

## **WinDarts Help Index**

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## **About WinDarts...**

## **301 Rules**

The object of 301 is to reach a score of zero in the fewest number of turns. The game is divided up into rounds, or turns, of three darts each. At the start of the game, each player has 301 points. For each dart thrown, that player's score is reduced by the point value of the throw. If you throw a dart that reduces your score to less than zero, you have "busted" that round. You lose all points accumulated during that round and your turn is over. Players alternate in this way until one player reaches zero exactly, winning the game.

## **Cricket Rules**

The object of Cricket is to hit the 15, 16, 17, 18, 19, and 20 and the bullseye three times, before the other player, and get the highest score. The game is divided up into rounds, or turns, of three darts each. In each round, try to hit 15 through 20 and the bullseye. Hitting the double ring counts for two hits and hitting the triple ring counts for three hits. Once you have hit a number three times, that number is "closed out" for you. If you close out a number before your opponent, any further hits on that number increases your score by that amount. To win the game you not only have to close out all of 15 through 20 and the bullseye, but you also have to have the highest score. If you close out everything before your opponent, but still have a lower score, play will continue until your score is higher than your opponent's, or the other player closes out the board.

## Select a Game

Choose **GAME** from the MENU BAR, either by pointing your mouse on **GAME** and clicking once, or by pressing the **ALT Key** followed by [**G**] for GAME. The drop down menu displays your choices. Select 301 or CRICKET by pressing the first letter of your selection or by pointing and clicking with your mouse. A check mark next to the name indicates that game is the current setting.

**NOTE:** When you first enter WinDarts, the game choice defaults to 301, Single Player version.

## Select Number of Players

Choose **PLAYERS** from the MENU BAR, either by pointing your mouse on **PLAYERS** and clicking the left mouse button, or by pressing the **ALT Key** followed by [**P**] for PLAYERS. The drop down menu displays your choices. Select either **ONE** or **TWO** Players by pressing the first letter of your selection or by pointing and clicking with your mouse. A check mark next to the name indicates that number of players is the current setting.

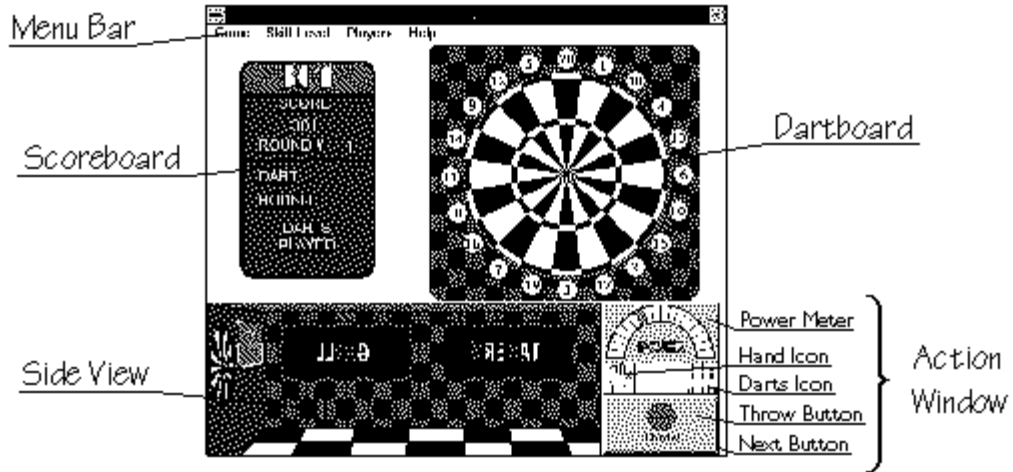
**NOTE:** Cricket is only set for two players. It is not a Single Player game.

## Select Skill Level

Choose **SKILL LEVEL** from the MENU BAR, either by pointing your mouse on **SKILL LEVEL** and clicking the left mouse button, or by pressing the **ALT Key** followed by [**S**] for SKILL LEVEL. The drop down menu will display your choices. Select either **AMATEUR** or **EXPERT** by pressing the first letter of your selection, or by pointing and clicking with your mouse. A check mark next to the name indicates that skill level is the current setting. Expert gives you more control over the dart than Amateur, after you have clicked the Throw Button. If you are unsure about how to throw a dart, choose Amateur.

**NOTE:** WinDarts defaults to **AMATEUR** when it starts.

Game Window



The game window is divided into 5 sections: Menu Bar, Scoreboard, Dartboard, Side View, and Action Window.

## **MENU BAR**

The **Menu Bar** has four menus: **Game Menu**, Skill Level Menu, Players Menu and **Help Menu**. From the Game Menu, you can select 301 or Cricket, or Exit the game. From Skill Level Menu, you can choose **Amateur** or **Expert**. From the **Players Menu** you can select a one or two player game. From the **Help Menu**, you can view **Help** on playing **WinDarts**, and the rules for the games of **301** and **Cricket**.



## **SCOREBOARD**

The **Scoreboard** displays a running total of each player's score, whose turn it is, and other information about the game. For the game of **301**, the **Scoreboard** shows the score for the current round, the point value of the dart just thrown, the current round number, and the number of darts thrown by each player.

## **DARTBOARD**

The **Dartboard** shows where the darts land after they are thrown. The numbers around the dartboard change color in sequence to show where the dart will land before it is thrown.

## **SIDE VIEW**

The side view shows the path of the dart as it flies across the room toward the **Dartboard**. If the dart misses the Dartboard entirely, you can usually see where it landed on the **side view**.

## **ACTION WINDOW**

The **Action Window** has five parts, not all of which are visible at the same time: The Power Meter, the Hand Icon, the Darts Icon, the Throw Button, and the Next Player / Next Round Button.

See also: How to Throw a Dart

## **POWER METER**

The **power meter** is a moving display of how hard a dart will be thrown, and how high or low the dart will be released when throwing. The power meter will not start moving until the throw button is depressed.

## **HAND ICON**

The **Hand Icon** shows whether or not you are ready to throw a dart. When a dart is dragged from the Darts Icon and dropped onto the Hand Icon, the empty hand changes to show a hand holding a dart.

## **DARTS ICON**

The **Darts Icon** shows how many darts a player has left in the current round. It will show either three, two, one or no darts.

## **THROW BUTTON**

The **Throw Button** is used to throw the dart toward the dartboard.



## **NEXT PLAYER / NEXT ROUND BUTTON**

At the end of each turn, the NEXT PLAYER / NEXT ROUND BUTTON will appear. Click this button to continue on to the next turn.

## HOW TO THROW A DART

Once you have selected a game, the number of players, and your skill level, you are ready to play.

To throw a dart, do the following:

Drag a dart from the DARTS ICON and drop it on the HAND ICON. Notice that the HAND ICON has changed to show that the hand is now holding a dart. The numbers around the outside of the DARTBOARD have begun to change color in sequence. When the number that you want to hit changes color, depress the THROW BUTTON. In other words, hold down the mouse button with the mouse pointer on the THROW BUTTON, but don't let go just yet.

The POWER METER will start to move to the right. This represents how hard you are going to throw the dart and is analogous to how far back you pull your arm before throwing a real dart. When playing at a SKILL LEVEL of AMATEUR, the meter will go all the way to the right and stay there until you release the THROW BUTTON. Release the mouse button. The POWER METER will start to move to the left. When the POWER METER is nearly at the middle of the scale, click the THROW BUTTON. This releases the dart and it will fly toward the DARTBOARD.

The POWER METER represents the point at which you release the dart. When the meter is all the way to the right, it is like letting the dart go at the top of your throw, and the dart will travel in an upward direction. When the meter is all the way to the left, the dart will travel downward. You will usually want to release the dart when the POWER METER is in the middle. Timing is very critical.

The dart will fly toward and (hopefully) hit the dartboard. The DARTBOARD shows where your dart landed, and the SCOREBOARD shows any change in your score. If you have any darts left for this round, you can go back to the first step. If you have thrown all your darts for the round, click the NEXT PLAYER / NEXT ROUND BUTTON to go on to the next turn.

When playing at a SKILL LEVEL of EXPERT, the meter will go all the way to the right and immediately start to move left again, so be prepared to press the mouse a second time to "release" the dart when the indicator reaches the middle of the power meter.

See also: [Controlling Dart Movement](#)

## **Controlling Dart Movement**

As in real darts, you can put "English" on your throw. Between the first click of your mouse, when you initially press the Throw Button and your second click, when you "release" the dart, you can change the path of the dart's movement by moving the mouse from left, right, up or down. If you move the mouse pointer to the right between the two clicks, the dart will travel to the right. If you move the mouse left, between the two clicks, the dart will move left. If you move the mouse up or down, or diagonally, the dart will move in that direction. You may need to experiment with this to discover how to control the dart to your best advantage.

## Get Information on Parian

To get more information about **Parian Development**, choose **About Parian** from the **Game** menu, either by pointing your mouse on Game and clicking the left mouse button, or by pressing the **ALT Key** followed by [**G**] for game. Choose About Parian with the mouse or use the arrow keys to highlight About Parian and press **ENTER**. To remove the About Parian screen, click once with the left mouse button or hit **ESC**.

## **Restart a Game**

If you want to start a new game while you are still in the middle of one, choose **Restart** from the **Game** menu, either by pointing your mouse on Game and clicking the left mouse button, or by pressing the **ALT Key** followed by [**G**] for game. Choose Restart with the mouse or use the arrow keys to highlight Restart and press **ENTER**. The screen will clear and you will be presented with a new game.

## Exit WinDarts

To Exit WinDarts, choose **Exit** from the **Game** menu, either by pointing your mouse on Game and clicking the left mouse button, or by pressing the **ALT Key** followed by [**G**] for game. Choose Exit with the mouse or use the arrow keys to highlight Exit and press **ENTER**.

## How to...

[Select a Game](#)

[Select 1 or 2 Players](#)

[Select a Skill Level](#)

[Throw a Dart](#)

[Control Dart Movement](#)

[Restart WinDarts](#)

[Exit WinDarts](#)

[Get Information on Parian Development](#)

## About WinDarts

WinDarts became operational on January 12, 1992 at the offices of **Parian Development** in Chicago, Illinois.

WinDarts design by Steve Glenner and Joseph MacDonald-Piekarz

Programming by Steve Glenner

Artwork by Joseph MacDonald-Piekarz and Steve Glenner

Game design by Steve Glenner, Joseph MacDonald-Piekarz & Roger Vernon

Help documentation written and edited by Michael Cowan

Additional design by Patty Paulson, Joe Raschke and Chris Ravencroft

Installation program courtesy of Roger Vernon

Thank you for playing WinDarts. Look for other exciting products by **Parian Development.**



