GLD®
P R O D U C T S

# SOLAR BLAST
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 35).
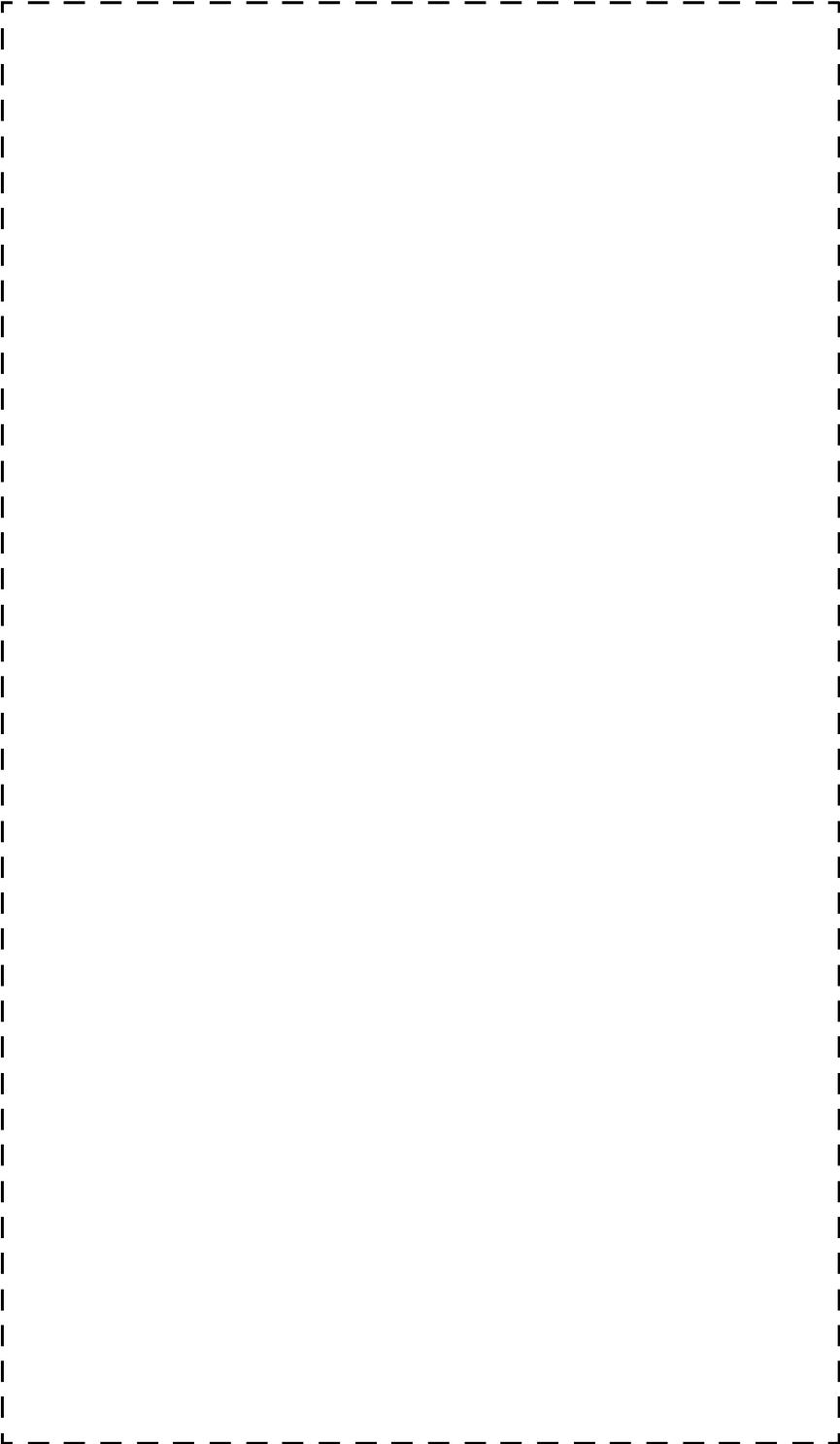
Congratulations and THANK YOU for purchasing the Solar Blast Dartboard. You have chosen a product that should provide years of entertainment. To assist you with customer service and warranty claims, staple your receipt to the inside cover, then keep this manual in a safe place for future reference.

GLD Products

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

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

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

⚠	Please read and understand all instructions before beginning assembly. This assembly requires two 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 see page 35.

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 37 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 GLD Solar Blast Dartboard. The computerized scoring system makes game playing easy and enjoyable. With 43 games and 187 options 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 three keyhole slots and mount the center of the dartboard following the illustration. The three 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 5/16" 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:
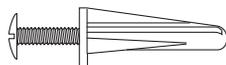
Plastic - Drill a snug hole in drywall and push the anchor in up to the head. When the screw is screwed into the anchor, the plastic will expand, locking the anchor in place. Do not use on thin paneling.
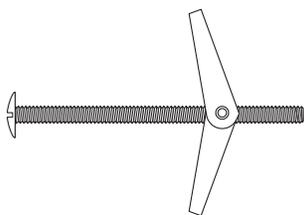
Toggle Bolt - Drill hole through wall. Hole must be large enough for the wings to pass through. Insert screw through the holes in the dartboard and thread the toggle wings just onto the screw. Fold the wings back and push through the hole until the wings spring open. Pull back on the screw to hold wings against the inside of the wall and tighten screw.
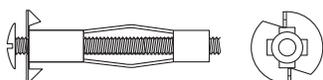
Hollow wall anchor - Drill a snug hole through the wall. Tap anchor into the hole until the prongs on the underside of the head are seated securely into the wall. Turn screw in and apply pressure to keep the anchor head from turning. Tighten screw until resistance is felt. Do not over tighten. Turn screw 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

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. 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).

3. 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 larger than 5/16" and smaller than 3/8".

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

5. Measure 8" (20.3 cm) directly up from the bullseye mark and place a mark on the wall.Then measure down 8" (20.3 cm) from the bullseye mark and place a mark on the wall. Use a level to check that all three marks are vertical.

6. Use the top mark and measure out level 8" (20.3 cm) to the left and right. Place a mark on the wall at both locations.

7. Drill pilot holes at the three marks. These are for the mounting screws.

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

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

10. Hold the dartboard so the three 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.

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

Mounting Using the Four Holes From the Front

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.

7. After the board is mounted, the bullseye should be 68" (173 cm) above the floor.

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

Center of Bullseye

68 in.

← Wall

Plumb Line from
Face of Board to Floor

Throwing or
Toe Line

Floor

96 in.

Keyhole Slots

16"

8"

8"

8"

6.25"

16"

Bullseye

6.25"

8"

68"
To Floor

6.25"

6.25"

12.5"
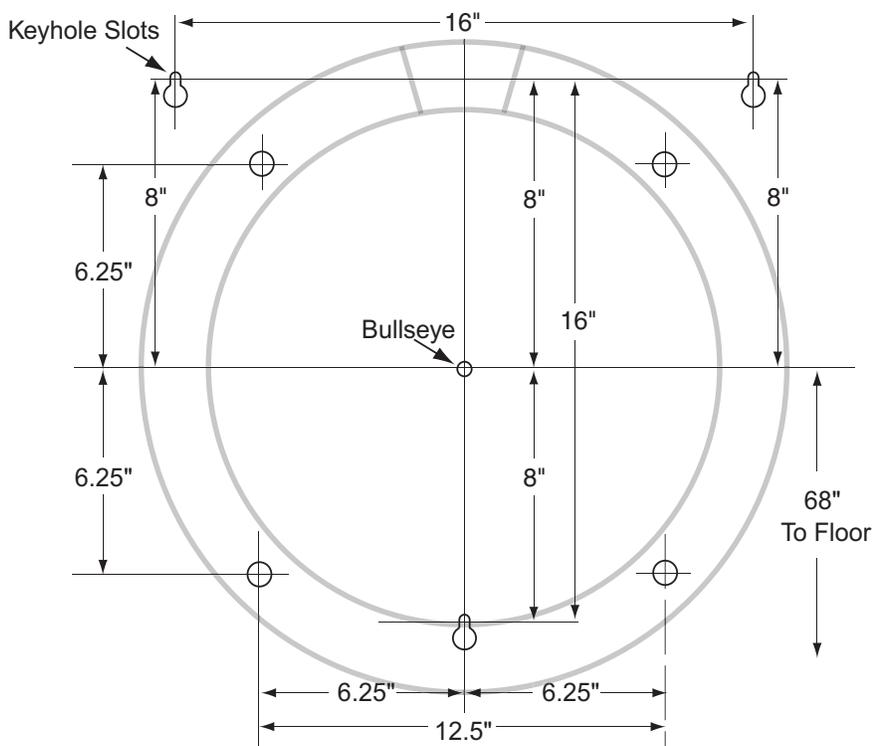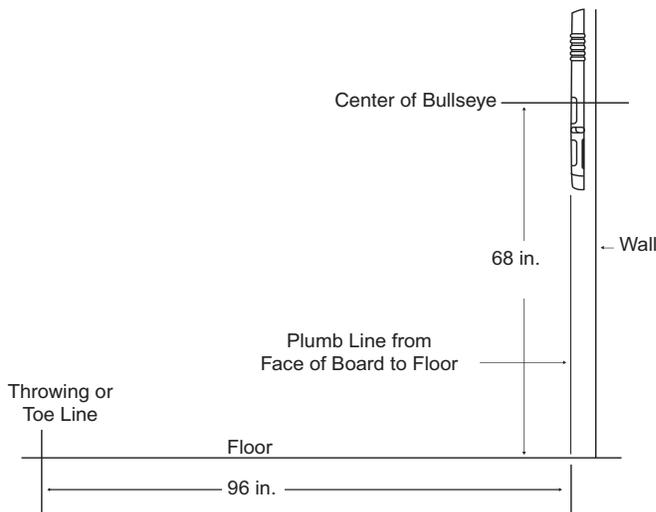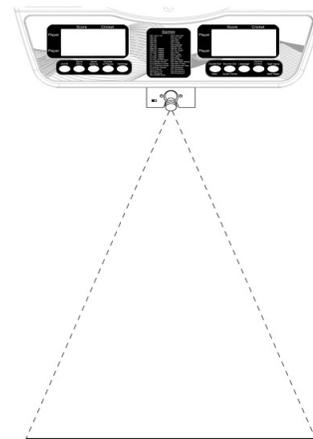
POWER INSTALLATION

The power supply must be AC to 5V DC, 1000 milliamp (minimum) adapter with the DC plug polarity configured as positive (+) outside and negative (-) inside.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 12 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
ERR F11	Stuck # of Players Button
ERR F10	Stuck Double In/Out Master Out Button
ERR F09	Stuck Game Options Button
ERR F08	Stuck Team Button
ERR F07	Stuck Bounce Out Amend Button
ERR F06	Stuck Game Menu Button
ERR F04	Stuck Start Game/Next Player Button
ERR F03	Stuck Solo Play Button
ERR F02	Stuck Sound Control Button
ERR F01	Stuck Back/Auto Change Button
ERR F00	Stuck Eliminate Score/Single/Double Bull Button
ERR XX x X	A segment is stuck, the first two XX indicates the number of the segment, the last X is a 1, 2 or 3 (single, double or triple segment).

Take the following steps immediately when the error message appears.

a. Find the "frozen" segment according to the display.

b. Press firmly down on the "frozen" segment until it breaks free and the loose fit is restored. Once the "frozen" segments are loosened, the error message should be gone and the board will continue to operate normally.

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

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

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

5. Do not use excessive force when throwing darts. Throwing a dart too hard will cause frequent tip breakage and cause excessive wear on the board.

6. Do not spill liquids on the dartboard. 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.
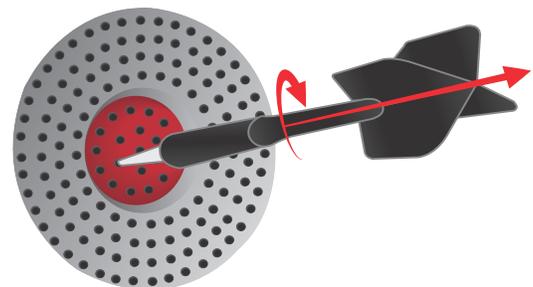
GAME OPERATIONS

Segment Scoring Rules	Scoring
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
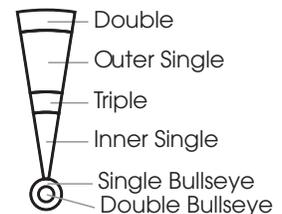
QUICK START - IF YOU JUST WANT TO START THROWING DARTS

1. Turn game ON.

2. Press the GAME MENU button once.

NOTE: The scoreboard for player 1 will display G01 (Game 1 Count Up). The scoreboard for player 2 will display 100. This is the score the players must count up to in order to win.

3. Press the # OF PLAYERS button to select the number of players.

4. Press the START GAME/NEXT PLAYER button to start the game.

5. Take turns throwing darts. The first player to get their score to 100 wins.

SOLAR BLAST GAME MENU

Game Number	Name	Options	Players
G01	Count-Up 100	1	1-16
G01	Count-Up 200	1	1-16
G01	Count-Up 300	1	1-16
G01	Count-Up 400	1	1-16
G01	Count-Up 500	1	1-16
G01	Count-Up 600	1	1-16
G01	Count-Up 700	1	1-16
G01	Count-Up 800	1	1-16
G01	Count-Up 900	1	1-16
G02	301 Count Down	6	1-16
G02	501 Count Down	6	1-16
G02	601 Count Down	6	1-16
G02	701 Count Down	6	1-16
G02	801 Count Down	6	1-16
G02	901 Count Down	6	1-16
G03	301 League	6	4
G03	501 League	6	4
G03	601 League	6	4
G03	701 League	6	4
G03	801 League	6	4
G03	901 League	6	4
G04	Round Clock	12	1-16

Game Number	Name	Options	Players
G05	Simple Cricket	3	1-16
G06	Standard Cricket	3	1-16
G07	Cut Throat Cricket	3	1-16
G08	Scram Cricket	1	2
G09	Shove A Penny	1	2-16
G10	Hi-Score	10	1-16
G11	Shoot Out	10	1-16
G12	Shanghai	12	1-16
G13	Double Down	1	1-16
G14	Forty One	1	1-16
G15	All Fives	5	1-16
G16	Killer	11	2-16
G17	Big Six	5	2-16
G18	Over	3	2-16
G19	Under	3	2-16
G20	Football	1	1-16
G21	Bowling	6	1-16
G22	Golf	10	1-16
G23	Baseball	3	1-16
G24	Car Racing (1)	1	1-16
G25	Car Racing (2)	1	1-16
Total		187	

DARTBOARD FUNCTIONS

Buttons
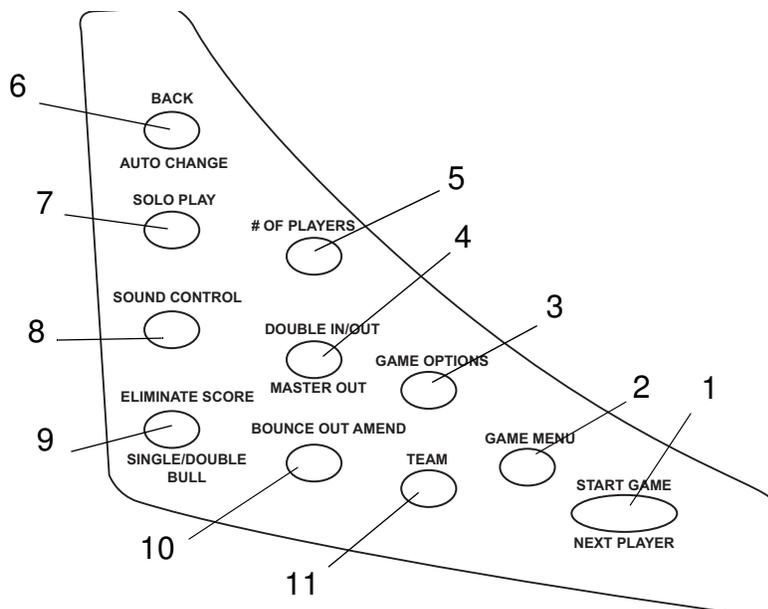
1. START GAME /NEXT PLAYER button: Press to start a game. During a game press to change players.

2. GAME MENU button: Press repeatedly to scroll through the game menu selections.

3. GAME OPTIONS button: Press to select Game options. The selected options will apply to all players.

4. DOUBLE IN/OUT / MASTER OUT button: Press to select Bullseye options for games G02 Count Douwn and G03 League.

5. # OF PLAYERS button: Press to select the number of players. During a game press to view the scores of all players.

6. BACK/AUTO CHANGE button: During the selection of games, press to reverse a procedure. During a game press to switch the Automatic Player Change setting.

7. SOLO PLAY button: Press to have a computer player in the game.

8. SOUND CONTROL button: Press during a game to change the level of sound.

9. ELIMINATE SCORE / SINGLE/DOUBLE BULL button: Press after the BOUNCE OUT AMEND button to erase the designated score.

10. BOUNCE OUT AMEND button: During a game, press to display the score of a dart that did not stick (bounce out).

11. TEAM button: Press to select the number of teams the players will divide into. Not available for all games.

Game/Player Display
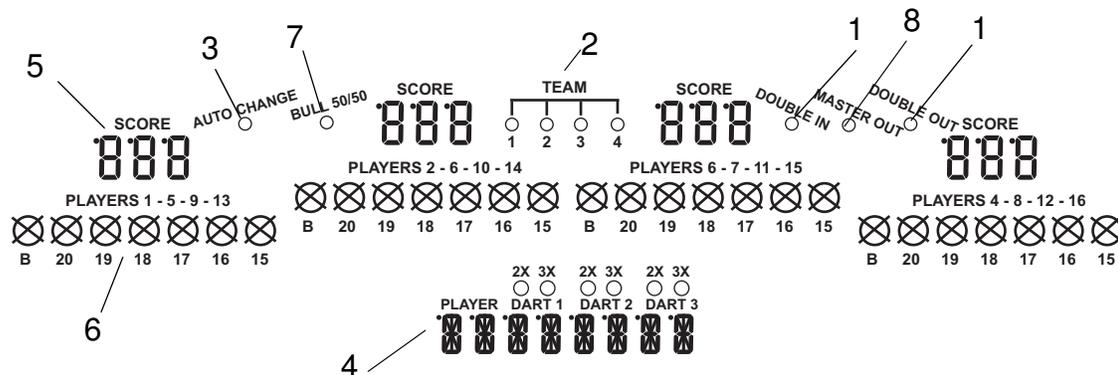
1. Used for games G02 and G03 to show Double In/Double Out status.

2. Displays the number of teams.

3. When lit, the Auto Player Change option is active.

4. Scrolling display is used to display messages and selections. During a game, the active player number and information about the darts thrown is displayed.

5. Displays player and team scores.

6. Displays marks for scoring (Cricket, Baseball, etc).

7. When lit, Double Bull is active.

8. When lit, Master Out is active.

READ FIRST - OPERATION

1. Plug the DC plug into the dartboard and the AC plug into a 110/120V electrical outlet.

2. Press the POWER switch to the "ON" position located on the right side of the board.

3. With the power on, the dartboard shows a greeting message, "WELCOME TO GLD PRODUCTS E-DARTS" and plays a welcoming fanfare. Press the SOUND CONTROL button to change the volume level.

4. Press the GAME button to scroll through the game menu. When you have found the desired game, press the # OF PLAYERS button to select the number of players. The selection will be displayed at Player 3's score display. The maximum number of players is limited to 16. For more than 4 players, the players have to share the player's score display and Cricket display with other players as indicated on the panel board and announced by the computer. During the game, players can page all players' scores by pressing the # OF PLAYERS button.

5. Press the GAME OPTIONS button to select the designed options/difficulties of the game for all players. Selection will be displayed at Player 2's score display.

6. Press the DOUBLE IN/OUT / MASTER OUT button to select SIN-BULL (single bullseye) or DOU-BULL (double bullseye). If DOU-BULL is selected, both inner and outer ring will be counted as 50.

7. If team play is desired, press the TEAM button to select the number of teams the players want to divide into. Selection will be displayed at the Scrolling Text display. The combination of the teams are as follows:

# of Players on Team	# of Teams	Team 1	Team 2	Team 3	Team 4
3	2	P1, P3	P2	—	—
4	2	P1, P3	P2, P4	—	—
	3	P1, P4	P2	P3	—
5	2	P1, P3, P5	P2, P4	—	—
	3	P1, P4	P2, P5	P3	—
	4	P1, P5	P2	P3	P4
6	2	P1, P3, P5	P2, P4, P6	—	—
	3	P1, P4	P2, P5	P3, P6	—
	4	P1, P5	P2, P6	P3	P4
7	2	P1, P3, P5, P7	P2, P4, P6	—	—
	3	P1, P4, P7	P2, P5	P3, P6	—
	4	P1, P5	P2, P6	P3, P7	P4
8	2	P1, P3, P5, P7	P2, P4, P6, P6	—	—
	3	P1, P4, P7	P2, P5, P8	P3, P6	—
	4	P1, P5	P2, P6	P3, P7	P4, P8
9	2	P1, P3, P5, P7, P9	P2, P4, P6, P8	—	—
	3	P1, P4, P7	P2, P5, P8	P3, P6, P9	—
	4	P1, P5, P9	P2, P6	P3, P7	P4, P8
10	2	P1, P3, P5, P7, P9	P2, P4, P6, P8, P10	—	—
	3	P1, P4, P7, P10	P2, P5, P8	P3, P6, P9	—
	4	P1, P5, P9	P2, P6, P10	P3, P7	P4, P8

# of Players on Team	# of Teams	Team 1	Team 2	Team 3	Team 4
11	2	P1, P3, P5, P7, P9, P11	P2, P4, P6, P8, P10	—	—
	3	P1, P4, P7, P10	P2, P5, P8, P11	P3, P6, P9	—
	4	P1, P5, P9	P2, P6, P10	P3, P7, P11	P4, P8
12	2	P1, P3, P5, P7, P9, P11	P2, P4, P6, P8, P10, P12	—	—
	3	P1, P4, P7, P10	P2, P5, P8, P11	P3, P6, P9, P12	—
	4	P1, P5, P9	P2, P6, P10	P3, P7, P11	P4, P8, P12
13	2	P1, P3, P5, P7, P9, P11, P13	P2, P4, P6, P8, P10, P12	—	—
	3	P1, P4, P7, P10, P13	P2, P5, P8, P11	P3, P6, P9, P12	—
	4	P1, P5, P9, P13	P2, P6, P10	P3, P7, P11	P4, P8, P12
14	2	P1, P3, P5, P7, P9, P11, P13	P2, P4, P6, P8, P10, P12, P14	—	—
	3	P1, P4, P7, P10, P13	P2, P5, P8, P11, P14	P3, P6, P9, P12	—
	4	P1, P5, P9, P13	P2, P6, P10, P14	P3, P7, P11	P4, P8, P12
15	2	P1, P3, P5, P7, P9, P11, P13, P15	P2, P4, P6, P8, P10, P12, P14	—	—
	3	P1, P4, P7, P10, P13	P2, P5, P8, P11, P14	P3, P6, P9, P12, P15	—
	4	P1, P5, P9, P13	P2, P6, P10, P14	P3, P7, P11, P15	P4, P8, P12
16	2	P1, P3, P5, P7, P9, P11, P13, P15	P2, P4, P6, P8, P10, P12, P14, P16	—	—
	3	P1, P4, P7, P10, P13, P16	P2, P5, P8, P11, P14	P3, P6, P9, P12, P15	—
	4	P1, P5, P9, P13	P2, P6, P10, P14	P3, P7, P11, P15	P4, P8, P12, P16

8. The selection of games, options and players and bull will be scrolled and displayed in full detail at the Scrolling Text Display to enable players to check their selection.

9. Press START GAME /NEXT PLAYER to start a game and 1st to 4th players' options will be displayed at their respective score displays. Players can page to check all players' options by pressing the # OF PLAYERS button.

10. For **301 Count-Down** and **301 League** games, players can also press the DOUBLE IN/OUT / MASTER OUT button to select DOUBLE IN/DOUBLE OUT/MASTER OUT options before starting. The LED's will be lit or unlit to show the various alternatives of these selections.

• "DOUBLE IN" Lighted	Double In/Any Segment Out
• "DOUBLE OUT" Lighted	Any Segment In/Double Out
• Both "DOUBLE IN/DOUBLE OUT" Lighted	Double In and Double Out
• "DOUBLE IN/DOUBLE OUT/MASTER OUT" Off	Any Segment In and Any Segment Out
• "MASTER OUT" Lighted	Any segment In and Double or Triple Out
• Both "DOUBLE IN/MASTER OUT" Lighted	Double Segment In and Double or Triple Out

11. If a dart thrown at the board scores, but does not stick in the board, press the BOUNCE OUT AMEND button. That particular score will be displayed at the Scrolling Text Display, then eliminate this score by pressing the ELIMINATE SCORE / SINGLE/DOUBLE BULL button. After throwing three darts and if all of them hit the scoring segments, the dartboard will announce "Next Player" and any pressure on the segments will not activate the computer. The player is required to take out all darts and press the START GAME /NEXT PLAYER button for the next player to continue the game. This dart game is equipped with automatic player change mode and it will automatically change to the next player a few seconds after a throw if the START GAME /NEXT PLAYER button is not pressed.

12. The Solar Blast is equipped with a CPU Solo Player playing feature. Players can select a Solo Player to play in the game by pressing the SOLO PLAY button. Four levels of Solo Players can be selected before the game starts:

• CPU HI	Professional Level
• CPU MED	Intermediate Level
• CPU LOW	Beginner Level
• CPU OFF (default)	CPU Option Off

When the game begins the last player to throw will be announced as "Cyber Player". The cyber player will then post three scores. After the turn "Next Player" is announced.

13. The Solar Blast is also equipped with professional counting features. When a player finishes the game for 301 Count-downs and 301 Leagues, the player score will display both the rank and the PPD (Averaging points per dart) alternatively. For playing G06 Cricket games with scoring, the player score will display both the rank and the MPR (averaging marks per round) alternatively.

14. When a player finishes the game first, the game will announce "Winner" or the celebration and applause will be heard.

15. AUTO PLAYER CHANGE - When a game starts the Auto Change LED will be lit. This means the Automatic Player Change feature is on. During a game, you can press the BACK/AUTO CHANGE button to select or deselect automatic player change or manual change for the next player's turn. If automatic change is selected, after 3 throws, the dartboard will change to the next player automatically in 10 seconds if the START GAME

/NEXT PLAYER button is not pressed. For manual change, the players need to press the START GAME /NEXT PLAYER button to change players.

16. Sound effect option - you can choose to play with or without electronic sound effects by pressing the SOUND CONTROL button. Three levels can be chosen:
    - Sound HI
    - Sound MID
    - Sound LOW
    - Sound OFF

17. During the selection of games, players, options, etc., players can press the BACK/AUTO CHANGE button to reverse the procedures.

18. This board is equipped with an energy-saving feature. if the board has not been played for more than 10 minutes, then it will enter a sleep mode. You may wake up the board to its last paying status by pressing any button.

19. To turn off the main power, press the POWER SWITCH to the OFF position.

SOLAR BLAST GAME DESCRIPTIONS & RULES

G01 Count-Up (with scoring options of 100, 200, 300, 400, 500, 600, 700, 800, 900)

The scoring option 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 301 Count-Down (with scoring options of 301, 501, 601, 701, 801, 901)

Game Options:

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

Your scoring options are the starting score for the game, see the chart below.

Scoring Option	301	501	601	701	801	901
Starting Score	301	501	601	701	801	901

Refer to the section "Read First - Operation".

Playing the Game

To win: The first player who reaches exactly zero (0) wins.
  • The starting score for each player is 301 (or 501/601/701/801/901) as selected before starting the game.
  • The score will be deducted for each dart that scores.
  • 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 select **Double In**, you must hit a double segment to start the game.
  • If you select **Double Out** you must hit the double segment, that brings your score to zero, to end the game.
  • If **Master Out** is selected, you can only finish by hitting a double or triple segment.
  • If **Double Out** or **Master Out** has been selected, the Dart Out feature is automatically activated. In this mode, once a player is 170 or below, for Double Out or, 180 or below for Master Out, the e-BOARD Computer will suggest the best possible finishing shots, or if an OUT is not possible, the best remaining alternative shots are displayed on the dart display. Pay attention to the 2X and 3X Led's.

G03 301 League (with scoring options 301, 501, 601, 701, 801, 901)

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

Your scoring options are the starting score for the game, see the chart below.

Scoring Option	301	501	601	701	801	901
Starting Score	301	501	601	701	801	901

Refer to the section "Read First - Operation".

Playing the Game

To win: A team will win when a player's score reaches exactly zero.
- This game is played by 2 teams who compete with each other.
- Each team 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.
- Similar to 301 Count Down, the team will win when one player's score reaches exactly zero, and his teammates score is lower than or equal to the <u>sum</u> of the score of the opposing team. Otherwise the score of the current player returns to 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 select **Double In**, you must hit a double segment to start the game.
- If you select **Double Out** you must hit the double segment, that brings your score to zero, to end the game.
- If **Master Out** is selected, you can only finish by hitting a double or triple segment.
- If **Double Out** or **Master Out** has been selected, the Dart Out feature is automatically activated. In this mode, once a player is 170 or below, for Double Out or, 180 or below for Master Out, the e-BOARD Computer will suggest the best possible finishing shots, or if an OUT is not possible, the best remaining alternative shots are displayed on the dart display. Pay attention to the 2X and 3X Led's.

G04 Round-the-Clock (with scoring options of 105, 110, 115, 120, 205, 210, 215, 220, 305, 310, 315, 320)

The scoring options are described in the table below.

Scoring Option	105	110	115	120	205	210	215	220	305	310	315	320
Last Segment Thrown	5	10	15	20	5	10	15	20	5	10	15	20
	Must hit single segments				Must hit double segments				Must hit triple segments			

Refer to the section "Read First - Operation".

Playing the Game

To win: The first player to reach zero points (hit all their segments) wins.
- The e-BOARD Computer will display the segment you have to hit.
- Players must hit in strict order of 1, 2, 3...until 5, 10, 15, or 20, single, double or triple, depending on the option selected.
- If you hit the displayed segment, your score will go down one point and the next segment will be displayed.
- If you hit the wrong segment your score will not change.

G05 Simple Cricket (with scoring options of 000, 020, 025)

The scoring options are described in the table 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.
- Following the standard rules, in Simple 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.

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

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

G06 Standard Cricket (with scoring options of C00, C20, C25)

The scoring options are described in the table 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: The player to open all the numbers and has the high score wins.
- Same as Simple Cricket, except more complicated scoring and winning procedures as follows:
    - 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 LED 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.
    - 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.
    - 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 Cut Throat Cricket (with scoring options of 00C, 20C, 25C)

The scoring options are described in the table 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 with the lower score wins.
  • Same rules as Standard Cricket EXCEPT the points are added to all of your opponent's totals once scoring begins.

G08 Scram Cricket

Refer to the section "Read First - Operation".

Playing the Game

To win: The player with the highest score after both rounds is the winner.
  • This game is a variation of Cricket.
  • The game consists of 2 rounds. In the first round, player 1 must close 15 through 20 and bullseye while player 2 attempts to get as high a score as he can by scoring the open numbers.
  • Round 1 will be finished when all numbers have been closed.
  • For round 2, the reverse is done. If player 1's score goes above player 2's score at any time during round 2, the game will be over and player 1 is the winner.

G09 Shove A Penny

Refer to the section "Read First - Operation".

Playing the Game

To win: The first player to open all their number is the winner.
  • Before starting the game you must select the number of players.
  • This game is similar to Cricket in that you must open numbers 15-20 in order. The e-BOARD Computer will display which number you have to hit.
  • You must hit each number 3 times to open it.
  • A single segment counts as one hit, a double segment counts as two hits and a triple segment count as three hits.
  • Should a player score more than 3 hits in any one number, the excess hits will be given to the next player.

G10 Hi Score (with scoring options of H03, H04, H05, H06, H07, H08, H09, H10, H11, H12)

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.
- 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 down the remaining rounds.

G11 Shoot Out (with scoring options of -11, -12, -13, -14, -15, -16, -17, -18, -19, -20)

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

Scoring Option	-11	-12	-13	-14	-15	-16	-17	-18	-19	-20
No. of Marks	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 11, 12, 13...20 marks, depending on the option selected, is the winner.
- The e-BOARD Computer will randomly display a number for the player to hit.
- One correct hit scores one mark.
- If a player does not hit the e-BOARD within 10 seconds, the dart is regarded as a miss and the e-BOARD Computer will automatically change to another random number for the player to hit for the next dart.

G12 Shanghai (with scoring options of L01, L05, L10, L15, H01, H05, H10, H15, P01, P05, P10, P15)

The scoring options are described in the table 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				Must hit double or triple segments				Various doubles and triples must be hit as specified by the computer			

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 numbers 1 through 20 and the bullseye in order.
- The e-BOARD Computer will display the number you are supposed to hit.
- Throw 3 darts for each number.
- 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 triple will triple your points. For example if you are on segment 4 and you hit a single in segment 4 you get 4 points. If you are on segment 4 and you hit a double in that segment you get 8 points.

G13 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.
- Before starting the game you must select the number of players.
- This game starts with a base score of 60 points for each player.
- The player scores by hitting the segments 15, 16, Any Double, 17, 18, Any Triple, 19, 20 and bullseye in that order.
- There is one round for each number. Every round is a new number.
- The e-BOARD Computer will display what number you must hit.
- 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 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 number 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.

G14 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.
- This game is the same as Double Down except the sequence is reversed from number 20, 19, Double, 18, 17, Triple, 16, 15, "41 points" and bullseye in that order.
- The additional round of 41 points is included before the bullseye, and a player must hit any 3 segments in a round totaling 41. For example a 20, 20 and 1.
- The e-Board Computer will suggest the best possible options for you to hit after each dart.

G15 All Fives (with scoring options of 551, 561, 571, 581, 591)

The scoring options are the total points you need to win, 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 will be the winner.
- During each round the player's total score must be divisible by 5.
- Every divisible 5 counts as one point. For instance, 2, 8, 5 totals 15. A player will get 3 points as 15 divided by 5 equals 3.
- There will be no points if the round of 3 darts' total score is not divisible by 5 or any darts miss, even though the sum of the other 2 darts score is divisible by 5.

G16 Killer (with scoring options of -7, -8, -9, -10, -11, -12, -13, =3, =5, =7, =9)

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

Scoring Option	-7	-8	-9	-10	-11	-12	-13	=3	=5	=7	=9
No. of Lives	7	8	9	10	11	12	13	3	5	7	9
	Hit Single, Double or Triple to kill							Must hit Doubles only to kill			

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 board to select their number.
- The Scrolling Screen display will show "CHOOSE A NUMBER" and the number selected will be used for the player throughout the game.
- No two players can select the same number in one game.
- To become a "Killer", the player must hit the double in their number.
- 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.
- The number of "Lives" remaining will be displayed on the player's score display.

NOTE: For options =3, =5, =7, and =9 you can only kill if you hit a double. A single or triple count as a miss.

G17 Big Six (with scoring options of 3, 4, 5, 6, 7)

The scoring options are the number of lives, 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: The last player with lives remaining is the winner.
- This game allows a player to challenge opponents to hit the targets of the players choice. However, players must earn the chance of picking the next target for their opponent by making a hit on the current target first.
- The e-BOARD Computer will display the target.
- The game begins with the single 6 segment as the target.
- The player that hits this segment first, saves a life and can then hit any segment they want. That segment then becomes the target.
- In any turn if the player does not hit the 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 target stays the same. A life is not lost.
- 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.

G18 Over (with scoring options of 0-7, 0-8, 0-9)

The scoring options are the number of lives, 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: The last player with lives remaining 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 Start 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 announce LEADER and 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.

G19 Under (with scoring options of U-7, U-8, U-9)

The scoring options are the number of lives, 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: The last player with lives remaining is the winner.
   • The rules follow exactly as Over except the "Leader's Score" is the lowest score for each turn.
   • A missed dart should be counted as 60 by pressing the Triple 20 segment.

G20 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.
- Before starting the game you must select the number of players.
- To start the game the e-BOARD Computer will display "CHOOSE A NUMBER". The player will then throw a dart at the board to determine their "number" or "playing field".
- Once a "playing field" is selected, you 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.
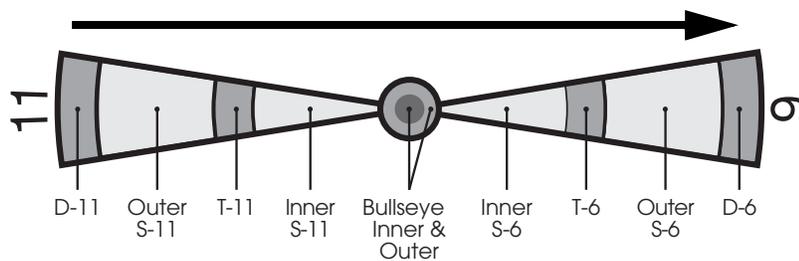
- For example, if a player selects segment 11, they have to hit in order, D-11, outer S-11, T-11, inner S11, outer bullseye. Inner bullseye, outer bullseye, inner S-6, T-6, outer S-6 and finally D-6.
- A dart that hits a segment out of their playing field or out of order is a miss.

G21 Bowling (with scoring options of 10b, 11b, 12b, 13b, 14b, 15b)

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

| Scoring Option	10b	11b	12b	13b	14b	15b
No. of Rounds	10	11	12	13	14	15

Refer to the section "Read First - Operation".

Playing the Game

To win: The player with the highest score wins.

- For each turn the score section will display SEL. Your first dart will select the "Alley" and the second and third dart will score "pins" or points. Hitting the bullseye will not count as an "Alley" or give you any "pins" or points. "Pins" or points are scored as follows:

Segments	Score
Double	9 Pins
Outer Single	3 Pins
Triple	10 Pins
Inner Single	7 Pins

20
9 — Double
3 — Outer Single
10 — Triple
7 — Inner Single
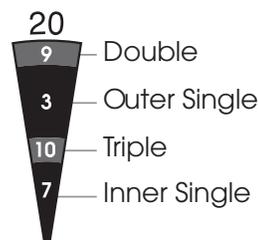
- A player cannot hit the same single segment twice in the same frame. The second hit will be counted as zero.
- You can hit the same triple or double segment twice. However hitting the double segment twice in a row will only give you 10 "pins" or points. Hitting the triple segment twice will give you 20 "pins" or points.
- The perfect game is 200/220/240/260/280/300 respectively for the options chosen.

G22 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
No. 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 first person to complete all their "holes" with the lowest strokes wins and the game is over.

- Numbers 1-18 are the "Holes" of the golf course and must be hit in order.
- Players must hit each number three times before they can move on to the next "hole".
- A double will count as two hits, a triple will count as three hits.
- The e-BOARD Computer will display the number that must be hit.
- Each dart thrown counts as a "stroke" and will be displayed on the score section of the board.
- The cricket display will show how many "holes" are left.
- The bullseye counts as a miss.

G23 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 Innings	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 layed out as shown in 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
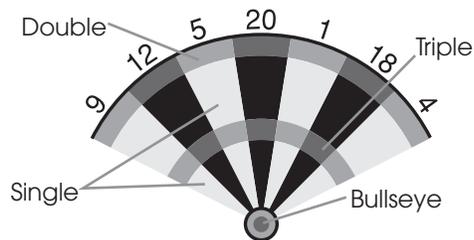
*   A home run can only be scored on the 3rd dart of each turn.
*   The first cricket display will show what base your "runners" are on. 16 is your first "runner" or dart, 18 is your second and 20 is your third. The table below will show the symbols displayed for the base that your "runner" is on.

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

*   The second cricket display will show the number of innings left.

G24 Car Racing (1)

Refer to the section "Read First - Operation".

Playing the Game

To win: The first player to finish the course is the winner.
- Before starting the game you must select the number of players.
- In this game, the board becomes a race course. The course begins at the number 20 and runs clockwise around the board to the number 5 segment and ends with the bullseye.
- You must hit the numbers in order clockwise around the board.
- A valid hit on the course is the inner single.
- There are 4 obstacles throughout the course at the following segments: triple 13, triple 17, triple 8 and triple 5. The player must hit the triple in each of those numbers to clear the obstacle.
- The e-BOARD Computer will display what segment you need to hit.
- The cricket scoreboard will count down how many segments you need to finish the race.

G25 Car Racing (2)

Refer to the section "Read First - Operation".

Playing the Game

To win: The player who finishes first is the winner.
- Before starting the game you must select the number of players.
- This game is similar Car Racing (1) in that you race around the track. The track starts at the number 20 and runs clockwise around the board to the number 5.
- The e-BOARD Computer will display what number you need to hit.
- If you hit any single segment for the number you need to hit, it will move your race car one number forward.
- If you hit a double segment for the number you need to hit, it will move your race car two numbers forward.
- A triple will move you 3 spaces forward.
- Any time you hit the 6, 7, or 12 segments your race car will be moved back 5 spaces.
- The cricket board will display how many numbers you have left to finish the race.

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. 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 37 must be completed and returned along with a copy of your receipt 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.

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

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**

Name	Date of Purchase
Address	Phone-Day
City	Phone-Evening
State Zip	Email
Purchase Price:	Item: **42-1021 Solar Blast 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

Solar Blast Dartboard

Item 42-1021

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	5V, 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		
Acccessories				
37-0125	Viper Bull Throw Line	6.29		
37-0106	Viper Vinyl Dart Mat	95.99		
		Subtotal		
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SOLAR BLAST GAME MENU

Game Number	Name	Options	Players	Double In/Out
G01	Count-Up 100	1	1-16	N/A
G01	Count-Up 200	1	1-16	N/A
G01	Count-Up 300	1	1-16	N/A
G01	Count-Up 400	1	1-16	N/A
G01	Count-Up 500	1	1-16	N/A
G01	Count-Up 600	1	1-16	N/A
G01	Count-Up 700	1	1-16	N/A
G01	Count-Up 800	1	1-16	N/A
G01	Count-Up 900	1	1-16	N/A
G02	301 Count Down	6	1-16	Yes
G02	501 Count Down	6	1-16	Yes
G02	601 Count Down	6	1-16	Yes
G02	701 Count Down	6	1-16	Yes
G02	801 Count Down	6	1-16	Yes
G02	901 Count Down	6	1-16	Yes
G03	301 League	6	4	Yes
G03	501 League	6	4	Yes
G03	601 League	6	4	Yes
G03	701 League	6	4	Yes
G03	801 League	6	4	Yes
G03	901 League	6	4	Yes
G04	Round Clock	12	1-16	N/A
G05	Simple Cricket	3	1-16	N/A
G06	Standard Cricket	3	1-16	N/A
G07	Cut Throat Cricket	3	1-16	N/A
G08	Scram Cricket	1	2	N/A
G09	Shove A Penny	1	2-16	N/A
G10	Hi-Score	10	1-16	N/A
G11	Shoot Out	10	1-16	N/A
G12	Shanghai	12	1-16	N/A
G13	Double Down	1	1-16	N/A
G14	Forty One	1	1-16	N/A
G15	All Fives	5	1-16	N/A
G16	Killer	11	2-16	N/A
G17	Big Six	5	2-16	N/A
G18	Over	3	2-16	N/A
G19	Under	3	2-16	N/A

Quick Reference For Solar Blast Dartboard Item 42-1021

Game Number	Name	Options	Players	Double In/Out
G20	Football	1	1-16	N/A
G21	Bowling	6	1-16	N/A
G22	Golf	10	1-16	N/A
G23	Baseball	3	1-16	N/A
G24	Car Racing (1)	1	1-16	N/A
G25	Car Racing (2)	1	1-16	N/A
Total		187		