ORION
ELECTRONIC DARTBOARD

Viper® LaserLite
Compatible!

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 39).
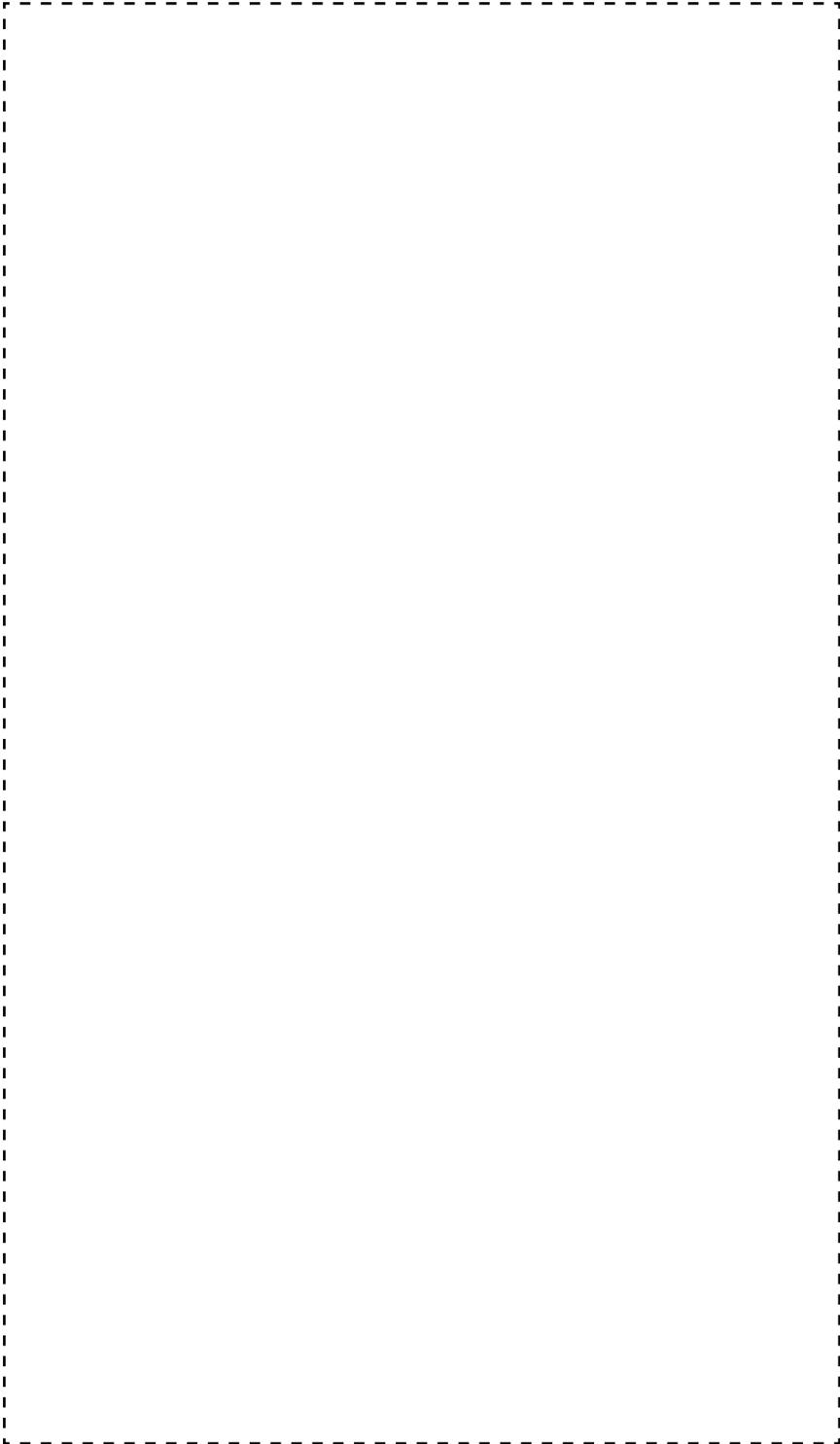
Congratulations and THANK YOU for purchasing the Orion Dartboard. You have chosen a product that should provide years of entertainment. To assist you with customer service and warranty claims, staple your receipt to the inside cover, then keep this manual in a safe place for future reference.

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

Es un Manual de Español por favor visite GLD sitio web para descargar.
This manual may have been updated. For the latest manual or a manual in Spanish, 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 39.

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 41 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 http://gldproducts.com/warranty-information 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 Orion Dartboard. The computerized scoring system makes game playing easy and enjoyable. With 43 games and 320 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)

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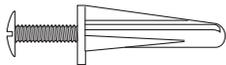
Plastic - Drill a snug hole in drywall and push the anchor in up to the head. When the screw is screwed into the anchor, the plastic will expand, locking the anchor in place. Do not use on thin panelling.
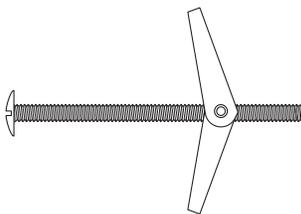
Toggle Bolt - Drill hole through wall. Hole must be large enough for the wings to pass through. Insert screw through the holes in the dartboard and thread the toggle wings just onto the screw. Fold the wings back and push through the hole until the wings spring open. Pull back on the screw to hold wings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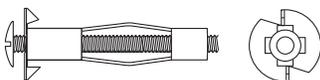
Hollow wall anchor - Drill a snug hole through the wall. Tap anchor into the hole until the prongs on the underside of the head are seated securely into the wall. Turn screw in and apply pressure to keep the anchor head from turning. Tighten screw until resistance is felt. Do not over tighten. Turn screw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

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"

17.25"

Bullseye

6.25"

8.625"

68"
To Floor

6.25"   6.25"

12.5"
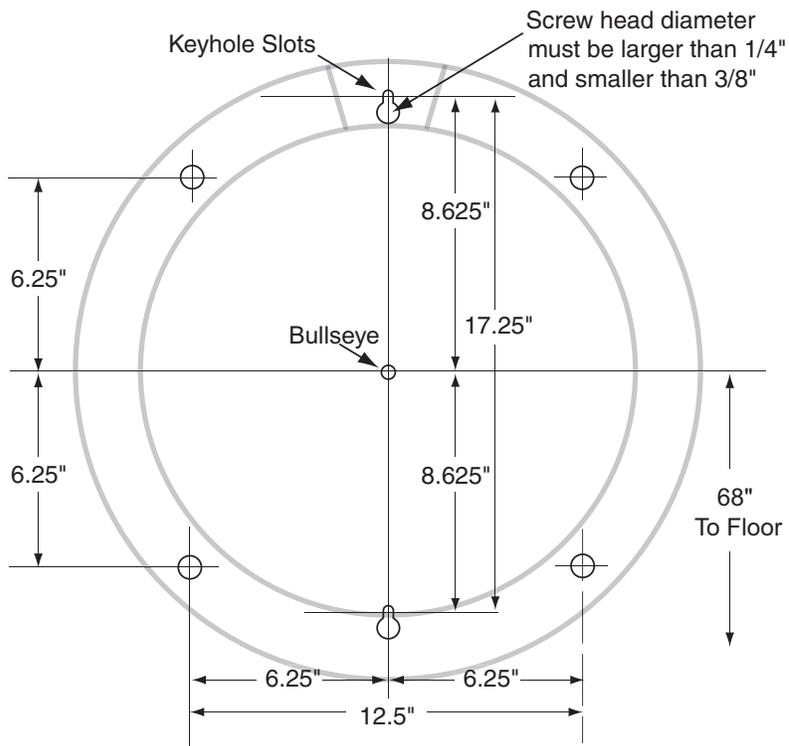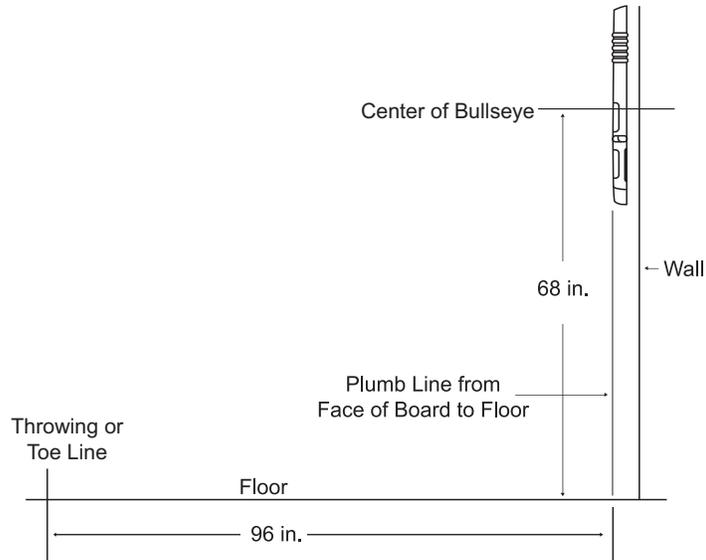
Mounting holes viewed from back

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.

This dartboard is compatible with the Viper LaserLite mini-laser throw line (not included), an absolute essential for all dart players. No need to tape a line to the floor; just plug the LaserLite into your dartboard and you have a crystal-clear throwing line that's there when you need it and gone when you don't. Ordering information is included on page 43.

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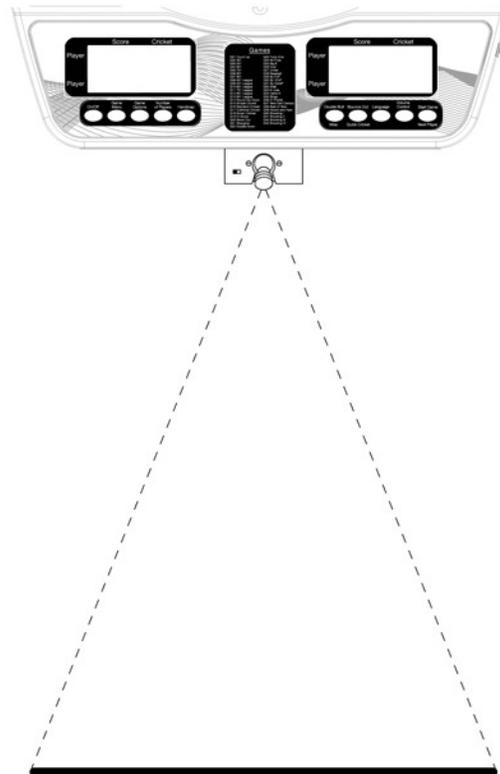
POWER INSTALLATION

The dartboard is designed to be powered by an AC to 5V DC, 1000 milliamp (minimum) adapter, with the DC plug polarity configured as positive (+) outside, and negative (-) center. To connect the adapter, plug the DC plug into the DC power jack on the dartboard and the AC plug into an electrical outlet.

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 transformer.

3. The transformer is not a toy.

4. Disconnect the dartboard from the transformer 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 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.

Error Code	Malfunction
E 30	Stuck GAME MENU Button
E 31	Stuck GAME OPTIONS Button
E 32	Stuck NUMBER OF PLAYERS Button
E 33	Stuck HANDICAP Button
E 34	Stuck DOUBLE BULL/MISS Button
E 35	Stuck ON/OFF Button
E 36	Stuck BOUNCE OUT/QUICK CRICKET Button
E 37	Stuck VOLUME CONTROL Button
E 38	Stuck LANGUAGE Button
E 39	Stuck START GAME/NEXT PLAYER button
E tXX	A segment is stuck, the t indicates a triple and XX indicates the number of the segment.
E dXX	A segment is stuck, the d indicates a double and XX indicates the number of the segment.
E XX	A single segment is stuck, XX indicates the number of the segment.

   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 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. If using an AC adapter, it must be 5V DC 1000 milliamp. The plug polarity is configured as positive (+) outside, and negative (-) center. **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. 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.

7. 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.
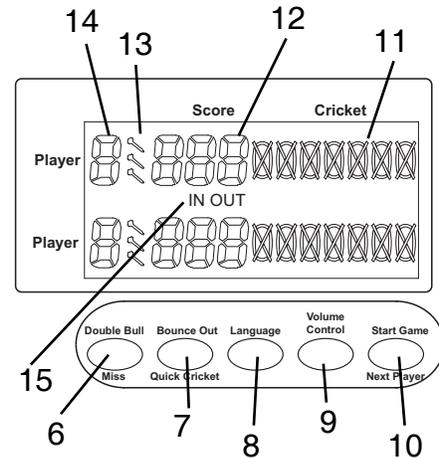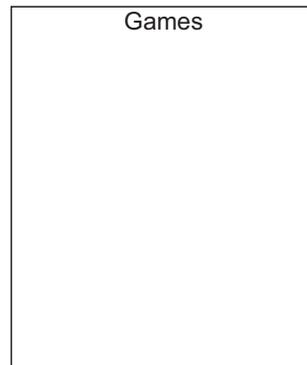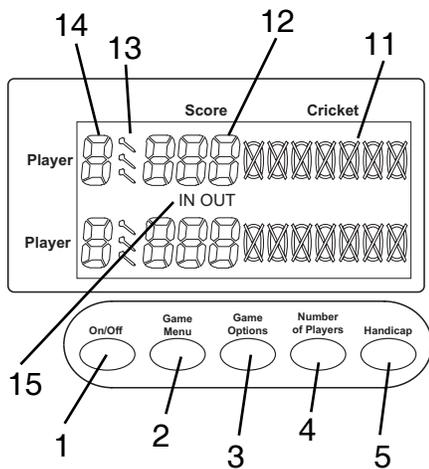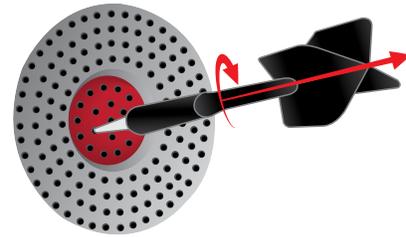
1. On/Off Button
2. Game Menu Button
3. Game Options Button
4. Number of Players Button
5. Handicap Button
6. Double Bull/Miss Button
7. Bounce Out/Quick Cricket Button
8. Language Button
9. Volume Control Button
10. Start Game/Next Player Button
11. Standard Cricket Display
12. Score Display
13. Dart Display
14. Player Number
15. Double In/Double Out Indicator

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
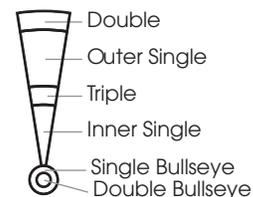
QUICK START - IF YOU JUST WANT TO START THROWING DARTS

1. Turn game on by pressing the ON/OFF button. Game G01 Count Up is displayed.

Note: The default game is G01 Count Up with 2 players, and single bull. The winning score is 100.

2. Use the NUMBER OF PLAYERS button if you would like to change the number of players.

3. Press the GAME OPTIONS button if you want to change the winning score.

4. Press the START GAME button to start the game.

5. Take turns throwing darts. When a players score is higher than the winning score they are the winner.

DARTBOARD GAME MENU

Game	Name	Options	Players
G01	Count Up	9/18	1-8
G02	301	4/8	1-8
G03	501	4/8	1-8
G04	601	4/8	1-8
G05	701	4/8	1-8
G06	801	4/8	1-8
G07	901	4/8	1-8
G08	301 League	4/8	4
G09	501 League	4/8	4
G10	601 League	4/8	4
G11	701 League	4/8	4
G12	801 League	4/8	4
G13	901 League	4/8	4
G14	Round The Clock	12/24	1-8
G15	Simple Cricket	3/6	1-8
G16	Standard Cricket	3/6	1-8
G17	Cut Throat Cricket	3/6	1-8
G18	Scram Cricket	1/2	2
G19	Hi Score	10/20	1-8
G20	Shoot Out	10	1-8
G21	Shanghai	12	1-8
G22	Double Down	1/2	1-8
G23	Forty-One	1/2	1-8
G24	All Fives	5/10	1-8

Game	Name	Options	Players
G25	Big 6	5	2-8
G26	Over	3/6	2-8
G27	Under	3/6	2-8
G28	Baseball	3	1-8
G29	By 5's©	1	1-8
G30	By 10's©	1	1-8
G31	By Odd's©	1	1-8
G32	Killer	30	2-8
G33	9 lives	7	2-8
G34	Halve-It	1	1-8
G35	Bingo	4	1-8
G36	21 Points	7	1-8
G37	Nine Dart Century	3/6	1-8
G38	Best of Nine	5/10	1-8
G39	Hound and Hare	5/10	2
G40	Shooting I	1/2	1-8
G41	Shooting II	1/2	1-8
G42	Shooting III	1/2	1-8
G43	Shooting IV	1/2	1-8
Total		320	

READ FIRST - OPERATION

The dartboard is powered by an external power supply. An external 5 VDC, 1000 milliamp power supply is included with the dartboard. To use, plug the power supply into the jack on the side of the dartboard.
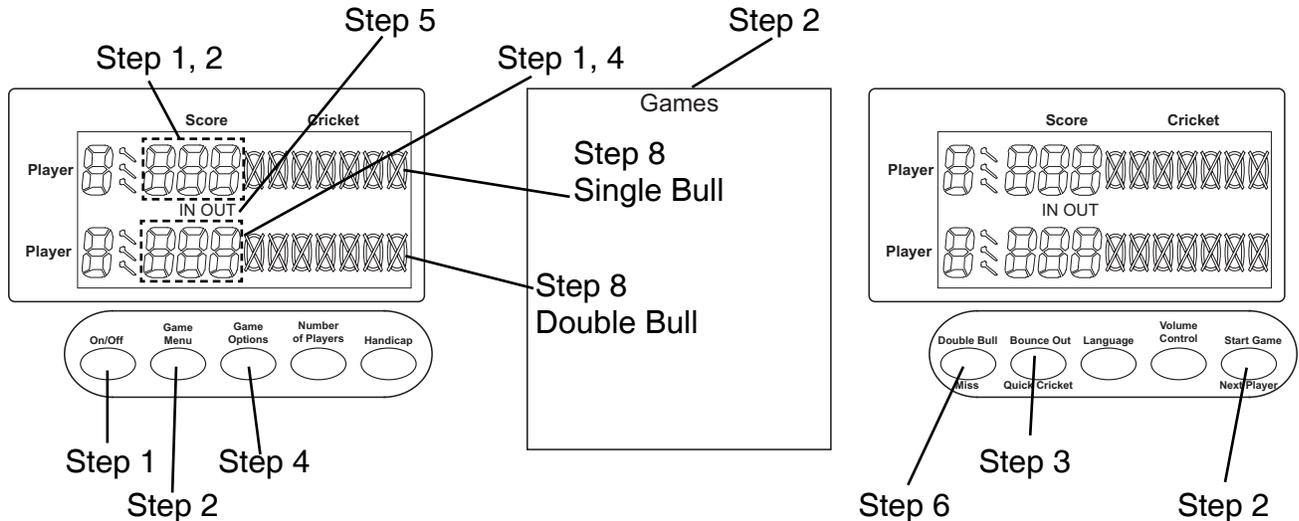
1. Press the ON/OFF button to turn on the game. When the power is turned ON, the displays will light up with a welcoming melody. When the sound stops, the left Score display will show 2 G01 and 2 100 (Game 01, 2 players, winning score of 100).

2. Press the GAME MENU button to scroll through the games. The selection is shown on the left Score display. Then press START GAME/NEXT PLAYER button to begin the game. The game choices are printed on the dartboard. The number of the game is shown at the Score display.

Note: Before pressing the START GAME/NEXT PLAYER button there are several options that may be selected, see below.

3. The BOUNCE OUT/QUICK CRICKET button may be pressed to jump to G16 Cricket.

4. The GAME OPTIONS button may be pressed to select one of the available options for each game. This selection will apply to all the players.

5. For games G02 to G13 games (301 to 901 and 301 League to 901 League), press the GAME OPTIONS button to select the Double In/Double Out options.

IF SELECTING OPTION	THEN
No icons are lit up	Single In/Single Out
IN icon lit up	Double In/Single Out
OUT icon lit up	Single In/Double Out
IN and OUT icons lit up	Double In/Double Out

6. The DOUBLE BULL/MISS button may be pressed to select 25/50 (single) or 50/50 (double) bull. When single bull is chosen, the last mark location in Player 1 Cricket display will show an "X" with a circle. When the double bull is chosen the Player 2 Cricket display will show an "X" with a circle.

Step 7

Step 8
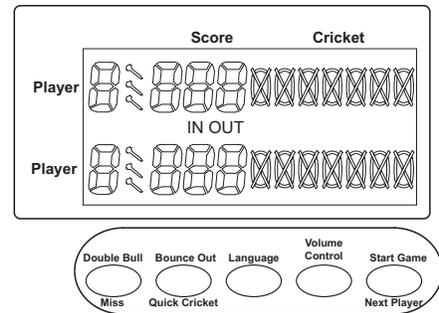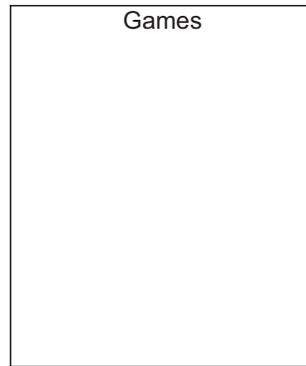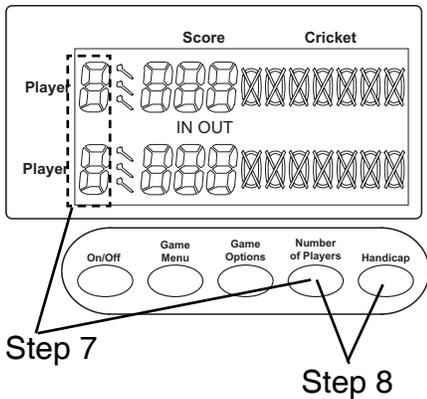
7. Press the NUMBER OF PLAYERS button to select the number of players in the game. Maximum selection is 8.

8. For some games, handicaps can be selected. Press the HANDICAP button to enter handicap selection mode. Then press the NUMBER OF PLAYERS button to select the handicap option. Press the HANDICAP button again to jump to the next player. The games that use handicap mode are listed below.

Game	Name	Handicap Options
G01	Count Up	+20, +40, +60, +80 Scores
G02	301	-20, -40, -60, -80 Scores
G03	501	-20, -40, -60, -80 Scores
G04	601	-20, -40, -60, -80 Scores
G05	701	-20, -40, -60, -80 Scores
G06	801	-20, -40, -60, -80 Scores
G07	901	-20, -40, -60, -80 Scores
G08	301 League	-20, -40, -60, -80 Scores
G09	501 League	-20, -40, -60, -80 Scores
G10	601 League	-20, -40, -60, -80 Scores
G11	701 League	-20, -40, -60, -80 Scores
G12	801 League	-20, -40, -60, -80 Scores
G13	901 League	-20, -40, -60, -80 Scores
G15	Simple Cricket	L1, L2, L3, L4
G16	Standard Cricket	L1, L2, L3, L4
G17	Cut Throat Cricket	L1, L2, L3, L4
G19	Hi Score	+20, +40, +60, +80 Scores
G20	Shoot Out	+1, +2, +3, +4 Scores
G21	Shanghai	+20, +40, +60, +80 Scores
G22	Double Down	+20, +40, +60, +80 Scores
G23	Forty-One	+20, +40, +60, +80 Scores
G25*	Big 6	-1, -2, -3, -4 Lives

Game	Name	Handicap Options
G26*	Over	-1, -2, -3, -4 Lives
G27*	Under	-1, -2, -3, -4 Lives
G32*	Killer	-1, -2, -3, -4 Lives
G33*	9 lives	-1, -2, -3, -4 Lives
G34	Halve-It	+20, +40, +60, +80 Scores
G36	21 Points	+1, +2, +3, +4 Scores
*The minimum lives selection must be -3 for these games.		

Handicap options L1, L2, L3 and L4 are used in the cricket games to give that player a head start. The options give marks to a player as if they have already hit the number. The chart below shows the marks a player starts with for the selected handicap.

Handicap Options	Starting Display
L1	///
L2	//////
L3	Ⓧ
L4	//////Ⓧ

Score	Cricket

Player

IN OUT

Player

Games

Score	Cricket

Player

IN OUT

Player

On/Off	Game Menu	Game Options	Number of Players	Handicap

Double Bull	Bounce Out	Language	Volume Control	Start Game
Miss	Quick Cricket			Next Player
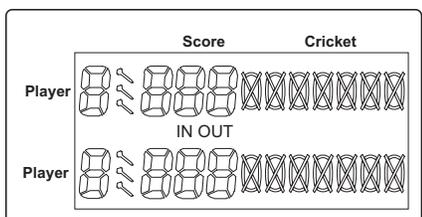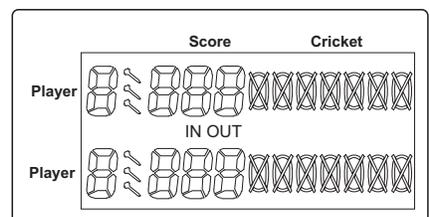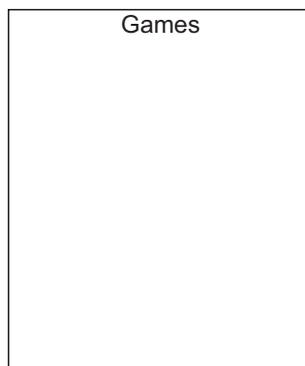
Step 14

Step 10   Step 12   Step 9

Step 11   Step 13

9. During the game, when the computer announces "next player", any pressure on the segments will not activate the dartboard. The player is required to remove all the darts and press START GAME/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 player" announcement.

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

11. If you throw a dart and it doesn't stay in the segment and you don't want to register the score, press the BOUNCE OUT/QUICK CRICKET button.

12. This board is equipped with 2 languages for announcements. It defaults to English but you can press the LANGUAGE button at any time to change to Spanish. If you want to change back to English, simply press the LANGUAGE button one more time.

13. You can control the sound level by pressing the VOLUME CONTROL button.

14. 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.

GAME DESCRIPTIONS & RULES

G01 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.

G02 - G07 301, 501, 601, 701, 801, 901

Game Options:
  Single In/Single Out
  Double In/Single Out
  Double In/Double Out
  Single In/Double 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 "TOO HIGH, 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.
  • After the game is finished, the display will show the points per dart (PPD) for each player.

G08 - G13 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
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.
- 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.
- 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.
- 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.

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

Game Options:

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 Simple 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 Simple 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.

G16 Standard 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 Standard 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.

G17 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 opened that number.

G18 Scram Cricket

Game Options:

Double Bull
Single Bull

Refer to the section "Read First - Operation".

Playing the Game

To win: During round 2, if Player 1's score goes over Player 2's score the game will end and Player 1 will be the winner. If Player 2 closes all the numbers and has a higher score than Player 1, Player 2 will be 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	⊗	○

- All valid hits will be confirmed and displayed by the Cricket Display.
- 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 high a score as he can by scoring on the open numbers. Round 1 will be finished when all numbers have been closed. For round 2, the reverse is done. Player 2 attempts to close 15 through 20 and the bullseye. Player 1 attempts to get a high score.
- During round 2, if Player 1's score goes over Player 2's score the game will end and Player 1 will be the winner. If Player 2 closes all the numbers and has a higher score than Player 1, Player 2 will be the winner.

G19 Hi-Score (with scoring options of H03, H04, H05, H06, H07, H08, H09, H10, H11, H12)

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
No. of Rounds	3	4	5	6	7	8	9	10	11	12

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 12 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.

G20 Shoot Out (with scoring options of -11, -12, -13, -14, -15, -16, -17, -18, -19, -20)

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

Scoring Option	-11	-12	-13	-14	-15	-16	-17	-18	-19	-20
No. of Targets	11	12	13	14	15	16	17	18	19	20

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.

G21 Shanghai (with scoring options of L01, L05, L10, L15, H01, H05, H10, H15, P01, P05, P10, P15)

The scoring options are described in the chart below.

Scoring Option	L01	L05	L10	L15	H01	H05	H10	H15	P01	P05	P10	P15
Game starts on number	1	5	10	15	1	5	10	15	1	5	10	15
	Can hit any segment.				Can hit double or triple segments only.				Board will specify if target is a double segment or a triple 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.

G22 Double Down

Game Options:

Double Bull
Single Bull

Refer to the section "Read First - Operation".

Playing the Game

To win: The player with the highest score after the last round is the winner.
- This game starts with a base score of 60 points for each player.
- There are 9 rounds for each player. Each round has a number or segment that you must hit in order to score.
- The dartboard will display what number you must hit for that round. The designated numbers for each round are:

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

- Each dart that hits the correct number will score points based on the number and the segment. For example, if you hit number 15 single segment you will get 15 points. If you hit the number 15 double segment you would get 30 points. If you hit the number 15 triple segment you would get 45 points.
- If the player does not hit the designated number during their round their score is cut in half and they move on to the next round on their next turn.
- For the Any Double and Any Triple, the player must hit any double or triple segment. If the doubles and triples are not hit, the player's score is cut in half.

G23 Forty-One

Game Options:

Double Bull
Single Bull

Refer to the section "Read First - Operation".

Playing the Game

To win: The player with the highest score after the last round is the winner.
   • The sequence for the rounds is reversed from number 20 to the bullseye.
   • There are 10 rounds for each player.
   • The dartboard will display what number you must hit for that round. The designated numbers for each round are:

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

   • The round of 41 points is before the bullseye, and a player must hit any 3 segments totaling 41 to score the 41 points.
   • Each dart that hits the correct number will score points based on the number and the segment. For example, if you hit number 15 single segment you will get 15 points. If you hit the number 15 double segment you would get 30 points. If you hit the number 15 triple segment you would get 45 points.
   • If the player does not hit the designated number during their round their score is cut in half and they move on to the next round on their next turn.

G24 All Fives (with scoring options of 551, 561, 571, 581, 591)

Game Options:

Double Bull
Single Bull

The scoring options are the total points, see the chart below.

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

Refer to the section "Read First - Operation".

Playing the Game

To win: The first player to score 51, 61, 71, 81 or 91 points wins.
   • During each round the player's total score for that round 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.
   • The e-BOARD Computer will display the best possible hit that will give you the most points.

G25 Big-6 (with scoring options of 3, 4, 5, 6, 7)

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

Scoring Option	3	4	5	6	7
No. of Lives	3	4	5	6	7

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 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 player's 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.

G26 Overs (with scoring options of 0-7, 0-8, 0-9)

Game Options:

Double Bull
Single Bull

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

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

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.

- Each player takes a turn throwing 3 darts, the highest score among the players will become the "leader's score".
- A player's score will become a new "leader's score" if his score in the new turn is higher than the previous "leader's score". If not, he will lose one life.
- If a leader does not want to challenge and wants to keep his "leader's score", he can press the NEXT PLAYER button and skip his turn.
- The Cricket Display will show how many "lives": each player has.
- After a player throws, if they do not have a new "leader's score", a life will be lost. If their score is higher than the "leader's score", then the e-Board computer will keep his score.
- A leader can choose to proceed to challenge his own "leader's score" but he will also lose a life if his score is lower than the "leader's score".
- The current "leader's score" is displayed on the e-Board computer between players turns. 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.

G27 Unders (with scoring options of U-7, U-8, U-9)

Game Options:

Double Bull
Single Bull

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

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

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.

- Each player takes a turn throwing 3 darts, the lowest score among the players will become the "leader's score".
- A player's score will become a new "leader's score" if his score in the new turn is lower than the previous "leader's score". If not, he will lose one life.
- If a leader does not want to challenge and wants to keep his "leader's score", he can press the NEXT PLAYER button and skip his turn.
- The Cricket Display will show how many "lives": each player has.
- After a player throws, if they do not have a new "leader's score", a life will be lost. If their score is lower than the "leader's score", then the e-Board computer will keep his score.
- A leader can choose to proceed to challenge his own "leader's score" but he will also lose a life if his score is higher than the "leader's score".
- The current "leader's score" is displayed on the e-Board computer between players turns. 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.

G28 Baseball (with scoring options of b07, b08, b09)

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

Scoring Option	b07	b08	b09
No. of Lives	7	8	9

Refer to the section "Read First - Operation".

Playing the Game

To win: The player with the most runs at the end of the game is the winner.
- A baseball field is laid out as shown in the diagram below. A player throws 3 darts in each inning and the runs/bases are set as follows:

Segments	Result
Single	One Base
Double	Two Bases
Triple	Three Bases
Bullseye	Home Run
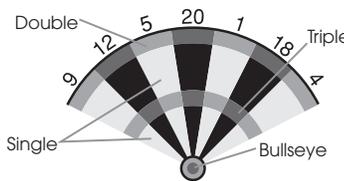
- A home run can only be scored on the 3rd dart of each turn.
- The LCD display will show what base your "runners" are on and the number of innings left. The table below will show the symbols displayed for the base that your "runner" is on.

1st Base	2nd Base	3rd Base	Home
\	X	⊗	◯

G29 By 5's©

Refer to the section "Read First - Operation".

Playing the Game

To win: The first player to get to 60 is the winner.
- Players score in multiples of 5.
- Start with a dart totaling 5 then a dart of 10 and so on up to 60.
- The display will show the next number that must be scored.
- Score in order 5, 10, 15, 20, 25, 30, 40, 45, 50, 60.
- Doubles and triples must be used to score the higher numbers.

G30 By 10's©

Refer to the section "Read First - Operation".

Playing the Game

To win: The first player back to 10 is the winner.
- Same basic game as By 5's EXCEPT players must score in multiples of 10.
- Start with a 10 then 20 and so on up to 60.
- When 60 is reached, reverse the order and return to 10.
- Score in order 10, 20, 30, 40, 50, 60, 60, 50, 40, 30, 20, 10.

G31 By Odds's©

Refer to the section "Read First - Operation".

Playing the Game

To win: The first player back to 1 is the winner.

- Same basic game as By 5's EXCEPT players score with odd numbers.
- Players score starting with 1, then scoring the odd numbers up to 19. when 19 is reached, reverse the order and return to 1.
- Score in order 1, 3, 5, 7, 9, 11, 13, 15, 17, 19, 19, 17, 15, 13, 11, 9, 7, 5, 3, 1.

G32 Killer (with scoring options of 003, 005, 007, 009, 011, 013, 015, 017, 019, 021, 203, 205, 207, 209, 211, 213, 215, 217, 219, 221, 303, 305, 307, 309, 311, 313, 315, 317, 319, 321)

The scoring options are the number of lives you have and what segments to hit for a kill, see the chart below.

Scoring Option	003	005	007	009	011	013	015	017	019	021
No. of Lives	3	5	7	9	11	13	15	17	19	21
	Hit Single, Double or Triple to become a killer.									

Scoring Option	203	205	207	209	211	213	215	217	219	221
No. of Lives	3	5	7	9	11	13	15	17	19	21
	Must hit Doubles only to become a killer. Single or Triple count as a miss.									

Scoring Option	303	305	307	309	311	313	315	317	319	321
No. of Lives	3	5	7	9	11	13	15	17	19	21
	Must hit Triples only to become a killer. Single or Double count as a miss.									

Refer to the section "Read First - Operation".

Playing the Game

To win: The last player with "Lives" will be the winner.

- To start this game, players throw a dart at the dartboard to select their number.
- The dartboard display will show SEL. Select your number by throwing a dart at the dartboard. The number selected will be used for that player throughout the game. The number you select will display in your players score display. No two players can select the same number in one game.
- To become a "Killer", a player must hit the segment of their selected number.
- Once you become a "Killer" your score display will show a "K" in front of your selected number during your turn.
- Once you become a "Killer" you can then kill other players by hitting the segments of the number they picked until all their "Lives" are killed. Each hit can only "Kill" one "Life" regardless if it is a double or triple.
- Hitting your own number will take away one of your own lives.
- The number of "Lives" remaining will be displayed on the player's cricket display.

G33 9 Lives (with scoring options of 003, 004, 005, 006, 007, 008, 009)

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

Scoring Option	003	004	005	006	007	008	009
No. of Lives	3	4	5	6	7	8	9

Refer to the section "Read First - Operation".

Playing the Game

To win: The last player remaining alive is the winner.
- This game plays numbers 1 through 20 and bullseye in a sequence loop. Players take turns throwing at 1 in the first round, 2 in the second round, and so on, until "25" in the 21st round, 1 in the 22nd round and so on.
- Each player must hit the target number with one dart in each round.
- The cricket display will keep track of lives remaining.
- A player will lose a life if all 3 darts miss.

G34 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.

G35 Bingo (with scoring options of 132, 141, 168, 189)

The scoring options are described in the chart below.

Scoring Options	Description
132	Hit segments 15, 4, 8, 14, 3 in order.
141	Hit segments 17, 13, 9, 7, 1 in order.
168	Hit segments 20, 16, 12, 6, 2 in order.
189	Hit segments 19, 10, 18, 5, 11 in order.

Refer to the section "Read First - Operation".

Playing the Game

To win: The player that hits the specified targets three times is the winner.
- The player should hit a number segment three times to enter into the next number segment.
- Hitting the single segment counts as one time; the double segment counts as two times; the triple segment counts as three times.
- The cricket display will keep track of the correct hits.

G36 21 Points (with scoring options of 005, 006, 007, 008, 009, 010, 011)

Game Options:

Double Bull
Single Bull

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.

G37 Nine-Dart Century (with scoring options of 100, 150, 200)

Game Options:

Double Bull
Single Bull

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

Scoring Option	100	150	200
Target Score	100 Points	150 Points	200 Points

Refer to the section "Read First - Operation".

Playing the Game

To win: The player that gets closest to the Target Score without going over is the winner.
  • In this game each player has 9 darts (three turns) to score 100 (or 150, 200) points without going over, or get as close as possible.
  • If you go over you are out of the game. The dartboard will announce "TOO HIGH".
  • Darts that land outside the scoring area will reset your score back down to zero. Press the MISSED DART button.
  • Darts that bounce out are not penalized and do not count for any points.
  • The number on the dartboard that you hit will be your score.
  • A double segment is worth double points and a triple is worth triple.

G38 Best of Nine (with scoring options of 009, 012, 015, 018, 021)

Game Options:

Double Bull
Single Bull

The scoring options are the number of darts thrown, matched with the number of rounds for the game, see the chart below.

Scoring Option	009	012	015	018	021
No. of Darts/Rounds	9/3	12/4	15/5	18/6	21/7

Refer to the section "Read First - Operation".

Playing the Game

To win: The player with the highest score at the end of the game wins.
  • The dartboard will announce "PLAYER 1" and display a number for you to hit.
  • The target number will change before each turn.
  • Each player will take a turn throwing three darts.
  • The object is to hit your assigned number.
  • For every single segment hit in your number you will get one point. For every double segment hit in your number you will get two points and for every triple segment hit in your number you will get three points.
  • The cricket display will count down how many rounds you have left.

G39 Hound and Hare (with scoring options of 005, 012, 009, 014, 011)

Game Options:

Double Bull
Single Bull

The scoring options are the Hound starting number, see the chart below.

Scoring Option	005	012	009	014	011
Number Hound Starts At	5	12	9	14	11

Refer to the section "Read First - Operation".

Playing the Game

To win: If the "Hound" (Player 2) hits the same double number that the "Hare" (Player 1) is trying to hit, the "Hound" wins. If the "Hare" (Player 1) makes it back around the dartboard to the double 20, the "Hare" wins.

- The "Hare" (Player 1) tries to escape from the "Hound" (Player 2) while the "Hound" tries to catch the "Hare".
- The "Hare" (Player 1), starts at the double 20.
- The dartboard will display what number you must hit.
- Only the double segments are used in this game.
- The "Hare" (Player 1) must hit the double 20 to move clockwise to the next number. The "Hound" (Player 2) will start at the double 5 (or 12, 9, 14, 11) segment. The "Hound" (Player 2) must hit the double 5 (or 12, 9, 14, 11) segment to move clockwise to the next number.
- The players continue to take turns throwing darts and moving around the dartboard.
- The object is for the "Hound" to catch up to the "Hare".

G40 Shooting I

Game Options:

Double Bull
Single Bull

Refer to the section "Read First - Operation".

Playing the Game

To win: Winner is the first one to win 7 rounds.
- In this game, each player throws three darts. The player with the highest 3 dart total wins that round.
- Double segments count as double the points and triple segments count as triple the points.

G41 Shooting II

Game Options:

Double Bull
Single Bull

Refer to the section "Read First - Operation".

Playing the Game

To win: Winner is the first one to win 7 rounds.
- In this game, each player throws three darts. The player with the highest 3 dart total wins that round.
- Only darts that land in the single, double or triple areas of the following Target Area numbers will count towards the score: 15, 16, 17, 18, 19, 20 and bullseye.
- The cricket display will keep track of the rounds the player has won.
- Double segments count as double the points and triple segments count as triple the points.

G42 Shooting III

Game Options:

Double Bull
Single Bull

Refer to the section "Read First - Operation".

Playing the Game

To win: The game lasts 7 rounds and the winner is the first one who won 4 rounds within 7 rounds or who won the most rounds after 7 rounds.
- In this game, each player throws three darts. The player with the highest 3 dart total wins that round.
- Double segments count as double the points and triple segments count as triple the points.

G43 Shooting IV

Game Options:

Double Bull
Single Bull

Refer to the section "Read First - Operation".

Playing the Game

To win: The game lasts 7 rounds and the winner is the first one to win 4 rounds within 7 rounds or who won the most rounds after 7 rounds.

- In this game, each player throws three darts. The player with the highest 3 dart total wins that round.
- Only darts that land in the single, double, or triple areas of the following Target Area numbers will count towards the score: 15, 16, 17, 18, 19, 20, bullseye.
- Double segments count as double the points and triple segments count as triple the points.

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.

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

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 41 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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REGISTER YOUR PRODUCT

Complete this form, include a copy of your receipt, fold, tape (do not staple) and return within 10 days of purchase. This protects your warranty and will help us develop new products!

GLD Products

Warranty Department

S84 W19093 Enterprise Drive

Muskego, WI 53150 USA

Fold here second.

GLD®

P R O D U C T S

www.gldproducts.com

GAME TABLES	HOME CASINO
GAMES AND ACCESSORIES	BILLIARD CUES
BILLIARD ACCESSORIES	DARTBOARDS
SOFT-TIP DARTS	STEEL-TIP DARTS
FLIGHTS AND SHAFTS	DART CASES AND ACCESSORIES

Fold here first.

Name	Date of Purchase
Address	Phone-Day
City	Phone-Evening
State Zip	Email
Purchase Price:	Item: **42-1036 Orion Electronic Dartboard**
Store Name:	

Remember to attach a copy of your receipt.

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Mail To: **GLD Products**
S84 W19093 Enterprise Drive
Muskego, WI 53150 USA
1-800-225-7593 • FAX 800-841-6944
Email: gld@gldmfg.com
Web Site: www.gldproducts.com

Orion Dartboard

Item 42-1036

Parts Re-Order Form

Name		Date	
Address		Phone-Day	
City		Phone-Evening	
State	Zip	Email	

Order No.	Description	Unit Price	Qty.	Total Amount
42-9987	1000 mA Adapter Positive Outer	10.00		
6-44	2 Piece Bullseye, Nylon	15.00		
6-47	Pie Section, Black and Red Segments, Nylon	20.00		
6-48	Pie Section, Grey and Red Segments, Nylon	20.00		
6-15	Set of 3 Soft Tip Darts	5.00		
37-1652-01	Tips, 100 pcs	4.99		
6-38	Aluminum Shafts 3 pc	3.00		
6-11	Mounting Hardware	3.00		
6-14	Flights 3 pc, designs vary	1.50		
Accessories				
37-0025	Viper LaserLite Mini Laser Throw Line	24.99		
37-0125	Viper Bull Throw Line	6.29		
37-0106	Viper Vinyl Dart Mat	95.99		
		Subtotal		
		S/H		
		Tax		

Shipping will be added. If paid by Check or Money Order, call for quote.

5.1% Waukesha Wisconsin tax will apply (subject to change).

NOTE: After a product has been discontinued for a period of one year, GLD will not guarantee that replacements parts are available.

GLD Products

Orion Dartboard

Item 42-1036

Total	

Method of Payment

_____ Check or Money Order

_____ Credit Card

_____ Visa _____ MasterCard _____ Discover _____ American Express

Card # _____

Security Code # _____   Billing Address Zip code _____

Signature _____   Exp. Date _____

Shipping Address

Name _____

Address _____   Phone _____

City _____   State _____ Zip _____

GAME TABLES

HOME CASINO

GAMES AND ACCESSORIES

BILLIARD CUES

BILLIARD ACCESSORIES

DARTBOARDS

SOFT-TIP DARTS

STEEL-TIP DARTS

FLIGHTS AND SHAFTS

DART CASES AND ACCESSORIES

PROUD MANUFACTURER OF

Game	Name	Handicap Options	In/Out Single/Double	Bullseye Single/DBL
G01	Count Up	+20, +40, +60, +80 Scores	N/A	Yes
G02	301	-20, -40, -60, -80 Scores	Yes	Yes
G03	501	-20, -40, -60, -80 Scores	Yes	Yes
G04	601	-20, -40, -60, -80 Scores	Yes	Yes
G05	701	-20, -40, -60, -80 Scores	Yes	Yes
G06	801	-20, -40, -60, -80 Scores	Yes	Yes
G07	901	-20, -40, -60, -80 Scores	Yes	Yes
G08	301 League	-20, -40, -60, -80 Scores	Yes	Yes
G09	501 League	-20, -40, -60, -80 Scores	Yes	Yes
G10	601 League	-20, -40, -60, -80 Scores	Yes	Yes
G11	701 League	-20, -40, -60, -80 Scores	Yes	Yes
G12	801 League	-20, -40, -60, -80 Scores	Yes	Yes
G13	901 League	-20, -40, -60, -80 Scores	Yes	Yes
G14	Round The Clock	N/A	N/A	Yes
G15	Simple Cricket	L1, L2, L3, L4	N/A	Yes
G16	Standard Cricket	L1, L2, L3, L4	N/A	Yes
G17	Cut Throat Cricket	L1, L2, L3, L4	N/A	Yes
G18	Scram Cricket	N/A	N/A	Yes
G19	Hi Score	+20, +40, +60, +80 Scores	N/A	Yes
G20	Shoot Out	+1, +2, +3, +4 Scores	N/A	N/A
G21	Shanghai	+20, +40, +60, +80 Scores	N/A	N/A
G22	Double Down	+20, +40, +60, +80 Scores	N/A	Yes
G23	Forty-One	+20, +40, +60, +80 Scores	N/A	Yes
G24	All Fives	N/A	N/A	Yes
G25*	Big 6	-1, -2, -3, -4 Lives	N/A	N/A
G26*	Over	-1, -2, -3, -4 Lives	N/A	Yes
G27*	Under	-1, -2, -3, -4 Lives	N/A	Yes
G28	Baseball	N/A	N/A	N/A
G29	By 5's©	N/A	N/A	N/A
G30	By 10's©	N/A	N/A	N/A
G31	By Odd's©	N/A	N/A	N/A
G32*	Killer	-1, -2, -3, -4 Lives	N/A	N/A
G33*	9 lives	-1, -2, -3, -4 Lives	N/A	N/A
G34	Halve-It	+20, +40, +60, +80 Scores	N/A	Yes
G35	Bingo	N/A	N/A	N/A
G36	21 Points	+1, +2, +3, +4 Scores	N/A	N/A
G37	Nine Dart Century	N/A	N/A	Yes
G38	Best of Nine	N/A	N/A	Yes
G39	Hound and Hare	N/A	N/A	Yes

Game	Name	Handicap Options	In/Out Single/Double	Bullseye Single/DBL
G40	Shooting I	N/A	N/A	Yes
G41	Shooting II	N/A	N/A	Yes
G42	Shooting III	N/A	N/A	Yes
G43	Shooting IV	N/A	N/A	Yes
*The minimum lives selection must be -3 for these games.				

IF SELECTING OPTION	THEN
No icons are lit up	Single In/Single Out
IN icon lit up	Double In/Single Out
OUT icon lit up	Single In/Double Out
IN and OUT icons lit up	Double In/Double Out