PROSCORE DIGITAL DART SCORER
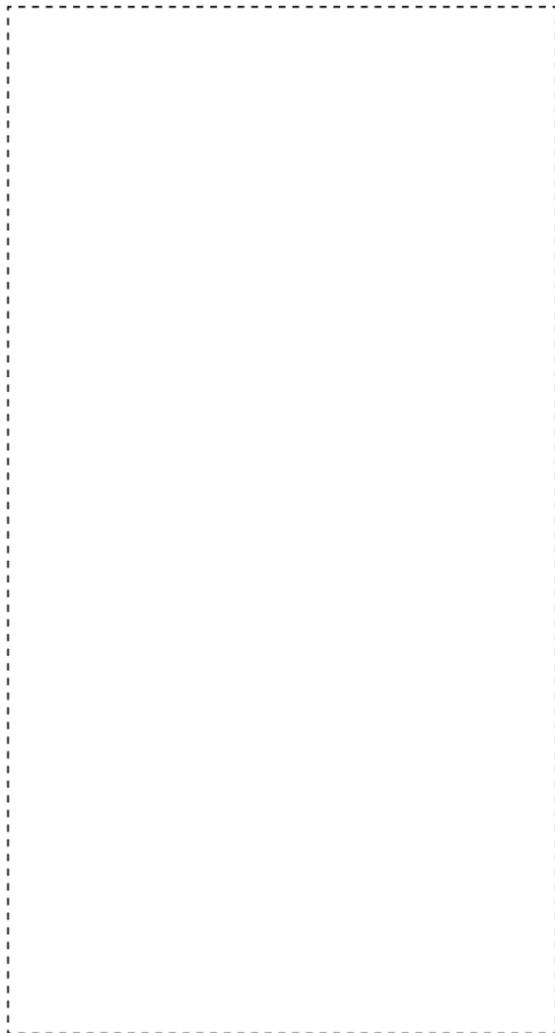

Replacement Parts

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 40).

*Congratulations and THANK YOU for purchasing
the ProScore Digital Dart Scorer. 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 |

| ⚠ | **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. |

GLD Products   *ProScore Digital Scorer*

Item 37-0116

IF YOU HAVE A WARRANTY CLAIM, CALL US FIRST:
Please refer to page 40.

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 41and 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 GLD ProScore Digital Dart Scorer. The computerized scoring system makes game playing easy and enjoyable. With 40 games to choose from, beginners and more advanced players will be able to keep track of game scoring on any dartboard.

TOOLS REQUIRED

- Nail or Marker
- Phillips Screwdriver
- Three AA Batteries
- Two Mounting Screws (Included)
- Two Mounting Screws with Wall Anchors (Included)

# GLD Products   ProScore Digital Scorer

UNPACKING THE PROSCORE

After unpacking the ProScore, 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)

The mounting location should be determined by where the scorekeeping will take place. The ProScore has a bracket that is secured to a wall using the 2 screw holes. The tab will be at the top.
Select the wood screws (2 are supplied), or plastic wall anchors and screws (2 are supplied), whichever is best suited for your application and secure the bracket. The ProScore will be positioned over the tab and slide down to mount to the bracket.
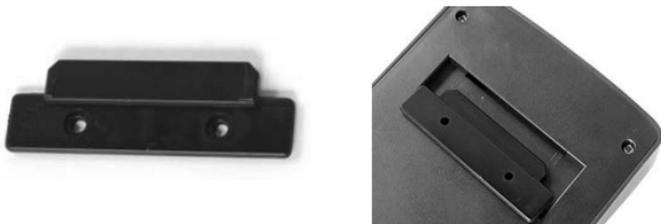
Wall Anchors

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

2. If a stud cannot be located or is not in the proper location, use the plastic anchors and screws.

Some common anchors are:
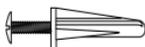
Plastic - Drill a snug hole in drywall and push the anchor in up to the head. When the screw is screwed into the anchor, the plastic will expand, locking the anchor in place. Do not use on thin panelling.

Toggle Bolt - Drill hole through wall. Hole must be large enough for the wings to pass through. Insert screw through the holes in the mounting bracket 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.

Digital Scorer Easy Installation Instructions

>>> **TOOLS REQUIRED:** • Power Drill • Level • Drill Bit (1/16" and 1/4")
• Mounting hardware (provided)　　• Nail or marker

Drilling Instructions

⚠ CAUTION
BEWARE OF ELECTRICAL WIRES
AND WATER PIPES WHEN
DRILLING THROUGH YOUR WALL

Optional

Use a stud finder (optional) prior to drilling to locate studs.

If drilling into a stud, place the screws directly into the drilled holes. If there is no stud, gently tap the anchors into the drilled holes until they are flush with the wall. Insert screws into the anchors.

If mounting to a cabinet, use the small screws to attach the mounting piece onto the cabinet. Pre-drilling pilot holes is recommended.

① **Find a Spot**
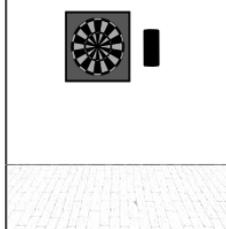
② **Level Bracket**

③ **Mark Holes**

④ **Drill Holes**

1/16" wide — Stud

1/4" wide — No stud

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

⑤ **Insert Screws**

⑥ **Hang Scorer**

GLD Products   ProScore Digital Scorer

POWER INSTALLATION

The ProScore is designed to be powered by 3 AA batteries (not included). Open the battery cover on the back. Insert 3 AA batteries following the + and - guides. A 5-volt 1000 mA adapter with positive outer may be used instead of batteries. Adapter part number 42-9987 ($10.00) is available from GLD.
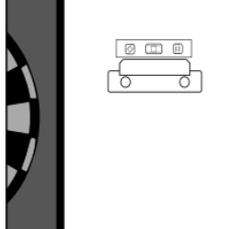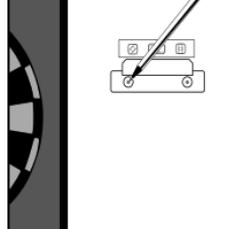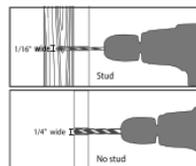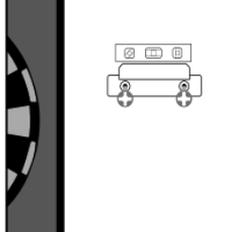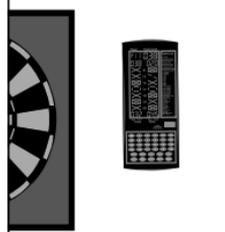
1. The ProScore is not intended for children under the age of 12 years old.

2. The ProScore must only be used with the recommended batteries.

3. The ProScore is not a toy.

PROTECTIVE FILM

This ProScore may have 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.

IMPORTANT NOTES

1. During shipping or in the course of normal play, it is possible for the buttons of the ProScore to become temporarily jammed, resulting in a "frozen" screen. If this occurs, the built-in *Self Diagnostic Function* of the ProScore Computer will be activated automatically. It will run a self-test routine to determine which button is stuck. An error message will show on the display together with the number for the "Frozen" button.

Error Code	Malfunction
Err=00	Stuck X2 Button
Err☰00	Stuck X3 Button
Err=80	Stuck Quick 01 Button
Err=81	Stuck Handicap Button
Err=82	Stuck Up Button
Err=83	Stuck Down Button
Err=84	Stuck Enter Button
Err=85	Stuck On/Off Button
Err=86	Stuck Miss/Reset Button
Err=87	Stuck Correct Button
Err=88	Stuck Volume Button
Err=89	Stuck Next Player Button

   a. Press firmly down on the "frozen" button in an attempt to break it free so the function is restored. Once the "frozen" button works properly, the error message should be gone and the ProScore will operate normally.
   b. If the error code does not go away, the button and the ProScore will not function. You can contact GLD Customer Support for further instructions.
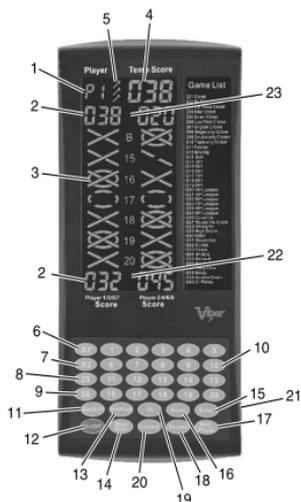
1. Player Number

2. Players Score

3. Standard Cricket Display

4. Current Players Last Dart Thrown (Button Pressed) Followed by the Score During the Turn

5. Darts Thrown

6. X2 = Double Segment Button

7. X3 = Triple Segment Button

8. Single Bullseye Button

9. Double Bullseye Button

10. Buttons 1-20 = Single Segment Buttons

11. Quick 01 Button

12. On/Off Button

13. Handicap Button

14. Miss/Reset Button

15. Enter Button

16. Down Button

17. Next/Player Button

18. Volume Control Button

19. Up Button

20. Correct Dart Button

21. Power Adapter

22. PPD, PPR, MPD, MPR

23. Double Option Display

Battery Compartment (on back side)

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
Center bullseye	50
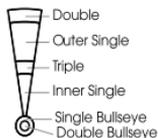
QUICK START - IF YOU JUST WANT TO START THROWING DARTS

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

2. Press the QUICK 01.

Note: The default game is G14 301 with 1 player, and double bull.

3. Press the ENTER button. This will select G14 with option L01.

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

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

6. Press the ENTER button to start the game.

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

PROSCORE GAME MENU

Game	Name	Options	Players
G01	Cricket	3/6	1-8
G02	No Score Cricket	3/6	1-8
G03	Cut Throat Cricket	3/6	1-8
G04	Killer Cricket	3/6	2-8
G05	Scram Cricket	1/2	2
G06	Low Pitch Cricket	3/6	1-8
G07	English Cricket	1/2	2
G08	Single Only Cricket without double and triple	3/6	1-8
G09	Doubles only Cricket	3/6	1-8
G10	Triples only Cricket	3/6	1-8
G11	Football	1	1-8
G12	Bowling	6	1-8
G13	Golf	10	1-8
G14	301	6/12	1-8
G15	501	6/12	1-8
G16	601	6/12	1-8
G17	701	6/12	1-8
G18	801	6/12	1-8
G19	901	6/12	1-8
G20	301 League	6/48	1-8
G21	501 League	6/48	1-8
G22	601 League	6/48	1-8
G23	701 League	6/48	1-8
G24	801 League	6/48	1-8
G25	901 League	6/48	1-8
G26	Count Up	9/18	1-8
G27	Round-The-Clock	12	1-8
G28	Shanghai	4	1-8
G29	Hi Score	12/24	1-8
G30	Killer	30	2-8
G31	Shoot Out	19	1-8
G32	9 lives	7	2-8
G33	Overs	19/38	2-8
G34	Unders	19/38	2-8
G35	Halve-It	1/2	1-8
G36	Big-6	19	2-8

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Game	Name	Options	Players
G37	Forty-One	1/2	1-8
G38	Bingo	4	1-8
G39	Double Down	1/2	1-8
G40	21 Points	7	1-8
Total		655	

READ FIRST - OPERATION

1. Press the ON/OFF button to activate the ProScore. A short musical introduction is played, as the display goes through a power-up test.

2. Press the UP or DOWN button until the desired game is displayed. Press ENTER to confirm your selection.

3. Press the UP or DOWN button to select a game option. Press ENTER to confirm your selection.

4. For the G14 to G25 games you can press the UP or DOWN button to select Double In/Out or Master Out. DI, DO and MO icons are displayed the center of the second top row. Press ENTER to confirm your 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 UP or 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. Review Step 6 for the computer player option. Review Step 7 for handicap option. Press ENTER to confirm the selection and start the game. For more than 4 players, some players will share the player score display.

6. If the option you selected and confirmed is the computer player mode, you will play against the computer. Three scores will be shown as if darts were thrown and the score is updated. Press UP or 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:

C-1:	Beginner
C-2:	Intermediate
C-3:	Advanced
C-4:	Expert
C-5:	Professional

7. For some games, handicap mode can be selected. Player handicaps must be set before pressing ENTER. When the number of players has been chosen but before ENTER has been pressed, press the HANDICAP button to cycle through the handicap options. Enter will save the settings and move to the next level. The games that use handicap mode are listed below.

Game Number	Name	Handicap Options
G01	Cricket	L1, L2, L3, L4
G02	No Score Cricket	L1, L2, L3, L4
G03	Cut Throat Cricket	L1, L2, L3, L4
G06	Low Pitch Cricket	L1, L2, L3, L4
G08	Single only Cricket without double and triple	L1, L2, L3, L4
G09	Doubles only Cricket	L1, L2, L3, L4
G10	Triples only Cricket	L1, L2, L3, L4
G14-G19	301 - 901	-20, -40, -60, -80 Scores
G20-G25	301 League - 901 League	-20, -40, -60, -80 Scores
G26	Count Up	+20, +40, +60, +80 Scores
G28	Shanghai	+20, +40, +60, +80 Scores
G29	Hi Score	+20, +40, +60, +80 Scores
G30	Killer	-1, -2, -3, -4 Lives
G31	Shoot Out	+1, +2, +3, +4 Scores
G32	9 lives	-1, -2, -3, -4 Lives
G33	Overs*	-1, -2, -3, -4 Lives
G34	Unders*	-1, -2, -3, -4 Lives
G35	Halve-It	+20, +40, +60, +80 Scores
G36	Big-6*	-1, -2, -3, -4 Lives
G37	Forty-One	+20, +40, +60, +80 Scores
G39	Double Down	+20, +40, +60, +80 Scores
G40	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 headstart. 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	\\\ 20 19 18 17 16 15 B
L2	\\\\\\ 20 19 18 17 16 15 B
L3	⊗ 20 19 18 17 16 15 B
L4	\\\\\\⊗ 20 19 18 17 16 15 B
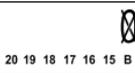
8. To enter a dart score, press the button that matches the segment you hit. For a double, press 2X before the segment number. For a triple, press 3X before the segment number.

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PROSCORE FUNCTIONS
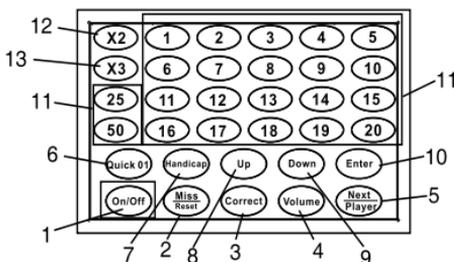
1. ON/OFF button - Located on the lower left corner. Be sure the batteries are installed. Press the ON/OFF button to turn game on or off. To turn the ProScore off, press and hold the ON/OFF button for 3 seconds.

2. MISS/RESET buton - Press and release to score 0 and record a dart thrown. Press and hold for 3 seconds to reset the game to the beginning.

3. CORRECT button - If a wrong score is entered, press once to erase that score. Then enter the new score. Also can be pressed to eliminate the dart score followed by pressing MISS. This will score 0 and count the dart.

4. VOLUME button - Press to select one of 4 volume levels

5. NEXT/PLAYER button - Press to end the turn of the current player and start the turn of the next player.

6. QUICK 01 button - Press to jump to game G14, 301 start.

7. HANDICAP button - After selecting the number of players and before pressing ENTER, use this button to select the players that will be recieving a handicap. The UP and DOWN buttons are then used to select the level of the handicap.

8. UP button - This button is used to move upward through selections.

9. DOWN button - This button is used to move downward through selections.

10. ENTER button - Press to confirm a selection and move to the next item. May also be used during a game to toggle the display to show the scores of players 1, 2, 3 and 4 or players 5, 6, 7 and 8.

11. Numbered buttons 1 thru 20, 25 and 50 - Use these buttons to enter the segment hit by the dart. 25 is for a single bull and 50 for a double bull hit.

12. X2 button - Press before you press a numbered button to count the dart as a double segment.

13. X3 button - Press before you press a numbered button to count the dart as a triple segment.

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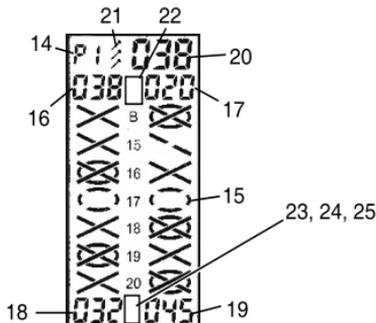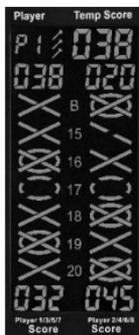
14. Player Number - The number indicates the player that the cricket and score displays apply to.

15. Cricket Scoring - The ProScore utilizes a scoreboard display that keeps track of each players segment status when playing cricket or any game that uses marks. The display uses traditional X and O style characters to track the marks. During the game segments will display as marks are scored.

16. Player Score - Displays the current score for players 1 and 5.

17. Players Score - Displays the current score for players 2 and 6.

18. Players Score - Displays the current score for players 3 and 7.

19. Players Score - Displays the current score for players 4 and 8.

20. Temporary Score - When a dart score is entered it is displayed for 3 seconds. The number of lines indicates the segment of interest. The players temporary game score is then shown until the next player.

Triple	Double	Single
☰	―	−

21. Darts Thrown - When a dart score is entered the next dart icon will display.

22. DI, DO, MO - Shows the double option selected at the start of the game

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

23. For playing 301-901 games, this board is equipped with a feature for players to check average points per round (PPR), points per dart (PPD) and rank. These are shown automatically when the game is finished.

24. For 301-901 games, players can view PPR, PPD and rank by pressing the PAGE UP button and holding it for 2 seconds.
   • Rank is shown on the Temp. Dart Score Display.
   • Press the PAGE DOWN button to display all the players information.

25. For playing Cricket Games, this board is equipped with a feature for players to check marks per round (MPR), marks per dart (MPD), and rank. These are shown automatically when the game is finished. Press and hold the PAGE UP button for 2 seconds to view MPR, MPD, and rank. The rank will be shown on Temp. Dart Score display. For more than 1 player, press the PAGE DOWN button to view the information for the other players.

26. Once a player finishes the game, there are 2 options available:
   • Start a new round with the same settings by pressing ENTER; or
   • Continue to play the same game to allow the remaining players to finish to get their rankings by pressing NEXT.

GAME DESCRIPTIONS & RULES

G01 Cricket (with scoring options of C00, C20, C25)

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.
- 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.

G02 No Score Cricket (with scoring options of 000, 020, 025)

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.

G03 Cut Throat Cricket (with scoring options of 00C, 20C, 25C)

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.
- Once the scoring begins, points are added to your opponents scores who haven't opened that number.

G04 Killer Cricket (with scoring options of H00, H20, H25)

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.
- When you open a point, and your opponents have not, you can eliminate your opponent's marks by hitting the same number again.

G05 Scram Cricket

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	⊗	◯

- 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.

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G06 Low Pitch Cricket (with scoring options of E00, E20, E25)

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.
- 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.

G07 English Cricket

Refer to the section "Read First - Operation".

Playing the Game

To win: The player with the most points is the winner.
- This game is for 2 players only.
- The game consists of two rounds. In round one, the target of player one is the bullseye, each hit of the outer bull counts as one mark, inner bull counts as two marks, and the other numbers are counted as 0 marks.
- The object of Player 2 is to get the highest possible score before Player 1 accumulates 9 marks.
- The score is counted only when the total score of three darts is over 40 otherwise it counts as 0 points.
- Player 2 can throw at any number. However, if player 2 achieves a score of 42, it counts as 2 points, if player 2 achieves a score of 59 , it counts as 19 points.
- The first round is finished when Player 1 accumulates 9 marks. In round two, the players change their roles. Player 2 hits the bullseye and Player 1 goes for points.
- The game is over when Player 2 accumulates 9 marks.

G08 Single Only Cricket without Double and Triple (with scoring options of S00, S20, S25)

The scoring options are described in the chart below.

Scoring Options	Description
S00	Hit and open numbers 15-20 and bullseye in any order.
S20	Hit and open the number 20 first, then in order, open numbers 19, 18, 17, 16, 15 and bullseye.
S25	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, double, and triple segment counts as one hit. A single bull and a double bull counts as one hit.

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

- In Single Only Cricket only the numbers 15-20 and bullseye are used.
- 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.

G09 Doubles Only Cricket (with scoring options of d00, d20, d25)

The scoring options are described in the chart below.

Scoring Options	Description
d00	Hit and open numbers 15-20 and bullseye in any order.
d20	Hit and open the number 20 first, then in order, open numbers 19, 18, 17, 16, 15 and bullseye.
d25	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: Single and triple segments are not used in this game. Only double segments and the double bull count. A double segment or double bull only counts as 1 hit.

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

- In Doubles Only Cricket only the numbers 15-20 and bullseye are used.
- 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.

G10 Triples Only Cricket (with scoring options of T00, T20, T25)

The scoring options are described in the chart below.

Scoring Options	Description
T00	Hit and open numbers 15-20 and bullseye in any order.
T20	Hit and open the number 20 first, then in order, open numbers 19, 18, 17, 16, 15 and bullseye.
T25	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: Single and double segments are not used in this game. Only triple segments and the double bull count. A triple segment or double bull only counts as 1 hit.

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

- In Triples Only Cricket only the numbers 15-20 and bullseye are used.
- 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.

G11 Football

Refer to the section "Read First - Operation".

Playing the Game

To win: The first player who finishes crossing their playing field is the winner.

• To start the game each player must select their "playing field. This is done (when the player display shows SEL) by throwing a dart or by manually pressing a button on the ProScore by each player.

• Once a "playing field" is selected, the players must hit the segments in order from the outside double segment of your number working your way in to the bullseye and to the opposite side to the outer double segment. See illustration and example below.

• The display will keep track of the segment you need to throw for next.

• A dart that hits a segment out of their playing field or out of order is a miss.
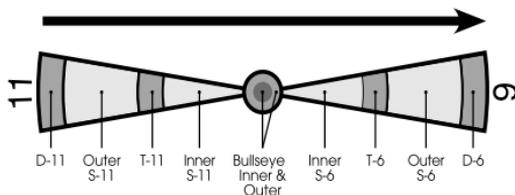
• For example, if a player selects segment 11, they have to hit D-11, outer S-11, T-11, inner S-11, outer bullseye, inner bullseye, outer bullseye, inner S-6, T-6, outer S-6 and finally D-6.

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G12 Bowling (with scoring options of 10r, 11r, 12r, 13r, 14r, 15r)

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

Scoring Option	10r	11r	12r	13r	14r	15r
Number of Frames	10	11	12	13	14	15

Refer to the section "Read First - Operation".

Playing the Game

To win: The player with the highest points or "pins" at the end of the game is the winner.

- For each turn the ProScore will display SEL. Your first dart will select the "Alley" and the second and third dart will score "pins" or points. The first dart thrown per turn will not register a score. An alley is a grouping of segments corresponding to one number on the number ring. If your first throw hits any segment under the 20 then triple, double, and single 20 become your alley. Hitting the bullseye will not count as an "Alley" or give you any "pins" or points. "Pins" or points are scored as follows:

Segment	Result
Single	7 pins
Double	9 pins
Triple	10 pins
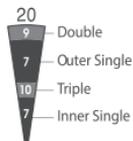
- You cannot hit the single segment twice within the same "frame" (round). The second hit will count as zero points. The highest point you can score from hitting single is 7 pins.
- You can hit the same triple or double segment twice. However hitting the double segment twice in a row will give you 10 "pins" or points. Hitting the triple segment twice will give you 20 "pins" or points.

G13 Golf (with scoring options of 09F, 10F, 11F, 12F, 13F, 14F, 15F, 16F, 17F, 18F)

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

Scoring Option	09F	10F	11F	12F	13F	14F	15F	16F	17F	18F
Number of Holes	9	10	11	12	13	14	15	16	17	18

Refer to the section "Read First - Operation".

Playing the Game

To win: The person to complete all their "holes" with the lowest number of "strokes" (darts) wins and the game is over.

- This is a dartboard simulation of the game golf. The Championship "course" consists of all par 3 holes making par 27 for a 9 hole round or par 54 for a round of 18 holes.
- Numbers 1-18 are the "holes" of the golf course and must be hit in order.
- Players take turns throwing 3 darts until one player scores on the "hole" 3 times. Then the opponent will continue to throw at the "hole" until he has 3 scores on it.
- Every three darts the NEXT PLAYER button will need to be pressed.
- You must score 3 hits in each hole to move to the next hole. A Double will count as two hits, a Triple will count as three hits. Doubles and Triples allow you to finish a hole with fewer strokes. For example, throwing a Triple on the first shot of a hole will count as an "eagle" and that player completes that hole with 1 "stroke."
- The ProScore will display the number you are on.
- Each dart thrown counts as a "stroke", whether it hits your designated number or not, and will be displayed on the scoreboard for each player.
- The Cricket Display will show how many "holes" are finished.

Note: The voice announcer will indicate the player that is up - listen carefully to avoid shooting out of sequence.

G14 - G19 301, 501, 601, 701, 801, 901

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

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 ProScore 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.
- For **Master Out**, the game is ended by hitting a double or triple or the double bullseye.
- If **Double Out** or **Master Out** has been selected, the Dart Out feature is automatically activated. In this mode, for a **Double Out** game, once a player is 170 or below, the computer will suggest the best finishing shots. If the **Master Out** option has been selected, the suggested best shot will display when a player is at 180 points or below.

G20 - G25 301 League, 501, 601, 701, 801, 901

Game Options:

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

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.
- If **Double Out** or **Master Out** has been selected, the Dart Out feature is automatically activated. In this mode, for a **Double Out** game, once a player is 170 or below, the computer will suggest the best finishing shots. If the **Master Out** option has been selected, the suggested best shot will display when a player is at 180 points or below.
- Once a players score is below 181 for **Single Out** or **Master Out,** or below 181 for **Double Out** and their teammates score is lower than or equal to the sum of the score of the opposing team, the ProScore will announce "Go For Out". This will confirm you have a chance to win in this round. If you have not met these conditions the ProScore will announce "Freeze" even if their score comes to zero.

G26 Count Up (with scoring options of 100, 200, 300, 400, 500, 600, 700, 800, 900)

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 should be accumulated for each dart.

G27 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.

G28 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 ProScore 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.

G 29 Hi Score (with scoring options of H03, H04, H05, H06, H07, H08, H09, H10, H11, H12, H13, H14)

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.

G30 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 ProScore 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 during your turn will take away one of your own lives.
- The number of "Lives" remaining will be displayed on the player's cricket display.

G31 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 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 computer will automatically select another random number for the player to hit for the next dart.

G32 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.

G33 Overs (with scoring options of 003, 004, 005, 006, 007, 008, 009, 010, 011, 012, 013, 014, 015, 016, 017, 018, 019, 020, 021)

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.

G34 Unders (with scoring options of U03, U04, U05, U06, U07, U08, U09, U10, U11, U12, U13, U14, U15, U16, U17, U18, U19, U20, U21)

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.

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G35 Halve-It

There are twelve rounds of three darts each in this game. Each round has a target number you must hit to score points. The ProScore 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.

G36 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 ProScore 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 ProScore 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 players turn is over.
- If a player hits the target with the third dart their turn is over and the ProScore will create a new target for the next player. A life is not lost.

G37 Forty One

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 8 rounds for each player.
- The ProScore 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
Target Number	20	19	18	17	16	15	Bullseye	"41" Points

- The round of 41 points is after 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.

G38 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.

G39 Double Down

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 40 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 ProScore 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 players score is cut in half.

G40 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.

GLD Products   ***ProScore Digital Scorer***

15-MONTH 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 15 months 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.

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

Cut here.

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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: **37-0116 ProScorer Digital Dart Scorer**
Store Name:	

Remember to attach a copy of your receipt.

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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

Yesterday's games for today's families!
by GLD Products

Game	Name	Options	Players
G01	Cricket	3/6	1-8
G02	No Score Cricket	3/6	1-8
G03	Cut Throat Cricket	3/6	1-8
G04	Killer Cricket	3/6	2-8
G05	Scram Cricket	1/2	2
G06	Low Pitch Cricket	3/6	1-8
G07	English Cricket	1/2	2
G08	Single Only Cricket without double and triple	3/6	1-8
G09	Doubles only Cricket	3/6	1-8
G10	Triples only Cricket	3/6	1-8
G11	Football	1	1-8
G12	Bowling	6	1-8
G13	Golf	10	1-8
G14	301	6/12	1-8
G15	501	6/12	1-8
G16	601	6/12	1-8
G17	701	6/12	1-8
G18	801	6/12	1-8
G19	901	6/12	1-8
G20	301 League	6/48	1-8
G21	501 League	6/48	1-8
G22	601 League	6/48	1-8
G23	701 League	6/48	1-8
G24	801 League	6/48	1-8
G25	901 League	6/48	1-8
G26	Count Up	9/18	1-8
G27	Round-The-Clock	12	1-8
G28	Shanghai	4	1-8
G29	Hi Score	12/24	1-8
G30	Killer	30	2-8
G31	Shoot Out	19	1-8
G32	9 lives	7	2-8
G33	Overs	19/38	2-8
G34	Unders	19/38	2-8
G35	Halve-It	1/2	1-8
G36	Big-6	19	2-8
G37	Forty-One	1/2	1-8
G38	Bingo	4	1-8
G39	Double Down	1/2	1-8
G40	21 Points	7	1-8
Total		655	

Quick Refrence For Proscore Digital Dart Scorer Item 37-0116

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)

C-1:	Beginner
C-2:	Intermediate
C-3:	Advanced
C-4:	Expert
C-5:	Professional

Game Number	Name	Handicap Options
G01	Cricket	L1, L2, L3, L4
G02	No Score Cricket	L1, L2, L3, L4
G03	Cut Throat Cricket	L1, L2, L3, L4
G06	Low Pitch Cricket	L1, L2, L3, L4
G08	Single only Cricket without double and triple	L1, L2, L3, L4
G09	Doubles only Cricket	L1, L2, L3, L4
G10	Triples only Cricket	L1, L2, L3, L4
G14-G19	301 - 901	-20, -40, -60, -80 Scores
G20-G25	301 League - 901 League	-20, -40, -60, -80 Scores
G26	Count Up	+20, +40, +60, +80 Scores
G28	Shanghai	+20, +40, +60, +80 Scores
G29	Hi Score	+20, +40, +60, +80 Scores
G30	Killer	-1, -2, -3, -4 Lives
G31	Shoot Out	+1, +2, +3, +4 Scores
G32	9 lives	-1, -2, -3, -4 Lives
G33	Overs*	-1, -2, -3, -4 Lives
G34	Unders*	-1, -2, -3, -4 Lives
G35	Halve-It	+20, +40, +60, +80 Scores
G36	Big-6*	-1, -2, -3, -4 Lives
G37	Forty-One	+20, +40, +60, +80 Scores
G39	Double Down	+20, +40, +60, +80 Scores
G40	21 Points	+1, +2, +3, +4 Scores
*The minimum lives selection must be -3 for these games.		