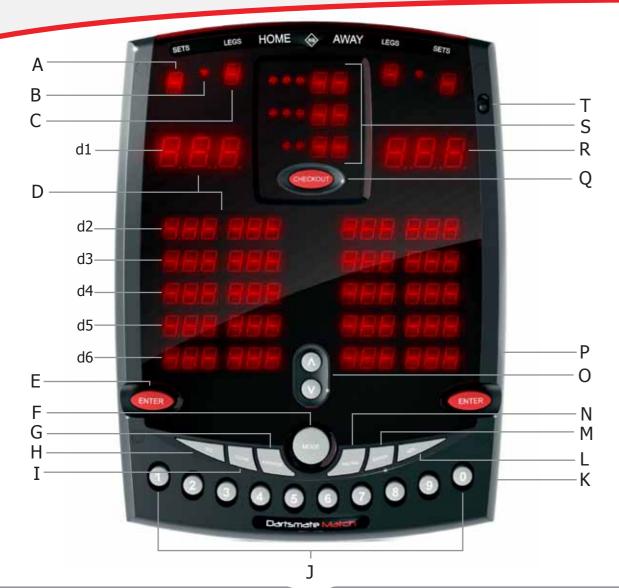
Dartsmate Match





Switches & Displays					
Α	Sets Display	Displays Sets completed in a match.			
В	Player	Indicates which player to throw next.			
С	Legs Display	Displays Legs completed in a match.			
	Score Display Areas	Displays the last five scores and totals for each player.			
D		Displays players averages and highest checkouts.			
		(See Match Statistics)			
Е	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			
G		of darts thrown in the last leg.			
Н	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.			
М	Error	Delete the last entered score.			
N	Recall	Recall previous scores.			
0	Scroll Up	Displays earlier scores and totals.			
	Scroll Down	Displays most recent scores and totals.			
Р	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 E	Indicates that a handicap may be set.			
1645	3 flashing LEDs indicates the player to throw or receive a			
LEUJ	handicap.			
LEd5	6 LEDs indicates that averages may be checked.			
no det	Appears at the end of a leg. Input the number of darts in			
110 01 0	the outshot.			
nco	Indicates that an invalid checkout has been entered.			
ΠE	No available checkout.			
	If an invalid score has been entered.			
	If more than 9 scores are entered when using			
Err	the Add function.			
	If a score greater than 60 is entered when using			
	the Add function.			

M	latch	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	heo	Highest checkout per player.

Player vs Player					
1) Press to display required darts game, then press ENTER					
Darts game modes: dr - Stores averages.	Pac - Play against computer				
Prc-Generates random numbers to practice outshots.	ா d - Select random numbers.				
(2) If required, alter the game length using the keypad. Press					
3 Using the Keypad, alter the number of legs to win a set. Press	TER				
(4) If required, press the button to select player to receive a handicap. Then press to and input					
a handicap using the Keypad. Press to apply handicap to this leg and further legs.					
Select player to throw first using the button.					
6 Input the first player score using the Keypad, then press					
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 to start a new leg.					

Player vs Computer

- 1 Press to display PRE then press The press
- (2) Using the Keypad alter the game length, e.g. 501. Press
- (3) LEL = 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

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 to update your score.

Averages - Averages are available at the end of a leg, indicated by 6 LEDs. Press 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 to erase all scores inputted in the Add function, before is pressed. Input correct scores again. Press ENTER

Error - To erase last score inputted and entered, press 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 to assign the previously stored handicap.

Recall - Press 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 (v) to view previous scores.