

THE GAME

You are now the proud owner of the one and only REAL darts game around, 180 has eight different opponents waiting totake you on, a two player option for when your friends want to join in and a practise game to help you win when they doll

Against the computer you'll play in a Champion to procificate (coming in at quarter final stage) and to carry of the count and you have to beat three opponents. The game selects who you'll the play and in what order at random each time so that every game is different. Regardless of which of the eight characters appear and when, they will get better as you progress towards the final. Each of the players has his own style of play, with "favourite" doubles and finishing technique. Working this out early in a match can often help you win through.

The practise game, which we suggest you try outfirst, is there to help you become more skillfull at throwing the darts. There is (very) little luck in 180. To win you need to have a good eye and complete mastery of the throw. Practise is against the clock. You have to hit each number in sequence, from 200 to 1, na limited time. Easy it is not, but it is a lot of fun and it will develop your skills for the big match!

501 AND ALL THAT

The main game is "standard" matchplay darts, where the two players compete to see who can score 501 first, on a best out of three basis (called sets). You can throw at any part of the board you like but you must finish by hitting a double, ie, if you need 4 to win, you aim for double two, not single four. The bulseye in the centre of the board counts as "double 25" and is thus a legal finishing shot.

With the maximum possible score being the (infanous) 180 (three treble 20 hits) if follows that the highest number you can finish from is 170 (two treble 20, bulleye) and there are "preferred" (ie. easier) ways to score most of the possible winning combinations below that. To save you having to work them out in a

LOADING INSTRUCTIONS

Press SHIFT and RUN stop together

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the middle of a game, we list here one such set of 'finishes'. There are, of course, alternatives to many of the suggestions, but this is how most of the professionals play it (see table opposite).

In real life, the players in a match take turns throwing first - it is called "having the darts" - and thus the advantage is shared equally between them. The player who throws first should also be first to go for the winning double, all else being equal. However, in 180 you will always get the darts first - don't waste them!

CONTROLLING THE THROW

Joystick is the recommended method of taking your shots, but if you use the keyboard follow the on screen instructions to define your own choice of keys, and with regard to which joystick interfaces are supported.

Push up to start "your" hand into motion. You'll notice very quickly that up, down, left and right don't work! Only diagonal movements are responded to, in order to simulate the difficulty of lining up and successfully hitting the dartboard from nearly eight feet away. Push FIRE to throw. The control system feels a little odd at first, but you'll soon get used to it. Practise will make (nearly) perfect - honest!

Play the tune-up game a few times!

SCREENING AND THROWING

Whilst you are taking your turn at the board, the screen shows the hand holding your dart, the board itself and the automatic blackboard. Make your three shots and the score is automatically chalked up for you. At the bottom of the board is shown your opponents score.

Once you've played, the screen will switch to an animated sequence as your opponent tries to defeat you! (Look out for happenings in the background!) Just as in the real world, there is nothing you can do here except watch and weep as all your well laid plans are shot to pieces ...

THE MAGNIFICENT EIGHT

So that you will know what, or who, to expect here is the list of experts you might be called upon to play against in 180. Depending on what stage of the competition you meet them their rating could be anything from fantastic upwards, although some are always better and all play differently. But we're not going to tell you any more than that - there have to be some surprises in life after all:-

Quarter and semi finals

Mega Mick: Belly Bill, Delboy Des, Devious Dave, Sure Shot Sidney, Limp Wrist Larry, Tactical Tel.

Final: Jammy Jim, World Champion and ace dart player. To beat him you have to be more than just amazing.

FINISHING COMBINATIONS DART DART WANTED 1 2 3 WANTED 1 2 3 WANTED T20 T20 T18 T20 D12 113 167 T19 BULL 137 T19 T16 S16 112 164 T18 BULL 136 T20 T20 D8 T17 BULL 135 T15 D15 110 T20 T20 D20 134 T14 D16 109 T20 T20 D19 133 T20 T19 D8 157 T_{1D} T20 D20 132 T20 T16 D12 107 T20 T20 D18 131 T13 T20 D16 106 T20 T19 D19 130 T20 T18 D8 T18 T20 D20 129 T11 T20 D18 104 T19 D18 128 T20 D4 152 T20 T20 D16 127 T20 T17 D8 T17 T20 D17 126 T19 T11 D18 101 T20 D18 125 T19 T20 T18 D4 T20 T19 D16 124 T20 T16 D8 T20 T16 D20 123 T13 T20 D12 147 T20 T17 D18 122 T18 D18 D16 T20 D16 121 T19 T16 D8 145 T15 T20 D20 120 T20 S20 D20 144 T20 T20 D12 119 T19 T10 D16 143 T17 T20 D16 118 T20 S18 D20 T20 D20 117 T19 S20 D20 T14 141 T20 D12 116 S20 D18 91

T13

T16

70 T10

69 T11

68 T20 D4 43 S11 D16 18 D9

67 T17 D8 42 S10 D16 17 \$1 D8

66 T10

65 T19 D4 40 D20

D16 | 46

D20 45 \$13 D16 20 D10

D18 44 S12

D18 41 **S9** D16 16 D8

D8 39 **S7** D16 14 D7

140	T20	T20	D10	115	T20	S15	D20	90		T18	D18	
139	T20	T13	D20	114	T20	S14	D20	89		T19	D16	
DART			DART			DART				DART		
No.	1	2	No.	1	2	No.	1	2	No.	1		
88	T16	D20	63	T13	D12	38	D14	_	13	S5		
87	T17	D18	62	T14	D10	37	S5	D16	12	D6		
86	T18	D16	61	T15	D8	36	D18	_	11	S3		
85	T15	D20	60	S20	D20	35	S3	D16	10	D5		
84	T20	D12	59	S19	D20	34	D17	-	9	S1		
83	T17	D16	58	S18	D20	33	S1	D16	8	D4		
82	BULL	D16	57	S17	D20	32	D16	_	7	S3		
81	T19	D12	56	S16	D20	31	S15	D8	8	D3		
80	T20	D10	55	\$15	D20	30	D15	_	5	S1		
79	T13	D20	54	S14	D20	29	S13	D8	4	D2		
78	T18	D12	53	\$12	D20	28	D14	_	3	S1		
77	T15	D16	52	S20	D16	27	S11	D8	2	D1		
76	T20	D8	51	\$19	D16	26	D13	-	1	BUS	T!	
75	T13	D18	50	S18	D16	25	S9	D8	\vdash		_	
74	T14	D16	49	S17	D16	24	D14	-	١.	T = T	reble	
73	T19	D8	48	S16	D16	23	\$7	D8				
72	T16	D12	47	\$15	D16	22	D11 -	-	٠ ا	D = C	Joub	

D16 19 S3 D8

21 55 D8

15 **S7** D4 DART

D12 D20

1 2 3

T20 S13 D20

S18 D16

S15 D16

S16 D16

T20 S14 D16

S13 D16

D16 S10

2

D4

D4

D4

D2

D2

D1

S = Single

T17 S20 D20

T19 S10 D20

T18 S18 D16

T17 S20 D16

T17 S10 D20

T19 S10 D16

T18 D20

T20

T20 D20

T20 D19

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T17 D20

No.

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