1. TRANSPORT PACKING

The dart machine is transported in cardboard boxes. Box contains upper and lower part of the machine, bottom support for the lower part (legs), threshold with the screws, EURO cable, start line and one set of flys and plastic tips.

2. INSTALATION

To install the machine you need at least 125cm of width, 350cm of length, and 230cm of height.

picture no. 1
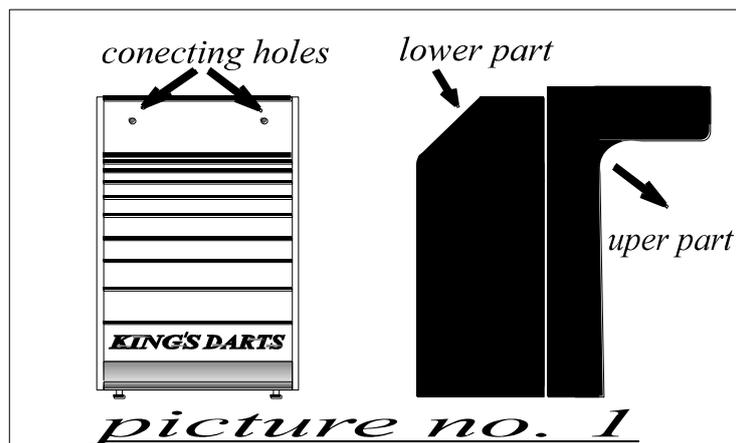
1. Unscrew two screws which holds upper and lower part together (pic. no.1).
2. Fasten with 4 screws legs to the lower part, and then put threshold on the legs and fasten it to.
3. Upper part of the machine put on the lower part and secure it with three screws.

ATTENTION!
Take care about wires. Watch out for accident squeeze of wires when connecting upper and lower part!!!

4. Connect cables of the power supply with the cables for powering display and halogen bulb. Plug power to the CPU board (pic. no.2)

5. Plug the AC power cord (210 - 230V / 50Hz)

6. The dart machine is ready for use.

7. Place the START line 244 cm distanced from upright line of the target

4. TEHNICAL DATA

Dart machine is designed for use on dry and indoor places.

Electrical data:

AC voltage: 210 – 230 V

Frequency: 50 Hz

Power: in demo   70 W
          In use   110 W

Target light: 12V / 20W
                        Halogen bulb with protect glass

Measures:

Height: 220cm

Width: 62 cm

Weight: ca. 90kg

Space requirements:

Width: 125 cm

Length: 350 cm

Space height: 230 cm

5. HARDWARE DESCRIPTION
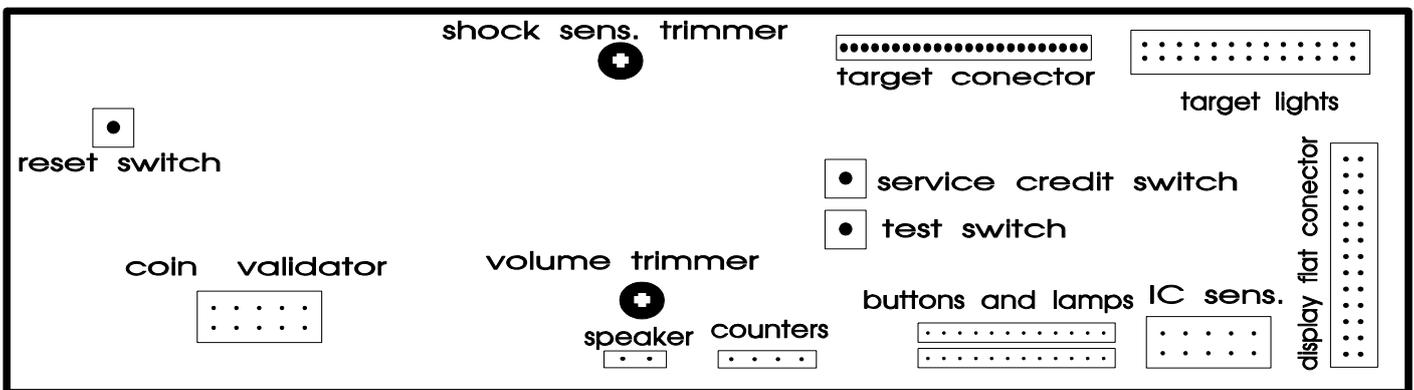
EACH BUTTON HAS NUMERIC VALUE FOR ENTERING USER CODE!!

GAMES DESCRIPTION

1. Throw the coin

2. Press UP and DOWN buttons until the bulb near wanted game lights on

3. Choose OPTION I, and OPTION II with the same procedure

4. Display will show needed credits for player, and number of rounds per game

5. By pressing the START button choose number of players

6. If you want to change your selection press UP or DOWN

7. button

8. Wait until green light appears

9. Game starts by throwing the first dart

10.   You can stop current game by simultaneously pressing UP, DOWN and START button

301/501/701/901
Game starts with previously choused 301/501/701/901 points. The winner is the player which first reaches 0 points. If "0" is overstepped the score is returned to its previous value.

CRICKET
You have to close numbers from 15-20 and the Bull's eye by scoring single, double and triple value segments. The player who first closes some of those numbers, can collect points on that number until other players close that number too. Winner is player who first closes all of the fields mentioned above and has top score.

MARK 21

Close numbers the same way as in cricket. Players begin with 21 points. Single field hit scores with one point, double field with two, and triple with three points. Winner is the player who reaches zero first

HIGH SCORE, LOW SCORE, SUPER SCORE

High score -   the winner is player with the highest score at the end of the game

Low score -   the winner is player with the lowest score at the end of the game

Super score - only double and triple fields are valued. The winner is player with the highest score at the end of the game

SHANGAI

Score numbers from 1 to 10 by its turn and the Bull's eye. The winner is player that has the biggest score by the end of the game, or achieve SHANGAI. When during one round player scores single, double, and triple value segments on that order he achieves SHANGAI.

501 FIVE

Game is the same as regular 501 with difference that until player achieves 301 all triple scores are multiplied with 5. Winner is the player who first reaches "0"

PUB

Game lasts only one round. Time is running from the first throw from 10 to 0 factor.

Time factor multiplied with segment value gives a score per throw. Winner is the player who has the biggest score after three throws

180

Game is the same as 301 with difference that game starts with 180.

301 ELIMINATION

Game starts with 0 and ends with 301. Winner is the player who first reaches 301. When one player reaches the same score as some of the

other players, score of those player(s) is returned to "0". In team option only teams can eliminate score, not the players individually. When players

score overstep 301, score is reduced for difference which overstepped 301.

SPLIT SCORE 40

The goal of this game is to hit segments picked by machine. Game starts with 40 points. Segments are from 15 to 20 including bull's eye with double and single fields. When picked segment is hit the number of hits and achieved score is coupled. Picked segment during the round has to be hit at least once or half splits score. The winner is player with the highest score

RAPID FIRE

In the selected time player has to hit selected numbers. Time starts to run after throwing first dart. The winner is player with highest score. If score is the same the winner is player with more time left

BASEBALL

Player has to hit sector which value is the same as current round. Single shots are valued as 1, double 2, and triple as 3 points. The winner is player with highest score

ROULETTE

The ROULETTE light is moving until it stops at one of the numbers or bull's eye. The point of this game is to hit picked number. Single shots are valued as 1, double 2, and triple as 3 points. The winner is player with highest score

SCRAM

A player closes numbers to each other. The number which one player (stopper) closes, other player (scorer) can not hit any more, so scorer has to hit some other number on target.
The winner is player with highest score

DRAGON

"Dragon" is five lights around the target, which circles around the target. The hit in first (blinking) light (head), is valued with 10 points, second light 5, third 4, fourth 3, and fifth 2 points. Hits in double or triple segments multiply points of hit light. The winner is player with highest score

OPTIONS

OPTIONS I

Double in -   player has to score one of the double segments to start a game

Double out -   player has to score double segment to end a game

Masters out - player has to score double or triple segment to end a game

CRICKET / MARK 21 OPTIONS

Chance it -   dart machine chooses numbers for throwing

You pick it - player chooses numbers for throwing by pressing segments of target

Cut throat -   same as cricket with difference that scoring already closed fields brings points to the other players who did not close mentioned field. The winner is player who first closes all of the fields and has lowest score.

Masters Cricket - same as cricket with difference that there are not any points. The winner is player who first closes all of cricket numbers

OPTION II

Team - option for four, six or eight players. Players 1 and 3, 2 and 4, 5 and 7, 6 and 8 are team.

Handicap - option for players of different player qualities to play game with different options or two different games

Time out handicap - option for defining time per round. Each player defines his time per round by pressing segments of target. Time starts to run by first throw in the current round.

Compa - option to play a game against the dart machine. By pressing START button player sets level of the game.

Equal - option in which all of the players has to play same number of rounds

Time - Option in which credits are transformed in time units. It is activated by simultaneously pressing OPTION II and START button.

STATISTIC TABLES

After game press "OPTION II" button to start statistics. By keep pressing "OPTION II" button you can skip some parts of statistics. After statistic is all shown the machine automatically switches to DEMO mode

EXPLANATION	DISPLAY	DESCRIPTION
Points per Dart	PPd	Average score for player
Points per round	PPr	Average round for player
WIN	Wn	Wins
ASSIST	Ast	Help in "TEAM" game
6th DART Out (301)	6do	Win games with 6th dart
7th DART Out (301)	7do	Win games with 7th dart
8th DART Out	8do	Win games with 8th dart
Marks per round	Mr	Average hit per round
9th DART Out	9do	Win games with 9th dart
9 Mark	9m	9 hits in one round
8 Mark	8m	8 hits in one round
7 Mark	7m	7 hits in one round
6 Mark	6m	6 hits in one round
5 Mark	5m	5 hits in one round
White Horse	WH	Three diferent triple hits in one round
Hat Trick	Hat	Three bulls eyes in a row
10th DART Out	10d	Win games with 10th dart
11th DART Out	11d	Win games with 11th dart
4th Round Out (301)	4th	Win at 4th round
5th Round Out (301)	5th	Win at 5th round
TON	Ton	100 to 150 points in a row
High TON	Htn	151 or more points in a row
Total number of darts thrown	Tdt	Total number of darts thrown
12th Dart Out (501)	12d	Win with 12th dart

6.TEST FUNCTIONS

To enter main menu use "TEST" button on the CPU board. "SCORE" display will show *tst* . To move trough the menu use UP and DOWN buttons. Use OPTION II button for step forward or confirmation, and START button to step backward or exit.
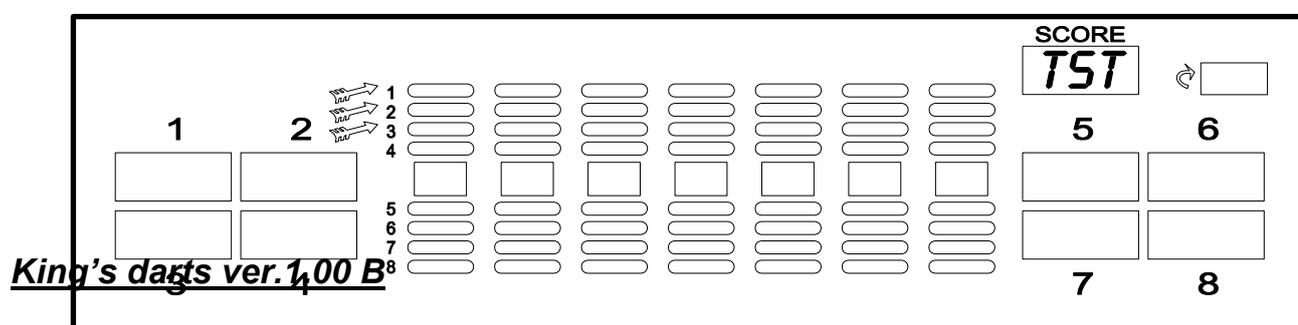
To use any menu mode (except test) you have to enter MAIN CODE (default = 5 x bull's eye). Once the code is entered you can use all menu levels until the dart machine is turned off.

t0 – button test

This test performs function check on buttons at the front door of the machine.

1. Press TEST button on the CPU board

2. By pressing on any button, SCORE display will show pressed button ID with the short beep

3. To exit this test press "TEST" button one more time, and to exit test mode press "START" button twice

t1 – display test

This test performs function check for all LED segments.

1. Press TEST button on the CPU board. SCORE display will show "tst"

2. Confirm entering test mode by pressing "OPTION II" button. "SCORE" display will show "t-1", and cricket display will show "display tst"
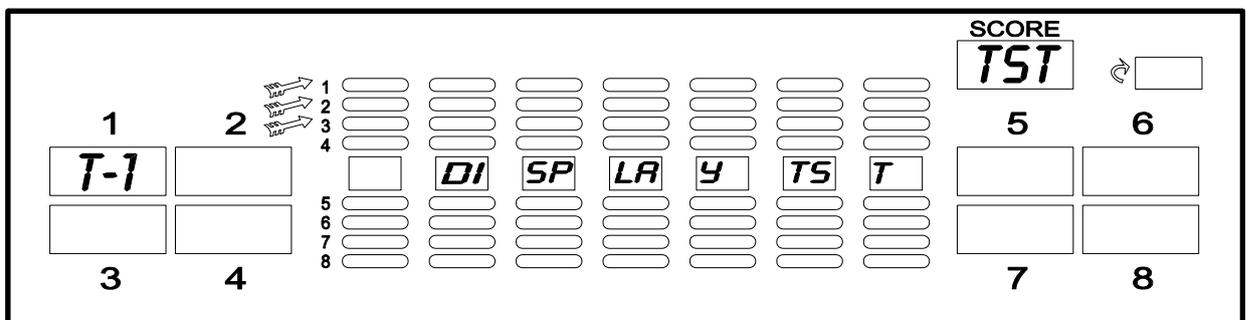
3. By pressing "OPTION II" button display test will start. After finishing all levels of checking led segments, test will automatically stop

- you can pause test at any time by pressing "OPTION II" button, and resume it by pressing it one more time
- you can abort test at any time by pressing "START" button

4. To exit this test press "START" button once, and to exit test mode, press it one more time

t2 – sound test

This test checks functioning of audio amplifier and speaker.

1. Press TEST button on the CPU board. SCORE display will show "tst"

2. Confirm entering test mode by pressing "OPTION II" button. "SCORE" display will show "t-1", and cricket display will show "display tst"

3. Press "UP" or "DOWN" button until "SCORE" display shows "t-2" and cricket display "sound tst"

4. By pressing "OPTION II" button test will start

- you can hear continuos sound
- in this test mode you can adjust sound volume with volume trimmer potentiometer on the CPU board

5. To exit this test press "START" button once, and to exit test mode, press it one more time

t3 – target test

This test checks functioning of stencil foil which registers target hits.

1. Press TEST button on the CPU board. SCORE display will show "tst"

2. Confirm entering test mode by pressing "OPTION II" button. "SCORE" display will show "t-1", and cricket display will show "display tst"

3. Press "UP" or "DOWN" button until "SCORE" display shows "t-3" and cricket display "target tst"

4. By pressing "OPTION II" button test will start.

   - by pressing particular target segment you can hear beep, bulb next to the pressed segment will light on and the "SCORE" display will show its value

   - if the segments are pressed clockwise, and the stencil foil is regular, after all segments in the circle are being pressed, you can hear affirmative sound. After that you can start same procedure with the next set of segments or exit test

5. To exit this test press "START" button once, and to exit test mode, press it one more time

t4 – lamp test

This test checks that all lamps are functioning.

1. Press TEST button on the CPU board. SCORE display will show "tst"

2. Confirm entering test mode by pressing "OPTION II" button. "SCORE" display will show "t-1", and cricket display will show "display tst"

3. Press "UP" or "DOWN" button until "SCORE" display shows "t-4" and cricket display "lamp tst"

4. By pressing "OPTION II" button test will start. After turning on and off all of the lamps on the machine test mode will automatically stop.

- you can pause test at any time by pressing "OPTION II" button, and resume it by pressing it one more time

- you can abort test at any time by pressing "START" button

5. To exit this test press "START" button once, and to exit test mode, press it one more time

t5 – LED test

This test checks functioning of LED diodes.

1. Press TEST button on the CPU board. SCORE display will show "tst"

2. Confirm entering test mode by pressing "OPTION II" button. "SCORE" display will show "t-1", and cricket display will show "display tst"

3. Press "UP" or "DOWN" button until "SCORE" display shows "t-5" and cricket display "LED tst"

4. By pressing "OPTION II" button test will start. After checking all of the LED diodes on the machine test mode will automatically stop.

- you can pause test at any time by pressing "OPTION II" button, and resume it by pressing it one more time

- you can abort test at any time by pressing "START" button

5. To exit this test press "START" button once, and to exit test mode, press it one more time

t6 – burn in test

This test checks functioning of power supply by turning on all of the lamps and then all of LED diodes.

1. Press TEST button on the CPU board. SCORE display will show "tst"

2. Confirm entering test mode by pressing "OPTION II" button. "SCORE" display will show "t-1", and cricket display will show "display tst"

3. Press "UP" or "DOWN" button until "SCORE" display shows "t-6" and cricket display "burn in tst"

4. By pressing "OPTION II" button test will start.
   - this test mode has two steps; first one lights on all of the lamps, and the second one by pressing "OPTION II" button lights on all of the LED diodes
   - you can abort test at any time by pressing "START" button

5. To exit this test press "START" button once, and to exit test mode, press it one more time

t7 – IC sensor test

This test checks functioning and sensitivity of IC sensor for automatic player change.

1. Press TEST button on the CPU board. SCORE display will show "tst"

2. Confirm entering test mode by pressing "OPTION II" button. "SCORE" display will show "t-1", and cricket display will show "display tst"

3. Press "UP" or "DOWN" button until "SCORE" display shows "t-7" and cricket display "IC sensor tst"

4. By pressing "OPTION II" button test will start.

- green lamp (throw), which shows that sensor is ready, will light on

- conform your hand to the menu, and the red light (do not throw) should turn on, as well as the beep should be heard

- sensitivity of IC sensor can be adjusted with trimmer potentiometer placed on the right side of IC sensors box

- turning it clockwise sensitivity increases, and vice versa

5. To exit this test press "START" button once, and to exit test mode, press it one more time

IMPORTANT!

IC sensor can be enabled or disabled, depending on position of software DIP switch no. 8. (Programming in P1 option of Prg mode)

t8 – missed target test

This test checks functioning and sensitivity of missed target sensor.

1. Press TEST button on the CPU board. SCORE display will show "tst"

2. Confirm entering test mode by pressing "OPTION II" button. "SCORE" display will show "t-1", and cricket display will show "display tst"

3. Press "UP" or "DOWN" button until "SCORE" display shows "t-8" and cricket display "miss tst"

4. By pressing "OPTION II" button test will start.

- green lamp (throw), which shows that sensor is ready, will light on

- with brief strokes at the front of the machine (not target), you can activate sensor, which will result with short flash of the red lamp (do not throw) and beep.

- You can adjust sensor sensitivity with trimmer potentiometer situated on the CPU board

- turning it clockwise sensitivity increases, and vice versa

5. To exit this test press "START" button once, and to exit test mode, press it one more time

7. DART MACHINE FUNCTIONS PROGRAMING

To enter programming mode you have to do next:

1. Press TEST button on the CPU board. SCORE display will show "tst"

2. Press "UP" or "DOWN" button until "SCORE" display shows "Prg"
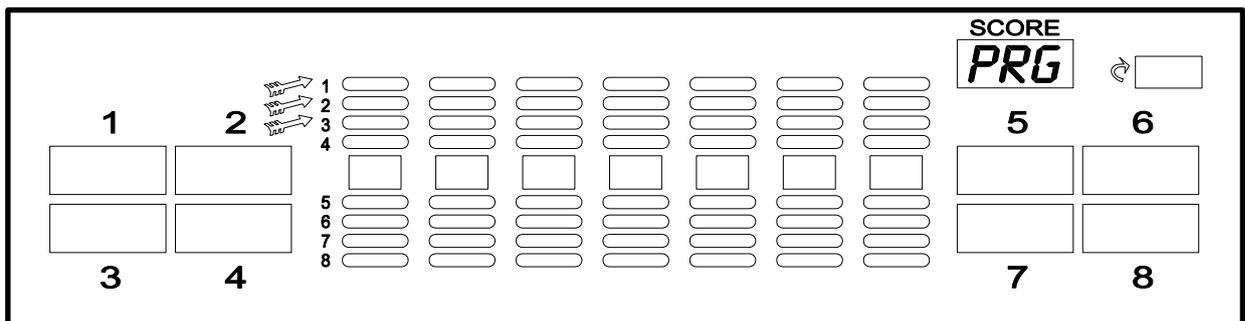
3. Confirm submenu enter by pressing "OPTION II" button.

- Cricket display will show "Code -- -- -- -- --"
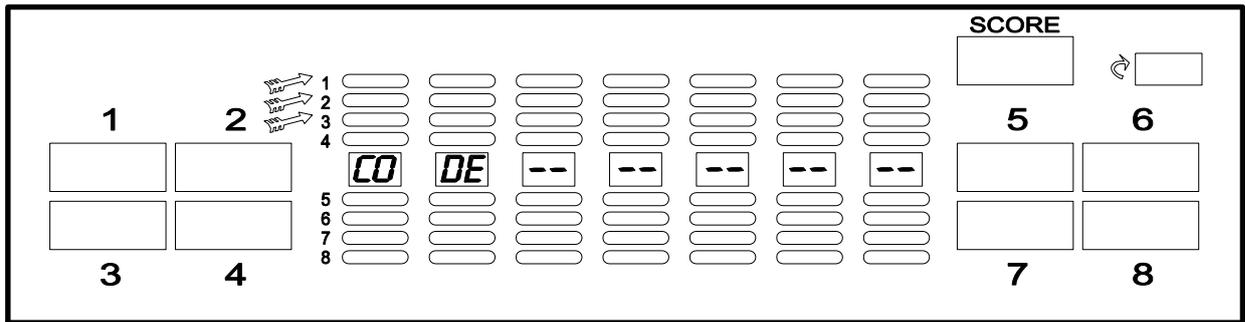
4. Enter main code (Cd1) by pressing target segments (factory = 5 x bull's Eye)

5. Press "UP" or "DOWN" button until desired programming mode appears on cricket display

6. Confirm enter to desired programming mode by pressing "OPTION II" button

IMPORTANT!

Once code is entered it is valid for all levels and modes of menu until first reset, or turning off machine.

All numeric values can be entered with "UP" and "DOWN" buttons as well as with pressing target segments. With target segments you can only enter one digit numbers.

All values entered in program mode as well as those entered in statistics, remains in dart machines memory after the reset or turning off. In case that memory battery become week (low voltage) cricket display will show "Low bat". In that case battery should be replaced.

P1 – DIP SWITCHES

In this programming mode you can program options, using software DIP switches.
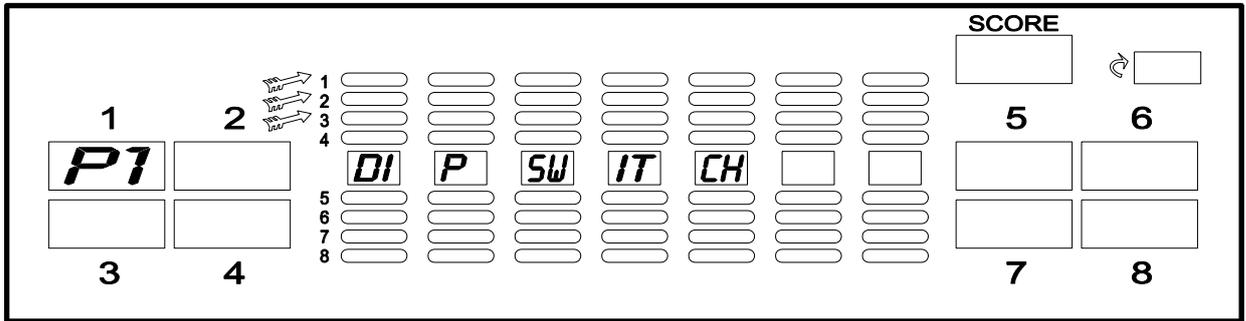
1. First player display will show "P1", and cricket display "diP switch"

2. After entering P1 programming mode second player display will show current DIP switch number, and cricket will show its functions. Third player display will show factory setting for the current DIP switch

3. While DIP switch number is blinking, with "UP" and "DOWN" buttons you can choose desired DIP switch

4. Confirm entrance to desired DIP switch submenu with "OPTION II" button

5. With "UP" and "DOWN" buttons choose desired value for current DIP switch option

6. Confirm it with "OPTON II" button

7. Press "START" button to return to the previous menu level

1 - demo sound	on	sound in demo
2 - alarm sound	on	sound if target is hit in demo
3 - target sound	off	sound on each target hit
4 - play memo	on	memory of the current game when turn off machine
5 - credit memo	on	memory of the credits when turn of f machine
6 - blc player	off	

7 - jump blc player	off	automatic player change if player is blocked	
8 - IR sensor	on	enables IC sensor	
9 - fast ch. player	on	fast player change by START button	
10 - 1st miss shot	on	enables 1st miss shot	
11 - time play	on	enables time game	
12 - equal same	off	enables that all players can play the same number of rounds	
13 - main lamp	on	enables main lamp	
14 - target lamp	on	enables target lamps	
15 - bull Eye Prg	off	enables Bulls eye programming 50/100	
16 - lottery	on	enables lottery credit	
17 - Happy Hour	off	enables Happy Hour programming	
18 - Club Training	off	enables Club training programming	
19 - Handicap	on	enables handicap option	
20 - Time Handicap	on	enables Time Handicap option	

P2 – CODE

In this programming mode you can change main code (Cd1), and user code (Cd2).

1. First player display will show "P2", and cricket display "code"

2. After entering P2 programming mode second player display will show "Cd 1"
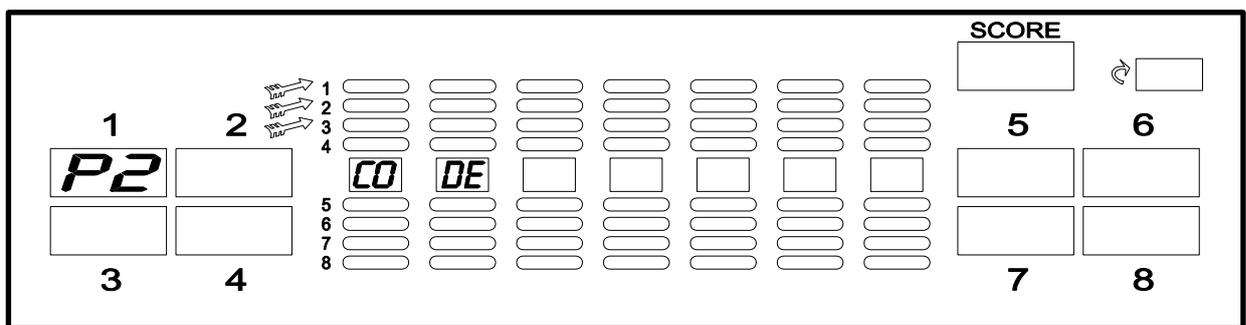
3. While code is blinking, with "UP" and "DOWN" buttons you can choose desired code

4. Confirm entrance with "OPTION II" button. Cricket display now shows "old -- -- -- -- --"

5. Enter old code. If it is valid you will hear affirmative sound, and cricket display will show "new -- -- -- -- --"

6. Confirm entrance with "OPTION II" button

7. Press "START" button to return to the previous menu level

- Cd1 (main code), five digits, entering trough the target… DEFAULT = 5 x bull's eye

- Cd2 (user code), four digits, entering trough the buttons… DEFAULT = 4 – 3 –2 – 1

P3 – COIN CHANNELS

In this programming mode you program number of credits for particular coin channel.
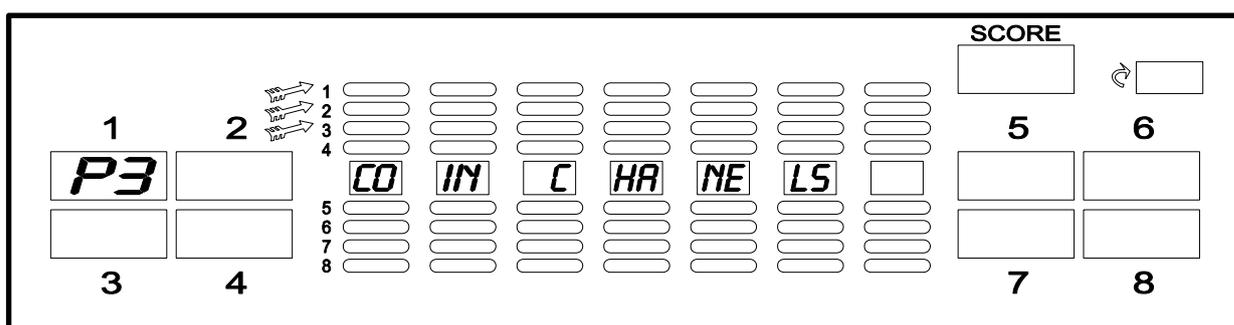
1. First player display will show "P3", and cricket display "coin channels"

2. After entering P3 programming mode second player display will show "insert coin"

3. Throw the coin which coin channel you want program, or use "UP" and "DOWN" buttons to select one

4. Confirm channel with "OPTION II" button. Old channel value is blinking now. Change values. Confirm them with "OPTION II" button

5. Press "START" button to return to the previous menu level

   - DEFAULT   Ch1=1

               Ch2=2

               Ch3=4

               Ch4=5

P4 - COUNTER PULSES

In this programming mode you program counter pulses for particular coin
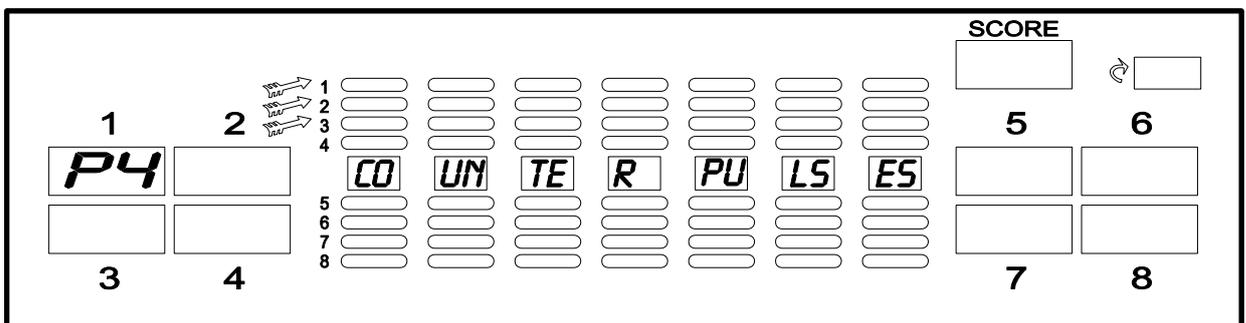
channel.

1. First player display will show "P4", and cricket display "counter pulses"

2. After entering P4 programming mode second player display will show "insert coin"

3. Throw the coin which coin channel you want program, or use "UP" and "DOWN" buttons to select one

4. Confirm channel with "OPTION II" button. Old pulses per channel value is blinking now. Change values. Confirm them with "OPTION II" button

5. Press "START" button to return to the previous menu level

- DEFAULT   Ch1=1

Ch2=2

Ch3=4

Ch4=5

P5 – LANGUAGES

In this programming mode you choose language in which display massages will appear.
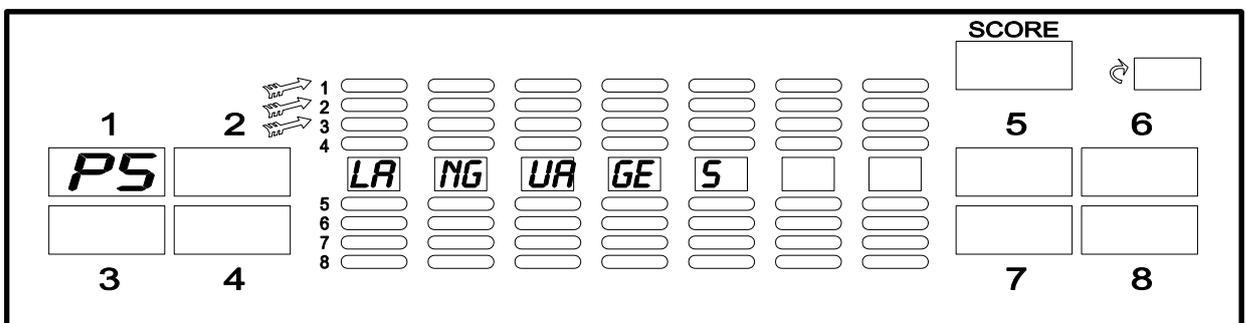
1. First player display will show "P5", and cricket display "languages"

2. After entering P5 programming mode third player display will show current language settings

3. Use "UP" or "DOWN" buttons to choose wanted language

4. Confirm it with "OPTION II" button

5. Press "START" button to return to the previous menu level

Default = ENG (English)

Display	Language
Eng	English
Ger	German
Cch	Czech
Slk	Slovakian
Fra	French
Ung	Hungary
Spa	Spanish
Itl	Italian
Cro	Croatian
Pl	Polish

P6 – LOTTERY PERCENT

In this programming mode you can program percent of free credits given by lottery at the end of each game.
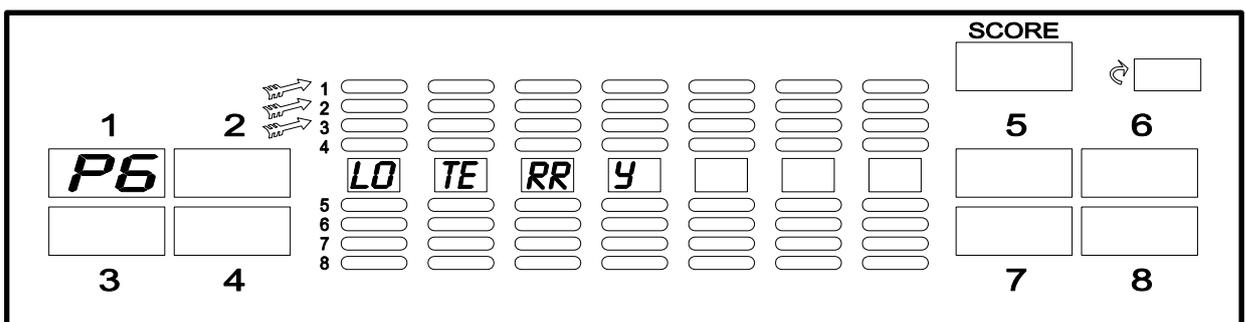
1. First player display will show "P6", and cricket display "lottery"

2. After entering P6 programming mode third player display will show current percent setting

3. Use "UP" or "DOWN" buttons to choose wanted value

4. Confirm it with "OPTION II" button

5. Press "START" button to return to the previous menu level

DEFAULT = 5%

P7 – TIME GAME

In this programming mode you define credit time in minutes, in time game.
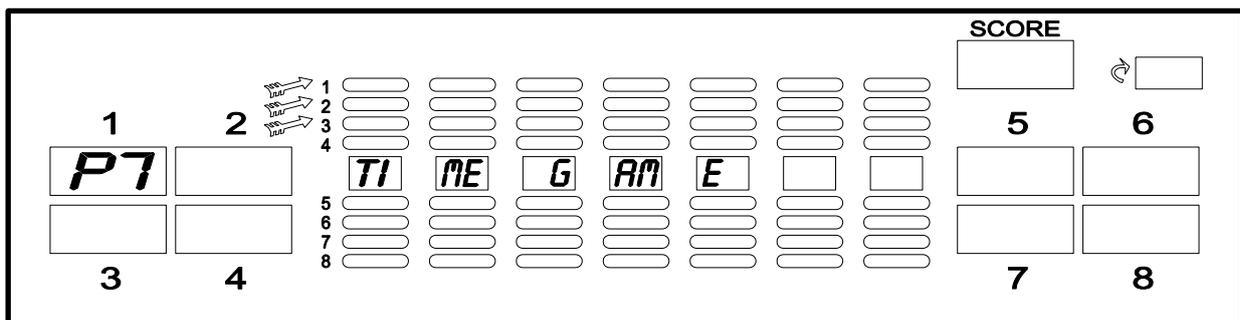
1. First player display will show "P7", and cricket display "time game"

2. After entering P7 programming mode third player display will show current time game setting

3. Use "UP" or "DOWN" buttons to choose wanted value

4. Confirm it with "OPTION II" button

5. Press "START" button to return to the previous menu level

DEFAULT = 2min

IMPORTANT!

Time game can be enabled or disabled depending on position of software DIP switch 11

P8 – GAME OFF

In this programming mode you define time in stand by after which current game aborts
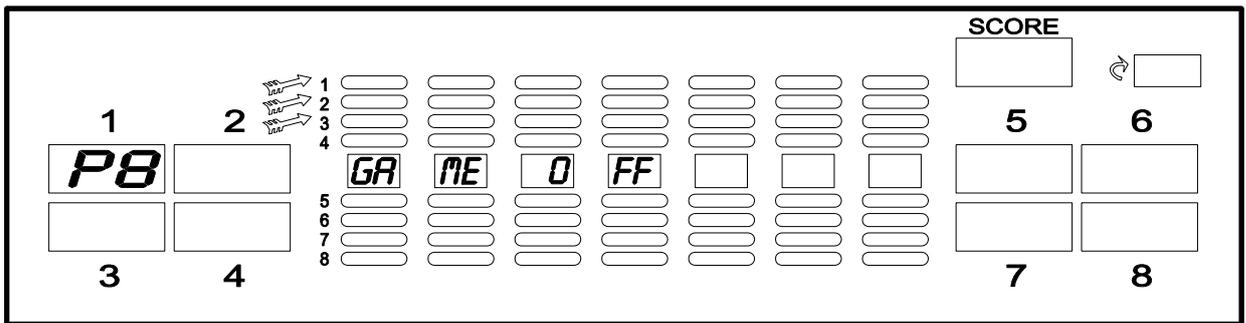
1. First player display will show "P8", and cricket display "game off"

2. After entering P8 programming mode third player display will show current settings

3. Use "UP" or "DOWN" buttons to choose wanted value

4. Confirm it with "OPTION II" button

5. Press "START" button to return to the previous menu level

DEFAULT = 20min

P9 – IC SENSOR SPEED

In this programming mode you can define, player change, speed.
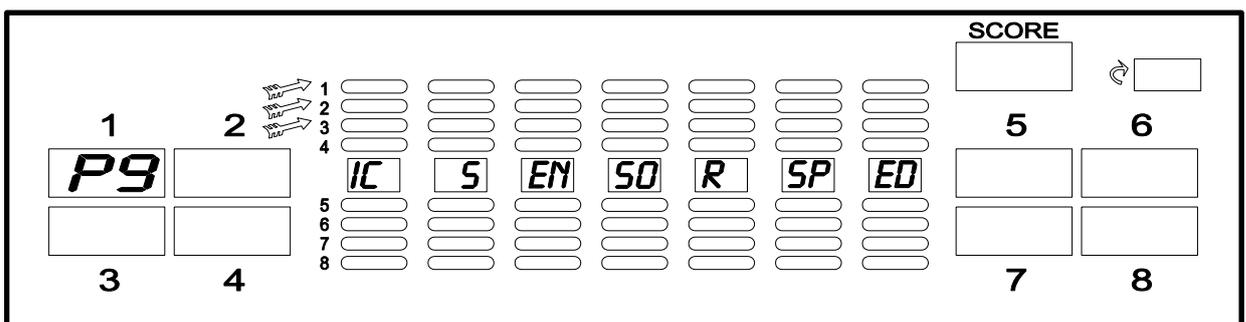
1. First player display will show "P9", and cricket display "IC sensor speed"

2. After entering P9 programming mode third player display will show current settings

1. Use "UP" or "DOWN" buttons to choose wanted value(0,1 – 9,9 sec)

3. Confirm it with "OPTION II" button

4. Press "START" button to return to the previous menu level

DEFAULT = 1,5sec

P10 – TIME OUT HANDICAP SPEED

In this programming mode you can define, player change, speed.
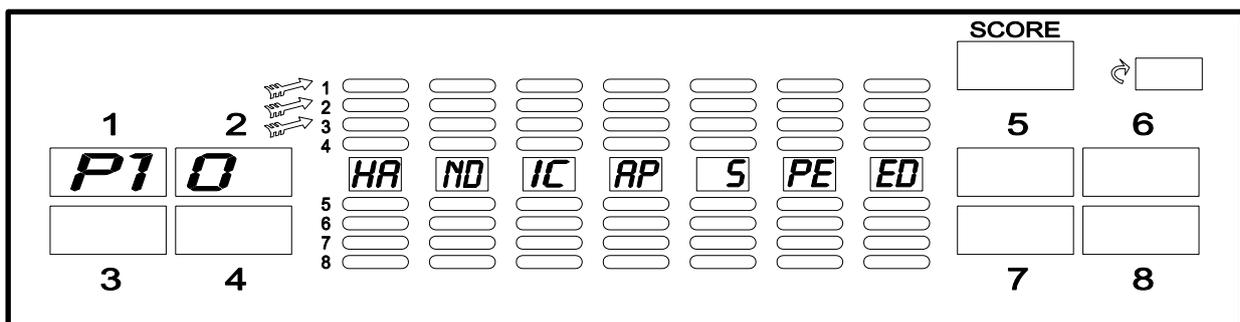
2. First player display will show "P10", and cricket display "handicap speed"

3. After entering P10 programming mode third player display will show current settings

4. Use "UP" or "DOWN" buttons to choose wanted value (1-9)

5. Confirm it with "OPTION II" button

6. Press "START" button to return to the previous menu level

DEFAULT = 5 units

IMPORTANT!

Time out handicap option can be enabled or disabled depending on position of software DIP switch 20

P11 – "HAPPY HOUR"

This program mode defines number of Bonus credits (bon) which player can get for defined credit level (LVL). That bonus can be defined in three different terms (t0 – t3) seven days of week (d1 – d7).

If for example we want that on Monday, Wednesday, and Sunday, players which throw coins for credit level of 5 credits, in time from 10.00h to 13.00 and from 17.00h to 19.00, be awarded with 1 bonus credit.

On that way we achieve that on terms and days with lower trade on dart machine, we stimulate players to play dart machine.

Programming is being performed with four functions:

"edit"   - change current term, level, and bonus or defining new ones
                 by days of week

"copy"   - function which we can use to copy already existed data to
                 temporary memory, and than use same settings in other days
                 of week

"paste"   - this function transferees copied information from temporary
                 memory to other desired time and day locations

"delete"   - deleting of existing term, level and bonus for chosen day

There are max. three term at disposal by day which we define as "t0", "t1" and "t2". Those terms have to be define exclusively in order "t0", "t1", "t3".

"SCORE" display shows ID for each day in week in these order :

"d1" – Monday

"d2" – Tuesday

"d3" – Wednesday

"d4" – Thursday

"d5" – Friday

"d6" – Saturday

"d7" – Sunday

First player display shows "P11", and cricket display "happy hour"
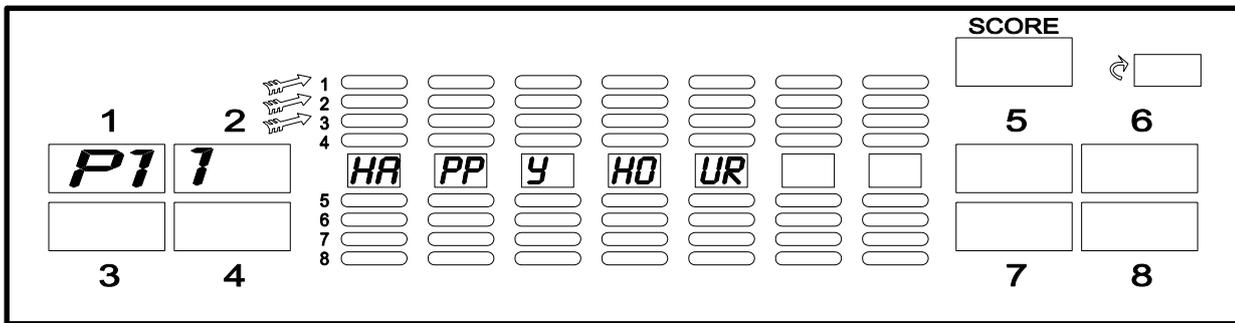
1. After entering P11 programming mode, on "SCORE" display will flash day ID "d1 – d7"

2. With "UP" and "DOWN" buttons choose desired day of the week

3. Confirm with "OPTION II" button

4. Now on "ROUND" display flashes term ID "t0 – t2"

5. With "UP" and "DOWN" buttons choose desired term

6. Confirm with "OPTION II" button

7. Now on cricket display flashes one of the functions(edit, copy, paste, delete). Paste function appears only if there are some data in temporary memory

8. With "UP" and "DOWN" buttons choose desired function

9. Confirm with "OPTION II" button

10. Now on cricket display flashes term during which bonus credits are given to the players.

11. With "UP" and "DOWN" buttons choose start and end of the term, first hours, and then minutes. Each step confirm with "OPTION II" button

12. When start term as well as the finish term are defined press "START" button

13. On seventh player display flashes bonus level (number of credits to achieve bonus credit); 3 – 99

14. With "UP" and "DOWN" buttons choose desired level

15. Confirm with "OPTION II" button

16. Now on eight player display flashes number of bonus credits ;0 – 9

17. With "UP" and "DOWN" buttons choose desired level

18. Confirm with "OPTION II" button

19. If necessary repeat procedure for other days of week

20. Press "START" button to return to the previous menu level

IMPORTANT!

"Happy hour" can be enabled or disabled, depending on position of software DIP switch no. 17. (Programming in P1 option of Prg mode)

P12 – CLUB TRAINING

This program mode defines terms during which price of all of the games with all of the options is the same.). This option can be defined in three different terms (t0 – t3) seven days of week (d1 – d7).
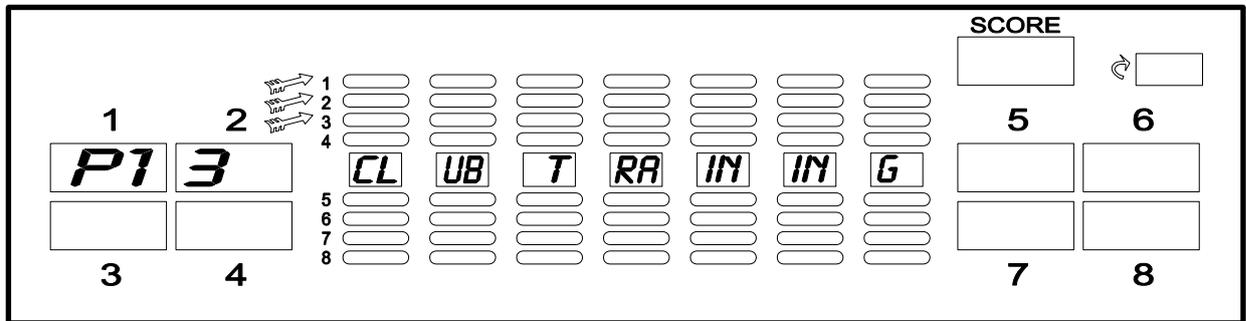
"Club training" option is predicted for cases when professional dart players and clubs are performing practice training on particular days and terms during the week.

Programming is being performed with four functions:

"edit"   - change current term or defining new one by days of the week

"copy"   - function which we can use to copy already existed data to temporary memory, and than use same settings in other days of week

"paste"   - this function transferees copied information from temporary memory to other desired time and day locations

"delete"   - deleting of existing term for chosen day

First player display shows "P12", and cricket display "club training"

1. After entering P12 programming mode, on "SCORE" display will flash day ID "d1 – d7"

2. With "UP" and "DOWN" buttons choose desired day of the week

3. Confirm with "OPTION II" button

4. Now on "ROUND" display flashes term ID "t0 – t2"

5. With "UP" and "DOWN" buttons choose desired term

6. Confirm with "OPTION II" button

7. Now on cricket display flashes one of the functions (edit, copy, paste, delete). Paste function appears only if there are some data in temporary memory

8. With "UP" and "DOWN" buttons choose desired function

9. Confirm with "OPTION II" button

10.   Now on cricket display flashes "Club training" term. With "UP" and "DOWN" buttons choose start and end of the term, first hours, and then minutes. Each step confirm with "OPTION II" button

11.   When start term as well as the finish term are defined press "START" button

12.   If necessary repeat procedure for other days of week

13.   Press "START" button to return to the previous menu level

<u>IMPORTANT!</u>

"Club training" can be enabled or disabled, depending on position of software DIP switch no. 18. (Programming in P1 option of Prg mode). To perform programming for "Club training" at least 1 credit has to be turned on.

CLOCK PROGRAMMING

To enter clock programming mode next steps are needed :

1. Press TEST button on the CPU board. "SCORE" display shows "tst"
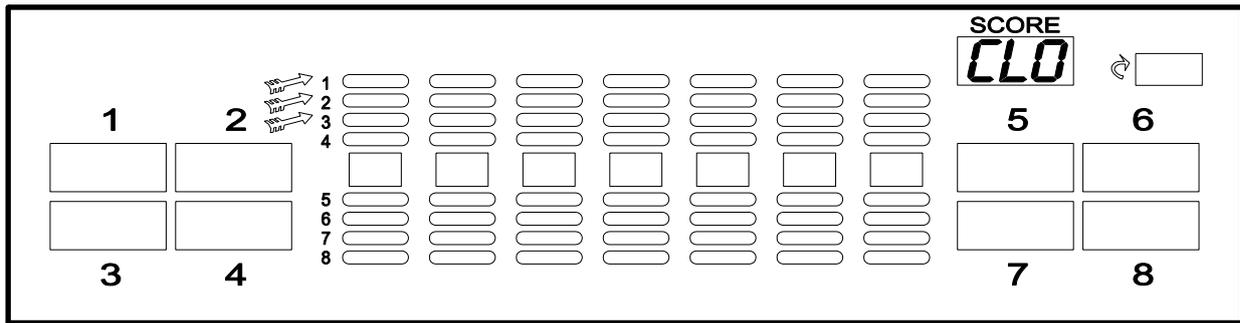
2. Press "UP" or "DOWN" button until "SCORE" display shows "Clo

3. Confirm submenu enter by pressing "OPTION II" button.

  - Cricket display will show "Code -- -- -- -- --"

4. Enter main code (Cd1) by pressing target segments (factory = 5 x bull's Eye). If right code is entered you will hear acknowledged sound, and cricket display will show time and date (hour : minutes ; day : month : year)

5. Using "UP" and "DOWN" buttons set the time and date

6. Confirm with "OPTION II" button

7. Press "START" button to return to the previous menu level

   IMPORTANT!

   Once code is entered it is valid for all levels and modes of menu until first reset, or turning off machine.

   All numeric values can be entered with "UP" and "DOWN" buttons as well as with pressing target segments. With target segments you can only enter one digit numbers.

   All values entered in program mode as well as those entered in statistics, remains in dart machines memory after the reset or turning off. In case that memory battery become week (low voltage)

   cricket display will show "Low bat". In that case battery should be replaced.

9.ROUNDS PER GAME PROGRAMMING

To enter rounds per game programming mode next steps are needed :

1. Press TEST button on the CPU board. "SCORE" display shows "tst"

2. Press "UP" or "DOWN" button until "SCORE" display shows "Cir"
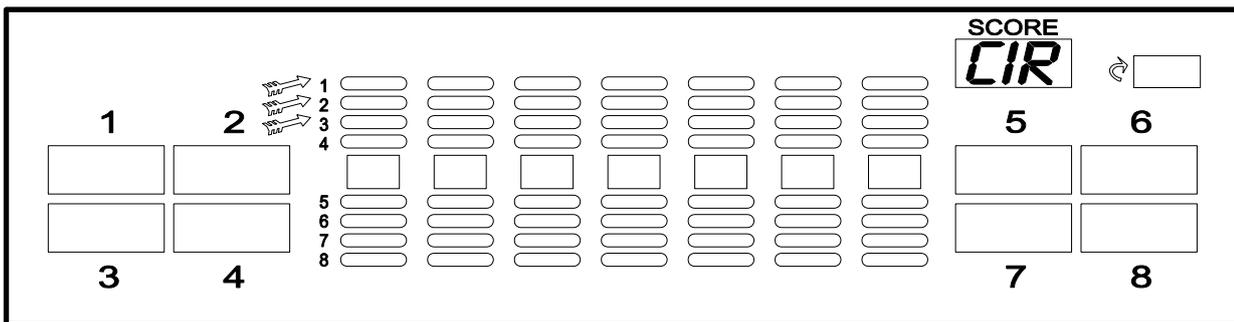
Confirm submenu enter by pressing "OPTION II" button.

- Cricket display will show "Code -- -- -- -- --"

3. Enter main code (Cd1) by pressing target segments (factory = 5 x bull's Eye). If right code is entered you will hear acknowledged sound, and cricket display will show "rnd Per Game"

4. On the first player display flashes chosen game for which you can program rounds per game

5. Second player display shows current settings

6. With "UP" or "DOWN" buttons choose desired game

7. Confirm it with "OPTION II" button

8. With "UP" or "DOWN" buttons choose desired round value

9. Confirm it with "OPTION II" button

10. If necessary repeat the procedure for other games

11. Press "START" button to return to the previous menu level

9.CREDITS PER GAME PROGRAMMING

To enter credits per game programming mode next steps are needed :

1. Press TEST button on the CPU board. "SCORE" display shows "tst"

2. Press "UP" or "DOWN" button until "SCORE" display shows "Cpg"
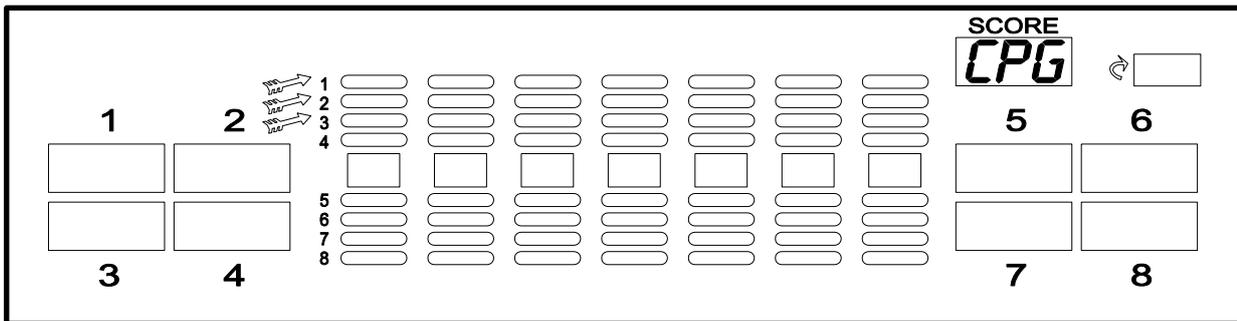
3. Confirm submenu enter by pressing "OPTION II" button.

   - Cricket display will show "Code -- -- -- -- --"

4. Enter main code (Cd1) by pressing target segments (factory = 5 x bull's Eye). If right code is entered you will hear acknowledged sound, and cricket display will show "Crd Per Game"

5. On the first player display flashes chosen game for which you can program rounds per game

6. Second player display shows current settings

7. With "UP" or "DOWN" buttons choose desired game

8. Confirm it with "OPTION II" button

9. With "UP" or "DOWN" buttons choose desired credit value

10.   Confirm it with "OPTION II" button

11.   If necessary repeat the procedure for other games

12.   Press "START" button to return to the previous menu level

10.STATISTICS

To enter statistics mode next steps are needed :

1. Press TEST button on the CPU board. "SCORE" display shows "tst"

2. Press "UP" or "DOWN" button until "SCORE" display shows "STA"
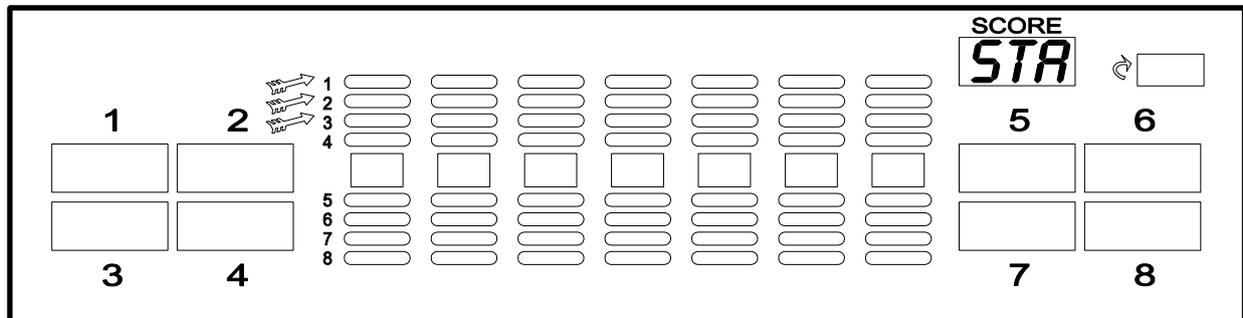
3. Confirm submenu enter by pressing "OPTION II" button.

   - Cricket display will show "Code -- -- -- -- --"

4. Enter main code (Cd1) by pressing target segments (factory = 5 x bull's Eye). If right code is entered you will hear acknowledged sound

5. Cricket display shows values as follows:

   - "mAin -- -- -- --"   - main counter (all credits)

   - "User -- -- -- --"   - user counter

   - "Service -- -- -- --"   - all service credits

   - "Time -- -- -- --"   - all TIME games played

   - "GrATIS -- -- -- --"   - all gratis credits

   - "Hand -- -- -- --"   - all handicap options played

   - "TIHA -- -- -- --"   - all time out handicap options played

   -" TEAm -- -- -- --"   - all team options played

   - "ComPA -- -- -- --"   - all compa options played

   - all games   - all of the games played

6. With "UP" or "DOWN" buttons choose desired statistic

7. Press "START" button to return to the previous menu level

IMPORTANT!

User counter can be also read in DEMO mode by entering user code "Cd2". User code is being entered with buttons at front side of the machine.

11.DELETING

To enter deleting mode next steps are needed :

1. Press TEST button on the CPU board. "SCORE" display shows "tst"

2. Press "UP" or "DOWN" button until "SCORE" display shows "dEL"
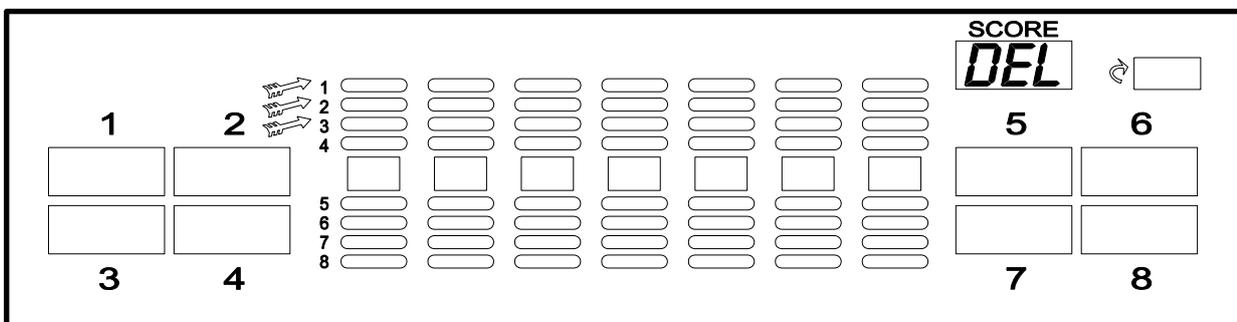
3. Confirm submenu enter by pressing "OPTION II" button.

- Cricket display will show "Code -- -- -- -- --"

4. Enter main code (Cd1) by pressing target segments (factory = 5 x bull's Eye). If right code is entered you will hear acknowledged sound

5. Cricket display shows data that can be deleted as follows:

- "mAIn -- -- -- --"   - main counter

- "User -- -- -- --"   - user counter

- "STATISTICS"   - statistics

- "CREDITS"   - credits

6. With "UP" or "DOWN" buttons choose data that you want to delete

7. Confirm it with "OPTION II" button

8. Cricket display will show "ArE YoU SurE"

9. Confirm it with "OPTION II" button or cancel it with "START" button

10.   Press "START" button to return to the previous menu level

IMPORTANT!

Main counter can not be deleted in this mode.

You have to do it by the following way :

1. Hold test button on the CPU board for 3 seconds

2. "SCORE" display shows "Fac"

3. Hold "UP" button for two seconds

4. Press "OPTION I" button

5. Release both buttons

6. Cricket display shows "mAIn -- -- -- --"

7. Confirm it with "OPTION II" button

8. Cricket display will show "ArE YoU SurE"

9. Confirm it with "OPTION II" button or cancel it with "START" button

10.   Cricket display shows "CodE -- -- -- --"

11.   Enter main code (Cd1) by pressing target segments (factory = 5 x bull's Eye). If right code is entered you will hear acknowledged sound and main counters value will be set as "0"

12. SERVICE CREDITS

To enter service credits following procedure is needed:

1. Press service credit button on CPU board

   -Cricket display shows "CodE -- -- -- --"

2. Enter main code (Cd1) by pressing target segments (factory = 5 x bull's Eye). If right code is entered you will hear acknowledged sound and cricket display will show "Enter credits"

3. By pressing target segments enter number of desired service credits (max. 10!)

FACTORY RESET

To perform factory reset you have to do next:

1. Hold "TEST" button on the CPU board for three seconds

2. "SCORE" display shows "Fac"

3. Hold "UP" and "DOWN" buttons for two seconds

4. Press "OPTION I" button

5. Release all three buttons

6. Cricket display will show "ArE YoU SurE"

7. Confirm it with "OPTION II" button or cancel it with "START" button

P13 – SERIAL NUMBER

This program mode defines unique serial number of the machine.

1. First player display will show "P13", and cricket display "SER NR" (default value is 0 0 0 0 0)

2. By pressing target 0-9 you can enter desired five digit serial number.

3. Confirm it with "OPTION II" button

4. Press "START" button to return to the previous menu level

DEFAULT = 0 0 0 0 0

IMPORTANT!

Serial number can be entered only once, and can be erased only after performing factory reset.

12 . SERIAL COMMUNICATION

To enter serial communication mode next steps are needed :

1. Press TEST button on the CPU board. "SCORE" display shows "tst"

2. Press "UP" or "DOWN" button until "SCORE" display shows "SEr"

3. Confirm submenu enter by pressing "OPTION II" button.

   - Cricket display will show "Code -- -- -- -- --"

4. Enter main code (Cd1) by pressing target segments (factory = 5 x bull's Eye). If right code is entered you will hear acknowledged sound

5. Cricket display show "SEND DATA"

6. Connect your RS-232 PC output with connector CN-16 on the CPU board.(or with standard 9 pin RS-232 connector in cash box)

7. Confirm it with "OPTION II" button or cancel it with "START" button. Send data is confirmed with beep sound.

8. Press "START" button to return to the previous menu level

IMPORTANT!

   You can enter send data menu also :

   - **by entering user code Cd2, trough the buttons on the front side of the machine in the DEMO mode**

   - **press UP or DOWN button**

   - **confirm send data with the OPTION II button**