



Darts GP32

v0.4

By Guyfawkes

<http://www.gp32emu.com/>

Introduction

Darts GP32 was created after a discussion on my IRC channel about the lack of decent Darts games on any platforms so I decided to try and change things and the game was born. The game has changed quite a bit since the first release which was a test version to see if people were interested in the game.

Unfortunately not all the features I wanted in the game have made it into this final release. The Tournament Mode for example is still not implemented, the groundwork has been done which includes CPU AI and Profile support but due to lack of time to get the game ready before GBAX 2004 I had to leave some features out. The main request which players wanted was CPU opponents so I made sure this was in this release. It's not perfect but it's playable ;)

I hope you enjoy this game, it's had some good feedback in the past which has driven me to make another release but at some stage I have to make the decision to stop and move onto a new platform (Tapwave Zodiac). If you like the game let me know, I have put a lot of work into the game so some feedback is always appreciated. Leave a post on the GP32X.COM forums or email me at Guyfawkes@gbaemu.com.

Controls

Menus

- ⬆️ - Up/Down - Change menu option
- ⬅️ - Left/Right - Increase/Decrease option value
- Ⓜ️ - Select option
- Ⓜ️ - Cancel option

Game

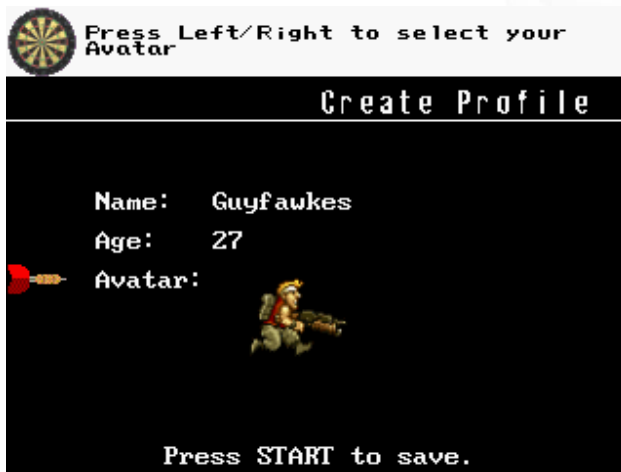
- ⬆️⬅️⬇️⬇️⬅️ - Up/Down/Left/Right - Move dart
- Ⓜ️ - Throw dart and stop power gauge
- START - Pause menu
- SELECT - Help screen


How To Play

Player Profiles

The player profiles were initially created for the Tournament Mode but as this mode did not make it into this release I have added it into the Standard Game mode. Not all the features are available as they are not needed for a standard game (i.e. money won, tournaments won/lost etc) but you can at least keep track how many games you have won or lost.

A default profile named 'Guest Player' is created when you first start the game. To change this, choose *Options* from the main menu and then *Profiles* and you can create a new profile.



Use the left and right joypad to change the character and then press  to move to the next character. Then move to the next setting to change your age, again use the left and right to decrease/increase the number.

Finally you can choose your player avatar. Use left and right to change the avatar.

When you are happy with your choice press START to confirm and save your profile.

NOTE: You can add your own custom avatar by manually editing the *avatars.bmp* file which can be found in *gp://gpm/darts/*. Avatars should be 50x50 pixels in size and be placed on the image in relation to the other avatars, i.e. add your own avatar after the final avatar (I have added a custom avatar placeholder to help you place it correctly). Do not resize the BMP file or change the colour depth (16bit) otherwise it will be incorrectly displayed on the GP32.

Creating a Game

This screen allows you to set up your game, three options are available:



Players – You can choose between three options. The first is against a CPU opponent, the second a practice game by yourself and finally against another human player

Starting Score – You can choose the starting score from 301 up to 1001.

CPU Difficulty – If you choose to play against a CPU Opponent this option will be visible, you can choose between four difficulty levels; Pub Player, Amateur, Semi-Pro and Pro.

Once you are happy with your choice press **A** to start the game. If you have chosen to play a CPU Opponent you will be taken to the Opponent Select screen. Pressing **B** will take you back to the previous screen.

CPU Opponent Select Screen

NOTE: This screen was originally for the Tournament Mode game but due to lack of time this mode was not fully finished so I have added this screen for fun in the Quick Game mode.

The players are all the same difficulty level which you can change on the Game Setup screen (the tournament mode would have done the difficulty automatically).



When you are happy with your choice of opponent press **A** to start the game. Pressing **B** will take you back to the previous screen.

Standard Play

Players: Two players (1P vs. CPU or 1P vs. 2P), One Player Practice

Darts: Three for each player



Play:

The object of Standard Play is to be the first team or player to reach zero from a standard starting score of 501 (you can choose from 301 to 1001). During his/her turn, a player throws three darts and subtracts the total from the previous score until he reaches zero

This game is simple, but it becomes tricky as the players near the zero score. To win, a player not only has to reach zero exactly, but also must obtain it through a 'double'. For

example, if a player has 18 points left they will need to hit a double 9 in order to win. The closer each player gets to zero, the more exciting and difficult Standard Play becomes.

NOTE: If you have a score of 1 you will need to hit the Bullseye to finish.

To make things a bit more fun the dart aiming gets progressively harder the longer the period you take to throw the dart. In addition a power gauge which determines how accurate you throw the dart will appear after you choose your aiming position.

The gauge bar will move from left to right and in order to get a correct aim you must stop it on the **Green** section of the gauge. If you stop it on the **Red** or **Yellow** sections you will either use too much or too little power resulting in the dart landing above or below your intended target.



Doubling Out Chart

KEY :

T = Treble, D=Double, S=Single, Bull=Bullseye

170 - T20 T20 Bull	167 - T20 T19 Bull	164 - T19 T19 Bull
161 - T20 T17 Bull	160 - T20 T20 D20	158 - T20 T20 D19
157 - T19 T20 D20	156 - T20 T20 D16	155 - T20 T19 D19
154 - T20 T18 D20	153 - T20 T19 D18	152 - T20 T20 D16
151 - T20 T17 D20	150 - T20 T18 D18	149 - T20 T19 D16
148 - T20 T20 D14	147 - T20 T17 D18	146 - T20 T18 D16
145 - T20 T15 D20	144 - T20 T20 D12	143 - T20 T17 D16
142 - T20 T14 D20	141 - T20 T15 D18	140 - T20 T16 D16
139 - T20 T13 D20	138 - T20 T14 D18	137 - T20 T15 D16
136 - T20 T20 D8	135 - T20 T13 D18	134 - T20 T14 D16
133 - T20 T19 D8	132 - T20 T16 D12	131 - T20 T13 D16
130 - T20 T18 D8	129 - T19 T16 D12	128 - T20 T20 D4
127 - T20 T17 D8	126 - T19 S19 Bull	125 - T20 T19 D4
124 - T20 T16 D8	123 - T20 T13 D12	122 - T18 S18 Bull
121 - S25 T20 D18	120 - T20 S20 D20	119 - S19 T20 D20
118 - T20 S18 D20	117 - T20 S17 D20	116 - T20 S16 D20
115 - S19 T20 D18	114 - T20 S14 D20	113 - T20 S13 D20
112 - T20 S12 D20	111 - T20 S19 D16	110 - T20 S10 D20
109 - T20 S17 D16	108 - T19 S19 D16	107 - T19 S10 D20
106 - T20 S10 D18	105 - T20 S13 D16	104 - T20 S12 D16
103 - T19 S10 D18	102 - T20 S10 D16	101 - T17 S10 D20
99 - T19 S10 D16		

NOTE: There are other ways of Doubling Out for many of the above scores, this is just one set of examples you can use.

Credits

Author - Guyfawkes

GFX - Guyfawkes and JustBurn

Menu Backgrounds, Opponent Graphics & Info – BBC Darts page
(<http://www.bbc.co.uk/>)

SFX - Guyfawkes

Music - Unknown .mod file

- Intro Jingle - LK

Original Speech – rVoice (<http://www.rhetorical.com/>)

B2FXEC - Mr. Spiv (<http://www.deadcoderssociety.tk/>)

Beta Testers - Shotaway, Phoda, Caphep, Daz_Genetic

Greetings and thanks to - Woo, Costis, Craig, Kojote, Prophet, Skeeze, Hive, Matt The Squirrel and all the staff on my sites. Everyone on #emuholic, #gp32 and #gp32dev, #zodiacgamer, anyone else I know and finally to everyone that played the game.

History

Version 0.4

- CPU AI for Quick Game mode (about time!)
- CPU Opponent Select screen - 9 opponents to choose from (no difference between them in this version though)
- Menu text is no longer separate images, using a (unpolished) font now.
- Redone the rotating dartboard graphics, look a bit cleaner.
- Player Profiles added. It's not a major addition as Tournament Mode was not added, but you can save your wins/losses and also add your own custom avatar.
- Finished the Options screen to enable/disable music/speech and also saves the settings.
- Added an End of Round screen. Used as a pause between changing players and also to show the scores and some stats.
- Finished the End of Game Results screen. It's done in a newspaper front page style with homage to the great 8bit game Rockstar Ate My Hamster ;)
- Redone the credits screen and put the full credits in there.
- Loads of smaller bug fixes and changes.
- Finished this user manual, better than a boring readme.txt ;)

Version 0.3.1 (another bug fix release)

- Fixed the bugs when hitting treble 9, treble 5 and treble 11. I must have been half asleep when writing that bit of code ;)

Version 0.3 (bug fix release)

- Don't display dart until announcer has finished.
- Bug that adds last thrown dart from previous game to the current score. Stupid bug that I didn't realise =P
- Rewrote finishing score checking code. It *should* be working correctly now
- Changed power gauge so that the speed of the gauge increases the longer you wait.
- Fixed menu screen bug where the dart would screw up after the 3rd background image

Version 0.2

- Everything is now in 16bit display
- Redesigned Menu system with music
- New Dartboard graphics and animations
- Choice of practice game (1P) and two human players (2P)
- Music and sound effects
- Announcer speech
- 'Drunken Dart' routine (mostly finished)
- Dart throw power gauge

Version 0.1 beta

Darts is my first officially released game for the GP32. This is a test version mainly for feedback and to see if it's worthwhile adding new features to the game. If I get some decent feedback I will continue with the game and add the following and maybe more:

- CPU AI for a 1 player Vs CPU game
- Practice game
- Other types of darts games and modes
- Tournament mode
- Some kind of high score table
- Animation for the darts when they are thrown and dropped.

Other Stuff

This game may not be distributed as a means of making profit, for example advertising or selling a GP32 with Darts being mentioned or being included on a compilation CD/DVD. Darts is a freely available game and it should stay that way!

Darts may be mirrored on other websites providing that the original unedited contents of the download from GP32Emu.com are fully included in the package.

Real life darts players names and images are used in this game, if anyone finds problems with using real darts players please contact me and I will consider removing them.

The same goes for the menu backgrounds and player graphics which have been taken from the BBC website, I have given full credit for these backgrounds but if anyone has a complaint please let me know.