



MSX · MSX · MSX
64K ONLY

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!!!
JOYSTICK AND KEYBOARD

MANUFACTURED IN THE U.K.

RECORDED ON **BASF** TAPE

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M.A.D.
MASTERTRONIC
ADDED DIMENSION

THE GAME

You are now the proud owner of the one and only REAL darts game around. 180 has 8 different opponents waiting to take you on, in 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 8 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 practice game, which we suggest you try out first, is there to help you become more skilful 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. Practice is against the clock. You have to hit each number in sequence, from 20 down 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 (see diagram) but you must finish by hitting a double, i.e. 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, bullseye) and there are "preferred" (i.e. easier) ways to score most of the possible winning combinations below that. To save you having to work them out in the middle of a game, we list here one such set of "finishes". There are, of course, alternatives to many of the suggestions, how most of the professionals play it is shown in the diagram opposite

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