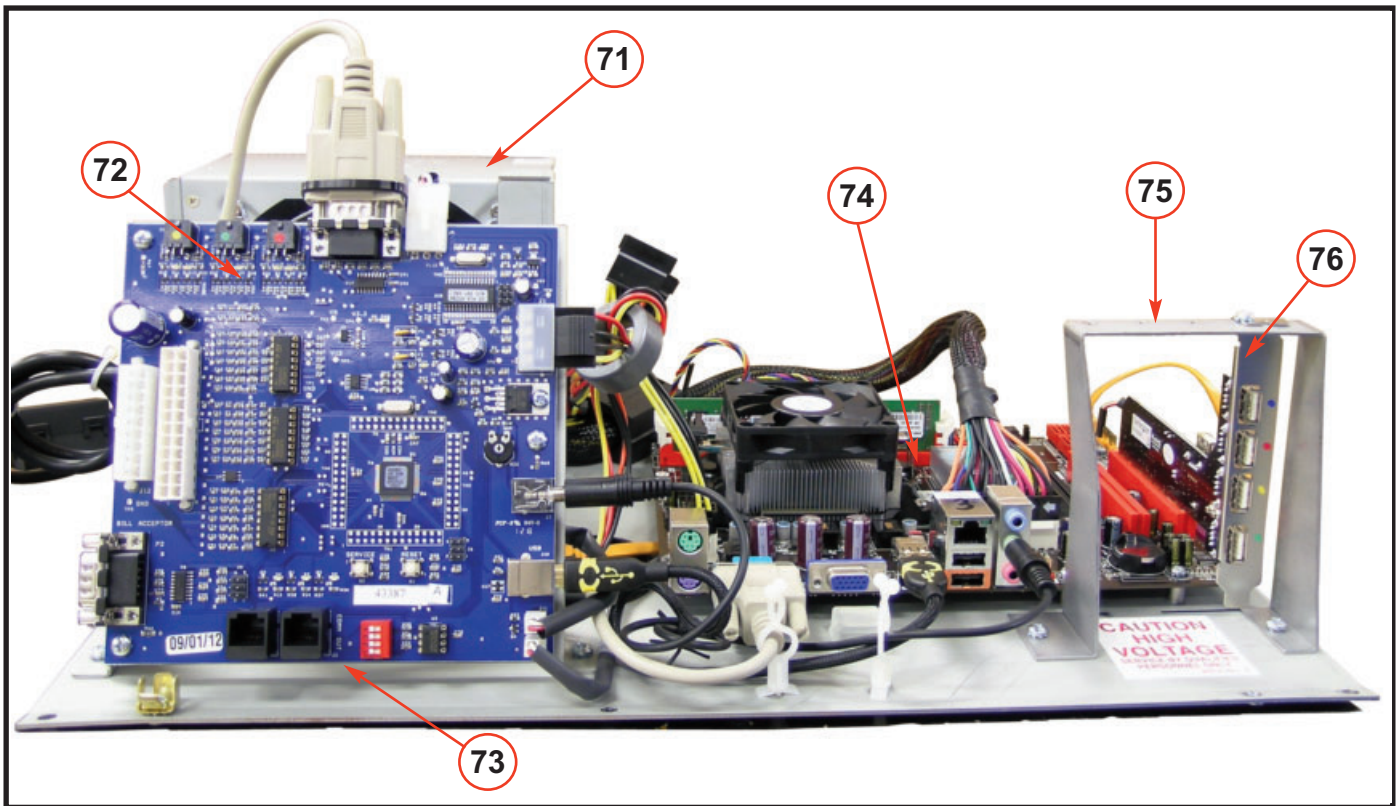
43380 Red/White/Blue (RWB) Spider and Segments Assembly

Part#	Ref#	Description
41590	62	Alignment Pin (2)
42036	62	Alignment Pin Screw (2)
42575	63	13" Spider
42616	64	13" Segment, Double Red (10)
42617	64	13" Segment, Double Blue (10)
42618	65	13" Segment, Outer Single Red (10)
42619	65	13" Segment, Outer Single Blue (10)
42620	66	13" Segment, Triple Red (10)
42621	66	13" Segment, Triple Blue (10)
42622	67	13" Segment, Inner Single Red (10)
42623	67	13" Segment, Inner Single Blue (10)
42580	68	13" Segment, Outer Bull Blue
42624	69	13" Segment, Inner Bull Red
36250	70	13" Spring, Inner Bull



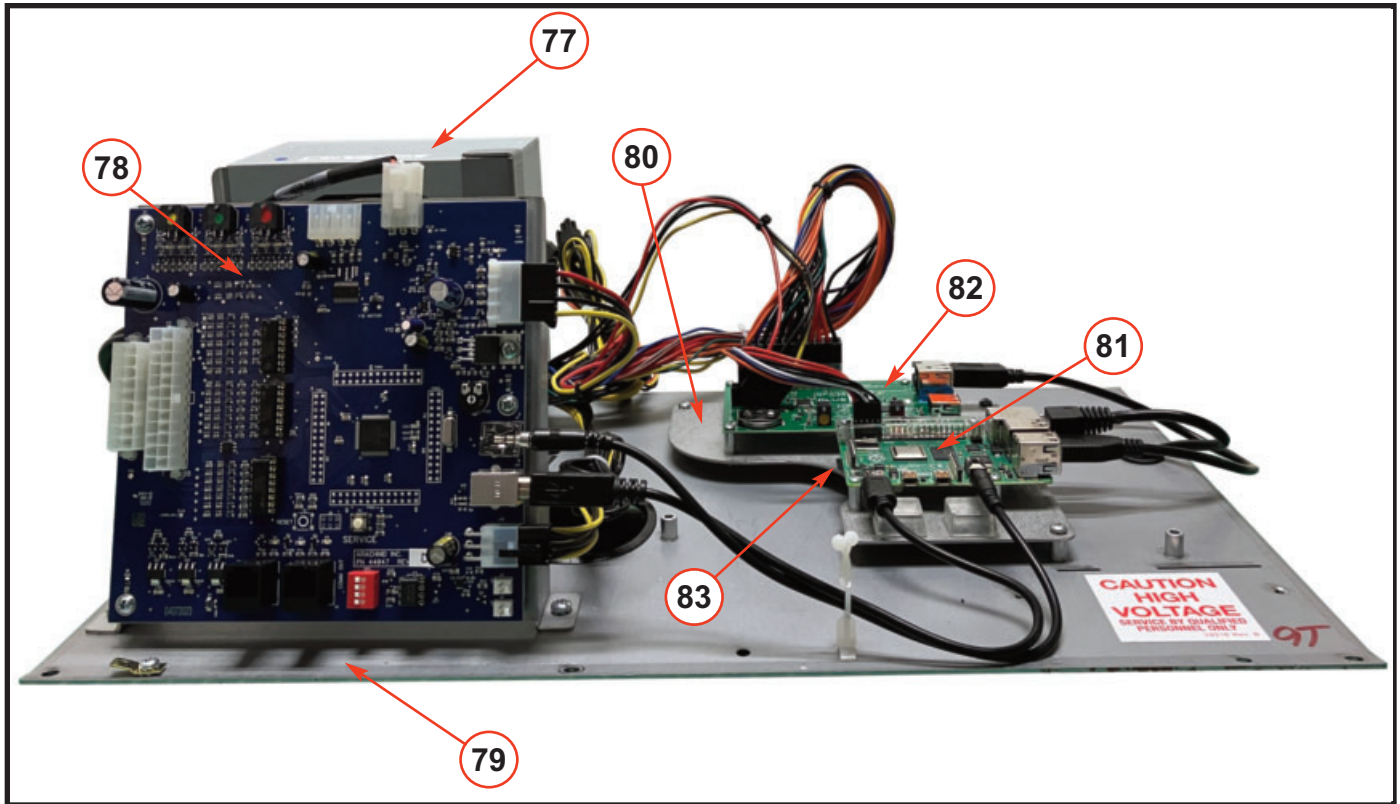
44182 Ground Plane Assembly [See Appendix 1]

Part#	Ref#	Description
43456	71	Power Supply
44047	72	G3 Plus/Fire Input/Output Board (IOB) [See Appendix 3]
43086	73	Ground Plane Bracket
44162	74	Motherboard Assembly with Ram, Processor, and Processor Fan
43148	75	PCI Card Mounting Bracket
43443	76	4 Port USB PCI Card
43786		4 Port USB Extension (Not Shown) After Serial #12129

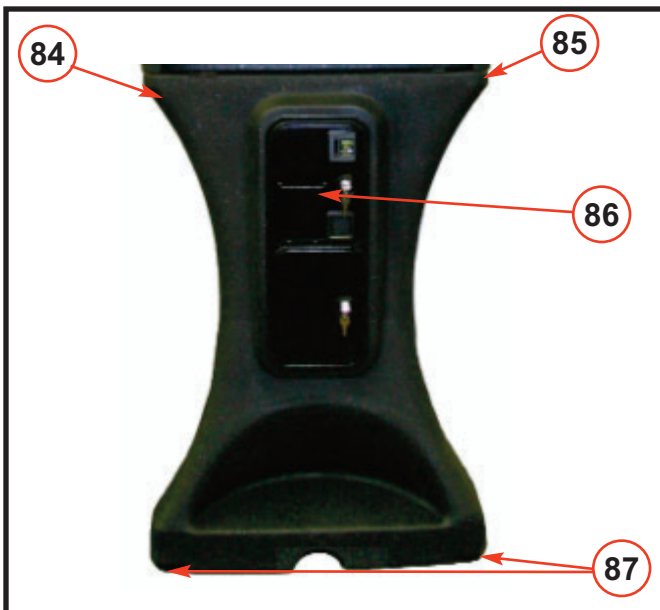


44627 Ground Plane Assembly (PI4) [See Appendix 1]

Part#	Ref#	Description
43456	77	Power Supply
44047	78	G3 Plus/Fire Input/Output Board (IOB) [See Appendix 3]
43086	79	Ground Plane Bracket
44539	80	PI4 Plate Assembly with PI4 & Hub
44505	81	Raspberry PI4
44629	82	Hub Assembly with Battery
44720	83	Programmed Memory Card



B) USA Base Assembly 120VAC, Bill Ready (Various)



Part#	Ref#	Description
43014	84	Lower Cabinet G3
43598	84	Lower Cabinet G3 Fire (Red)
44711	84	Lower Cabinet G3 Ice (Blue)
41883	86	Coin Door, USA, Bill Ready, Over/Under
43065	86	Coin Door Harness, USA, 120VAC, Bill Ready (Not Shown)
44211	86	LED Hoop Assembly Fire (Not Shown)
44716	86	LED Hoop Assembly Ice (Not Shown)
42416	87	Leveler (4)

Appendix 1

Ground Plane Versions and Their Galaxy 3 Serial Numbers

Part Number	Description	Galaxy 3 Serial Number
43165	120VAC IOB Has No Dip Switches	Ended at 2864
43374	120VAC IOB Has Dip Switches	Starts at 2865
43085	230VAC IOB Has No Dip Switches	Ended at 1126
43375	230VAC IOB Has Dip Switches	Starts at 1127
44182	120 VAC IOB For Plus/Fire	Starts at 24001
44260	230 VAC IOB For Plus/Fire	

Appendix 2

IOB Versions and Their Galaxy 3 Serial Numbers

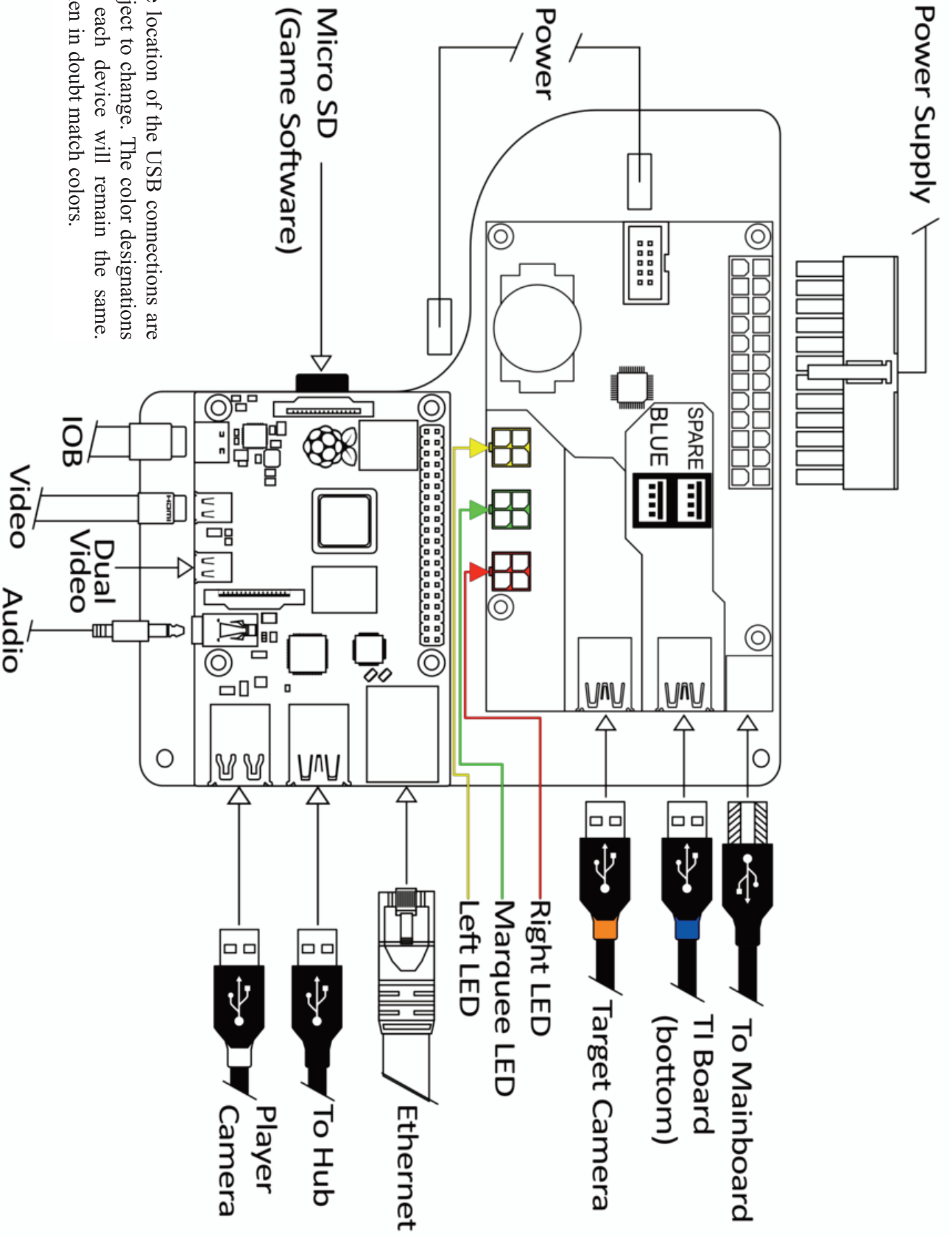
Part Number	Description	Galaxy 3 Serial Number
43299	Input/Out Board (IOB) No Dip Switches	Ended at 2864
43387	Input/Out Board (IOB) Has Dip Switches	Starts at 2865
44047	Input/Out Board (IOB) Has Dip Switches	Starts at 24001

Appendix 3

Motherboard Versions

Part Number	Description	Galaxy 3 Serial Number
42828	Asus M2N68-AM PLUS	Ended at 2043
43357	BIOSTAR N68S3+ ASROCK N68C-GS FX	Starts at 2044
43775	ASROCK 960GC-GS FX	Starts at 9258
43784	ASUS A68HM-K	Starts at 12129
44162	ASROCK FM2A68M-DG3+	Starts at 25043

Appendix 4: Motherboard Color Code Diagram



The location of the USB connections are subject to change. The color designations for each device will remain the same. When in doubt match colors.

Appendix 5

Troubleshooting

Here are a few troubleshooting tips and simple problems that you may run into in the field. If there is an issue you can't handle, please feel free to call Techsupport at 1-800-435-8319.

Problem	Probable Cause	Procedure
LED, Marquee and Monitor not on	<p>a. Is the machine plugged in?</p> <p>b. The standby switch on the back of the machine is turned off.</p> <p>c. Something is not connected.</p>	<p>a. This is a very common mistake. Make sure to check all the connections on the outside of the machine and inside. Specifically around the powersupply and the outlet on the wall.</p> <p>b. There is a toggle switch on the back of the machine near the power cord. This shuts off power to the LED's, Marquee and Monitor.</p> <p>c. Check all connections, especially the power cables and serial cable plugged into the IOB.</p>
Game will not turn on	<p>a. Is the machine plugged in?</p> <p>b. The machine itself is not getting power.</p>	<p>a. This is a very common mistake. Make sure to check all the connections on the outside of the machine and inside. Specifically around the powersupply and the outlet on the wall.</p> <p>b. If the solution in "a" doesn't work, press the red push button on the back of the machine. This should start the boot up process. If this works you need to make sure your Power On AC Loss, in the BIOS Menu under Power, is set to Power On.</p>
Remote Play Not Working	<p>a. Various Communication Reasons</p> <p>b. Cameras Not Working</p> <p>c. Able to go online but see no players</p>	<p>a. See Appendix 6.</p> <p>b. Put the machine in Freeplay. Go into any non-remote game. You should see both cameras. You need both cameras to use Remote Play. Reseat cables (Orange banded and White banded USB Cables). Replace camera(s) if needed.</p> <p>c. Machines with different software builds cannot talk to each other. Update the software.</p>
Darthhead Rotates Slowly	<p>a. The motor gear slipped under the dart head gear.</p> <p>b. The mounting bracket is tightened too much/not enough.</p>	<p>a. Take the Motor Cover off and check to see if the motor gear had slipped under the target gear. Call Arachnid for instruction.</p> <p>b. The springs should only be 1-5/16" in length. Less than or greater than that will cause performance issues. See Section 8.4.</p>

Appendix 6

Remote Play Troubleshooting

If you are having trouble with Remote Play, run Remote Play Diagnostics by:

1. Go into the **Setup Menu**.
2. Select **Diagnostics**.
3. Select **Remote Play Diagnostics**.
4. Select **Start Test**.

This simple test will test every aspect of remote play from connection status to cameras.

Test	Possible Result	Possible Solution
Remote Play	Online or Offline	If the result is Offline this means you are unable to play remotely. One or more of the tests below has failed as well. If they are successful, it may be a server issue, give us a call.
Ranked Play	Online or Offline	If the result is Offline this means ranked play isn't working. One or more of the tests below has failed as well. If they are successful, it may be a server issue, give us a call.
Registration	Not Registered	This generally means that the machine is not listed in LeagueLeader. More specifically, the screen ID. Make sure the screen ID is in the location then Generate Files.
Server Status	OK or FAILED	This generally means failure to connect to the internet. Could be a router or modem problem. Double check all your connections and settings. Try to Perform Update. This will give you more information on if its connecting to the internet. If possible, use a Laptop to try the internet. This should lead you in the right direction.
Connection Status	OK or FAILED	This is another check for the internet. Follow the same trouble shooting procedure as Server Status .
Remote Play Enabled on LeagueLeader	YES or NO	This means that the option Remote Play is not selected under the specific location in LeagueLeader. Check it then Generate files. Perform Update.
Cameras	OK or FAILED	One or both cameras aren't working. This usually means they need to be reseated. Remove power to the machine and reseat the Orange and White USB cables on the main board. Restore power. You can also check the cameras by going into any casual mode game.
Intermediary Server	Enabled and Available Disabled and/or Not Available	This is the recommended setting. If you get anything other than Enabled and Available double check your settings and internet connections. Also double check LeagueLeader making sure the screen ID is in a location and you have Generated Files. With this setting, Full Access is no longer required or recommended.
Full Access	OK or FAILED	Not required for remote play access nor recommended. Requires additional setup in the location's router. A port must be open in order to pass this test. See Full Access in manual for more help.

This is, by no means, all there is to trouble shooting Remote Play. It's a good place to start. As always, if you get stuck, call our techsupport line at 1-800-435-8319.



www.bullshooter.com | www.arachnid360.com | 800.435.8319 | 815.654.0212 | Fax 815.654.0447

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