Office Darts 301

Version 2.5 Help Contents

Thank you for trying Office Darts 301.   Please feel free to distribute complete unaltered files of Office Darts 301.

General Information:

[The Throw](#)
[The Board](#)
[Ordering Information](#)
[The Card](#)
[About](#)

Game Rules:

[301, 501, and 701](#)
[Double In and Out](#)
[Count Up](#)
[Cricket](#)
[Golf](#)
[Tic Tac Toe](#)
[Baseball](#)

Features:

[Multiple Players](#)
[Computer Opponents](#)
[Real Darts Scorekeeping](#)
[Best Scores](#)

Office Darts 301

Office Darts 301 is the free trail version of Office Darts.   It contains all the features of Office Darts but only for the 301 dart game.   In addition, the pro level of Computer Opponents is disabled.

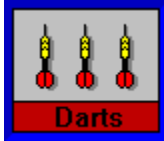Ordering Office Darts 301, 501, and 701

The Card

The Card is color, laminated, and contains your name and license number. You may show your card to another card holder that has a higher version of Office Darts to receive a copy of that version.   Your unique license number represents the number of people that has licensed Office Darts at the time of your order.   The Card is the license for all versions of Office Darts.

The Throw

- Just click on a dart to pick one up.

- Move dart over the board to aim.
- Press and hold the left mouse button.
- Immediately pull back approximately 1/3 of an inch.
- Push forward to place of aim and release the button.

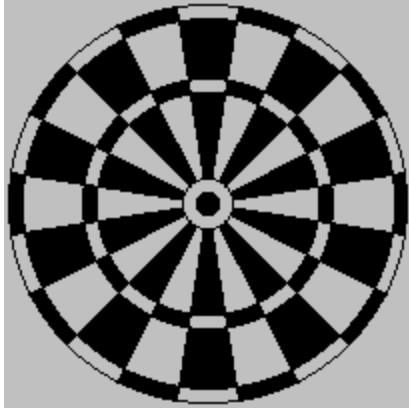Watch the scrolling messages for hints on how to throw.

If the dart is pulled back straight and pushed forward straight, the dart won't veer to the left or right.   This can be seen in the Top View.

The Side View will show how strong and high the dart was thrown.   The longer the button is held down, and the less the dart is pulled   back, the weaker the throw.   Releasing the button before the point of aim will cause the dart to go up, releasing after the point of aim will cause the dart to go down.

The throw occurs best in one smooth motion.   If there is hesitation or other inaccuracies in the throw, do not release the left mouse button.   Keep it down and move the dart over the darts area.   Release the button, and the dart will be returned without penalty or message.

The mouse sensitivity can be changed in Windows by selecting the Main and then the Control Panel menu items.   When the mouse is pulled back 1/3 of an inch, the cursor moves several multiples of that on the screen.   If the mouse feels too sensitive, slightly lower the Mouse Tracking Speed.   If it feels sluggish, slightly increase the tracking speed.   This should give you better cursor control in all of your Windows Applications.

The Board

The dart board was designed centuries ago.   The outer thin circle is worth double the point value marked. The thin inner circle is worth triple the point value marked.   The center full circle is the bull's eye (double bull), 50 points. It is surrounded by the   bull, 25 points. The highest amount of points one dart can score is 60, a triple twenty.   A Hat Trick is three bulls or bull's eyes in three darts of the same round.

Double In and Out

Double In and Double Out are variations of 301, 501 and 701.   For Double In, scoreing does not begin until a double is hit.   For Double Out, the game must be won by hitting the correct double and the player will bust with a score of one.   Any combination of Double In and/or Double Out may be played.

301, 501, and 701

The object of 301 is to reach zero with the fewest darts.   The point value of every thrown dart is subtracted from 301.   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.

501 and 701 are variations of 301 where the starting score is 501 or 701.

Count Up

The object of Count Up is to achieve the highest score in ten rounds.

Tic Tac Toe

A Tic Tac Toe board will appear in the score   board area.   A **B** for bull will be in the   center square.   The other squares will be filled with randomly generated numbers between 1 and 20.   No two squares will have the same number.   Only two players can play Tic Tac Toe.   The first player will be **X** and the second will be **O**.   A player must hit the number on the dart board that corresponds to the number in the Tic Tac Toe box three times (or 1 double and 1 single ect...) to take that box.   If a player does not take the box, but marks it, the opposing player may remove those marks by hitting that number.   A player wins when that player takes three in a   row, column, or diagonally.

Cricket

A Cricket board will appear in the score board   area.   The center will be numbered from **20** down to **15** and then a **B** for bull.   Only those numbers and the bull are active in Cricket.   The first player to close everything active and has the highest score is the winner.   To close a number, the player must hit that number 3 times (or 1 triple, ect...)   After closing a number, the player can score points on it until all other players have closed it.

Multiple Players

1 to 4 players can play any game except for Tic Tac Toe.   Only 2 players can play Tic Tac Toe.   Each player can be either human or a computer opponent.

Computer Opponents

Computer Opponents will be available for any game.   The Computer Opponents ability can be selected as either Beginner, Intermediate, Advanced, or Professional.   Computer Opponents may also be used in Real Darts Scorekeeping games.

Best Scores

Best Scores will be kept for fewest darts or highest scores on all major dart games.   The lowest score will be kept for Golf.   In addition, winning streaks will be kept on all   major dart games.   Winning streaks will be saved and can be continued.   Winning streaks against higher level Computer Opponents   (OPP)   will take precedence over winning streaks against lower level OPPs.   Best Scores will not be kept for Computer Opponents or Real Darts Scorekeeping games.

Real Darts Scorekeeping

Office Darts will be able to keep score for any game   played on a regular
dart board.   Click the mouse over the position on the Office Darts board that
was hit on the regular dart board.   Besides keeping score for dart games
played on real dart boards, Real Darts Scorekeeping may also be used with
Computer Opponents for practice.

Golf

The object of Golf is to achieve the lowest score.   Each dart thrown will be considered a stroke.   A golf scorecard for 9 holes will appear   in the score board area.   Each hole numbered 1 through 9 will have a par value 3, 4, or 5.   The number of the hole must be hit on the dart board exactly the par values times for that hole.   If a par 3 is hit twice, and the third dart hits a double, the double will not count.   If a   par 3 is hit with a double and single, the   player's score for that hole will be -1.

About

 Office Darts 301 Version 2.5
        (c) Eugene Briski 1995

Programming, Graphics, Sound, Production
Gene Briski

Sound
Russell Cole

Graphics Assistance
Mike Jackson

Programming Assistance
Burt Montague

Testing
Special thanks to everyone who helped!

Don't sue me clause.
Absolutely no warrantees, implied or expressed.

Ordering Information

For the latest full licensed version of Office Darts, and The Card
Send name, address, and $17 check or money order to:

Eugene Briski
PO Box 3591
Lawton, OK 73502

If you received Office Darts 301 from a card holder, mention their name and card number.

If The Card is a gift for someone else, send their name for the card.

Office Darts is delivered on a 3.5 inch disk, unless 5.25 inch disks are requested.

Oklahoma orders add state sales tax.

Orders outside of the US are welcome.   US currency preferred.   Other currencies accepted at current exchange rates.

Canada & Mexico   US $18.00
Other Countries   US $21.00