Darts 95

Version 1.0

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This game is maded with
Delphi 2.0 and Animated Sprites for Delphi 2.0

How to Order

Feel free to distribute complete unaltered files of   unregistred version of Darts 95.
Thanks for playing this game.

Keyboard controls

Left arrow	- Left
Right arrow	- Right
Up arrow	- Up
Down arrow	- Down
Space bar	- Throw;

Points on board

The outer thin circle on the dart board is worth double, and the inner triple the point value marked.
The center red circle on board is the bull's eye, 50 points.
Bull's eye is surrounded by the   bull (small black circle), 25 points.

Game rules

General
The point value of every thrown dart is subtracted from current score.
The winner is the first player who reach zero. Zero must be   reached exactly.
If zero is exceeded in a negative direction, a bust will occur.
If a bust occurs, the score will return to what it was at the start of the round, and the remaining darts of that round will be lost.

Double In/Out
In a double in game, scoring does not begin until a double is hit.
For double out game, You can win only by hitting the correct double.
The player will bust with a score of one in a double out game.
You can play any combination of double in and double out game.

Time Limit
In a time limit game, You schoud throw the dart before time exceeds, if time is exceeded the throw will be done automaticly.
You can change time limit from 3 to 20 seconds.
Time limit game can only be played without computer player.

Computer opponent
In a human vs. Computer game You can choose your computer opponent, and the game must be played one on one.
That means the Player1 is human and the Player2 is Computer.

How to Throw

By pressing the space bar the dart will be thrown.
What the dart is going to hit - depending on hand position, and on how the hand holds the dart.
The dart will fly a bit up or down from current hand position, depending on how the hand holds thedart (dart is schowing up or down).

How to Order

You can order Your password to unlock unregistred to a licenced game without any restrictions by sending 10 US$ or 20 DM to following address:

Djogo Nebojsa
Am Feldbach 2
61118 Bad Vilbel
Germany

Please feel free to contact me at above address or via e-mail.
Any comments or sugesstions about Darts 95 or Animated Sprites for Delphi 2.0 components are welcome!
e-Mail:
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Thanks!

Animated Sprites for Delphi 2.0

This game is maded with Delphi 2.0 and Animated Sprites for Delphi 2.0.
If You are interested in obteining Animated Sprites components please contact me.
You can find my name, address and e-mail at the How To Order section of this help file.