

Model # 42-8030

Easy Assembly Instructions & Rules

Bull Blaster™



Thank you for purchasing the Fat Cat™ electronic dart game. Its computerized scoring system, the e-BOARD Computer, makes game playing easy and enjoyable. With 19 games and 102 options to choose from, beginners and more advanced players will find challenging games to suit them.

Features also include:

- 8 player Electronic Dart Game
- LED Cricket Display
- Tournament Size Target
- Automatic Player Change of Manual Modes
- Voice or Melody Option
- Sleep Mode
- Double In/Double Out
- Automatic Shut Off

Warning to Parents:

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



Warning to Parents:

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

Any battery charger to be used with the board should be regularly examined for potential hazards, such as damage to the enclosure or other parts. In the event of such damage, the board must not be used until the damage has been properly repaired.

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. This game is designed for use with $\frac{3}{4}$ " length soft-tip darts only! Never use metal tipped darts or longer soft-tip darts on this dartboard! Metal tipped darts will seriously damage the circuitry, the e-BOARD Computer and electronic operation of the dartboard.

3. Electronic and mechanical reaction time is required between shots. If two shots occur too close together, pull out second dart and rethrow to properly record your score.

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

5. 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.

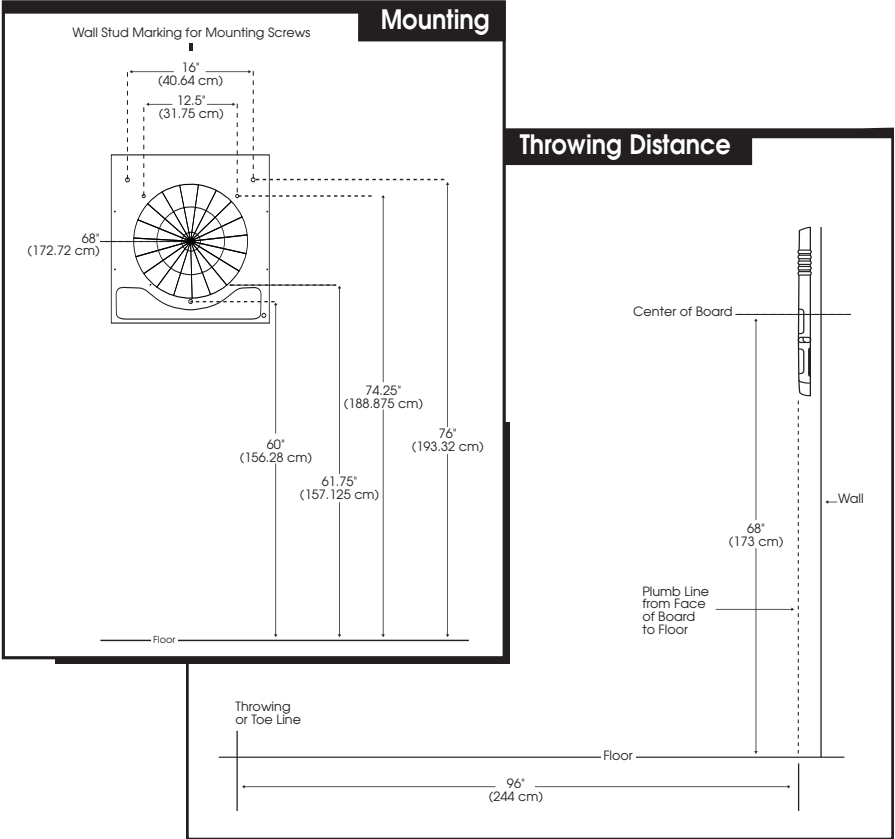
6. Do not spill liquids on the dartboard. Disconnect before cleaning. Do not spray cleaners that contain ammonia or other harsh chemicals, as they may damage the dartboard. Instead, we suggest regular dusting with a damp cloth. Use a mild detergent and a damp cloth for more vigorous cleaning.

Mounting (Physical Installation)

The dartboard should be hung on a wall stud, with the center of the bull's-eye 68" (173 cm) 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 two marks side-by-side on the selected wall stud 75 5/8" (192 cm) above the floor, with 5 1/2" (40.64 cm) between them. Screw two screws into the reference marks until the screw heads are protruding about 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" (173 cm) above the floor.



Power Installation

The dartboard is designed to be powered up by by an AC adapter. Also for energy saving purposes, this dartboard is also equipped with auto-sleeping and auto power off mode (if the dartboard is not used within 3 minutes, it will automatically stay at sleep mode and will turn off after another 30 minutes if not being played.

Bull Blaster™ Game Menu

Game	Description	Options	Players
G01	Count-Up	9	1-8
G02	301 Count-Down	6	1-8
G03	Round-The-Clock	12	1-8
G04	Simple Cricket	3	1-8
G05	Standard Cricket	3	1-8
G06	Cut Throat Cricket	3	1-8
G07	Scram Cricket	1	1-8
G08	Hi-Score	10	1-8
G09	Shoot Out	10	1-8
G10	Shanghai	12	1-8
G11	Double Down	1	1-8
G12	Forty One	1	1-8
G13	All Fives	5	2-4
G14	Over	3	2-8
G15	Under	3	1-8
G16	Football	1	1-8
G17	Bowling	6	1-8
G18	Golf	10	1-8
G19	Baseball	3	1-8
Total		102	

Operation Manual

1. Locate the POWER button on the left corner of the panel. Press to turn on the main power. With the power on, the LCD display will scroll and display a message sequence of "WELCOME ADVANCED PROFESSIONAL DARTBOARD" together with an opening melody.

2. To select a game, press the GAME button until your choice appears in the player's score display (see game menu above).

3. To select the number of players, press the PLAYER button. The selection will be displayed at the player's score display. The maximum number of players is 8. For more than 1 player the players will share the player's score display.

4. To select option/difficulties of the game for all players press the OPTION button.

5. The selection of games, options, players will be scrolled and displayed in full details at the upper portion of the LCD display to enable players to check their selections.

6. Press the PLAY/NEXT button to start game.

7. For 301 Count Down game, a player may also press the DOUBLE button to select DOUBLE IN/DOUBLE OUT options before starting. Two icons will be displayed to show the various alternatives of the selection.

"IN" lighted	"OUT" lighted	Both "IN"/"OUT" lighted	Both "IN"/"OUT" Off
Double In/Single Out	Single In/Double Out	Double In/Double Out	Single In/Single Out

8. If a dart thrown on the board scores but does not stick in the board, press the BOUNCE button and then choose your subtractive score. The score will be displayed on the LCD display. Eliminate this score by pressing the ELIMINATE button. When all darts hit the scoring segment the Computer will announce "NEXT PLAYER." Any pressure on the segments will not activate the dartboard. The player is required to remove all the darts and press the PLAY/NEXT button for the next player to continue the game.

9. The first player to finish the game will be announced the "winner" by the Computer and a winning melody will be played along with a display of "WINNER" for the celebration.

10. When the Computer has been idle for 3 minutes it will enter into a sleep mode. All records of the current games and scores will be stored for 30 minutes. You may return to the game by simply pressing any key. It will automatically shut down if players don't play it within 30 minutes.

14. To turn off the game, press and hold the POWER button for 2 seconds.

Bull Blaster™ Game Descriptions & Rules

G01 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

G02 301 Count-Down (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/SINGLE options by pressing the DOUBLE button and will be displayed by the DOUBLE LCD display.

- SINGLE IN/SINGLE OUT
- SINGLE IN/DOUBLE OUT
- DOUBLE IN/SINGLE OUT
- DOUBLE IN/DOUBLE 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.

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 finishing shots, or, if an out is not possible, the best remaining alternative shots are displayed at the player's score display.

G03 Round-the-Clock (with options of 105, 110, 115, 120, 205, 210, 215, 220, 305, 310, 315, 320)

Players must hit in strict order of 1, 2, 3...until 5, 10, 15, or 20, straight, double or triple 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's turn is over. Players start their next turn with the next correct number in the sequence. The computer will display the number the player has to hit.

SINGLE				
Option	105	110	115	120
Last Number	5	10	15	20
DOUBLE				
Option	205	210	215	220
Last Number	5	10	15	20
TRIPLE				
Option	305	310	315	320
Last Number	5	10	15	20

G04 Simple Cricket (with options of 000, 020, 025)

1. Simple Cricket is played with the numbers 15 through 20 and the bull's-eye.
2. Each player must "mark" a number three 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				

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

G05 Standard 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 on a closed number. Doubles count as 2 hits and triples 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 open numbers until they exceed their opponent's 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.

G06 Cut Throat Cricket (with options of 00C, 20C, 25C)

Same basic rules as Standard 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.

- 00C Hit and open the numbers 15-20 and bull's-eye in any order.
- 20C Hit and open number 20 first, then in order open 19, 18, 17, 16, 15 and bull's-eye.
- 25C Hit and open bull's-eye first, then in order open 15, 16, 17, 18, 19 and 20.

G07 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.

G08 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

G09 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 board within 10 seconds, it will automatically change to another score for the player to hit. Each player has 9 throws/chances to hit the target in each round.

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

G10 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 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 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.

G11 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 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.

G12 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.

G13 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 one 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 not divisible by 5, or a player throws the 3rd dart and missed 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

G14 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 PLAY/NEXT button and skip their turn. The LCD 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 LCD 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

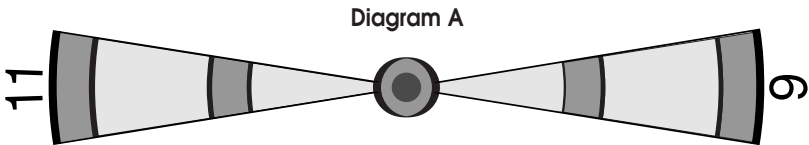
G15 Under (with options of U-7, U-8, U-9)

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 20 x 3 segment.

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

G16 Football

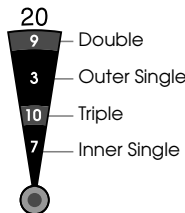
The e-BOARD Computer LED will display "CHOOSE A NUMBER." The player then throws a dart at the board to determine his number. Once a playing field is selected, you must start points from the double segment, then carry through the bull's-eye and then to the opposite segments in strict order. For example, if a player selects segment 11, they should hit D-11, outer S-11, T-11, inner S11, 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.



G17 Bowling (with options of 10B, 11B, 12B, 13B, 14B, 15B)

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. 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	10B	11B	12B	13B	14B	15B
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 ten 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. Players can select different options for playing this game (i.e. 10 rounds - 15 rounds).

G18 Golf (with options of 09F, 10F, 11F, 12F, 13F, 14F, 15F, 16F, 17F, 18F)

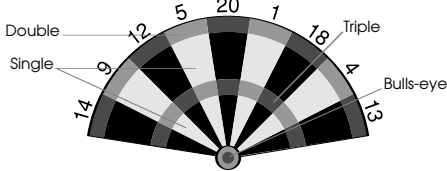
The segments 1-18 are used to represent the holes of a golf course. A player must make 3 hits in one segment before they can move to the next hole. A double or triple will count as 2 or 3 hits. This allows the player to finish the hole with fewer darts and a lower score. The e-BOARD Computer will count 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.

G19 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.





Check out these other fine Fat Cat™ Products:

Electronic Dart Boards:

- 727 Electronic Dart Board
- 737 Electronic Dart Board
- 747 Electronic Dart Board

Flights

Shafts

Soft-Tip Darts

Cases and Wallets

Accessories

Foosball Tables:

- Legacy™

Pool Tables:

- Ebony™
- Shot King™
- Pockey Table

WARRANTY INFORMATION

90 Day Warranty on Bull Blaster™ Dart Board

Manufacturer warrants to the original retail purchaser, this product to be free from defects in material and workmanship for a period of ninety (90) days 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.

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.



GLD Products

S84 W19093 Enterprise Drive
Muskego, WI 53150 USA
800 225 7593 • FAX 800 841 6944
Email: gld@gldmfg.com