

MB
VIDEO
ELECTRONICS

VECTREX
CASSETTE

DARTS

DARTS

GAME CONTROLS

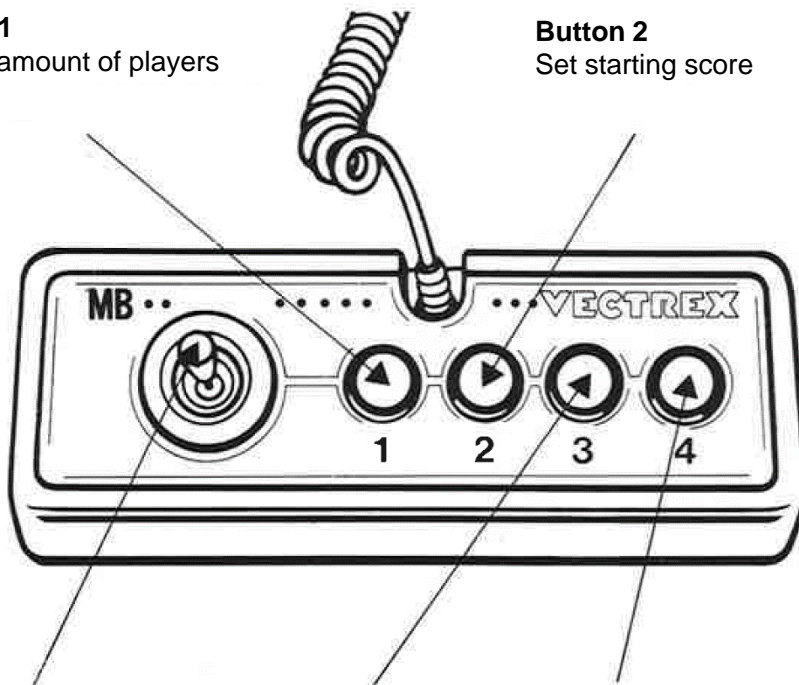
DARTS is designed to be played with the built-in control panel only. The functions of the controls are:

Button 1

Set the amount of players

Button 2

Set starting score



Joystick

Move the dart right and left

Button 4

Confirm

HOW TO PLAY

PLAYER SELECTION

You can play darts with one to three players, the number of players can be selected in the game menu by pressing Button 1.

OPTION SELECTION

There are three game options, these relate to the starting score of the game. In game option one the starting point number is 301 in option two 501 and in option three 901. The game option can be selected in the game menu by pressing Button 2.

GAME PLAY

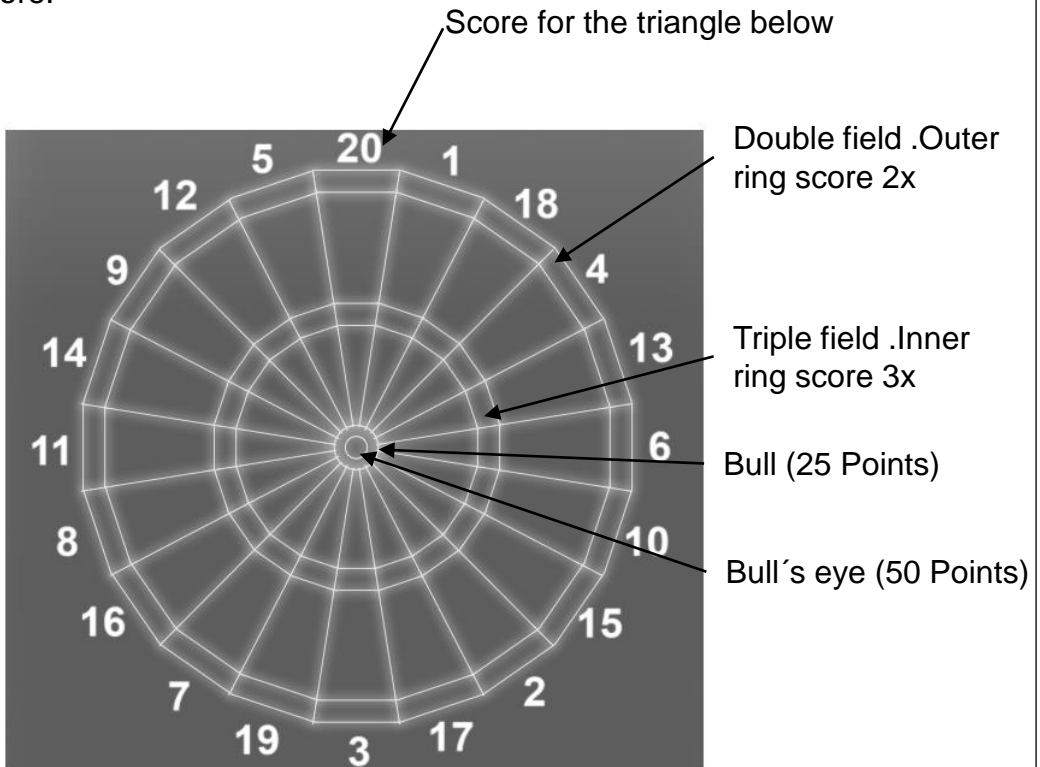
A dart game with double out is played. In this game 3 darts are thrown by turns on the dartboard. The goal of the game is to reach zero points. The last throw must hit a double field. Double fields are defined as the outer ring of the dartboard. If a dart hits this ring, the number hit counts double. In addition, the bullseye in the middle of the dartboard is also a double field. If the zero is overthrown, the score is reset to the score of the previous round, and it is the next player's turn.

When it is a player's turn, he can move his arrow left and right with the joystick. By confirming with the 4th button, a power indicator is displayed in the lower right corner of the screen. By confirming again with the 4th button, the arrow is thrown with the selected power. If the dart has hit the target, it can be reset by pressing the 4th button again.

SCORING

Points are awarded for achieving the following:

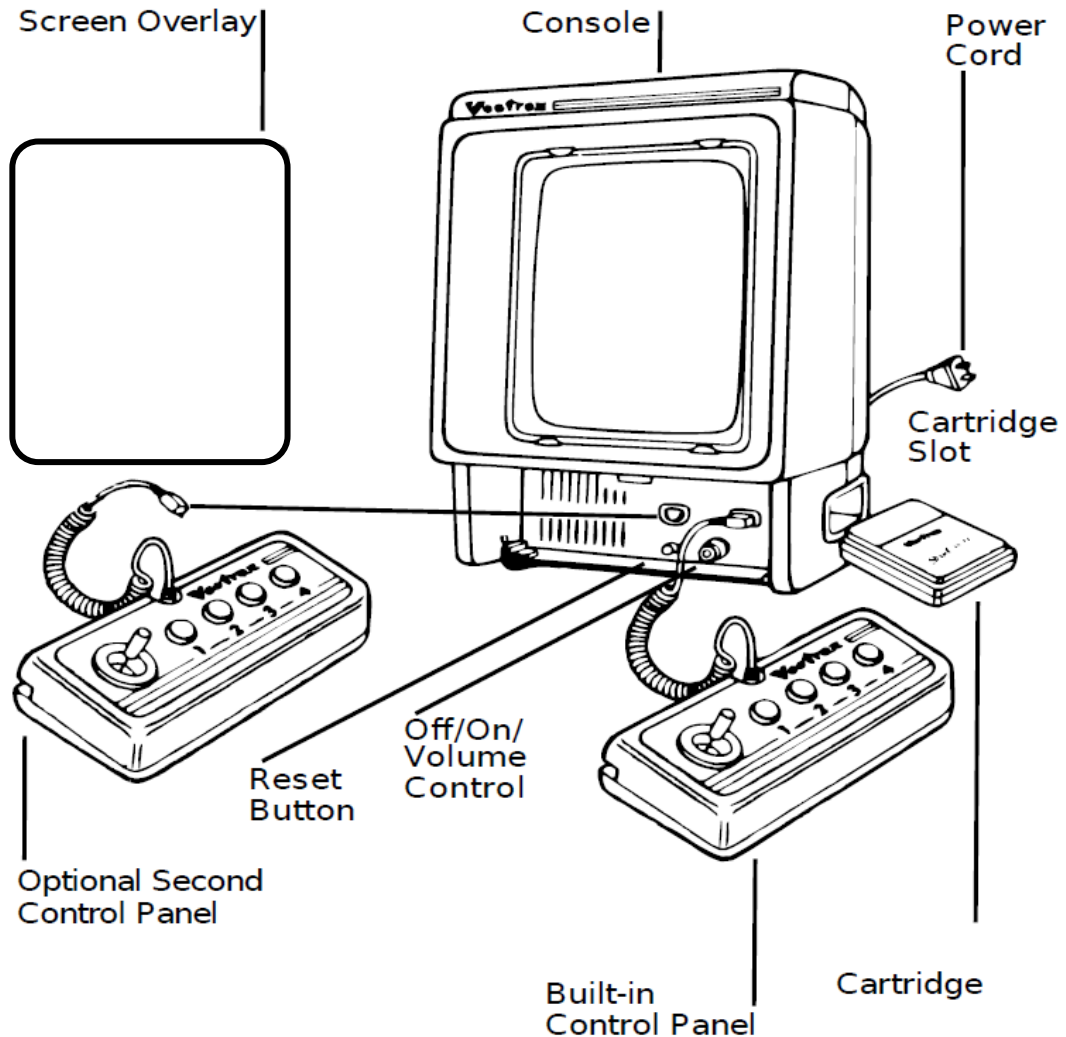
When a dart hits the dartboard, the number of points hit is subtracted from the score.



RESTARTING THE GAME

To restart a completed game with the same number of players and the same game option, press any of the four buttons once the game is over. If you wish to restart the game before it is completed, or change the number of players or the game option, press the Reset button.

SETTING UP



CREDITS

This game was developed by Aaron Kurz and programmed in C and MC6809 assembly language. It is the outcome of a student project which was part of the elective course “Advanced hardware-oriented C and Assembly Language Programming” at Pforzheim University, Germany, in spring term 2021, supervised and tutored by Prof. Dr. rer. nat. Peer Johannsen.

8121-XML 483