Dartsmate Match

KG

Player vs Player

1. Press MODE to display required darts game, then press ENTER

   Darts game modes: drt - Stores averages. PdC - Play against computer

   Prc - Generates random numbers to practice outshots. rnd - Select random numbers.

2. If required, alter the game length using the keypad. Press ENTER

3. Using the Keypad, alter the number of legs to win a set. Press ENTER

4. If required, press the Clear button to select player to receive a handicap. Then press H/C and input a handicap using the Keypad. Press ENTER to apply handicap to this leg and further legs.

5. Select player to throw first using the Clear button.

6. Input the first player score using the Keypad, then press ENTER

7. Input scores until a player checks out, at which point press ENTER

8. Enter the number of darts in the final throw on the Keypad. Press ENTER

9. Press ENTER to start a new leg.

Player vs Computer

1. Press MODE to display PAC then press ENTER

2. Using the Keypad alter the game length, e.g. 501. Press ENTER

3. LEL = select level using the Keypad, 1 - novice, 8 - expert. Press ENTER

4. Player throws first, computer is always away player. Input score, press ENTER

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 ENTER

In-Game Options

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 60. When you have finished adding your darts, press ENTER to update your score.

Averages - Averages are available at the end of a leg, indicated by 6 LEDs. Press Average to check averages and number of darts thrown in the last leg. Press again to return to the game.

Checkout - Press Checkout to display a checkout option. Press again to turn this function off.

Clear - Press Clear to erase all scores inputted in the Add function, before ENTER is pressed. Input correct scores again. Press ENTER

Error - To erase last score inputted and entered, press Error and input the correct score using the Keypad. Press ENTER to continue.

Handicap - At the start of the next leg, when P is flashing, press Add to assign the previously stored handicap.

Recall - Press Recall to see previous scores. The game is returned after all scores are recalled. To exit recall, before all scores are recalled, press ENTER

Scroll - Use ∧ and ∨ to view previous scores.

Switches & Displays

A	Sets Display	Displays Sets completed in a match.
B	Player	Indicates which player to throw next.
C	Legs Display	Displays Legs completed in a match.
D	Score Display Areas	Displays the last five scores and totals for each player. Displays players averages and highest checkouts. (See Match Statistics)
E	Enter	Enter the score.
F	Mode	Access programmes. See Player vs Player for more info.
G	Average	Display averages for the whole match, and number of darts thrown in the last leg.
H	H/C	Assign a handicap to a player.
I	Clear	Clear current score when in Add mode.
J	Keypad	Input the dart scores.
K	DC In	Power Supply in.
L	Add	Add scores dart by dart. Recall an assigned handicap.
M	Error	Delete the last entered score.
N	Recall	Recall previous scores.
O	Scroll Up	Displays earlier scores and totals.
	Scroll Down	Displays most recent scores and totals.
P	USB	Data output.
Q	Checkout	Displays a suggested checkout.
R	Score Display	Displays current score in game/ player's score.
S	Checkout Area	1 LED - Indicates a single score. 2 LEDs - Indicates a double score. 3 LEDs - Indicates a treble score.
T	On/Off	On/Off Switch.

In-Game Indicators

P		Flashes to show that the player to throw may be changed.
$H C$		Indicates that a handicap may be set.
$LEdS...$		3 flashing LEDs indicates the player to throw or receive a handicap.
$LEdS......$		6 LEDs indicates that averages may be checked.
$no\ drt$		Appears at the end of a leg. Input the number of darts in the outshot.
nco		Indicates that an invalid checkout has been entered.
nC		No available checkout.
Err		If an invalid score has been entered. If more than 9 scores are entered when using the Add function. If a score greater than 60 is entered when using the Add function.

Match Statistics & Averages

d1	d	Number of darts thrown in the last leg.
d2	Ξn	Match average thrown per three darts over the first nine darts of the leg.
d3	$-n$	Match average thrown per dart over the first nine darts of the leg.
d4	Ξd	Match average thrown per three darts.
d5	$-d$	Match average thrown per single dart.
d6	hco	Highest checkout per player.