Darts GP32

v0.3

By Guyfawkes
http://www.gp32emu.com/

Controls

Menus
Up/Down – Change menu option
Left-Right – Increase/Decrease option value
A – Select option
B – Cancel option

Game
Up/Down/Left/Right – Move dart
A – Throw dart and stop power gauge
START – Pause menu
SELECT – Help screen

How To Play

Standard Play

Players: Two players
Darts: Three for each player
Play:

The object of Standard Play is to be the first team or player to reach zero from a starting score of 501. During his turn, a player throws three darts and subtracts his total from his previous score until he reaches zero

This game is simple, but it becomes tricky as the players near the zero score. To win, a player not only has to reach zero exactly, but also must obtain it through a 'double'. For example, if a player has 18 points left he needs to hit a double 9 in order to win. The closer each player gets to zero, the more exciting and difficult Standard Play becomes.

To make things a bit more fun the dart aiming gets progressively harder the longer the period you take to throw the dart. In addition a power gauge which determines how accurate you throw the dart will appear after you choose your aiming position.

The gauge bar will move from left to right and in order to get a correct aim you must stop it on the **Green** section of the gauge. If you stop it on the **Red** or **Yellow** sections you will either use too much or too little power resulting in the dart landing above or below your intended target.

Doubling Out Chart

KEY :
T = Treble, D=Double, S=Single, Bull=Bullseye

170 - T20 T20 Bull	167 - T20 T19 Bull	164 - T19 T19 Bull
161 - T20 T17 Bull	160 - T20 T20 D20	158 - T20 T20 D19
157 - T19 T20 D20	156 - T20 T20 D16	155 - T20 T19 D19
154 - T20 T18 D20	153 - T20 T19 D18	152 - T20 T20 D16
151 - T20 T17 D20	150 - T20 T18 D18	149 - T20 T19 D16
148 - T20 T20 D14	147 - T20 T17 D18	146 - T20 T18 D16
145 - T20 T15 D20	144 - T20 T20 D12	143 - T20 T17 D16
142 - T20 T14 D20	141 - T20 T15 D18	140 - T20 T16 D16
139 - T20 T13 D20	138 - T20 T14 D18	137 - T20 T15 D16
136 - T20 T20 D8	135 - T20 T13 D18	134 - T20 T14 D16
133 - T20 T19 D8	132 - T20 T16 D12	131 - T20 T13 D16
130 - T20 T18 D8	129 - T19 T16 D12	128 - T20 T20 D4
127 - T20 T17 D8	126 - T19 S19 Bull	125 - T20 T19 D4
124 - T20 T16 D8	123 - T20 T13 D12	122 - T18 S18 Bull
121 - S25 T20 D18	120 - T20 S20 D20	119 - S19 T20 D20
118 - T20 S18 D20	117 - T20 S17 D20	116 - T20 S16 D20
115 - S19 T20 D18	114 - T20 S14 D20	113 - T20 S13 D20
112 - T20 S12 D20	111 - T20 S19 D16	110 - T20 S10 D20
109 - T20 S17 D16	108 - T19 S19 D16	107 - T19 S10 D20
106 - T20 S10 D18	105 - T20 S13 D16	104 - T20 S12 D16
103 - T19 S10 D18	102 - T20 S10 D16	101 - T17 S10 D20
99 - T19 S10 D16		

Scores under 100 are easy to work out ;)

Credits

Author – Guyfawkes
GFX - Guyfawkes and JustBurn
SFX – Guyfawkes
Original Speech - rVoice.
B2FXEC - Mr. Spiv
Beta Testers – Shotaway, Phoda, Caphep, Daz_Genetic
Greets to - Woo, Costis, Craig, Kojote, Prophet, everyone on #emuholic, #gp32 and #gp32dev, #zodiacgamer and anyone else I know.

History

Version 0.3 (bug fix release)

- Don't display dart until announcer has finished.
- Bug that adds last thrown dart from previous game to the current score. Stupid bug that I didn't realise =P
- Rewrote finishing score checking code. It *should* be working correctly now
- Changed power gauge so that the speed of the gauge increases the longer you wait.
- Fixed menu screen bug where the dart would screw up after the 3rd background image

Version 0.2

- Everything is now in 16bit display
- Redesigned Menu system with music
- New Dartboard graphics and animations
- Choice of practice game (1P) and two human players (2P)
- Music and sound effects
- Announcer speech
- 'Drunken Dart' routine (mostly finished)
- Dart throw power gauge

Version 0.1 beta

Darts is my first officially released game for the GP32. This is a test version mainly for feedback and to see if it's worthwhile adding new features to the game. If I get some decent feedback I will continue with the game and add the following and maybe more:

- CPU AI for a 1 player Vs CPU game
- Practice game
- Other types of darts games and modes
- Tournament mode
- Some kind of high score table
- Animation for the darts when they are thrown and dropped.