



Switches

A	Sets Display	Displays Sets completed in a match.
B	Legs Display	Displays Legs completed in a match.
C	Score Display	Displays Player Score (<i>Elite</i> model only).
D	Score Display	Displays current score in game / player's score.
E	Enter	Enter the score.
F	Average	Display averages for the whole match, and number of darts thrown in the last leg.
G	Clear	Clear current score when in Add mode.
H	H/C	Assign a handicap to a player.
I	Keypad	Input the dart scores.
J	DC In	Power Supply in.
K	Add	Add scores dart by dart. Recall an assigned handicap.
L	Error	Delete the last entered score.
M	Recall	Recall previous scores.
N	Mode	Access Darts programmes. See Player vs Player for more info.
O	On/Off	On/Off Switch.
P	Player	Indicates which player to throw next.

Display

P	Flashes to show that the player to throw may be changed.
H C	Indicates that a handicap may be set.
LEdS ...	3 Flashing lights indicates the player to throw or receive a handicap.
LEdS	6 lights indicates that averages may be checked.
no d r t	Appears at the end of a leg. Input the number of darts in the outshot.
- 3 d	Once for single dart, twice for three darts, three times for number of darts.
nca	Indicates that an invalid checkout has been entered.
Err	Indicates: That an invalid score has been entered. That more than 9 scores are entered when using the Add function. That a score greater than 60 is entered.

Player vs Player

- Press **MODE** to display required darts game, then press **ENTER**.
Darts game modes: *dr t* - Stores averages. *Prc* - Generates random numbers to practice outshots.
PAC - Play against computer (*Dartsmate Elite*)
SOL - Solo Player (*Dartsmate 3*) *rnd* - Select random numbers.
- Using the Keypad, alter the game length, e.g. 301. Press **ENTER**.
- Using the Keypad, alter the number of legs to win a set. Press **ENTER**.
- If required, press the **PLAYER** 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.
- Select player to throw first using the **Clear** button.
- Input the first player score using the Keypad, then press **ENTER**.
- Input scores until a player checks out, at which point press **ENTER**.
- Enter the number of darts in the final throw on the Keypad. Press **ENTER**.
- Press **ENTER** to start a new leg.

In-Game Options

- 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**.
- Error** - To erase last score entered, press **Error** 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 **Average** 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 **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.
- Clear** - Press **Clear** 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 **Add** to assign the previously stored handicap.

Player vs Computer

Dartsmate Elite

- Press **MODE** to display *PAC* then press **ENTER**.
- Using the Keypad alter the game length, e.g. 501. Press **ENTER**.
- LEL* = select level using the Keypad, 1 - novice, 8 - expert. Press **ENTER**.
- Player throws first, computer is always away player. Input score, press **ENTER**.
- 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**.