

Arachnid®

Presents

Understanding

The

GALAXY

Games



Table Of Contents

Introduction By English Mark	1
The Basics	2
Setup	2
Darthead	3
Navigating the Galaxy II Menu	4
X01 Games	6
Cricket Games	9
Cricket/200	9
Hammer Cricket	10
Team Hammer	12
Cut-Throat Cricket	12
Team Cricket	13
Wildcard Cricket/200	13
Cricket Quickie	14
Other Games	15
Speed Games	15
Count Down	15
Quick Cricket	15
Count Up	16
Tic Tac Toe	17
Bermuda	18
Gotcha!	19
BS Golf	20

Introduction From English Mark

Greetings, my name is Mark. Many of you might remember me as English Mark. I had a line of dart games from Arachnid back in the late 70's and early 80's. Arachnid kindly asked me to come out of retirement to explain the rules for the games on the Galaxy II.

There are over 30 games on the Galaxy II of various skill levels. All of them are fun to any who play them. But before we get into the meat of this book, we'll go over basics. But please feel free to read this book however you want. You know, what a darthead looks like. Where the single, double and triple segments are and the the proper distance for setting up a dartboard.

Well I know you are all tired of me explaining how this book will work. Lets Get to it shall we?

THE BASICS

Before you can play darts it might be useful to know the basics of a darthead and how to setup your dartboard. Since we need a dartboard before we can play darts lets setup our Galaxy II.

Setup

I assume you have already put your Galaxy II's together using the instructions in the Galaxy II manual. If you haven't, please do so before continuing.

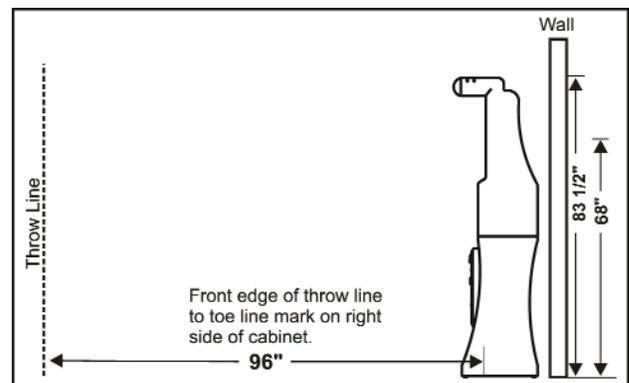
.....Ready? Good.

The Galaxy II is roughly 83 1/2" tall. Yes I said roughly. The Galaxy II comes equipped with levelers on the bottom of the base. These are for leveling out the game if the floor is uneven. Therefore, your game can vary in height to start off with. So, make sure you have enough head room in the ceiling to place your Galaxy II.

Place the Galaxy II against the wall for safety. If the dartmachine is in the middle of the floor, you run a greater risk of hitting a bystander than if it were against the wall.

The center of the bullseye should be 68" from the floor.

Place the throw line 96" from the face of the darthead. Luckily, the Galaxy II has a notch on the right hand side of the base, as you are facing it, to hep with this measurement.



Now that the Galaxy II is all setup and ready to go, lets turn to the layout of the darthead.

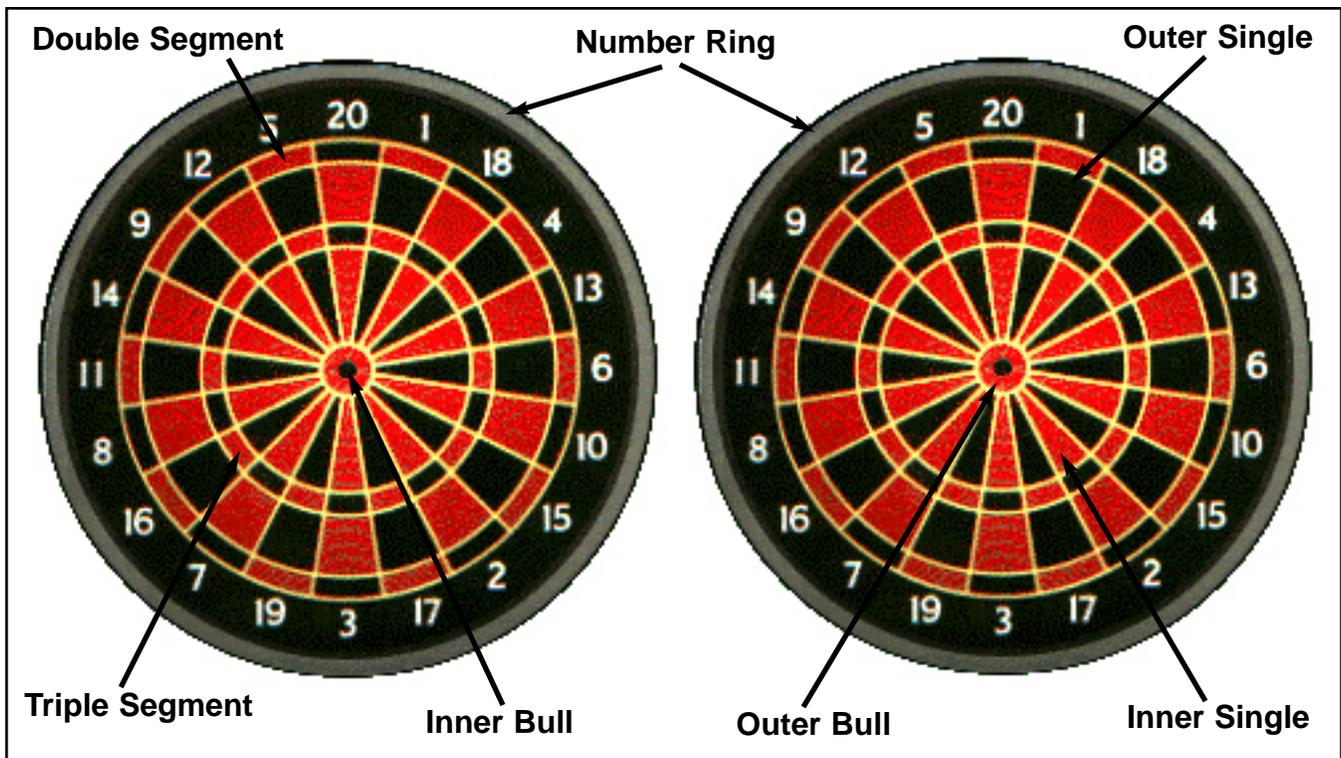
Darthead

The most important part of playing darts is probably understanding the darthead. The darthead is target with the numbers 1 through 20 around the outer edge. The target is divided into 20 pie sections and a center section.

The pie sections are then divided into four separate sections.

- The double section scores two times the points of the number you are throwing at. For Example: If you hit the double section of the 20, you would earn 40 points instead of 20.
- The triple section scores three times the points of the number you are throwing at. For Example: If you hit the triple section of the 20, you would earn 60 points instead of 20.
- There are two sections that only score the number you are throwing at. The outer single section is between the doubles and triples sections. The inner single section is after the triple section. If your dart would land on one of these, it would only score the number of points for the number. Example: If your dart landed on the outer single section of the 20, it would score 20 points.

The center section, or bullseye, is divided into two sections. The center bullseye scores 50 points and the outer bullseye scores 25 points.



Navigating the Galaxy II Menu

The Galaxy II's game menu is very easy to navigate. When you first approach the machine, the Galaxy II will, more than likely, be in "Attract Mode". This is a mode that displays all the factory ads and any ads that an Amusement Operator may have put on the machine. To exit this mode hit the Red Button on the right side of the game.

Once you get to this screen, use the yellow Up and Down arrows, located right above the red enter button, to select the family of games you want to play.

01 Games include 301, 501 and 701.

Cricket Games include Cricket/200, Hammer Cricket and Team Cricket.

BS Golf and Other Games include BS Golf, Count Up and Bermuda.



More information on these menus are available elsewhere in this manual. Once you have highlighted the desired game menu, press the red button. For this explanation we'll select 01 Games.

Once in the desired game menu use the yellow Up and Down buttons to select the game type you want to play.

Once selected, press the red Enter button to enter the selected menu. For this tutorial we'll choose **301 Games**.



Now we select the game we want to play. Select the game using the Up and Down buttons and press the Enter Button to select it.



As you can see, I chose 301 Open In/Open Out. I also put my money in, chose my options, and how many players will be playing. I did this using the same pattern of selecting and choosing using the buttons on the side. The game options are explained in the next section.

Once I have my game settings where I want them, I use the Enter button to select **Start Game**.



Game Options

Many games on the Galaxy II have the same options. I will explain the most common options here, Options specific to each game are explained in their sections.

Double Bull: This option allows the players to turn on or off the double bull. As mentioned in the **Darthhead** section, the center of the target is the Bullseye. When the Double Bull option is turned ON, the center most part of the bullseye is worth 50 points and the outer most part is worth 25 points. With this option OFF, the entire bullseye is 50 points.

Handicapping: This option allows the players to enter in either their Marks Per Round (MPR) or their Points Per Dart (PPD) when playing in casual mode. The Galaxy II will use the handicaps entered and calculate the marks or points accordingly. For more information on handicapping, see the document **Understanding Handicapping** located on the website.

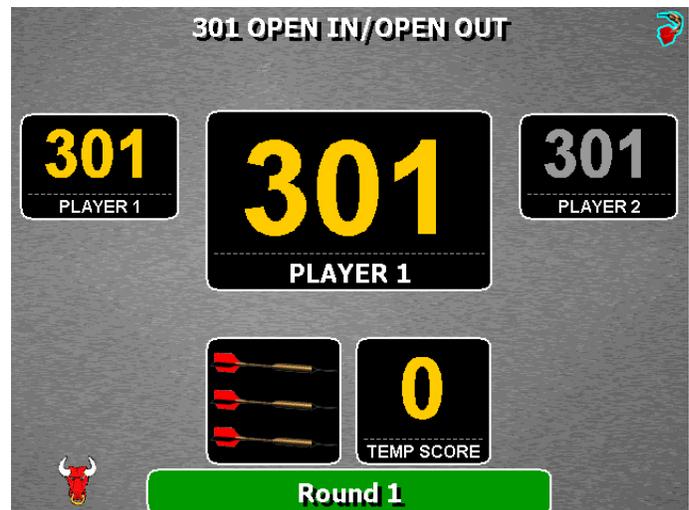
X01 Games

The X01 family of games is one of the easiest and most widely used games out there. Simply put, the object of the game is to be the first player to zero points.

Each game starts out with every player beginning at a certain point value. They then take turns throwing darts to score points.

Example: Two people are playing a game of 301. They both start at 301 and player 1 throws his three darts. He scores a Triple 20 (60 points), an Inner 6 (6 points) and a

Double 10 (20 points). This makes his temporary score 86 points. Because this is a COUNT DOWN game we subtract player 1's temporary score from his starting score.



$$301-86=215$$

Repeat the process for each player until someone reaches zero. Please keep in mind that this is a simplified version. There are, of course, options that can make the game more challenging.

Options

For starters, the biggest option for X01 is the different games. The Galaxy II has three different X01 games in it; 301, 501 and 701. Lets say if you select 501 as your game, you will start off with 501 points. That's more challenging than a 301 game. Each of the three games plays the same. The only difference is the amount of points you start out with.

Two other options all three X01 games share are called In and Out Options.

In Options are what you need to score in order to start making points in the game.

- ♦ **Open In** means you can hit any segment to start the game. Doubles, Triples, Singles and bullseyes are free game to throw at.
- ♦ **Double In** means you can only hit any DOUBLE segment to start the game. This means you can't start the game if you hit a Single, Triple or Bullseye.

- ◆ **Masters In** means you can hit Doubles, Triples or the bullseye to start the game. No singles.

This does not limit the rest of the game. Meaning once you score your IN you can use any segment to score points.

Example: Tim and Eric are playing 501 Double in / Double Out (501d/d). Tim's first dart is a single 20 and his second dart is a Bullseye. These two darts score no points. His third dart, however, is a double 20, earning him 40 points. His new score is 461.

$$501-40=461$$

Eric scores a double 15 (30 points) on his first dart. His second dart is a single 20 (20 points) and his third dart is triple 20 (60 points). This makes his final score 391.

$$501-30-20-60=391$$

The game continues until someone reaches zero. I think Eric is going to win.

Out Options are similar except that they refer to what you need to end the game.

- ◆ **Open Out** means you can hit any segment to end the game. Doubles, Triples, Singles and bullseyes are free game to throw at.
- ◆ **Double Out** means you must hit a DOUBLE segment to end the game. This means you can't end the game if you hit a Single, Triple or Bullseye.
- ◆ **Masters In** means you must hit either a Double, Triple or Bullseye to end the game. No singles.

It's important to pay attention to the Out Options for the game. You will need to meet their requirements to end the game.

Example: Tim and Eric are playing 501 Double in / Double Out (501d/d). Tim needs 50 points to win. He throws a double 16 (32 points). His second, and last, dart scores a single 18 (18 points).

$$32+18=50$$

Because his second dart is a single, his score returns to 50 and it's the next player's turn. If he would have hit a double 9 he would have won.

Eric also needs 50 points to win. For his first dart he throws a single 10 (10 points). His second dart he aims for and gets a double 20 (40 points).

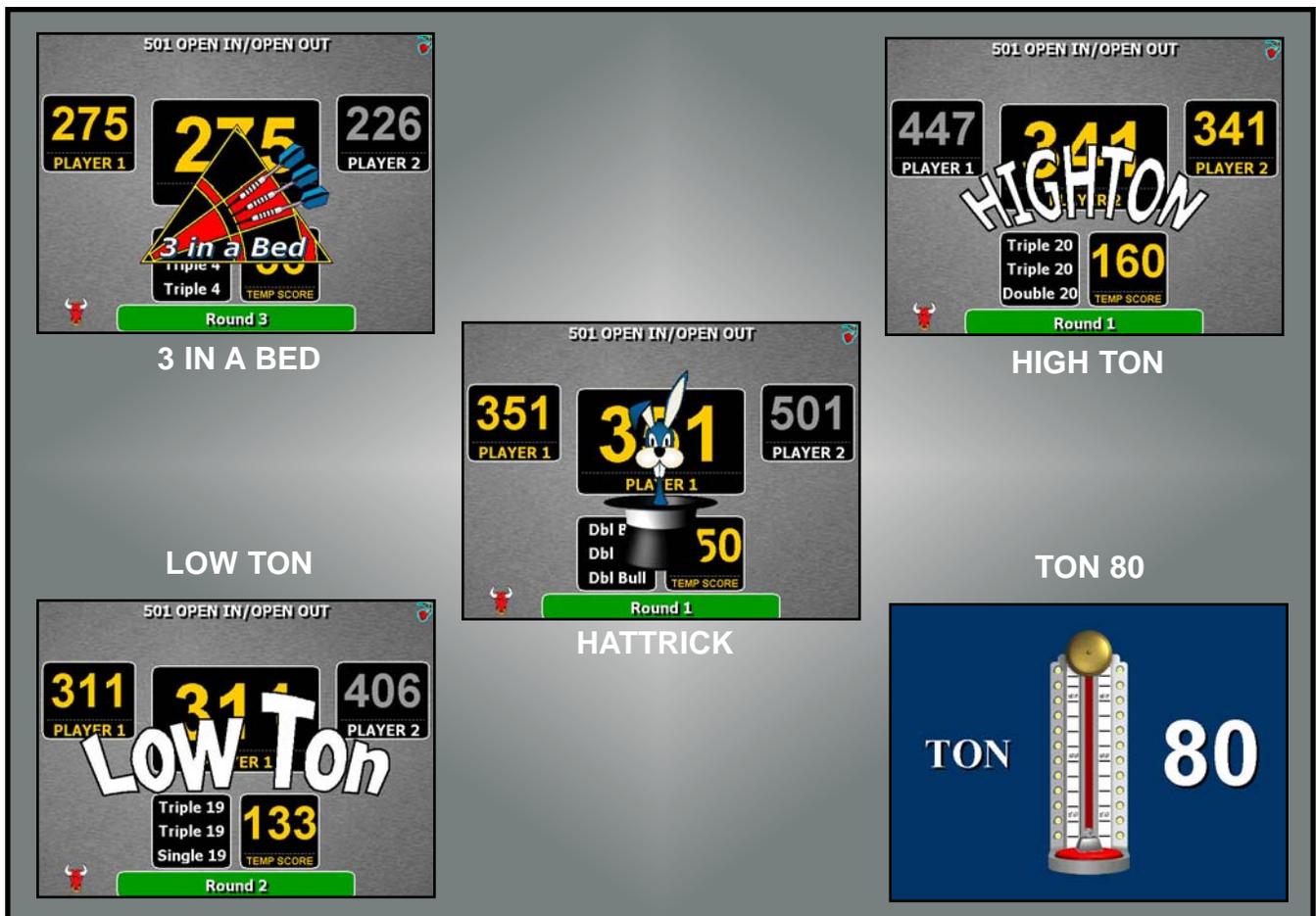
$$10+40=50$$

Eric wins! Not only did he score the right amount of points to win, he did so by making sure his last dart was a double.

Now I know what you are thinking. You are thinking that is a lot of information to keep track of. Not to worry. The Galaxy II does all that for you. All you have to do is select the options you want and play.

Feats

A Feat is a special achievement you can get during the game. Each feat has a special condition that must be met in order to get it. The list below explains all the feats.



- ➡ **3 IN A BED** - Getting three darts in the same triple in the same round.
- ➡ **HATTRICK** - Getting three darts in the bullseye in the same round.
- ➡ **LOW TON** - Scoring 100 to 150 points in a single round.
- ➡ **HIGH TON** - Scoring 151 to 179 points in a single round.
- ➡ **TON 80** - Getting three darts in triple 20 in a single round

Fact: The very first electronic dartboard made by Arachnid in 1976, the English Mark Darts 1000 series, played only one game. Any guesses? 301 Open in/Open out.

CRICKET GAMES

In basic terms the family of Cricket are games where the numbers you throw at are generally 15 through 20 and the Bullseye. There are many variations of this game out there, seven of which are on the Galaxy II. It would be impossible to explain how to play each game in general terms so I'll focus on each one individually.

Cricket/200

Cricket/200 is a game of skill and strategy played with the numbers 15 through 20. A player must "mark" each number three times before that number is "closed". A single segment counts one mark, a double segment two marks, and a triple segment counts as three marks.

Points are scored every time a player hits a number he has closed. Once all players have a number closed, no one can score points on that number.

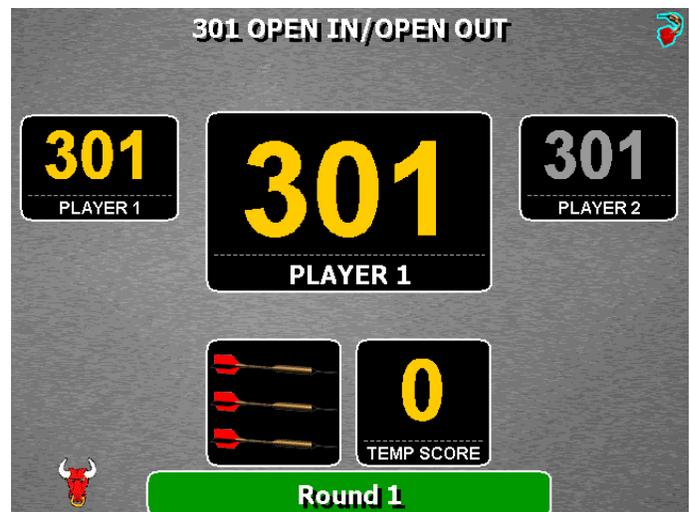
Example: Tim and Eric are playing a game of cricket. All three of Tim's darts score single 20's. This closes the 20 for him and he is now able to start earning points off of it...when he gets a turn.

Eric's first dart is a triple 20! Since both Tim and Eric have the 20's closed, neither of them can score an points on the 20. Eric's second dart is a triple 19. Eric is throwing some good darts! His third dart is a double 19 (38 points). Because he is the only one with 19's closed, he can score points off of it.

The first player to close all the numbers and the bullseye and have equal to or more points than all his opponents is declared the winner.

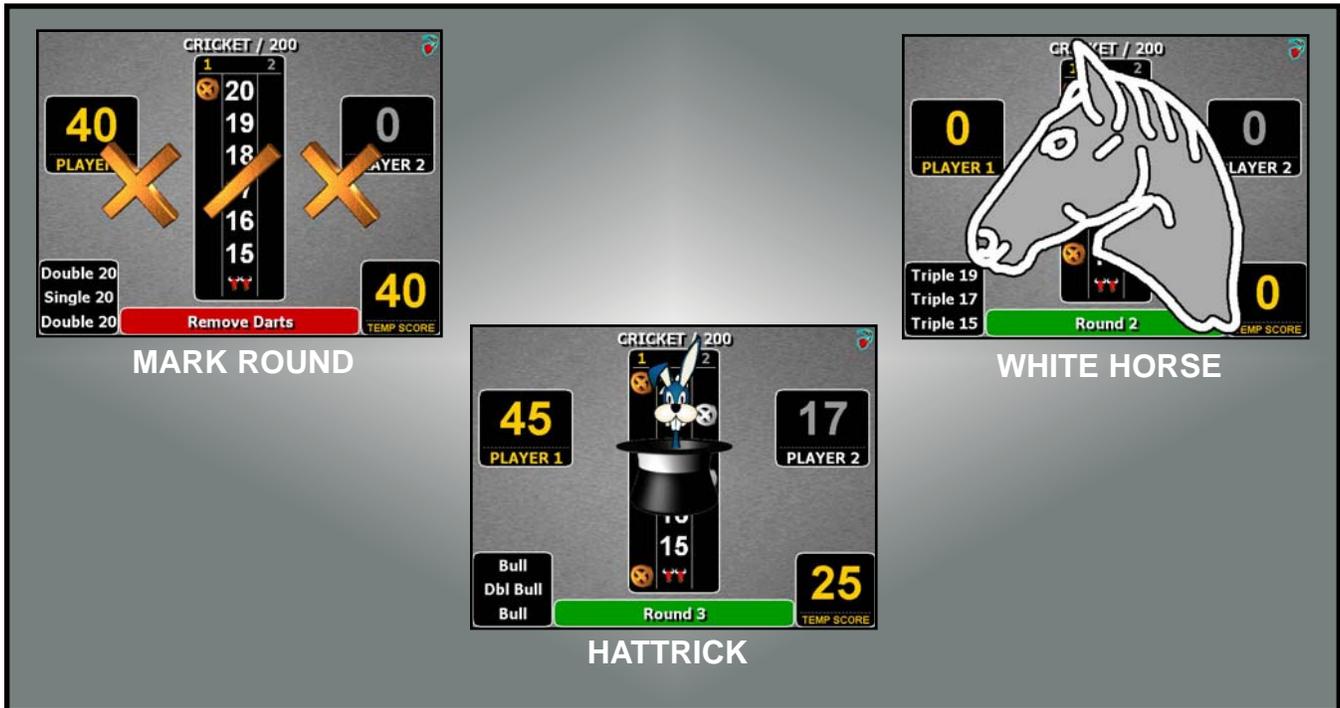
The 200 in Cricket/200 represents the spread limit. This is to keep a player from running up the score and over-extending the game.

Example: If Tim has 89 points, then Eric cannot score more than 289 points. When a player reaches the spread limit, he is forced to try and close another number.



Feats

As mentioned earlier, feats are special graphical rewards for certain achievements. Many of the Cricket family of games use the same feats, they will be referred to this page.



- **MARK ROUND** - Earning 5 Marks or greater in a round. Each of these is a separate feat, i.e. 5,6,7,8 & 9 mark rounds.
- **WHITE HORSE** - Closing three numbers, that were previously unmarked, in one round.
- **HATTRICK** - Three bulls in one round.

Hammer Cricket

Hammer Cricket is a little different than the normal Cricket Games. It still uses the numbers 15 through 20 as its main numbers, however, there are 2 "Wild" rounds that display a random number between 12-20 or the Bull. The second biggest difference is that it is a count-up game.



Each turn, the first dart scored is worth the segment hit, the second is worth two times the segment scored, and the third dart is worth three times the segment scored.

Example: Good buddies Tim and Eric are playing Hammer Cricket. The first rounds number is 20. Tim throws his first dart and misses the 20. His second dart hits a single 20 earning him 40 points. Because its his second dart, that's a multiple of 2.

$$20 \times 2 = 40$$

His third dart is a triple 20! Nice darts! This lucky shot will earn him 180 points! that's right because it was his third dart, his triple 20 (60 points) was then multiplied by 3! His final score that round is 220!

If you miss all three darts, the hammer falls and reduces your score by a triple of the segment for that round!

Example: It's Eric's turn to throw. He throws 19, 12 and 1. He missed the 20 all three times. The hammer falls and his score of zero becomes -60 (zero minus a triple 20).

$$0 - 60 = -60$$

Don't worry Eric you can catch up. During the final round the second and third darts are worth 3 and 5 times the number scored! In the event of a tie game there will be a final tie breaker round. If scores are still tied, the highest MPR wins the game.

Because this is a count up game, the person with the highest score wins. You can even win if both players have negative numbers. In this case, the player closest to zero wins.

Hammer Cricket can be configured Masters or Open.

1. The Master setting forces the players to only shoot at triples.
2. The Open setting allows for Singles, Doubles and Triples. Tim and Eric are playing Open Hammer Cricket.

Feats

The only real "Feat" in Hammer Cricket is the dreaded Hammer. This is not a feat many people want to get. Although it is amusing when it happens to your opponent.

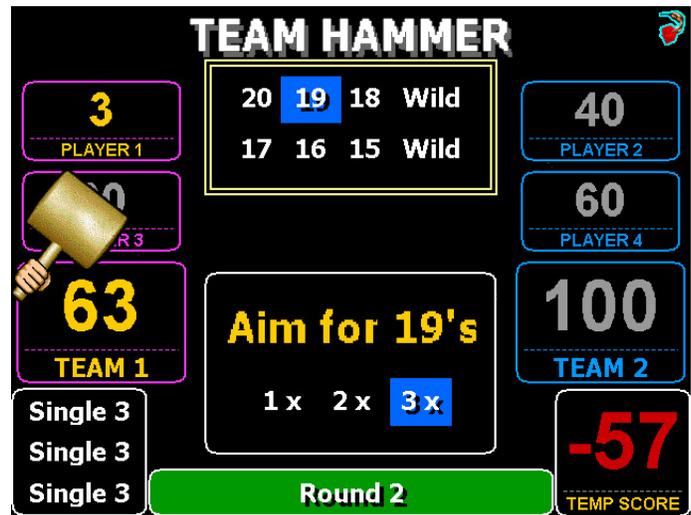


Team Hammer

Team Hammer plays like Hammer Cricket with one major difference, four players compete as two separate teams.

Each player tries to get as many points as possible. Points from both team members are added together into one score.

This means you can really rack up the points. The problem is, like in Hammer Cricket, when the Hammer falls someone's score is reduced by the triple of the number he missed. Unfortunately for his team, so is the teams overall score.



DON'T LET THE HAMMER FALL!

Team Hammer uses the same settings, Masters and Open, and Feat as Hammer Cricket.

Cut-Throat Cricket

The basic object of this game is close to Cricket/200. You will need to close all the numbers before you can score points. The difference here is, you score points for your opponent. Lowest score wins.

Example: Tim and Eric are playing Cut-Throat Cricket. Tim closes out the 20 in 2 darts. His third dart, a triple 20, gives Eric 60 points. Remember **LOWEST** score wins.



Good news, there is no point spread limit for this game. So rack up the points!

Cut-Throat Cricket uses the same Feats as Cricket/200 (see page 10).

Team Cricket/400

Team Cricket is very similar to Cricket/200. The main difference is that 4 players play on 2 separate teams.

Each player earns marks individually but they use only one score. In order to score points, both teammates need the same number closed. The points each player earns accumulates there.

Example: Tim and Eric are on a team playing against Joe and Bob. Tim has gone first

and was able to close the 20. Its Joe's turn next, but he is unable to close anything. Eric's first dart scores a triple 20! His next two darts score single 20's earning his team 40 points. It is now Bob's turn.

There are currently two variations of this game available on the Galaxy II. They need to be setup by your operator, so decide which one you like and tell him.

In the **Traditional Rules**, to win, both teammates must have all the numbers and the bulls-eye closed and the team must have equal to or more points than their opponents.

In the **New Rules**, to win, a team needs only one player to have all the numbers and the bullseye closed. They still must have equal to or more points than their opponents.

As you guessed, the 400 in Team Cricket/400 is the spread limit. Team Cricket/400 uses the same Feats as Cricket/200 (see page 10)



Wildcard Cricket/200

Playing similar to Cricket/200, Wildcard Cricket doesn't use the traditional numbers of 15 through 20. Instead this game will start with a random selection of six numbers from 7 through 20 (the bullseye will always be present).

All numbers are "Wild" and will change at the end of each player's turn if not marked. Once a number is marked, it will remain the same throughout the rest of the game.



Example: Joe and Bob are playing Wildcard Cricket/200. The numbers that appear before any darts are thrown are 8, 11, 18, 10, 7, 17 and the Bull (remember the bull is constant) Joe throws a single 8, a double 3 and a single bull.

When it's Bob's turn, his numbers are 8, 20, 19, 7, 15, 13 and the Bull.

The 200 spread limit and the Feats are the same as Cricket/200.

Cricket Quickie

This game plays exactly like Cricket/200 except that it only has a round limit of 10 and there is no spread limit.



Fact: Cricket/200 didn't appear on an electronic dartboard until 1993. The dartboard? English Mark Darts Super 6 + 2.

10 Other Games

It is a little difficult to come up with a general description for these games. Each game is different. Oh, there might be some similarities to either X01 or Cricket. But trust me, those differences are superficial. This section explains all the games we couldn't fit in either X01 or Cricket.

Speed Games

First on the list of "Other Games" are the Speed Games. Both of these game share a similar quality. You are timed. Each game starts with a count down from 10. Once you are ready to throw, start throwing! There is a clock in the upper right hand corner. This clock is timing you. Players with the best time can put their names on the Top 10 List for that game.

Count Down

The game of Count Down is pretty straight forward, go from 901 to zero as fast as you can. There are no Feats in this game.



Quick Cricket

Like all games similar to Cricket/200, you need to mark all numbers in order to win. In Quick Cricket, however, you don't score points. The object is to close all the numbers as fast as you can.

Like Count Down, there are no Feats.



Count Up

Count Up is a good game for learning darts. It allows a player to develop throwing technique without worrying about strategy.

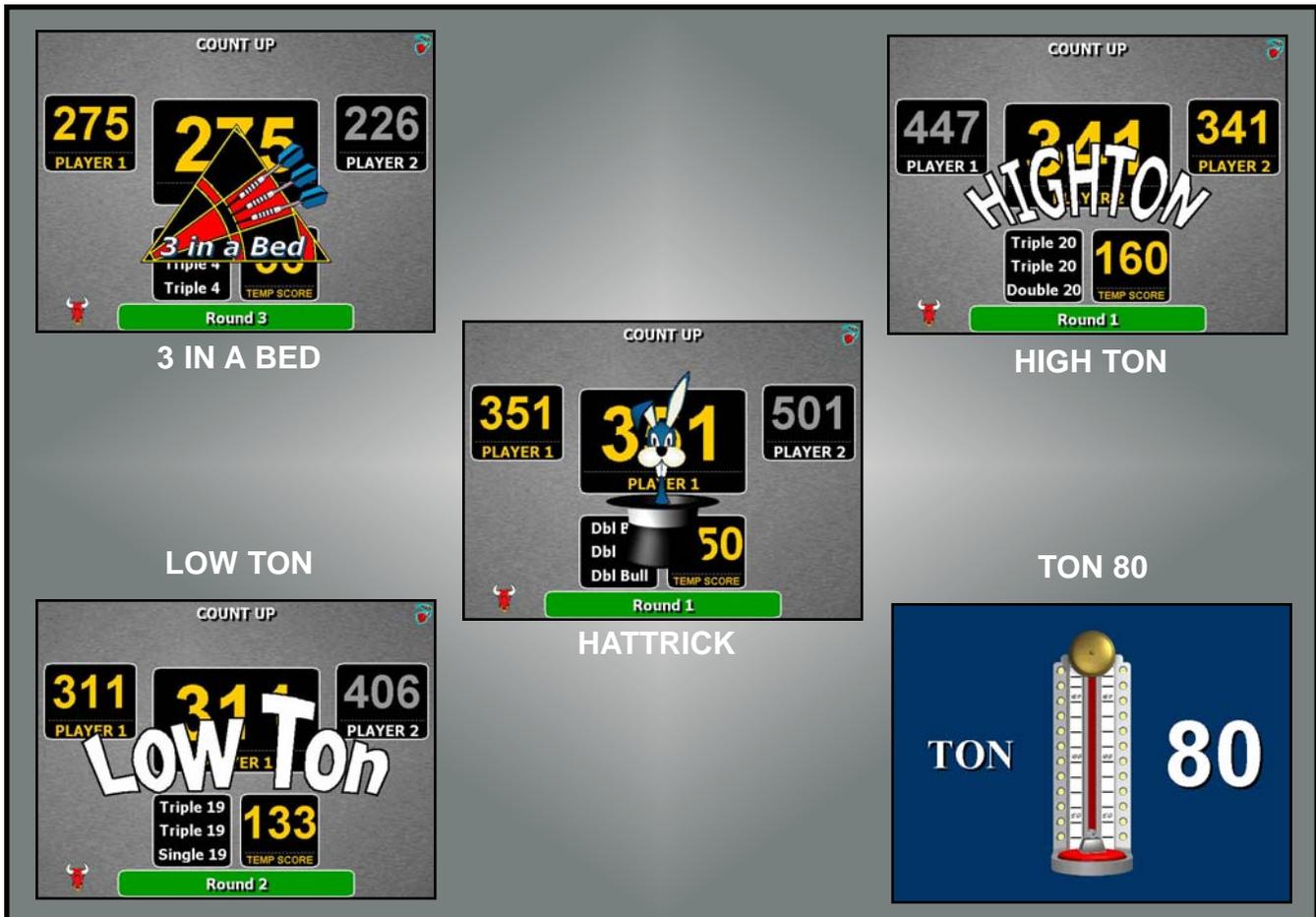
Each player begins with zero points and tries to score the most points in eight rounds.

Unlike other games similar to X01, this game has no In or Out options.



Feats

Count Up uses the same feats as X01. For convenience, they are listed here.



- ➡ **3 IN A BED** - Getting three darts in the same triple in the same round.
- ➡ **HATTRICK** - Getting three darts in the bullseye in the same round.
- ➡ **LOW TON** - Scoring 100 to 150 points in a single round.
- ➡ **HIGH TON** - Scoring 151 to 179 points in a single round.
- ➡ **TON 80** - Getting three darts in triple 20 in a single round

Tic Tac Toe

This schoolyard kids game has been updated to the 20th century. It uses the same nine square grid but places the bulls-eye in the center square with randomly selected numbers in the other eight squares.

Player "X" or player "O" claim a square by marking the number four times. Singles score 1 mark, doubles 2, and triples 3. The bullseye scores 1 mark; double bull (if used) will score 1 for the outer and 2 for the inner.



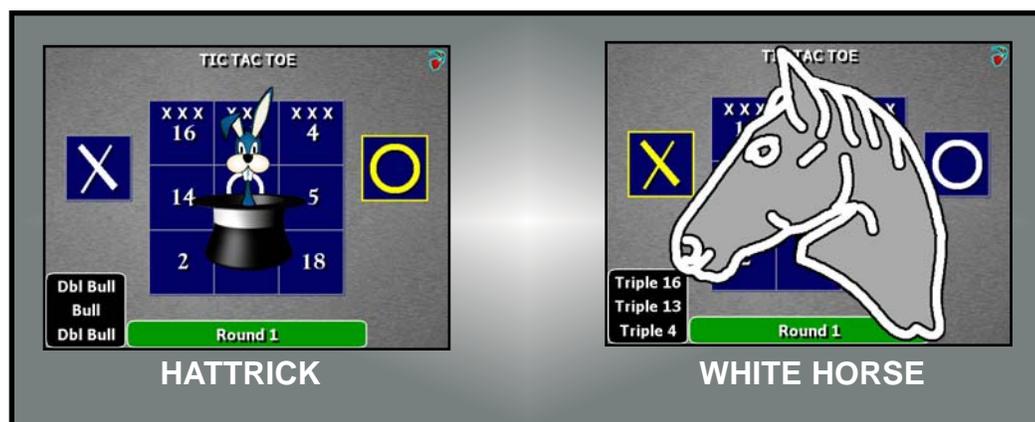
The first player to get three squares in a row is declared the winner. In the event of a "Cats" game, where it is not possible to have three squares in a row, the game ends with no winner declared.

Options

There is an option that allows the game to be scored with points as well as marks. In cases where the game would end in a "Cats" game, the point total will be used to determine the winner. If this sounds like a good option, tell your Amusement Operator. They'll need to change the settings in the dartboard.

Feats

Tic Tac Toe has two feats from Cricket/200. Reprinted here for your convenience.



- ☑ WHITE HORSE - Closing three numbers, that were previously unmarked, in one round.
- ☑ HATTRICK - Three bulls in one round.

Bermuda Triangle

No, you won't lose your plane or your boat, but you might lose your points playing this game.

Players shoot at a different number each round. The numbers are 12 through 20, any Doubles, any Triples, Single Bull, and Double Bull. Hitting any segment of the current number accumulates points.

Example: The first number is 12. A single will score 12 points, a double 24, and a triple 36.

When "Double" is the current target, any double will score. The same applies to "Triple" when it is the current target. When a player misses the current target number with all three darts, their current total score is cut in half!

The highest score at the end of the game wins.

Feats

There is only one feat in Bermuda Triangle...the Hattrick.



HATTRICK - Three bulls in one round.



Gotcha!

On the surface, Gotcha! looks like a simple countup game. Really that's all it is except that it has a surprise. Let me explain.

The object of the game is to be the first player to go from zero to exactly 301 points. Easy right? Just wait, there's more.

Players try to match their opponent(s) score at which time a bomb is detonated destroying the opponents score and setting it back to zero. BOOM!



Example: Tim and Eric are playing Bermuda Triangle. Tim isn't doing so hot at first. He only scores 50 points for that round.

Eric, on the other hand, is on fire! His very first dart is a double bull! Because the double bull is equal to Tim's score (Double Bulls are worth 50 points), Tim's score gets the dreaded Gotcha! Boom and is returned to 0 points. Eric however, has two darts left.

If someone exceeds 301, the amount exceeded will be deducted from their original score for that turn. No matching bombs will be detonated.

Example: Eric has 276 points when he gets ready to throw his last dart. As luck would have it he throws a double bull (50 points). Needless to say he goes over 301. His score is now 251.

$$276 - 25 = 251 \text{ (the amount of points he had over 301) } = 251$$

Feats

There are a total of three feats in Gotcha!

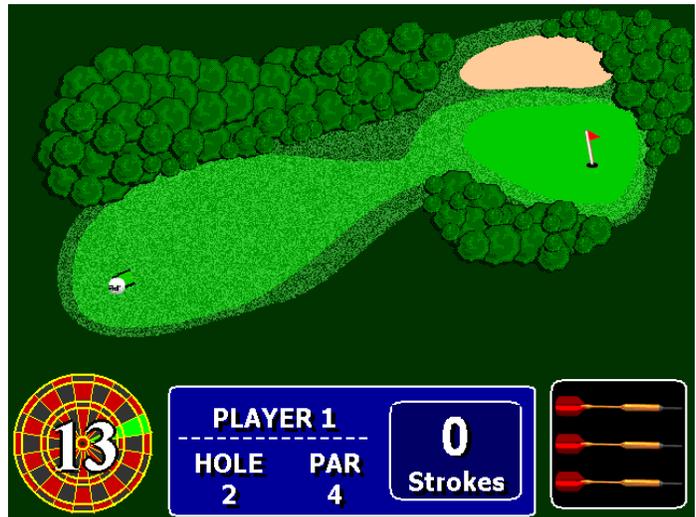


- ➡ **3 IN A BED** - Getting three darts in the same triple in the same round.
- ➡ **HATRICK** - Getting three darts in the bullseye in the same round.
- ➡ **GOTCHA!** - Number of times player matched another player's score.

BS Golf

Just like in real golf, the object of this game is to get the ball into the hole in as few "strokes" as possible.

A power bar, which is always pointing towards the hole, is displayed on the screen. The number that is displayed in the lower left hand corner of the screen shows the direction of the hole. Keep in mind that you may have to avoid obstacles yourself.

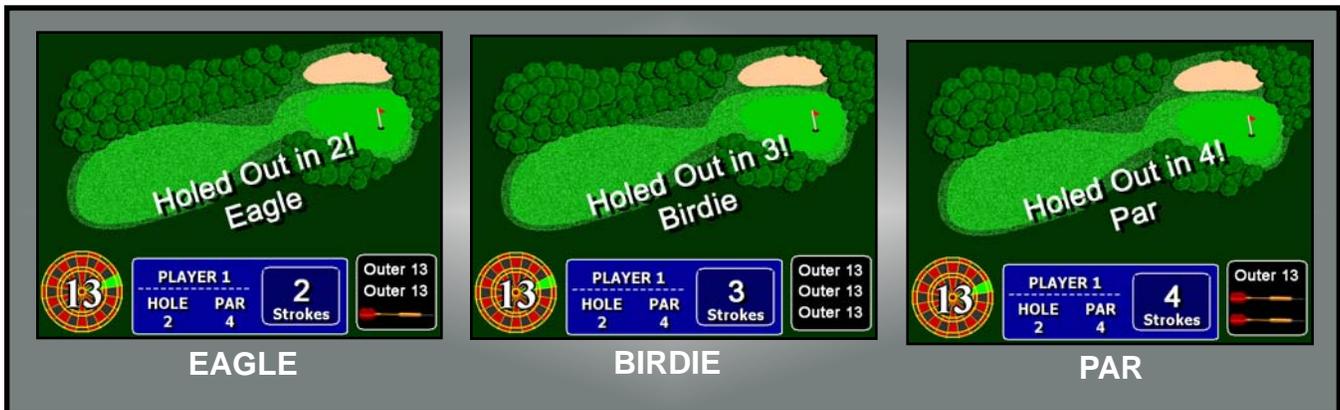


When the power bar reaches the red color, the ball will move the farthest. Timing is critical! If you wait too long, you may "whiff" the ball. This will cost you a stroke and the ball will go nowhere.

If you wish to change directions of the ball keep in mind the ball will go in the direction of the segment hit.

Feats

BS Golf uses the same achievements as regular golf.



- **EAGLE** - Shooting two strokes under par.
- **BIRDIE** - Shooting one stroke under par.
- **PAR** - Shooting the same number of strokes as the par for the hole.



**English Mark
1976-1991**

Arachnid[®]

