

Dicola

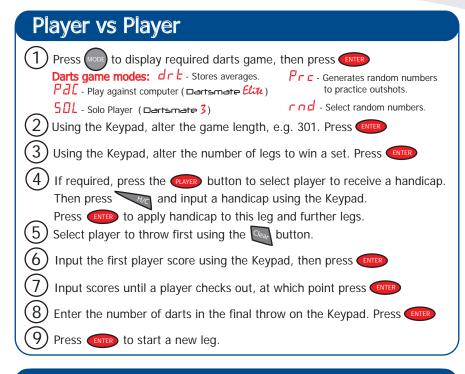
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Swite	nes

ς Σ	witches			~ nishig	ay
A	Sets Display	Displays Sets completed in a match.		P	Flashes to show that the player to throw
В	Legs Display	Displays Legs completed in a match.			may be changed.
С	Score Display	Displays Player Score (Elia model only).		НС	Indicates that a handicap may be set.
D	Score Display	Displays current score in game / player's score.		LEUS	3 Flashing lights indicates the player to
E	Enter	Enter the score.			throw or receive a handicap.
-	Average	Display averages for the whole match, and number		LE35	6 lights indicates that averages may be
F		of darts thrown in the last leg.			checked.
G	Clear	Clear current score when in Add mode.		na drt	Appears at the end of a leg. Input the number
Н	H/C	Assign a handicap to a player.		no drt	of darts in the outshot.
1	Keypad	Input the dart scores.	1	- E d	Once for single dart, twice for three darts,
J	DC In	Power Supply in.		0	three times for number of darts.
K	Add	Add scores dart by dart. Recall an assigned handicap.		nco	Indicates that an invalid checkout has been
L	Error	Delete the last entered score.			entered.
M	Recall	Recall previous scores.	1		Indicates:
	Mode	Access Darts programmes. See Player vs Player for		Err	That an invalid score has been entered.
N		more info.			That more than 9 scores are entered when using
0	On/Off	On/Off Switch.			the Add function.
Р	Player	Indicates which player to throw next.	1		That a score greater than 60 is entered.
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Player vs Computer

Dartsmate *Elite*

(1) Press (MODE) to display PRE then press (ENTER) (2) Using the Keypad alter the game length, e.g. 501. Press (3) L E L = select level using the Keypad, 1 - novice, 8 - expert. Press (4) Player throws first, computer is always away player. Input score, press ((5) Computer generates a score after 5 seconds, and the total is updated. Input the next player score and continue until one score is zero. Press



In-Game Options

Recall - Press red to see previous scores. The game is returned after all scores					
are recalled. To exit recall, before all scores are recalled, press					
Error - To erase last score entered, press and input the correct score using					
the Keypad. Press enter to continue.					
Averages - Averages are available at the end of a leg, indicated by 6 lights.					
Press to check averages and number of darts thrown in last leg.					
Press once for per dart average, twice for three dart average, and press a third					
time for the number of darts thrown in the last leg only.					
Add - Use to add scores dart by dart. Press after each dart score					
is inputted. Maximum of nine scores accepted, maximum score per dart 60.					
When you have finished adding your darts, press enter to update your score.					
Clear - Press 🦦 to erase all scores inputted in the Add function, before ENTER					
is pressed. Input correct scores again.					
Handicap - At the start of the next leg, when P is flashing, press is to assign					
the previously stored handicap.					

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