

Viper 787 & 797 ELECTRONIC DARTBOARD



787



797

Replacement Parts

Order direct at www.gldproducts.com
or call our Customer Service department at
(800) 225-7593 Ext. 113
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 28).



Congratulations and THANK YOU for purchasing the 787 or 797 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 ext 113
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 ext. 113



Please read and understand all instructions before beginning assembly.

This assembly will require 2 adults.



Choking Hazard

This game has small parts that may break free and present a choking hazard. Children should be supervised by an adult when playing this game.

IF YOU HAVE A WARRANTY CLAIM, CALL US FIRST

Please see page 28.

GLD Products

Available 8 am to 4:30 pm Central Standard Time

S84 W19093 Enterprise Drive
Muskego, WI 53150 USA
1-800-225-7593 ext 113
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 29 and a copy of your receipt must be completed and returned within 10 days of purchase to validate your warranty.



WARNING: Parents - Please read instructions carefully. Not for use by children without adult supervision.

Thank you for purchasing the GLD 787 or 797 Dartboard. The computerized scoring system makes game playing easy and enjoyable. With 43 games and 240 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.

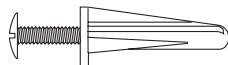
1. Use the two keyhole slots and mount the center of the dartboard following the illustration. The two screws are screwed into the wall until the screw head is 3/8" away from the wall. The dartboard is positioned so the two screw heads are inside the keyhole. Slide the dartboard down to secure. The head of the screw that is used must be larger than 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

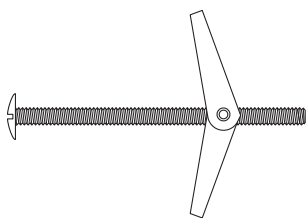
A wall with studs is the most common type of wall to mount the dartboard.

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.

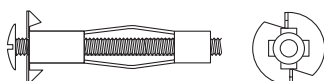
Some common anchors are:



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 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.

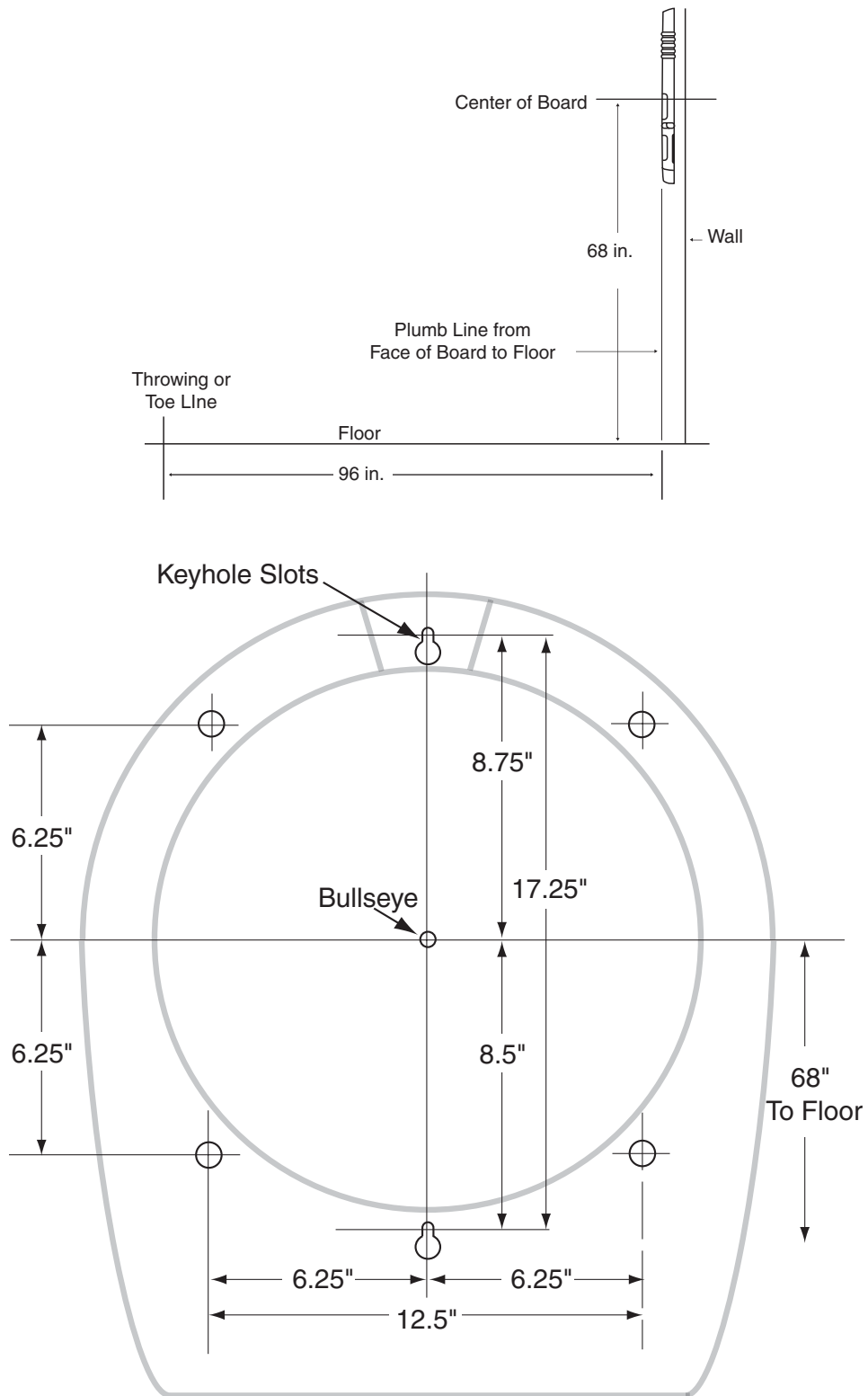
Other methods are available. Consult a hardware store if questions arise.

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

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. 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 8-3/4" (22.2 cm) directly up from the bullseye mark and place a mark on the wall. Then measure down 8-1/2" (21.6 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.



POWER INSTALLATION

The 787 dartboard can be powered by batteries or an external power supply. The 797 is only powered by an external power supply.

If you are using batteries on the 787 dartboard, it will use 4 AA batteries. The battery compartment can be opened from the front to install the 4 AA batteries.

Both dartboards can be powered by an external power supply. The power supply must be 120V, 60 Hz, 12 w input with 300 mA, 9 VDC output. The round plug for the dartboard has a negative outside and a positive center. Remove the batteries (for the 787) and plug the power supply into the jack on the side of the dartboard.

To conserve power, this dartboard is equipped with a sleep mode and an auto power-off mode. If the dartboard is not being used, it will automatically enter sleep mode after 5 minutes and will turn off after 30 minutes.

1. The board is not intended for children under the age of 3 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

OE rr 25 D
OE rr 25
OE rr XX
OE rr XX D
OE rr XX T

Malfunction

Inner Bullseye
Outer Bullseye
Single segment for the number displayed at "XX"
Double segment for the number displayed at "XX"
Triple segment for the number displayed at "XX"

Take the following steps immediately when the error message appears.

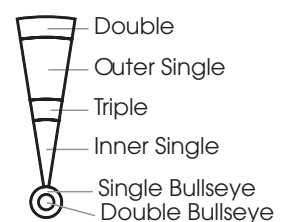
- a. Find the “frozen” segment according to the display.
- b. Press firmly down on the “frozen” segment until it breaks free and the loose fit is restored. Once the “frozen” segments are loosened, the error message should be gone and the board will continue to operate normally.
2. This game is designed 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.

SELF-TEST

With the board turned off, press and hold the two single segments of #20. Power on the dartboard and watch the display. The segments will be displayed in sequence. If any of the segments are not displayed, the display is damaged.

GAME OPERATIONS

<u>Segment</u>	<u>Scoring</u>	<u>Scoring Rules</u>
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



QUICK START - IF YOU JUST WANT TO START THROWING DARTS

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

NOTE: The default game is G01 301 with 4 players.

3. Take turns throwing darts. The first player to get their score to exactly zero wins.

787 ELECTRONIC GAME MENU

Game	Description	Options	Players
G01	301	6	1-16
G01	501	6	1-16
G01	601	6	1-16
G01	701	6	1-16
G01	801	6	1-16
G01	901	6	1-16
G02	Killers	13	2-16
G03	Shanghai	14	1-16
G04	Count Up 100	2	1-16
G04	Count Up 200	2	1-16
G04	Count Up 300	2	1-16
G04	Count Up 400	2	1-16
G04	Count Up 500	2	1-16
G04	Count Up 600	2	1-16
G04	Count Up 700	2	1-16
G04	Count Up 800	2	1-16
G04	Count Up 900	2	1-16
G05	Shoot Out	12	1-16
G06	Best of Nine	9	1-16
G07	Call Three	10	1-16
G08	Hound and Hare	7	2
G09	Gold Hunting	8	1-16
G10	Quick Cricket	5	1-16
G11	American Cricket	5	1-16
G12	Cut Throat Cricket	5	1-16
G13	Scram Cricket	2	2
G14	Double Only Cricket	5	1-16
G15	Round The Clock	14	1-16
G16	Round The Clock The Irish Way	2	1-16
G17	Nine Dart Century	5	2-16
G18	Shove A Penny	2	1-16
G19	Baseball	5	1-16

Game	Description	Options	Players
G20	Football	1	1-16
G21	Bowling	8	1-16
G22	Golf	12	1-16
G23	Big Six	7	2-16
G24	Hi-Score	12	1-16
G25	Double Down	2	1-16
G26	Forty One	2	1-16
G27	Over	5	2-16
G28	Under	5	2-16
G29	All Fives	7	1-16
G30	Car Racing	2	1-16
Total		240	

READ FIRST - OPERATION

1. Plug the dartboard in or put 4 AA batteries in.
2. Press the ON/OFF button. When the dartboard turns on a welcoming fanfare will play.
3. Press the GAME button to scroll through the game menu. Selection will be displayed at Player 1's score display. While selecting games, you can push the 301 button to jump you to G01 301. You can also press the CRICKET button to jump you to G10 Quick Cricket. Also pressing the COUNT UP button will jump you to G04 Count Up.
4. Press the OPTION button to select the designed options/difficulties of the game for all players. Selection will be displayed at Player 2's score display.
5. Press the PLAYER 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 dartboard and announced by the computer.
6. For **G01 301, 501, 601, 701, 801, 901**, players can also press the DOUBLE button to select Double In/Double Out options before starting. The display will say "IN" or "OUT" to show your selection.
 - "IN" text displayed Double In/Any Segment Out
 - "OUT" text displayed Any Segment In/Double Out
 - Both "IN" and "OUT" text displayed Double In/Double Out
 - No text displayed Any Segment In/Any Segment Out

7. For all the games you can select a Single Bull or Double Bull. Press the BULL button before starting a game to select. The Player 4's scoreboard will show "SbU" for single and "dbU" for double.

DOUBLE BULL	Inner ring = 50 points and the outer ring = 25 points.
SINGLE BULL	Both rings = 50 points.
8. Press START/NEXT to start a game.
9. While in a game you can change the sound level. Press the SOUND LEVEL/BULL 25/50 button to change the sound. Three levels of beeps will be heard.
10. If a dart thrown at the board scores, but does not stick in the board, you can eliminate that score. Press the BOUNCE button until the score you wish to eliminate flashes. Then eliminate this score by pressing the ELIMINATE button.
11. If a dart thrown at the dartboard doesn't hit the scoring segments you can push the MISS button.
12. This dartboard is equipped with at standby and automatic shut off as a power saving feature. If the dartboard is untouched for 5 minutes it will go into a standby mode. Push any button to return to what you were doing. If untouched for long enough it will automatically shut off.
13. During a game you can push the AUTO CHANGE button to activate the Automatic Player Change feature. There is no indication on the board that this is activated or not. If it is activated the game will change to the next player after a turn is over automatically after 10 seconds. If this is not activated you must push the START button after your turn has ended to switch to the next player.
14. When a player finishes the game first, the game will announce "winner" and the celebration and applause will be heard.

GAME DESCRIPTIONS AND RULES**G01 301 (with options of 301, 501, 601, 701, 801, 901 and Single In/Single Out, Double In/Single Out, Double In/Double Out, Single In/Double Out and Double Bull, Single Bull)**

Before starting the game you must select the number of players, your desired option and if you would like, a Double In or Double Out option. Your options are the starting score for the game, see the chart below.

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

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. The first player who reaches exactly zero wins.

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 Double Out has been selected, the Dart Out feature is automatically activated. In this mode, once a player is 170 or below, 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 dart display.

G02 Killers (with options of -7, -8, -9, -10, -11, -12, -13, =3, =5, =7, =9 and Double Bull, Single Bull)

Before starting the game you must select the number of players and your desired option. The options are the number of lives you have and what segments to hit for a kill, see the chart below.

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			

To start this game, players throw a dart at the board to select their number. The Scoreboard will show SEL and the number selected will be used for the player throughout the game. Your selected number will be displayed on the Scoreboard. No two players can select the same number in one game.

To become a "Killer", the player must hit the double in their number. When you become a "Killer" your scoreboard will display - - -. 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 cricket display. The last player with "Lives" will be the winner.

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.

G03 Shanghai (with options of L01, L05, L10, L15, H01, H05, H10, H15, P01, P05, P10, P15 and Double Bull, Single Bull)

Before starting the game you must select the number of players and your desired option. The options are described in the table below.

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			

Each player must hit numbers 1 through 20 and the bullseye in order. The dartboard will display the 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 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.

G04 Count-Up (with options of 100, 200, 300, 400, 500, 600, 700, 800, 900 and Double Bull, Single Bull)

Before starting the game you must select the number of players and your desired option. The options are the set points which are the points needed to win, see the chart below.

Option	100	200	300	400	500	600	700	800	900
Set Points	100	200	300	400	500	600	700	800	900

Your score will be accumulated for each dart. The first player to reach or go over the set points will be the winner.

G05 Shoot Out (with options of -11, -12, -13, -14, -15, -16, -17, -18, -19, -20 and Double Bull, Single Bull)

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

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

The e-BOARD Computer will randomly display a number for the player to hit. One correct hit scores one mark. The first player who hits 11, 12, 13...20 marks, depending on the option selected, is the winner. 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.

G06 Best of Nine (with options of 009, 012, 015, 018, 021, 024, 027 and Double Bull, Single Bull)

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

Option	009	012	015	018	021	024	027
No. of Darts	9	12	15	18	21	24	27

The dartboard will select a number for you to hit. Each player will then take turns 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. The player with the highest score at the end of the game wins.

G07 Call Three (with options of r03, r04, r05, r06, r07, r08, r09, r10 and Double Bull, Single Bull)

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

Option	r03	r04	r05	r06	r07	r08	r09	r10
No. of Rounds	3	4	5	6	7	8	9	10

The dartboard chooses three numbers randomly in each turn. The player attempts to hit them in the order called. The player receives one point when hitting the number, two points when hitting double, and three points when hitting triple. Player with the most points at the end of the game wins.

G08 Hound and Hare (with options of 005, 012, 009, 014, 011 and Double Bull, Single Bull)

Before starting the game you must select your desired option. The options are the number at which the Hound starts at, see the chart below.

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

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”. 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.

G09 Gold Hunting (with options of 006, 009, 012, 015, 018, 021 and Double Bull, Single Bull)

Before starting the game you must select the number of players and your desired option. The options are the number of times you must find gold to win, see the chart below.

Option	006	009	012	015	018	021
No. of Times Finding Gold	6	9	12	15	18	21

The object of the game is to “Find Gold”. You will “Find Gold” when your score reaches exactly 50 or a multiple of 50 (100, 150, 200 etc.). The cricket display will keep track of how many times you find gold. The player who “Finds Gold” the designated amount of times first will win the game. However since gold can make you greedy, whenever you “Find Gold” you will also steal 1 gold from every player who has gold.





To score and attempt to “Find Gold” players take turns throwing darts at the dartboard. 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 points.

G10 Quick Cricket (with options of 000, 020, 025 and Double Bull, Single Bull)

Before starting the game you must select the number of players and your desired option. The options are described in the chart below.

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.

Following the standard rules, in Quick 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.

Cricket Status	One Time	Two Times	Open	Close
Sign				

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

G11 American Cricket (with options of C00, C20, C25 and Double Bull, Single Bull)

Before starting the game you must select the number of players and your desired option. The options are described in the chart below.

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.

Same as Quick 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 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.

G12 Cut Throat Cricket (with options of C00, C20, C25 and Double Bull, Single Bull)

Before starting the game you must select the number of players and your desired option. The options are described in the chart below.

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.

Same rules as American Cricket EXCEPT once the scoring begins, points are added to your opponents scores who haven't opened that number. The player who first opens all numbers and has the lower score wins.

G13 Scram Cricket (Double Bull, Single Bull)

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 on the open numbers. Round 1 will be finished when all numbers have been closed. For round 2, the reverse is done. 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.

G14 Double Only Cricket (with options of C00, C20, C25 and Double Bull, Single Bull)

Before starting the game you must select the number of players and your desired option. The options are described in the chart below.

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.

This game is the same as American Cricket EXCEPT that you have to hit a double segment for each number first. That will give you 2 hits, you still need one more hit to open that number for scoring.

For example, to start with the number 20, you must hit the double 20 segment. Any hits before you do this will count as a miss. Once you've hit your double 20 you have three possibilities for that number:

- If you hit a single 20 it will open the 20 for scoring.
- If you hit a double 20 it will open the 20 for scoring and score you 20 points.
- If you hit a triple 20 it will open the 20 for scoring and score you 40 points.

Once all players have opened a number that number will close and no one can score on it anymore.

G15 Round-the-Clock (with options of 105, 110, 115, 120, 205, 210, 215, 220, 305, 310, 315, 320 and Double Bull, Single Bull)

Before starting the game you must select the number of players and your desired option. The options are described in the table below.

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			

The e-BOARD Computer will display the segment you have to hit. Players must hit numbers in 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. The first player to reach zero points (hit all their segments) wins. If you hit the wrong segment your score will not change.

G16 Round-The-Clock The Irish Way (Double Bull, Single Bull)

Before starting the game you must select the number of players. The game is played the same as Round-The-Clock EXCEPT that doubles and triples advance you the amount of the double or triple plus one. For example hitting double 1 will move you to number 3. Once you pass the number 10, the double and triple segments will count as a miss. If you hit a double 10 your next number will be the bullseye. Players must get two bullseyes in the same turn to win the game.

An example of a game played between 2 players is:

Nick	1st Dart	Next #	2nd Dart	Next #	3rd Dart	Next #
1st Turn	S1	2	T2	7	S7	8
2nd Turn	D8	17	S17	18	S5	18
3rd Turn	S18	19	S19	20	S20	Bull
4th Turn	S8	Bull	Bull	2nd Bull	S1	Bull
5th Turn	Double Bull	WINNER!				
Marilyn	1st Dart	Next #	2nd Dart	Next #	3rd Dart	Next #
1st Turn	S1	2	S2	3	S3	4
2nd Turn	D4	9	S9	10	D10	Bull
3rd Turn	Bull	2nd Bull	S17	Bull	D4	Bull
4th Turn	Bull	2nd Bull	S19	Bull	D18	Bull

G17 Nine-Dart Century (with options of 100, 150, 200 and Double Bull, Single Bull)

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

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

In this game each player has 9 darts (three turns) to score 100 (or 150, 200) points without going over, or get as close to 100 as possible. If you go over you are “busted” and out of the game. Darts that land outside the scoring area will reset your score back down to zero. 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. The player that gets closest to the Target Score without going over is the winner.

G18 Shove A Penny (Double Bull, Single Bull)

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 dartboard 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 counts 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. The first player to open all their numbers is the winner.

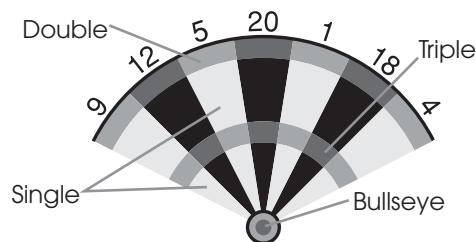
G19 Baseball (with options of b07, b08, b09 and Double Bull, Single Bull)

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

Option	b07	b08	b09
No. of Innings	7	8	9

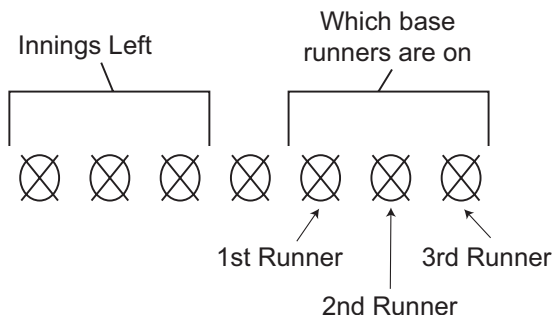
A baseball field is laid out as shown in diagram below. A player throws 3 darts in each inning and the runs/bases are set as follows:

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 player with the most runs at the end of the game is the winner.

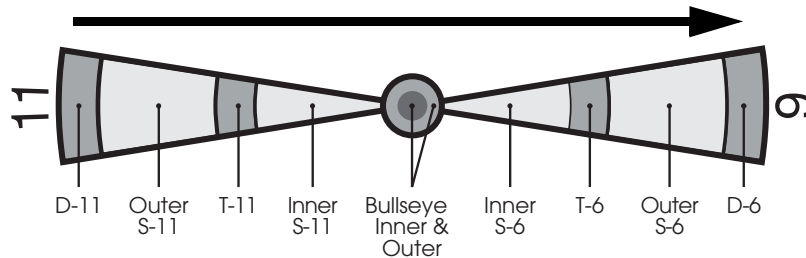
The cricket display will show the number of innings left and what base your “runners” are on. The table below will show the symbols displayed for the base that your “runner” is on.



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

G20 Football (Double Bull)

Before starting the game you must select the number of players. To start the game the dartboard will display SEL. The player will then throw a dart at the dartboard 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. 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, inner S-6, T-6, outer S-6 and finally D-6. The first player who finishes crossing their playing field is the winner.

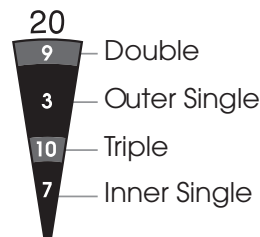
G21 Bowling (with options of 10R, 11R, 12R, 13R, 14R, 15R and Double Bull, Single Bull)

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

Option	10R	11R	12R	13R	14R	15R
No. of Frames	10	11	12	13	14	15

For each turn your first dart will select the “Alley” and the second and third dart will score “pins” or points by hitting segments in your “Alley”. Hitting the bullseye will not count as an “Alley” or give you any “pins” or points. “Pins” or points are scored as follows:

Segments	Score
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 player with the highest points or “pins” at the end

of the game is the winner. The cricket display will count down the number of frames left. The perfect game is 200/220/240/260/280/300 respectively for the options chosen.

G22 Golf (with options of 09F, 10F, 11F, 12F, 13F, 14F, 15F, 16F, 17F, 18F and Double Bull, Single Bull)

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

Option	09F	10F	11F	12F	13F	14F	15F	16F	17F	18F
No. of Holes	9	10	11	12	13	14	15	16	17	18

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 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 left. The bullseye counts as a miss. The first person to complete all their “holes” wins and the game is over.

G23 Big Six (with options of 3, 4, 5, 6, 7 and Double Bull, Single Bull)

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

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

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 SEL. They can then throw a dart to select the next target. That number and segment then becomes the target. The scoreboard will display the target. In any turn if the player does not hit the designated target they lose one life. If a player hits the target with the first or second dart, the next dart then determines the next target and that players turn is over. If a player hits the target with the third dart their turn is over and the 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. That player is the winner.

G24 Hi Score (with options of H03, H04, H05, H06, H07, H08, H09, H10, H11, H12 and Double Bull, Single Bull)

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

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

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 down the remaining rounds. The player with the highest score at the end of all the rounds wins.

G25 Double Down (Double Bull, Single Bull)

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

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

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

G26 Forty One (Double Bull, Single Bull)

Before starting the game you must select the number of players. This game is the same as Double Down except the sequence for the rounds is reversed from number 20 to the bullseye. The dartboard will display what number you must hit for that round. The designated numbers for each round are:

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

The additional round of 41 points is included before the bullseye, and a player must hit any 3 segments totalling 41. The player with the highest score after the last round is the winner.

G27 Over (with options of 0-7, 0-8, 0-9 and Double Bull, Single Bull)

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

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

Player 1 throws 3 darts, the score of those darts will become the "leaders score" and a fanfare will play. Each player takes a turn throwing 3 darts to attempt to beat the "leaders score". The current "leader's score" is displayed on the dartboard in the upper right corner. A player's score will become a new "leader's score" if his score in the new turn is higher or the same as the previous "leader's score". If not, he will lose one life.

A leader can choose to challenge his own "leader's score" but he will lose a life if his score is lower than the leader's score. If a leader does not want to challenge and wants to keep his "leader's score", he can press the START/NEXT button and skip his turn.

The Cricket Display will show how many "Lives" each player has. 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.

G28 Under (with options of U-7, U-8, U-9 and Double Bull, Single Bull)

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

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

The rules follow exactly as Over except the "leader's score" is the lowest score for each turn.

G29 All Fives (with options of 551, 561, 571, 581, 591 and Double Bull, Single Bull)

Before starting the game you must select the number of players and your desired option. The options are the total points you need to win, see the chart below.

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

During each round the player's total score for that round must be divisible by 5. Every divisible 5 counts as one point. For instance, 2, 8, 5 totals 15. A player will get 3 points as 15 divided by 5 equals 3. There will be no points if the round of 3 darts' total score is not divisible by 5. The dartboard will display the best possible hit for your third dart, that will give you the most points. The first player to score 51, 61, 71, 81, or 91 will be the winner.

G30 Car Racing (Double Bull, Single Bull)

Before starting the game you must select the number of players. In this game, the board becomes a race course. The first player to finish the course is the winner. Only the inner single segments are used for the 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. 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 dartboard will display what segment you need to hit. The cricket scoreboard will count down how many numbers you need 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 Ext. 113
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.

If you are replacing segments contact GLD Customer Support for instructions.

PRODUCT REGISTRATION

Important: The product registration form on page 29 must be completed and returned along with a copy of your receipt within 10 days of purchase to validate your warranty.

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!

GLD Products

Warranty Department
S84 W19093 Enterprise Drive
Muskego, WI 53150 USA

Cut here.

Fold here second.



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GAME TABLES

GAMES AND ACCESSORIES

BILLIARD ACCESSORIES

SOFT-TIP DARTS

FLIGHTS AND SHAFTS

HOME CASINO

BILLIARD CUES

DARTBOARDS

STEEL-TIP DARTS

DART CASES AND ACCESSORIES

Fold here first.

Name	Date of Purchase
Address	Phone-Day
City	Phone-Evening
State Zip	Email
Purchase Price:	Item: 42-0001 & 42-1017 787 & 797 Dartboard
Store Name:	

1. What are the top two reasons that influenced the purchase of this product? Select two.

<input type="checkbox"/>	Brand reputation	<input type="checkbox"/>	Prior experience with another GLD product
<input type="checkbox"/>	Saw in an advertisement	<input type="checkbox"/>	Color/appearance
<input type="checkbox"/>	Quality/durability	<input type="checkbox"/>	Other
<input type="checkbox"/>	Value for price		

2. How did you become aware of this product? Select two.

<input type="checkbox"/>	Saw in an advertisement	<input type="checkbox"/>	Saw it in the store
<input type="checkbox"/>	Saw or used a friend's or relative's	<input type="checkbox"/>	Recommended by another person
<input type="checkbox"/>	Received as a gift	<input type="checkbox"/>	Other

3. Rate your satisfaction with each of the following?

	Excellent	Good	Fair	Poor
Assembly instructions				
Ease of assembly				
Packaging				
Overall product satisfaction				

4. Were there any parts missing?

☐ Yes ☐ No If so, which ones? Order No. _____

5. Based on your experience, would you buy another GLD product?

☐ Yes ☐ No

6. Is this the first GLD product that you've owned? If No, what other product have you owned?:

☐ Yes ☐ No _____

7. Have you owned products from:

☐ Sportcraft ☐ Harvard ☐ Classic Sport ☐ Other

8. When did you decide to purchase this product?

☐ Before entering the store. ☐ While in the store/impulse purchase

9. How many times per month will you use it?

☐ 1 to 3 ☐ 4 to 8 ☐ 9 to 15 ☐ 16 +

10. Are you the intended user of this product?

☐ Yes ☐ No, indicate who: _____

11. Where will you use this product?

☐ Home ☐ Other: _____

12. Please tell us your gender?

☐ Male ☐ Female

13. And your marital status?

☐ Married ☐ Single

14. Age?

☐ Under 25 ☐ 25 - 40 ☐ 40 - 60 ☐ Over 60

15. Which best describes your family income?

<input type="checkbox"/> Under \$25,000	<input type="checkbox"/> \$25,000 - \$49,999	<input type="checkbox"/> \$50,000 - \$99,999
<input type="checkbox"/> \$100,000 - 149,999	<input type="checkbox"/> \$150,000 - \$199,999	<input type="checkbox"/> Over \$200,000

16. Education:

<input type="checkbox"/> Some high school	<input type="checkbox"/> College degree
<input type="checkbox"/> Completed high school	<input type="checkbox"/> Graduate degree

Remember to attach a copy of your receipt.

Mail To: GLD Products
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 Muskego, WI 53150 USA
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787 & 797 Dartboard

Item 42-0001 & 42-1017

Parts Re-Order Form

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

Order No.	Description	Unit Price	Qty.	Total Amount
6-1	Adapter 300 mA NEGATIVE OUTSIDE	10.00		
6-26	Battery Door Cover	2.00		
6-27	Screws for Front of Board	0.25		
6-28	Screws for Back of Board	0.25		
6-31	Template Score Area-787	7.00		
6-32	Template Buttons Area-787	7.00		
6-11	Mounting Hardware (anchor/lg & sm screw-4 ea.)	3.00		
37-1652-01	Tips 100 pc	4.99		
6-37	All-in-one Dart Flight and Shaft 3 pc	2.00		
6-39	Inner and Outer Bullseye-797	15.00		
6-40	Single Red, Double/Triple Grey Segments-797	20.00		
6-41	Single Black, Double/Triple Red Segments-797	20.00		
6-42	Games Template-797	7.00		
6-43	Score Template Cover-797	7.00		
6-21	Pie Segments Blue/White/Red-787	20.00		
6-22	Pie Segments Black/Red/Blue-787	20.00		
6-23	Bullseye 2 Piece Segments Black/Red-787	15.00		
		Subtotal		
		S/H		
		Tax		
		Total		

Shipping will be added. If paid by Check or Money Order, call for quote.
 5.1% Waukesha Wisconsin tax will apply (subject to change).

Method of Payment

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 Security Code # _____ Billing Address Zipcode _____
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 Address _____ Phone _____
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