

DartsmatePro Operating Instructions.

Switch Functions.

D/T. Mode.	Select Darts or Tactics. Access programmes within Darts or Tactics.
Player. receive a handicap, Average. Error. Recall. Handicap. Store. Tactics Keypad. Darts Keypad. Enter.	Select the player to throw first, or Display averages for the whole match, and number of darts thrown in the last leg. Delete the last entered score. Recall previous scores. Assign a handicap to a player. Store the handicap for the next game. Input the score in Tactics Mode. Input the score in Darts Mode. Enter the score in Darts or Tactics.



Display Functions.

P	Flashes to show that the player to throw may be changed.
H C	Indicates that a handicap may be set.
Leds . . .	Flashing lights indicates the player to throw or receive a handicap.
Leds	6 lights indicates that averages may be checked.
no drt	Appears at the end of a leg. Input the number of darts in the outshot.
- = d	Once for single dart, twice for three darts, three times for number of darts.
Err	Indicates that an invalid score has been entered.

Programme Order.

Darts.	drt. Play all 01 games: calculates players' averages.
	Prc. Generates random numbers to practice outshots.
	PAC. Play against the computer.
	dnA. Play all 01 games: does not calculate averages.
Tactics.	t 10. Play any number from 10 – 20 & Bull.
	t 10 PAC. Play any number from 10 – 20 & Bull against the scorer.

Err Display.

Darts.	If an illegal or invalid score is entered. If an illegal or invalid outshot is entered.
Tactics.	If more than three different scoring areas are entered. If more than nine switch presses are registered. If more than eight switch presses are registered where one is a bull.

Important: Use only the power unit supplied. 9 volts d.c. 550Ma. Regulated Supply. Polarity: Centre Negative.

Do not use an unregulated power supply with DartsmatePro. Do not use a power supply greater than 9 volts d.c.

Darts Instructions.

Switch Name.

Mode.	drt is displayed. Press Enter. Press Mode to display required darts game. Press Enter. drt- stores averages. Prc- practice outshots. PAC- play against the scorer. dnA- averages are not stored.
Darts Keypad.	Alter game length, if required, e.g. 301. Press Enter.
Darts Keypad.	Alter the number of legs to win a set, if required. Press Enter.
Player.	Select player to throw first.
Darts Keypad.	Input the first player score. Press Enter. Input further scores. Continue until a player checks out. Press Enter. Input the number of darts in the final throw. Press Enter. You may check the game averages at this point only, indicated by 6 lights.
Average.	Check current averages and number of darts thrown in last leg. Press once for per dart average, and again for three dart average. Press once more for the number of darts thrown in the last leg only.
Enter.	Press Enter to start a new leg.
Recall.	Recall previous scores. Returns to game after all scores recalled.
Enter.	To exit recall, before all scores are recalled, press Enter.
Error.	Erase last score entered. Input correct score. Press Enter.

Play against computer PAC Darts Mode.

D/T.	Press to display drt.
Mode.	Press to display PAC. Press Enter
Darts Keypad.	Alter game length if required. Press Enter.
Displays LEL.	The number indicates the last skill level entered.
Darts Keypad.	Input the skill level. Press Enter. The range is level 1 novice, to level 8 expert.
Darts Keypad.	Home player throws first. The scorer is the away player. Input player score. Press Enter. Scorer generates and displays a random score. After 5 seconds the computer total will be updated. Input next home player score. Continue until one score is zero. Press Enter.

Tactics Instructions.

D/T. Press to display t 10.
Tactics Keypad. Press any key from 10 to 20 to display required tactics game. Press Enter.
The last game is stored in memory and will be displayed when next used.

Displays Leg 9. If you wish to play first to 9 legs wins, press Enter.
Darts Keypad. If not, alter as required. Max. 9 legs. Press Enter.

Player. If required press to select the player to receive a handicap.
Handicap. Press handicap. Input handicap .Maximum.2 darts per number.
E.g. give a player 10 hits. Light 10 leds.
Store. Press Store to apply this handicap to this and further legs.
Enter. Press Enter to apply this handicap to this leg only.

Player. Select player to throw first.

Tactics Keypad. Input first player darts. Press Enter.
Input second player darts. Press Enter.

Press once for a single score, or outer bull.
Press twice for a double score, or inner bull.
Press three times for treble.

Tactics Keypad. If three lights are on, and not blocked by the other player, the score is updated.
Continue until all lights are on, or until one player has all lights on **and** a higher score.

Game End. When one player has all lights on **and** a higher score, End and final scores flash.
When the maximum score allowable of 999 is reached, End and final scores flash.

Average. When end and score flash, press Average to display each player's hits per throw.

Recall. During the game recalls the last score. Shows leds lit and or any score made.
Press Enter to return to game.

Enter. Press Enter to start a new leg.
Store. Press Store to apply a previously stored handicap.

Play against computer PAC Tactics Mode.

D/T. Press to display t 10.
Tactics Keypad. Press any key from 10 to 20 to display required tactics game. Press Enter.
The last game is stored in memory and will be displayed when next used.
Displays LEL 4. The number indicates the last skill level entered.
Darts Keypad. Input the skill level. Press Enter. **The range is level 1 novice to level 8 expert.**

Tactics Keypad. Home player throws first. The scorer is the away player.
Input the player score. Press enter.
Press once for a single score, or outer bull.
Press twice for a double score, or inner bull.
Press three times for treble.

Scorer generates and displays a random score.
Input next home player score. Continue until all lights are on, or one player wins.
End and scores are displayed.
Press Enter to begin the next game.

Maximum score allowed is 999. If the score is more than 999 End is displayed.