SHOWDOWN ELECTRONIC DARTBOARD
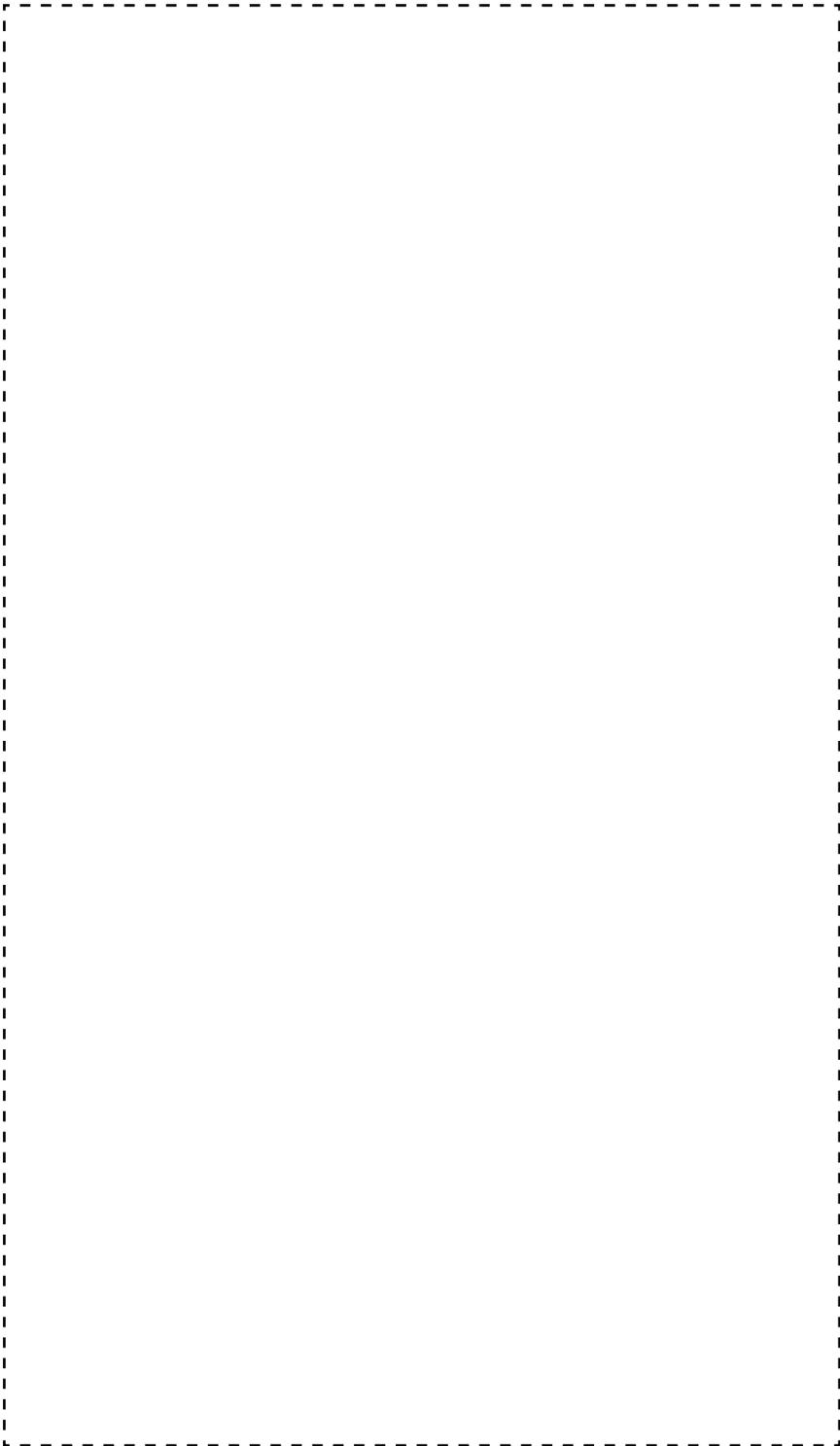
Replacement Parts

Order direct at www.gldproducts.com
or call our Customer Service department at
(800) 225-7593
8 am to 4:30 pm Central Standard Time

Staple your receipt here.

Important: A copy of your receipt will be needed to activate your warranty (see page 34).

Congratulations and THANK YOU for purchasing the Showdown Dartboard. You have chosen a product that should provide years of entertainment. To assist you with customer service and warranty claims, staple your receipt to the inside cover, then keep this manual in a safe place for future reference.

GLD Products

S84 W19093 Enterprise Drive
Muskego, WI 53150 USA
1-800-225-7593
Fax: 1-800-841-6944
Email: gld@gldmfg.com
Web: www.gldproducts.com

This manual may have been updated. For the latest manual visit the GLD products website.

⚠	Place your package near the location where it will be used. Carefully unpack all components and verify you have all the correct pieces.
	If you notice missing or defective parts, please call us at: **1-800-225-7593**

⚠	Please read and understand all instructions before beginning assembly.
	This assembly will require 2 adults.

⚠	**Choking Hazard** This game has small parts that may break free and present a choking hazard. Children should be supervised by an adult when playing this game.

IF YOU HAVE A WARRANTY CLAIM, CALL US FIRST:

Please refer to page 34.

GLD Products

Available 8 am to 4:30 pm Central Standard Time

S84 W19093 Enterprise Drive
Muskego, WI 53150 USA
1-800-225-7593
Fax: 1-800-841-6944
Email: gld@gldmfg.com
Web: www.gldproducts.com

For all claims, please have your receipt and item number when you call. The product item number can be found on the front cover.

If you are instructed to return the product for service, you are responsible for shipping the unit at your expense.

PRODUCT REGISTRATION

Important: The product registration form on page 35 and a copy of your receipt must be completed and returned within 10 days of purchase to validate your warranty.

Online registration is also available. Go to www.gldproducts.com/index.php/registration or click on this link. Follow the online instructions.

⚠	**WARNING: Parents** - Please read instructions carefully. Not for use by children without adult supervision.

Thank you for purchasing the Showdown Dartboard. The computerized scoring system makes game playing easy and enjoyable. With 32 games and 595 options/variations to choose from, beginners and more advanced players will find challenging games to suit them.

TOOLS REQUIRED

- Tape measure
- Nail or marker
- Phillips screwdriver
- Level
- Mounting hardware (provided)
- 3 AA batteries (not provided)

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)

Two methods for mounting the dartboard are available.

1. Use the keyhole slots on the backside of the dartboard. Follow the illustration and mount the dartboard. The two screws are screwed into the wall until the screw head is 3/8" away from the wall. The dartboard is positioned so the two screw heads are inside the keyhole. Slide the dartboard down to secure. The head of the screw that is used must be larger than 1/4" and smaller than 3/8".

2. Four equally spaced holes are accessible from the front to drive in screws. With the dartboard held in place, four screws are driven in from the front, through the existing holes. Use 1/8" diameter screws. The head of the screw must fit inside the pocket.

Wall Anchors

A wall with studs is the most common type of wall to mount the dartboard.

1. Locate a stud and use wood screws or sheet metal type screws to secure the dartboard.

2. If a stud cannot be located or is not in the proper location, use an anchor that is suitable for the type of wall.

Some common anchors are:
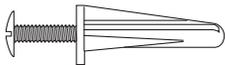
Plastic - Drill a snug hole in drywall and push the anchor in up to the head. When the screw is screwed into the anchor, the plastic will expand, locking the anchor in place. Do not use on thin panelling.
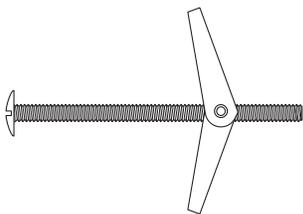
Toggle Bolt - Drill hole through wall. Hole must be large enough for the wings to pass through. Insert screw through the holes in the dartboard and thread the toggle wings just onto the screw. Fold the wings back and push through the hole until the wings spring open. Pull back on the screw to hold wings against the inside of the wall and tighten screw.
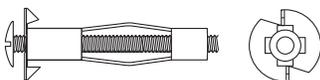
Hollow wall anchor - Drill a snug hole through the wall. Tap anchor into the hole until the prongs on the underside of the head are seated securely into the wall. Turn screw in and apply pressure to keep the anchor head from turning. Tighten screw until resistance is felt. Do not over tighten. Turn screw out to remove. Anchor will stay and screw can be replaced.

Other methods are available. Consult a hardware store if questions arise.

Mounting Using the Keyhole Slots

Refer to the illustrations on the following pages.

1. Choose a location that has at least 10 feet of open floor space in front of the board. Locate and use a wall stud for mounting whenever possible.

2. Locate studs and use wood screws or sheet metal screws to secure the dartboard if the mark is on the stud. The head of the screw must be smaller than 3/8" and larger than 1/4".

3. Determine the location for the dartboard. Place a mark on the wall 68 inches (172.7 cm) from the floor. This mark is the final position of the center of the dartboard (bullseye).

4. If the mark is not over a stud, use the mounting hardware that came with your dartboard.

5. Measure 8-5/8" (21.9 cm) directly up from the bullseye mark and place a mark on the wall. Then measure down 8-5/8" (21.9 cm) from the bullseye mark and place a mark on the wall. Use a level to check that all marks are vertical.

6. Drill pilot holes at the two marks. These are for the mounting screws.

7. If using wall anchors, follow the instructions under Wall Anchors on page 5.

8. Insert screws into anchors until a 1/4" (6.5 mm) gap is left between the wall and the screw head.

9. Hold the dartboard so the two screw heads fit into the lower part of the keyholes. The dartboard should slide down 1/2 inch and the screw heads will hold it on the wall.

10. Screws can be tightened or loosened to provide a secure mounting.

Mounting Using the Four Holes From the Front

Refer to the illustrations on the following pages.

1. Choose a location that has at least 10 feet of open floor space in front of the board. Locate and use a wall stud for mounting whenever possible.

2. Two people are needed for this step. 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. The screws will expand the anchors.

Create the Toe Line

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. GLD products offers a Viper Throwing Line and a Dart Mat for this purpose.

Center of Bullseye

← Wall

68 in.

Plumb Line from
Face of Board to Floor

Throwing or
Toe Line

Floor

96 in.

Keyhole Slots

Screw head diameter
must be larger than 1/4"
and smaller than 3/8"

8.625"

6.25"

Bullseye

17.25"

6.25"

8.625"

68"
To Floor

6.25"   6.25"

12.5"

Mounting holes viewed from back
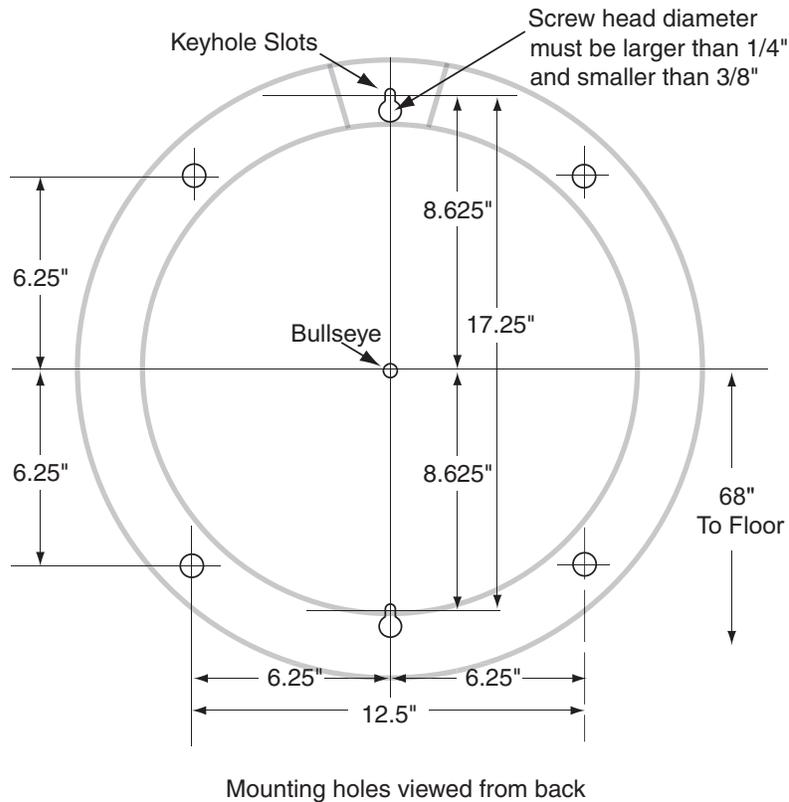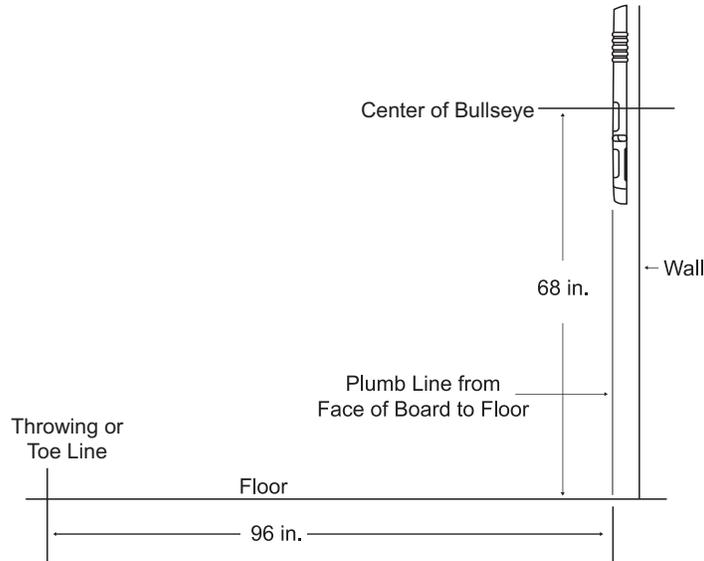
POWER INSTALLATION

The dartboard is designed to be powered by 3 AA batteries (not provided).

- Always install the correct size and grade of battery suitable for the intended use.
- Replace all batteries of a set at the same time, taking care not to mix old and new ones, or batteries of different types.
- Clean the battery contacts and also those of the device prior to battery installation.
- Ensure the batteries are installed correctly with regard to polarity (+ and -).
- Remove batteries from equipment which is not to be used for an extended period of time.
- Remove used batteries promptly.

1. The board is not intended for children under the age of 9 years old.

2. The board must only be used with the recommended size batteries.

3. Remove batteries before cleaning.

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 thrower.**

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 score of stuck segment will be displayed when players change. Take the following steps when this error appears:
   a. Find the "frozen" segment according to the score 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 1" maximum 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. 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.

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 batteries are removed and use a mild detergent and a damp cloth for more vigorous cleaning.

6. This game is for indoor use only.

Helpful Tip: To prevent dart tips from loosening, twist the dart to the right (clockwise when pulling it from the board. This motion will make dart removal easier and will prolong the life of your dart tips.
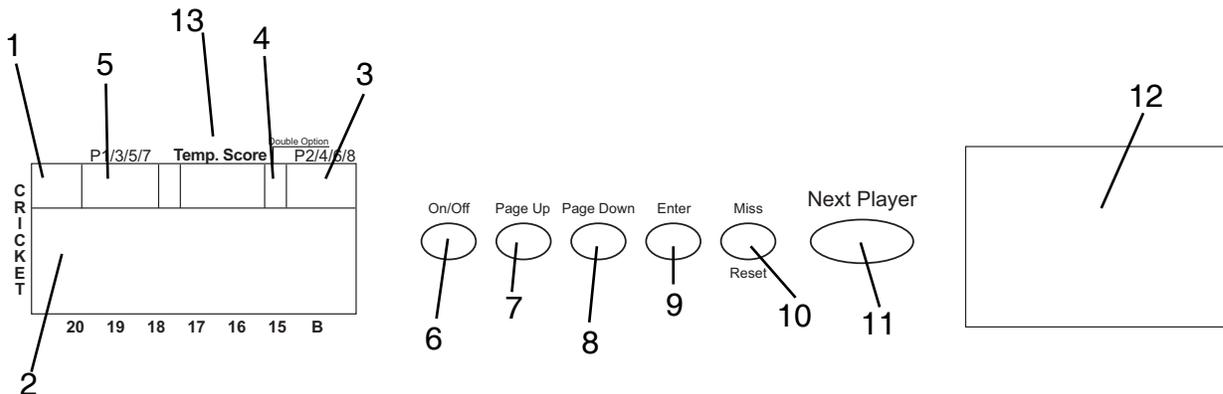
1. Current Player
2. Cricket Display
3. Players 2/4/6/8 Score
4. Double In/Out Setting
5. Players 1/3/5/7 Score
6. On/Off Button
7. Page Up Button
8. Page Down Button
9. Enter Button
10. Miss/Reset Button
11. Next Player Button
12. Battery Compartment
13. Temp Score Display

Segment Scoring   **Scoring Rules**
Single scoring segment   score times 1
Double scoring segment   score times 2
Triple scoring segment   score times 3
Outer bullseye   25 times 1
Center bullseye   25 times 2

Double
Outer Single
Triple
Inner Single
Single Bullseye
Double Bullseye
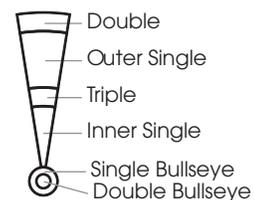
QUICK START - IF YOU JUST WANT TO START THROWING DARTS

1. Turn game on by pressing the ON/OFF button.

2. Press the ENTER button.

Note: The default game is G01 301 with 1 player, and single bull.

3. Press the ENTER button. This will select G01 with option L01.

4. Press the ENTER button again to get to number of players. 1P (single player) is displayed.

5. Use the PAGE UP or PAGE DOWN buttons if you would like to change the number of players.

6. Press the ENTER button and single bull will be displayed.

7. Press the ENTER button to start the game.

8. Take turns throwing darts. When a players score reaches exactly 0 they are the winner.

DARTBOARD GAME MENU

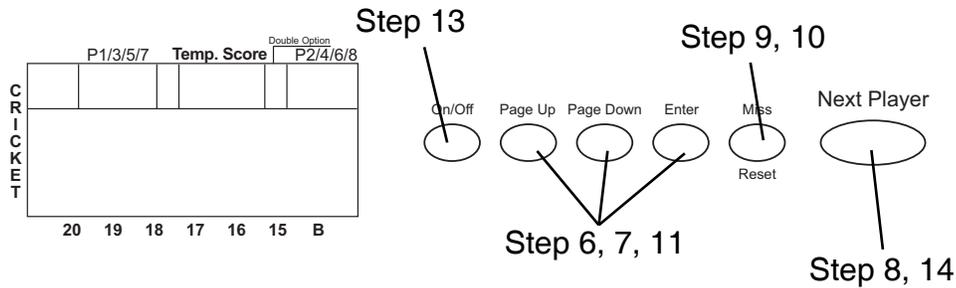| Game	Name	Options	Players
G01	301	6/12	1-8
G02	501	6/12	1-8
G03	601	6/12	1-8
G04	701	6/12	1-8
G05	801	6/12	1-8
G06	901	6/12	1-8
G07	301 League	6/48	1-8
G08	501 League	6/48	1-8
G09	601 League	6/48	1-8
G10	701 League	6/48	1-8
G11	801 League	6/48	1-8
G12	901 League	6/48	1-8
G13	Count Up	9/18	1-8
G14	Round-The-Clock	12	1-8
G15	Shanghai	4	1-8
G16	Hi Score	12/24	1-8
G17	Shoot Out	19	1-8
G18	Cricket	3/6	1-8
G19	No Score Cricket	3/6	1-8
G20	Cut Throat Cricket	3/6	1-8
G21	Killer Cricket	3/6	2-8
G22	Low Pitch Cricket	3/6	1-8
G23	Color	5	1-8
G24	Bonus Color	5	1-8
G25	Correctional Color	5	1-8
G26	No Score Color	5	2-8
G27	Free Dart Color	4	1-8
G28	Overs	19/38	2-8
G29	Unders	19/38	2-8
G30	Halve-It	1/2	1-8
G31	Big-6	19	2-8
G32	21 Points	7	1-8
Total		595	

READ FIRST - OPERATION

The dartboard is powered by batteries. The battery compartment is opened from the front. Insert 3 AA batteries following the polarity shown inside the battery compartment.

Step 1

| P1/3/5/7 | Temp. Score | Double Option P2/4/6/8 |

C R I C K E T

20 19 18 17 16 15 B

Step 1

On/Off   Page Up   Page Down   Enter   Miss   Next Player

Reset

Step 2, 3, 4, 5
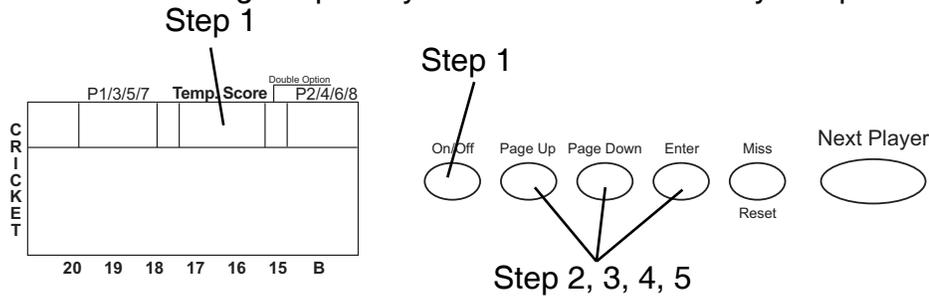
1. Press the ON/OFF button to turn on the game. When the power is turned ON, the displays will light up. The Temp. Score display will show "G01".

2. Press the PAGE UP or PAGE DOWN buttons to scroll through the games. The selection is shown on the Temp. Score display. Then press ENTER to confirm the game selection. The choices are printed on the dartboard.

3. Press the PAGE UP or PAGE DOWN buttons to select an option (if you are playing games G01 thru G12 see step 4) and press ENTER to confirm the selection.

4. If selecting G01 to G06 games or G07 to G12 leagues, press the PAGE UP or PAGE DOWN buttons to further select the Double/Single/Master Options. Press ENTER to confirm the selection.

IF SELECTING OPTION		THEN
L01	No icons are lit up	Single In/Single Out
L02	DI icon lit up	Double In/Single Out
L03	DO icon lit up	Single In/Double Out
L04	DI and DO icons lit up	Double In/Double Out
L05	MO icon lit up	Single In/Master Out (double or triple)
L06	DI and MO icons lit up	Double In/Master Out (double or triple)

5. Press the PAGE UP or PAGE DOWN buttons to select number of players. There are 9 selections of players from 1 player mode to 8 players mode plus a computer player mode. Press ENTER to confirm the selection and start the game. For more than 2 players, some players will share the player score display.

Step 13   Step 9, 10

P1/3/5/7   **Temp. Score**   Double Option   P2/4/6/8

On/Off   Page Up   Page Down   Enter   Miss   Next Player

Reset

C
R
I
C
K
E
T

20   19   18   17   16   15   B

Step 6, 7, 11

Step 8, 14

6. If the option you selected and confirmed is the computer player mode, you will play against the computer. Three scores are shown as if darts were thrown and the score is updated. Press PAGE UP or PAGE DOWN to select the levels of the computer player and press ENTER to start the game. The five levels of computer player are as follows:

C1:	Beginner
C2:	Intermediate
C3:	Advanced
C4:	Expert
C5:	Professional

7. If the game has the 25/50 Bull and Double 50/50 Bull options, you can press the PAGE UP or PAGE DOWN buttons to select and press ENTER to confirm the selection.

8. During the game, when the computer announces "next", any pressure on the segments will not activate the dartboard. The player is required to remove all the darts and press NEXT PLAYER for the next player's round. The dartboard will automatically switch to the next player if the board has not been played for roughly 10 seconds after the "next" announcement.

9. Press the MISS/RESET button to score 0 and count the dart when a dart misses the scoring segments or the board completely.

10. If you want to reset the game, push the MISS/RESET button and hold for 2 seconds.

11. During the course of playing, you can press ENTER to check the scores of other players.

12. Several games, for example G17 Shoot Out, will designate a segment as single, double or triple. An example for segment 5 is as follows:

Triple	Double	Single
☰ 05	☱ 05	▬ 05

13. Press and hold the ON/OFF button for 3 seconds to turn off the game. For energy saving purposes, the board is equipped with an auto power off feature. If the game has not been played for 30 minutes, the game will turn off automatically.

14. For playing 301-901 games, this board is equipped with a feature for players to check average points per dart (PPD) and rank. These are shown automatically when the game is finished. If there are more than 2 players, the NEXT PLAYER button can be pressed to display the other players.

SHOWDOWN GAME DESCRIPTIONS & RULES

G01 - G06 301, 501, 601, 701, 801, 901

Game Options:

      Single In/Single Out
      Double In/Single Out
      Double In/Double Out
      Single In/Double Out
      Single In/Master Out
      Double In/Master Out
      Double Bull
      Single Bull

Refer to the section "Read First - Operation".

Playing the Game

To win: The first player who reaches exactly zero wins.
- The starting score for each player is 301 or the score option selected.
- The score will be deducted for each dart that scores.
- You must go out with the exact number. If you go over zero the dartboard will announce "BUST, NEXT PLAYER".
- 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.
- If you selected **Double In**, you must hit a double segment or the double bullseye to start the game. If you selected **Double Out** you must hit a double segment or the double bullseye to end the game.
- For **Master Out**, the game is ended by hitting a double or triple or the double bullseye.

G07 - G12 301 League, 501, 601, 701, 801, 901

Game Options:
　　Single In/Single Out
　　Double In/Single Out
　　Double In/Double Out
　　Single In/Double Out
　　Single In/Master Out
　　Double In/Master Out
　　Double Bull
　　Single Bull

Refer to the section "Read First - Operation".

Playing the Game

To win: A team will win when a player on the team reaches exactly zero and his teammates score is lower than or equal to the sum of the opposing teams score.

- This game is played by 2 teams who compete with each other. It allows selection of the following 4 different team members.

Option	Description
2C	2 players in each team
3C	3 players in each team
4C	4 players in each team
Cyb	1 player VS computer player

　Each team for option 2C (default) has 2 members. Team 1 is made up of player 1 and Player 3. Team 2 is made up of Player 2 and Player 4. If more players are added using options 3C and 4C, Team 1 is made up of players 1, 3, 5 and 7. Team 2 is made up of players 2, 4, 6 and 8.
- The starting score for each team is 301 or the score option selected.
- If the score of the current player goes below zero it will return to the score from the beginning of the turn. That team cannot win at that time.
- 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.
- If you selected **Double In**, you must hit a double segment or the double bullseye to start the game. If you selected **Double Out** you must hit a double segment or the double bullseye to end the game.
- For **Master Out**, the game is ended by hitting a double or triple or the double bullseye.
- The team will win when one players score reaches exactly zero and his teammates score is lower than or equal to the sum of the opposing teams score. Otherwise the score of the current player returns to the score at the beginning of the turn. That team cannot win at that time.

G13 Count Up (with scoring options of 100, 200, 300, 400, 500, 600, 700, 800, 900)

Game Options:

Double Bull
Single Bull

The scoring options are the set points which are the points needed to win, see the chart below.

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

Refer to the section "Read First - Operation".

Playing the Game

To win: The first player to reach or go over the set points will be the winner.
- Your score will be accumulated for each dart.

G14 Round-The-Clock (with scoring options of 105, 110, 115, 120, 205, 210, 215, 220, 305, 310, 315, 320)

The scoring options are the last number that will be thrown and the segment that must be hit, see the chart below.

Scoring Option	105	110	115	120
Last Number Thrown	5	10	15	20

Scoring Option	205	210	215	220	305	310	315	320
Last Number Thrown	5	10	15	20	5	10	15	20
	Must hit only Double segments				Must hit only Triple segments			

Refer to the section "Read First - Operation".

Playing the Game

To win: The first player to hit all the designated numbers in order, wins.
- Players must hit numbers 1 through 5 (or 10, 15, 20) in order.
- The number can be hit in any segment (single, double or triple).
- A player has to hit the designated number to move on to the next number.
- The scoreboard for each player will display the number of the segment that must be hit.

G15 Shanghai (with scoring options of L01, L05, L10, L15)

The scoring options are described in the chart below.

Scoring Option	L01	L05	L10	L15
Game starts on number	1	5	10	15
	Can hit any segment			

Refer to the section "Read First - Operation".

Playing the Game

To win: The player who gets the most points at the end of the game wins.
- Each player must hit the numbers and the bullseye in order. Games have changing start numbers.
- The target number for each turn will change by one, ending with the bullseye.
- The dartboard will display the target number you are supposed to hit.
- Throw 3 darts for each number and the player who gets the most points at the end of the game wins.
- Your score is the number of the segment you are on.
- Hitting a double segment in the number you are on will double your points, likewise a triple will triple your points. For example if you are on number 4 and you hit a single in segment 4 you get 4 points. If you are on number 4 and you hit a double segment 4 you get 8 points.

G16 Hi Score (with scoring options of H03, H04, H05, H06, H07, H08, H09, H10, H11, H12, H13, H14)

Game Options:

Double Bull
Single Bull

The scoring options are the number of rounds, see the chart below.

Scoring Option	H03	H04	H05	H06	H07	H08	H09	H10	H11	H12	H13	H14
No. of Rounds	3	4	5	6	7	8	9	10	11	12	13	14

Refer to the section "Read First - Operation".

Playing the Game

To win: The player with the highest score at the end of all the rounds wins.
- The rules are simple. A player must rack up the most points in 3, 4, 5...or 14 rounds (each round is 3 darts) to win.
- Doubles and triples count as 2 times and 3 times that number's score respectively.
- The cricket display will count the rounds.

G17 Shoot Out (with scoring options of -03, -04, -05, -06, -07, -08, -09, -10, -11, -12, -13, -14, -15, -16, -17, -18, -19, -20, -21)

The scoring options are the number of targets you must hit, see the chart below.

Scoring Option	-03	-04	-05	-06	-07	-08	-09	-10	-11	-12
No. of Targets	3	4	5	6	7	8	9	10	11	12

Scoring Option	-13	-14	-15	-16	-17	-18	-19	-20	-21
Starting Score	13	14	15	16	17	18	19	20	21

Refer to the section "Read First - Operation".

Playing the Game

To win: The first player who hits the number of correct targets, depending on the option selected, is the winner.

- The e-BOARD Computer will randomly select a number (target) for the player to hit.
- One correct hit on a segment of the displayed number subtracts one from the score.
- Single, double and triple segments all count as one hit.
- If a player does not hit the selected number within 10 seconds, the dart is regarded as a miss and the e-BOARD Computer will automatically select another random number for the player to hit for the next dart.

G18 Cricket (with scoring options of C00, C20, C25)

Game Options:

Double Bull
Single Bull

The scoring options are described in the chart below.

Scoring Options	Description
C00	Hit and open numbers 15-20 and bullseye in any order.
C20	Hit and open the number 20 first, then in order, open numbers 19, 18, 17, 16, 15 and bullseye.
C25	Hit and open bullseye first, then in order, open numbers 15, 16, 17, 18, 19 and 20.

Refer to the section "Read First - Operation".

Playing the Game

To win: A player wins the game when he first opens all the numbers and has an equal or greater score than the other players. However, if players are tied on points, or have no points, the first player to open all numbers wins.

Note: A single segment counts as one hit, a double segment counts as two hits and a triple segment counts as three hits.

Cricket Status	One Time	Two Times	Open	Close
Sign	\	X	⊗	◯

- In Cricket only the numbers 15-20 and bullseye are used.
- All valid hits will be confirmed and displayed by the Cricket Display.
- When a number has been hit 3 times by a player, it is then open to that player and any further hits by that player will score points.
- Once a number has been hit 3 times by all the players, that number is then closed and can no longer be scored upon by any player. At that time the indicator will change to closed for that number.
- A player who has opened a number can continue to score on that number until it becomes closed.
- If a player has opened all numbers first, but is behind on points, scoring continues on open numbers. If that player has not accumulated the highest point total by the time another player opens all their numbers, the player with the most points will be the winner.

G19 No Score Cricket (with scoring options of 000, 020, 025)

Game Options:
Double Bull
Single Bull

The scoring options are described in the chart below.

Scoring Options	Description
000	Hit and open numbers 15-20 and bullseye in any order.
020	Hit and open the number 20 first, then in order, open numbers 19, 18, 17, 16, 15 and bullseye.
025	Hit and open bullseye first, then in order, open numbers 15, 16, 17, 18, 19 and 20.

Refer to the section "Read First - Operation".

Playing the Game

To win: The first player to hit each number 3 times and open them all is the winner.

Note: A single segment counts as one hit, a double segment counts as two hits and a triple segment counts as three hits.

Cricket Status	One Time	Two Times	Open	Close
Sign	\	X	⊗	○

- In No Score Cricket only the numbers 15-20 and bullseye are used. The first player to hit each number 3 times and open them all is the winner.
- If every player has opened a number, that number will then close.
- All valid hits will be confirmed and displayed by the Cricket Display.

G20 Cut Throat Cricket (with scoring options of 00C, 20C, 25C)

Game Options:

Double Bull
Single Bull

The scoring options are described in the chart below.

Scoring Options	Description
00C	Hit and open numbers 15-20 and bullseye in any order.
20C	Hit and open the number 20 first, then in order, open numbers 19, 18, 17, 16, 15 and bullseye.
25C	Hit and open bullseye first, then in order, open numbers 15, 16, 17, 18, 19 and 20.

Refer to the section "Read First - Operation".

Playing the Game

To win: The player who first opens all numbers and has the lower score wins.

Note: A single segment counts as one hit, a double segment counts as two hits and a triple segment counts as three hits.

Cricket Status	One Time	Two Times	Open	Close
Sign	\	X	⊗	○

- In Cut Throat Cricket only the numbers 15-20 and bullseye are used.
- If every player has opened a number, that number will then close.
- All valid hits will be confirmed and displayed by the Cricket Display.
- Once the scoring begins, points are added to your opponents scores who haven't closed that number.

G21 Killer Cricket (with scoring options of H00, H20, H25)

Game Options:

Double Bull
Single Bull

The scoring options are described in the chart below.

Scoring Options	Description
H00	Hit and open numbers 15-20 and bullseye in any order.
H20	Hit and open the number 20 first, then in order, open numbers 19, 18, 17, 16, 15 and bullseye.
H25	Hit and open bullseye first, then in order, open numbers 15, 16, 17, 18, 19 and 20.

Refer to the section "Read First - Operation".

Playing the Game

To win: The first player to hit each number 3 times and open them all is the winner.

Note: A single segment counts as one hit, a double segment counts as two hits and a triple segment counts as three hits.

Cricket Status	One Time	Two Times	Open	Close
Sign	\	X	⊗	◯

- In Killer Cricket only the numbers 15-20 and bullseye are used. The first player to hit each number 3 times and open them all is the winner.
- If every player has opened a number, that number will then close.
- All valid hits will be confirmed and displayed by the Cricket Display.
- When you open a point, and your opponents have not, you can eliminate your opponent's marks by hitting the same number again.

G22 Low Pitch Cricket (with scoring options of E00, E20, E25)

Game Options:
Double Bull
Single Bull

The scoring options are described in the chart below.

Scoring Options	Description
E00	Hit and open numbers 1-6 and bullseye in any order.
E20	Hit and open the number 6 first, then in order, open numbers 5, 4, 3, 2, 1 and bullseye.
E25	Hit and open bullseye first, then in order, open numbers 1, 2, 3, 4, 5 and 6.

Refer to the section "Read First - Operation".

Playing the Game

To win: A player wins the game when he first opens all the numbers and has an equal or greater score than the other players. However, if players are tied on points, or have no points, the first player to open all numbers wins.

Note: A single segment counts as one hit, a double segment counts as two hits and a triple segment counts as three hits.

Cricket Status	One Time	Two Times	Open	Close
Sign	\	X	⊗	○

- In Low Pitch Cricket only the numbers 1-6 and bullseye are used.
- All valid hits will be confirmed and displayed by the Cricket Display.
- When a number has been hit 3 times by a player, it is then open to that player and any further hits by that player will score points.
- Once a number has been hit 3 times by all the players, that number is then closed and can no longer be scored upon by any player. At that time the indicator will change to closed for that number.
- A player who has opened a number can continue to score on that number until it becomes closed.
- If a player has opened all numbers first, but is behind on points, scoring continues on open numbers. If that player has not accumulated the highest point total by the time another player opens all their numbers, the player with the most points will be the winner.

G23 Color (with scoring options of 100, 200, 300, 400, and 500)

The scoring options are the final score, see the chart below.

Scoring Option	100	200	300	400	500
Final Score	100	200	300	400	500

Refer to the section "Read First - Operation".

Playing the Game

To win: The first player to reach the pre-set final score wins.

Note: The double and triple segments are considered to have the same color as the single segment.

- When the number of players is two or more the color for each player is determined by the first throw of Player 1. If Player 1 hits a white number then Player 2 will have black numbers and the remaining players will alternate white and black. When each players turn starts, the display will indicate which color is theirs. b is white and t is black.
- To begin the game, the first player must throw one dart to determine which color (black or white) they will be shooting at. If the player hits a bullseye with this dart they must throw again to select the color.
- Each player then tries to hit their color to score points up to the total score.
- If a player throws a dart in an opponents color, the throw doesn't count for points.
- The bullseye does count towards your total score.
- The game will end when all but the last player have reached the final score.

G24 Bonus Color (with scoring options of 100, 200, 300, 400, and 500)

The scoring options are the final score, see the chart below.

Scoring Option	100	200	300	400	500
Final Score	100	200	300	400	500

Refer to the section "Read First - Operation".

Playing the Game

To win: The first player to reach the pre-set final score wins.

Note: The double and triple segments are considered to have the same color as the single segment.

- When the number of players is two or more the color for each player is determined by the first throw of Player 1. If Player 1 hits a white number then Player 2 will have black numbers and the remaining players will alternate white and black. When each players turn starts, the display will indicate which color is theirs. ♭ is white and ♭ is black.
- To begin the game, the first player must throw one dart to determine which color (black or white) they will be shooting at. If the player hits a bullseye with this dart they must throw again to select the color.
- Each player then tries to hit their color to score points up to the total score.
- If a player throws a dart in an opponents color, that opponent gets the points added towards their score.
- The bullseye does count towards your total score.
- The game will end when all but the last player have reached the final score.

G25 Correctional Color (with scoring options of 100, 200, 300, 400, and 500)

The scoring options are the final score, see the chart below.

Scoring Option	100	200	300	400	500
Final Score	100	200	300	400	500

Refer to the section "Read First - Operation".

Playing the Game

To win: The first player to reach the pre-set final score wins.

Note: The double and triple segments are considered to have the same color as the single segment.
- When the number of players is two or more the color for each player is determined by the first throw of Player 1. If Player 1 hits a white number then Player 2 will have black numbers and the remaining players will alternate white and black. When each players turn starts, the display will indicate which color is theirs. b is white and t is black.
- To begin the game, the first player must throw one dart to determine which color (black or white) they will be shooting at. If the player hits a bullseye with this dart they must throw again to select the color.
- Each player then tries to hit their color to score points up to the total score.
- If a player throws a dart in an opponents color, those points are deducted from their own player's score.
- The bullseye does count towards your total score.
- The game will end when all but the last player have reached the final score.

G26 No score Color (with scoring options of 003, 004, 005, 006, and 007)

The scoring options are the number of marks to start, see the chart below.

Scoring Option	003	004	005	006	007
No. of Marks to Start	3	4	5	6	7

Refer to the section "Read First - Operation".

Playing the Game

To win: The winner will be the only player with marks remaining.

Note: The double and triple segments are considered to have the same color as the single segment.

- When the number of players is two or more the color for each player is determined by the first throw of Player 1. If Player 1 hits a white number then Player 2 will have black numbers and the remaining players will alternate white and black. When each players turn starts, the display will indicate which color is theirs. ♭ is white and ♭ is black.
- To begin the game, the first player must throw one dart to determine which color (black or white) they will be shooting at. If the player hits a bullseye with this dart they must throw again to select the color.
- Each player tries to hit their color to score one mark.
- If a player throws a dart in an opponent's color, one mark is removed from the active player's total marks and the player loses their turn.
- The bullseye does count towards your total marks.
- When a player loses all of their marks they are out of the game.

G27 Free-Dart Color (with scoring options of 005, 010, 015 and 020)

The scoring options are the number of throws, see the chart below.

Scoring Option	005	010	015	020
No. of Throws	5	10	15	20

Refer to the section "Read First - Operation".

Playing the Game

To win: The player with the highest total of points after all the darts are thrown is the winner.

Note: The double and triple segments are considered to have the same color as the single segment.

- When the number of players is two or more the color for each player is determined by the first throw of Player 1. If Player 1 hits a white number then Player 2 will have black numbers and the remaining players will alternate white and black. When each players turn starts, the display will indicate which color is theirs. ᑲ is white and ᘖ is black.
- To begin the game, the first player must throw one dart to determine which color (black or white) they will be shooting at. If the player hits a bullseye with this dart they must throw again to select the color.
- Each player uses all of the throws based on the scoring option selected and tries to hit their color to gain the highest possible score.
- If a player throws a dart in an opponent's color, they will not score for that dart.
- Each player will throw all of their darts before the "NEXT" is announced.

G28 Overs (with scoring options of 003, 004, 005, 006, 007, 008, 009, 010, 011, 012, 013, 014, 015, 016, 017, 018, 019, 020, 021)

Game Options:

Double Bull
Single Bull

The scoring options are the number of lives you start with, see the chart below.

Scoring Option	003	004	005	006	007	008	009	010	011	012
No. of Lives	3	4	5	6	7	8	9	10	11	12

Scoring Option	013	014	015	016	017	018	019	020	021
No. of Lives	13	14	15	16	17	18	19	20	21

Refer to the section "Read First - Operation".

Playing the Game

To win: If a player loses all their lives they are out of the game. The remaining players continue the game until one player is left with lives. That player is the winner.

- The game starts with a random score. Player 1 must beat that score to save his life.
- The Cricket Display will show how many "Lives" each player has.
- The current target score is displayed on the scoreboard.
- After a player has completed their turn, their score becomes the new score to beat.

G29 Unders (with scoring options of U03, U04, U05, U06, U07, U08, U09, U10, U11, U12, U13, U14, U15, U16, U17, U18, U19, U20, U21)

Game Options:

Double Bull
Single Bull

The scoring options are the number of lives you start with, see the chart below.

Scoring Option	U03	U04	U05	U06	U07	U08	U09	U10	U11	U12
No. of Lives	3	4	5	6	7	8	9	10	11	12

Scoring Option	U13	U14	U15	U16	U17	U18	U19	U20	U21
No. of Lives	13	14	15	16	17	18	19	20	21

Refer to the section "Read First - Operation".

Playing the Game

To win: If a player loses all their lives they are out of the game. The remaining players continue the game until one player is left with lives. That player is the winner.

- A missed dart will be counted as 60.
- The game starts with a random score. Player 1 must score lower than the previous score to save his life.
- The Cricket Display will show how many "Lives" each player has.
- The current target score is displayed on the scoreboard.
- After a player has completed their turn, their score becomes the new score to beat.

G30 Halve-It

Game Options:

Double Bull
Single Bull

There are twelve rounds of three darts each in this game. Each round has a target number you must hit to score points. The dartboard will display the number you need to hit for that round. The target numbers for each round are:

Round	1	2	3	4	5	6
Target Number	12	13	14	Any Double	15	16

Round	7	8	9	10	11	12
Target Number	17	Any Triple	18	19	20	Bullseye

Refer to the section "Read First - Operation".

Playing the Game

To win: The player with the highest score after all twelve rounds wins.
- Players take turns throwing darts and attempting to score points.
- If you hit the target number for that round, you will get that number in points. Double segments will double your points and triple segments will triple your points. For example, in Round 1 you have to hit the number 12. If you hit it in a single segment you will get 12 points. If you hit the double 12 you will get 24 points and the triple 12 will give you 36 points.
- For Round 4 you can only score off any double segment.
- For round 8 you can only score off any triple segment and for Round 12 you can only score by hitting the bullseye.
- If a player misses the designated number on all three darts in a round, their total score is cut in half.

G31 Big-6 (with scoring options of b03, b04, b05, b06, b07, b08, b09, b10, b11, b12, b13, b14, b15, b16, b17, b18, b19, b20, b21)

The scoring options are the number of lives you start with, see the chart below.

Scoring Option	b03	b04	b05	b06	b07	b08	b09	b10	b11	b12
No. of Lives	3	4	5	6	7	8	9	10	11	12

Scoring Option	b13	b14	b15	b16	b17	b18	b19	b20	b21
No. of Lives	13	14	15	16	17	18	19	20	21

Refer to the section "Read First - Operation".

Playing the Game

To win: If a player loses all their lives they are out of the game. The remaining players continue the game until one player is left with lives. That player is the winner.

- This game allows a player to challenge opponents to hit the targets of the players choice. The dartboard will display the single 6 segment as the first target. Players must earn the chance to pick the next target for their opponent by making a hit on the single 6 target. If they hit the single 6, the dartboard will display - - -. They can then throw a dart to select the next target. That number and segment (single, double or triple) then becomes the target. The scoreboard will display the target. In any turn if the player does not hit the designated target they lose one life.
- If a player hits the target with the first or second dart, the next dart then determines the next target and that players turn is over.
- If a player hits the target with the third dart their turn is over and the board will create a new target for the next player. A life is not lost.

G32 21 Points (with scoring options of 005, 006, 007, 008, 009, 010, 011)

The scoring options are the number of rounds, see the chart below.

Scoring Option	005	006	007	008	009	010	011
No. of Rounds	5	6	7	8	9	10	11

Refer to the section "Read First - Operation".

Playing the Game

To win: After the game is over, the player with the most marks wins the game.
- The object of this game is to get the most marks. A player can get one mark in two ways:
  1. Gets 21 points exactly with 1, 2 or 3 darts, or
  2. Has the highest points up to 21 points (if no one gets 21 points in this round)
- The player will 'bust' when a score is over 21 points and the player cannot get a mark.
- The cricket display keeps track of the rounds that are remaining.

ONE YEAR LIMITED WARRANTY

The Manufacturer warrants to the original retail purchaser that this product is free from defects in material and workmanship under normal use and conditions for a period of one year from the date of original purchase. The Manufacturer's liability is limited to the repair or replacement, at its option, of any defective product and shall not include any liability for indirect, incidental or consequential damages of any kind.

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 usage, negligence, misuse, abuse, transportation damage, acts of nature, or accident (including failure to follow the instructions in this manual). It does not cover expendable items such as batteries, light bulbs, fuses, accessories, cosmetic parts and other items that wear out due to normal usage, including felt covered areas of the playing surface. This warranty is also void if the product is disassembled and reassembled, damaged, modified from its original state, or used for other than indoor personal residential use (no commercial or rental applications). This warranty gives you specific legal rights, and you may have other rights which vary from state to state.

IF YOU HAVE A WARRANTY CLAIM, CALL US FIRST (8 - 4:30 CST):

Please have your receipt and item number (found on the front cover) when you call.

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Web: www.gldproducts.com

If you are instructed to return the product for service, you are responsible for shipping the unit at your expense to the above address in packaging that will protect against further damage. All warranty or repair requests require a Return Authorization Number prior to returning the item.

PRODUCT REGISTRATION

Important: The product registration form on page 35 must be completed and returned along with a copy of your receipt within 10 days of purchase to validate your warranty.

On-line registration is also available.
Go to http://www.gldproducts.com/index.php/registration or click on this link. Follow the on-line instructions.

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Game	Name	Options	Players	In/Out Single/DBL/Master	Bullseye Single/DBL
G01	301	6/12	1-8	Yes	Yes
G02	501	6/12	1-8	Yes	Yes
G03	601	6/12	1-8	Yes	Yes
G04	701	6/12	1-8	Yes	Yes
G05	801	6/12	1-8	Yes	Yes
G06	901	6/12	1-8	Yes	Yes
G07	301 League	6/48	1-8	Yes	Yes
G08	501 League	6/48	1-8	Yes	Yes
G09	601 League	6/48	1-8	Yes	Yes
G10	701 League	6/48	1-8	Yes	Yes
G11	801 League	6/48	1-8	Yes	Yes
G12	901 League	6/48	1-8	Yes	Yes
G13	Count Up	9/18	1-8	N/A	Yes
G14	Round-The-Clock	12	1-8	N/A	N/A
G15	Shanghai	4	1-8	N/A	N/A
G16	Hi Score	12/24	1-8	N/A	Yes
G17	Shoot Out	19	1-8	N/A	N/A
G18	Cricket	3/6	1-8	N/A	Yes
G19	No Score Cricket	3/6	1-8	N/A	Yes
G20	Cut Throat Cricket	3/6	1-8	N/A	Yes
G21	Killer Cricket	3/6	2-8	N/A	Yes
G22	Low Pitch Cricket	3/6	1-8	N/A	Yes
G23	Color	5	1-8	N/A	N/A
G24	Bonus Color	5	1-8	N/A	N/A
G25	Correctional Color	5	1-8	N/A	N/A
G26	No Score Color	5	2-8	N/A	N/A
G27	Free Dart Color	4	1-8	N/A	N/A
G28	Overs	19/38	2-8	N/A	Yes
G29	Unders	19/38	2-8	N/A	Yes
G30	Halve-It	1/2	1-8	N/A	Yes
G31	Big-6	19	2-8	N/A	N/A
G32	21 Points	7	1-8	N/A	N/A

In/Out Single/Double/Master Options		
If Selecting Option		**Then**
L01	No icons are lit up	Single In/Single Out
L02	DI icon lit up	Double In/Single Out
L03	DO icon lit up	Single In/Double Out
L04	DI and DO icons lit up	Double In/Double Out
L05	MO icon lit up	Single In/Master Out (double or triple)
L06	DI and MO icons lit up	Double In/Master Out (double or triple)

Cyber Player Options	
Display	**Option**
C1	Beginner
C2	Intermediate
C3	Advanced
C4	Expert
C5	Professional