DART ROOM

DART ROOM
(C) 1980 by Chris Oberth
PROGRAMMA International, Inc.

MEMORY REQUIREMENTS: 16K

DART ROOM is a challenging and competitive game that allows players to try their skill at throwing darts. Player options allow from one to four players, each having from two to ten turns with two to ten darts per turn.

Paddle 0 rotates the figure's arm and paddle switch 0 releases the dart. Swing the arm and release the dart at the desired angle. The speed of the arm equals the speed of the dart.

This game may seem frustrating at first, but once you get the knack you won't be able to stop playing! The feeling of DART ROOM is very much like a real game of darts. Score is displayed for each player by turn and total to maintain a competitive spirit.

If you break the program by hitting control-C and then RUN it, you will find that the figure will grow additional arms. This can be prevented by reloading the program.

DART ROOM is written in machine language and Integer BASIC and loads in the following manner:

*200.4000R