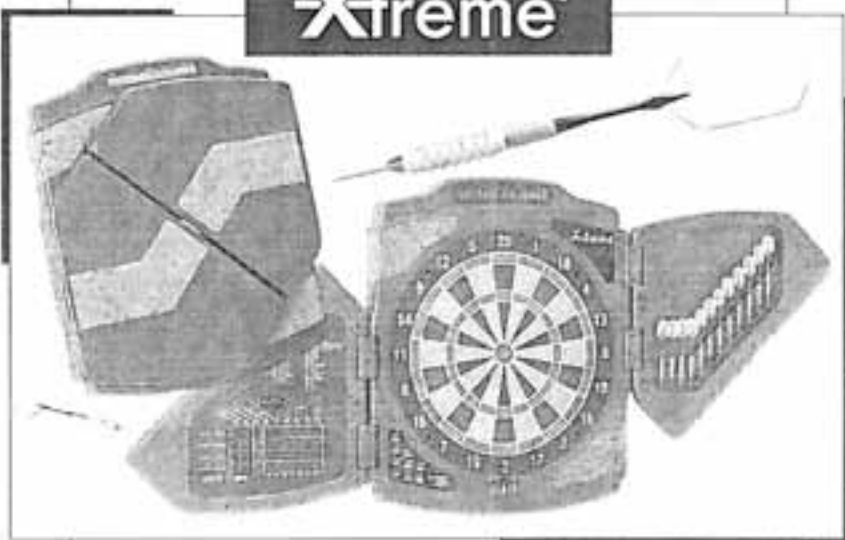


Model # 42-1005

Easy Assembly Instructions & Rules

Xtreme



Thank you for purchasing the GLD Products electronic dart game. Its computerized scoring system, the e-BOARD Computer, makes game playing easy and enjoyable. With 38 games and 176 options to choose from, beginners and more advanced players will find challenging games to suit them.

Features also include:

- 16 player electronic dart game
- Handicap options
- Automatic player change or manual mode
- CPU player with 5 skill levels
- Favorite key
- Team play
- Catch ring that registers missed darts
- Ultra thin spider

Warning to Parents:

Please read instructions carefully.
Not for use by children without
adult supervision.

Viper

Important Notes

1. During shipping or in the course of normal play, it is possible for scoring segments of this board to become temporarily jammed, resulting in a "frozen" board. If this occurs, the built-in **Self Diagnostic Function** of the e-BOARD Computer will be activated automatically. Your dartboard will run a self-test routine to determine which segment is stuck. An error message will flash on the display together with the number for the "frozen" segment. Take the following steps immediately when the error message appears.

a) Find the "frozen" segment according to the display.

b) Press firmly down on the "frozen" segment until it breaks free and the loose fit is restored. Once the "frozen" segments are loosened, the error message should be gone and the board will continue to operate normally.

2. Never use metal tipped darts on this dartboard! Metal tipped darts will seriously damage the circuitry, the e-BOARD Computer and electronic operation of the dartboard.

3. Do not use excessive force when throwing darts. Throwing a dart too hard will cause frequent tip breakage and cause excessive wear on the board.

4. Use only the provided AC adapter. **Using the wrong adapter may cause electrical shock and damage to the unit.**

5. Do not spill liquids on the dartboard. Do not spray cleaners that contain ammonia or other harsh chemicals, as they may damage the dartboard. Instead, we suggest regular dusting with a damp cloth. Use a mild detergent and a damp cloth for more vigorous cleaning.

Mounting (Physical Installation)

The dartboard should be hung on a wall stud, with the center of the bull's-eye 68" above the floor. Regulation throwing distance for soft-tip darts is 8', so be sure there are about 10 feet of open floor space in front of the board.

Place 2 marks side-by-side on the selected wall stud 76" (193.32 cm) above the floor, with 16" (40.64 cm) between them. Screw 2 screws into the reference marks until the screw heads are protruding about $\frac{1}{2}$ " from the wall.

Line up the slotted mounting holes on the back of the game with the screw heads then mount the game. It may be necessary to adjust the screws until the board fits snugly against the wall. After the board is mounted, the bull's-eye should be 68" (172.72 cm) above the floor.

Please see page 3.

Power Installation

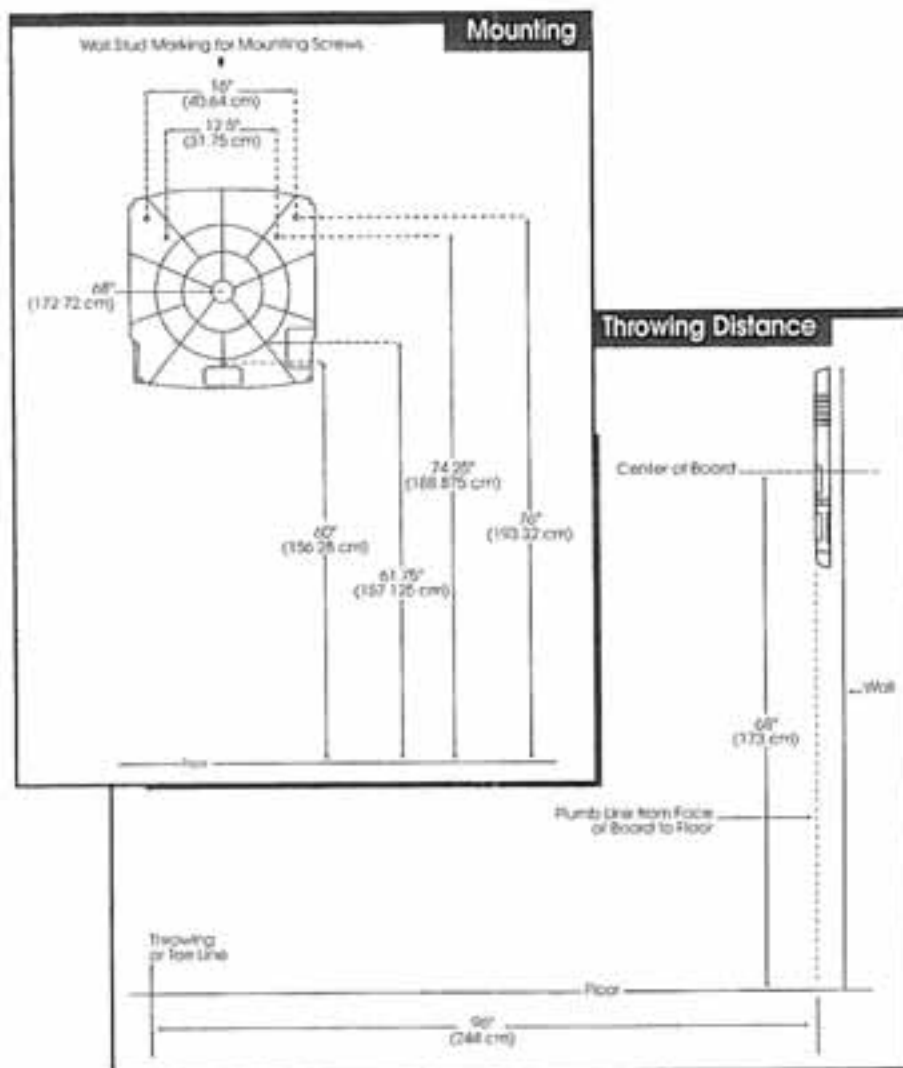
The dartboard is designed to be powered by an AC to 9V DC, 800 milliamp (minimum) adapter, with the DC plug polarity configured as positive (+) outside, and negative (-) center. To connect by adapter, plug the DC plug into the DC power jack and the AC plug into an electrical outlet.

Protective Film

This electronic dartboard has a clear protective film over the entire display area and button area to prevent scratching during shipping. Remove this film for easier reading of the display. To remove, simply lift edge, peel off and discard.

Warning

Not for use by children without adult supervision.
Please read instructions carefully.



Xtreme Game Menu

Game	Description	Options	Players	Score Display	Cricket
G01	301, 501, 601, 701, 801, 901	6	1-16	Total Score	XXX
G02	301 League	6	4	Total Score	XXX
G03	Quick Cricket	3	1-16	XXX	Cricket No. Status
G04	American Cricket	3	1-16	XXX	Cricket No. Status
G05	Cut Throat Cricket	3	1-16	Total Score	Cricket No. Status
G06	Warm Cricket	1	2	Total Score	Cricket No. Status
G07	Double Only Cricket	3	1-16	Total Score	Cricket no. Status
G08	Random Cricket	1	1-16	Total Score	Cricket No. Status
G09	Shanghai	12	1-16	Total Score	XXX
G10	Count Up	9	4	Total Score	XXX
G11	Shoot Out	10	1-16	Remaining target	XXX
G12	Best of Nine	7	1-16	Total Score	Remaining Darts
G13	Call Three	8	1-16	Total Score	Remaining Rounds
G14	Four Darts	3	1-16	XXX	Call Score
G15	Hound and Hare	5	2	Current target No.	XXX
G16	Have-7	1	1-16	Total Score	XXX
G17	Gold Hurting	6	1-16	Total Score	Gold Gained
G18	War	11	2-16	Win's No.	Remaining Life
G19	Bird Killer	10	2-16	XXX	XXX
G20	Round-the-Clock	4	1-16	Remaining target	XXX
G21	Round-the-Clock in Doubles/Triples	8	1-16	Remaining target	XXX
G22	Round-the-Clock the Old Way	1	1-16	Current target	XXX
G23	Nine Dart Century	3	1-16	Total Score	Remaining Darts
G24	Roundoff	3	1-16	Total Score	Remaining Round Remaining Score
G25	Football	1	1-16	Selected No.	Remaining Targets
G26	Bowling	8	1-16	Total Score	Remaining Round
G27	Golf	10	1-16	No. of Strokes	Remaining Targets
G28	Car Racing 1	1	1-16	Current target	Remaining Targets
G29	Car Racing 2	1	1-16	Current target	Remaining Targets

Xtreme Game Menu - (continued)

Game	Description	Options	Players	Score Display	Cricket
G30	Big 9s	5	2-16	Current Target	Remaining Targets
G31	Shove A Penny	1	2-16	XXX	Cricket Mo Status
G32	H-Score	10	1-16	Total Score	XXX
G33	Double Down	1	1-16	Total Score	XXX
G34	Forty One	1	1-16	Total Score	XXX
G35	Over	3	2-16	Total Score	Remaining Lives
G36	Under	3	2-16	Total Score	Remaining Lives
G37	X2 Times	5	1-16	Total Score	XXX
G38	Legs	3	2-16	Total Score	Remaining Legs
Total		177			

Operation Manual

1. Plug the DC plug into the dartboard and the A plug into a 110/120V electrical outlet.
 2. Turn on the game by pressing the ON/OFF button for 2 seconds.
 3. With the power on, the dartboard shows a greeting message, "WELCOME TO GLD PRODUCTS E-DARTS" and plays a welcoming fanfare.
 4. Press the UP or DOWN button to enter the main menu mode, which includes GAME, OPTION, PLAYER, TEAM, HANDICAP and E-CHALLENGER sub-menus. In all sub-menus, the UP and DOWN buttons are used to select your option and the ENTER button is used to confirm your selection.
 5. Choose "GAME" to go into the GAME sub-menu. You can scroll through the games by pressing the UP or DOWN buttons. There are 38 games for you to choose from. When you find the game you wish to play, press the ENTER button. The PLAYER 1 window will display the game code.
 6. In the OPTION sub-menu, you may select options and difficulties of the selected games. The PLAYER 3 window will display the option code. For the 301 game, you can also select double in/out from the following 6 combinations by pressing the UP or DOWN button.
 - 1 - SINGLE IN/SINGLE OUT
 - 2 - SINGLE IN/DOUBLE OUT
 - 3 - SINGLE IN/MASTER OUT
 - 4 - DOUBLE IN/SINGLE OUT
 - 5 - DOUBLE IN/DOUBLE OUT
 - 6 - DOUBLE IN/MASTER OUT
- Your choices will be displayed at the DOUBLE IN, DOUBLE OUT and MASTER OUT LED'S.

7. In the PLAYER sub-menu, select the number of players. The PLAYER 2 window will display your selection. The number of allowable players is dependent on the game. The maximum number of players is limited to sixteen.

8. In the TEAM sub-menu, select the number of teams you will want to divide into. Your choice will be displayed at the scrolling screen. The combination of teams are as follows:

8. Combination of Teams

Team No. of Players	No. of Teams	Team 1	Team 2	Team 3	Team 4
3	2	P1 P2	P3	---	---
4	2	P1 P2	P3 P4	---	---
	3	P1 P2	P3	P4	---
5	3	P1 P2 P3	P4 P5	---	---
	3	P1 P4	P2 P5	P3	---
	4	P1 P5	P2	P3	P4
5	2	P1 P2 P3	P4 P5	---	---
	3	P1 P4	P2 P5	P3 P6	---
	4	P1 P3	P2 P5	P3	---
7	2	P1 P2 P3 P4	P5 P6 P7	---	---
	3	P1 P4 P7	P2 P5	P3 P6	---
	4	P1 P5	P2 P6	P3 P7	P4
8	2	P1 P2 P3 P4	P5 P6 P7 P8	---	---
	3	P1 P4 P7	P2 P5 P6	P3 P8	---
	4	P1 P5	P2 P6	P3 P7	P4 P8
9	2	P1 P2 P3 P4 P5	P6 P7 P8 P9	---	---
	3	P1 P4 P7	P2 P6 P8	P3 P5 P9	---
	4	P1 P6 P9	P2 P5	P3 P7	P4 P8
10	2	P1 P2 P3 P4 P5 P6	P7 P8 P9 P10	---	---
	3	P1 P4 P7 P10	P2 P5 P6	P3 P8 P9	---
	4	P1 P5 P10	P2 P6 P10	P3 P7	P4 P8 P9
11	2	P1 P2 P3 P4 P5 P6 P7 P8 P9 P10	P11	---	---
	3	P1 P4 P7 P10	P2 P5 P8 P11	P3 P6 P9	---
	4	P1 P5 P9	P2 P6 P10	P3 P7 P11	P4 P8
12	2	P1 P2 P3 P4 P5 P6 P7 P8 P9 P10 P11	P12	---	---
	3	P1 P4 P7 P10	P2 P5 P8 P11	P3 P6 P9 P12	---
	4	P1 P5 P12	P2 P6 P10	P3 P7 P11	P4 P8 P12
13	2	P1 P2 P3 P4 P5 P6 P7 P8 P9 P10 P11 P12	P13	---	---
	3	P1 P4 P7 P10 P13	P2 P5 P8 P11	P3 P6 P9 P12	---
	4	P1 P5 P9 P13	P2 P6 P10	P3 P7 P11	P4 P8 P12
14	2	P1 P2 P3 P4 P5 P6 P7 P8 P9 P10 P11 P12 P13	P14	---	---
	3	P1 P4 P7 P10 P13	P2 P5 P8 P11 P14	P3 P6 P9 P12	---
	4	P1 P5 P13	P2 P6 P10 P14	P3 P7 P11	P4 P8 P12
15	2	P1 P2 P3 P4 P5 P6 P7 P8 P9 P10 P11 P12 P13 P14	P15	---	---
	3	P1 P4 P7 P10 P13	P2 P5 P8 P11 P14	P3 P6 P9 P12 P15	---
	4	P1 P5 P9 P13	P2 P6 P10 P14	P3 P7 P11 P15	P4 P8 P12
16	2	P1 P2 P3 P4 P5 P6 P7 P8 P9 P10 P11 P12 P13 P14 P15	P16	---	---
	3	P1 P4 P7 P10 P13	P2 P5 P8 P11 P14 P15	P3 P6 P9 P12	---
	4	P1 P5 P9 P13	P2 P6 P10 P14	P3 P7 P11 P15	P4 P8 P12

9. In the HANDICAP sub-menu, select each player's handicap level. First select which player receives the handicap and then his individual handicap option. When you finish selecting all handicaps, choose EXIT then press the ENTER button to return to the main menu.

10. You can play against the e-BOARD Computer (CPU or E-CHALLENGER). In the E-CHALLENGER sub-menu, select the level of the E-CHALLENGERS. The last player involved will be the e-BOARD Computer. (e.g. Players 1-3 are human players and the player 4 is the e-BOARD Computer for a 4-player game.) The computer LED will light up to indicate E-CHALLENGER mode. The available level of e-BOARD Computer is as follows:

- BEGINNER
- INTERMEDIATE
- ADVANCED
- EXPERT
- PROFESSIONAL
- CPU OFF

11. Press the START/NEXT button to start a game.

12. If a dart thrown at the board scores but does not stick in the board, press the BOUNCE button to flash that particular score displayed at the Scrolling Screen, then eliminate this score by pressing the ELIMINATE button.

13. For most games, each player has 3 darts in each round. After throwing 3 darts, the dartboard will announce "NEXT PLAYER, REMOVE DART" and any pressure on segments will not activate the scoring system. The player is required to take out all darts and press the "START/NEXT" button for the next player to continue the game.

14. When a player wins a game, the dartboard will announce "WINNER" and the winner will be rewarded with applause plus a display of "WINNER" on the Scrolling Screen for celebration. For 301 games, average points per dart for each player will be displayed.

15. During the game, you can press the AUTO CHANGE button to select auto player change mode or manual player change mode. In auto mode, after 3 throws, the board will change to the next player automatically in 8 seconds. In manual mode, press the NEXT button for the next player's turn.

16. Press the SOUND button to select the volume level or mute. There are 4 volume levels for your selection. The Scrolling Screen will show the following selections:

- Volume High
- Volume Med
- Volume Low
- Sound Off

Use the UP and DOWN button to adjust the volume level. The computer will return to the previous display if the UP and DOWN keys are not pressed for 2 seconds, or if any other key is pressed.

17. You can store 5 games into memory. To store, first make the game's selections and other settings from the main menu. Then press the FAVORITE and WRITE buttons in sequence. "STORE TO MEM 1?" message will be displayed. Use the UP and DOWN button to chose the memory location. Press the ENTER key to store. If the location chosen is not empty, a prompt "OVERWRITE MEM X?" will be shown on the text window. Press UP or DOWN button to move to the other memory location, or press the ENTER button to confirm overwrite. To recall the game setting #1 from memory, press the FAVORITE then the READ buttons in sequence. Use the UP and DOWN arrows to select the memory location. The game number will be shown in the player 1 display. Press the ENTER key to restore the setting and return to menu mode.

18. If the game has not been played for 5 minutes, it will go into sleep mode. The dartboard will be reactivated by pressing any button or segment and will return to the previous game. If the game has not been played for 15 minutes, it will automatically shut down.

19. After a game is completed, the Scrolling Screen will display "GAME OVER." You can press the START/NEXT button to review the ranks of all players.

20. If you want to quit a game before it is finished press ON/OFF button. Cancel will be displayed on the Scrolling Screen. Use UP or DOWN button to select "QUIT," "RESET," "SHUT DOWN" or "CANCEL." When choosing "QUIT," the dartboard will leave the game you are playing and return to the menu mode with the previously confirmed game settings. When choosing "RESET," it will return to the menu mode with e-BOARD computer system default settings. When choosing "SHUT DOWN," the dartboard will turn off. For "CANCEL," it will leave and return to the game.

Xtreme Game Description & Rules

G01 301 (with options of 301, 501, 601, 701, 801, 901)

The starting score for each player is 301 (or 501/601/701/801/901) as selected before starting the game. The score will be deducted for each dart that scores. The first player who reaches exactly zero (0) wins. The games can have various DOUBLE/OPEN options by pressing the DOUBLE button and will be displayed by the DOUBLE IN/DOUBLE OUT/MASTER OUT LED's.

- SINGLE IN/SINGLE OUT
- SINGLE IN/DOUBLE OUT
- SINGLE IN/MASTER OUT
- DOUBLE IN/SINGLE OUT
- DOUBLE IN/DOUBLE OUT
- DOUBLE IN/MASTER OUT

For SINGLE IN or SINGLE OUT options, the game can be started or ended by throwing at any segment, regardless if single, double or triple. For DOUBLE IN/DOUBLE OUT options, the beginning and ending throws will only be accepted respectively by hitting the double zone or the bull's-eye. For MASTER OUT options, you must end with hitting double or triple segments.

If DOUBLE OUT has been selected, the Dart Out feature is automatically activated. In this mode, once a player is 170 or below the e-BOARD Computer will suggest the 3 best possible finishing shots, or if an out is not possible, the best remaining alternative shots are displayed on the Scrolling Screen.

G02 301 League (with options of 301, 501, 601, 701, 801, 901)

This game is played by 2 teams consisting of 2 members. Similar to 301, the team will win when a player's score reaches exactly zero (0), with one more requirement: his teammates score must be lower than or equal to the sum of the score of the opposing team. Otherwise the score of the player returns to the beginning of the turn. That team cannot win at that time. Once a player's score is lower than or equal to the score sum of the opposing team, the e-BOARD Computer will say "GO FOR IT." This will confirm you have a chance to win in this round. Otherwise, the player will "freeze" even if his score comes to zero.

G03 Quick Cricket (with options of C00, C20, C25)

1. Quick Cricket is played with the numbers 15 through 20 and the bull's-eye.
2. Each player must "mark" a number 3 times to close it out.
3. Doubles count as 2 times and triples as 3 times the segment's score.
4. The winner is the first player to close all the cricket numbers.

Cricket Status	One Time	Two Times	Open	Close
Sign				

- C00 Hit and open numbers 15-20 and bull's-eye in any order.
- C20 Hit and open the number 20 first, then in order open numbers 19, 18, 17, 16, 15 and bull's-eye.
- C25 Hit and open bull's-eye first, then in order open numbers 15, 16, 17, 18, 19 and 20.

G04 American Cricket (with options of C00, C20, C25)

In this game, only the numbers 15 through 20 and the inner/outer bull's-eye are used. Each player must hit a number 3 times to open that segment for scoring. A player is then awarded the number of points of the open segment each time he throws a dart that lands in that number, provided all opponents have not hit that number 3 times to close. No one may score any points of the closed number. Doubles count as 2 hits and triplet as 3 hits. The first player closing all the numbers first and accumulating the highest total score is the winner. If a player closes all numbers first but is behind in score, they must continue scoring on the opened numbers until they exceed their opponents score.

- C00 Hit and open the numbers 15-20 and bull's-eye in any order.
- C20 Hit and open number 20 first, then in order open 19, 18, 17, 16, 15 and bull's-eye.
- C25 Hit and open bull's-eye first, then in order open 15, 16, 17, 18, 19 and 20.

The rule is simple, a player must rack up the most points in 3, 4, 5, or 12 rounds (each round being 3 darts) to win. Doubles or triples count as 2 hits and 3 hits respectively.

G05 Cut Throat Cricket (with options of C00, C20, C25)

Some basic rules as American Cricket EXCEPT the points are added to your opponent's total once scoring begins. A player can add scores to all opponents who opened the number. The player who first closes all segments with the lowest score wins. This variation enables players to rack up scores for his opponents, digging them into a deeper hole.

- C00 Hit and open the numbers 15-20 and bull's-eye in any order.
- C20 Hit and open number 20 first, then in order open 19, 18, 17, 16, 15 and bull's-eye.
- C25 Hit and open bull's-eye first, then in order open 15, 16, 17, 18, 19 and 20.

G06 Scram Cricket

This game is a variation of Cricket. The game consists of 2 rounds. In the first round, player 1 must close 15 through 20 and bull's-eye while player 2 attempts to get as many scores as they can by scoring the open segments. Round 1 will be finished when all segments have been closed. For round 2, the reverse is done. The player with the most scores is the winner.

G07 Double Only Cricket (with options of C00, C20, C25)

The same as American Cricket rules apply except you must hit a double before you can open a number. Once you have a double, then that double and all other singles, doubles and triples of that number count.

For example, to start the 20's, each player must hit double 20. After getting double 20, then a single 20 would close the number, a double would close and score 20 points and a triple would close and score 40 points. The most significant difference in Double Only Cricket is that you cannot close a number with one dart.

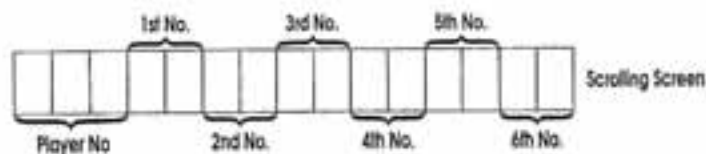
C00 Hit and open the numbers 15-20 and bull's-eye in any order.

C20 Hit and open number 20 first, then in order open 19, 18, 17, 16, 15 and bull's-eye.

C25 Hit and open bull's-eye first, then in order open 15, 16, 17, 18, 19 and 20

G08 Random Cricket

The same as American Cricket rules apply here with the exception that the numbers are not fixed but randomly selected by the e-BOARD Computer. Six numbers will change at random while the bull's-eye remains constant. When a player hits selected number, it is locked in for the rest of the game. All numbers unmarked will randomly change after every turn until all 6 numbers are locked in. The first player to close all numbers is the winner.



G09 Shanghai (with options of L01, L05, L10, L15, H01, H05, H10, H15, P01, P05, P10, P15)

Each player must hit numbers 1 through 20 and the bull's-eye. Throw 3 darts for each number and the player who gets the most points wins. There are 3 levels of difficulty. Players can score on any segments (single x 1, double x 2, triple x 3) for L level. Only doubles and triples will count for H level.

Players can also select super Shanghai (P level) as a complimentary option. The rules are the same as above except various doubles and triples must be hit as specified by the computer. The computer will announce the chosen double or triple and display that number at the LED Text Display.

- For
- L01, H01 and P01 the game starts from segment 1.
 - L05, H05 and P05 the game starts from segment 5.
 - L10, H10 and P10 the game starts from segment 10.
 - L15, H15 and P15 the game starts from segment 15.

G10 Count Up (with options of 100, 200, 300, 400, 500, 600, 700, 800, 900)

Score will be accumulated for each dart. The first player to reach or go over the set points will be the winner.

Option	100	200	300	400	500	600	700	800	900
Set Points	100	200	300	400	500	600	700	800	900

G11 Shoot Out (with options of -11, -12, -13, -14, -15, -16, -17, -18, -19, -20)

The e-BOARD Computer will randomly display a score for the player to hit. One correct hit scores 1 mark. The first player who hits 11, 12, 13...20 marks, depending on the level of difficulty, is the winner. If a player does not hit the e-BOARD within 8 seconds, the dart is regarded as a miss and the e-BOARD Computer will automatically change to another random number for the player to hit.

Option	-11	-12	-13	-14	-15	-16	-17	-18	-19	-20
Marks	11	12	13	14	15	16	17	18	19	20

G12 Best of Nine (with options of 009, 012, 015, 018, 021, 024, 027)

A good warm up, either alone or against an opponent, is to keep track of the best 9 darts of a number chosen by the e-BOARD Computer. A player receives 1 score when hitting the number, 2 scores when hitting a double and 3 scores when hitting a triple.

Option	009	012	015	018	021	024	027
No. of Darts	9	12	15	18	21	24	27

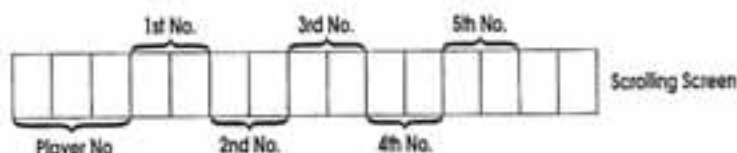
G13 Call Three (with options of R03, R04, R05, R06, R07, R08, R09, R10)

The e-BOARD Computer chooses 3 numbers randomly in each turn as selected. The player attempts to hit them in the order called. The player receives 1 score when hitting the correct number in the correct order, 2 scores for double and 3 for triple.

Option	R03	R04	R05	R06	R07	R08	R09	R10
No. of Rounds	3	4	5	6	7	8	9	10

G14 Poker Darts (with options of A00, D00)

This game uses the numbers 1-13 to play. The e-BOARD Computer assigns each player 5 cards represented by the numbers 1-13. These cards are displayed on the Scrolling Display by pressing the PLAYER button continuously. All players try to hit a double of 1 of these cards. Should a player hit it, all cards with that number will be erased. Should any player have 1 or more than one card with that number they are also erased. The first player out of cards is the winner.



G15 Hound and Hare (with options of 005, 009, 011, 012, 014)

The Hare tries to escape from the Hound while the Hound tries to catch the Hare. Players 1 and 2 act as the Hound and Hare respectively. The Hare starts at 20. The Hare tries to get a double and move clockwise to the next number. Similarly, the Hound starts at the number 5 and must hit a double each move. When the Hound catches up to the Hare and hits the same double as the Hare is trying for, the Hare is caught. If the Hare reaches the double 5 before the Hound catches him, the Hare is free. S05, S09, S11, S12 and S14 represent what number the Hound starts at.

Option	005	009	011	012	014
Segment Hound Starts at	S05	S09	S11	S12	S14

G16 Halve-It

There are 7 rounds of 3 darts in this game. The objective is to score as many points of the designated numbers as possible. The designated numbers for each round are:

1st Round	20
2nd Round	16
3rd Round	double 7
4th Round	14
5th Round	triple 10
6th Round	17
7th Round	bull's-eye

Scoring occurs when the dart hits the designated area only. All hits are scored at face value. Should all 3 of a player's darts miss the designated target area, his total score to that point is cut in half. The highest score at the end of 7 rounds is the winner.

G17 Gold Hunting (with options of 006, 009, 012, 015, 018, 021)

The object of this game is to find "Gold." Gold is earned when your score is exactly 50, or a multiple of 50, such as 100, 150, 200 etc., at any point during a round. Since Gold can make a person greedy, not only do you collect Gold for every multiple of 50, you also steal 1 Gold from every player who has Gold. This is a real back and forth game, but the player who reaches the selected total of Gold required first is the winner.

Option	006	009	012	015	018	021
Total Gold	6	9	12	15	18	21

G18 Killer (with options of -7, -8, -9, -10, -11, -12, -13, =3, =5, =7, =9)

To start this game, players throw a dart at the board to select their number. The Scrolling Screen display will show "CHOOSE A NUMBER" and the number selected will be used for the player throughout the game. No 2 players can select the same number.

To become a "Killer," the player must hit the double in their number. A "Killer" can then "Kill" other players by hitting the segments of their numbers until all "Lives" are "Killed." A player can also commit "Suicide" by hitting his own number. The last player with "Lives" will be the winner.

There are 11 options/difficulties for player's to select. -7 to -13 represents 7 to 13 "Lives" which can be "Killed" by hitting their segment numbers single, double or triple. For more advanced players, select =3, =5, =7 and =9, which require players to "Kill" their opponents by hitting doubles in those segment numbers. The number of "Lives" remaining will be displayed of the player's score display.

G19 Blind Killer (with options of L03, L04, L05, L06, L07, b03, b04, b05, b06, and b07)

Each player must draw a number by pressing the START/NEXT button. The drawn number will display on the Scrolling Screen for 3 seconds and then disappear. Each player has to keep the number a secret, as this becomes their number and represents their "Lives." Any player can "Kill" another player by hitting the double segment of that player's number. When all the "Lives" are gone, that player announces he's out.

L03, L04, L05, L06, L07 represents how many "Lives" each player will have.

b03, b04, b05, b06, b07 are the same as L03, L04, L05, L06, L07 except that the player must hit the bull's-eye before "Killing."

G20 Round-the-Clock (with options of 105, 110, 115, 120)

Players must hit in strict order of 1, 2, 3...until 5, 10, 15, or 20, depending on the level of difficulty selected. The first player to reach the last score will be the winner. Should the wrong number be hit in the round, the player has to continue the same forget number for the next darts. The e-BOARD Computer will display the number that the player must hit.

Option	105	110	115	120
Last Number	5	10	15	20

G21 Round-the-Clock in Doubles/Triples (with options of 205, 210, 215, 220, 305, 310, 315, 320)

This game is played the same as Round-the-Clock, except that only the double and triple segments are used for each number.

DOUBLE				
Option	205	210	215	220
Last Number	5	10	15	20
TRIPLE				
Option	305	310	315	320
Last Number	5	10	15	20

G22 Round-the-Clock the Irish Way

The same basic rules apply from Round-the-Clock except that doubles and triples advance you to the amount of double or triple, plus 1. For example hitting D1 makes your next number the 3, hitting D10 makes your next number the bull's-eye. But beware; if you hit a single, you have to take it and once you pass 10, you have to go one single at a time. A match between Nick and Marilyn is as follows:

Nick	1st Hit	Next #	2nd Hit	Next #	3rd Hit	Next #
1st Turn	S1	2	S2	7	S7	8
2nd Turn	D8	17	S17	18	S5	18
3rd Turn	S18	19	S19	20	S20	BULL
4th Turn	S8	BULL	BULL	2nd BULL	S1	BULL
5th Turn	Double BULL	WIN!				
Marilyn	1st Hit	Next #	2nd Hit	Next #	3rd Hit	Next #
1st Turn	S1	2	S2	3	S3	4
2nd Turn	D4	9	S9	10	D10	BULL
3rd Turn	BULL	2nd BULL	S17	BULL	D4	BULL
4th Turn	BULL	2nd BULL	S17	BULL	D18	BULL

One additional requirement is that the players must get 2 bull's-eyes in the same turn of 3 darts to win the game. The bull's-eyes do not accumulate during the game.

G23 Nine-Dart Century (with options of 100, 150, 200)

In this game, each player has 9 darts (3 turns) to either score 100 points, or come as close as possible to 100. Each dart is scored in the regular manner. Any player going over 100 is busted and out of the game. Darts that land outside the scoring area bring that player's total down to zero and they must start over again. This eliminates deliberate misses. Darts that bounce out are not penalized and do not count any points.

100, 150 and 200: You can set the target score to be 100, 150 or 200.

Option	100	150	200
Target Point	100	150	200

G24 Baseball (with options of B07, B08, B09)

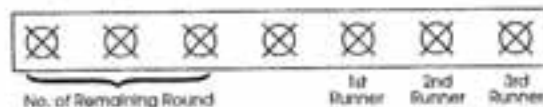
A baseball field is laid out as shown in diagram B. A player throws 3 darts in each inning and the runs/bases are set as follows:

Segments	Results
Single	One Base
Double	Two Bases
Triple	Three Bases
Bull's-eye	Home Run

Diagram B

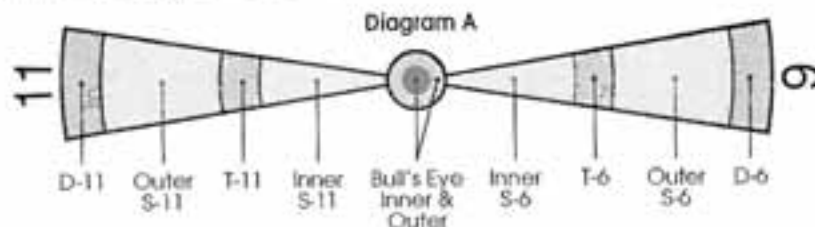


A home run can only be scored on the 3rd dart of each turn. The player with the most runs at the end of the game is the winner. The LED displays will indicate a player's base and the run total by innings. Players can select 7, 8 or 9 innings in this game and compete at different levels.



G25 Football

The e-BOARD Computer LED will display "CHOOSE A NUMBER." The player then throws a dart of the board to determine his number. Once a playing field is selected, you must start points from the double segment, then carry through the bull's-eye and then to the opposite segments in strict order. For example, if a player selects segment 11, they should hit D-11, outer S-11, T-11, inner S-11, outer bull's-eye, inner bull's-eye, inner S-6, T-6, outer S-6 and finally D-6. The first player who finishes his playing field is the winner.



G26 Bowling (with options of 10R, 11R, 12R, 13R, 14R, 15R)

Accuracy is a must in this very challenging game. The Scrolling Screen displays "SELECT ALLEY" and each player selects his alley by throwing a dart at a segment and then use the 2nd and 3rd darts to score points (pins). Points are scored as follows:

Segments	Score
Double	9 Pins
Outer Single	3 Pins
Triple	10 Pins
Inner Single	7 Pins



Option	10R	11R	12R	13R	14R	15R
No. of Rounds	10	11	12	13	14	15

A player cannot hit the same single twice in the same frame. The second hit will be counted as zero (0). Therefore it would be more advisable for the player to hit the inner and outer singles to score 10 pins. Hitting a triple segment will result in a score of 20 pins while hitting a double twice will only result in 10 pins. Otherwise you will get only 9 pins if you hit the double with your second dart and another segment with your third dart.

The perfect game is 200/220/240/260/280/300 respectively for the options chosen.

G27 Golf (with options of 09F, 10F, 11F, 12F, 13F, 14F, 15F, 16F, 17F, 18F)

The segments 1-18 are used to represent the holes of a golf course. A player must make 3 hits in one segment before they can move to the next hole. A double or triple will count as 2 or 3 hits. This allows the player to finish the hole with fewer darts and a lower score. The e-BOARD Computer will count the strokes. The one who finishes the game first with the lowest score is the winner. The e-BOARD Computer will keep track, announce and display on the LED Screen the holes to be hit. Players can play 9 or 18 holes depending on the level of difficulty.

G28 Car Racing (1)

In this game, the board becomes a race course. The first player who finishes the course is the winner. The course begins at the 20 segment and runs clockwise around the board to the 5 segment and ends with the bull's-eye. A valid hit on the course is the inner single. There are 4 obstacles throughout the course at the following segments: triple 13, triple 17, triple 8 and triple 5. The player must hit the triple in each of those segments to clear the obstacle.

G29 Car Racing (2)

This game is similar to Car Racing (1) but the track is different. The track starts at the 20 segment and runs clockwise around the board to the 5 segment and then ends exactly with a bull's-eye (Note: need not hit the bull's-eye). If the car goes over the bull's-eye, the car needs to return backward the steps that it exceeds. Here is the difference. When a single segment is hit, the car moves a step clockwise. When a double or triple segment is hit, the number of moves is 2 or 3 respectively. The car moves 5 steps back if segments 6, 7 or 12 are reached. The one who finishes first is the winner.

G30 Big Six (with options of L-3, L-4, L-5, L-6, L-7)

This game allows players to challenge their opponents to hit the targets of their choice. However, players must earn the chance of picking the next target for their opponent by making a hit on the current target first.

The game begins with the single 6 segment. Player 1 must hit a 6 to "save" his "Life." If the current target is hit with 2 darts, the Scrolling Screen displays "SELECT NO." Then the next dart will determine the target for the next player. However, he would lose a chance to determine the target for the next player as he hits his target by the third dart. Therefore, player 2 will hit the same target for his turn. If player 1 fails to hit the target within 3 darts, he will lose a "Life." Player 2 will shoot for the single that player 1 missed. Singles, doubles and triples are all separate targets for this game.

The object of this game is to force your opponent into losing "Lives" by selecting tough targets for them to hit such as the bull's-eye or triple 20. The last remaining player with a "Life" is the winner.

Option	L-3	L-4	L-5	L-6	L-7
No. of Lives	3	4	5	6	7

G31 Shove A Penny

The original game played in England used a halfpenny. The Cockney slang shortened this to ha'penny and thus the game was known as Shove Ha' Penny.

This game is the same as Cricket in that the segments 15 through 20 and the bull's-eye are used. All players must hit the numbers in order with the objective to score 3 points in each segment before moving on to the next segment. Singles are 1 point, doubles are 2 and triples are 3. However, should a player score more than 3 points in any 1 number, the excess points will be given to the next player. The first player to score 3 points in all numbers is the winner.

G32 Hi Score (with options of H03, H04, H05, H06, H07, H08, H09, H10, H11, H12)

The rules are simple. A player must rack up the most points in 3, 4, 5...or 12 rounds (each round is 3 darts) to win. Doubles and triples count as 2 times and 3 times that segment's score respectively. The player with the highest score wins.

Option	H03	H04	H05	H06	H07	H08	H09	H10	H11	H12
No. of Rounds	3	4	5	6	7	8	9	10	11	12

G33 Double Down

This game starts with a base score of 60 points. The player must score by hitting the activated segments as selected by the e-BOARD Computer for the current round. For instance, in the first round the player must hit the 15 segment. If no 15's are hit, the player's score will be cut in half. The next round is 16 and so on. For the D and T, the player must hit any double or triple. If the doubles and triples are not hit, the same rule applies. Play goes in this order: 15, 16, Double, 17, 18, Triple, 19, 20 and bull's-eye. The player with the highest score is the winner.

Round	1	2	3	4	5	6	7	8	9
Target No.	15	16	Double	17	18	Triple	19	20	Bull's-eye

G34 Forty One

This game is the same as Double Down except the sequence is reversed from 20 to 15. An additional round of 41 points is included before the bull's-eye, and a player must get through this challenge before turning to the last round. Play would then go 20, 19, Double, 18, 17, Triple, 16, 15, "41" and bull's-eye.

Round	1	2	3	4	5	6	7	8	9	10
Target No.	20	19	Double	18	17	Triple	16	15	41	Bull's-eye

G35 Over (with options of 0-7, 0-8, 0-9)

Players can select 7, 8, or 9 "Lives." Players take turns throwing 3 darts at the board. The highest score is the "Leader's Score." A player's score will become the "Leader's Score" when their score in the new turn is higher than the previous "Leader's Score." If not they will lose a "Life."

Should a leader choose not to challenge and remain leader, they can press the START/NEXT button and skip their turn. The LED displays 7, 8, or 9 segments indicating the player has 7, 8 or 9 "Lives." After the throws, if they do not have a new "Leader's Score," one segment will be turned off indicating a "Life" lost. If the player's score is higher than the "Leader's Score," the e-BOARD Computer will announce "LEADER" and keep their score.

A leader can challenge their own "Leader's Score" but, they will lose a "Life" if they fail. A player plays to zero "Lives" and they will be out. The e-BOARD Computer will display "OUT" at their score display. The last player alive is the winner.

Option	0-7	0-8	0-9
No. of Lives	7	8	9

G36 Under (with options of U-7, U-8, U-9)

The rules follow exactly as Over except the "Leader's Score" is the lowest score for each turn. A missed dart should be counted as 60 by pressing the triple 20 segment.

Option	U-7	U-8	U-9
No. of Lives	7	8	9

G37 All Fives (with options of 551, 561, 571, 581, 591)

2-4 players may play this game. During each round, each player's total score must be divisible by 5. Every divisible 5 counts as 1 point. For instance, 2, 8, 5 totals 15. A player will get 3 points as 15 divided by 5 equals 3. There will be no points if the round of 3 darts' total score is divisible by 5. The first player to score 51, 61, 71, 81 or 91 will be the winner.

Option	551	561	571	581	591
Total Points	51	61	71	81	91

G38 Legs (with options of L03, L04, L05)

Each player begins with 3 "Legs." The first player attempts to get the highest score possible. The next player must exceed that score. Should they fail, a "Leg" will be lost. Accordingly, each player tries to beat the previous player's score. The winner is the player with a remaining "Leg."

L03, L04 and L05 represent how many "Legs" players can begin with.

Option	L03	L04	L05
No. of Legs	34	56	21