Overview

A	Mode	Access darts programmes. See Player vs Player for more info.
B	Average	Display averages for the whole match, and number of darts thrown in the last leg.
C	Score Display	Displays current score in game / player's score.
D	Add	Add scores dart by dart. Use to select start player.
E	Keypad	Set game length. Input the dart score.
F	Mini USB In	Power supply in.
G	Player	Indicates which player to throw next.
H	Recall	Recall previous scorers. View Leg scores (See below).
I	Error	Delete the last entered score.
J	Enter	Enter the score.

Display

Flashing LED	Flashes to show that the player to throw may be changed.
LEDs (Average mode)	Checking Match Averages: Left LED = 1 dart average, Right LED = 3 dart average, Both LEDs = number of darts in last leg.
LEd5 ...	3 decimal point LEDs indicates the player to throw. Also indicated by LED (See above, G).
LEd5	6 decimal point LEDs indicate that averages and leg/set scores may be checked.
no drt	Appears at the end of a leg. Input the number of darts in the outshot to enable acurate average calculation.
nco	Indicates that an invalid checkout has been entered.
Err	An invalid score has been entered. If more than 9 scores or a number greater than 60 have been entered in the Add function.

Dartsmate
Chalkie
by
KeyGlory Limited

Player vs Player

① Press [mode] to choose the required darts game, then press [enter]

Darts game modes:

drt - 501 style games (501 is the default game).
Prc - Generates random numbers to practice outshots.
Sol - Solo player mode.

② Use the keypad to change the game length if required e.g. 301*. Press [enter]

③ Using the keypad, alter the number of legs* to win a set. Press [enter]

④ Select the player to throw first using the [ADD] Button.

⑤ Input the first player score using the keypad, then press [enter]

⑥ Input scores until a player checks out, at which point press [enter]

⑦ Enter the number of darts in the final throw on the keypad. Press [enter]

⑧ Press [enter] to start a new leg.

* The default game is 501 with first to 3 winning the set.

To View Leg and Set Scores

At the end of each leg you can view the leg and set scores in the current game.

① When you see ... ... press [RECALL]

② You will now see the 'LEG' score.

③ Press [enter] to view the 'SET' score.

④ Press [enter] again to exit and start the next game.

Note: If you also wish to check your game averages please do that **first** following the steps below.

In-Game Options

Error - To erase last score entered, press [ERROR] and input the correct score using the keypad. Press [enter] to continue.

Recall - Press [RECALL] to see previous scores. Once all the scores have been recalled the scorer reverts to the game.
To exit recall, before all scores are recalled, press [enter]

Add - Use [ADD] to add scores dart by dart. Press [ADD] after each dart score is inputted.
Maximum of nine scores accepted, maximum score per dart is 60.
When you have finished adding your darts, press [enter] to update your score.

Averages - Available at the end of each leg, indicated by 6 decimal point LEDs. ... ... Press [AVG] to check the match averages, and darts thrown in the last leg. Press once for the '1 dart' match average, a second time for the '3 dart' match average and a third time for the number of darts thrown in the last leg. Press [enter] to exit and return to the game.