

DartMaster III

Operating Instructions



X01 Game Operating Instructions

To Enter Starting Count

1. Press "RESET" button
2. Enter starting count i.e. 301, 501, 701, 1001, etc.
3. Press either "ENTER" button

To Enter Your Score

1. Enter your score via the keypad
2. Press the appropriate "ENTER" button

To Correct an Entry:

If score is in the keypad display area

1. Press either clear button

If score has been entered on wrong side:

1. Press the "CLEAR" button on the side which the score was incorrectly entered
2. Score will move back to the keypad display area
3. Press the "ENTER" button on the other side

If an incorrect score has been entered

1. Press the "CLEAR" button on appropriate side
2. Score will move back to the keypad display area
3. Press the "CLEAR" button a second time

To Recall Previous Scores

1. Enter "911" via the keypad and press "ENTER"



Play X01 Game Against DartMaster III

Play at any 1 of 7 skill levels

To play 501 against DartMaster III

1. Press the "RESET" button
2. Enter your skill level between 1 & 7 via the keypad and then press "ENTER"
3. DartMaster III will set up a 501 game

To play 301 against DartMaster III

1. Press the "RESET" button
2. Enter 2 followed by your skill level (i.e. 21-27) via the keypad then press "ENTER"
3. DartMaster III will set up a 301 game

Operating Instructions

1. Enter your score on the left hand side
2. After approximately 4 seconds, DartMaster III will score
3. Winner will be identified by flashing display
4. If you bust or do not score press "ENTER" only

To correct an error

1. If score is in the keypad display area, press the left side "CLEAR" button once
2. If score is in the score display area, press the left side "CLEAR" button twice

To let DartMaster III start first

1. Press "ENTER" on the left side twice after entering skill level (i.e. 5 "ENTER" "ENTER")

501 Autoplay Skill Levels

Level 1	9-18 Darts thrown by DartMaster III
Level 2	12-21 Darts thrown by DartMaster III
Level 3	15-24 Darts thrown by DartMaster III
Level 4	21-30 Darts thrown by DartMaster III
Level 5	27-36 Darts thrown by DartMaster III
Level 6	33-42 Darts thrown by DartMaster III
Level 7	39-51 Darts thrown by DartMaster III



Cricket Operating Instructions

To Start A Cricket Game

1. Press the "RESET" button

To Enter Your Score

1. Press the appropriate Cricket buttons once for each score obtained
2. After entering all scores press the appropriate "ENTER" button

To Correct An Error

1. Press the appropriate "CLR" button, then re-enter your complete score



Play Cricket Against DartMaster III

Cricket Autoplay Skill Levels

Level 1	The Highest Level
Level 2	
Level 3	
Level 4	Average Level
Level 5	
Level 6	
Level 7	Lowest Level

Operating Instructions

1. Press the "RESET" button
2. Enter your skill level as 11-17
3. Press the left side "ENTER" button
4. Enter your score on the cricket buttons
5. Press the left side "ENTER" button
6. Wait for DartMaster III to take its turn
7. If you do not score press "ENTER" only

To Correct An Error

1. If you have not yet pressed the "ENTER" button, press the left side "CLR" button once and re-enter your complete score
2. If you have pressed the "ENTER" button, press the left side "CLR" button once only, the DartMaster III will automatically remove its last score

To let DartMaster III start first

1. Press "ENTER" button on left side twice after entering skill level (i.e. 13 "ENTER" "ENTER")



New Features

Note: The following features were new on my DartMaster III when I got it back in June of 1999. If your DartMaster III was made before then, these features may not be available.

The DartMaster III can now play Double In/Double out 301 against you at 7 skill levels. Enter you skill level as 21-27 immediately after pressing the "RESET" button.

The DartMaster III can also calculate both players PPD (Points Per Dart). After the game has been completed, enter the number of darts left in your hand when the display shows "- -" and your PPD will be displayed. Remember to enter all no scores and busts in order to obtain an accurate PPD. The total number of darts thrown will also be displayed.

