

## THE SPECTRUM GAMES DATABASE

180

### PUBLISHER

Mastertronic

### AUTHOR

### YEAR

1986

### CATEGORY

Arcade sports

### CONTROLS

Keyboard, Kempston, Cursor.  
The keys are redefinable.

### DESCRIPTION

180 is a darts simulator.

### INSTRUCTIONS

INLAY TEXT FOR 180:

#### The Game:

You are now the proud owner of the one and only REAL darts game around. 180 has eight different opponents waiting to take you on, a two player option for when your friends want to join in and a practice 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 eight 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 skillful 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 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 but you must finish by hitting a double, ie. 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" (ie. easier) ways to score most of the possible winning combinations below that. To save you have 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, but this is how most of the professionals play it (see table).

In real life, the players in a match take turns throwing first - it is called "having the darts" - and thus the advantage is shared equally between them. The player who throws first should also be first to go for the winning double, all else being equal. However, in 180 you will always get the darts first - don't waste them!

#### Controlling The Throw:

Joystick is the recommended method of taking your shots, but if you use the keyboard follow the on screen instructions to define your own choice of keys, and with regard to which joystick interfaces are supported.

Push up to start "your" hand into motion. You'll notice very quickly that up, down, left and right don't work! Only diagonal movements are responded to, in order to simulate the difficulty of lining up and successfully hitting the dartboard from nearly eight feet away. Push FIRE to throw. The control system feels a little odd at first, but you'll soon get used to it. Practice will make (nearly) perfect - honest!

Play the tune-up game a few times!

#### Screening And Throwing:

Whilst you are taking your turn at the board, the screen shows the hand holding your dart, the board itself and the automatic blackboard. Make your three shots and the score is automatically chalked up for you. At the bottom of the board is shown your opponents score.

Once you've played, the screen will switch to an animated sequence as your opponent tries to defeat you! (Look out for happenings in the background!) Just as in the real world, there is nothing you can do here except watch and weep as all your well laid plans are shot to pieces...

#### The Magnificent Eight:

So that you will know what, or who, to expect here is the list of experts you might be called upon to play against in 180. Depending on what stage of the competition you meet them their rating could be anything from fantastic upwards, although some are always better and play differently. But we're not going to tell you any more than that - there have to be some surprises in life after all:-

Quater and semi finals: Mega Mick, Belly Bill, Delboy Des, Devious Dave, Sure Shot Sidney, Limp Wrist Larry, Tactical Tel.

Final: Jammy Jim, World Champion and ace dart player. To beat him you have to be more than just amazing.

#### Finishing Combinations:

No. Wanted	Dart 1	Dart 2	Dart 3
170	T20	T20	BULL
167	T20	T19	BULL
164	T20	T18	BULL
161	T20	T17	BULL

160	T20	T20	D20
158	T20	T20	D19
157	T10	T20	D20
156	T20	T20	D18
155	T20	T19	D19
154	T18	T20	D20
153	T20	T19	D18
152	T20	T20	D16
151	T17	T20	D17
150	T20	T18	D18
149	T20	T19	D16
148	T20	T16	D20
147	T20	T17	D18
146	T18	T20	D16
145	T15	T20	D20
144	T20	T20	D12
143	T17	T20	D16
142	T20	T14	D20
141	T19	T20	D12
140	T20	T20	D10
139	T20	T13	D20
138	T18	T20	D12
137	T19	T16	S16
136	T20	T20	D8
135	T20	T15	D15
134	T20	T14	D16
133	T20	T19	D8
132	T20	T16	D12
131	T13	T20	D16
130	T20	T18	D8
129	T11	T20	D18
128	T20	T20	D4
127	T20	T17	D8
126	T19	T11	D18
125	T19	T20	D4
124	T20	T16	D8
123	T13	T20	D12
122	T18	D18	D16
121	T19	T16	D8
120	T20	S20	D20
119	T19	T10	D16
118	T20	S18	D20
117	T19	S20	D20
116	T20	S20	D18
115	T20	S15	D20
114	T20	S14	D20
113	T20	S13	D20
112	T20	D12	D20
111	T17	S20	D20
110	T20	S18	D16
109	T20	S15	D16
108	T20	S16	D16
107	T19	S10	D20
106	T20	S14	D16

105	T20	S13	D16
104	T18	S18	D16
103	T17	S20	D16
102	T20	S10	D16
101	T17	S10	D20
100	T20	D20	-
99	T19	S10	D16
98	T20	D19	-
97	T19	D20	-
96	T20	D18	-
95	T19	D19	-
94	T18	D20	-
93	T19	D18	-
92	T20	D16	-
91	T17	D20	-
90	T18	D18	-
89	T19	D16	-
88	T16	D20	-
87	T17	D18	-
86	T18	D16	-
85	T15	D20	-
84	T20	D12	-
83	T17	D16	-
82	BULL	D16	-
81	T19	D12	-
80	T20	D10	-
79	T13	D20	-
78	T18	D12	-
77	T15	D16	-
76	T20	D8	-
75	T13	D18	-
74	T14	D16	-
73	T19	D8	-
72	T16	D12	-
71	T13	D16	-
70	T10	D20	-
69	T11	D18	-
68	T20	D4	-
67	T17	D8	-
66	T10	D18	-
65	T19	D4	-
64	T16	D8	-
63	T13	D12	-
62	T14	D10	-
61	T15	D8	-
60	S20	D20	-
59	S19	D20	-
58	S18	D20	-
57	S17	D20	-
56	S16	D20	-
55	S15	D20	-
54	S14	D20	-
53	S12	D20	-
52	S20	D16	-

51	S19	D16	-
50	S18	D16	-
49	S17	D16	-
48	S16	D16	-
47	S15	D16	-
46	S14	D16	-
45	S13	D16	-
44	S12	D16	-
43	S11	D16	-
42	S10	D16	-
41	S9	D16	-
40	D20	-	-
39	S7	D16	-
38	D14	-	-
37	S5	D16	-
36	D18	-	-
35	S3	D16	-
34	D17	-	-
33	S1	D16	-
32	D16	-	-
31	S15	D8	-
30	D15	-	-
29	S13	D8	-
28	D14	-	-
27	S11	D8	-
26	D13	-	-
25	S9	D8	-
24	D14	-	-
23	S7	D8	-
22	D11	-	-
21	S5	D8	-
20	D10	-	-
19	S3	D8	-
18	D9	-	-
17	S1	D8	-
16	D8	-	-
15	S7	D4	-
14	D7	-	-
13	S5	D4	-
12	D6	-	-
11	S3	D4	-
10	D5	-	-
9	S1	D4	-
8	D4	-	-
7	S3	D2	-
6	D3	-	-
5	S1	D2	-
4	D2	-	-
3	S1	D1	-
2	D1	-	-
1	BUST!		

T = Treble  
D = Double

S = Single

Loading Instructions:

Type "LOAD" then ENTER

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CHEATS

SEQUELS/PREQUELS

None.

SCORES RECEIVED

Crash: "The best ever darts game." 72% (CRASH #35, December 1986)

NOTES

Curiously enough, there have been almost no darts games since 180 and certainly none as good. So the verdict still stands: it is still probably the best darts game around.