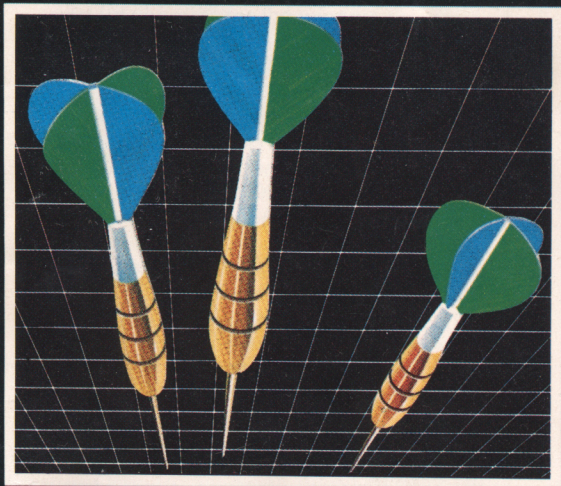




Home Computer Software

For **ATARI**\* 400/800 Computer

# DARTS



*Instructions for use*

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# **INTRODUCTION**

*Programmed by C. James.*

# **DARTS**

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*If Darts was once viewed as a kind of poor man's Archery, all that is about as far in the past as the Battle of Agincourt. Today 'Arrows' means Darts – the big-time sport with professional champions and fat cheques for the winners.*

*Now THORN EMI introduce a new phase in the story of Darts: the electronic version that you don't have to go down to the pub to play. Just plug in at home, and you, your family and friends can compete for as long as anyone likes. If you're on your own, it doesn't matter. The computer plays a pretty sharp game too, and will gladly be your opponent.*

*Computer Darts differs little from the 'live' game. The board even features the wire hazard: if your aim isn't quite true, the dart can hit the wire and bounce out – score 0. There is also the plus factor that the computer works out all the scores – no more frantic mental arithmetic, no more bits of chalk that squeak and snap.*

*Below you will find full instructions for loading and playing, and a brief guide to the Rules of Darts: Have a good game!*

# HOW TO LOAD YOUR DARTS PROGRAM

- 1** *Make sure the computer is turned OFF at the power switch on the right-hand side of the console, and that it has no cartridge inside; close the lid.*
- 2** *Disconnect any other peripherals, such as a printer or disc drives, as they may cause problems with loading your program.*
- 3** *Connect the television to your computer and switch the television ON. Turn down the sound if you want to avoid background noise before and during loading.*
- 4** *Connect your ATARI\* 410\* Program Recorder to the computer and then to a power point.*
- 5** *Place the cassette in the recorder.*
- 6** *Press REWIND, if necessary, to bring the tape back to the start. When the tape stops, press STOP.*
- 7** *Press START on the computer console and hold it down while you press the power switch on the right-hand side of the console to ON.*
- 8** *The computer will 'beep' as a signal for you to press PLAY on the recorder and release*



the *START* key. Next, press *RETURN* on the computer and the *Darts* program will load into the computer.

- 9 After loading, the title appears on the television screen. Press *STOP* on the recorder. Adjust the volume control on your television as the theme music begins.

**PROBLEMS** If the program fails to load, the words *ATARI\* MEMO PAD* appear on the screen. When this happens turn the computer *OFF* at the right-hand power switch, go back to Step 6 above and try again. If you have any further problems, consult your *ATARI\** handbook.

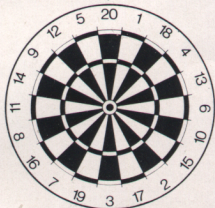
## **HOW TO PLAY**

- 1 When the theme music stops, the computer will request: 'Players Initials'. Type in 2 initials per player to a maximum of 4 players. If you have fewer than 4 players, press *RETURN*. If you want the computer to play, press the *ATARI\** key; the computer should always be the last player on the list.
- 2 You are then asked to choose your game: 301, 501, 901, or 1001. Type 3, 5, 9 or 1.
- 3 Do you want to start with a double? (See 'Rules of Darts' below.) Type *Y* if yes, *N* if no.

- 4** Then select a degree of skill on the scale 1 – 9. The higher the number, the harder it is to line up the throwing hand. If, though, you want the hand to remain steady, press RETURN instead of 1 – 9. If the computer is playing, you will be asked to select its degree of skill separately.
- 5** Now you are ready to play. The first player to throw takes the Joystick and moves it to make the dartboard and the throwing hand appear on the screen..
- 6** To throw a dart, move the Joystick to direct the hand on to the score you want, and then press the trigger. After a dart is thrown, the player's initials and score appear to the left of the board. If you hit the wire instead of a scoring sector, you score W (= 0). After three darts, the scoreboard appears. Now it is the next player's turn to take the Joystick, and move it to bring the dartboard and hand back on the screen.
- 7** Each player tries to reduce his or her score to zero with the smallest number of throws (see 'Rules' below). If, particularly towards the end, you want to refer in mid-turn to your score at the beginning of that turn, press OPTION and hold it down.
- 8** As soon as the first player 'gets out', the theme music signals the end of the game. To begin a new game, press START (you can do this at any time to clear the board and begin again).

# THE RULES OF DARTS

Darts began in the 16th century as a tournament practice game, and there are several regional variations. Here we use the classic championship board divided into 20 main scoring sectors, 1 – 20. The outer and midway rings score double and treble the sector number respectively; the inner bull scores 50, the outer bull 25.



Each player throws three darts per turn, the object being to reduce his or her score as quickly as possible from the starting total (301, 501, 901 or 1001) to zero exactly.

If you opt to start on a double, you must land a dart in the outer ring for your first scoring throw. Alternatively, you can start straight in, and the value of your first three throws will be deducted from the starting total.

If you miss the board or hit the wire (W), you score 0.

The winner is the first player to bring his or her total down to zero exactly with a double or a bull. If, towards the end of the game, you bring your total down to less than 2, you 'go bust'; you lose any remaining throws, and your total goes back to what it was at the beginning of that turn. This is because a double 1 ( $1 \times 2$ ) is the lowest score on which you can finish.



# HOW TO PLAY

- 1 Place your cassette in recorder and load program into your computer.
- 2 After the music, type in the initials of players: if fewer than 4, press RETURN. Press ATARI\* key if you want computer to play.
- 3 Choose your game. Type 3, 5, 9 or 1 respectively for 301, 501, 901 or 1001.
- 4 Do you want to start with a double Type 'Y' for 'Yes', 'N' for 'No'.
- 5 Select degree of skill (1-9).
- 6 Move Joystick: dartboard and throwing hand will appear on screen.
- 7 Move Joystick to direct hand on to score you want and press button. Computer shows score every three darts.
- 8 Game proceeds according to the rules of darts.

This is only intended as a basic guide. For more detailed instructions see inside.

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