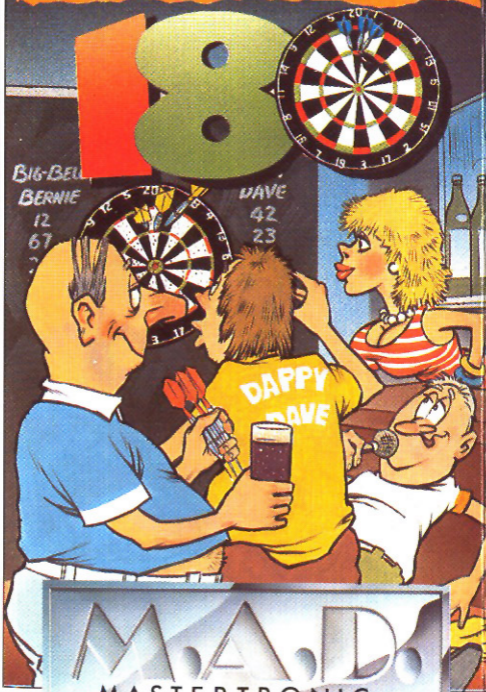


AMSTRAD/SCHNEIDER

AMSTRAD



BIG-BELL

BERNIE

12

67

DAVE

42

23

DAPPY
DAVE

M.A.D.

MASTERTRONIC
ADDED-DIMENSION

MADCS

THE GAME

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

Against the computer you'll play in a Championship knockout (coming in at quarter final stage) and to carry off the tournament you have to beat three opponents. The game selects who you'll 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 out first, 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 20 to 1, in a 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 bullseye in the centre of the board counts as "double 25" and is thus a legal finishing shot.

With the maximum possible score being the (infamous) 180 (three treble 20 hits) it 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

LOADING INSTRUCTIONS

Press control and ENTER together, then START tape

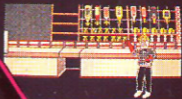
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TIME BY STROKE 33 321
AT 10001



- Eight Opponents
- Digitised Speech
- Two Player Option
- Live Joystick Control
- Full Matchplay scoring
- A Sense of Humour
- Superb Playability
- What more is there in life? Buy it! ■

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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

No.	DART			No.	DART			No.	DART		
WANTED	1	2	3	WANTED	1	2	3	WANTED	1	2	3
170	T20	T20	BULL	138	T18	T20	D12	113	T20	S13	D20
167	T20	T19	BULL	137	T19	T16	S16	112	T20	D12	D20
164	T20	T18	BULL	136	T20	T20	D8	111	T17	S20	D20
161	T20	T17	BULL	135	T20	T15	D15	110	T20	S18	D16
160	T20	T20	D20	134	T20	T14	D16	109	T20	S15	D16
158	T20	T20	D19	133	T20	T19	D8	108	T20	S16	D16
157	T10	T20	D20	132	T20	T16	D12	107	T19	S10	D20
156	T20	T20	D18	131	T13	T20	D16	106	T20	S14	D16
155	T20	T19	D19	130	T20	T18	D8	105	T20	S13	D16
154	T18	T20	D20	129	T11	T20	D18	104	T18	S18	D16
153	T20	T19	D18	128	T20	T20	D4	103	T17	S20	D16
152	T20	T20	D16	127	T20	T17	D8	102	T20	S10	D16
151	T17	T20	D17	126	T19	T11	D18	101	T17	S10	D20
150	T20	T18	D18	125	T19	T20	D4	100	T20	D20	-
149	T20	T19	D16	124	T20	T16	D8	99	T19	S10	D16
148	T20	T16	D20	123	T13	T20	D12	98	T20	D19	-
147	T20	T17	D18	122	T18	D18	D16	97	T19	D20	-
146	T18	T20	D16	121	T19	T16	D8	96	T20	D18	-
145	T15	T20	D20	120	T20	S20	D20	95	T19	D19	-
144	T20	T20	D12	119	T19	T10	D16	94	T18	D20	-
143	T17	T20	D16	118	T20	S18	D20	93	T19	D18	-
142	T20	T14	D20	117	T19	S20	D20	92	T20	D16	-
141	T19	T20	D12	116	T20	S20	D18	91	T17	D20	-
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	2
88	T16	D20	63	T13	D12	38	D14	-	13	S5	D4
87	T17	D18	62	T14	D10	37	S5	D16	12	D6	-
86	T18	D16	61	T15	D8	36	D18	-	11	S3	D4
85	T15	D20	60	S20	D20	35	S3	D16	10	D5	-
84	T20	D12	59	S19	D20	34	D17	-	9	S1	D4
83	T17	D16	58	S18	D20	33	S1	D16	8	D4	-
82	BULL	D16	57	S17	D20	32	D16	-	7	S3	D2
81	T19	D12	56	S16	D20	31	S15	D8	6	D3	-
80	T20	D10	55	S15	D20	30	D15	-	5	S1	D2
79	T13	D20	54	S14	D20	29	S13	D8	4	D2	-
78	T18	D12	53	S12	D20	28	D14	-	3	S1	D1
77	T15	D16	52	S20	D16	27	S11	D8	2	D1	-
76	T20	D8	51	S19	D16	26	D13	-	1	BUST!	
75	T13	D18	50	S18	D16	25	S9	D8			
74	T14	D16	49	S17	D16	24	D14	-			
73	T19	D8	48	S16	D16	23	S7	D8			
72	T16	D12	47	S15	D16	22	D11	-			
71	T13	D16	46	S14	D16	21	S5	D8			
70	T10	D20	45	S13	D16	20	D10	-			
69	T11	D18	44	S12	D16	19	S3	D8			
68	T20	D4	43	S11	D16	18	D9	-			
67	T17	D8	42	S10	D16	17	S1	D8			
66	T10	D18	41	S9	D16	16	D8	-			
65	T19	D4	40	D20	-	15	S7	D4			
64	T16	D8	39	S7	D16	14	D7	-			

T = Treble
D = Double
S = Single

KID
GAMES



OK KID - YOU'VE
BOUGHT THE GAME
NOW
PLAY IT!



180 AMSTRAD