Model # 42-1003

Easy Assembly Instructions & Rules

eclipse™

Thank you for purchasing the GLD Products electronic dart game. Its computerized scoring system, the e-BOARD Computer, makes game playing easy and enjoyable. With 25 games and 146 options to choose from, beginners and more advanced players will find challenging games to suit them.

Features also include:
- 8 player electronic dart game
- Handicap options
- Auto sleep mode
- Ultra thin spider

Warning to Parents:
Please read instructions carefully.
Not for use by children without
adult supervision.

Viper™

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. 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. Never use metal tipped darts on this dartboard! **Metal tipped darts will seriously damage the circuitry, the e-BOARD Computer and electronic operation of the dartboard.**

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. Use only the provided AC adapter. **Using the wrong adapter may cause electrical shock and damage to the unit!**

5. Do not spill liquids on the dartboard. Do not spray cleaners that contain ammonia or other harsh chemicals, as they may damage the dartboard. Instead, we suggest regular dusting with a damp cloth. Use a mild detergent and a damp cloth for more vigorous cleaning.

Mounting (Physical Installation)

The dartboard should be hung on a wall stud, with the center of the bull's-eye 68" above the floor. Regulation throwing distance for soft-tip darts is 8 feet, so be sure there are about 10' of open floor space in front of the board.

Place two marks side-by-side on the selected wall stud 75 $\frac{5}{8}$" (192cm) above the floor, with 16" (40 cm) between them. Screw two screws into the reference marks until the screw heads are protruding about $\frac{1}{2}$" from the wall.

Line up the slotted mounting holes on the back of the game with the screw heads then mount the game. It may be necessary to adjust the screws until the board fits snugly against the wall. After the board is mounted, the bull's-eye should be 68" (172.72 cm) above the floor.

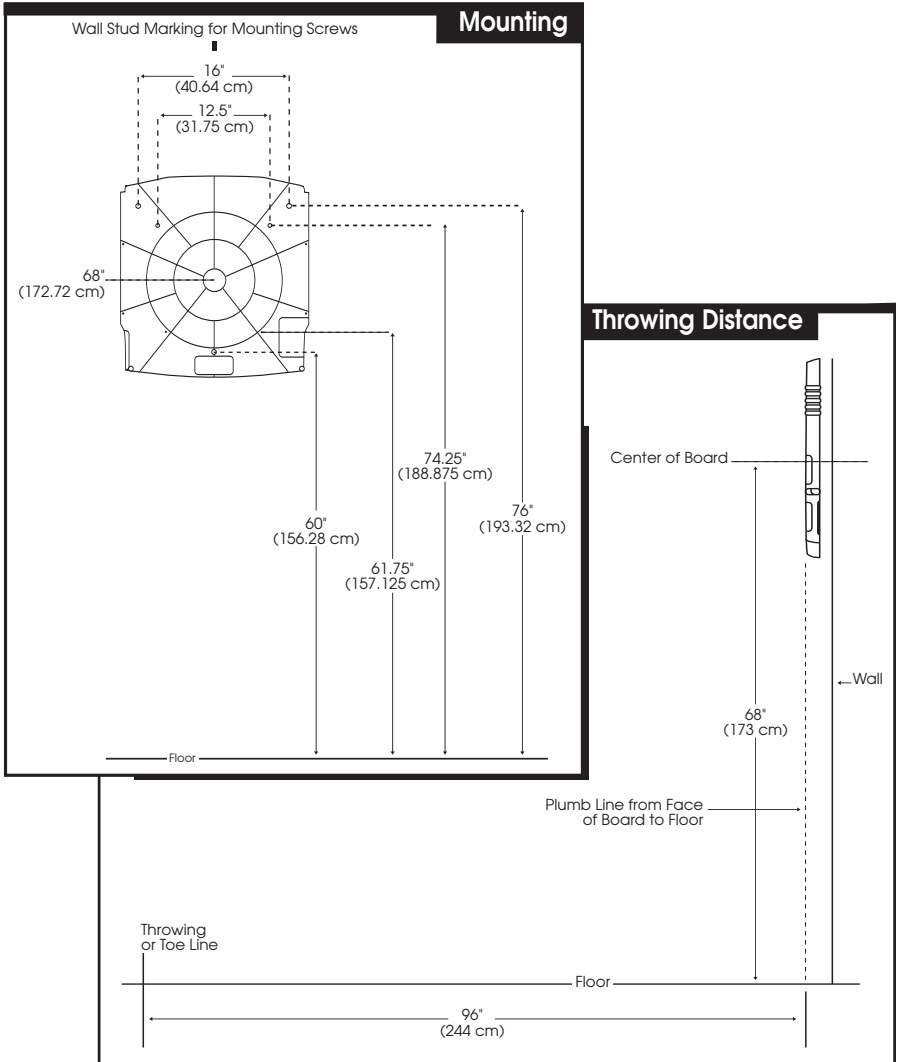**Please see page 3.**

Power Installation

The dartboard is designed to be powered by an AC to 9V DC, 800 milliamp (minimum) adapter, with the DC plug polarity configured as positive (+) outside, and negative (-) center. To connect by adapter, plug the DC plug into the DC power jack and the AC plug into an electrical outlet.

Protective Film

This electronic dartboard has a clear protective film over the entire display area 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.
Please read instructions carefully.

Mounting

Wall Stud Marking for Mounting Screws

16"
(40.64 cm)

12.5"
(31.75 cm)

68"
(172.72 cm)

74.25"
(188.875 cm)

76"
(193.32 cm)

60"
(156.28 cm)

61.75"
(157.125 cm)

Floor

Throwing Distance

Center of Board

Wall

68"
(173 cm)

Plumb Line from Face
of Board to Floor

Throwing
or Toe Line

Floor

96"
(244 cm)

3

((eclipse™ Game menu

Game	Description	Options	Players
G01	301, 501, 601, 701, 801, 901	6	1-8
G02	Quick Cricket	3	1-8
G03	American Cricket	3	1-8
G04	Cut Throat Cricket	3	1-8
G05	Scram Cricket	1	2
G06	Double Only Cricket	3	1-8
G07	Killer	11	2-8
G08	Shanghai	12	1-8
G09	Count Up	9	4
G10	Shoot Out	10	1-8
G11	Best of Nine	7	1-8
G12	Call Three	8	1-8
G13	Hound and Hare	5	2
G14	Gold Hunting	6	1-8
G15	Round-The-Clock	12	1-8
G16	Round The Clock - The Irish Way	1	1-8
G17	Nine Dart Century	3	1-8
G18	Baseball	3	1-8
G19	Bowling	6	1-8
G20	Golf	10	1-8
G21	Big Six	5	2-8
G22	Hi-Score	10	1-8
G23	Double Down	1	1-8
G24	Over	3	2-8
G25	All Fives	5	1-8
Total		146	

Operation Manual

1. Plug the DC plug into the dartboard and the A plug into a110/120V electrical outlet.

2. Turn on the game by pressing the ON/OFF button for 2 seconds.

3. With the power on the dartboard plays a welcoming fanfare.

4. To select a game, press the GAME button until your choice appears in the players 1's score.

5. To select the number of players, press the PLAYER button. The selection will be shown in the PLAYER display. The maximum number of players is 8. For more than 4 players the players will share the player's score display. During the game, players can page all players' scores by pressing the PLAYER button.

6. To select options/difficulties of the game for all players, press the OPTION button shown in player 3 display. To select a handicap for individual players, press the HANDICAP button to select the option of handicap. The player's number is displayed at the 3rd player's score display.

7. To have the e-BOARD Computer automatically change to the next player after 10 seconds of completion of a turn, press the DOUBLE/AUTO CHANGE button to select auto player or manual.

8. To adjust volume or muting, press the SOUND button. SND appears in the 4th player display. The low, medium, high, and off will be shown at the CRICKET display.

9. When the e-BOARD Computer had been idle for 10 minutes it will enter into a sleep mode. All records of current games and scores will be stored for 30 minutes. You may return to the game by simply pressing any key.

10. Press START/NEXT button to start a game. The 1st and 4th player's options will be displayed at their respective score displays. Players can page and check all players' score display.

11. For 301 and its series games, a player may also press the DOUBLE button to select the start/ending method. The selection will be displayed at the DOUBLE OUT and DOUBLE IN displays.

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1 - "IN" lighted  . . . . . . . . . . . . . .DOUBLE IN/SINGLE OUT
2 - "OUT" lighted . . . . . . . . . . . . .SINGLE IN/DOUBLE OUT
3 - Both "IN/OUT" lighted . . . . . .DOUBLE IN/DOUBLE OUT
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12. If a dart thrown at the e-BOARD scores but does not stick in the e-BOARD, press the BOUNCE button. The score will be displayed on the LED display. Eliminate this score by pressing the ELIMINATE button. When all darts hit the scoring segment the e-BOARD Computer will announce "NEXT PLAYER". Any pressure on the segments will not activate the dartboard. The player is required to remove all the darts from the e-Board and press the START/NEXT button for the next player to continue the game.

13. The first player to finish the game will be announced the "winner" by the e-BOARD Computer and applause will be played. For 301 games the average points per dart for each player will be displayed at their score's display.

14. To turn off the e-BOARD press and hold ON/OFF button for 2 seconds.

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

The starting score for each player is 301 (or 501/601/701/801/901) as selected before starting the game. The score will be deducted for each dart that scores. The first player who reaches exactly zero (0) wins. The games can have various DOUBLE/OPEN options by pressing the DOUBLE button and will be displayed by the DOUBLE IN/DOUBLE OUT/MASTER OUT LED's.

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. For DOUBLE IN/DOUBLE OUT options, the beginning and ending throws will only be accepted respectively by hitting the double zone or the bull's-eye. For MASTER OUT options, you must end with hitting double or triple zones.

If DOUBLE OUT has been selected, the Dart Out feature is automatically activated. In this mode, once a player is 170 or below the e-BOARD Computer will suggest the 3 best possible finishing shots, or, if an out is not possible, the best remaining alternative shots are displayed on the LED Screen.

G02 Quick Cricket (with options of C00, C20, C25)

Quick Cricket is played with the numbers 15 through 20 and the bull's-eye. Each player must "mark" a number three times to close it out. Doubles count as 2 times and triples as 3 times the segment's score. The winner is the first player to close all the cricket numbers.

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

C00   Hit and open numbers 15-20 and bull's-eye in any order.

C20   Hit and open the number 20 first, then in order, open numbers 19, 18, 17, 16, 15 and bull's-eye.

C25   Hit and open bull's-eye first, then in order, open numbers 15, 16, 17, 18, 19 and 20.

G03 American Cricket (with options of C00, C20, C25)

In this game, only the numbers 15 through 20 and the inner/outer bulls-eye are used. Each player must hit a number 3 times to open that segment for scoring. A player is then awarded the number of points of the open segment each time he throws a dart that lands in that number, provided all opponents have not hit that number 3 times to close. No one may score any points on the closed number. Doubles count as two hits and triples as three hits. The first player closing all the numbers first and accumulating the highest total score is the winner. If a player closes all numbers first but is behind in score, they must continue scoring on the open numbers until they exceed their opponents score.

C00   Hit and open the numbers 15-20 and the bull's-eye in any order.

C20   Hit and open number 20 first, then in order open 19, 18, 17, 16, 15 and bull's-eye.

C25   Hit and open bull's-eye first, then in order open 15, 16, 17, 18, 19 and 20.

The rule is simple, a player must rack up the most points in 3, 4, 5, or 12 rounds (each round being 3 darts) to win. Doubles or triples count as 2 hits and 3 hits respectively.

G04 Cut Throat Cricket (with options of C00, C20, C25)

Same basic rules as American Cricket EXCEPT the points are added to your opponent's total once scoring begins. A player can add scores to all opponents who opened the number. The player who first closes all segments with the lowest score wins. This variation enables players to rack up scores for his opponents, digging them into a deeper hole.

C00   Hit and open the numbers 15-20 and the bull's-eye in any order.

C20   Hit and open number 20 first, then in order open 19, 18, 17, 16, 15 and bull's-eye.

C25   Hit and open bull's-eye first, then in order open 15, 16, 17, 18, 19 and 20.

G05 Scram Cricket

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 bull's-eye while player 2 attempts to get as many scores as they can by scoring the open segments. Round 1 will be finished when all segments have been closed. For round 2, the reverse is done. The player with the most scores is the winner.

G06 Double Only Cricket (with options of C00, C20, C25)

The same as American Cricket rules apply except you must hit a double before you can open a number. Once you have a double, then that double and all other singles, doubles and triples of that number count.

For example, to start the 20's, each player must hit double 20. After getting double 20, then a single 20 would close the number, a double would close and score 20 points and a triple would close and score 40 points. The most significant difference in Double Only Cricket is that you cannot close a number with one dart.

C00   Hit and open the numbers 15-20 and the bull's-eye in any order.

C20   Hit and open number 20 first, then in order open 19, 18, 17, 16, 15 and bull's-eye.

C25   Hit and open bull's-eye first, then in order open 15, 16, 17, 18, 19 and 20.

G07 Killer (with options of -7, -8, -9, -10, -11, -12, -13, =3, =5, =7, =9)

To start this game, players throw a dart at the board to select their number. The Scrolling Screen display will show "CHOOSE A NUMBER" and the number selected will be used for the player throughout the game. No two players can select the same number.

To become a "Killer," the player must hit the double in their number. A "Killer" can then kill other players by hitting the segments of their numbers until all "Lives" are killed. A player can also commit "Suicide" by hitting his own number. The last player with "Lives" will be the winner.

There are 11 options/difficulties for players to select. -7 to -13 represents 7 to 13 Lives which can be killed by hitting their segment numbers single, double or triple. For more advanced players, select =3, =5, =7 and =9, which require players to "Kill" their opponents by hitting doubles in those segment numbers. The number of "Lives" remaining will be displayed at the player's score display.

G08 Shanghai (with options of L01, L05, L10, L15, H01, H05, H10, H15 P01, P05, P10, P15)

Each player must hit numbers 1 through 20 and the bull's-eye. Throw 3 darts for each number and the player who gets the most points wins. There are 3 levels of difficulty. Players can score on any segments (single x 1, double x 2, triple x 3) for L level. Only double and triple will count for H level.

Players can also select super Shanghai (P level) as a complimentary option. The rules are the same as above except various doubles and triples must be hit as specified by the computer. The computer will announce the chosen double or triple and display that number at the LED Text Display.

For
- L01, H01 and P01 the game starts from segment 1.
- L05, H05 and P05 the game starts from segment 5.
- L10, H10 and P10 the game starts from segment 10.
- L15, H15 and P15 the game starts from segment 15.

Option	L01	H01	P01	L05	H05	P05	L10	H10	P10	L15	H15	P15
Segment	1	1	1	5	5	5	10	10	10	15	15	15

G09 Count Up (with options of 100, 200, 300, 400, 500, 600, 700, 800, 900)

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

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

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

The e-BOARD Computer will randomly display a score for the player to hit. One correct hit scores one mark. The first player who hits 11, 12, 13...20 marks, depending on the level of difficulty, is the winner. If a player does not hit the e-BOARD within 10 seconds, the dart is regarded as a miss and the e-BOARD Computer will automatically change to another random number for the player to hit.

Option	-11	-12	-13	-14	-15	-16	-17	-18	-19	-20
Marks	11	12	13	14	15	16	17	18	19	20

G11 Best of Nine (with options of 009, 012, 015, 018, 021, 024, 027)

A good warm up, either alone or against an opponent, is to keep track of the best 9 darts of a number chosen by the e-BOARD Computer. A player receives 1 score when hitting the number, 2 scores when hitting a double and 3 scores when hitting a triple.

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

G12 Call Three (with options of 3, 4, 5, 6, 7, 8, 9, 10)

The e-BOARD Computer chooses 3 numbers randomly in each turn as selected. The player attempts to hit them in the order called. The player receives 1 score when hitting the correct number in the correct order, 2 scores for double and 3 for triple.

Option	3	4	5	6	7	8	9	10
No. of Rounds	3	4	5	6	7	8	9	10

G13 Hound and Hare (with options of 005, 009, 011, 012, 014)

The Hare tries to escape from the Hound while the Hound tries to catch the Hare. Players 1 and 2 act as the Hound and Hare respectively. The Hare starts at 20. The Hare tries to get a double and move clockwise to the next number. Similarly, the Hound starts at the number 5 and must hit a double each move. When the Hound catches up to the Hare and hits the same double as the Hare is trying for, the Hare is caught. If the Hare reaches the double 5 before the Hound catches him, the Hare is free. S09, S11, S12, and S14 represent which number the Hound starts at.

Option	005	009	011	012	014
Segment Hound Starts at	S5	S9	S11	S12	S14

G14 Gold Hunting (with options of 006, 009, 012, 015, 018, 021)

The object of this game is to find "gold." Gold is earned when your score is exactly 50, or a multiple of 50, such as 100, 150, 200 etc., at any point during a round. Since Gold can make a person greedy, not only do you collect Gold for every multiple of 50, you also steal 1 Gold from every player who has Gold. This is a real back and forth game, but the player who reaches the selected total of Gold required first is the winner.

Option	006	009	012	015	018	021
Total Gold	6	9	12	15	18	21

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

Players must hit in strict order of 1, 2, 3...until 5, 10, 15, or 20, straight, double or triple depending on the level of difficulty selected. The first player to reach the last score will be the winner. Should the wrong number be hit in the round, that players turn is over. Players start their next turn with the next number in the sequence. The e-BOARD Computer will display the number that the player must hit.

SINGLE				
Option	105	110	115	120
Last Number	5	10	15	20
DOUBLE				
Option	205	210	215	220
Last Number	5	10	15	20
TRIPLE				
Option	305	310	315	320
Last Number	5	10	15	20

G16 Round-the-Clock the Irish Way

The same basic rules apply from Round-the-Clock except that doubles and triples advance you to the amount of double or triple, plus 1. For example hitting D1 makes your next number the 3, hitting D10 makes your next number the bull's-eye. But beware; if you hit a single, you have to take it and once you pass 10, you have to go one single at a time. A match between Nick and Marilyn is as follows:

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

One additional requirement is that the players must get 2 bull's-eyes in the same turn of 3 darts to win the game. The bull's-eyes do not accumulate during the game.

G17 Nine-Dart Century (with options of 100, 150, 200)

In this game, each player has 9 darts (3 turns) to either score 100 points, or come as close as possible to 100. Each bed is scored in the regular manner. Any player going over 100 is busted and out of the game. Darts that land outside the scoring area bring that player's total down to zero and they must start over again. This eliminates deliberate misses. Darts that bounce out are not penalized and do not count any points.

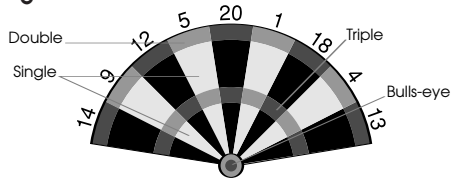100, 150 and 200: You can set the target score to be 100, 150 or 200.

Option	100	150	200
Target Point	100	150	200

G18 Baseball (with options of B07, B08, B09)

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

| Segments	Results
Single	One base
Double	Two bases
Triple	Three bases
Bull's-eye	Home run

Diagram B

A home run can only be scored on the 3rd dart of each turn. The player with the most runs at the end of the game is the winner. The LED displays will indicate a player's base and the run total by innings. Players can select 7, 8 or 9 innings in this game and compete at different levels.

No. of Remaining Round   1st Runner   2nd Runner   3rd Runner

G19 Bowling (with options of 10r, 11r, 12r, 13r, 14r, 15r)

Accuracy is a must in this very challenging game. The Scrolling Screen displays "SELECT ALLEY" and each player selects his alley by throwing a dart at a segment and then use the 2nd and 3rd darts to score points (pins). Pins are scored as follows:

Segments	Score
Double	9 Pins
Outer Single	3 Pins
Triple	10 Pins
Inner Single	7 Pins
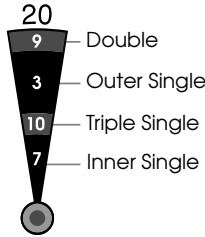
Option	10r	11r	12r	13r	14r	15r
No. of Rounds	10	11	12	13	14	15

A player can not hit the same single twice in the same frame. The second hit will be counted as zero (0). Therefore it would be more advisable for the player to hit the inner and outer singles to score 10 pins. The cricket displays will indicate the number of rounds. Hitting a triple segment will result in a score of 20 pins while hitting a double twice will only result in 10 pins. Otherwise you will get only 9 pins if you hit the double with your second dart and another segment with your third dart.

The perfect game is 200/220/240/260/280/300 respectively for the options chosen. Players can select different options for playing this game (i.e. 10 rounds - 15 rounds).

G20 Golf (with options of 09F, 10F, 11F, 12F, 13F, 14F, 15F, 16F, 17F, 18F)

The segments 1-18 are used to represent the holes of a golf course. A player must make 3 hits in 1 segment before they can move to the next hole. A double or triple will count as 2 or 3 hits. This allows the player to finish the hole with fewer darts and a lower score. The e-BOARD Computer will count the strokes. The one who finishes the game first with the lowest score is the winner. The e-BOARD Computer will keep track, announce and display on the LED Screen the holes to be hit. Players can play 9 or 18 holes depending on the level of difficulty.

G21 Big Six (with options of 003, 004, 005, 006, 007)

This game allows players to challenge their opponents to hit the targets of their choice. However, players must earn the chance of picking the next target for their opponent by making a hit on the current target first.

The game begins with the single 6 segment. Player 1 must hit a 6 to "save" his Life. If the current target is hit with 2 darts, the Scrolling Screen displays "SELECT NO." Then the next dart will determine the target for the next player. However, he would lose a chance to determine the target for the next player as he hits his target by the 3rd dart. Therefore, the player 2 will hit the same target for his turn. If player 1 fails to hit the target within 3 darts, they will lose a Life. Player 2 will shoot for the single that player 1 missed. Singles, doubles and triple are all separate targets for this game.

The object of this game is to force your opponent into losing Lives by selecting tough targets for them to hit such as the bull's-eye or triple 20. The last remaining player with a Life is the winner.

Option Code	003	004	005	006	007
No. of Lives	3	4	5	6	7

G22 Hi Score (with options of H03, H04, H05, H06, H07, H08, H09, H10, H11, H12)

The rules are simple. A player must rack up the most points in 3, 4, 5...or 12 rounds (each round is 3 darts) to win. Doubles and triples count as 2 times and 3 times that segment's score respectively. The player with the highest score wins.

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

G23 Double Down

This game starts with a base score of 60 points. The player must score by hitting the activated segments as selected by the e-BOARD Computer for the current round. For instance, in the first round the player must hit the 15 segment. If no 15's are hit, the player's score will be cut in half. The next round is 16 and so on. For the D and T, the player must hit any double or triple. If the doubles and triples are not hit, the same rule applies. Play goes in this order: 15, 16, Double, 17, 18, Triple, 19, 20 and bull's-eye. The player with the highest score is the winner.

Round	1	2	3	4	5	6	7	8	9
Target No.	15	16	Double	17	18	Triple	19	20	Bull's-eye

G24 Over (with options of 0-7, 0-8, 0-9)

Players can select 7, 8, or 9 "Lives". Players take turns throwing 3 darts at the board. The highest score is the "Leader's Score." A player's score will become the "Leader's Score" when their score in the new turn is higher than the previous "Leader's Score." If not they will lose a "Life."

Should a leader choose not to challenge and remain leader, they can press the START/NEXT button and skip their turn. The LED displays 7, 8, or 9 segments indicating the player has 7, 8 or 9 "Lives". After the throws, if they do not have a new "Leader's Score," one segment will be turned off indicating a "Life" lost. If the player's score is higher than the "Leader's Score," the e-BOARD Computer will announce "LEADER" and keep their score.

A leader can challenge their own "Leader's Score" but, they will lose a "Life" if they fail. A player plays to zero "Lives" and they will be out. The e-BOARD Compute will display OUT at their score display. The last player alive is the winner.

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

G25 All Fives (with options of 551, 561, 571, 581, 591)

2-4 players may play this game. During each round, each 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. The first player to score 51, 61, 71, 81 or 91 will be the winner.

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

WARRANTY INFORMATION
90 Day Warranty on Eclipse™ Dart Board

Manufacturer warrants to the original retail purchaser, this product to be free from defects in material and workmanship for a period of ninety (90) days from the date of purchase.

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 handling, installation or use of this product. This warranty is also void if product is in any way abused, damaged, or modified from its original state, or if used for other than indoor residential use. This warranty gives you specific legal rights, and you may have other rights which vary from state to state.

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