

```

1 REM Darts by A.Hodgson
5 CLS:MODE 1:PEN 2:INK 2,8:LOCAT
E 3,5:PRINT"Controls":LOCATE 3,6
PRINT STRING$(8,208)
6 PEN 1:INK 2,20:INK 0,0:LOCATE
1,10:PRINT"Press '1' for keyboar
d or '2' for Joystick"
7 PAPER 2:LOCATE 1,1:PEN 3:INK 3
,24:PRINT"Darts by Anthony Hodg
on...Darts by Anth"
8 LOCATE 1,25:PEN 3:PRINT"ony Ho
dgon...Darts by Anthony Hodgson
.."
9 INK 3,3,20:SPEED INK 10,10
10 a$=INKEY$:IF a$="" THEN 10
11 PAPER 0
15 IF a$="1" THEN up=0:down=2:le
ft=8:right=1:fire=9 ELSE up=72:d
own=73:left=74:right=75:fire=76
17 LOCATE 3,13:PEN 2:PRINT"Do yo
u want instructions?(Y/N)":yes=
INKEY(43):nop=INKEY(46):IF yes=-
1 AND nop=-1 THEN 17
18 IF yes<>-1 THEN GOSUB 3000
25 DIM no(20),newang(20)
30 pl$(1)="" :pl$(2)="" :leg(1)=0:
leg(2)=0:flag=2
35 MODE 1:CLS:INK 1,26:INK 0,0:B
ORDER 0:INK 1,26:INK 2,6:INK 3,2
40 TAG

```

Here's the chance to join the ranks of Jocky Wilson, Eric Bristow and John Lowe at the oche without endangering your waistlines.

From the comfort of your armchair, you can play anything from a quick 301 to a gruelling seven leg 501 tournament.

The rules are the same as the British Darts League in this excellent version of the popular pub game.

The darts are aimed by using the joystick or cursor and copy keys. The computer even chucks for you.

One tip when entering the listing is to remember that the symbol in line 275 etc is a #.

```

45 CLG:INK 2,6
50 ORIGIN 190,201:RESTORE 100
55 FOR n=18 TO 360 STEP 18:DEG
60 READ no:PLOT 200*COS(n),200*S
IN(n),2
65 IF no=17 OR no=19 THEN PLOT 2
00*COS(n),200*SIN(n)+8
70 IF no=3 THEN PLOT 200*COS(n),
200*SIN(n)+14
75 IF no=20 THEN PLOT 200*COS(n)
,200*SIN(n)-4
80 PRINT no;
85 NEXT
90 TAGOFF
95 ORIGIN 0,0:PLOT 0,0:DRAWR 447
,0,1:DRAWR 0,399,1:DRAWR -447,0,

```



DARTS

RUNS ON AN AMSTRAD CPC 464

BY ANTHONY HODGSON

```
1: DRAW 0, -399, 1
100 DATA 13, 4, 18, 1, 20, 5, 12, 9, 14,
11, 8, 16, 7, 19, 3, 17, 2, 15, 10, 6
105 RESTORE 1380
107 IF leg(1)+leg(2)=0 THEN EI E
LSE DI
110 EVERY 12, 1 GOSUB 1515
120 r=220
125 ORIGIN 220, 200
130 FOR n=9 TO 351 STEP 18
135 DEG: x=195*COS(n): y=195*SIN(n)
140 ORIGIN 220+20*COS(n), 200+20*
SIN(n)
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```
145 DRAW x, y, 1
150 NEXT
155 IF tyst=999 THEN RETURN
160 ORIGIN 220, 200
165 FOR n=0 TO 360 STEP 10: DEG
170 x=r*COS(n): y=r*SIN(n)
175 IF n=0 THEN w=0 ELSE w=1
180 DRAW x, y, w
185 NEXT
190 IF r=220 THEN r=180: GOTO 160
195 IF r=180 THEN r=169: GOTO 160
200 IF r=169 THEN r=110: GOTO 160
205 IF r=110 THEN r=99: GOTO 160
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210 IF r=99 AND trnt=99 THEN RET
URN
215 IF r=99 THEN r=21: GOTO 160
220 FOR r=10 TO 2 STEP -1
225 FOR n=0 TO 360 STEP 12: DEG
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```
230 x=r*COS(n): y=r*SIN(n)
235 IF n=0 AND r=10 THEN w=0 ELS
E w=2
240 DRAW x, y, w
245 NEXT n
250 NEXT r
255 DI
260 WINDOW #1, 28, 40, 1, 25: PAPER #
1, 10: CLSR#1
265 WINDOW #2, 28, 40, 1, 3: PAPER #2
, 10: PRINT#2, CHR$(22)CHR$(1): CLSR#
```

```
2
267 PEN #2, 0
270 PRINT#2, "      Score";
272 PEN #2, 1: PEN#1, 1: PEN #2, 1: PE
N#3, 1
275 PRINT#2, STRING$(13, CHR$(154))
280 LOCATE #2, 4, 1: PRINT#2, CHR$(1
49): LOCATE #2, 10, 1: PRINT#2, CHR$(
149)
285 LOCATE #2, 4, 2: PRINT#2, CHR$(1
55): LOCATE #2, 10, 2: PRINT#2, CHR$(
155)
290 LOCATE #2, 7, 2: PRINT#2, CHR$(
158)
295 FOR n=3 TO 25: LOCATE #1, 7, n:
PRINT#1, CHR$(149): NEXT
300 WINDOW #3, 29, 39, 20, 25: PAPER
#3, 10: CLSR#3
```



Illustration: Terry Rogers

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305 IF le9(1)<>0 OR le9(2)<>0 TH
EN 325
310 PEN #3,3
315 INPUT #3,"Player 1's name ";
pl$(1):IF LEN(pl$(1))>4 THEN PRI
NTR#3,"Name too long":GOTO 315
320 INPUT #3,"Player 2's name ";
pl$(2):IF LEN(pl$(2))>4 THEN PRI
NTR#3,"Name too long":GOTO 320
325 CLS #3:PEN #1,1:LOCATE #1,1,
3:PRINT#1,pl$(1):LOCATE#1,8,3:PR
INT#1,pl$(2)
330 LOCATE #2,1,1:PRINT#2,le9(1)
:LOCATE #2,11,1:PRINT#2,le9(2)

335 LOCATE #1,1,4:PRINT#1,STRING
$(6,154)CHR$(159)STRING$(6,154)
340 WINDOW#1,29,33,5,19:WINDOW #
2,35,39,5,19:PAPER #1,11:PAPER#2
,11
345 CLS#1:CLS#2
350 IF le9(1)<>0 OR le9(2)<>0 TH
EN 390
355 INPUT #3,"Start no.":begin:I
F begin<=100 THEN PRINT#3,"Not h
igh enough":GOTO 355
360 IF begin>999 THEN PRINT#3,"T
oo high":GOTO 355
365 PEN #1,1:PEN #2,1
370 score(1)=begin:score(2)=begi
n
375 INPUT #3,"No. of legs":nole9:
IF nole9>17 THEN 375
380 SYMBOL AFTER 90:SYMBOL 91,19
2,56,7,0,0,0,0
385 SYMBOL 92,0,0,0,224,28,3,0,0
:SYMBOL 93,0,0,0,0,0,224,28,3
390 INPUT #3,"Skill level(1-5)":
skill:IF skill>5 OR skill<1 THEN
390
395 CLS#3
400 REM Main Loop
405 PRINT#1,"":PRINT#2,"":PRINT#
1,begin:PRINT#2,begin:score(1)
=begin:score(2)=begin
410 PRINT CHR$(22)CHR$(1)
415 zx=(le9(1)+le9(2)):IF (zx/2)
=INT(zx/2) THEN Play=1 ELSE Play
=2
420 dart=1:FOR n=1 TO 3:Point(n)
=0:NEXT
425 ORIGIN 0,0,0,430,0,400
430 score=0:six=220:siy=200
435 PEN #3,3:CLS#3:PRINT#3,"Play
er":PEN #3,1:PRINT#3,pl$(Play):P
EN #3,3
440 PRINT#3,"Dart no.":PRINT#3,"
":dart
445 PLOT six,siy,0
450 u$=INKEY$
455 IF INKEY(left)<>-1 THEN six=
six-10
460 IF INKEY(right)<>-1 THEN six
=six+10
465 IF INKEY(down)<>-1 THEN siy=
siy-10
470 IF INKEY(up)<>-1 THEN siy=si
y+10

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475 IF INKEY(fire)<>-1 THEN GOSU
B 600
480 IF six<=10 THEN six=10
485 IF six>=410 THEN six=410
490 IF siy<=10 THEN siy=10
495 IF siy>=380 THEN siy=380
500 PLOT six,siy,1
505 r3=INT(RND(1)*(6-skill))+1
510 IF r3=1 THEN GOSUB 700
515 GOTO 445
520 END
600 REM Throw darts
605 CLS #3
610 u$=INKEY$:IF u$<>" " THEN u$=
"":GOTO 610
615 ENV 1,5,3,1,1,0,16,5,-3,2
620 FOR n=2000 TO 50 STEP -40
625 SOUND 2,n,2,7
630 NEXT n
635 IF TEST(six+1,siy)=1 OR TEST
(six-1,siy)=1 THEN PEN#3,1:PRINT
#3,"Your dart Bounced out":SOUN
D 1,1000,27,,1:darx(dart)=800:da
ry(dart)=800:GOTO 660
640 PLOT six,siy,2:DRAWR -16,16,
2:DRAWR 32,-32,2:PLOT six,siy,2
645 darx(dart)=six:dary(dart)=si
y
650 DRAWR 16,16,2:DRAWR -32,-32,
2
652 PLOT six,siy:FOR v=45 TO 405
STEP 36:DEG:DRAW six+4*COS(v),s
iy+4*SIN(v),1:NEXT
655 GOSUB 1100:score
660 dart=dart+1:IF dart=4 THEN G
OSUB 800:throw over
665 IF dart=4 THEN RETURN
670 six=INT(RND(1)*350)+50:siy=I
NT(RND(1)*300)+50
675 PEN #3,3:PRINT#3,"Player":P
EN #3,1:PRINT#3,pl$(Play):PEN #3
,3
680 PRINT#3,"Dart no.":PEN #3,1:
PRINT#3,"":dart: PEN #3,3
685 RETURN
700 REM Jerk sight routine
705 low=(10-skill)
710 RANDOMIZE TIME
715 r1=INT(RND(1)*low)+1:r2=INT(
RND(1)*((skill+2)*5))+5
720 PLOT six,siy,0
725 IF r1=1 THEN six=six-r2
730 IF r1=2 THEN siy=siy+r2
735 IF r1=3 THEN six=six+r2
740 IF r1=4 THEN siy=siy-r2
745 RETURN
800 REM Throw over
805 INK 2,6,10:SPEED INK 30,30
810 toss(Play)=0
815 CLS#3:PEN #3,3:PRINT#3,"Scor
e":PEN#3,1:PRINT#3,total
820 toss=total
825 toss(Play)=total
830 score(Play)=score(Play)-toss

835 IF score(Play)<0 OR score(Pl
ay)=1 THEN PRINT#3,"You bust":sc
ore(Play)=score(Play)+toss

```