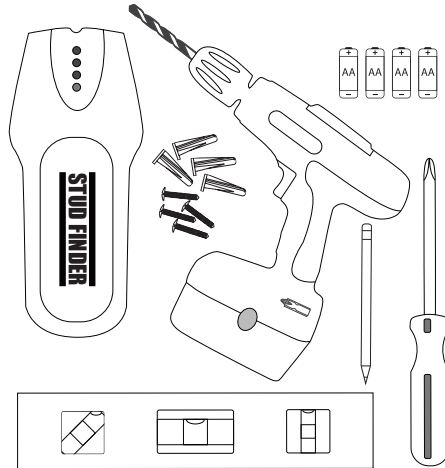# ILLUMISCORE
Mounting Instructions

TOOLS REQUIRED
- Pencil or marker
- Phillips screwdriver
- Power drill with either:
  - $\frac{1}{16}$" (0.0625 inch) drill bit, or
  - $\frac{1}{4}$" (0.25 inch) drill bit
- 4 AA batteries
- 4 mounting screws with wall anchors (included)
- Level
- Stud finder (optional)

POWER INSTALLATION
The Illumiscore scoreboard requires 4 AA batteries (not included). Open the two battery covers at the front. Insert 4 AA batteries following the + and – guides. A 5-volt 1000 mA adapter with positive outer may also be used. Adapter item #42-9987 is available from GLD Products.

> ⚠️ **CAUTION:** Remove all the batteries before plugging in the power supply/adapter. **Batteries should not be used if you have an active adapter.**

UNPACKING THE SCOREBOARD
After unpacking the Illumiscore, save the original box, all packing material, and the receipt in case you must return the product for service. The scoreboard may have a clear protective film attached to prevent scratching during shipping. Remove this film before use.

SAFETY PRECAUTIONS
1. The Illumiscore is not intended for children under the age of 12 years old.
2. The Illumiscore must only be used with the recommended batteries.
3. The Illumiscore is not a toy.
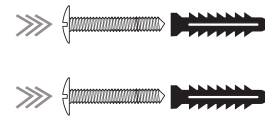
Drilling Instructions
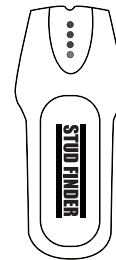
Use a stud finder prior to drilling to determine which drill bit to use.

If drilling into a stud use a $\frac{1}{16}$" drill bit.

If there is no stud use a $\frac{1}{4}$" drill bit.

Drill a hole for the anchor, then tap the anchor into the hole before tightening the screw into the anchor

If drilling into a cabinet, use smaller screws and drill the board directly onto the cabinet door. (Screws not provided)
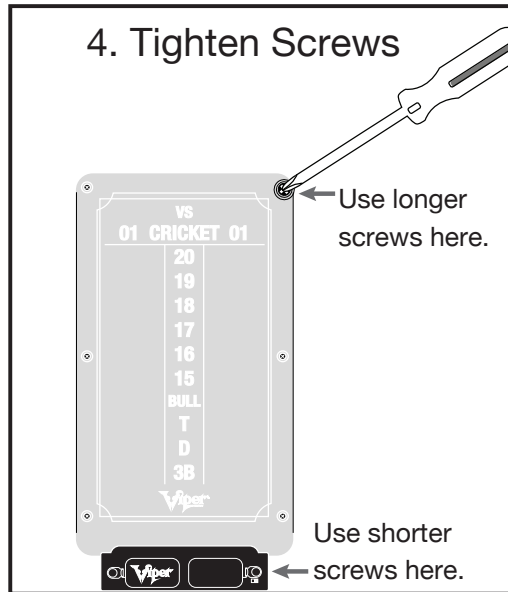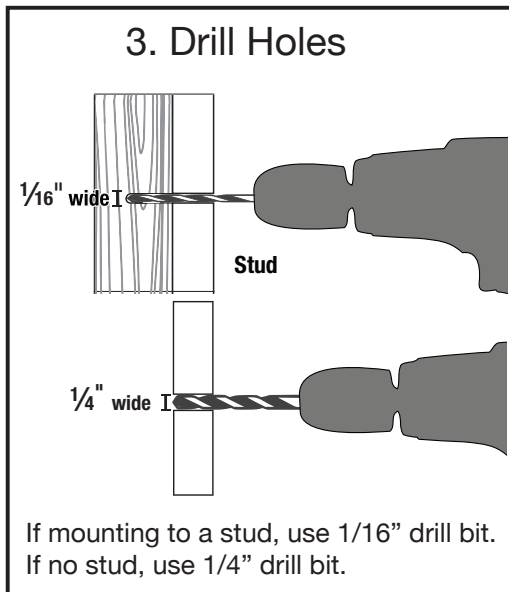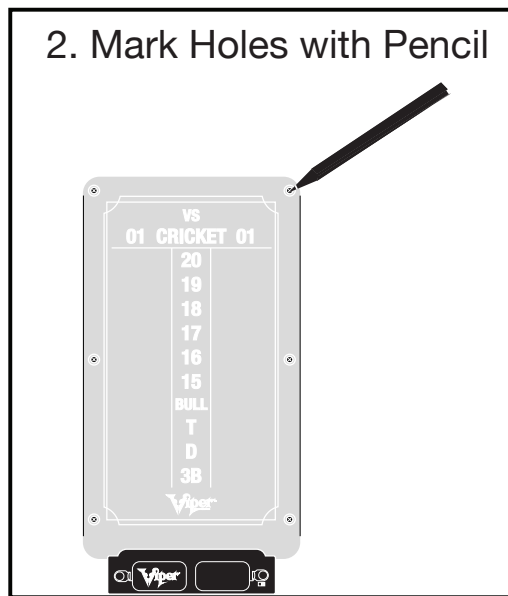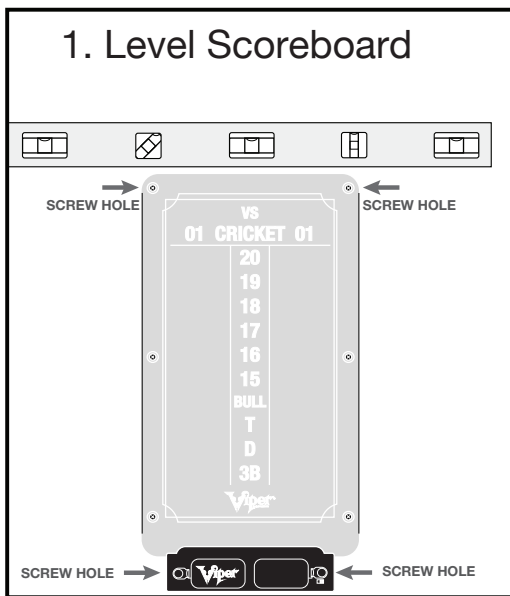
> ⚠️ **CAUTION**
> BEWARE OF ELECTRICAL WIRES AND WATER PIPES WHEN DRILLING THROUGH YOUR WALL

⚠️ **CLEANING INSTRUCTIONS:**
1. Always use a damp cloth.
2. Clean surface after every game.
3. Do not spray with chemicals.

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@GldProducts GLD Products @GLD Products

1. Level Scoreboard

SCREW HOLE → | ← SCREW HOLE

VS
01 CRICKET 01
20
19
18
17
16
15
BULL
T
D
3B
Viper

SCREW HOLE → | ← SCREW HOLE

2. Mark Holes with Pencil

VS
01 CRICKET 01
20
19
18
17
16
15
BULL
T
D
3B
Viper

3. Drill Holes

1/16" wide ⊥

Stud

1/4" wide ⊥

If mounting to a stud, use 1/16" drill bit.
If no stud, use 1/4" drill bit.

4. Tighten Screws

VS
01 CRICKET 01
20
19
18
17
16
15
BULL
T
D
3B
Viper

← Use longer screws here.

← Use shorter screws here.

MOUNTING (PHYSICAL INSTALLATION)
The Illumiscore can be secured to wooden dartboard cabinet door or wall using the 4 screw holes. Select the screws for your application and secure the Illumiscore. If you mount the Illumiscore on a wall you may need plastic wall anchors. Level the scoreboard and mark the location of the screw holes on the wall or cabinet with a pencil. Drill pilot holes at the location of the screw holes. Tighten the screws with the scoreboard in place. Do not over-tighten the screws. When the screws are snug, STOP or the clear writing surface may crack.

WALL ANCHORS
Locate a stud and use wood screws or sheet metal type screws to secure the mounting. If a stud cannot be located or is not in the proper location, use the plastic anchors and screws. Consult your local hardware store if questions arise.

GLD Customer Service:
Email: support@gldgames.com
www.gldproducts.com

Game Instructions

GAMES

There are many different games to be played. With a small amount of imagination you can even make up your own.

You can find and play your favorite game, but the most popular three games are: 301 Countdown, 501 Countdown, and Cricket

In general:
1. Who goes first is usually determined by each player throwing one dart. The player closest to the bullseye goes first.
2. Each player throws three darts each turn.
3. In a player's turn, all three darts are thrown. Any dart that falls, bounces out, or misses the board counts and receives no score.
4. The color of the segment does not determine the score. Only the tip of the dart and its location on the board determines the scoring segment.

The easiest game is to simply throw the darts and add up your score.

301 and 501 Countdown
- The starting score for each player is 301 or 501. The game can be played in variants of X01, such as 701 and 901.
- The value of each scoring dart will be deducted. The first player who reaches exactly zero (0) wins. You must go out with the exact number. If you go over zero the turn does not count. For example, if your score is 15 and you hit a 20, your turn is over and your score remains 15 until successfully lowered to exactly 0.
- For Single In or Single Out play, the game can be started or ended by throwing at any segment, regardless of single, double, or triple

- If you are playing Double In, you must hit a double segment or bullseye to start the game.
- If you play Double Out, you must hit a double segment or bullseye to end the game.
- For Master Out, you must end with hitting a double or triple segment or a bullseye.

Quick Cricket
- In Quick Cricket only the numbers 15 through 20 and bullseye are used. The first player to hit each number three times is the winner.
- A single segment counts as one hit, a double segment counts as two hits, and a triple segment counts as three hits.
- A good way to keep score is using two lines and a circle:

Hit Once   Hit Twice   Closed

Minnesota Cricket
- Minnesota Cricket is a variation of cricket in which three additional scores must be closed: D for doubles, T for triples, and B for bed (Three in a bed means all three darts land in the same scoring area)
- Darts cannot count for more than one score. For example, scoring a single 20, double 20, and triple 20 in the same round can be scored in several ways. It can count toward a hit for bed, triple, double, or multiples of 20, but never more than one.

Cricket Variations and Additional Games

Gentleman's Cricket
This variation of Cricket is ideal for experienced darters. Players call out their intended score before throwing. Points that hit any other score do not count.

Scram Cricket
This variation of Cricket involves two players. One player is the scorer and the other is the blocker. The blocker throws their darts first, marking any scores on the scoreboard. The scorer then tries to score as many points as possible using the remaining scores. Once the blocker has closed all the numbers, the scores are totaled and the players trade roles. The player who scores the most points wins.

Cutthroat Cricket
This game is best played with at least three participants. The rules are the same as standard Cricket, but the winner of the game is the player with everything closed and the least amount of points. When a player scores points, they give points to their opponents. Once a number is closed, a player can score points on any opponent that does not have that same number closed.

Around the Clock
This game uses the whole dartboard, so it is great practice for darters who want to improve their accuracy. The object of the game is to hit every number on the board in order and finish before the other players. Only darts that hit the intended number count.

Baseball
The object of Baseball is to score the greatest amount of runs in each inning, and the highest score at the end of the game wins. Players use the numbers 1 through 9 to score points in the number of the current inning. (For example, players aim for the number 3 during the third inning, and so on.) Singles count for one run, doubles count for two runs, and triples count for three runs. Players resolve tie scores by aiming at the bullseye for extra innings.

Count Up
Count Up is a great game for beginners and experienced darters alike. Players add their score each round, counting up from zero. The first player to a predetermined score (such as 1000 points) or the player with the highest score after a predetermined number of rounds (such as 10 rounds) wins.

Shanghai
The object of Shanghai is to score as many points as possible in 20 innings or to "Shanghai" your opponent. Players aim to score points in the segment that matches the round number. For example, in the first round, only points scored in the 1 wedge count. The player with the highest score once all 20 innings have been played is the winner. The second way to win is for a player to "Shanghai" their opponent by hitting a single, a double, and a triple of the intended score all in one round. Once a player has scored a "Shanghai," the game is over.

For additional games, visit
www.gldproducts.com