

727 ELECTRONIC DARTBOARD

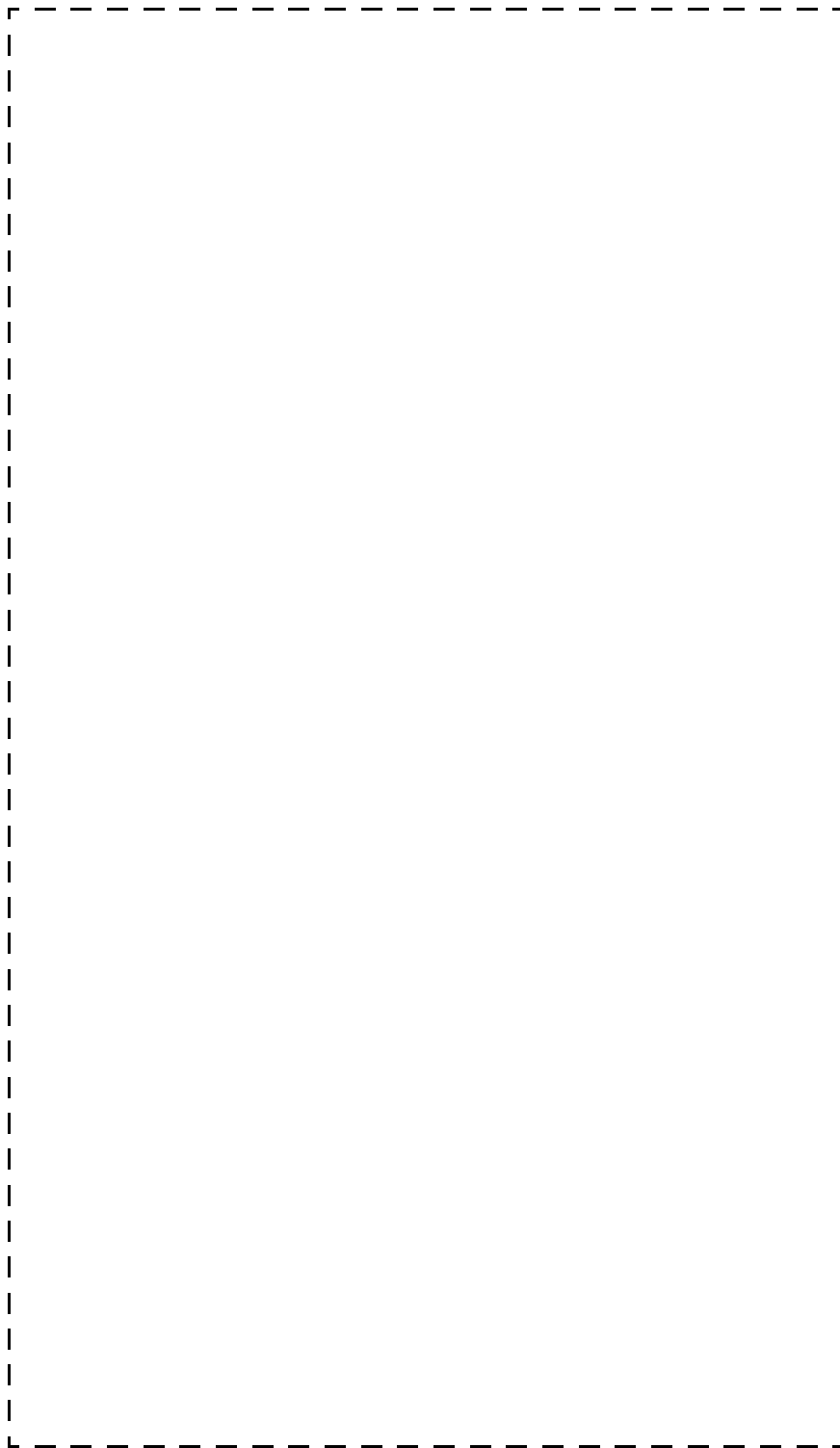


Replacement Parts

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

Staple your receipt here.

Important: A copy of your receipt will be needed to activate your warranty (see page 25).



Congratulations and THANK YOU for purchasing the 727 Dartboard. You have chosen a product that should provide years of entertainment. To assist you with customer service and warranty claims, staple your receipt to the inside cover, then keep this manual in a safe place for future reference.

GLD Products

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

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



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

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



Please read and understand all instructions before beginning assembly.

This assembly will require 2 adults.



Choking Hazard

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

IF YOU HAVE A WARRANTY CLAIM, CALL US FIRST

Please see page 25.

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 27 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 727 Dartboard. The computerized scoring system makes game playing easy and enjoyable. With 36 games and 132 options to choose from, beginners and more advanced players will find challenging games to suit them.

TOOLS REQUIRED

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

UNPACKING THE GAME

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

MOUNTING (PHYSICAL INSTALLATION)

One method for mounting the dartboard is available.

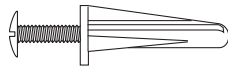
1. Use the two keyhole slots and mount the center of the dartboard following the illustration. The two screws are screwed into the wall until the screw head is $\frac{3}{8}$ " away from the wall. The dartboard is positioned so the two screw heads are inside the keyhole. Slide the dartboard down to secure. The head of the screw that is used must be larger than $\frac{5}{16}$ " and smaller than $\frac{3}{8}$ ".

Wall Anchors

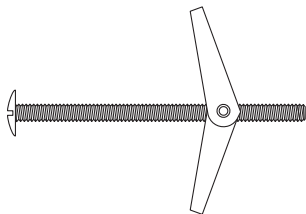
A wall with studs is the most common type of wall to mount the dartboard.

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

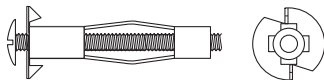
Some common anchors are:



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



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

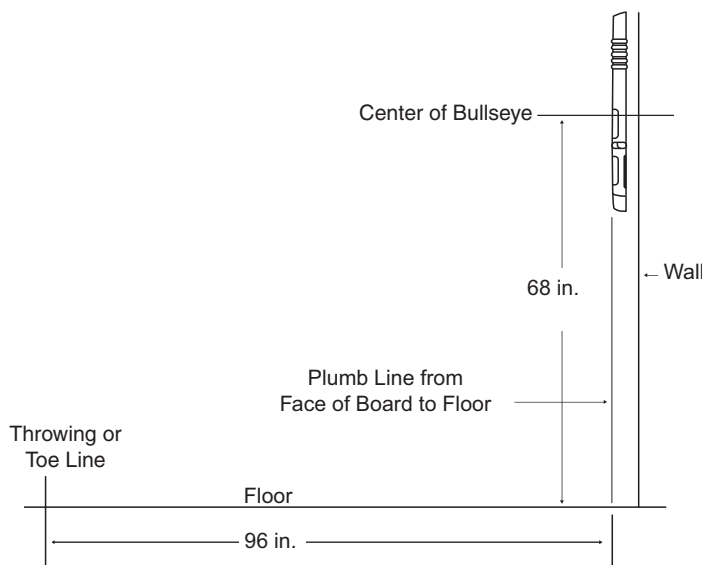


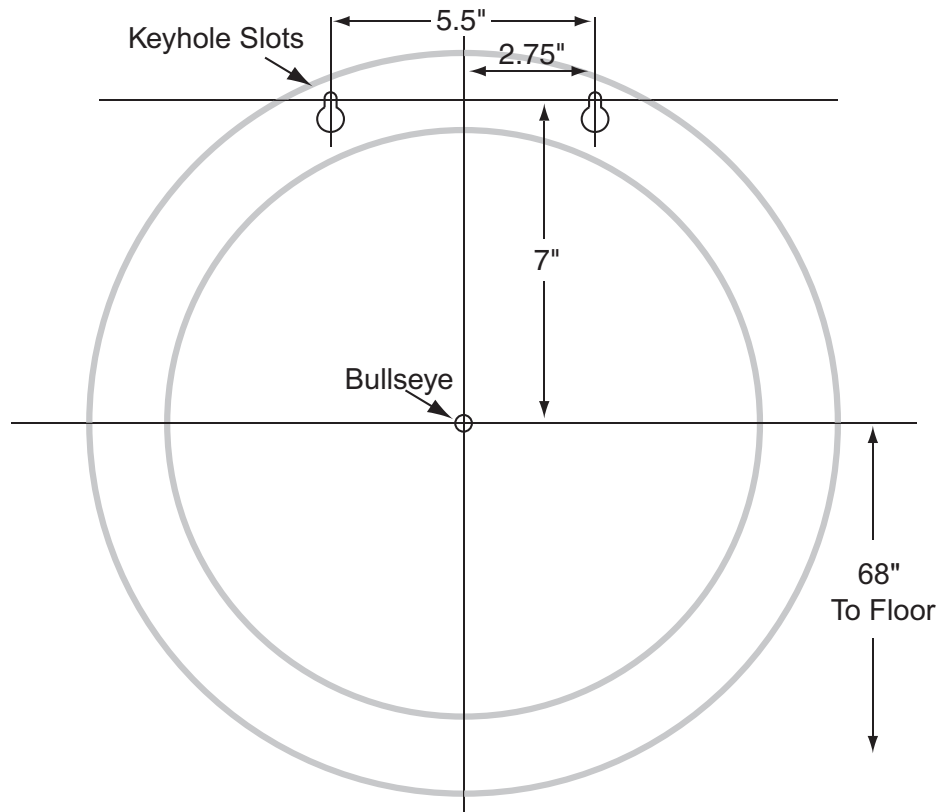
Hollow wall anchor - Drill a snug hole through the wall. Tap anchor into the hole until the prongs on the underside of the head are seated securely into the wall. Turn screw in and apply pressure to keep the anchor head from turning. Tighten screw until resistance is felt. Do not over tighten. Turn screw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

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

Mounting Using the Keyhole Slots

1. Choose a location that 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 7" (17.7 cm) directly up from the bullseye mark and place a mark on the wall. Use a level to check that the 2 marks are vertical.
6. Use the top mark and measure out level 2 3/4" (6.9 cm) to the left and right. Place a mark on the wall.
7. Drill pilot holes at the two marks. These are for the mounting screws.
8. If using wall anchors, follow the instructions under *Wall Anchors* on page 5.
9. Insert screws into anchors until a 1/4" (6.5 mm) gap is left between the wall and the screw head.
10. Hold the dartboard so the 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.
11. Screws can be tightened or loosened to provide a secure mounting.





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. Refer to the parts order form at the back of this manual.

POWER INSTALLATION

The dartboard is designed to be powered by two AA batteries. The battery compartment is located on the front of the dart board.

Always install the correct size and grade of battery suitable for the intended use. Replace all batteries of a set at the same time, taking care not to mix old and new ones, or batteries of different types. Clean the battery contacts and also those of the device prior to battery installation. Ensure the batteries are installed correctly with regard to polarity (+ and -). Remove batteries from equipment which is not to be used for an extended period of time. Remove used batteries promptly.

For energy saving purposes, this dartboard is equipped with auto sleep and auto power off mode. If the dartboard is not being played, it will automatically go into sleep mode after 3 minutes. If it hasn't been played for 30 minutes, it will automatically power off.

**WARNING:**

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

IMPORTANT NOTES

1. During shipping or in the course of normal play, it is possible for scoring segments of this board to become temporarily jammed, resulting in a “frozen” board. If this occurs, the built-in **Self Diagnostic Function** of the e-BOARD Computer will be activated automatically. Your dartboard will run a self-test routine to determine which segment is stuck. An error message will flash on the display together with the number for the “Frozen” segment.

Error Code**Malfunction**

E30	Stuck Bounce/Eliminate Button
E31	Stuck Play/Next Button
E33	Stuck Game Button
E34	Stuck Player Button
E35	Stuck Option Button
Other buttons wont work	Stuck Double/On/Off Button
E(segment number)	A segment is stuck

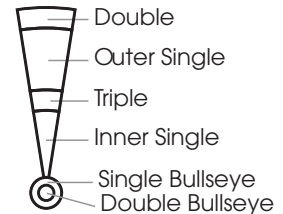
Take the following steps immediately when the error message appears.

- a. Find the “frozen” segment according to the display.
 - b. Press firmly down on the “frozen” segment until it breaks free and the loose fit is restored. Once the “frozen” segments are loosened, the error message should be gone and the board will continue to operate normally.
2. This game is designed for use with 3/4" length soft-tip darts only! Never use metal tipped darts or longer soft-tip darts on this dartboard! Metal tipped darts will seriously damage the circuitry, the e-BOARD computer and electronic operation of the dartboard.
 3. Electronic and mechanical reaction time is required between shots. If two shots occur too close together, pull out second dart and rethrow to properly record your score.
 4. 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.
 5. 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.
 6. This game is for indoor use only.

Helpful Tip: To prevent dart tips from loosening, twist the dart to the right (clockwise) when pulling it from the board. This motion will make dart removal easier and will prolong the life of your dart tips.

GAME OPERATIONS

Segment	Scoring	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



QUICK START - IF YOU JUST WANT TO START THROWING DARTS

1. Turn game on by pressing the DOUBLE/ON/OFF button.
2. Press the PLAY/NEXT button.

NOTE: The default game is G01 Count-up with two players.

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

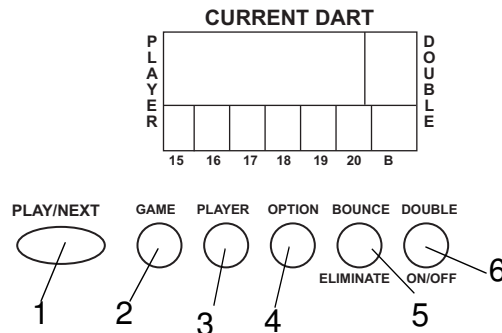
727 GAME MENU

Game Number	Name	Options	Players
G01	Count-up 100	1	1-8
G01	Count-up 200	1	1-8
G01	Count-up 300	1	1-8
G01	Count-up 400	1	1-8
G01	Count-up 500	1	1-8
G01	Count-up 600	1	1-8
G01	Count-up 700	1	1-8
G01	Count-up 800	1	1-8
G01	Count-up 900	1	1-8
G02	301 Count-down	4	1-8
G02	501 Count-down	4	1-8
G02	601 Count-down	4	1-8
G02	701 Count-down	4	1-8
G02	801 Count-down	4	1-8
G02	901 Count-down	4	1-8

Game Number	Name	Options	Players
G03	301 League	4	4
G03	501 League	4	4
G03	601 League	4	4
G03	701 League	4	4
G03	801 League	4	4
G03	901 League	4	4
G04	Round The Clock	12	1-8
G05	Simple Cricket	3	1-8
G06	Standard Cricket	3	1-8
G07	Cut Throat Cricket	3	1-8
G08	Scram Cricket	1	2
G09	Hi-score	10	1-8
G10	Shoot Out	10	1-8
G11	Shanghai	12	1-8
G12	Double Down	1	1-8
G13	Forty One	1	1-8
G14	All Five	5	1-8
G15	Big 6	5	2-8
G16	Over	3	2-8
G17	Under	3	2-8
G18	Baseball	3	2-8
Total		132	

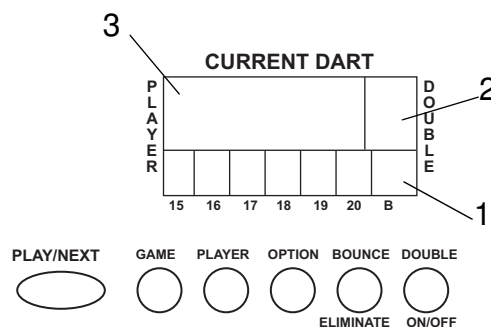
DARTBOARD FUNCTIONS

Buttons



1. **PLAY/NEXT** button: Press to start a game. During a game, press to change to the next player.
2. **GAME** button: Press repeatedly to scroll through the game selections.
3. **PLAYER** button: Press to select the number of players in the game.
4. **OPTION** button: Press before starting a game to select the options for the game. The selection applies to all the players.
5. **BOUNCE/ELIMINATE** button: Press during a game to display the score of a thrown dart that does not stick (bounce out). Then press and hold until the score is eliminated.
6. **DOUBLE/ON-OFF** button: Press after selecting a G02 Count-Down or G03 League game, to select Double In/Double Out options. Press to turn dartboard ON. Press and hold to turn dartboard OFF.

Game/Player Display



1. **Cricket Display**: Used to show hits, open segments and closed segments.
2. **Shows Double In/Double Out** selection.
3. **Displays Player's scores**. For an active player darts thrown, scores and game targets are displayed.

READ FIRST - OPERATION

1. Make sure the dartboard has two AA batteries.
2. Press the DOUBLE/ON-OFF button.
3. Press the GAME button to select the game.
4. Press the OPTION button to select the desired option/difficulties of the game for all players.
5. Press the PLAYER button to select the number of players. The maximum number of players is 8 for most games.
6. For **301 Count-down** and **301 League** games, players can also press the DOUBLE/ON-OFF button to select Double In/Double Out options before starting the game. The word "IN" or "OUT" will be displayed in the upper right, section of the scoreboard.

"IN" text	Double In/Any Segment Out
"OUT" text	Any Segment In/Double Out
Both "IN" and "OUT" text	Double In/Double Out
No text	Any Segment In/Any Segment Out

7. Press START/NEXT button to start a game.
8. If a dart thrown at the dartboard scores, but does not stick in the board you can eliminate that score. Press the BOUNCE/ELIMINATE button until the score you wish to eliminate is displayed. Press and hold the BOUNCE/ELIMINATE button until the score is eliminated.
9. During a game, the dartboard will show the number of the player whose turn it is. There are also 3 dart icons that will show which dart is being thrown. After a player has completed their turn the entire display will flash. You must press the PLAY/NEXT button for the next players turn.
10. If during a game you would like to quit or start another game, you can press and hold the GAME button to exit to the main menu. When a game ends you can press the GAME button to select another game.
11. When a player wins the dartboard will display "r-1". The remaining players may continue to play to see who wins second and third places and so on. You can press the PLAY/NEXT button to scroll through all the players to see what place they finished after a game is over.
12. To turn the dartboard OFF, press and hold the DOUBLE/ON-OFF button.

727 GAME DESCRIPTIONS & RULES**G01 Count-up (with scoring options of 100, 200, 300, 400, 500, 600, 700, 800, 900)**

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

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

Refer to the section “Read First - Operation”.

Playing the Game

To win: The first player to reach or go over the set points will be the winner.

- Your score will be accumulated for each dart.

G02 301 Count-down (with scoring options of 301, 501, 601, 701, 801, 901)**Game Options:**

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

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

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

Refer to the section “Read First - Operation”.

Playing the Game

To win: The first player who reaches exactly zero (0) wins.

- The starting score for each player is 301 (or 501/601/701/801/901) as selected before starting the game.
- The score will be deducted for each dart that scores.
- For **Single In** or **Single Out** options, the game can be started or ended by throwing at any segment, regardless if single, double or triple.
- If you select **Double In**, you must hit a double segment to start the game.
- If you select **Double Out** you must hit the double segment, that brings your score to zero, to end the game.
- If **Double Out** has been selected, the Dart Out feature is automatically activated. In this mode, once a player is 170 or below, on your next turn, the e-BOARD Computer will suggest the best possible finishing shots, or if an OUT is not possible, the best remaining alternative shots are displayed on dart display.

G03 301 League (with scoring options 301, 501, 601, 701, 801, 901)**Game Options:**

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

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

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

Refer to the section “Read First - Operation”.

Playing the Game

To win: A team will win when a player’s score reaches exactly zero.

- This game is played by 2 teams who compete with each other.
- Each team has 2 members. Team 1 is made up of Player 1 and Player 3. Team 2 is made up of Player 2 and Player 4.
- Similar to 301 Count Down, the team will win when one player’s score reaches exactly zero, and his teammates score is lower than or equal to the sum of the score of the opposing team. Otherwise the score of the current player returns to the beginning of the turn. That team cannot win at that time.
- For **Single In** or **Single Out** options, the game can be started or ended by throwing at any segment, regardless if single, double or triple.
- If you select **Double In**, you must hit a double segment to start the game.
- If you select **Double Out** you must hit the double segment, that brings your score to zero, to end the game.
- If **Double Out** has been selected, the Dart Out feature is automatically activated. In this mode, once a player is 170 or below, on your next turn, the e-BOARD Computer will suggest the best possible finishing shots, or if an OUT is not possible, the best remaining alternative shots are displayed on dart display.

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

The scoring options are described in the table below.

Scoring Option	105	110	115	120	205	210	215	220	305	310	315	320
Last Number Thrown	5	10	15	20	5	10	15	20	5	10	15	20
	Can hit any segment				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 their numbers wins.

- The e-BOARD Computer will display the number you have to hit.
- Players must hit the numbers in strict order of 1, 2, 3...until 5, 10, 15, or 20, single, double or triple, depending on the option selected. If you hit the displayed number, you will move on to the next number.

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

The scoring options are described in the table below.

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

Refer to the section “Read First - Operation”.

Playing the Game

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

- Following the standard rules in Cricket, only the numbers 15-20 and bullseye are used.
- If every player has opened a number, that number will then close and a higher pitched tone will sound.
- When a number is closed the icon will flash. All valid hits will be confirmed and displayed by the Cricket Display.

Cricket Status	One Time	Two Times	Open	Close
Sign				 Circle flashes

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

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

The scoring options are described in the table below.

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

Refer to the section “Read First - Operation”.

Playing the Game

To win: The player to open all the numbers and have the high score wins.

- Same as Simple Cricket, except more complicated scoring and winning procedures as follows:
 - When a number has been hit 3 times by a player, it is then open to that player and any further hits by that player will score points.
 - Once a number has been hit 3 times by all the players, that number is then closed and can no longer be scored upon by any player.
 - A player who has opened a number can continue to score on that number until it becomes closed.
 - A player wins the game when he first opens all the numbers and has an equal or greater score than the other players. However, if players are tied on points, or have no points, the first player to open all numbers wins.
 - If a player has opened all numbers first, but is behind on points, scoring continues on open numbers. If that player has not accumulated the highest point total by the time another player opens all their numbers, the player with the most points will be the winner.

G07 Cut Throat Cricket (with scoring options of 00C, 20C, 25C)

The scoring options are described in the table below.

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

Refer to the section “Read First - Operation”.

Playing the Game

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

- Same rules as Standard Cricket EXCEPT the points are added to all of your opponent's totals once scoring begins.

G08 Scram Cricket

Refer to the section “Read First - Operation”.

Playing the Game

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

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

G9 Hi-score (with scoring options of H03, H04, H05, H06, H07, H08, H09, H10, H11, H12)

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

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

Refer to the section “Read First - Operation”.

Playing the Game

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

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

G10 Shoot Out (with scoring options of -11, -12, -13, -14, -15, -16, -17, -18, -19, -20)

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

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

Refer to the section “Read First - Operation”.

Playing the Game

To win: The first player who hits 11, 12, 13...20 marks, depending on the option selected, is the winner.

- The e-BOARD Computer will randomly display a number for the player to hit.
- One correct hit scores one mark.
- If a player does not hit the e-BOARD within 12 seconds, the dart is regarded as a miss and the e-BOARD Computer will automatically change to another random number for the player to hit for the next dart.

G11 Shanghai (with scoring options of L01, L05, L10, L15, H01, H05, H10, H15, P01, P05, P10, P15)

The scoring options are described in the table below.

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

Refer to the section "Read First - Operation".

Playing the Game

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

- Each player must hit numbers 1 through 20 and the bullseye in order.
- The e-BOARD Computer will display the number you are supposed to hit.
- Throw 3 darts for each number.
- Your score is the number of the segment you are on.
- Hitting a double segment in the number you are on will double your points, likewise triple will triple your points. For example if you are on number 4 and you hit a single segment 4 you get 4 points. If you are on number 4 and you hit a double segment you get 8 points.

G12 Double Down

Refer to the section "Read First - Operation".

Playing the Game

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

- Before starting the game you must select the number of players.
- This game starts with a base score of 60 points for each player.
- The player scores by hitting the segments 15, 16, Double, 17, 18, Triple, 19, 20 and bullseye in that order.
- There is one round for each number. Every round is a new number. The e-BOARD Computer will display what number you must hit.
- Each dart that hits the correct number will score points based on the number and the segment.
- For example, if you hit number 15 single segment you will get 15 points. If you hit the number 15 double segment you would get 30 points. If hit the number 15 triple segment you would get 45 points.
- If the player does not hit the designated number during their round their score is cut in half and they move on to the next number on their next turn.
- For the dbL and tPL, the player must hit any double or any triple segment. If the doubles and triples are not hit, the players score is cut in half.

G13 Forty One

Refer to the section “Read First - Operation”.

Playing the Game

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

- This game is the same as Double Down except the sequence is reversed from number 20, 19, Double, 18, 17, Triple, 16, 15, “41 points” and bullseye in that order.
- The dartboard will display what number you must hit.
- The additional round of 41 points is included before the bullseye, and a player must hit any 3 segments in the round totaling 41. For example a 20, 20 and 1.

G14 All Five (with scoring options of 551, 561, 571, 581, 591)

The scoring options are the total points you need to win, see the chart below.

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

Refer to the section “Read First - Operation”.

Playing the Game

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

- During each round the player’s total score must be divisible by 5.
- Every divisible 5 counts as one point. For instance, 2, 8, 5 totals 15. A player will get 3 points as 15 divided by 5 equals 3.
- There will be no points if the round of 3 darts’ total score is not divisible by 5 or any darts miss, even though the sum of the other 2 darts score is divisible by 5.
- The e-BOARD Computer will suggest the best possible dart for you after each dart.

G15 Big 6 (with scoring options of 3, 4, 5, 6, 7)

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

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

Refer to the section “Read First - Operation”.

Playing the Game

To win: The last player with live remaining is the winner.

- This game allows a player to challenge opponents to hit the targets of the players choice.
- The game begins with the single 6 segment as the target.
- Players must earn the chance to pick the next target for their opponent by making a hit on the single 6 target first. The first player to hit the single 6 segment will save a life and can then select the next target.
- To select the next target, throw a dart. That segment then becomes the target.
- In any turn if the player does not hit the target they loose one life.
- The dartboard will display “SEL” when a players next dart will become the next target.
- The e-BOARD Computer will display the target for the current turn.
- If a player hits the target with the first or second dart, the next dart then determines the next target and that players turn is over.
- If a player hits the target with the third dart their turn is over and the target stays the same. A life is not lost.
- If a player loses all their lives they are out of the game. The remaining players continue the game until one player is left with lives.

G16 Over (with scoring options of 0-7, 0-8, 0-9)

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

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

Refer to the section “Read First - Operation”.

Playing the Game

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

- Each player takes a turn throwing 3 darts, the highest score among the players will become the “leader’s score”.
- If a leader does not want to challenge and wants to keep his “leader’s score”, he can press the PLAY/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 score is lower than the leader’s score.
- The Cricket Display will show how many “Lives” each player has.
- After a player throws, if they do not have a new “leader’s score”, a life will be lost. If their score is higher than the “leader’s score”, it will become the new “leader’s score”.
- The current “leader’s score” is displayed on the dartboard between players turns. If you currently have the “leader’s score”, the dartboard will flash the word LEd when it switches to your turn.
- 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.

G17 Under (with scoring options of U-7, U-8, U-9)

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

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

Refer to the section “Read First - Operation”.

Playing the Game

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

- The rules follow exactly as Over except the “Leader’s Score” is the lowest score for each turn.
- A missed dart should be counted as 60 by pressing the Triple 20 segment.

G18 Baseball (with scoring options of b07, b08, b09)

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

Scoring Option	b07	b08	b09
No. of Innings	7	8	9

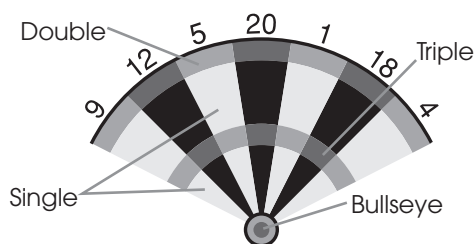
Refer to the section “Read First - Operation”.

Playing the Game

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

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

Segments	Result
Single	One Base
Double	Two Bases
Triple	Three Bases
Bullseye	Home Run



- A home run can only be scored on the 3rd dart of each turn.
- The first three numbers on the cricket display (15, 16 and 17) will show the number of innings left.
- The last three numbers cricket display will show what base your “runners” are on. 19 is your first “runner” or dart, 20 is your second and B is your third. The table below shows the symbols displayed for the base that your “runner” is on.

1st Base	2nd Base	3rd Base	Home
			 Circle flashes

ONE YEAR LIMITED WARRANTY

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

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

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

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

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

GLD Products

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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 27 must be completed and returned along with a copy of your receipt within 10 days of purchase to validate your warranty.

Online registration is also available. Go to www.gldproducts.com/index.php/registration or click on this link. Follow the online instructions.

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REGISTER YOUR PRODUCT

Place postage here

Complete this form, include a copy of your receipt, fold, tape (do not staple) and return within 10 days of purchase. This protects your warranty and will help us develop new products!

GLD Products

Warranty Department
S84 W19093 Enterprise Drive
Muskego, WI 53150 USA

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GAME TABLES

HOME CASINO

GAMES AND ACCESSORIES

BILLIARD CUES

BILLIARD ACCESSORIES

DARTBOARDS

SOFT-TIP DARTS

STEEL-TIP DARTS

FLIGHTS AND SHAFTS

DART CASES AND ACCESSORIES

Fold here first.

Name	Date of Purchase
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Remember to attach a copy of your receipt.

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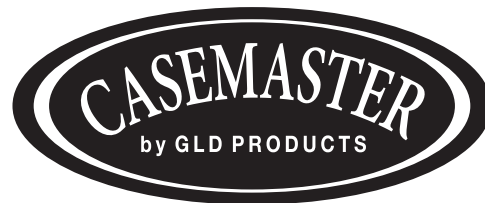
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727 GAME MENU

Game Number	Name	Options	Players	Double In/Out
G01	Count-up 100	1	1-8	N/A
G01	Count-up 200	1	1-8	N/A
G01	Count-up 300	1	1-8	N/A
G01	Count-up 400	1	1-8	N/A
G01	Count-up 500	1	1-8	N/A
G01	Count-up 600	1	1-8	N/A
G01	Count-up 700	1	1-8	N/A
G01	Count-up 800	1	1-8	N/A
G01	Count-up 900	1	1-8	N/A
G02	301 Count-down	4	1-8	Yes
G02	501 Count-down	4	1-8	Yes
G02	601 Count-down	4	1-8	Yes
G02	701 Count-down	4	1-8	Yes
G02	801 Count-down	4	1-8	Yes
G02	901 Count-down	4	1-8	Yes
G03	301 League	4	4	Yes
G03	501 League	4	4	Yes
G03	601 League	4	4	Yes
G03	701 League	4	4	Yes
G03	801 League	4	4	Yes
G03	901 League	4	4	Yes
G04	Round The Clock	12	1-8	N/A
G05	Simple Cricket	3	1-8	N/A
G06	Standard Cricket	3	1-8	N/A
G07	Cut Throat Cricket	3	1-8	N/A
G08	Scram Cricket	1	2	N/A
G09	Hi-score	10	1-8	N/A
G10	Shoot Out	10	1-8	N/A
G11	Shanghai	12	1-8	N/A
G12	Double Down	1	1-8	N/A
G13	Forty One	1	1-8	N/A
G14	All Five	5	1-8	N/A
G15	Big 6	5	2-8	N/A
G16	Over	3	2-8	N/A
G17	Under	3	2-8	N/A
G18	Baseball	3	2-8	N/A
Total		132		

Quick Reference For 727 Dartboard Item 42-1010