

## DARTSMATE 4 OPERATING INSTRUCTIONS

Connect at the mains using only the enclosed power supply.  
Dartsmate 4 resets to dArt 501. If required use the **MODE** switch to select another mode. Press **ENTER**.

If you wish to play darts 501, Press **ENTER**.  
If you wish to play another game, input the game length (Max. 1001) Press **ENTER**.



Dartsmate 4 resets to leg 2. (Or the previously set number.)  
If you wish to play best of 3 legs to win a set (first player to 2 legs) press **ENTER**.  
If you require a different number of legs to win a set, enter the number required. (Max. 9) Press **ENTER**.  
If you do not wish to play legs and sets, enter 0. Leg scores and set scores remain blank.

Dartsmate 4 resets to allow the home player to throw first, indicated by decimal points in the home score.  
If you require the away player to throw first, press the player switch. The decimal points light in the away score.  
Press the player switch again to return to home player to throw first.

Input the score of the first player, indicated by the decimal points. Press **ENTER**.  
Input the score of the second player, indicated by the decimal points. Press **ENTER**.  
Continue until one player reaches zero. Press **ENTER**.

Dartsmate 4 resets to No. darts.  
Enter the number of darts thrown in the winning throw. (1,2 or 3) Press **ENTER**.  
Dartsmate 4 now displays the current position of legs and sets won.  
To begin the next leg press **ENTER**.

**Note:** The player to throw first changes after each leg automatically.  
When playing sets, the player starting each set changes automatically.

**Error**  
If an incorrect score is entered, press **ERROR** and input the correct score. Press **ENTER**.  
If an incorrect score is displayed but not entered, overwrite the incorrect score with the correct one. Press **ENTER**.

**Recall**  
You can recall the last 20 scores of each player by pressing **RECALL**.  
Once all the recalled scores have been viewed Dartsmate 4 resets to the current game position.  
To exit recall mode before all scores are viewed press **ENTER**.

**Averages**  
You may view the current averages at the end of every leg, when the score displays show the 4 decimal points.  
To view the current average score per dart for both players press **AVERAGE**.  
Press **AVERAGE** again to view the current average score per three darts for both players.  
Press **AVERAGE** again to view the number of darts thrown by each player in the last leg.  
Press **ENTER** to exit the average mode.

**Note:** The averages displayed indicate the average score over the whole game, not just the last leg.  
The number of darts indicates the number of darts thrown by each player in the last leg only.  
Invalid scores and checkouts are automatically rejected. **Err** is displayed. Input correct score. Press **ENTER**.  
Scores entered to leave a total of 1 are rejected. Scores greater than the total required are rejected.

**Practice Mode**  
Use the **Mode** switch to display PrAC. Press **ENTER**.  
Press **ENTER** to generate a random checkout number.  
Press **ENTER** as required, to generate further checkout numbers.

**Solo Play Mode**  
Use the **Mode** switch to select SOLO. Press **ENTER**.  
Enter the game required. Press **ENTER**.  
Score as in dart mode, but with only the HoE side displayed.

**Darts No Average Mode**  
Use the **Mode** switch to select dnA. Press **ENTER**.  
Score as in dart mode, but without the need to enter number of darts in last throw.  
Averages are not displayed.

**Sleep Mode**  
Dartsmate 4 enters sleep mode if not used for 10 minutes. Press any of the keys to wake up Dartsmate 4.  
We recommend that Dartsmate 4 is switched off at the mains when not in use.

**Power Supply: 9 volts d.c. REGULATED SUPPLY 350Ma. Polarity: Centre Negative**

**IMPORTANT: ONLY USE THE POWER SUPPLY UNIT SUPPLIED WITH DARTSMATE 4.**

#### **Dartsmate 4 Random Selector**

Use the **Mode** switch to display the mode you require.

<b>Raff</b>	<b>Select raffle numbers.</b>
<b>Tote Pair</b>	<b>Select pairs of players for knock out competitions.</b>
<b>Tote-d</b>	<b>Select pairs of numbers: allowing duplicate numbers in selections.</b>
<b>Tote-nd</b>	<b>Select pairs of numbers: disallowing duplicate numbers in selections.</b>

#### **Raffle**

Press **ENTER**.

The display now reads Lo and the last inputted number. Input the start number you require.

Press **ENTER**.

The display now reads Hi and the last inputted number. Input the finish number you require. (Max. 9999)

Press **ENTER**.

Press and hold the **ERROR** key to view the selected start and finish number if required.

Note: The finish number must be greater than the start number or **ERR** is displayed.

Press **ENTER** to select a random number, repeat for further selections.

Press **RECALL** to view selected random numbers.

Recalled numbers are indicated by flashing decimal points.

Once all recalled numbers have been viewed, the unit returns to select mode.

To return to select mode without viewing all stored numbers press **ENTER**.

Note: The first 40 random numbers are stored in memory. More selections may generate repeat numbers.

#### **Tote Pair**

Press **ENTER**.

The display reads Lo 1. Input the start number.

Press **ENTER**.

The display reads Hi 64. Input the finish number. (Max. 64 – Even Numbers Only.)

Press **ENTER**.

Repeat until all pairings have been selected. **End** is displayed.

Press **RECALL** to view the selected pairings. When all pairs have been recalled **End** is displayed.

You can check the start and finish numbers by pressing **ERROR**.

#### **Tote Selector -d & Tote Selector -nd**

Press **ENTER**.

The display reads Lo 1. Input the start number.

Press **ENTER**.

The display reads Hi 30. Input the finish number.

Press **ENTER**.

Press and hold the **ERROR** key to view selected start and finish number if required.

Press **ENTER** to select the first pair of tote selections. Repeat for more selections.

Press **RECALL** to view selected pairs of numbers in the same way as Raffle : see above.

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**Note:** Do not over tighten the screws when fixing Dartsmate 4 to the wall, as this may prevent the switches from operating correctly.