

Models #42-1025
#42-1026
#42-1027

Easy Assembly Instructions & Rules



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 39 games and 178 options to choose from, beginners and more advanced players will find challenging games to suit them. Features also include:

- 16 player electronic dart game
- Automatic player change or
- manual modes
- CPU player with 5 skill levels
- Most popular games 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.



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TOOLS REQUIRED FOR ASSEMBLY

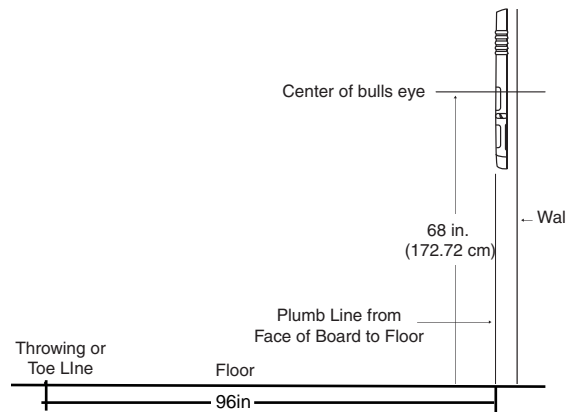
Phillips head screwdriver or electric screwdriver
Level
Mounting hardware (provided)

Tape measure
Nail or marker

UNPACKING THE GAME

After unpacking the game, it is important to save the original box, all packing material, and the receipt. These items will be needed if it ever proves necessary to return the game for service.

MOUNTING (Physical Installation)



1. Choose a location that is near an electrical outlet and has at least 10 feet of open floor space in front of the board.
2. (Two people needed) Hold board on the wall. Position center of bullseye 68" from the floor. Level the board. Hold in place.
3. Locate the four mounting holes on the front of the board. Use a marker or nail to mark the position of the board through the four mounting holes onto the wall. Remove the board.
4. Drill four pilot holes on the marks created in Step 3.
5. If using plastic anchors: drill the holes so the anchors fit snugly. Push anchors into place.
6. Line up dartboard over anchors. Screw board into place. Screws will expand the anchors.
7. Place a toe line 96" from the face of the board for the throwing distance. Adhesive tape or masking tape, 2' long by 2-1/2" wide, may be used.
8. After the board is mounted, the bullseye should be 68" (173 cm) above the floor.
9. Whenever possible, locate at least one wall stud to mount one side of screw holes on. No anchors needed for wall stud.

POWER INSTALLATION

Power is supplied by an AC to DC 9 Vdc 300 mA center pole positive adapter supplied with the game. To connect, plug the round, barrel-type power plug (DC end) into the lower left or right side of the game and the two-prong power adapter plug (AC plug) into an electrical outlet.

PROTECTIVE FILM

This electronic dartboard has a clear protective film over the entire display and button area to prevent scratching during shipping. It is recommended that you 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. Darts are not toys and may cause injury if used improperly. Everyone must stand behind the dart shooter.

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 of the 'frozen' segment. Take the following steps immediately when the error message appears.
 - a). Find the 'frozen' segment as shown on 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 A/C adapter. Using the wrong adapter may cause electrical shock and damage to the unit.
5. Do not spill liquids on the dartboard. Do not use spray cleaners that contain ammonia or other harsh chemicals, as they may damage the dartboard. Instead, we suggest regular dusting with a damp cloth. Make sure the game is unplugged and use a mild detergent and a damp cloth for more vigorous cleaning.
6. This game is for indoor use only.

GAME OPERATIONS

1. Plug adapter provided into the power outlet and then into the game board. Locate the ON/OFF button on the front panel of the dartboard. Press and hold for two seconds. With the power on, all LCD icons on the front will display a flashing "8" as a welcoming fanfare plays.
2. To select a game, press the GAME button until your choice appears in the player 1's score display.
3. To select game options, press Option button. The selection will be displayed at the end player's score display. For easier access to 3 popular games, press the following buttons:

Button	Game	# of Players	Game Options
Cricket	G04 American Cricket	1-16	3
301	G01 301	1-16	6
Countup	G13 Count Up	1-16	9

For more information on game options, see the game descriptions and rules.

4. To select the number of players, press the PLAYER button. The selection will be displayed at the 2nd player's score display. The maximum number of players is 16. For more than four players, the player's score display will be shared. During the game, players can page all players' scores by pressing the PLAYER button.
5. Press the BULL button to select the bull option. If you select Single bull, the inner bull and outer bull both score 50 points; selecting double bull, the inner bull scores 50 points, outer bull score 25 points. Default is double bull. This is an options function. Choose before starting your game.
6. Press PLAY/NEXT button to start a game. The 1st thru 4th player's options will be displayed at their respective score displays. Players can page and check all player scores by pressing the PLAYER button.
7. For 301 and its series games, a player may also press the DOUBLE button to select the start/ending method. The selection will be displayed at the DOUBLE OUT and DOUBLE IN displays.

"IN" icon	Double In/Single out
"OUT" icon	Single In/Double out
Both "IN/OUT" icon	Double In/Double out

8. You can play against the e-BOARD Computer (CPU or Cyber Player). In the CYBER PLAYER sub-menu, select the level of the CYBER PLAYERS. The last player involved will be the e-BOARD Computer. For example, players 1 thru 3 are human players and player 4 is the e-BOARD Computer for a 4-person game. The Computer LED lights up to indicate cyber player mode. The available level of e-BOARD Computer is:

Beginner Intermediate Advanced Expert Professional CPU Off

9. For most of the games, each player has three darts in each round. After throwing three darts, the dartboard announces "NEXT PLAYER, REMOVE DART" and any pressure on the 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.
10. If a dart thrown at the e-Board scores but does not stick in the e-Board, press the BOUNCE button. The score will be displayed on the LED display. Eliminate this score by pressing the ELIMINATE button. When all darts hit the scoring segment the e-BOARD Computer will announce "NEXT PLAYER". Any pressure on the segments will not activate the dartboard. The player is required to remove all the darts from the e-Board and press the PLAY/NEXT button for the next player to continue the game.
11. If a dart hits out of the scoring area, press MISS button to cancel this dart.
12. To have the e-Board Computer automatically change to the next player after 10 seconds of completion of a turn, press the AUTO CHANGE button to select auto player or manual.
13. The first player to finish the game will be announced the 'winner' by the e-Board Computer and applause will be played. For 301 games the average points per dart for each player will be displayed at their score's display.
14. To adjust volume or muting, press the SOUND button during game play.
15. When the e-BOARD Computer has been idle for five minutes it will enter into a sleep mode. You may return to the game by simply pressing any key. All records of current games and scores will be stored for 30 minutes. If the game has not been played for 30 minutes, it will automatically shut down. To turn off the e-Board press and hold ON/OFF button for two seconds.

GAME DESCRIPTIONS AND RULES

Game	Description	Options	Players
G01	301, 501, 601, 701, 801, 901	6	1-16
G02	301 League	6	4
G03	Quick Cricket	3	1-16
G04	American Cricket	3	1-16
G05	Cut Throat Cricket	3	1-16
G06	Scram Cricket	1	2
G07	Double Only Cricket	3	1-16
G08	Random Cricket	1	1-16
G09	Minnesota Cricket Simple	1	1-16
G10	Minnesota Cricket Standard	1	1-16
G11	Spanish Cricket	3	1-16
G12	Shanghai	12	1-16
G13	Count Up	9	1-16
G14	Shoot Out	10	1-16
G15	Best of Nine	7	1-16
G16	Call Three	8	1-16
G17	Poker Darts	2	1-16
G18	Hound and the Hare	5	2
G19	Halve-It	1	1-16
G20	Gold Hunting	6	1-16
G21	Killer	11	2-16
G22	Blind Killer	10	2-16
G23	Round-The-Clock	4	1-16
G24	Round-The-Clock Doubles/Triples	8	1-16
G25	Round-The-Clock The Irish Way	1	1-16
G26	Nine Dart Century	3	1-16
G27	Football	1	1-16
G28	Bowling	6	1-16
G29	Golf	10	1-16
G30	Car Racing (I)	1	1-16
G31	Big Six	5	1-16
G32	Shove A Penny	1	1-16
G33	Hi Score	10	1-16
G34	Double Down	1	1-16
G35	Forty One	1	1-16
G36	Over	3	2-16
G37	Under	3	2-16
G38	All Fives	5	1-16
G39	Legs	3	2-16
Total		178	

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. 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 LCD icons. For "single in/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 only will be accepted respectively by hitting the double zone or the double bullseye.

If “double out” has been selected, the Dart Out feature is automatically activated. In this mode, once a player is at 170 or below the computer will suggest the three best possible finishing shots, or if an OUT is not possible the best remaining alternative shots are displayed on the LCD screen.

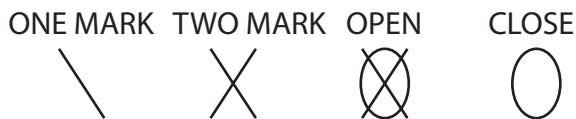
G02 301 LEAGUES (WITH OPTIONS OF 301, 501, 601, 701, 801, 901)

The game is played by two teams, which consist of two members. Similar to 301, the team wins when a player’s score reaches exactly zero and his teammate’s score must be lower than or equal to the total score of the opposing team. Otherwise the score of the player returns to the score at the beginning of their turn. That team cannot win at that time. Once a player’s score is below 170 for Single Out or Double Out, and his teammates score is lower than or equal to the total score of the opposing team, the e-BOARD Computer will say “GO FOR IT”. This confirms you have a change 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 bullseye.
2. Each player must ‘mark’ a number three times to close it out.
3. Doubles count as 2x and triples as 3x.
4. The winner is the first player to close all the cricket numbers.

Cricket Status



C00 Hit any ‘open’ number 15-20 and bullseye in any order.

C20 Hit number 20 first, then in order open number 19, 18, 17, 16, 15, and bullseye.

C25 Hit the bullseye first, then in order open number 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 bullseye 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 they throw a dart that lands in that number, provided all opponents have not hit that number three times to ‘close’. No one may score any points at the ‘closed’ number. Double counts as two hits and triple as three hits. The 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 any numbers 15-20 and bullseye in any order

C20 Hit number 20 first, then in order, ‘open’ 19, 18, 17, 16, 15 & bullseye

C25 Hit the bullseye first, then in order ‘open’ 15, 16, 17, 18, 19, & 20.

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

G05 CUT THROAT CRICKET (WITH OPTIONS OF C00, C20 AND C25)

Same basic rules as American Cricket EXCEPT the points are added to your opponent’s total, once scoring begins. A player can add points to all opponents who have not opened the number. The player who first closes all segments with the least points wins. This variation enables a player to rack up points for his opponents, digging them into a deeper hole.

- C00 Hit any numbers 15-20 and bullseye in any order
- C20 Hit number 20 first, then in order, 'open' 19, 18, 17, 16, 15 & bullseye
- C25 Hit the bullseye first, then in order 'open' 15, 16, 17, 18, 19, & 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 bullseye while player 2 attempts to get as many points 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 points is the winner.

G07 DOUBLE ONLY CRICKET (WITH OPTIONS OF C00, C20, C25)

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

G08 RANDOM CRICKET

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

G09 MINNESOTA CRICKET SIMPLE

The same rules as American Cricket apply here for all segments. Players need to first close 15-20 and bullseye cricket number and then close all the three new cricket numbers called T, D, 3B.

- T Refers to any 3 triples. A player can close 1 mark by hitting any triple from 1-20. Hitting 3 triples will close this cricket number.
- D Refers to any 3 doubles. A player can close 1 mark by hitting any double from 1-20. Hitting 3 doubles will close the cricket number.
- 3B Refers to 3 in bed. A bed means the 2 single segments (both inner and outer) of any number from 1 to 20. A player has to hit all 3 darts in a same bed and it will be counted as one mark. To close the 3B, a player needs to have 3 turns to hit 3 darts in the same bed.

Cricket Status	One Time	Two Times	Open	Close
Description	\	X	⌘	0

If a player gets the score highest over the cricket number, it automatically shifts to the right cricket number. The first to close all the cricket numbers is the winner.

G10 MINNESOTA CRICKET STANDARD

The same rules as Minnesota Cricket Simple apply here except players can close any standard cricket number first and the 3 particular numbers in random order. Players can also accumulate scores to win similar to American Cricket rules. However, if there is any conflict between the standard numbers and the 3 particular

numbers, the standard number counts first. If you hit a double 20 and you have not yet closed the number 20, the mark and score will automatically go to this number instead of counting a D.

The first player to close all cricket numbers and has the highest accumulated score is the winner.

G11 SPANISH CRICKET (WITH OPTIONS OF C00, C11 AND C20)

This game is the same as American Cricket except the available numbers are 11-20.

G12 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 bullseye. Throw three 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 x1, double x2, triple x3) for “L” level. Only double and triple 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 the number at the LED Text Display.

For L01, H01 and P01 the game starts with segment 1.

For L05, H05 and P05 the game starts with segment 5.

For L10, H10 and P10 the game starts with segment 10.

For L15, H15 and P15 the game starts with segment 15.

G13 COUNT-UP (WITH OPTIONS OF 100, 200, 300...900)

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

Option	100	200	300	400	500	600	700	800	900
Setpoints	100	200	300	400	500	600	700	800	900

G14 SHOOT-OUT (WITH OPTIONS OF -11, -12, -13, -14, -15, -16, -17, -18, -19, -20)

The computer will randomly display a score for the player to hit. One correct hit scores one 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 10 seconds, it will result in a loss of dart and the e-Board Computer will automatically change to another score 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

G15 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 nine darts thrown at a number chosen by the e-Board Computer. A player receives one score when hitting the number, two scores when hitting double and 3 scores when hitting triple.

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

G16 CALL THREE (WITH OPTIONS OF r03, r04, r05, r06, r07, r08, r09, r10)

The e-Board Computer chooses 3 numbers randomly in each turn. The player attempts to hit them in the order called. The player receives one score when hitting the correct number in the correct order, two scores for double and three for triple.

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

G17 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 shown on the display by pressing the Player button continuously. All players try to hit a double of one of these cards. Should a player hit it, all cards with that number will be erased. Should any player have one or more than one card with that number, they also are erased. The first player out of cards is the winner.

G18 HOUND AND THE HARE (WITH OPTIONS OF 005, 012, 009, 014, 011)

The Hare tries to escape from the Hound while the Hound tries to catch the Hare. Player 1 and 2 act as the Hound and Hare respectively. The Hare starts at 20. The Hare tries to get a double and to 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.

Option	005	012	009	014	011
Hound Starts at	5	12	9	14	11

G19 HALVE-IT

There are seven rounds of three darts each 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	Bullseye

G20 GOLD HUNTING (WITH OPTIONS OF 006, 009, 012, 015, 018, 021)

The object of the 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 one “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

G21 KILLER (WITH OPTIONS OF -7, -8, -9, -10 , -11, -12, -13, =3, =5, =7, =9)

To start this game, each player throws a dart at the e-Board to select his or her number. The player’s score display shows “SEL” to ask you to select. The number selected will be used for that player throughout the game. No two players can select the same number.

To become a “killer” the player must hit the “double” of their number. A “killer” can then “kill” other players by hitting the segments of their numbers until all the “lives” are “killed”. The last player with “lives” will be the winner. The cricket display will show the number of “lives” left.

There are 11 options/difficulties for players to select. –7 to –13 represents 7 to 13 “lives” which can be “killed” by hitting their segment numbers-single, double or triple. More advanced players can select =3, =5, =7, and =9, which requires players to “kill” their opponents by hitting the doubles in those segment numbers. The number of “lives” remaining will be displayed at the player’s score display.

G22 BLIND KILLER (WITH OPTIONS OF L03, L04, L05, L06, L07, b03, b04, b05, b06, and b07)

When the game is started, the e-BOARD computer will show “SEL” on the LCD screen. A player is to throw a dart to select a target number. The target number will display on the LCD screen and then change to another player. 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 they are out.

L03, L04, L05, L06, L07 represent how many "lives" each player has.

b03, b04, b05, b06, b07 are the same as L03, L04, L05, L06, L07 except the player must hit the bullseye before "killing".

G23 ROUND-THE-CLOCK (WITH OPTIONS OF 105, 110, 115, 120)

Players must hit in the strict order of 1, 2, and 3...up to 5, 10, 15 or 20, single, double or triple, depending on the level of difficulty selected. The first player to reach the final number in the sequence will be the winner. Should a wrong number be hit during the round, the player has to continue the same target number for the next darts. The e-Board Computer will display the number the player must hit.

Option	105	110	115	120
Last Number	5	10	15	20

G24 ROUND-THE-CLOCK IN DOUBLES/TRIPLES (WITH OPTIONS OF 205, 210, 215, 220, 305, 310, 315, 320)

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

G25 ROUND-THE-CLOCK THE IRISH WAY

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

Nick	1 st hit	Next#	2 nd hit	Next#	3 rd hit	Next#
1 st turn	S1	2	T2	7	S7	8
2 nd turn	D8	17	S17	18	S5	18
3 rd turn	S18	19	S19	20	S20	BULL
4 th turn	S8	BULL	BULL	2ndBULL	S1	BULL
5 th turn	Double BULL	WIN!				
Marilyn	1 st hit	Next#	2 nd hit	Next#	3 rd hit	Next#
1 st turn	S1	2	S2	3	S3	4
2 nd turn	D4	9	S9	10	D10	BULL
3 rd turn	BULL	2ndBULL	S17	BULL	D4	BULL
4 th turn	BULL	2ndBULL	S19	BULL	D18	BULL

One additional requirement is that the players must get two bullseyes in the same turn of three darts to win the game. The bullseyes do not accumulate during the game.

G26 NINE-DART CENTURY (WITH OPTIONS OF 100, 150, AND 200)

In this game each player has nine darts (three turns) to either score 100 points, or come as close as possible to 100. Each bed 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. 150 and 200: you can set the target score to be 150 or 200.

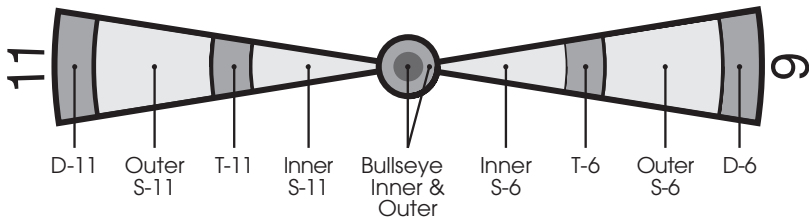
Option	100	150	200
Target Point	100	150	200

G27 FOOTBALL

Each player has to first select their playing field by throwing a dart at the dartboard. At this stage, the player’s score shows “SEL”. Once a playing field is selected, you have to start points from the double segment, proceeding through to the bullseye and then to the opposite segments in strict sequence.

For example if a player selects segment 11, he should hit D11, outer S11, T11, inner S11, outer bullseye, inner bullseye, outer bullseye, inner S6, T6, outer S6 and finally the D6.

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



G28 BOWLING (WITH OPTIONS OF 10r, 11r, 12r, 13r, 14r, 15r)

Accuracy is a must in this very challenging game. Each player selects his 'alley' by throwing a dart at a segment and then uses the 2nd and 3rd darts to score points (i.e. pins). Points (pins) are scored as follows.

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

A diagram of a bowling pin with segments labeled: 20, 9, 3, 10, 7. The pin is divided into five segments.

A player cannot hit the same single twice in the same frame. The second hit will be counted as zero. Therefore, it would be more advisable for the player to hit the inner and outer singles to score ten pins. The cricket displays will indicate the number of the round. 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 only get 9 pins if you hit the double with your second dart and another segment with your third dart.

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

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

G29 GOLF (WITH OPTIONS OF 09F, 10F, 11F, 12F, 13F, 14F, 15F, 16F, 17F, AND 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.

G30 CAR RACING (I)

In this game the player races on a "track". The first player who finishes the track is the winner. A 'track' starts at the 20 segment and runs clockwise around the board to the 5 segment and then ends with a bullseye. A valid hit in the 'track' has to be the inner singles, which are the triangular blocks in between the triple and the bullseye.

There are 4 hurdles throughout the course at the following segments:
Triple 13, Triple 17, Triple 8 and Triple 5.

A player has to hit the triple zone in those 4 particular hurdles.
The first player to arrive at the bullseye is the winner.

G31 BIG SIX (WITH OPTIONS OF 003, 004, 005, 006, AND 007)

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.

Before the game begins the players must agree on how many “lives” will be used by pressing the SELECT button. The game begins with the single 6 segment. Within two throws player 1 must hit a single 6 to save their “life”. After player 1 saves his “life”, the next dart thrown determines the target for the next player. Should player 1 fail to hit the 6 segment twice, they will lose a “life” and the chance to select the target for player 2. Player 2 will shoot for the single 6 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 then to hit such as the bullseye or triple 20. The last remaining player with a “life” is the winner.

Option	003	004	005	006	007
No. of Lives	3	4	5	6	7

G32 SHOVE A PENNY

Same as Cricket. Segments 15 through 20 and the bullseye are used. All players have to hit the numbers in order. The objective is to score 3 points in each segment before moving to another. Singles are 1 point, doubles are 2 points and triples are 3 points. However if a player scores more than 3 points in any one segment, the excess points will be given to the next player. The first player to score 3 points in all segments is the winner.

G33 HI SCORE (WITH OPTIONS OF H03, H04, H05, H06, H07, H08, H09, H10, H11, AND 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 2x and 3x of that segment’s score respectively. The player with the highest score wins.

Option	H03	H04	H05	H06	H07	H08	H09	H10	H11	H12
Number of Rounds	3	4	5	6	7	8	9	10	11	12

G34 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 1st 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 bullseye. The player with the highest score is the winner.

Round	1	2	3	4	5	6	7	8	9
Target	15	16	Double	17	18	Triple	19	20	Bullseye

G35 FORTY ONE

This game is the same as the Double Down game except:

1. The sequence is reversed from 20 to 15.
2. An additional round of 41 points is included before the bullseye and a player has to get through this challenge before proceeding to the last round.
3. The player who gets the highest score is the winner. To make 41 the player must get 41 points by throwing three darts in one round.

Round	1	2	3	4	5	6	7	8	9	10
Target	20	19	Double	18	17	Triple	16	15	41	Bullseye

G36 OVER (WITH OPTIONS OF 0-7, 0-8 AND 0-9)

Players can select 7, 8, or 9 'lives'. Players take turns throwing 3 darts at the e-Board. The highest score is the "leader's score". A player's score will become the new "leader's score" when their score in the new turn is higher or equal 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 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 "leaders score" one segment will be turned off indicating a "life" lost. If the player's score is higher than the "leaders 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 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

G37 UNDER (U-7, U-8, U-9)

Rules follow exactly as Over game except the leader's score is the lowest score for each turn. A missed dart should be counted as 60 by pressing the 20 segment 3 times.

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

G38 ALL FIVES (WITH OPTIONS OF 551, 561, 571, 581, AND 591)

Two to four players may play this game. During each round, each player's total score must be divisible by 5. Every score that is divisible by 5 counts as one point for every multiple of 5. For instance 2, 8, 5 totals 15. A player will get three points as 15 divided by 5 equals 3.

There will be no points if:

The rounds 3 dart's score is not divisible by 5.

A player throws the 3rd dart and misses, even though the previous 2 darts 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

G39 LEGS (WITH OPTIONS OF L03, L04, AND 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” the players can begin with.

Option	L03	L04	L05
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Parts Re-Order Form

Dartboards

42-1025, 42-1026, 42-1027

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42-9997-03	Replacement Bullseye 1 double, 1 single	15.00		
42-9999-04	Replacement Red & Black Segments: 1 red triple, 1 red double, 1 black single (2 pc)	20.00		
42-9999-05	Replacement Green & Beige Segments: 1 green triple, 1 green double, 1 beige single (2 pc)	20.00		
42-1024-06	Replacement Aluminum Shaft, (3 pc)	3.00		
42-1024-07	Replacement Tips, 150	6.99		
42-1024-08	Darts, 3 pc.	7.99		
42-1024-09	Flights, 3 pc. (designs will vary)	1.50		
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Web Site: www.gldproducts.com

WARRANTY INFORMATION

1 Year Warranty on Dartboard

Manufacturer warrants to the original retail purchaser, this product to be free from defects in material and workmanship for a period of 1 year from the date of purchase.

Should this product become defective due to material or workmanship within the warranty period, contact our Customer Service Department. This warranty is not transferable and does not cover normal wear and tear, or damage caused by improper handling, installation, or use of this product. This warranty is also void if product is in any way abused, damaged, or modified from its original state, or if used for other than indoor residential use. This warranty gives you specific legal rights, and you may have other rights which vary from state to state.

IMPORTANT

Save the original box, packaging material and receipts. These items are required if it ever proves necessary to return the game to the factory. Customer will be responsible for all shipping charges whether or not a valid warranty claim exists.

Do not return your game to the store. They are not equipped to handle repairs. All warranty or repair requests require a Return Authorization Number provided by the factory. In all cases, resolution or valid warranty claims shall be limited to repair or replacement of defective product. No credit will be issued.

DO NOT RETURN TO STORE

For all returns and warranty coverage, please call:
GLD Products 1-800-225-7593

Please provide model number, serial number and/or part number when you call. Numbers can be found on outside of packaging.



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