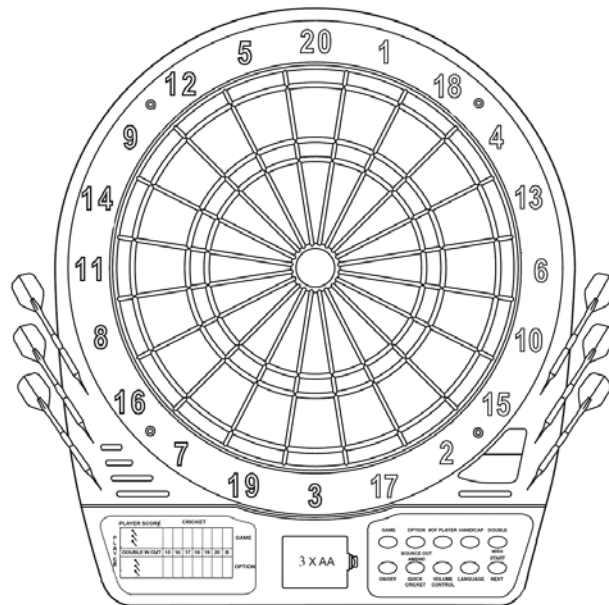


# **VIPER 777**

## **ELECTRONIC DARTBOARD**

### **TABLERO ELECTRÓNICO DE DARDOS 777**



### **Replacement Parts**

*Piezas de repuesto*

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

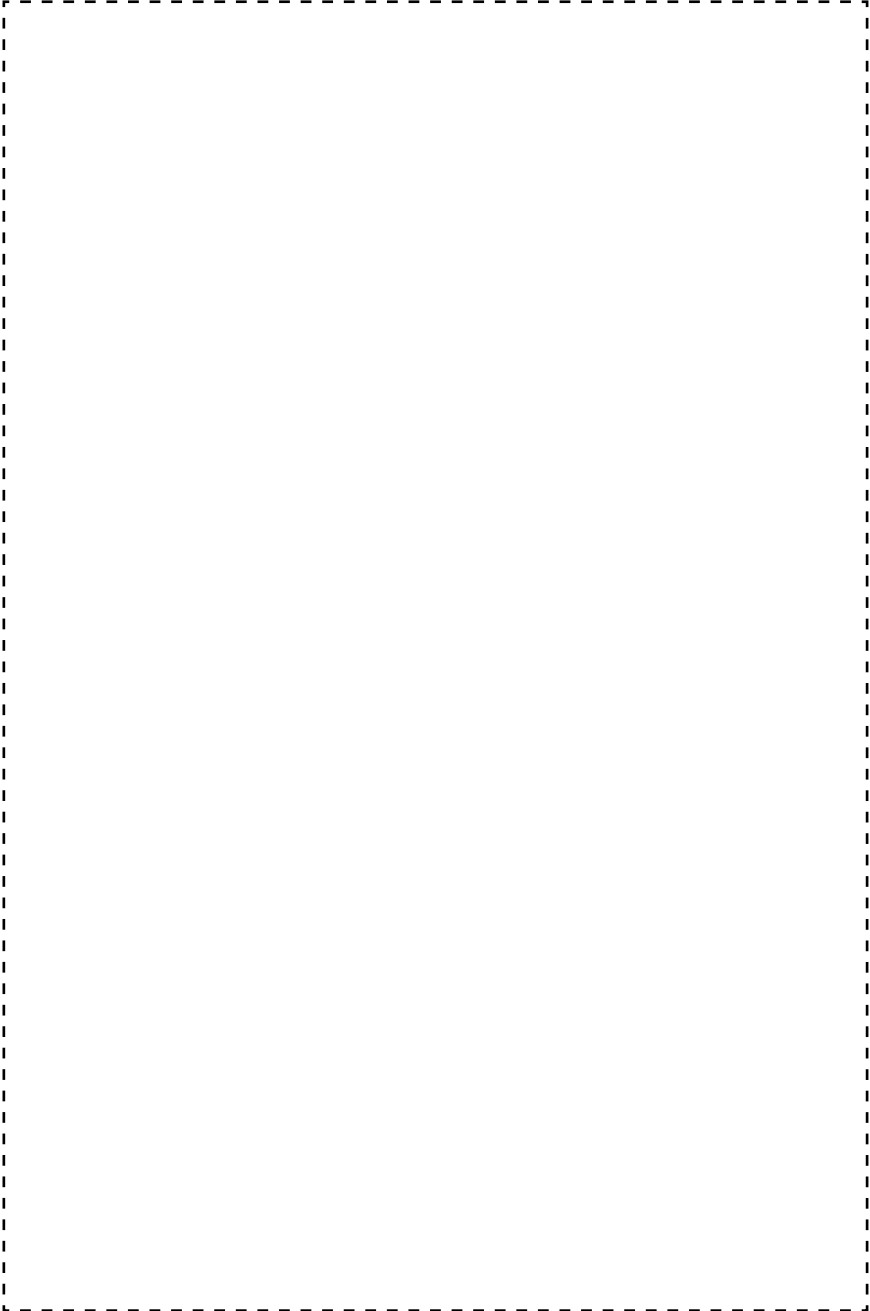
*Haga su pedido directamente en [www.gldmfg.com](http://www.gldmfg.com)  
o llame al departamento de Servicio al consumidor.*

**Staple your receipt here.**

*Adjunte con una engrapadora su recibo aquí.*

**Important:** A copy of your receipt will be needed to activate your warranty (see page 40).

*Importante: Se necesitará una copia de su recibo para activar su garantía (consulte la página 41).*



***Congratulations and THANK YOU for purchasing the 777 Electronic 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.



Place your package near the location where it will be used. Carefully unpack all components and verify you have all the correct pieces.

If you notice missing or defective parts, please call us at:  
**1-800-225-7593**



**Choking Hazard**

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

**Felicitaciones y gracias por comprar el tablero de dardos 777 de GLD. Usted ha elegido un producto que debe proporcionar años de entretenimiento. Para ayudar a usted con el servicio de atención al cliente y las reclamaciones de garantía, grapado**

**El recibo de la parte interior de la cubierta, mantenga este manual en un lugar seguro para su referencia futura.**

## GLD Products

S84 W19093 Enterprise Dr

Muskego, WI 53150 USA

1-800-225-7593

Fax: 1-800-841-6944

Correo electrónico: [gld@gldmfg.com](mailto:gld@gldmfg.com)

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

*Este manual puede haber sido actualizado. Para el último manual o un manual en español, visite el sitio web de productos GLD.*



*Coloque el paquete cerca de la ubicación donde se va a utilizar. Desembale con cuidado todos los componentes y compruebe que todas las piezas.*

*Si usted nota faltante o piezas defectuosas, por favor llámenos al:*

**1-800-225-7593**



### ***Peligro de asfixia***

*Este juego tiene las piezas pequeñas que pueden desprenderse y presentar un peligro de asfixia. Los niños deben ser supervisados por un adulto cuando este juego.*

**IF YOU HAVE A WARRANTY CLAIM, CALL US FIRST:**

Please refer to page 4040.

**GLD Products**

Available 8 am to 4:30 pm Central Standard Time

S84 W19093 Enterprise Drive  
Muskego, WI 53150 USA  
1-800-225-7593  
Fax: 1-800-841-6944  
Email: [gld@gldmfg.com](mailto:gld@gldmfg.com)  
Web: [www.gldproducts.com](http://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 <MP>43 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 [www.gldproducts.com/index.php/registration](http://www.gldproducts.com/index.php/registration) or click on this link. Follow the online instructions.



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

Thank you for purchasing the GLD 777 Electronic Dartboard. The computerized scoring system makes game playing easy and enjoyable. With 43 games and 320 options to choose from, beginners and more advanced players will be able to keep track of game scoring on any dartboard.

**TOOLS REQUIRED**

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

## SI TIENE UNA RECLAMACIÓN DE GARANTÍA, LLÁMENOS PRIMERO

Consulte página 41.

### Productos GLD

Disponible de 8 a.m. a 4:30 p.m. (horario de la zona central)

S84 W19093 Enterprise Drive

Muskego, WI 53150 USA

1-800-225-7593

Fax: 1-800-841-6944

Correo electrónico: [gld@gldmfg.com](mailto:gld@gldmfg.com)

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

Cuando llame para una reclamación, procure tener a mano el recibo y el número de artículo. El número de artículo del producto se puede encontrar en la tapa.

**Si se le indica que devuelva el producto para su reparación, usted será responsable de enviar la unidad y hacerse cargo de los gastos.**

### REGISTRO DEL PRODUCTO

**Importante: Se debe completar el formulario de registro del producto en la página 43 y devolverse junto con una copia de su recibo dentro de los 10 días de la compra para validar su garantía.**



**ADVERTENCIA Padres:** Lean las instrucciones con cuidado. Los niños no deben usarlo sin la supervisión de un adulto.

Gracias por comprar el tablero de dardos 777 de GLD. El sistema de puntuación computarizado hace que el juego sea fácil y divertido. Con 43 juegos y 320 opciones para elegir, los principiantes y los jugadores con más experiencia encontrarán juegos desafiantes según sus preferencias.

### HERRAMIENTAS NECESARIAS

- Cinta métrica
- Clavo o marcador
- Destornillador Phillips (no se incluye)
- Nivel (no se incluye)
- Tres baterías AA

**UNPACKING THE DARTBOARD**

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.

***Desembalaje del juego***

*Después de descomprimir el juego, es importante guardar la caja original, todo el material de embalaje, y el recibo. Estos elementos serán necesarios si es que alguna vez sea necesario para devolver el juego para el servicio.*

**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.

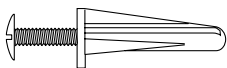
***Montaje (Instalación Física)***

*Dos métodos para la fijación de la diana están disponibles.*

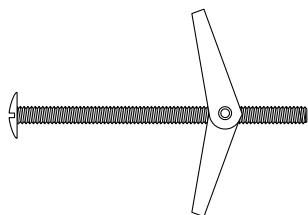
1. *Utilice las ranuras en la parte posterior de la diana. Siga la ilustración y el monte la diana. Los dos tornillos se atornilla a la pared hasta que la cabeza del tornillo 3/8" de distancia de la pared. La diana está colocado de modo que las dos cabezas de tornillo se encuentran dentro de la cerradura. Deslice la diana hacia abajo para asegurarla. La cabeza del tornillo que se usa debe Ser mayor de 5/16" y de menor tamaño de 3/8".*
2. *Cuatro orificios separados por igual son accesibles desde la parte delantera a unidad en los tornillos. Con la diana en su lugar, los cuatro tornillos son impulsadas desde la parte frontal, a través de los orificios existentes. Utilice tornillos 1/8" de diámetro. La cabeza del tornillo debe encajar dentro del bolsillo.*

## Wall Anchors

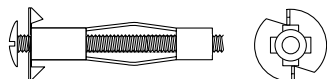
1. Locate a stud and use wood screws or sheet metal type screws to secure the mounting bracket.
2. If a stud cannot be located or is not in the proper location, use the plastic anchors and screws. Some common anchors are:



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



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



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

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

## Anclajes de pared

Una pared con espárragos es el tipo más común de pared para montar la diana.

1. Localizar un espárrago y utilice los tornillos para madera o chapa metálica tipo tornillos para fijar la diana.
2. Si un espárrago no puede ser localizado o no se encuentra en la posición correcta, utilice un ancla que es adecuado para el tipo de pared.

Algunos anclajes comunes son:

**Plástico** - Taladrar un agujero apretado de yeso y empuje el anclaje en la cabeza. Cuando el tornillo está atornillado en el ancla, el plástico se expanda, bloqueo del anclaje en el lugar. No utilizar en paneles delgados.

**Perno** - Taladro a través de paredes. Agujero debe ser lo suficientemente grande como para que el paso de las alas. Inserte el tornillo a través de los agujeros en la diana y pase el alternar las alas sólo en El tornillo. Pliegue las alas hacia atrás y empuje en el agujero hasta que abre las alas. Tire hacia atrás del tornillo para sujetar las alas contra el interior de la pared y apretar el tornillo.

**Anclaje para pared hueca** - Taladrar un agujero perfectamente a través de la pared. Toque en anclaje en el agujero hasta que las puntas en la parte inferior de la cabeza son firmemente asentados en la pared. Girar el tornillo y aplicar presión para mantener la cabeza de anclaje. Apretar el tornillo hasta que se sienta resistencia. No apretar en exceso. Girar el tornillo hacia fuera para extraerlo. Ancla, estancia y el tornillo puede ser sustituido.

Se dispone de otros métodos. Consulte a un almacén de hardware si surgen preguntas.



**Mounting Using the Keyhole Slots**

1. Choose a location that is near an electrical outlet and has at least 10 feet of open floor space in front of the board. Locate and use a wall stud for mounting whenever possible.
2. Determine the location for the dartboard. Place a mark on the wall 68 inches (172.7 cm) from the floor. This mark is the final position of the center of the dartboard (bullseye).
3. Locate studs and use wood screws or sheet metal screws to secure the dartboard if the mark is on the stud. The head of the screw must be larger than 5/16" and smaller than 3/8".
4. If the mark is not over a stud, use the mounting hardware that came with your dartboard.
5. Measure 8-3/4" (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 8.
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.

***Soporte con las ranuras de la chaveta***

*Consulte las ilustraciones en las páginas siguientes.*

1. *Elija una ubicación cercana a una toma de corriente y tiene por lo menos 10 pies de suelo abierto espacio en la parte delantera de la junta. Localice y utilice un espárrago de pared para el montaje siempre que sea posible.*
2. *Determinar la ubicación de la diana. Coloque una marca en la pared 68 pulgadas (172.7 cm) desde el suelo. Esta marca es la posición final del centro de la diana (bullseye).*
3. *Localizar los espárragos y utilice los tornillos para madera o chapa metálica tornillos para fijar la diana si la marca es en el espárrago. La cabeza del tornillo debe ser menor que 3/8" y más de 5/16".*
4. *Si la marca no está sobre un espárrago, utilizar el hardware de montaje que se incluye con su diana.*
5. *Medir 8-3/4" (22.9 cm) directamente desde el saque y coloque una marca en la pared. A continuación, medir 8-1/2" (21.6 cm) de la diana y coloque una marca en la pared. Utilice un nivel para asegurarse de que todas las marcas se encuentren en posición vertical.*
6. *Perfore orificios piloto en las dos marcas. Estos son de los tornillos de montaje.*
7. *Si se utilizan anclajes de pared, siga las instrucciones que se encuentran en los anclajes de pared en la página 8.*
8. *Inserte los tornillos en los anclajes hasta de 1/4" (6.5 mm) de separación entre la pared y la cabeza del tornillo.*
9. *Mantenga la diana para las dos cabezas de tornillo encaja en la parte inferior de las cerraduras. El Diana debe deslizar hacia abajo 1/2 y las cabezas de los tornillos se mantendrán en la pared.*
10. *Los tornillos se puede apretar o aflojar para proporcionar un soporte seguro.*

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

1. Choose a location that is near an electrical outlet and has at least 10 feet of open floor space in front of the board. Locate and use a wall stud for mounting whenever possible.
2. Two people are needed for this step. Hold board on the wall. Position center of bullseye 68" from the floor. Level the board. Hold in place.
3. Locate the four mounting holes on the front of the board. Use a marker or nail to mark the position of the board through the four mounting holes onto the wall. Remove the board.
4. Drill four pilot holes on the marks created in Step 3.
5. If using plastic anchors: drill the holes so the anchors fit snugly. Push anchors into place.
6. Line up dartboard over anchors. Screw board into place. The screws will expand the anchors.
7. After the board is mounted, the bullseye should be 68" (173 cm) above the floor.

***Soporte con los cuatro orificios en la parte frontal***

*Consulte las ilustraciones en las páginas siguientes.*

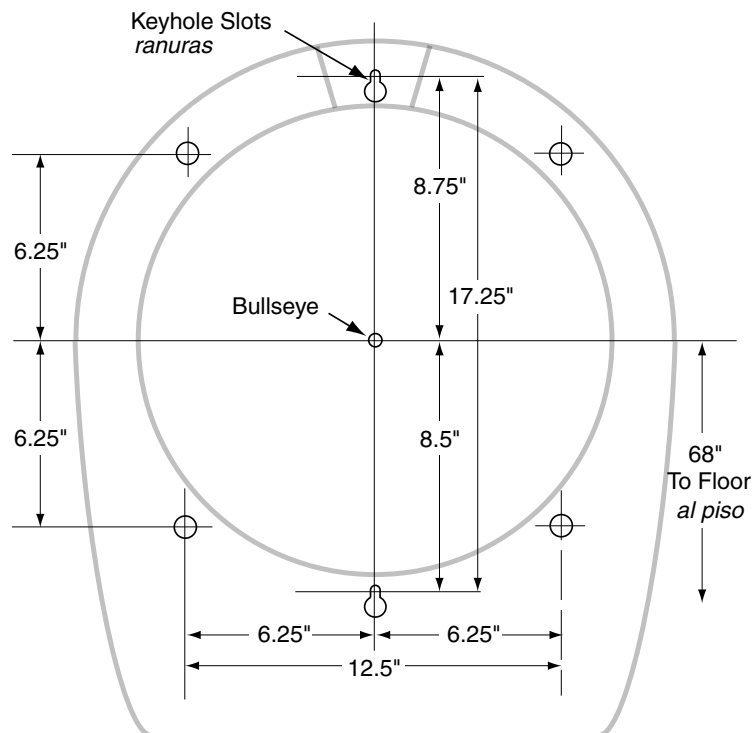
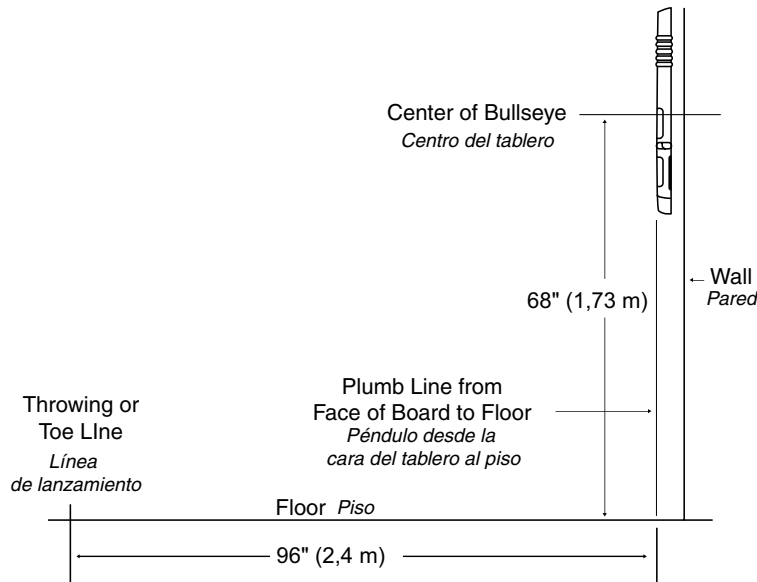
1. *Elija una ubicación cercana a una toma de corriente y tiene por lo menos 10 pies de suelo abierto espacio en la parte delantera de la junta. Localice y utilice un espárrago de pared para el montaje siempre que sea posible.*
2. *Se necesitan dos personas para realizar este paso. Celebrar junta en la pared. Coloque el centro de diana 68" Desde el piso. De la junta. Mantenga en su lugar.*
3. *Localice los cuatro orificios de montaje en la parte frontal de la placa base. Utilice un marcador o las uñas para marcar la posición de la junta a través de los cuatro orificios de montaje en la pared. Retire la placa.*
4. *Perfore cuatro orificios piloto en las marcas creado en el paso 3.*
5. *Si se utilizan anclajes de plástico: taladrar los agujeros para que quepan los anclajes. Anclaje en inserción Su lugar.*
6. *Línea de diana en los anclajes. Tornillo placa en su lugar. Los tornillos se ampliará los anclajes.*
7. *Después de que el bordo es montado, la diana debería ser 68" (173 cm) encima del suelo.*

**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 offers a Viper Throwing Line and a Dart Mat for this purpose.

**Crear la Convergencia Línea**

Coloque un dedo línea 96" de la superficie de la junta de gobierno, por la distancia de proyección. Cinta adhesiva o cinta adhesiva, 2' de largo por 2-1/2" de ancho, se pueden utilizar. GLD Products ofrece un Viper y lanzar un dardo Línea Mat para este fin.



**POWER INSTALLATION**

The dartboard is designed to be powered by 3 AA batteries (not included). Open the battery cover on the front to install the batteries. To conserve batteries, 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 3 minutes and will turn off after 30 minutes.

The dartboard can also be powered by an external power supply. The power supply must be AC to 5V DC, 500 milliamp (minimum) adapter with the DC plug polarity configured as positive (+) outside and negative (-) inside. Remove the batteries and plug the power supply into the jack on the side of the dartboard.

1. The board is not intended for children under the age of 12 years old.
2. The board must only be used with the recommended transformer.
3. The transformer is not a toy.
4. Disconnect the dartboard from the transformer before cleaning.

**INSTALACIÓN DE POTENCIA**

*El tablero está diseñado para ser alimentado por 3 baterías AA (no incluidas). Abra la tapa de la batería en la parte delantera para instalar las baterías. Para conservar las baterías, esta Diana está equipada con un modo de espera y un modo de apagado automático. Si el tablero no se utiliza, se entrará automáticamente en modo de reposo después de 3 minutos y se apagará después de 30 minutos.*

*El tablero también puede ser alimentado por una fuente externa. La alimentación debe ser AC a DC 5V, adaptador 500 miliamperios (mínimo) con la DC enchufe configurada como positivo (+) fuera de la polaridad y negativo (-) dentro. Retire las pilas y conecte la fuente de alimentación en el enchufe del lado de la diana.*

1. *La junta no está destinado a niños menores de 12 años.*
2. *La junta sólo se deben utilizar con el transformador.*
3. *El transformador no es un juguete.*
4. *Desconectar la diana del transformador antes de limpiar.*

**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.

**PELÍCULA PROTECTORA**

*Esta diana electrónica tiene una película protectora transparente de toda la pantalla y los botones. Zona para evitar que se raye durante el transporte. Se recomienda que retire esta película para facilitar la lectura de la pantalla. Para quitar, sólo tiene que levantar edge, despegar y desechar.*



**ADVERTENCIA:** No para el uso por niños sin supervisión de un adulto. Dardos no son juguetes y pueden causar lesiones si se utiliza incorrectamente. Todo el mundo debe estar parado detrás del lanzador de dardos.

**IMPORTANT NOTES**

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

<b>Error Code</b>	<b>Malfunction</b>	<b>Error Code</b>	<b>Malfunction</b>
E 25/D	Inner Bullseye	E36	Bounce Out Amend
E 25	Outer Bullseye	E37	Volume Control
E 30	Game Button	E38	Language
E 31	Option Button	E39	Start/Next
E32	# of Players	E 0X	Single segment for the number displayed at "X"
E 33	Handicap Button	E dX	Double segment for the number displayed at "X"
E 34	Double/Miss Button	E tX	Triple segment for the number displayed at "X"

2. 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.
3. 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 computer, and electronic operation of the dartboard.
4. 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.
5. Use only the provided AC adapter. Using the wrong adapter may cause electrical shock and damage to the unit.
6. 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.
7. 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.
8. This game is for indoor use only.

**NOTAS IMPORTANTES**

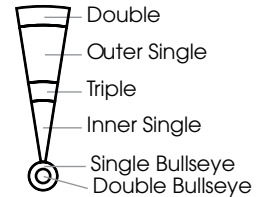
1. Durante el transporte o en el curso de reproducción normal, es posible que los segmentos de esta puntuación a ser temporalmente bloqueada, lo que se tradujo en una "congelados". Si esto ocurre, el de la función de diagnóstico del ordenador de a bordo se activará de forma automática. La diana se lanzar un auto-test rutinarios para determinar qué sección está atascada. Aparecerá un mensaje de error en la pantalla, junto con el número de la "congelado" segmento.

<b>Código de Error</b>	<b>Funcional Mar</b>
E 25/D	Bullseye interno
E 25	Bullseye externo
E 30	botón Game
E 31	Botón de opción
E32	Número de jugadores
E 33	botón de handicap
E 34	Botón doble/Miss
E36	Despedida a modificar
E37	Control de volumen
E38	Language
E39	Inicio/Next
E 0X	Segmento individual para el número que aparece en 'X'
E dX	Doble segmento para el número que aparece en 'X'
E tX	Segmento triple para el número que aparece en 'X'

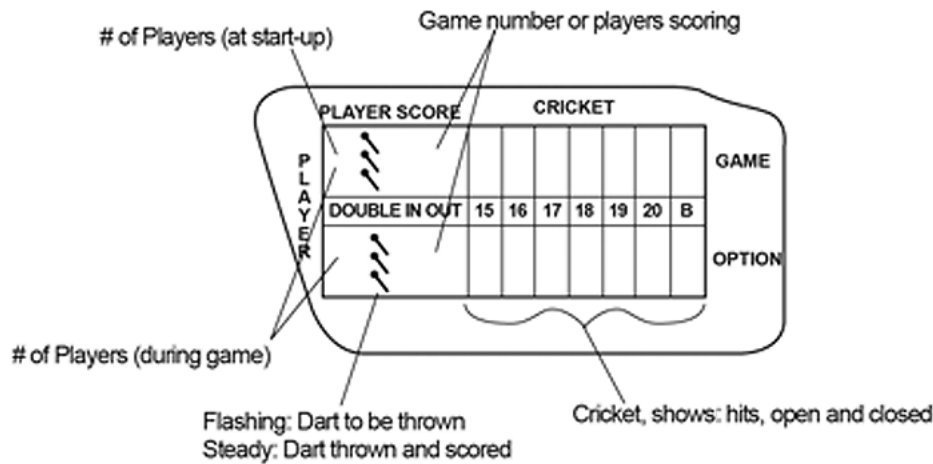
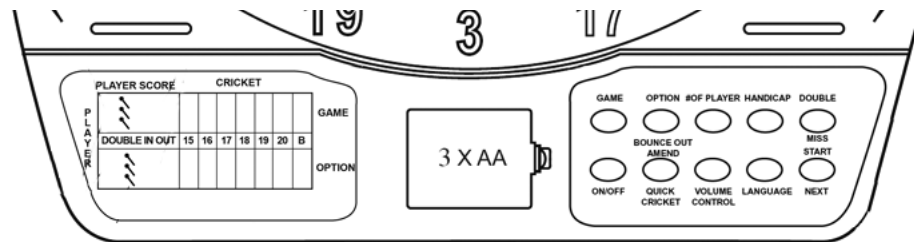
2. Tome los siguientes pasos inmediatamente cuando aparezca el mensaje de error.
  - a. Encontrar el "congelado" segmento de acuerdo a la pantalla.
  - b. Presione con firmeza sobre el segmento "congelada" hasta que se libere la soldadura y se restaura. Una vez que el "congelado" los segmentos se han aflojado, el mensaje de error debe haber ido y la junta seguirá funcionando con normalidad.
3. Este juego está diseñado para su uso con 3/4" longitud máxima de dardos punta sólo! Nunca utilice dardos con punta de metal o más suave en la punta dardos de la diana! Dardos con punta de metal dañará seriamente el circuito, el ordenador de a bordo, y funcionamiento electrónico de la diana.
4. Electrónica y mecánica es el tiempo de reacción necesario entre disparos. Si se producen dos disparos muy cerca una de otra, sacar segunda dart y producir para registrar correctamente su puntuación.
5. Utilice solamente el adaptador de CA suministrado. El uso de un adaptador incorrecto puede provocar descargas eléctricas y daños en la unidad.
6. No use fuerza excesiva al lanzamiento de dardos. Lanzar un dardo demasiado duro, causa frecuente rotura de la punta y causar un desgaste excesivo de la placa.
7. No derrame líquidos en la diana. No utilice aerosoles limpiadores que contengan amoníaco u otros productos químicos abrasivos, ya que pueden dañar la diana. En su lugar, sugerimos regular sacudir el polvo con un paño húmedo. Asegurarse de que el juego esté desconectado y use un detergente suave y un paño húmedo para limpiar más vigorosa.
8. Este juego es sólo para uso en interiores.

**GAME OPERATIONS**

Segment Scoring	Scoring Rules
Single scoring segment	score times 1
Double scoring segment	score times 2
Triple scoring segment	score times 3
Outer bullseye	25 times 1
Center bullseye	25 times 2



**READING THE DISPLAY**



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

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

**Note:** The default game is G01 Count Up with 2 players.

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

**DARTBOARD GAME MENU**



<b>Game</b>	<b>Name</b>	<b>Options</b>	<b>Players</b>
G01	Count-up	9	1-8
G02	301	4	1-8
G03	501	4	1-8
G04	601	4	1-8
G05	701	4	1-8
G06	801	4	1-8
G07	901	4	1-8
G08	301 League	4	4
G09	501 League	4	4
G10	601 League	4	4
G11	701 League	4	4
G12	801 League	4	4
G13	901 League	4	4
G14	Round the Clock	12	1-8
G15	Simple Cricket	3	1-8
G16	Standard Cricket	3	1-8
G17	Cut Throat Cricket	3	1-8
G18	Scram Cricket	1	2
G19	Hi-Score	10	1-8
G20	Shoot Out	10	1-8
G21	Shanghai	12	1-8
G22	Double Down	1	1-8
G23	Forty One	1	1-8
G24	All Fives	5	1-8
G25	Big 6	5	1-8
G26	Over	3	2-8
G27	Under	3	2-8
G28	Baseball	3	1-8
G29	By 5's©	1	1-8
G30	By 10's©	1	1-8
G31	By Odd's©	1	1-8
G32	Killer	30	2-8
G33	9 Lives	7	2-8
G34	Halve-it	1	1-8
G35	Bingo	4	1-8
G36	21 Points	7	1-8
G37	Nine Dart Century	3	1-8
G38	Best of Nine	5	1-8
G39	Hound and Hare	5	2

Game	Name	Options	Players
G40	Shooting I	1	1-8
G41	Shooting II	1	1-8
G42	Shooting III	1	1-8
G43	Shooting IV	1	1-8
Total		314	

**READ FIRST - OPERATION**

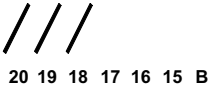
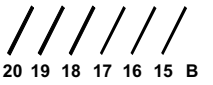
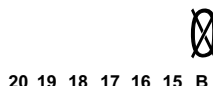
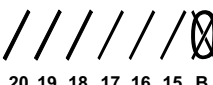
1. Press ON/OFF button on the front panel of the dartboard to turn the dartboard on. At power-up the dartboard will play a short introduction.
2. Press the GAME button to scroll through the game menu.
3. Press the # OF PLAYERS button to select the number of players. The maximum number of players is limited to 8.
4. Press the OPTIONS button to select the designed options/difficulties of the game for all players. For 301, 501, 601, 701, 801, 901 and 301 League games, players can also select Double In/ double Out options before starting.
  - Double In                                      Double In/Any Segment Out
  - Double Out                                    Any Segment In/Double Out
  - Double In/double Out                      Double In/Double Out
  - Single In /Single out                      Any Segment In/Any Segment Out
5. For some games, handicap mode can be selected after the number of players has been selected. Press the HANDICAP button to enter handicap selection mode. Then press # OF PLAYER to select the handicap option. Press the HANDICAP button to jump to the next player. Press START at any time to start the game. The games that use handicap mode are listed below.

No.	Game	Handicap Options
-----	------	------------------

G01	Count Up	+20, +40, +60, +80 Scores
G02	301	-20, -40, -60, -80 Scores
G03	501	-20, -40, -60, -80 Scores
G04	601	-20, -40, -60, -80 Scores
G05	701	-20, -40, -60, -80 Scores
G06	801	-20, -40, -60, -80 Scores
G07	901	-20, -40, -60, -80 Scores
G08	301 League	-20, -40, -60, -80 Scores
G09	501 League	-20, -40, -60, -80 Scores
G10	601 League	-20, -40, -60, -80 Scores
G11	701 League	-20, -40, -60, -80 Scores
G12	801 League	-20, -40, -60, -80 Scores
G13	901 League	-20, -40, -60, -80 Scores
G15	Simple Cricket	L1, L2, L3, L4
G16	Standard Cricket	L1, L2, L3, L4
G17	Cut Throat Cricket	L1, L2, L3, L4
G19	Hi-Score	+20, +40, +60, +80 Scores
G20	Shoot Out	+1, +2, +3, +4 Scores
G21	Shanghai	+20, +40, +60, +80 Scores
G22	Double Down	+20, +40, +60, +80 Scores
G23	Forty-One	+20, +40, +60, +80 Scores
G25	Big-6*	-1, -2, -3, -4 Lives
G26	Over*	-1, -2, -3, -4 Lives
G27	Under*	-1, -2, -3, -4 Lives
G32	Killer*	-1, -2, -3, -4 Lives
G33	9 lives*	-1, -2, -3, -4 Lives
G34	Halve-It	+20, +40, +60, +80 Scores
G36	21 Points	+1, +2, +3, +4 Scores

\*The minimum lives selection must be -3 for these games.

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

Handicap Options	Starting Display
L1	
L2	
L3	
L4	

7. Press START/NEXT button to start a game. Players need to press the START/NEXT button to change players during games.
8. If a dart thrown at the dartboard scores, but does not stick in the board, the score can be eliminated. Press the BOUNCE OUT AMEND button to display the score to be eliminated. Then you can eliminate this score by pressing and holding the BOUNCE OUT AMEND button.
9. When a game is over the player number and rank will be displayed.
10. If the dartboard is idle for 3 minutes it will go into standby mode. This is an energy saving feature. Press any button to return to a game. If the dartboard is idle for 30 minutes, it will turn OFF.
11. This dartboard is equipped with two languages for announcements. It defaults to English, but you can press the LANGUAGE button at any time to change to Spanish. If you want to change back to English, simply press the LANGUAGE button one more time.
12. To turn the dartboard off, press and hold the ON/OFF button.

**GAME DESCRIPTIONS & RULES**

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

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

<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.

**G2 to G07 301, 501, 601, 701, 801, 901**

**Game Options:**

- Single In/Single Out
- Double In/Single Out
- Single In/Double Out
- Double In/Double Out

Refer to the section “Read First - Operation”.

**Playing the Game**

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

- The starting score for each player is 301 or the game 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.

**G08 to G13 301 League, 501, 601, 701, 801, 901**

**Game Options:**

- Single In/Single Out
- Double In/Single Out
- Single In/Double Out
- Double In/Double Out

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 game option selected.
- If the score of the current player goes below zero it will return to the score from the beginning of the turn. That team cannot win at that time.
- For **Single In** or **Single Out** options, the game can be started or ended by throwing at any segment, regardless if single, double or triple.
- If you selected **Double In**, you must hit a double segment or the double bullseye to start the game. If you selected **Double Out** you must hit a double segment or the double bullseye to end the game.

**G14 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.

**G15 Simple Cricket (with options of 000, 020, 025)**





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

Refer to the section “Read First - Operation”.

**Playing the Game**

To win: The first player to hit each number 3 times and open them all is the winner. Following the standard rules, in Simple Cricket only the numbers 15-20 and bullseye are used. 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.

**G16 Standard Cricket (with scoring options of C00, C20, C25)**

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



**G17 Cut Throat Cricket (with scoring options of 00C, 20C, 25C)**

The scoring options are described in the chart below.





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

Refer to the section “Read First - Operation”.

**Playing the Game**

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

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

Cricket Status	One Time	Two Times	Open	Close
Sign				

- In Cut Throat Cricket only the numbers 15-20 and bullseye are used.
- If every player has opened a number, that number will then close.
- Once the scoring begins, points are added to your opponents scores who haven't opened that number.





**G18 Scram Cricket**

Refer to the section “Read First - Operation”.

**Playing the Game**

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

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

Cricket Status	One Time	Two Times	Open	Close
Sign				

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

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

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

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

Refer to the section “Read First - Operation”.

**Playing the Game**

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

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

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

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

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

Refer to the section “Read First - Operation”.

**Playing the Game**

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

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

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

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

<b>Option</b>	L01	L05	L10	L15	H01	H05	H10	H15	P01	P05	P10	P15
<b>Game starts on number</b>	1	5	10	15	1	5	10	15	1	5	10	15
	Can hit any segment				Must hit double or triple segments				Various doubles and triples must be hit as specified by the computer			

Refer to the section “Read First - Operation”.

**Playing the Game**

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

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

**G22 Double Down**

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 players score is cut in half.

**G23 Forty One**

Refer to the section “Read First - Operation”.

**Playing the Game**

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

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

Round	1	2	3	4	5	6	7	8	9	10
<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.

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

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.

<b>Option</b>	551	561	571	581	591
<b>Total Points</b>	51	61	71	81	91

To win: The first player to score 51, 61, 71, 81, or 91 will be the winner.

- During each round the player’s total score must be divisible by 5.
- Every divisible 5 counts as one point. For instance, 2, 8, 5 totals 15. A player will get 3 points as 15 divided by 5 equals 3.
- There will be no points if the round of 3 darts’ total score is not divisible by 5 or any darts miss, even though the sum of the other 2 darts score is divisible by 5.
- The display will show the best segment to hit and score points.

**G25 Big-Six (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>	3	4	5	6	7
<b>No. of Lives</b>	3	4	5	6	7

Refer to the section “Read First - Operation”.

**Playing the Game**

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

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

**G26 Over (with scoring options of O-7, O-8, O-9)****Game Options:**

Double Bull

Single Bull

The scoring options are the number of lives, see the chart below. Press GAME OPTIONS button to select.

<b>Scoring Option</b>	O-7	O-8	O-9
<b>No. of Lives</b>	7	8	9

Refer to the section “Read First - Operation”.

**Playing the Game**

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

- Player 1 will throw 3 darts. Their score will become the “leader’s score”.
- A player’s score will become a new “leader’s score” if his score in the new turn is higher than the previous “leader’s score”. If not, he will lose one life.
- If a leader does not want to challenge and wants to keep his “leader’s score”, he can press the START/NEXT button and skip his turn. A leader can choose to challenge his own “leader’s score” but he will also lose a life if his new score is lower than the original leader’s score.
- The Cricket Display will show how many “Lives” each player has.
- The current “leader’s score” is displayed on the scoreboard.

**G27 Under (with scoring options of U-7, U-8, U-9)****Game Options:**

Double Bull

Single Bull

The scoring options are the number of lives, see the chart below. Press OPTION button to select.

<b>Scoring Option</b>	U-7	U-8	U-9
<b>No. of Lives</b>	7	8	9

Refer to the section “Read First - Operation”.

**Playing the Game**

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

- The “leader’s score” is the lowest score for each turn.
- A missed dart will be counted as 60.
- Player 1 will throw 3 darts. Their score will become the “leader’s score”.
- A player’s score will become a new “leader’s score” if his score in the new turn is lower than the previous “leader’s score”. If not, he will lose one life.
- If a leader does not want to challenge and wants to keep his “leader’s score”, he can press the START/NEXT button and skip his turn. A leader can choose to challenge his own “leader’s score” but he will also lose a life if his new score is higher than the original leader’s score.
- The Cricket Display will show how many “Lives” each player has.
- The current “leader’s score” is displayed on the scoreboard.

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

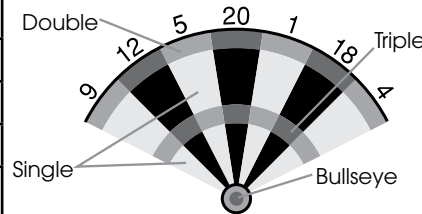
Before starting the game you must select the number of players and your desired option. The options are the number of innings, see the chart below.

<b>Option</b>	b07	b08	b09
<b>No. of Innings</b>	7	8	9

To win: The player with the most runs at the end of the game is the winner.

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

<b>Segments</b>	<b>Result</b>
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 top cricket display will show what base your “runners” are on and the number of innings left.
- The table below shows the symbols displayed for the base that your “runner” is on.
- The lower cricket display will show the number of innings left.

<b>Cricket Status</b>	<b>First Base</b>	<b>Second Base</b>	<b>Third Base</b>	<b>Home</b>
<b>Sign</b>				

**G29 By 5’s©**

**Playing the Game**

To win: The first player to get to 60 is the winner.

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

**G30 By 10’s©**

**Playing the Game**

To win: The first player back to 10 is the winner.

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



**G31 By Odds's©**

Same basic game as By 5's EXCEPT players score with odd numbers.

**Playing the Game**

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

- Players score starting with 1, then scoring the odd numbers up to 19. when 19 is reached, reverse the order and return to 1.
- Score in order 1, 3, 5, 7, 9, 11, 13, 15, 17, 19, 19, 17, 15, 13, 11, 9, 7, 5, 3, 1.

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

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

<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. <b>Single or Triple count as a miss.</b>										
<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. <b>Single or Double count as a miss.</b>										

Refer to the section "Read First - Operation".

**Playing the Game**

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

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

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

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

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

**Playing the Game**

To win: The last player remaining alive is the winner.

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

**G34 Halve-It**

**Game Options:**

- Double Bull
- Single Bull

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

<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

**Playing the Game**

To win: The player with the highest score after all twelve rounds wins.

- Players take turns throwing darts and attempting to score points.
- If you hit the target number for that round, you will get that number in points. Double segments will double your points and triple segments will triple your points. For example, in Round 1 you have to hit the number 12. If you hit it in a single segment you will get 12 points. If you hit the double 12 you will get 24 points and the triple 12 will give you 36 points.
- For Round 4 you can only score off any double segment.
- For round 8 you can only score off any triple segment and for Round 12 you can only score by hitting the bullseye.
- If a player misses the designated number on all three darts in a round, their total score is cut in half.

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

The scoring options are described in the chart below.

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

Refer to the section “Read First - Operation”.

**Playing the Game**

To win: The player that hits the specified targets three times is the winner.

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

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

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

Scoring Option	005	006	007	008	009	010	011
No. of Rounds	5	6	7	8	9	10	11

Refer to the section “Read First - Operation”.

**Playing the Game**

To win: After the game is over, the player with the most marks wins the game.

- The object of this game is to get the most marks. A player can get one mark in two ways:
  1. Gets 21 points exactly with 1, 2 or 3 darts, or
  2. Has the highest points up to 21 points (if no one gets 21 points in this round)
- The player will ‘bust’ when a score is over 21 points and the player cannot get a mark.
- The cricket display keeps track of the rounds that are remaining.

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

**Game Options:**

Double Bull

Single Bull

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

<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 MISS button.
- Darts that bounce out are not penalized and do not count for any points.
- The number on the dartboard that you hit will be your score.
- A double segment is worth double points and a triple is worth triple.

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

**Game Options:**

Double Bull

Single Bull

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

<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.

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

Double Bull

Single Bull

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

<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”.

**G40 Shooting I****Game Options:**

Double Bull

Single Bull

Refer to the section “Read First - Operation”.

**Playing the Game**

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

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

**G41 Shooting II****Game Options:**

Double Bull

Single Bull

Refer to the section "Read First - Operation".

**Playing the Game**

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

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

**G42 Shooting III****Game Options:**

Double Bull

Single Bull

Refer to the section "Read First - Operation".

**Playing the Game**

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

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

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

Double Bull

Single Bull

Refer to the section "Read First - Operation".

**Playing the Game**

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

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

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Game	Name	Players	Handicap Options	In/Out Single/DBL	Bullseye Single/DBL
G01	Count-up	1-8	+20, +40, +60, +80 Scores	N/A	Yes
G02	301	1-8	-20, -40, -60, -80 Scores	Yes	Yes
G03	501	1-8	-20, -40, -60, -80 Scores	Yes	Yes
G04	601	1-8	-20, -40, -60, -80 Scores	Yes	Yes
G05	701	1-8	-20, -40, -60, -80 Scores	Yes	Yes
G06	801	1-8	-20, -40, -60, -80 Scores	Yes	Yes
G07	901	1-8	-20, -40, -60, -80 Scores	Yes	Yes
G08	301 League	4	-20, -40, -60, -80 Scores	Yes	Yes
G09	501 League	4	-20, -40, -60, -80 Scores	Yes	Yes
G10	601 League	4	-20, -40, -60, -80 Scores	Yes	Yes
G11	701 League	4	-20, -40, -60, -80 Scores	Yes	Yes
G12	801 League	4	-20, -40, -60, -80 Scores	Yes	Yes
G13	901 League	4	-20, -40, -60, -80 Scores	Yes	Yes
G14	Round the Clock	1-8	N/A	N/A	Yes
G15	Simple Cricket	1-8	L1, L2, L3, L4	N/A	Yes
G16	Standard Cricket	1-8	L1, L2, L3, L4	N/A	Yes
G17	Cut Throat Cricket	1-8	L1, L2, L3, L4	N/A	Yes
G18	Scram Cricket	2	N/A	N/A	Yes
G19	Hi-Score	1-8	+20, +40, +60, +80 Scores	N/A	Yes
G20	Shoot Out	1-8	+1, +2, +3, +4 Scores	N/A	N/A
G21	Shanghai	1-8	+20, +40, +60, +80 Scores	N/A	N/A
G22	Double Down	1-8	+20, +40, +60, +80 Scores	N/A	Yes
G23	Forty One	1-8	+20, +40, +60, +80 Scores	N/A	Yes
G24	All Fives	1-8	N/A	N/A	Yes
G25	Big 6	1-8	-1, -2, -3, -4 Lives	N/A	N/A
G26	Over	2-8	-1, -2, -3, -4 Lives	N/A	Yes
G27	Under	2-8	-1, -2, -3, -4 Lives	N/A	Yes
G28	Baseball	1-8	N/A	N/A	N/A
G29	By 5's©	1-8	N/A	N/A	N/A
G30	By 10's©	1-8	N/A	N/A	N/A
G31	By Odd's©	1-8	N/A	N/A	N/A
G32	Killer	2-8	-1, -2, -3, -4 Lives	N/A	N/A
G33	9 Lives	2-8	-1, -2, -3, -4 Lives	N/A	N/A
G34	Halve-it	1-8	+20, +40, +60, +80 Scores	N/A	N/A
G35	Bingo	1-8	N/A	N/A	N/A
G36	21 Points	1-8	+1, +2, +3, +4 Scores	N/A	Yes
G37	Nine Dart Century	1-8	N/A	N/A	Yes

**Quick Reference For 777 Electronic Dartboard Item 42-0000**

Game	Name	Players	Handicap Options	In/Out Single/DBL	Bullseye Single/DBL
G38	Best of Nine	1-8	N/A	N/A	Yes
G39	Hound and Hare	2	N/A	N/A	Yes
G40	Shooting I	1-8	N/A	N/A	Yes
G41	Shooting II	1-8	N/A	N/A	Yes
G42	Shooting III	1-8	N/A	N/A	Yes
G43	Shooting IV	1-8	N/A	N/A	Yes
Total		314			

In/Out Single/Double Options		
If Selecting Option		Then
L01	No icons are lit up	Single In/Single Out
L02	D. IN icon lit up	Double In/Single Out
L03	D. Out icon lit up	Single In/Double Out
L04	D. In and D. Out icons lit up	Double In/Double Out