RIGEL
ELECTRONIC DARTBOARD

Replacement Parts
Order direct at www.gldproducts.com
or call our Customer Service department at
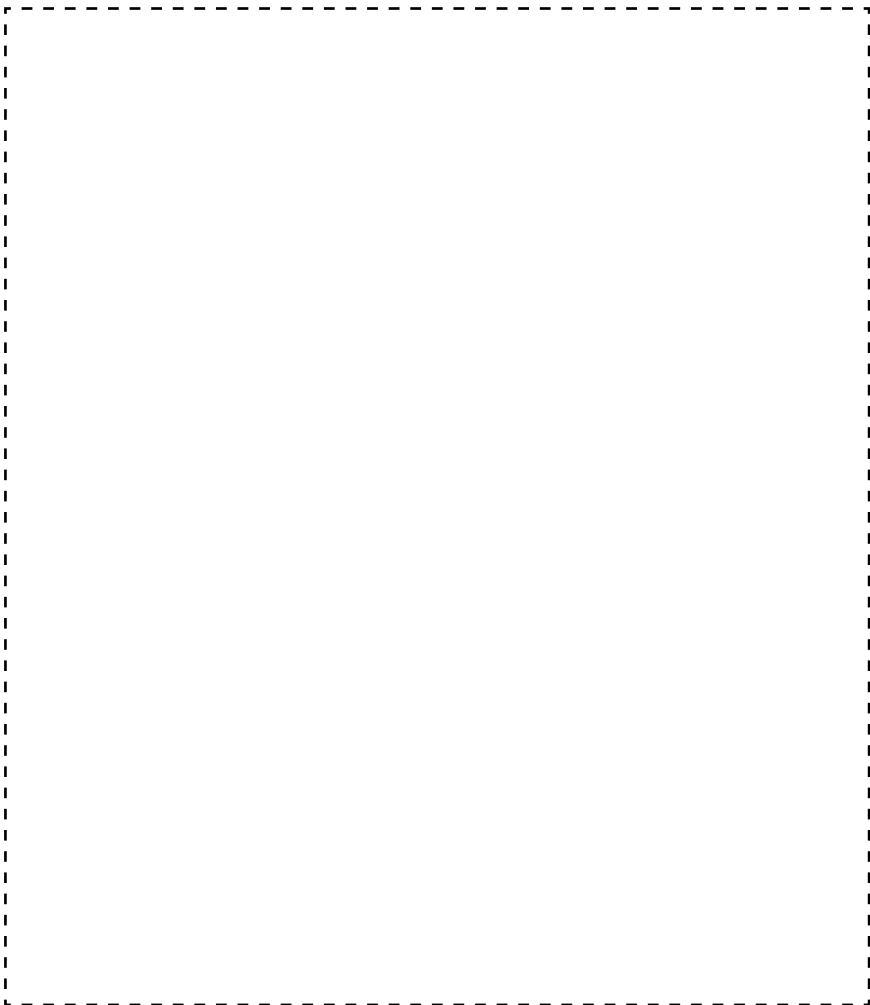**(800) 225-7593**
8 am to 4:30 pm Central Standard Time

GLD Products

Rigel Electronic Dartboard

Item 42-1032

Staple your receipt here.

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

GLD Products   *Rigel Electronic Dartboard*

Congratulations and THANK YOU for purchasing the Rigel 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.

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

Este manual puede haber sido actualizado. Para obtener el último manual, visite el sitio web de GLD Products.

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

⚠	Please read and understand all instructions before beginning assembly. **This assembly 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.

GLD Products

Rigel Electronic Dartboard

Item 42-1032

IF YOU HAVE A WARRANTY CLAIM, CALL US FIRST:

Please refer to page 40.

GLD Products

Available 8 am to 4:30 pm Central Standard Time

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

For all claims, please have your receipt and item number when you call. The product item number can be found on the front cover.

If you are instructed to return the product for service, you are responsible for shipping the unit at your expense.

PRODUCT REGISTRATION

Important: The product registration form on page page 41 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 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 Rigel Electronic Dartboard. The computerized scoring system makes game playing easy and enjoyable. With 35 games and 584 options to choose from, beginners and more advanced players will be able to find games that are challenging.

TOOLS REQUIRED

- Tape Measure
- Nail or Marker
- Phillips Screwdriver
- Level
- Mounting Hardware (not provided)

GLD Products

Rigel Electronic Dartboard

Item 42-1032

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.

MOUNTING (PHYSICAL INSTALLATION)

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

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:
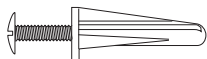
Plastic - Drill a snug hole in drywall and push the anchor in up to the head. When the screw is screwed into the anchor, the plastic will expand, locking the anchor in place. Do not use on thin panelling.
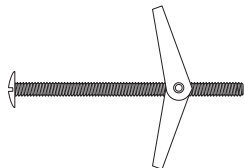
Toggle Bolt - Drill hole through wall. Hole must be large enough for the wings to pass through. Insert screw through the holes in the mounting bracket and thread the toggle wings just onto the screw. Fold the wings back and push through the hole until the wings spring open. Pull back on the screw to hold wings against the inside of the wall and tighten screw.
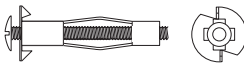
Hollow wall anchor - Drill a snug hole through the wall. Tap anchor into the hole until the prongs on the underside of the head are seated securely into the wall. Turn screw in and apply pressure to keep the anchor head from turning. Tighten screw until resistance is felt. Do not over tighten. Turn screw out to remove. Anchor will stay and screw can be replaced.

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

GLD Products

Rigel Electronic Dartboard

Item 42-1032

Mounting Using the Keyhole Slots

1. Choose a location that 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 3/16" and smaller than 5/16".

4. If the mark is not over a stud, use the mounting hardware that is appropriate for your type of wall.

5. Measure 75-5/8" (192 cm) up from the floor and place a mark on the wall. Then measure sideways 5-1/2" (13.9 cm) and place a mark on the wall. Use a level to check that all marks are horizontal.

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 3/8" (9.5 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.

Center of Bullseye

68 in.

← Wall

Plumb Line from
Face of Board to Floor

Throwing or
Toe LIne

Floor

96 in.

5-1/2"
(13.9 cm)

Keyhole Slots

75-5/8"
(192 cm)
To Floor

Bullseye

68"
(172.7 cm)
To Floor
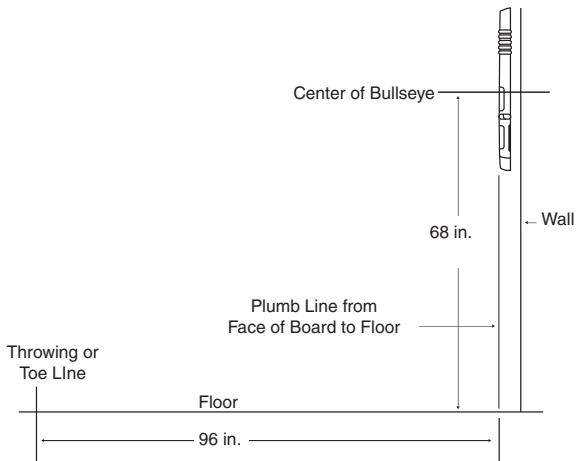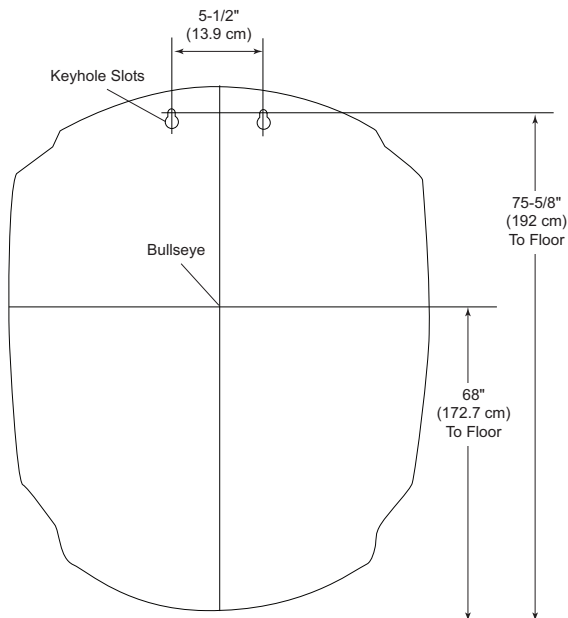
Create the Toe Line

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

GLD Products

Rigel Electronic Dartboard

Item 42-1032

POWER INSTALLATION

The dartboard is powered by an AC to 5 VDC adapter. The output is 1000 mA and the plug polarity is configured as positive (+) on the outside and a negative (-) center. This dartboard is equipped with an auto power-off mode. If the dartboard is not being used, it will automatically turn off after 30 minutes.

1. The board is not intended for children under the age of 12 years old.
2. The board must only be used with the supplied power adapter.
3. 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. This game is designed for use with 1" 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.

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

3. 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.

4. 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 OFF and use a mild detergent and a damp cloth for more vigorous cleaning.

5. This game is for indoor use only.

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

- Double
- Outer Single
- Triple
- Inner Single
- Single Bullseye
- Double Bullseye
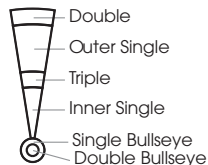
GLD Products

Rigel Electronic Dartboard

Item 42-1032

QUICK START - IF YOU JUST WANT TO START THROWING DARTS

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

Note: Pressing the UP or DOWN buttons will change the game.

2. Press the ENTER button once. The top display will show $\boxed{00\ 1}$ and the bottom display will show $\boxed{301}$. The default game is G01 301 with 1 player.

3. Press the ENTER button. Both displays will show $\boxed{5\ I0}$ for Single In/Single Out.

4. Press the ENTER button. Both displays will show $\boxed{I-P}$ for one player.

5. Press the ENTER button. The top display will show $\boxed{50}$ and the bottom display will show $\boxed{25}$ for bullseye scoring.

6. Press the ENTER button to begin the game.

7. Start throwing darts. When the player gets their score down to exactly 301 the game is over.

RIGEL ELECTRONIC DARTBOARD GAME MENU

Game	Name	Options (Variations)	Players
G01	301	7 (56)	1-8
G02	301 League	7 (224)	1-8
G03	Count Up	9 (18)	1-8
G04	Round the Clock	12	1-8
G05	Shanghai	4	1-8
G06	High Score	12 (24)	1-8
G07	Killer	30	2-8
G08	Shoot-out	19	1-8
G09	9 lives	7	2-8
G10	Cricket	3 (6)	1-8
G11	No Score Cricket	3 (6)	1-8
G12	Cut throat Cricket	3 (6)	1-8
G13	Killer Cricket	3 (6)	2-8
G14	Scram Cricket	1 (2)	2
G15	Low pitch Cricket	3 (6)	1-8
G16	English Cricket	1 (2)	2
G17	Double Only Cricket	3 (6)	1-8
G18	Color	5	1-8
G19	Bonus Color	5	1-8

1-800-225-7593
www.gldproducts.com

GLD Products

Rigel Electronic Dartboard

Item 42-1032

Game	Name	Options (Variations)	Players
G20	Correctional Color	5	1-8
G21	No score Color	5	2-8
G22	Free-Dart Color	4	1-8
G23	Overs	19 (38)	2-8
G24	Unders	19 (38)	2-8
G25	Halve-it	1 (2)	1-8
G26	Big-6	19	2-8
G27	Forty-One	1 (2)	1-8
G28	Bingo	4	1-8
G29	Double Down	1 (2)	1-8
G30	21 points	7	1-8
G31	Nine Dart Century	3 (6)	1-8
G32	Shooting I	1 (2)	1-8
G33	Shooting II	1 (2)	1-8
G34	Shooting III	1 (2)	1-8
G35	Shooting IV	1 (2)	1-8
Total	35 Games	229	

GLD Products
## Rigel Electronic Dartboard
Item 42-1032

DARTBOARD FUNCTIONS

Buttons
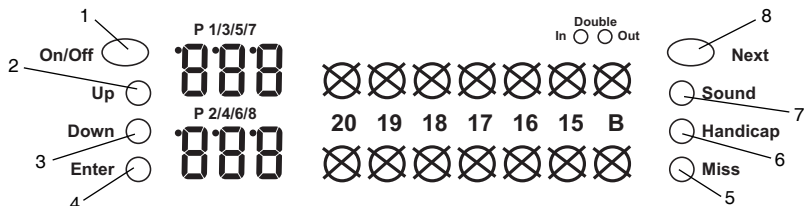
1. ON/OFF button: Press to turn the dartboard ON. Press and hold to turn the dartboard OFF.
2. UP button: Press repeatedly to scroll up through menu selections.
3. DOWN button: Press repeatedly to scroll down through menu selections.
4. ENTER button: After a selection is made, press to save the selection.
5. MISS button: Press to count a throw that misses the dartboard. Also may press and hold to reset the dartboard to the beginning of the game list.
6. HANDICAP button: After the number of players has been selected, press to enter the handicap selection mode.
7. SOUND button: During a game, press to turn sound effects ON or OFF.
8. NEXT button: Press during a game to change to the next player.

Game/Player Display
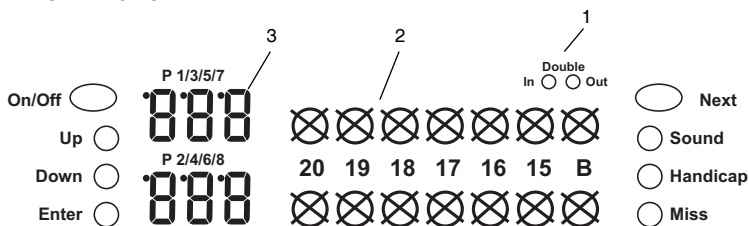
1. Shows the Double In/Double Out selection.
2. Cricket Scoring Display: This dartboard utilizes a dedicated scoreboard that keeps track of each player's segment status when playing Cricket. The exclusive Tournament Cricket Scoring display on this dartboard utilizes traditional X and O style characters to track 'marks'. When Cricket is selected, the lights on the Cricket scoreboard are not lit - they will illuminate as 'marks' are scored. There are 3 separate lights within each number (15 through 20 and bullseye). During play, one of the status lights will turn on as a segment is hit. If a double or triple of an active number is hit, 2 or 3 lights will turn on respectively.
3. Displays players scores. For the active player, scores and game targets are displayed.

GLD Products   *Rigel Electronic Dartboard*

Item 42-1032

READ FIRST - OPERATION

1. Press the ON/OFF button on the front panel of the dartboard to turn the dartboard ON. At power-up a fanfare will play.

2. Press the UP or DOWN buttons to scroll through the game list. Press the ENTER button to select a game.

3. Press the UP or DOWN buttons to scroll through the options. Press the ENTER button to select an option.

4. For G01 301 and G02 301 League games, players can press the UP or DOWN buttons to scroll through the Double/Single options. Press the ENTER button to select a Double/Single option.

Display	Option
5 ı0	Any Segment In/Any Segment Out
d ı0	Double In/Any Segment Out
5d0	Any Segment In/Double Out
d ı5	Double In/Double Out

5. Press the UP or DOWN buttons to scroll through the number of players. There are a total of 9 selections from 1 player to 8 player mode plus a computer player mode. Press the ENTER button to select the number of players. For more than 2 players some players will share the player score display.

6. 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 the UP or DOWN buttons to select the handicap option. Press the HANDICAP button to jump to the next player. Press the ENTER button at any time to start the game. Below is the list of games which handicap mode can be selected.

Game	Description	Handicap Options
G01	301	-20, -40, -60, -80 Scores
G02	301 League	-20, -40, -60, -80 Scores
G03	Count Up	+20, +40, +60, +80 Scores
G05	Shanghai	+20, +40, +60, +80 Scores
G06	High Score	+20, +40, +60, +80 Scores
G07*	Killer	-1, -2, -3, -4 Lives
G08*	Shoot-out	+1, +2, +3, +4 Scores
G09	9 lives	-1, -2, -3, -4 Lives
G18	Color	+20, +40, +60, +80 Scores
G19	Bonus Color	+20, +40, +60, +80 Scores
G20	Correctional Color	+20, +40, +60, +80 Scores
G21*	No score Color	-1, -2, -3, -4 Lives
G22	Free-Dart Color	+20, +40, +60, +80 Scores
G23*	Overs	-1, -2, -3, -4 Lives
G24*	Unders	-1, -2, -3, -4 Lives
G25	Halve-it	+20, +40, +60, +80 Scores
G26*	Big-6	-1, -2, -3, -4 Lives
G27	Forty-One	+20, +40, +60, +80 Scores
G29	Double Down	+20, +40, +60, +80 Scores
G30	21 points	+1, +2, +3, +4 Scores

*The minimum lives selection has to be 3 for these games.

7. If you selected computer player the display will show $\lceil \mathcal{Yb} \rceil$. You will be playing against the computer. To choose the skill level of the computer player press ENTER. Press the UP or DOWN buttons to scroll through the options. Press the ENTER button to select the option.

Display	Option
$\mathcal{C} - \mathcal{1}$	Beginner
$\mathcal{C} - \mathcal{2}$	Intermediate
$\mathcal{C} - \mathcal{3}$	Advanced
$\mathcal{C} - \mathcal{4}$	Expert
$\mathcal{C} - \mathcal{5}$	Professional

8. If the game has bullseye options, the top display will show 50 and the bottom display will show 25. This means the outer ring is worth 25 and the inner ring is worth 50.

9. If you press the UP or DOWN buttons the top display will show 50 and the bottom display will show 50. This means the outer and inner ring are both worth 50.

10. During a game, when the dartboard announces "next", you may press the NEXT button or wait 10 seconds to move on to the next player.

11. If a dart misses, press the MISS button to move on to the next throw.

12. To reset the dartboard to the beginning of the game list, press and hold the MISS button.

13. During the course of playing, you can press the ENTER button to check the scores of other players.

14. Press and hold the ON/OFF button to turn off the game. For energy saving purposes the board is equipped with an auto power off feature. If the game has not been played for 30 minutes the game will turn off automatically.

15. If you do not want to have the sound effects during play, you can press the SOUND button to switch it off. To re-activate the sound, you need to press the SOUND button again.

GLD Products

Rigel Electronic Dartboard

Item 42-1032

GAME DESCRIPTIONS & RULES

G01 301 (with scoring options of 301, 501, 601, 701, 801, 901, 999)

Game Options:

> Single In/Single Out
> Double In/Single Out
> Double In/Double Out
> Single In/Double Out
> Double Bull
> Single Bull

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

Scoring Options	301	501	601	701	801	901	999
Starting Score	301	501	601	701	801	901	999

Refer to the section "Read First - Operation".

Playing the Game

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

- The score will be deducted for each dart that scores.
- For **Single In** or **Single Out** options, the game can be started or ended by throwing at any segment, regardless if single, double or triple.
- If you select **Double In**, you must hit a double segment to start the game.
- If you select **Double Out** you must hit the double segment, that brings your score to zero, to end the game.

G02 301 League (with scoring options 301, 501, 601, 701, 801, 901, 999)

Game Options:

> Single In/Single Out
> Double In/Single Out
> Double In/Double Out
> Single In/Double Out
> Double Bull
> Single Bull

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

Scoring Options	301	501	601	701	801	901	999
Starting Score	301	501	601	701	801	901	999

Refer to the section "Read First - Operation".

Playing the Game

To win: A team will win when one player's score reaches exactly zero.

- This game is played by 2 teams who compete with each other.
- You can select 1 to 4 players on a team. If 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.
- A team with only one player will automatically have the computer player as a partner.
- 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.

G03 Count Up (with scoring options of 100, 200, 300, 400, 500, 600, 700, 800, 900)

Game Options:

      Double Bull
      Single Bull

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

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

Refer to the section "Read First - Operation".

Playing the Game

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

G04 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 at, see the chart below.

Scoring Option	105	110	115	120				
Last Number Thrown	5	10	15	20				
	Any Segment							
Scoring Option	205	210	215	220	305	310	315	320
Last Number Thrown	5	10	15	20	5	10	15	20
	Must hit only Double segments				Must hit only Triple segments			

Refer to the section "Read First - Operation".

Playing the Game

To win: The first player to hit all the designated numbers in order, wins.
- For options 105, 110, 115, and 120, players must hit numbers 1 through 5 (or 10, 15, 20) in order.
- The dartboard will display the number that must be hit.
- 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.
- For options 205, 210, 215 and 220 only the double segments are used for each number.
- For options 305, 310, 315 and 320 only the triple segments are used for each number.

1-800-225-7593
www.gldproducts.com

GLD Products   *Rigel Electronic Dartboard*

G05 Shanghai (with options of L01, L05, L10, L15)

The scoring options are described in the table below.

Option	L01	L05	L10	L15
Game starts on number	1	5	10	15

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 starting number (1, 5, 10 or 15) through 20 and the bullseye in order.
- The dartboard will display the number you are supposed to hit.
- 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 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.

G06 Hi Score (with scoring options of H03, H04, H05, H06, H07, H08, H09, H10, H11, H12, H13, H14)

Game Options:

    Double Bull
    Single Bull

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

Scoring Option	H03	H04	H05	H06	H07	H08	H09	H10	H11	H12	H13	H14
No. of Rounds	3	4	5	6	7	8	9	10	11	12	13	14

Refer to the section "Read First - Operation".

Playing the Game

To win: The player with the highest score at the end of all the rounds wins.
- A player must rack up the most points in 3, 4, 5...or 14 rounds (each round is 3 darts) to win.
- Doubles and triples count as 2 times and 3 times that number's score respectively.
- The cricket display will count the rounds.

G07 Killer (with scoring options of 003, 005, 007, 009....021, 203, 205, 207, 209....221, 303, 305, 307, 309....321)

The scoring options are described in the table below.

Scoring Option	003	005	007	009	....	021
No. of Lives	3	5	7	9	....	21
	Hit any segment of your selected number to gain killer status.					
Option	203	205	207	209	....	221
No. of Lives	3	5	7	9	....	21
	Can only gain killer status by hitting the double segment of your selected number.					
Option	303	305	307	309	....	321
No. of Lives	3	5	7	9	....	21
	Can only gain killer status by hitting the triple segment of your selected number.					

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 Temporary Score display will show SEL and the number selected will be used for the player throughout the game.
- No two players can select the same number in one game.
- To become a "Killer", the player must hit their own number to become a killer.
- 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.
- When you become a "Killer" your score display will show you as the killer.
- The number of lives remaining will be shown on the cricket display.
- During play if you hit your own number you lose your killer status and lose one life. Hit your same number to regain killer status.

GLD Products

Rigel Electronic Dartboard

G08 Shoot-out (with scoring options of -03, -04, -05, -06....-21)

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

Scoring Option	-03	-04	-05	-06	....	-21
No. of Marks	3	4	5	6	....	21

Refer to the section "Read First - Operation".

Playing the Game

To win: The first player that hits the selected number of marks is the winner.
- The computer will randomly display a number for the player to hit.
- One correct hit in any segment of that number, scores a mark.
- If the player does not hit the board within 10 seconds, the throw does not count and a new target will be chosen.
- The player display will show the number of marks needed to finish.

G09 9 lives (with scoring options of 003, 004, 005, 006, 007, 008, 009)

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

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

Refer to the section "Read First - Operation".

Playing the Game

To win: The last player with a life remaining is the winner.
- The players take turns throwing at the number being displayed.
- The game starts with number 1 in the first round an progresses up to number 20. In the 21st round the target is the bullseye.
- If the players have lives left the target numbers will start over at 1.
- Each player has three throws to hit the target number in each round. If the number is not hit, the player loses a life.
- The cricket display will show how many lives a player has left.

G10 Cricket (with scoring options of C00, C20, C25)

Game Options:

Double Bull
Single Bull

The scoring options are described in the table below.

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

Refer to the section "Read First - Operation".

Playing the Game

To win: A player wins the game when he first opens all the numbers and has an equal or greater score than the other players.

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

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

- 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 cricket display for all players will display a circle.
- A player who has opened a number can continue to score on that number until it becomes closed.
- All valid hits will be confirmed and displayed by the Cricket Display.
- 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.

G11 No Score Cricket (with scoring options of 000, 020, 025)

Game Options:

      Double Bull
      Single Bull

The scoring options are described in the table below.

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

Refer to the section "Read First - Operation".

Playing the Game

To win: The winner is the player that opens all the segments first.

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

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

- This game is the same as G10 Cricket except no scoring takes place.
- When a number has been hit 3 times by a player, it is then open.
- All valid hits will be confirmed and displayed by the Cricket Display.

GLD Products   *Rigel Electronic Dartboard*

G12 Cut Throat Cricket (with scoring options of 00C, 20C, 25C)

Game Options:

    Double Bull
    Single Bull

The scoring options are described in the table below.

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

Refer to the section "Read First - Operation".

Playing the Game

To win: The player that closes all the numbers first and has the lowest score wins.

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

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

- This game is the same as G10 Cricket except any points scored on open numbers are added to your opponents total.
- 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 cricket display for all players will display a circle.
- A player who has opened a number can continue to score on that number until it becomes closed.
- All valid hits will be confirmed and displayed by the Cricket Display.
- 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 ahead on points, scoring continues on open numbers.
- If that player does not have the lowest point total by the time another player opens all their numbers, the player with the lowest points will be the winner.

1-800-225-7593
www.gldproducts.com

GLD Products

Rigel Electronic Dartboard

G13 Killer Cricket (with scoring options of H00, H20, H25)

Game Options:

Double Bull
Single Bull

The scoring options are described in the table below.

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

Refer to the section "Read First - Operation".

Playing the Game

To win: The winner is the first player to open all the numbers.

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

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

- This game is the same as G11 No Score Cricket with the following exception: When you have opened a number and your opponents have not, you can remove one of their marks. Until the number is closed you can hit that number and all of your opponents will lose a mark.
- When a number has been hit 3 times by a player, it is then open.
- All valid hits will be confirmed and displayed by the Cricket Display.

G14 Scram Cricket

Game Options:

      Double Bull
      Single Bull

Refer to the section "Read First - Operation".

Playing the Game

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

- 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.

GLD Products   *Rigel Electronic Dartboard*

Item 42-1032

G15 Low pitch Cricket (with scoring options of E00, E20, E25)

Game Options:

Double Bull
Single Bull

The scoring options are described in the table below.

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

Refer to the section "Read First - Operation".

Playing the Game

To win: A player wins the game when he first opens all the numbers and has an equal or greater score than the other players.

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

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

- The scoring numbers are 1 thru 6 and the bullseye.
- 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 cricket display for all players will display a circle.
- A player who has opened a number can continue to score on that number until it becomes closed.
- All valid hits will be confirmed and displayed by the Cricket Display.
- 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.

1-800-225-7593   26
www.gldproducts.com

G16 English Cricket

Game Options:

> Double Bull
> Single Bull

Refer to the section "Read First - Operation".

Playing the Game

To win: The player with the most points is the winner.
- This game is for 2 players only.
- The game consists of two rounds. In round one, the target of Player 1 is the bullseye. Each hit of the outer bull counts as one mark, inner bull counts as two marks and the other numbers count as zero marks.
- The object of Player 2 is to get the highest possible score before Player 1 accumulates 9 marks. Player 2 can hit any number. Player 2 only recieves the points that are over 40 in each round. For example, if Player 2 scored 42 points it will count as 2 points. If Player 2 scored 59 points it would count as 19 points.
- The first round is finished when Player 1 accumulates 9 marks.
- In round two, the players change roles. Player 2 hits the bullseye and Player 1 goes for points.
- The game is over when Player 2 accumulates 9 marks.

GLD Products   *Rigel Electronic Dartboard*

Item 42-1032

G17 Double Only Cricket (with scoring options of L00, L20, L25)

Game Options:

Double Bull
Single Bull

The scoring options are described in the table below.

Scoring Options	Description
L00	Hit and open numbers 15-20 and bullseye in any order.
L20	Hit and open the number 20 first, then in order, open numbers 19, 18, 17, 16, 15 and bullseye.
L25	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.

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

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

- This game is the same as G10 Cricket except to score marks on a number a player must first hit the double of that number, which scores 2 marks.
- 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 cricket display for all players will display a circle.
- A player who has opened a number can continue to score on that number until it becomes closed.
- All valid hits will be confirmed and displayed by the Cricket Display.
- 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.

1-800-225-7593
www.gldproducts.com

28

GLD Products   *Rigel Electronic Dartboard*

Item 42-1032

G18 Color (with scoring options of 100, 200, 300, 400, 500)

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

Scoring Option	100	200	300	400	500
Final Score	100	200	300	400	500

Refer to the section "Read First - Operation".

Playing the Game

To win: The first player to reach the pre-set final score wins.

Note: The double and triple segments are considered to have the same color as the single segment.

- When the number of players is two or more the color for each player is determined by the first throw of Player 1. If Player 1 hits a red number then Player 2 will have black numbers and the remaining players will alternate red and black. When each players turn starts, the display will indicate which color is theirs. ╷ is red and ╞ is black.
- To begin the game, the first player must throw one dart to determine which color (black or red) they will be shooting at. If the player hits a bullseye with this dart they must throw again to select the color.
- Each player then tries to hit their color to score points up to the total score.
- If a player throws a dart in an opponents color, the throw doesn't count for points.
- The bullseye does count towards your total score.
- The game will end when all but the last player have reached the final score.

G19 Bonus Color (with scoring options of 100, 200, 300, 400, 500)

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

Scoring Option	100	200	300	400	500
Final Score	100	200	300	400	500

Refer to the section "Read First - Operation".

Playing the Game

To win: The first player to reach the pre-set final score wins.

Note: The double and triple segments are considered to have the same color as the single segment.

- When the number of players is two or more the color for each player is determined by the first throw of Player 1. If Player 1 hits a red number then Player 2 will have black numbers and the remaining players will alternate red and black. When each players turn starts, the display will indicate which color is theirs. ╷ is red and ╞ is black.
- To begin the game, the first player must throw one dart to determine which color (black or red) they will be shooting at. If the player hits a bullseye with this dart they must throw again to select the color.
- Each player then tries to hit their color to score points up to the total score.
- If a player throws a dart in an opponents color, that opponent gets the points added towards their score.
- The bullseye does count towards your total score.
- The game will end when all but the last player have reached the final score.

1-800-225-7593
www.gldproducts.com

G20 Correctional Color (with scoring options of 100, 200, 300, 400, 500)

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

Scoring Option	100	200	300	400	500
Final Score	100	200	300	400	500

Refer to the section "Read First - Operation".

Playing the Game

To win: The first player to reach the pre-set final score wins.

Note: The double and triple segments are considered to have the same color as the single segment.

- When the number of players is two or more the color for each player is determined by the first throw of Player 1. If Player 1 hits a red number then Player 2 will have black numbers and the remaining players will alternate red and black. When each players turn starts, the display will indicate which color is theirs. ♭ is red and ♭ is black.
- To begin the game, the first player must throw one dart to determine which color (black or red) they will be shooting at. If the player hits a bullseye with this dart they must throw again to select the color.
- Each player then tries to hit their color to score points up to the total score.
- If a player throws a dart in an opponents color, those points are deducted from that player's score.
- The bullseye does count towards your total score.
- The game will end when all but the last player have reached the final score.

G21 No Score Color (with scoring options of 003, 004, 005, 006, 007)

The scoring options are the number of marks to start, see the chart below.

Scoring Option	003	004	005	006	007
No. of Marks to Start	3	4	5	6	7

Refer to the section "Read First - Operation".

Playing the Game

To win: The winner will be the only player with marks remaining.

Note: The double and triple segments are considered to have the same color as the single segment.

- When the number of players is two or more the color for each player is determined by the first throw of Player 1. If Player 1 hits a red number then Player 2 will have black numbers and the remaining players will alternate red and black. When each players turn starts, the display will indicate which color is theirs. ♭ is red and ♭ is black.
- To begin the game, the first player must throw one dart to determine which color (black or red) they will be shooting at. If the player hits a bullseye with this dart they must throw again to select the color.
- Each player tries to hit their color to score one mark.
- If a player throws a dart in an opponent's color, one mark is removed from the active player's total marks and the player loses their turn.
- The bullseye does count towards your total marks.
- When a player loses all of their marks they are out of the game.

G22 Free-Dart Color (with scoring options of 005, 010, 015, 020)

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

Scoring Option	005	010	015	020
No. of Throws	5	10	15	20

Refer to the section "Read First - Operation".

Playing the Game

To win: The player with the highest total of points after all the darts are thrown is the winner.

Note: The double and triple segments are considered to have the same color as the single segment.

- When the number of players is two or more the color for each player is determined by the first throw of Player 1. If Player 1 hits a red number then Player 2 will have black numbers and the remaining players will alternate red and black. When each players turn starts, the display will indicate which color is theirs. ╟ is red and ╠ is black.
- To begin the game, the first player must throw one dart to determine which color (black or red) they will be shooting at. If the player hits a bullseye with this dart they must throw again to select the color.
- Each player uses all of the throws based on the scoring option selected and tries to hit their color to gain the highest possible score.
- If a player throws a dart in an opponent's color, they will not score for that dart.
- Each player will throw all of their darts before the "NEXT PLAYER" is announced.

G23 Overs (with scoring options of 003, 004, 005, 006....021)

Game Options:

Double Bull
Single Bull

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

Scoring Option	003	004	005	006	....	021
No. of Lives	3	4	5	6	....	21

Refer to the section "Read First - Operation".

Playing the Game

To win: The last player with lives is the winner.

- When the game starts, a beginning score will be displayed.
- Players take turns throwing three darts.
- If a players score is less than the previous score, one life will be lost.
- The cricket display keeps track of the lives.
- The current score to match or beat will be displayed opposite the players current score. If the NEXT button is pressed, the score resets to zero a life is lost and the next player is up.
- The game is over when all but the last player is out of lives.

GLD Products   *Rigel Electronic Dartboard*

G24 Unders (with scoring options of U03, U04, U05, U06....U21)

Game Options:

> Double Bull
> Single Bull

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

Scoring Option	U03	U04	U05	U06	....	U21
No. of Lives	3	4	5	6	....	21

Refer to the section "Read First - Operation".

Playing the Game

To win: The last player with lives is the winner.

A missed dart should be counted as a score of 60 by pressing the MISS button.

- When the game starts, a beginning score will be displayed.
- Players take turns throwing three darts.
- If a players score is higher than the previous score, one life will be lost.
- The cricket display keeps track of the lives.
- The current score to match or beat will be displayed opposite the players current score. If the NEXT button is pressed, the score resets to zero a life is lost and the next player is up.
- The game is over when all but the last player is out of lives.

GLD Products   *Rigel Electronic Dartboard*

Item 42-1032

G25 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:

Round	1	2	3	4	5	6	7	8	9	10	11	12
Target Number	12	13	14	Any Double	15	16	17	Any Triple	18	19	20	Bull

Refer to the section "Read First - Operation".

Playing the Game

To win: The player with the highest score after all twelve rounds wins.
- Players take turns throwing darts and attempting to score points.
- If you hit the target number for that round, you will get that number in points. Double segments will double your points and triple segments will triple your points. For example, in Round 1 you have to hit the number 12. If you hit it in a single segment you will get 12 points. If you hit the double 12 you will get 24 points and the triple 12 will give you 36 points.
- For Round 4 you can only score by hitting any double segment.
- For round 8 you can only score by hitting 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.

1-800-225-7593
www.gldproducts.com

GLD Products

Rigel Electronic Dartboard

G26 Big-6 (with scoring options of b03, b04, b05, b06....b21)

Game Options:

> Double Bull
> Single Bull

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

Scoring Option	b03	b04	b05	b06	....	b21
No. of Lives	3	4	5	6	....	21

Refer to the section "Read First - Operation".

Playing the Game

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

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

G27 Forty-One

Game Options:

       Double Bull
       Single Bull

Refer to the section "Read First - Operation".

Playing the Game

To win: The player with the highest score after the last round is the winner.
- The sequence for the rounds is reversed from number 20 to the bullseye.
- There are 8 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
Target Number	20	19	18	17	16	15	Bull	41 Points

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

G28 Bingo (with scoring options of 132, 141, 168, 189)

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

Scoring Option	132	141	168	189
Target Order	15, 4, 8, 14, 3	17, 13, 9, 7, 1	20, 16, 12, 6, 2	19, 10, 18, 5, 11

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.

GLD Products
Rigel Electronic Dartboard
Item 42-1032

G29 Double Down

Game Options:

       Double Bull

       Single Bull

Refer to the section "Read First - Operation".

Playing the Game

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

- This game starts with a base score of 40 points for each player.
- There are 9 rounds for each player. Each round has a number or segment that you must hit in order to score.
- The 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 players score is cut in half.

G30 21 points (with scoring options of 005, 006, 007, 008, 009, 010 and 011)

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

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

Refer to the section "Read First - Operation".

Playing the Game

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

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

GLD Products

Rigel Electronic Dartboard

G31 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.

Scoring Option	100	150	200
Target Score	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 "BUST".
- 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. Do not press the MISS button.
- 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.

G32 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.
- 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.

G33 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.

G34 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.

G35 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.

GLD Products   *Rigel Electronic Dartboard*

Item 42-1032

ONE YEAR LIMITED WARRANTY

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

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

This warranty gives you specific legal rights, and you may have other rights which vary from state to state.

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

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

GLD Products

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

If you are instructed to return the product for service, you are responsible for shipping the unit at your expense to the above address in packaging that will protect against further damage. All warranty or repair requests require a Return Authorization Number prior to returning the item.

PRODUCT REGISTRATION

Important: The product registration form on page 41 must be completed and returned along with a copy of your receipt within 10 days of purchase to validate your warranty.

On-line registration is also available.

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

REGISTER YOUR PRODUCT

Mail in this completed form with a copy of your receipt (do not staple), 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

GLD®

P R O D U C T S

www.gldproducts.com

GAMES TABLES	**HOME CASINO**
GAMES AND ACCESSORIES	**BILLIARD CUES**
BILLIARD ACCESSORIES	**DARTBOARDS**
SOFT-TIP DARTS	**STEEL-TIP DARTS**
FLIGHTS AND SHAFTS	**DART CASES AND ACCESSORIES**

Name	Date of Purchase
Address	Phone-Day
City	Phone-Evening
State Zip	Email
Purchase Price:	Item: **42-1032 Rigel Electronic Dartboard**
Store Name:	

Remember to attach a copy of your receipt.

This page left intentionally blank.

www.gldproducts.com

GAME TABLES
HOME CASINO
GAMES AND ACCESSORIES
BILLIARD CUES
BILLIARD ACCESSORIES
DARTBOARDS
SOFT-TIP DARTS
STEEL-TIP DARTS
FLIGHTS AND SHAFTS
DART CASES AND ACCESSORIES

PROUD MANUFACTURER OF

S84 W19093 Enterprise Drive • Muskego, WI 53150 USA
262.679.8730 or 1.800.225.7593 tele
262.679.8738 or 1.800.841.6944 fax
Email: gld@gldmfg.com
www.gldproducts.com

Game	Name	Players	Handicap Options	In/Out Single/ DBL	Bullseye Single/ DBL
G01	301	1-8	-20, -40, -60, -80 Scores	Yes	Yes
G02	301 League	1-8	-20, -40, -60, -80 Scores	Yes	Yes
G03	Count Up	1-8	+20, +40, +60, +80 Scores	N/A	Yes
G04	Round the Clock	1-8	N/A	N/A	N/A
G05	Shanghai	1-8	+20, +40, +60, +80 Scores	N/A	N/A
G06	High Score	1-8	+20, +40, +60, +80 Scores	N/A	Yes
G07*	Killer	2-8	-1, -2, -3, -4 Lives	N/A	N/A
G08*	Shoot-out	1-8	+1, +2, +3, +4 Scores	N/A	N/A
G09	9 lives	2-8	-1, -2, -3, -4 Lives	N/A	N/A
G10	Cricket	1-8	N/A	N/A	Yes
G11	No Score Cricket	1-8	N/A	N/A	Yes
G12	Cut throat Cricket	1-8	N/A	N/A	Yes
G13	Killer Cricket	2-8	N/A	N/A	Yes
G14	Scram Cricket	2	N/A	N/A	Yes
G15	Low pitch Cricket	1-8	N/A	N/A	Yes
G16	English Cricket	2	N/A	N/A	Yes
G17	Double Only Cricket	1-8	N/A	N/A	Yes
G18	Color	1-8	+20, +40, +60, +80 Scores	N/A	N/A
G19	Bonus Color	1-8	+20, +40, +60, +80 Scores	N/A	N/A
G20	Correctional Color	1-8	+20, +40, +60, +80 Scores	N/A	N/A
G21*	No score Color	2-8	-1, -2, -3, -4 Lives	N/A	N/A
G22	Free-Dart Color	1-8	+20, +40, +60, +80 Scores	N/A	N/A
G23*	Overs	2-8	-1, -2, -3, -4 Lives	N/A	Yes
G24*	Unders	2-8	-1, -2, -3, -4 Lives	N/A	Yes
G25	Halve-it	1-8	+20, +40, +60, +80 Scores	N/A	Yes
G26*	Big-6	2-8	-1, -2, -3, -4 Lives	N/A	N/A
G27	Forty-One	1-8	+20, +40, +60, +80 Scores	N/A	Yes
G28	Bingo	1-8	N/A	N/A	N/A
G29	Double Down	1-8	+20, +40, +60, +80 Scores	N/A	Yes
G30	21 points	1-8	+1, +2, +3, +4 Scores	N/A	N/A
G31	Nine Dart Century	1-8	N/A	N/A	Yes
G32	Shooting I	1-8	N/A	N/A	Yes

Game	Name	Players	Handicap Options	In/Out Single/ DBL	Bullseye Single/ DBL
G33	Shooting II	1-8	N/A	N/A	Yes
G34	Shooting III	1-8	N/A	N/A	Yes
G35	Shooting IV	1-8	N/A	N/A	Yes
*The minimum lives selection has to be 3 for these games.					

Display	Option
5 ¡0	Any Segment In/Any Segment Out
d ¡0	Double In/Any Segment Out
5d0	Any Segment In/Double Out
d ¡5	Double In/Double Out

Display	Option
C- ¡	Beginner
C-2	Intermediate
C-3	Advanced
C-4	Expert
C-5	Professional