

# VIPER 850 ELECTRONIC DARTBOARD



## Replacement Parts

Order direct at [www.gldproducts.com](http://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 47).



***Congratulations and THANK YOU for purchasing the Viper 850 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](mailto:gld@gldmfg.com)  
Web: [www.gldproducts.com](http://www.gldproducts.com)

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

	<p>Place your package near the location where it will be used. Carefully unpack all components and verify you have all the correct pieces.</p> <p>If you notice missing or defective parts, please call us at: <b>1-800-225-7593</b></p>
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	<p>Please read and understand all instructions before beginning assembly.</p> <p><b>This assembly will require 2 adults.</b></p>
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	<p><b>Choking Hazard</b> 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.</p>
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**IF YOU HAVE A WARRANTY CLAIM, CALL US FIRST:**

Please refer to page 47.

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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 49 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 Viper 850 Dartboard. The computerized scoring system makes game playing easy and enjoyable. With 50 games and 472 options/variations to choose from, beginners and more advanced players will find challenging games to suit them.

**TOOLS REQUIRED**

- Tape measure
- Nail or marker
- Phillips screwdriver
- Level
- Mounting hardware (provided)

## UNPACKING THE GAME

After unpacking the game, it is important to save the original box, all packing material, and the receipt. These items will be needed if it ever proves necessary to return the game for service.

## MOUNTING (PHYSICAL INSTALLATION)

Two methods for mounting the dartboard are available.

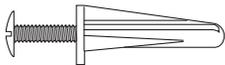
1. Use the keyhole slots on the backside of the dartboard. Follow the illustration and mount the dartboard. The two screws are screwed into the wall until the screw head is 3/8" away from the wall. The dartboard is positioned so the two screw heads are inside the keyhole. Slide the dartboard down to secure. The head of the screw that is used must be larger than 1/4" and smaller than 3/8".
2. Four equally spaced holes are accessible from the front to drive in screws. With the dartboard held in place, four screws are driven in from the front, through the existing holes. Use 1/8" diameter screws. The head of the screw must fit inside the pocket.

### Wall Anchors

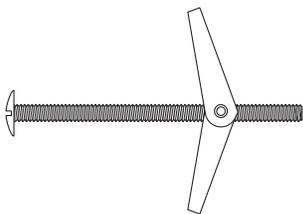
A wall with studs is the most common type of wall to mount the dartboard.

1. Locate a stud and use wood screws or sheet metal type screws to secure the dartboard.
2. If a stud cannot be located or is not in the proper location, use an anchor that is suitable for the type of wall.

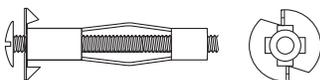
Some common anchors are:



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



**Toggle Bolt** - Drill hole through wall. Hole must be large enough for the wings to pass through. Insert screw through the holes in the dartboard and thread the toggle wings just onto the screw. Fold the wings back and push through the hole until the wings spring open. Pull back on the screw to hold wings against the inside of the wall and tighten screw.



**Hollow wall anchor** - Drill a snug hole through the wall. Tap anchor into the hole until the prongs on the underside of the head are seated securely into the wall. Turn screw in and apply pressure to keep the anchor head from turning. Tighten screw until resistance is felt. Do not over tighten. Turn screw out to remove. Anchor will stay and screw can be replaced.

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

**Mounting Using the Keyhole Slots**

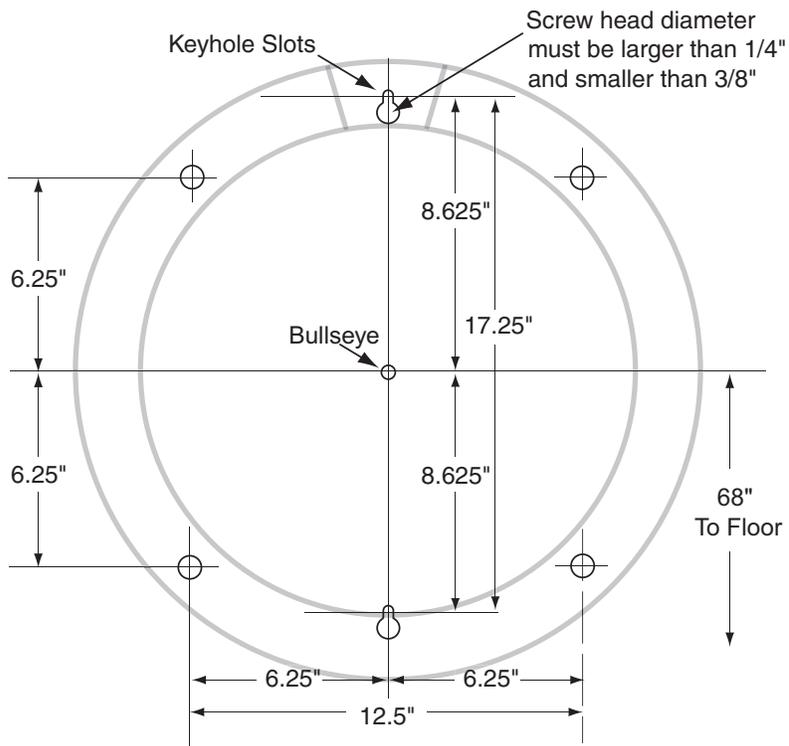
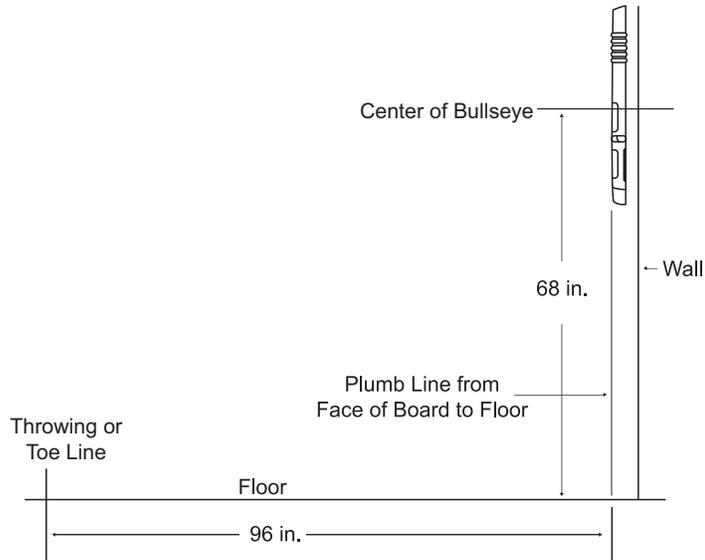
Refer to the illustrations on the following pages.

1. Choose a location that is near an electrical outlet and has at least 10 feet of open floor space in front of the board. Locate and use a wall stud for mounting whenever possible.
2. Locate studs and use wood screws or sheet metal screws to secure the dartboard if the mark is on the stud. The head of the screw must be smaller than 3/8" and larger than 1/4".
3. Determine the location for the dartboard. Place a mark on the wall 68 inches (172.7 cm) from the floor. This mark is the final position of the center of the dartboard (bullseye).
4. If the mark is not over a stud, use the mounting hardware that came with your dartboard.
5. Measure 8-5/8" (21.9 cm) directly up from the bullseye mark and place a mark on the wall. Then measure down 8-5/8" (21.9 cm) from the bullseye mark and place a mark on the wall. Use a level to check that all marks are vertical.
6. Drill pilot holes at the two marks. These are for the mounting screws.
7. If using wall anchors, follow the instructions under Wall Anchors on page 5.
8. Insert screws into anchors until a 1/4" (6.5 mm) gap is left between the wall and the screw head.
9. Hold the dartboard so the two screw heads fit into the lower part of the keyholes. The dartboard should slide down 1/2 inch and the screw heads will hold it on the wall.
10. Screws can be tightened or loosened to provide a secure mounting.

**Mounting Using the Four Holes From the Front**

Refer to the illustrations on the following pages.

1. Choose a location that is near an electrical outlet and has at least 10 feet of open floor space in front of the board. Locate and use a wall stud for mounting whenever possible.
2. Two people are needed for this step. Hold board on the wall. Position center of bullseye 68" from the floor. Level the board. Hold in place.
3. Locate the four mounting holes on the front of the board. Use a marker or nail to mark the position of the board through the four mounting holes onto the wall. Remove the board.
4. Drill four pilot holes on the marks created in Step 3.
5. If using plastic anchors: drill the holes so the anchors fit snugly. Push anchors into place.
6. Line up dartboard over anchors. Screw board into place. The screws will expand the anchors.



Mounting holes viewed from back

## Create the Toe Line

Place a toe line 96" from the face of the board for the throwing distance. Adhesive tape or masking tape, 2' long by 2-1/2" wide, may be used. GLD Products also offers a Viper Throwing Line and a Dart Mat for this purpose.

## POWER INSTALLATION

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

1. The board is not intended for children under the age of 9 years old.
2. The board must only be used with the recommended transformer.
3. The transformer is not a toy.
4. Disconnect the dartboard from the transformer before cleaning.

## PROTECTIVE FILM

This electronic dartboard has a clear protective film over the entire display and button area to prevent scratching during shipping. It is recommended that you remove this film for easier reading of the display. To remove, simply lift edge, peel off and discard.

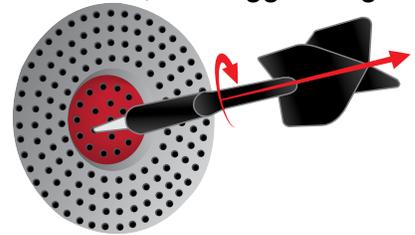


**WARNING: Not for use by children without adult supervision. Darts are not toys and may cause injury if used improperly. Everyone must stand behind the dart thrower.**

## IMPORTANT NOTES

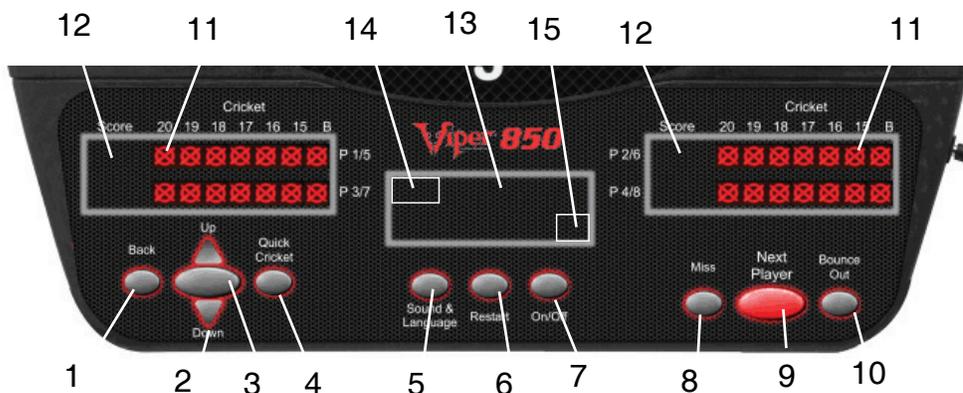
1. During shipping or in the course of normal play, it is possible for scoring segments of this board to become temporarily jammed, resulting in a "frozen" board. If this occurs, the built-in **Self Diagnostic Function** of the e-BOARD Computer will be activated automatically. Your dartboard will run a self-test routine to determine which segment is stuck. An error message will appear on the display together with the description for the "Frozen" button or segment.
  - a. Find the "frozen" segment according to the display.
  - b. Press firmly down on the "frozen" segment until it breaks free and the loose fit is restored. Once the "frozen" segments are loosened, the error message should be gone and the board will continue to operate normally.

2. This game is designed for use with 1" maximum length soft-tip darts only! Never use metal tipped darts or longer soft-tip darts on this dartboard! Metal tipped darts will seriously damage the circuitry, the e-BOARD computer, and electronic operation of the dartboard.
3. Electronic and mechanical reaction time is required between shots. If two shots occur too close together, pull out second dart and rethrow to properly record your score.
4. If using an AC adapter, it must be 5V DC 1000 milliamp. The plug polarity is configured as positive (+) outside, and negative (-) center. **Using the wrong adapter may cause electrical shock and damage to the unit.**
5. Do not use excessive force when throwing darts. Throwing a dart too hard will cause frequent tip breakage and cause excessive wear on the board.
6. Do not spill liquids on the dartboard. Do not use spray cleaners that contain ammonia or other harsh chemicals, as they may damage the dartboard. Instead, we suggest regular dusting with a damp cloth. Make sure the game is unplugged and use a mild detergent and a damp cloth for more vigorous cleaning.
7. This game is for indoor use only.



**Helpful Tip:** To prevent dart tips from loosening, twist the dart to the right (clockwise when pulling it from the board).

This motion will make dart removal easier and will prolong the life of your dart tips.



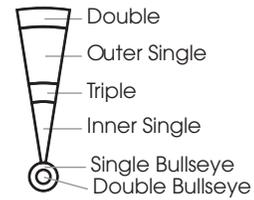
1. BACK Button - During the selection of games, press to reverse a procedure.
2. UP & DOWN Button - Press UP or DOWN to scroll through the selections.
3. ENTER Button - Press ENTER to confirm the selection.
4. QUICK CRICKET Button - Press QUICK CRICKET to start a quick game of standard cricket.
5. SOUND Button - Press to adjust volume levels.
6. RESTART Button - Press and hold for 3 seconds at during any time to reset the dartboard to Game Menu page.
7. ON/OFF Button - Press to turn the dartboard on. Press and hold for about three seconds to turn the board off.
8. MISS/FAVORITE Button - Press during a game to score zero for a dart that missed the scoring area. Press during the game selection page to load favorite saved games.
9. NEXT PLAYER Button - During a game, press to change player.
10. BOUNCE OUT Button - Press during a game to eliminate the score of a thrown dart that does not stick (bounced out).
11. Standard Cricket Display
12. Score Display
13. Dart Display
14. Player Number
15. Point Total for Current Turn

**Segment Scoring**

- Single scoring segment
- Double scoring segment
- Triple scoring segment
- Outer bullseye
- Center bullseye

**Scoring Rules**

- score times 1
- score times 2
- score times 3
- 25 times 1
- 25 times 2



**QUICK START - IF YOU JUST WANT TO START THROWING DARTS**

1. Plug in the power adapter and press ON/OFF to turn on the game.
2. With the power turned on, the display shows "WELCOME TO THE VIPER 850" animation with a welcoming melody. Main menu will be displayed afterwards.
3. Press ENTER button to enter the game selection page.
4. If Standard Cricket is desired, press UP or DOWN to choose Q. Cricket from the list. The Quick Standard Cricket is defaulted to play with Option C00 and double bull option. You may choose to play with CPU player and maximum 8 players. You may also press QUICK CRICKET button for Standard Cricket game.
5. DO NOT save the game, select NO.

**DARTBOARD GAME MENU**

Game	Name	Options	Players
G01	301	6/12	1-8
G02	501	6/12	1-8
G03	601	6/12	1-8
G04	701	6/12	1-8
G05	801	6/12	1-8
G06	901	6/12	1-8
G07	301 League	6/12	4-8
G08	501 League	6/12	4-8
G09	601 League	6/12	4-8
G10	701 League	6/12	4-8
G11	801 League	6/12	4-8
G12	901 League	6/12	4-8
G13	Bingo	1	1-8
G14	Prisoner	1	1-8
G15	Balloon	1	1-8
G16	Mathematics	4	1-8
G17	Cricket	3/6	1-8
G18	No Score Cricket	3/6	1-8

<b>Game</b>	<b>Name</b>	<b>Options</b>	<b>Players</b>
G19	Cut Throat Cricket	3/6	1-8
G20	Killer Cricket	3/6	2-8
G21	Scram Cricket	1/2	2
G22	Low Pitch Cricket	3/6	1-8
G23	English Cricket	1/2	2
G24	Single Only Cricket	3/6	1-8
G25	Doubles Only Cricket	3	1-8
G26	Triples Only Cricket	3/6	1-8
G27	Triangle Cricket	3/6	1-8
G28	Killer	30	2-8
G29	Shoot-Out	19	1-8
G30	9 Lives	7	2-8
G31	Outer Cricket	3/6	1-8
G32	Inner Cricket	3/6	1-8
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	Double Down	1/2	1-8
G39	21 Points	7	1-8
G40	Nine Dart Century	3/6	1-8
G41	Best of Nine	5	1-8
G42	Hound and Hare	5	2
G43	Shooting	1/2	1-8
G44	Football	1	1-8
G45	Bowling	6	1-8
G46	Golf 9 Holes	10	1-8
G47	Count Up	9/18	1-8
G48	Round the Clock	12	1-8
G49	Shanghai	4	1-8
G50	High Score	12/24	1-8
	<b>TOTAL</b>	<b>472</b>	

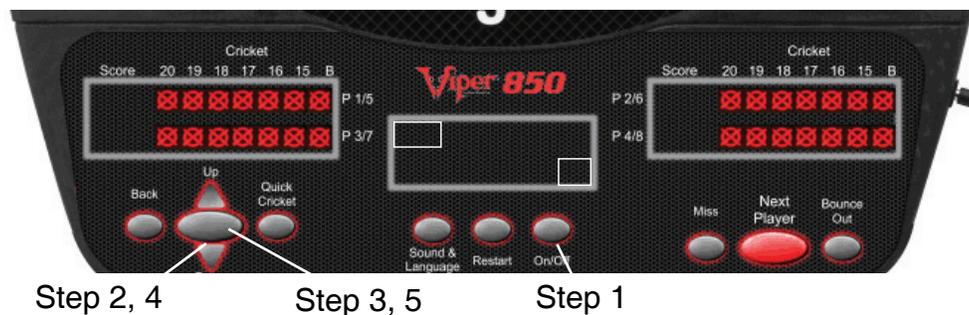
**READ FIRST - OPERATION**

The dartboard is powered by an external power supply. An external 5 VDC, 1000 milliamp power supply is included with the dartboard. To use, plug the power supply into the jack on the side of the dartboard, plug the transformer end into a standard wall outlet.

1. Press the ON/OFF button to turn on the game. When the power is turned ON, the displays will light up with a welcoming melody. When the sound stops, the center display will show GAME MENU and Q Cricket.
2. Use the UP or DOWN buttons to scroll through the choices.
3. Press the ENTER Button to select the line that is flashing.
4. The flashing choices may then be changed by pressing the UP or DOWN buttons.
5. When the selection is correct, press the ENTER Button to move to the next option.
6. For games G01 to G12 (Games 301 to 901 and 301 League to 901 League), there are options:

If Selecting Option	Then
L01	Single In/Single Out
L02	Double In/Single Out
L03	Single In/Double Out
L04	Double In/Double Out
L05	Single In/Master Out (Double/Triple Out)
L06	Double In/Master Out (Double/Triple Out)

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 close to finishing the computer will suggest the best possible finishing shots, or if an OUT is not possible, the best remaining alternative shots are displayed. If the **Master Out** option has been selected, the suggested 3 best shots will display when a player is at 180 points or below.



- Games with the single or double bull option allow the outer bullseye to score double.
- If Yes is selected for cyberplayer there are five choices. The cyberplayer will be the last player in the game.

Beginner  
Intermediate  
Advanced  
Expert  
Professional

- Press the UP or DOWN buttons to select the number of players. It is up to a maximum of 8 players in a game. Press the ENTER button to confirm the selection and start the game. For more than 4 players, some players will share the player score display. Player 1 and 5; 2 and 6; 3 and 7; 4 and 8 share the display.
- This dartboard is equipped with official calculation of handicaps. Only G01 to G06 and Cricket G17 are equipped with handicap options. If a handicap is desired, select YES for handicap. Use the UP and DOWN buttons to scroll through the players. To input the handicap, the flashing number is changed by pressing the single segment of the desired number. Press the bullseye for zero. After creating handicaps, press ENTER to finish.

**Note:** Points Per Dart (PPD) and Marks Per Round (MPR) are the official means of classifying and ranking players.

PPD: Points Per Dart is used for G01 to G06 games. To obtain a PPD, divide the total points by the number of actual darts thrown. Example: Player 1 wins the game with their 12th dart. They have achieved a total of 301 points. Their PPD is 25.08 (301/12 = 25.08). Default is 10.00.

MPR: Marks Per Round is used for the G17 Cricket game. To obtain a MPR, divide the total number of marks scored by the actual number of darts thrown then multiply by three (3). Example: Player 1 wins the game with their 46th dart. They have achieved a total of 59 marks. Their MPR is 3.85 (59/46 x 3 = 3.85). Default is 2.0

Handicap of G01 to G06 games: Handicapping system is to even the odds between players with different skill levels. The start score is decided by players Points Per Dart (PPD) and it will be adjusted in the beginning of the game. Each player is compared to the player with the highest PPD to determine their starting score. The formula to calculate a starting score is as follows:

$$\text{Current Player's Start Score} = \text{Normal Game Start Score} \times \frac{\text{Current Player's PPD}}{\text{Highest Player's PPD} + 0.5}$$

This dart board will calculate this value automatically to make adjustments after all players input their PPD.

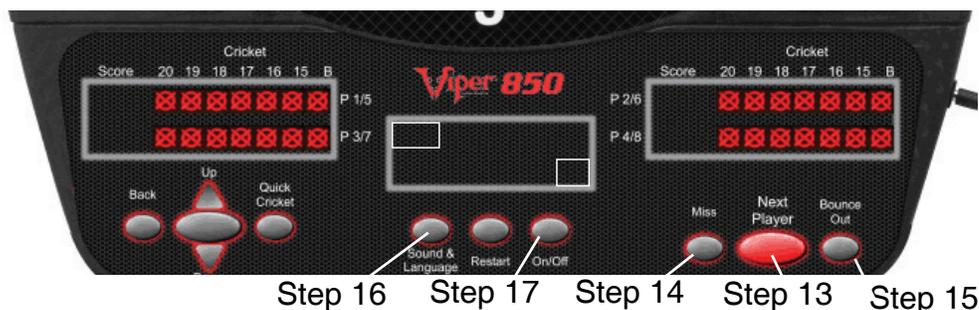
Handicap of Cricket games: Handicapping system is to even the odds between players with different skill levels. In Cricket games, the Average Marks per Round (MPR) of each player determines if they should have one to fourteen starting marks.

- a. If both teams have a MPR average below 2.0, use Column 1 from chart
- b. If at least one team has a MPR or 2.0 or above, use Column 2 from chart
- c. If both teams have a MPR of 3.0 or above, use Column 3 from below chart.

Column 1	Column 2	Column 3	Marks At Start Of Game						
MPR AVE. 0-1.9 MPR Difference	MPR AVE. 2.0+ MPR Difference	MPR AVE. 3.0+ MPR Difference	20	19	18	17	16	15	Bull
0.0	0.0	0.0 - 0.1	000	000	000	000	000	000	000
0.1	0.1 - 0.2	0.2 - 0.3	X00	000	000	000	000	000	000
0.2	0.3	0.4 - 0.5	X00	000	000	000	000	000	X00
0.3	0.4 - 0.5	0.6 - 0.7	X00	X00	000	000	000	000	X00
0.4	0.6	0.8 - 0.9	X00	X00	X00	000	000	000	X00
0.5	0.7 - 0.8	1.0 - 1.1	X00	X00	X00	X00	000	000	X00
0.6	0.9	1.2 - 1.3	X00	X00	X00	X00	X00	000	X00
0.7	1.0 - 1.1	1.4 - 1.5	X00	X00	X00	X00	X00	X00	X00
0.8	1.2	1.6 - 1.7	XX0	X00	X00	X00	X00	X00	X00
0.9	1.3 - 1.4	1.8 - 1.9	XX0	XX0	X00	X00	X00	X00	X00
1.0	1.5	2.0 - 2.1	XX0	XX0	XX0	X00	X00	X00	X00
1.1	1.6 - 1.7	2.2 - 2.3	XX0	XX0	XX0	XX0	X00	X00	X00
1.2	1.8	2.4 - 2.5	XX0	XX0	XX0	XX0	XX0	X00	X00
1.3	1.9 - 2.0	2.6 - 2.7	XX0	XX0	XX0	XX0	XX0	XX0	X00
1.4+	2.1+	2.8+	XX0	XX0	XX0	XX0	XX0	XX0	XX0
Ave. - 14 Rds.	Ave. - 10 Rds.	Ave. - 8 Rds.							

- 11. It is not required to enter PPD or MPR for any player. In this case PPD defaults to 10 and MPR defaults to 2.0.
- 12. The last menu choice is SAVE GAME YES/NO. After you have selected a game and set the options choosing YES will save it as a favorite. At start up, pressing the MISS/FAVORITE button will allow you to choose a favorite game that has the saved options.

13. During the game, when the computer announces “next player”, any pressure on the segments will not activate the dartboard. The player is required to remove all the darts and press NEXT PLAYER for the next player’s round. The dartboard will automatically switch to the next player if the board has not been played for roughly 10 seconds after the “next player” announcement.
14. Press the MISS button to score 0 and count the dart when a dart misses the scoring segments or the board completely.
15. If you throw a dart and it doesn’t stay in the segment and you don’t want to register the score, press the BOUNCE OUT button.
16. You can control the sound level by pressing the SOUND button.
17. Press and hold the ON/OFF button for 3 seconds to turn off the game. For energy saving purposes, the board is equipped with an auto power off feature. If the game has not been played for 30 minutes, the game will turn off automatically.



**GAME DESCRIPTIONS & RULES****G01 - G06 301, 501, 601, 701, 801, 901****Game Options:**

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

Refer to the section "Read First - Operation".

**Playing the Game**

To win: The first player who reaches exactly zero wins.

- The starting score for each player is 301 or the score option selected.
- The score will be deducted for each dart that scores.
- You must go out with the exact number. If you go over zero the dartboard will announce "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.
- If you selected Master Out, you must hit a double or triple segment to end the game.
- After the game is finished, the display will show the points per dart (PPD) for each player.

**G07 - G12 301 League, 501, 601, 701, 801, 901****Game Options:**

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

Refer to the section "Read First - Operation".

## Playing the Game

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

- This game is played by 2 teams who compete with each other.
- 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.
- 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/ Double Out**, you must hit a double segment or the double bullseye to start the game. You must also hit a double segment or the double bullseye to end the game.
- The team will win when one players score reaches exactly zero and his teammates score is lower than or equal to the sum of the opposing teams score. Otherwise the score of the current player returns to the score at the beginning of the turn. That team cannot win at that time.
- If you selected Master Out, you must hit a double or triple segment to end the game.

## G13 Bingo

### Game Options:

None

Refer to the section "Read First - Operation".

## Playing the Game

To win: The player that is first to complete a row of 4 numbers, wins.

- Random numbers are displayed in 3 rows.
- Hit any segment for one of the numbers to black (fill it in).

## G14 Prisoner

### Game Options:

None

Refer to the section "Read First - Operation".

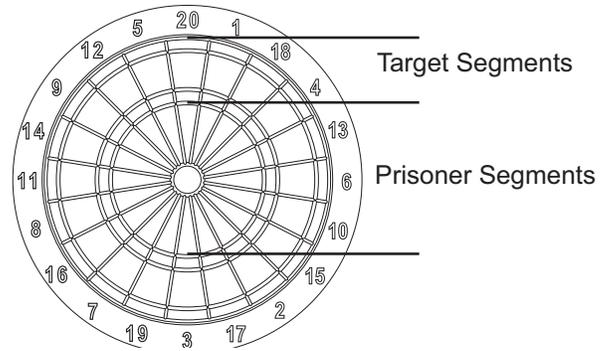
## Playing the Game

To win: The first player to hit every number in order (clockwise) in the target area, wins.

**Note:** The double, outer single and triple segments are targets. The inner single and bullseye take prisoners.

- The display will show the next target for the player.
- Hitting the target segments for that number will advance to the next target.

- Targets start with 1 and advance in order clockwise around the board ending at 20. The number 3 segment will be targeted twice.
- Hitting one of the prisoner segments will capture your dart. You will only play with your remaining darts until you release the prisoner.
  - a. Leave your prisoner darts in the board as a reminder.
  - b. You release your dart by hitting one of the target segments of the prison number at any time.
  - c. Any dart hitting the bullseye cannot be released.



**G15 Balloon**

**Game Options:**

None

Refer to the section “Read First - Operation”.

**Playing the Game**

To win: The first player to burst all 4 balloons, wins.

- Starts with 4 balloons that have a number.
- Each hit on that number’s segment will blow the balloon larger.
- A third hit will burst the balloon.

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

**G16 Mathematics (with options of M03, M05, M07, M09 rounds)**

**Game Options:**

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

Scoring Option	M03	M05	M07	M09
Number of Rounds	3	5	7	9

Refer to the section “Read First - Operation”.

**Playing the Game**

To win: The player with highest number of points at the end of the rounds, wins.

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

- The computer will display a simple mathematic question.
- The player must hit a segment that is the correct answer.
- Each correct hit will get one point.

**G17 Standard Cricket (with scoring options of C00, C20, C25)**

**Game Options:**

Double Bull

Single Bull

The scoring options are described in the chart below.

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

Refer to the section “Read First - Operation”.

**Playing the Game**

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

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

Cricket Status	One Time	Two Times	Open	Close
Sign				

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

**G18 No Score Cricket (with scoring options of 000, 020, 025)**

**Game Options:**

Double Bull

Single Bull

The scoring options are described in the chart below.

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

Refer to the section “Read First - Operation”.

**Playing the Game**

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

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

Cricket Status	One Time	Two Times	Open	Close
Sign				

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

**G19 Cut Throat Cricket (with scoring options of 00C, 20C, 25C)**

**Game Options:**

Double Bull

Single Bull

The scoring options are described in the chart below.

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

Refer to the section “Read First - Operation”.

**Playing the Game**

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

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

Cricket Status	One Time	Two Times	Open	Close
Sign				

- In Cut Throat Cricket only the numbers 15-20 and bullseye are used.
- A player must hit a number 3 times to open it. Any following hits will add points to opponents until it is closed.
- If every player has opened a number, that number will then close.
- All valid hits will be confirmed and displayed by the Cricket Display.
- Once the scoring begins, points are added to your opponents scores who haven't opened that number.

**G20 Killer Cricket (with scoring options of H00, H20, H25)**

**Game Options:**

Double Bull

Single Bull

The scoring options are described in the chart below.

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

Refer to the section “Read First - Operation”.

**Playing the Game**

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

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

Cricket Status	One Time	Two Times	Open	Close
Sign				

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

**G21 Scram Cricket**

**Game Options:**

Double Bull

Single Bull

Refer to the section “Read First - Operation”.

**Playing the Game**

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

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

Cricket Status	One Time	Two Times	Open	Close
Sign				

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

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

**Game Options:**

Double Bull

Single Bull

The scoring options are described in the chart below.

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

Refer to the section “Read First - Operation”.

## Playing the Game

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

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

Cricket Status	One Time	Two Times	Open	Close
Sign				

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

**G23 English Cricket****Game Options:**

Double Bull

Single Bull

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.

**G24 Single Only Cricket without Double and Triple (with scoring options of S00, S20, S25)**

**Game Options:**

None

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:** The single, double, and triple segments count as one hit. A single bull and a double bull counts as one hit.

Cricket Status	One Time	Two Times	Open	Close
Sign				

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

**G25 Doubles Only Cricket (with scoring options of d00, d20, d25)**

**Game Options:**

Double Bull  
Single Bull

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				

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

**G26 Triples Only Cricket (with scoring options of T00, T20, T25)**

**Game Options:**

Double Bull

Single Bull

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				

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

**G27 Triangle Cricket (with scoring options of T00, T20, T25)**

The scoring options are described in the chart below.

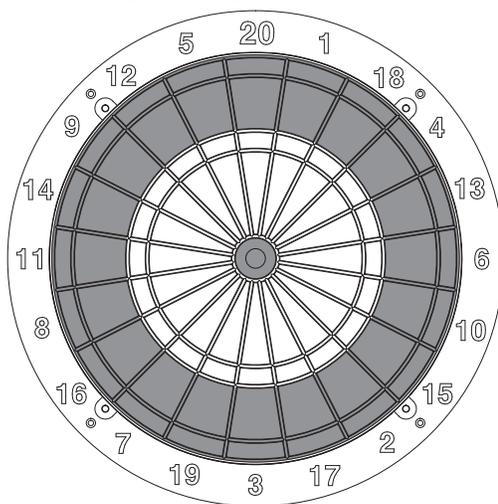
Scoring Options	Description
T00	Hit and open numbers 15-20 and bullseye in any order.
T20	Hit and open the number 20 first, then in order, open numbers 19, 18, 17, 16, 15 and bullseye.
T25	Hit and open bullseye first, then in order, open numbers 15, 16, 17, 18, 19 and 20.

Refer to the section “Read First - Operation”.

**Playing the Game**

To win: A player wins the game when they first open all the numbers and have 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.

- Is played using the outer half of the board and bullseye. The only segments in play are the double bull and single bull, the double ring and the outer single area. The triple ring and the inner single area do not count. The shaded section on the illustration below shows the portion of the board that is used.
- Opening a number: One single and one double are needed to open a number. For example if player “A” hits a single 20 he must hit the double 20 to open the number. Or if player “A” hits a double 20 his next dart must be a single 20. If a player “A” hits a single 20 with the first dart and a single with the second dart the second dart would not count. If player “A” hits a double 20 with his first dart and a double 20 with his second dart the second dart would not count. If player “A” hits a single 20 with his first dart and a double 20 with his second dart the number would be opened. If the third dart hit a single or a double, 20 or 40 points would be scored.
- When all players have opened a number, it will become closed for scoring.
- Bullseye’s are scored the same as traditional cricket.



**G28 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.

<b>Scoring Option</b>	003	005	007	009	011	013	015	017	019	021
<b>No. of Lives</b>	3	5	7	9	11	13	15	17	19	21
	Hit Single, Double or Triple to become a killer.									
<b>Scoring Option</b>	203	205	207	209	211	213	215	217	219	221
<b>No. of Lives</b>	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.									
<b>Scoring Option</b>	303	305	307	309	311	313	315	317	319	321
<b>No. of Lives</b>	3	5	7	9	11	13	15	17	19	21
	Must hit Triples only to become a killer. Single or Double count as a miss.									

Refer to the section “Read First - Operation”.

**Playing the Game**

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

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

**G29 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.

<b>Scoring Option</b>	-03	-04	-05	-06	-07	-08	-09	-10	-11	-12
<b>No. of Targets</b>	3	4	5	6	7	8	9	10	11	12
<b>Scoring Option</b>	-13	-14	-15	-16	-17	-18	-19	-20	-21	
<b>Starting Score</b>	13	14	15	16	17	18	19	20	21	

Refer to the section “Read First - Operation”.

**Playing the Game**

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

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

**G30 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.

<b>Scoring Option</b>	003	004	005	006	007	008	009
<b>No. of Lives</b>	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.

**G31 Outer Cricket (with scoring options of B00, B20, B25)**

**Game Options:**

Double Bull

Single Bull

The scoring options are described in the chart below.

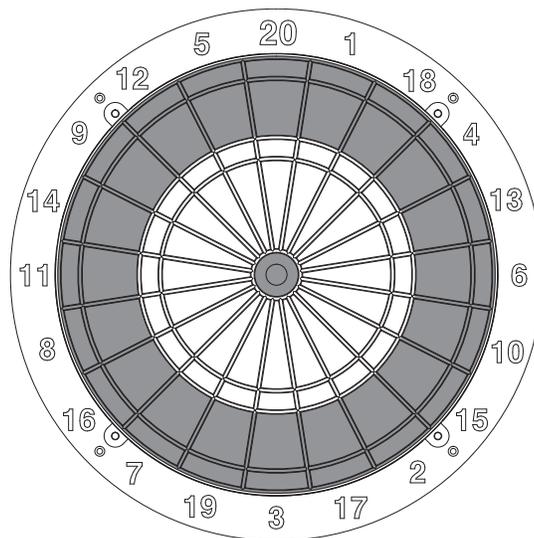
Scoring Options	Description
B00	Hit and open numbers 15-20 and bullseye in any order.
B20	Hit and open the number 20 first, then in order, open numbers 19, 18, 17, 16, 15 and bullseye.
B25	Hit and open bullseye first, then in order, open numbers 15, 16, 17, 18, 19 and 20.

Refer to the section “Read First - Operation”.

**Playing the Game**

To win: A player wins the game when they first open all the numbers and have 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.

- Is played using the outer half of the board and bullseye. The only segments in play are the double bull and single bull, the double ring and the outer single area. The triple ring and the inner single area do not count. The shaded section on the illustration below shows the portion of the board that is used.
- Opening a number: To open a number a player can hit either two doubles or a combination of 1 single and a double or 3 singles.
- Scoring points is the same as traditional cricket.
- When all players have opened a number, it will become closed for scoring.
- Bullseye’s are the same as traditional cricket.



**G32 Inner Cricket (with scoring options of C00, C20, C25)**

**Game Options:**

- Double Bull
- Single Bull

The scoring options are described in the chart below.

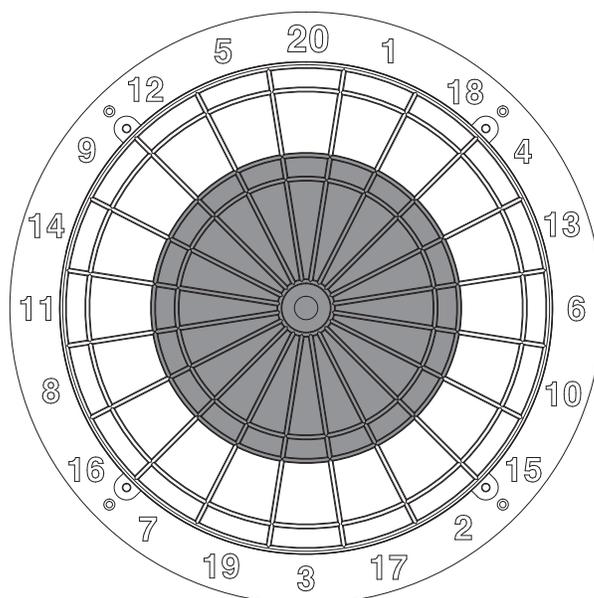
Scoring Options	Description
C00	Hit and open numbers 15-20 and bullseye in any order.
C20	Hit and open the number 20 first, then in order, open numbers 19, 18, 17, 16, 15 and bullseye.
C25	Hit and open bullseye first, then in order, open numbers 15, 16, 17, 18, 19 and 20.

Refer to the section “Read First - Operation”.

**Playing the Game**

To win: A player wins the game when they first open all the numbers and have 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.

- Is played using the inner half of the board and bullseye. The only segments in play are the double bull and single bull, the triple ring and the inner single area. The double ring and outer single area do not count. The shaded section on the illustration below shows the portion of the board that is used.
- Opening a number: To open a number a player can hit either a triple or a combination of 3 singles.
- Scoring points is the same as traditional cricket.
- When all players have opened a number, it will become closed for scoring.
- Bullseye’s are the same as traditional cricket.



**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)**

**Game Options:**

Double Bull

Single Bull

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

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

<b>Scoring Option</b>	013	014	015	016	017	018	019	020	021
<b>No. of Lives</b>	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)**

**Game Options:**

Double Bull

Single Bull

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

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

<b>Scoring Option</b>	U13	U14	U15	U16	U17	U18	U19	U20	U21
<b>No. of Lives</b>	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.

**G35 Halve-It**

**Game Options:**

Double Bull

Single Bull

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

<b>Round</b>	1	2	3	4	5	6
<b>Target Number</b>	12	13	14	Any Double	15	16
<b>Round</b>	7	8	9	10	11	12
<b>Target Number</b>	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.

<b>Scoring Option</b>	b03	b04	b05	b06	b07	b08	b09	b10	b11	b12
<b>No. of Lives</b>	3	4	5	6	7	8	9	10	11	12
<b>Scoring Option</b>	b13	b14	b15	b16	b17	b18	b19	b20	b21	
<b>No. of Lives</b>	13	14	15	16	17	18	19	20	21	

Refer to the section “Read First - Operation”.

**Playing the Game**

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

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

**G37 Forty-One**

**Game Options:**

Double Bull

Single Bull

Refer to the section “Read First - Operation”.

**Playing the Game**

To win: The player with the highest score after the last round is the winner.

- The sequence for the rounds is reversed from number 20 to the bullseye.
- There are 10 rounds for each player.
- The dartboard will display what number you must hit for that round. The designated numbers for each round are:

<b>Round</b>	1	2	3	4	5	6	7	8	9	10
<b>Target Number</b>	20	19	Any Double	18	17	Any Triple	16	15	“41” Points	Bullseye

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

**G38 Double Down****Game Options:**

Double Bull

Single Bull

Refer to the section "Read First - Operation".

**Playing the Game**

To win: The player with the highest score after the last round is the winner.

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

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

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

**G39 21 Points (with scoring options of 005, 006, 007, 008, 009, 010, 011)****Game Options:**

Double Bull

Single Bull

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

<b>Scoring Option</b>	005	006	007	008	009	010	011
<b>No. of Rounds</b>	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.

**G40 Nine-Dart Century (with scoring options of 100, 150, 200)****Game Options:**

Double Bull

Single Bull

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

<b>Scoring Option</b>	100	150	200
<b>Target Score</b>	100 Points	150 Points	200 Points

Refer to the section “Read First - Operation”.

**Playing the Game**

To win: The player that gets closest to the Target Score without going over is the winner.

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

**G41 Best of Nine (with scoring options of 009, 012, 015, 018, 021)****Game Options:**

Double Bull

Single Bull

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

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

Refer to the section “Read First - Operation”.

**Playing the Game**

To win: The player with the highest score at the end of the game wins.

- The dartboard will announce “PLAYER 1” and display a number for you to hit.
- The target number will change before each turn.
- Each player will take a turn throwing three darts.
- The object is to hit your assigned number.
- For every single segment hit in your number you will get one point. For every double segment hit in your number you will get two points and for every triple segment hit in your number you will get three points.
- The cricket display will count down how many rounds you have left.

**G42 Hound and Hare (with scoring options of 005, 012, 009, 014, 011)****Game Options:**

Double Bull

Single Bull

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

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

Refer to the section “Read First - Operation”.

**Playing the Game**

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

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

**G43 Shooting****Game Options:**

Double Bull

Single Bull

Refer to the section “Read First - Operation”.

**Playing the Game**

To win: Winner is the first one to win 7 rounds.

- In this game, each player throws three darts. The player with the highest 3 dart total wins that round.
- Double segments count as double the points and triple segments count as triple the points.

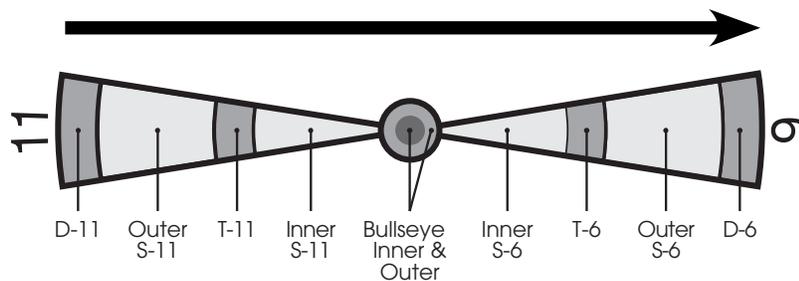
## G44 Football

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 the dartboard will display SEL. Any player will then throw a dart at the dartboard to determine the “number” or “playing field”.
- 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.
- 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.

**G45 Bowling (with scoring options of 10r, 11r, 12r, 13r, 14r, 15r)**

Before starting the game you must select the number of players and your desired scoring option. The scoring options are the number of frames, see the chart below.

<b>Scoring Option</b>	10r	11r	12r	13r	14r	15r
<b>No. of Frames</b>	10	11	12	13	14	15

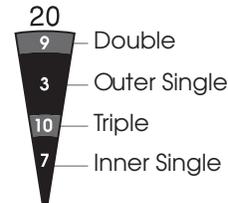
Refer to the section “Read First - Operation”.

**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 the dartboard will display PICK NO. For each turn 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:

<b>Segments</b>	<b>Score</b>
Double	9 Pins
Outer Single	3 Pins
Triple	10 Pins
Inner Single	7 Pins



- 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 give you 10 “pins” or points. Hitting the triple segment twice will give you 20 “pins” or points.
- The cricket display will count down the number of frames left. The perfect game is 200/220/240/260/280/300 respectively for the scoring options chosen.

**G46 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.

<b>Scoring Option</b>	09F	10F	11F	12F	13F	14F	15F	16F	17F	18F
<b>No. of Holes</b>	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 dartboard 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.

**G47 Count Up (with scoring options of 100, 200, 300, 400, 500, 600, 700, 800, 900)**

**Game Options:**

Double Bull

Single Bull

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

<b>Scoring Option</b>	100	200	300	400	500	600	700	800	900
<b>Set Points</b>	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.

**G48 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.

<b>Scoring Option</b>	105	110	115	120				
<b>Last Number Thrown</b>	5	10	15	20				
<b>Scoring Option</b>	205	210	215	220	305	310	315	320
<b>Last Number Thrown</b>	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.

**G49 Shanghai (with scoring options of L01, L05, L10, L15)**

The scoring options are described in the chart below.

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

Refer to the section “Read First - Operation”.

**Playing the Game**

To win: The player who gets the most points at the end of the game wins.

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

**G50 Hi-Score (with scoring options of H03, H04, H05, H06, H07, H08, H09, H10, H11, H12)**

**Game Options:**

Double Bull

Single Bull

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

<b>Scoring Option</b>	H03	H04	H05	H06	H07	H08	H09	H10	H11	H12
<b>No. of Rounds</b>	3	4	5	6	7	8	9	10	11	12

Refer to the section “Read First - Operation”.

**Playing the Game**

To win: The player with the highest score at the end of all the rounds wins.

- The rules are simple. A player must rack up the most points in 3, 4, 5...or 12 rounds (each round is 3 darts) to win.
- Doubles and triples count as 2 times and 3 times that number’s score respectively.
- The cricket display will count the rounds.

## ONE YEAR LIMITED WARRANTY

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

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

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

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

#### **GLD Products**

S84 W19093 Enterprise Drive

Muskego, WI 53150 USA

1-800-225-7593

Fax: 1-800-841-6944

Email: [gld@gldmfg.com](mailto:gld@gldmfg.com)

Web: [www.gldproducts.com](http://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 49 must be completed and returned along with a copy of your receipt within 10 days of purchase to validate your warranty.

On-line registration is also available.

Go to <http://www.gldproducts.com/index.php/registration> or click on this link. Follow the on-line instructions.

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# REGISTER YOUR PRODUCT

Place postage here

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!

Cut here.

**GLD Products**  
Warranty Department  
S84 W19093 Enterprise Drive  
Muskego, WI 53150 USA

Fold here second.



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- |                       |                            |
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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 |

Fold here first.

Name	Date of Purchase
Address	Phone-Day
City	Phone-Evening
State                  Zip	Email
Purchase Price:	Item: <b>42-1060 Viper 850 Electronic Dartboard</b>
Store Name:	

**Remember to attach a copy of your receipt.**

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**Viper Dartboard**  
Item 42-1060

### Parts Re-Order Form

Please call or consult GLD website [gldproducts.com](http://gldproducts.com) to order the following parts:

Order No.	Description
42-9987	1000 mA Adapter Positive Outer
6-44	2 Piece Bullseye, Nylon
6-15	Set of 3 Soft Tip Darts
37-1652-01	Tips, 100 pcs
6-38	Aluminum Shafts 3 pc
6-11	Mounting Hardware
6-14	Flights 3 pc, designs vary
Accessories	
37-0125	Viper Bull Throw Line
37-0106	Viper Vinyl Dart Mat

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

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[www.gldproducts.com](http://www.gldproducts.com)

**GAME TABLES**

**HOME CASINO**

**GAMES AND ACCESSORIES**

**BILLIARD CUES**

**BILLIARD ACCESSORIES**

**DARTBOARDS**

**SOFT-TIP DARTS**

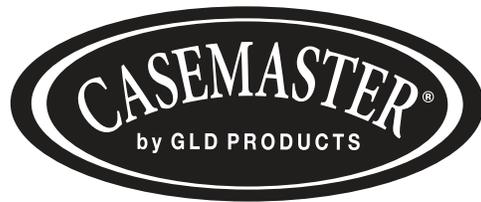
**STEEL-TIP DARTS**

**FLIGHTS AND SHAFTS**

**DART CASES AND ACCESSORIES**



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