

BullSHOOTER



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How to Play Our Games

Arachnid 360



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Introduction From English Mark

Greetings, English Mark here to revamp my Arachnid Soft Tip Dart Games manual. As many of you know, I've been in the electronic dart scene for 47 years now. I had a line of dart games from Arachnid back in the late 70's and early 80's. I also wrote the original Soft Tip Dart Games Manual for Arachnid back in 2010 but it only had games for the Galaxy II. They asked me to revamp it for the Galaxy 3. But I think I'll take it a step further and continue to update it when they release new games or machines.

There are over 30 games on the Galaxy II. The Galaxy 3 easily doubles that. All of them are fun and most have varying skill levels. But before we get into the games and how they work, we'll go over basics. But please feel free to read this book however you want. If already you know what a darthead looks like, where the single, double and triple segments are and the proper distance for setting up a dartboard then just skip to the games you want to learn about.

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



THE BASICS

This chapter goes over the basics of Arachnid Dartboards. Things like proper throwing distance, navigation, and target anatomy. This does not cover assembly or troubleshooting. For those you'll want to check out your product manual.

Setup

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

.....Ready? Good.

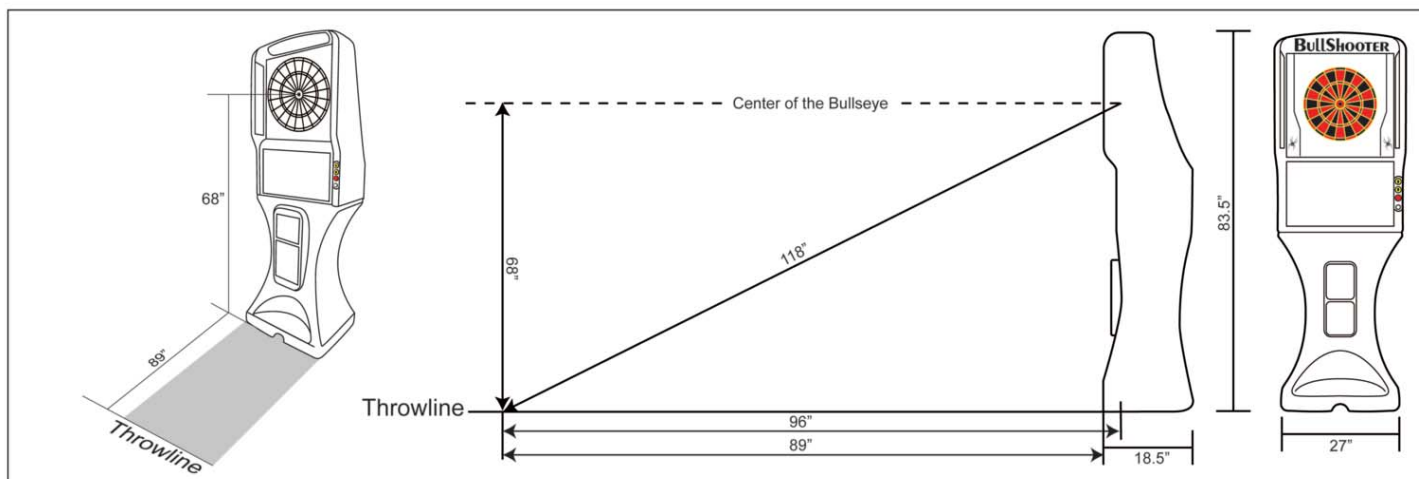
Each Arachnid Dartboard is roughly 83 1/2" tall. Yes I said roughly. Because this manual will cover all Arachnid Dartboards, the cabinet designs and material will change over time. The cabinet height isn't THAT important. The target is. Also, each Arachnid Dartboard comes equipped with levelers on the 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 Arachnid Dartboard.

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

Place the throw line 96" from the face of the darthead.



Darty Says: The Galaxy 3 style games have a little notch in the base that lines up exactly to the face of the target. If you use a tape measure, you can hook the end of the tape measure to the notch and then measure out 96" directly from that convenient notch.



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

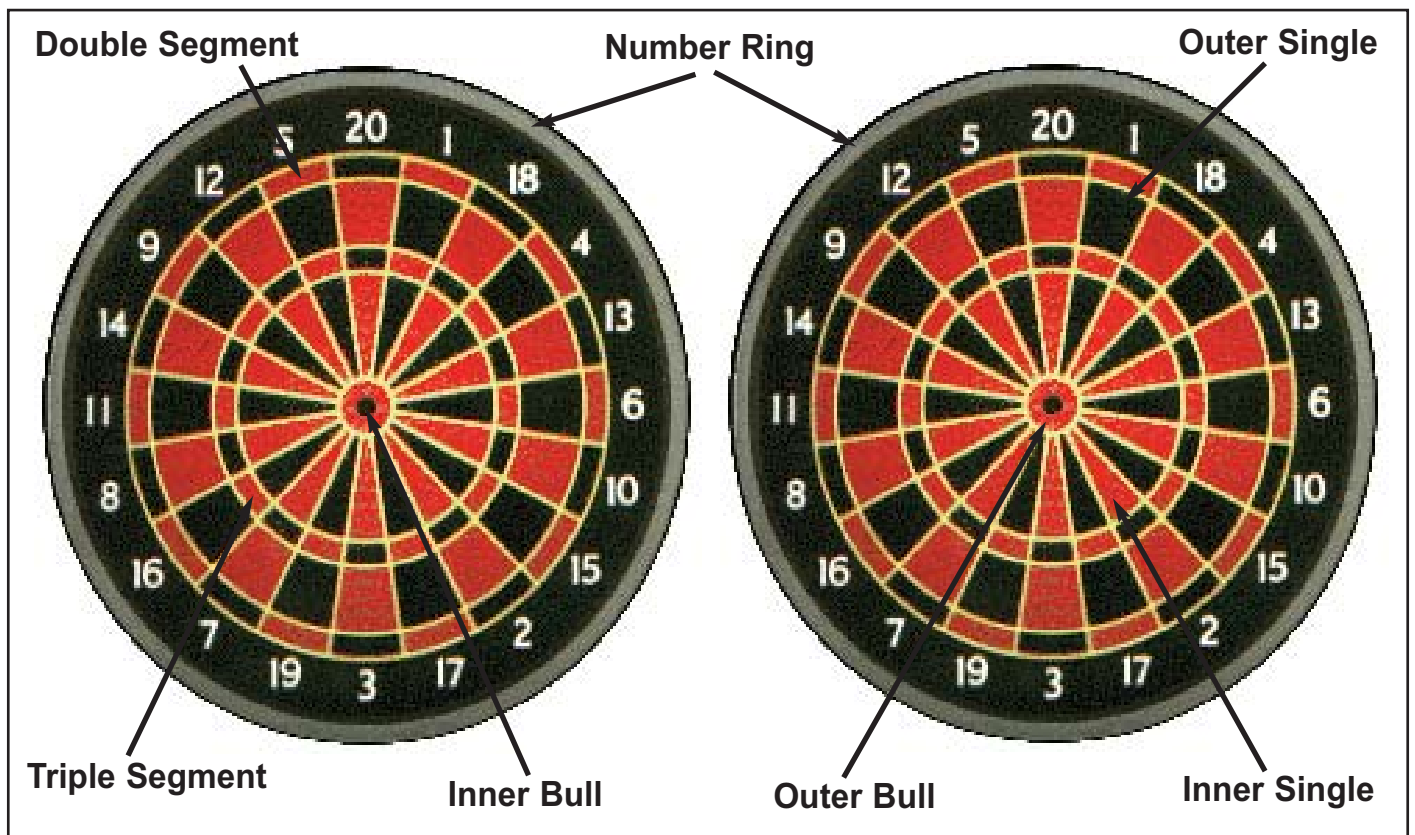
Darthead

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 center section, or bullseye, is divided into two sections. For those that are keeping count, that's a total of 82 segments to the target.

- 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 Menu

Arachnid designs their menus to be very easy to navigate. Each machine has, what we call, an “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, press either the Yellow Up Button, the Yellow Down Button, the Red Button, or the target.

Once you get to this screen, use the Yellow Up Arrow Button and the Yellow Down Arrow Button to scroll to the desired menu item and then use the Red Select Button, to select the family of games you want to play.



01 Games include 301, 501, 701, 901, 1101, and 1501.

Cricket Games includes a wide variety of Cricket based games such as Cricket/200, Hammer Cricket and Team Cricket.

Flip Games are the games specifically designed for the Arachnid Galaxy 3 Plus and Galaxy 3 Fire. They utilize the machine's motor as a part of the game mechanics.

Other Games is a category for every game that doesn't fit in any of the other categories. These include games like Count Up, Gotcha! and Bermuda Triangle.

Once you have highlighted the desired game menu, press the red button. For this explanation we'll select 01 Games.

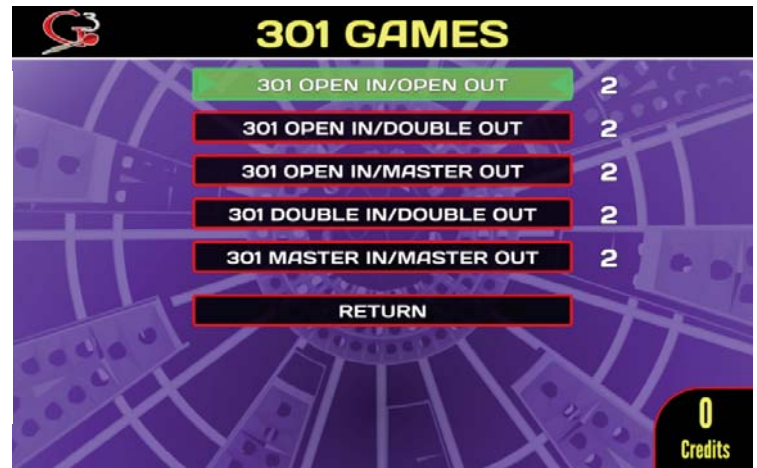


Once in the desired game menu use the Yellow Up and Down Buttons to select the game type you want to play.

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 Options where I want them, I use the Enter button to select **Start Game**.



Game Options

Most, if not all, games on the Arachnid Dartboards have a few of the same options. Here is what they all mean and can do to enhance your game.

- 1 **Players:** This is where you would enter in the number of players playing in that game. You can play solo or have up to 8 players.
- 2 **Stacked Scores:** Stacked Scores, is when all teammates play under the same player box. In X01 games, this means they all shoot for the same number (making it a much faster game) and in Cricket Games, both players can close numbers and score.



Darty Says: In a normal X01 game, teammates are NOT stacked. While in a normal Cricket game, they are. Some Flip and Fun games also have this option but not many.

- 3 **Double Bull:** This option allows the players to turn on or off the double bull. As mentioned in the **Darthead** 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.
- 4 **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 Family

The X01 family of games is arguably the oldest style of dart game ever. In fact, 301, was the only game available on the very first electronic dart machine, the English Mark Darts 1000 series by Arachnid.

The X01 game family is simple in game play with plenty of options to keep it interesting.

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 3 has six different X01 games in it; 301, 501, 701, 901, 1101 and 1501. 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 six games plays the same. The only difference is the amount of points you start out with.

Two other options all six 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 fair 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 fair 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 Out** 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 Arachnid electronic dartboards do all that for you. All you have to do is select the options you want and play.

Freeze Rule

In all X01 games there is an often misunderstood nuance to the game play: The Freeze Rule.

Simply put, if you can win the game by reaching exactly zero, and your partners score is more than the combined total of your opponents, you are “frozen”. If you were to go out while “frozen”, you lose.

In the example to the right, Home Player 1 has 130 points left and can go out in 3 darts.

Triple 20 + Triple 20 + Single 10 = 130

However, since his partner is 29 points behind their opponents, if he does go out he loses the match.

Opponents score= 151 + 121 = 272

Partners Score= 301

Difference= 301 - 272 = 29



This isn't a new rule either. It's been around at least as long as X01 games have been. Maybe a hundred years or more. Regardless, it is a very common rule to use in leagues and tournaments. Another part of the rule is that you, the shooter, has to be able to do the math yourself. No outside help. Even the above picture with the FROZEN graphic is technically cheating. You won't find that graphic in major tournaments. The Freeze Rule sounds a bit harsh, but it keeps things fair.

Can You Play Without the Freeze Rule?

Well, kind of. On most Arachnid boards, during general casual play, it's optional. Even if you select to be partners you get the option to use the Freeze Rule. However, in Leagues and Tournaments unlikely. There are ways around it, but most leagues and almost all tournaments, use the standard way to play X01 games.

The Arachnid boards have some ways to help new players learn the Freeze Rule without losing every time however.

First there is that graphic. The owner of the boards can enable the option to have that displayed during X01 games using the Freeze Rule. It's a good way for new players to realize when they are Frozen.

The other way is to change the setting where you lose if the rule is broken to where you Bust instead. With this setting, you won't lose the game, it will return you to the same points you had before breaking the Freeze Rule.

Example: Bob is frozen at 10 points left. He breaks the Freeze Rule. Instead of losing, he busts and is returned back to 10 points.

Remember, this is an option that needs to be enabled by the boards owner. If you are them, refer to your manual. If not, contact them and ask about it.

Out Coaching

Another option for beginners is **Out Coaching**. This option basically suggests which numbers to throw at when you are at the point you can win the game.

Again, in competitive situations, you need to know the math. That's part of the game. But Out Coaching acts as a cheat guide for beginners.

The outs we give are only a SUGGESTION. There are plenty of ways to win the game and you don't have to use our suggestions.



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.



A **TON 80** is when the player scores three (3) Triple 20's.

$$\text{Triple 20 (60 points)} \times 3 = 180 \text{ points}$$



Darty Says: In darts, a **TON** is a common term for 100 points. You'll see this referenced in several feats.

A **THREE IN A BED** is when all three (3) of a player's darts end up in the same triple segment that isn't a Triple 20 (that's a Ton 80), in the same round.





A **LOW TON** is when a player scores between 100 and 150 points. The exception to the rule is if you score a 150 points by getting a **Hat Trick**. That is it's own feat and you only get one.

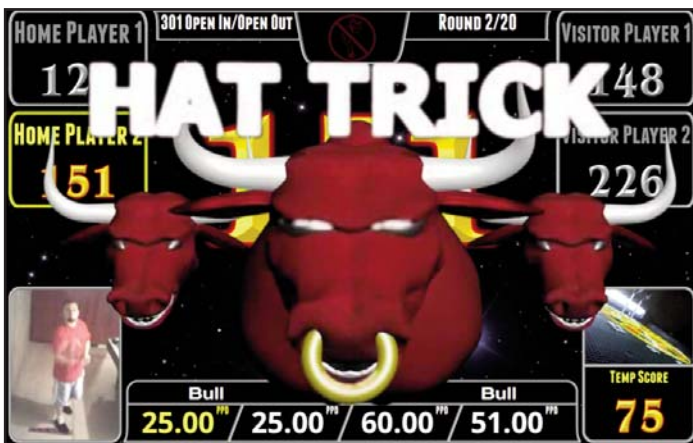
A **HIGH TON** is when a player scores between 151 and 180 points. The exception to the rule is if you score a 180 points by getting a **TON 80**. However, players only get one feat per lucky score.



A **HAT TRICK** is when all three of the players darts land in the bullseye. This feat is worth 75 to 150 points depending on the bull setting.

If the bullseye is set to **SINGLE**, then anywhere on the bullseye counts as 50 points. ($50 \times 3 = 150$)

If the bullseye is set to **DOUBLE**, then the outside counts as 25 points and is the only way to get a **HAT TRICK**. If using a Double Bull, three (3) darts in the center bullseye counts as separate feat.



A **3 in the Black** is similar to a Hat Trick except it's much rarer and more difficult to get.

First off, you need to have the Double Bull option enabled. Secondly, all three of a player's darts need to land in the very center of the Double Bull.

Because this feat only appears when using the Double Bull Option, it's worth 150 points. ($50 \times 3 = 150$)



That's all for the X01 games. Next up, **CRICKET!**



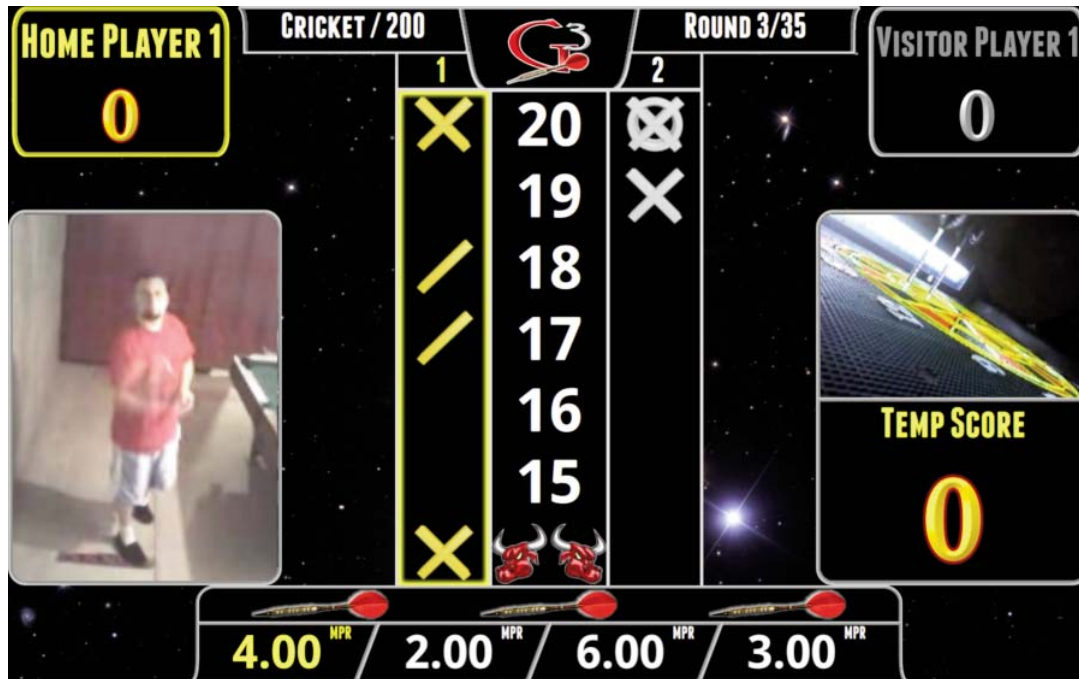
Cricket Style

In basic terms, the Cricket Family are games where the numbers you typically throw at are generally 15 through 20 and the Bullseye. There are many variations of this game out there, eight (8) of which are on the Galaxy 3 series of dartboards.

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. This is the basic similarity in all the Cricket Family of Games. Our name of the original version of the family is **Cricket/200**.



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 any 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.

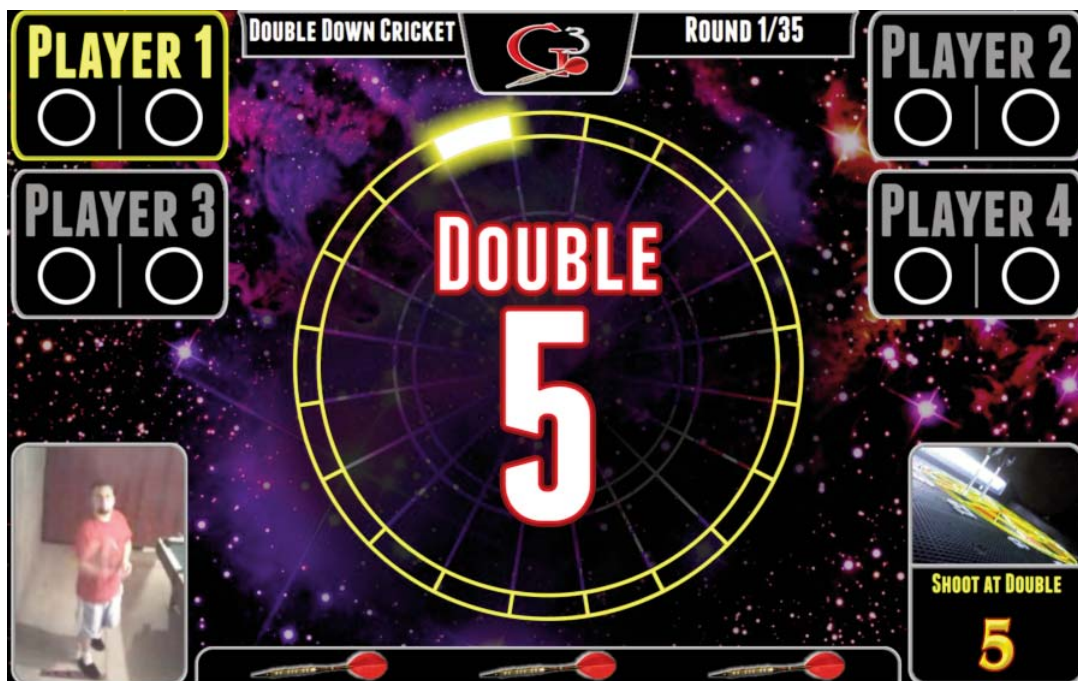
Example: If Tim has 89 points, then Eric cannot score more than 289 points. When a player reaches the spread limit, he is forced to try and close another number.



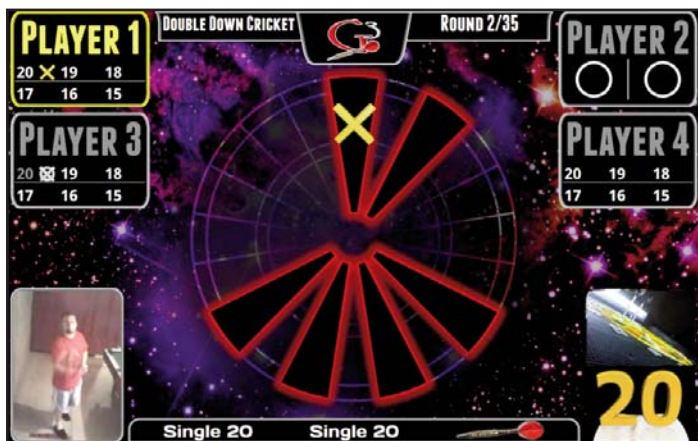
Darty Says: A note on Cricket Feats, most games in the Cricket Family use the same Feats. Because of this, we will highlight them at the end of this chapter.

Double Down Cricket

Double Down Cricket plays a little differently than standard Cricket. First off, there are no grid or points. It's all about closing numbers first. And speaking of numbers, Double Down Cricket uses the numbers 15-20 like the other Cricket Family Games, but it doesn't use the Bullseye. But all of that is AFTER you "Double In".

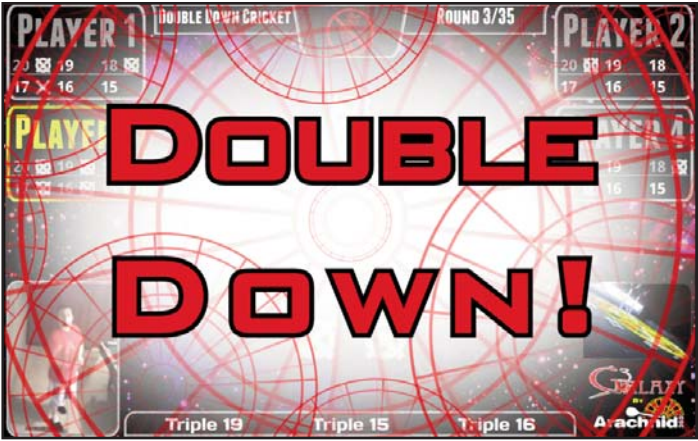


Before you get to close numbers, you need to "Double In". Basically you need to make two (2) doubles. Not just any double will do. The Galaxy 3 tells you which doubles to shoot at.



Once you've "Doubled In", you get to start closing numbers. Again, there is no grid or points. The first to close the numbers 15-20 gets to move on to the last part of the game.

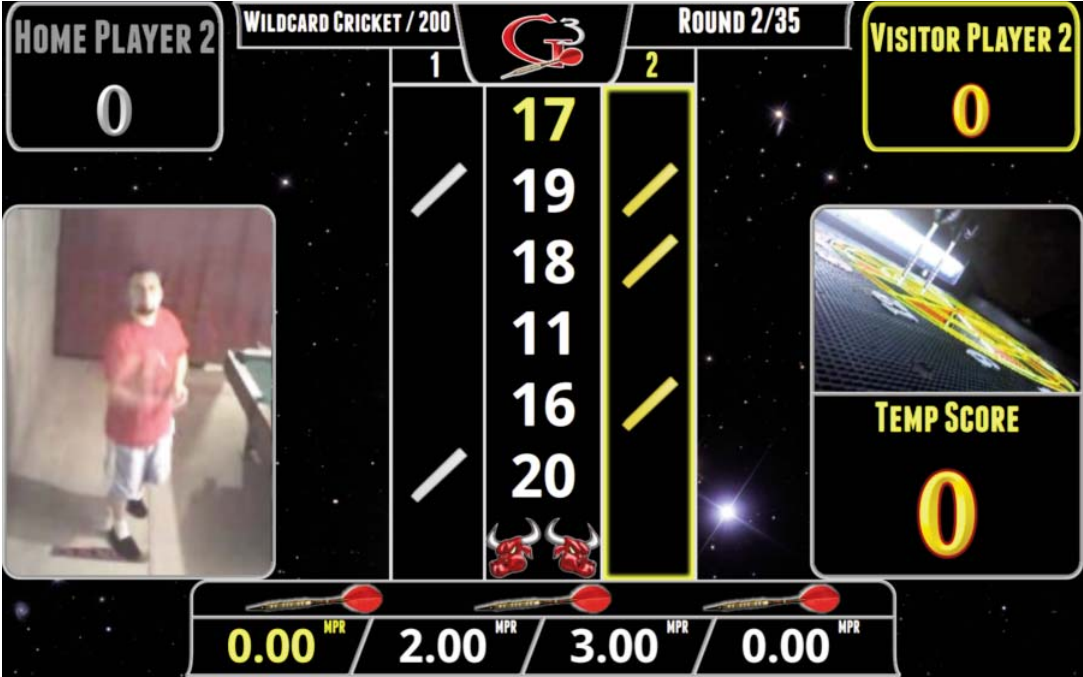
Once you have all the numbers closed, the last thing is to “Double Down”. Once again, the Galaxy 3 will request you close a specific double.



Wildcard Cricket/200

While the game play is similar to Cricket/200, Wildcard Cricket/200 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.



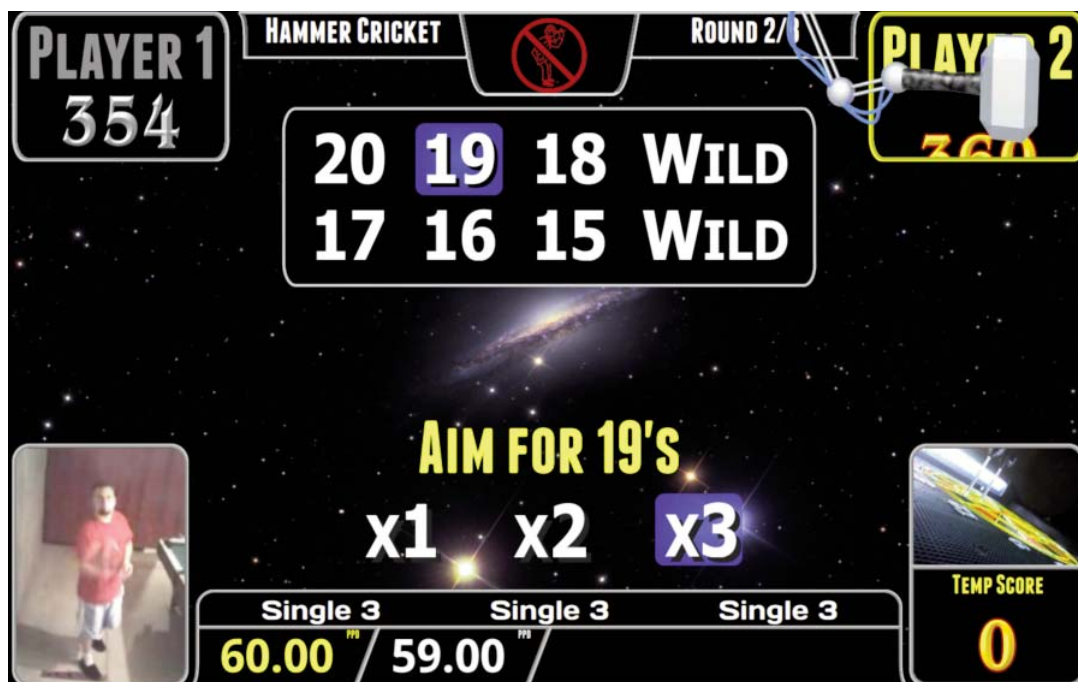
Example: Joe and Bob are playing Wildcard Cricket/200. The numbers that appear before any darts are thrown are 8, 11, 18, 10, 7, 17 and the Bull (remember the bull is constant) Joe throws a single 8, a double 3 and a single bull.

When it’s Bob’s turn, his numbers are 8 (because Joe has a mark on it), 20, 19, 7, 15, 13 and the Bull.

Wildcard Cricket/200 also has a 200 point spread limit just like Cricket/200.

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 round 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 for Masters or Open.

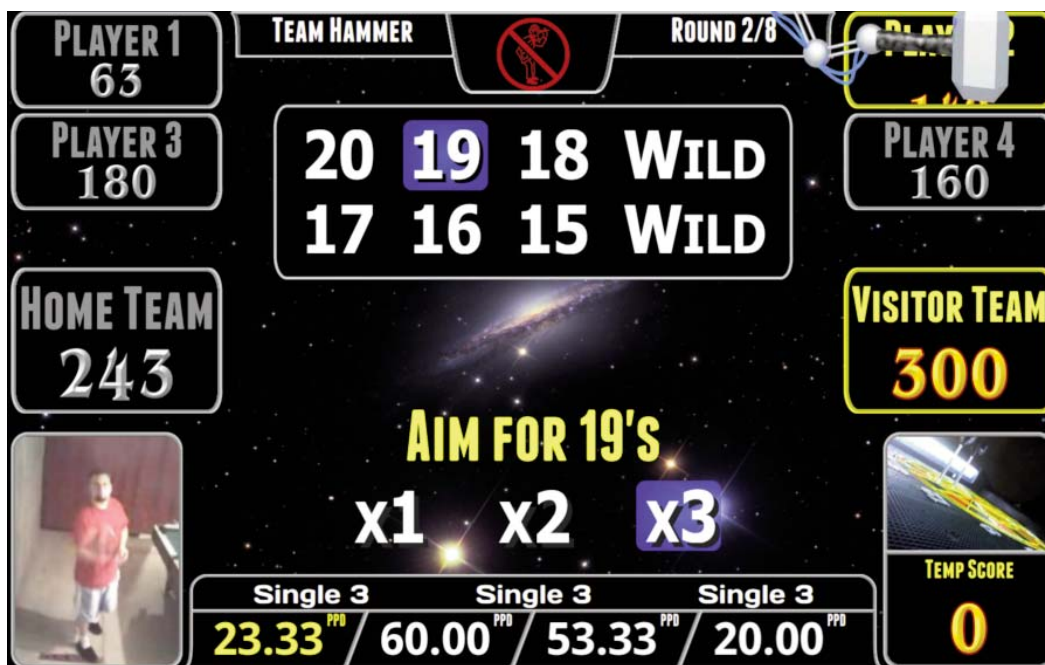
1. The Master setting forces the players to only shoot at triples.
2. The Open setting allows for Singles, Doubles and Triples. Tim and Eric are playing Open Hammer Cricket.

Team Hammer Cricket

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

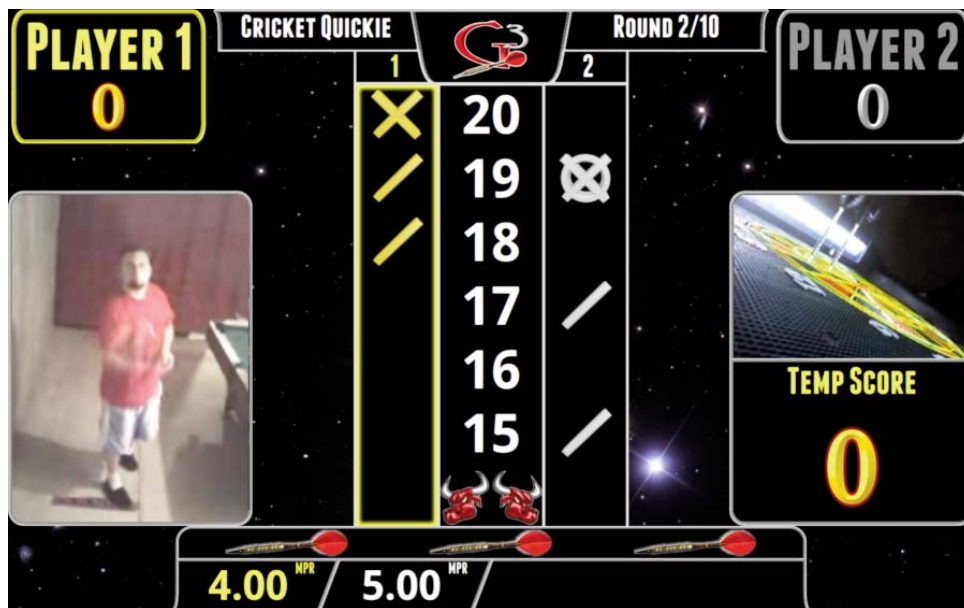
Each player tries to get as many points as possible. Points from both team members are added together into one score.

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.



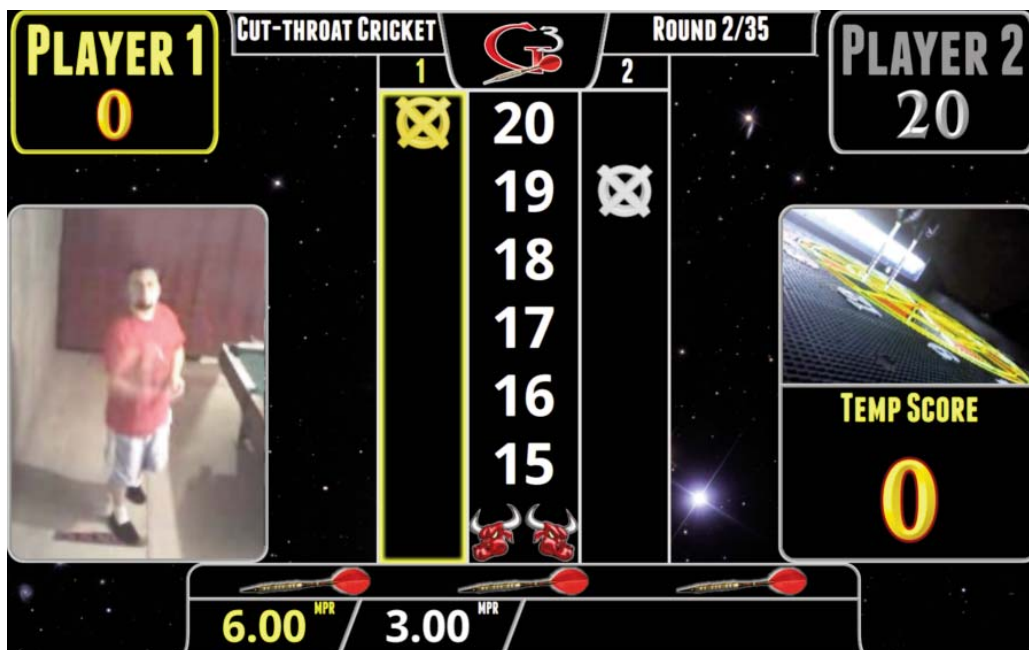
Cricket Quickie

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



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 Single 20, giving his opponent, Eric, 20 points. Remember LOWEST score wins.

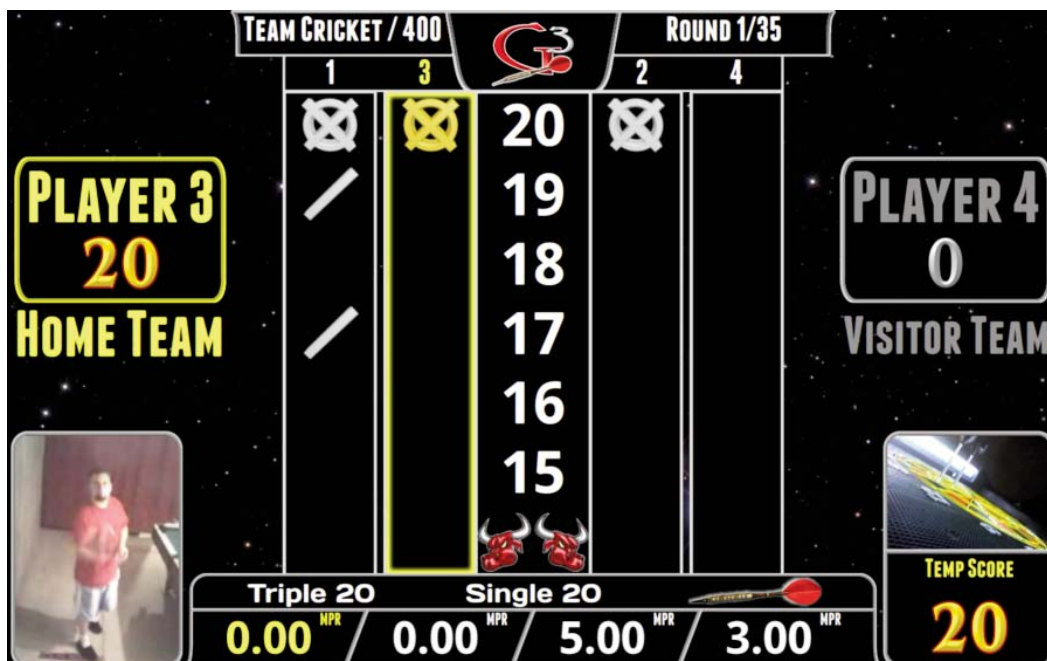
Good news, there is no point spread limit for this game. So rack up the points.

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 bullseye 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.

Feats

The Cricket Family of games share the same Feats. Some of these feats are also in X01, but I'll repeat them here for simplicity.

A **HAT TRICK** is when all three of the players darts land in the bullseye. In Cricket Games, this feat functions like it does in X01 except that it also counts marks too.

If the bull is set to double, which is extremely common, then the outer bull counts as one mark per dart and the double bull counts as two (2) marks per dart.

If the bull is set to single (uncommon) then the whole bull counts as one mark per dart.

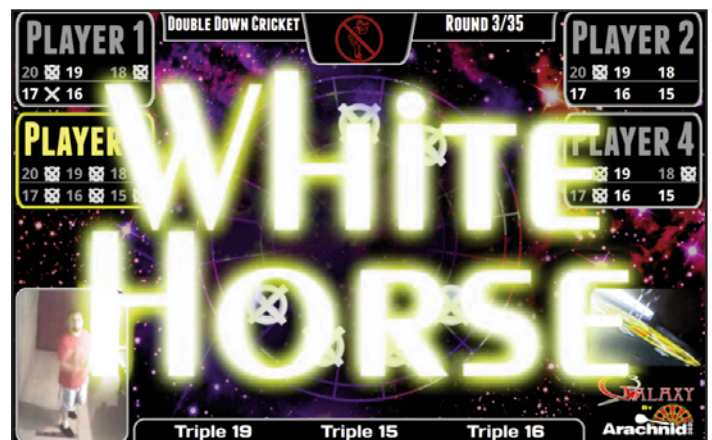


A **3 in the Black**, three darts in the center bullseye, functions exactly the same as the X01 version. Again, this only works if Double Bull is set. Remember, the center bullseye counts as 2 marks per dart or 50 points per dart.

A **WHITE HORSE** is three (3) separate unmarked triples. The key words are:

- Separate
- Unmarked

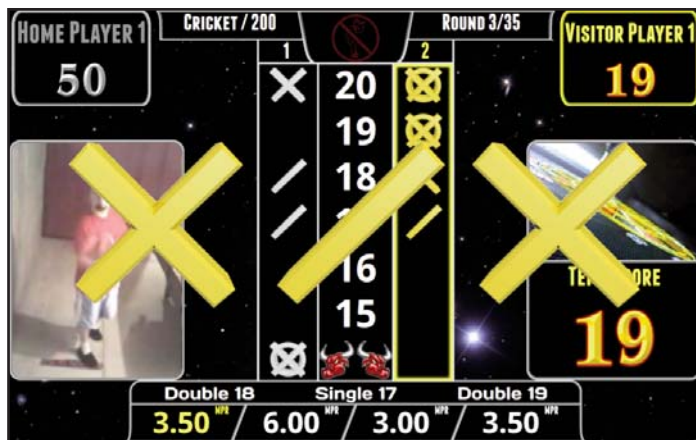
Meaning, there can't be any marks in those numbers and all the numbers have to be different. Three (3) triple 19's don't count. But a Triple 20, Triple 19 and a Triple 18 do. Provided you don't have any marks in them already.



A MARK ROUND basically refers to how many marks you got in one round. So if hit a Double 20, a Double 15 and a Double 17, thats a 6 Mark Round (6MR).

D20=2 Marks
D15=2 Marks
D17=2 Marks
Total=6 Marks

Only Five (5) to Nine (9) Marks count toward a Mark Round. There is no such thing as a Four (4) Mark Round or a One Mark Round.



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





Basically, Flip Games are designed specifically for the Galaxy 3 family of games: Galaxy 3, Galaxy 3 Plus and Galaxy 3 Fire

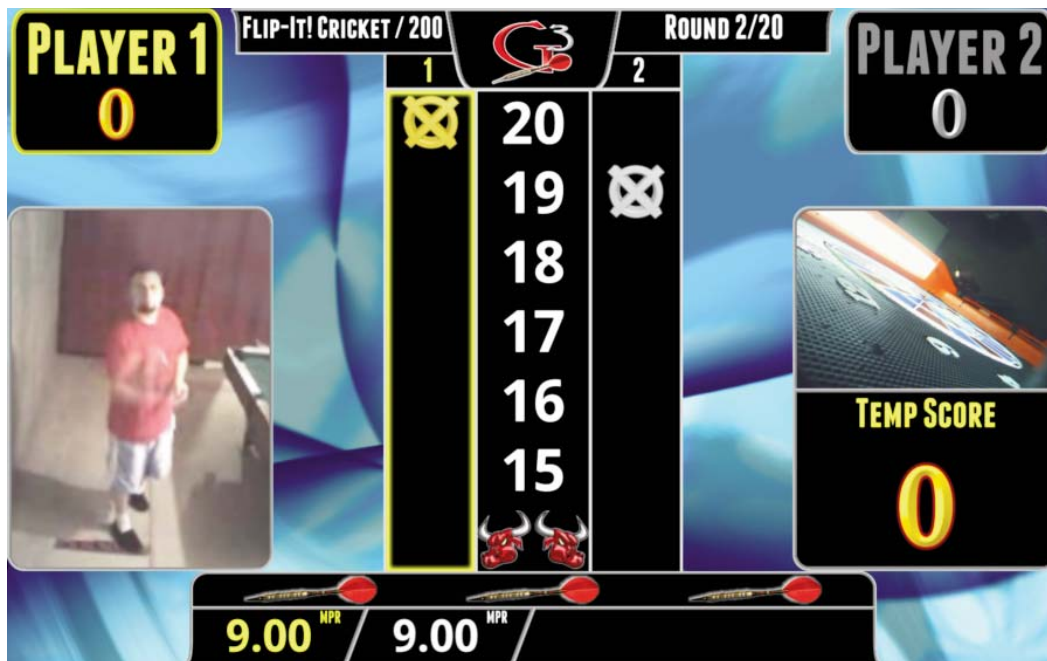
A few of these games were created specifically for the newer Galaxy 3 Plus and Galaxy 3 Fire.

They are designed to utilize the unique double headed rotating target as part of the game play. Sometimes it's used as a handicap. Other times it's used to make things harder for your opponent. There is even one game that switches targets based on the round. We will tell you which model these games appear on, in their descriptions.

Flip-It Cricket/200

Flip-It Cricket is Cricket with a twist...literally. You still need to mark numbers and close them to start scoring. You are still limited to the amount of points you have over your opponent. The twist, if you meet a specific condition, the target flips to the opposite side. So there is a bit more strategy involved than just regular Cricket.

Listed below the image are the various different conditions you can set to cause the target to flip.



Flip-It! Cricket/200 - Flip on Marks

Anytime you score at least one mark, the target flips to the opposite target on your next turn.

Example: Bob started the round on the 15" side and scored a mark on the 20 and the 19. On his next turn, he will be shooting on the 13" side. On the 13" side, Bob scores one more mark on the 20 but wasn't so lucky otherwise. The target flips back to the 15" side.

Flip-It! Cricket/200 - Flip on Closures

Anytime you close any of the Cricket numbers or bullseye, the target flips to the opposite target on your next turn.

Example: Bob's turn started on the 15" side. He closed the 20 and marked the 18 and 19. The dart-head will flip to the 13" side on his next turn. If he closes another number on the 13" side, it will flip back to the 15".

Flip-It! Cricket/200 - Revert on No Marks

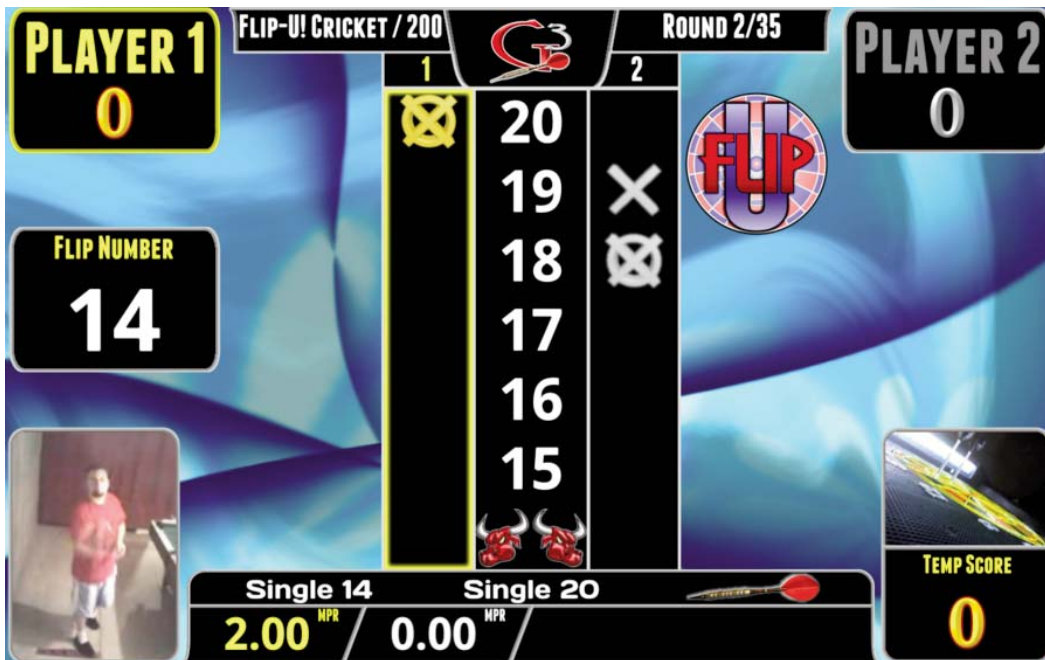
The first time you score any marks, the target flips to the 13" target on your next turn. If you do not score any marks/points you switch back to the 15" target. If you did, you would continue to play on the 13" board.

Example: Bob closes the 20 in three darts. The next round, the Galaxy 3 Fire switches to the 13" target head. Bob hits a 1, 5 and 12. So, nothing. The next round, the target flips back to the 15" target.

Feats: This game uses all the same feats as the Cricket Family. (page 21)

Flip-U Cricket/200

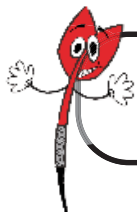
Flip-U Cricket is another Cricket game with a twist. This one is a little on the aggressive side. Basically the play is like other Cricket games. Close numbers, earn points, etc., However, every round you are offered a number that isn't 15-20 or the bull. You can sacrifice a dart to hit any segment for that number to force the other player to play on the 13" side.



Example: Bob isn't doing well this game and wants to make his opponents next round more difficult. He notices that his Flip Number is a 14. He "sacrifices" one of his darts to throw at the 14. This will force his opponent to throw on the 13" side of the target next round.

If, for some reason, you hit the 14 again, that will cancel the original Flip U to your opponent. So don't miss!

Feats: This game uses all the same feats as the Cricket Family. (page 21)



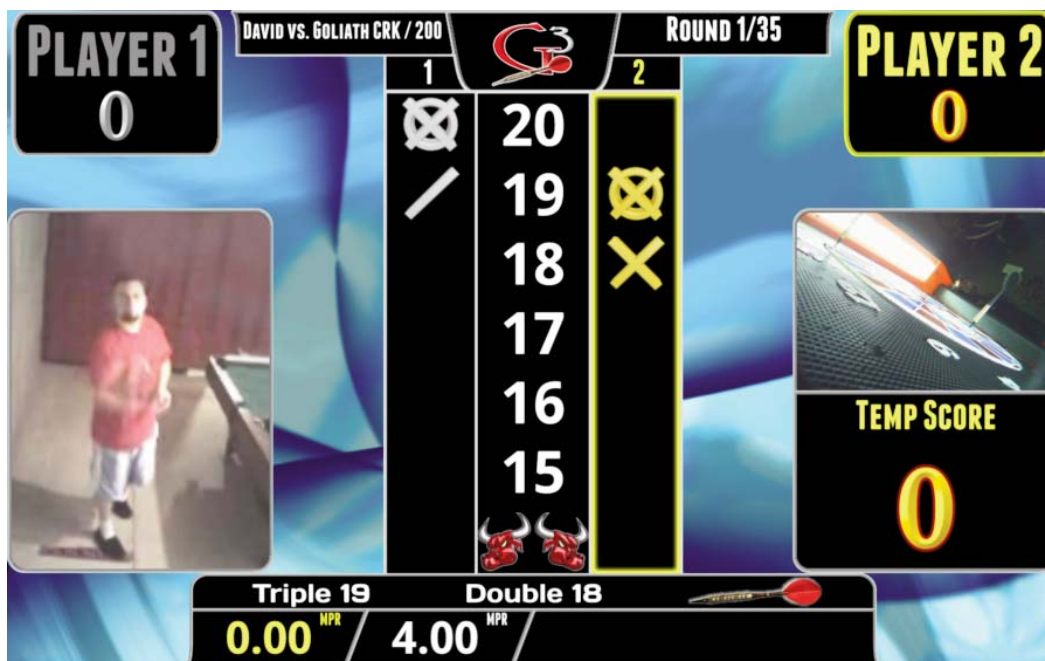
Darty Says: OK, so sacrifice in this context isn't literal. All it means is that you are using one of your three darts to turn the target on your opponent instead of closing a number or getting points.

David vs Goliath Cricket/200

This is a Cricket game about the “little guy vs the big guy”. It’s basically a strict 2 player Cricket game. Player 1 takes the roll of “David” and throws on the 15” target. Player 2 takes the role of “Goliath” and throws on the 13” target.

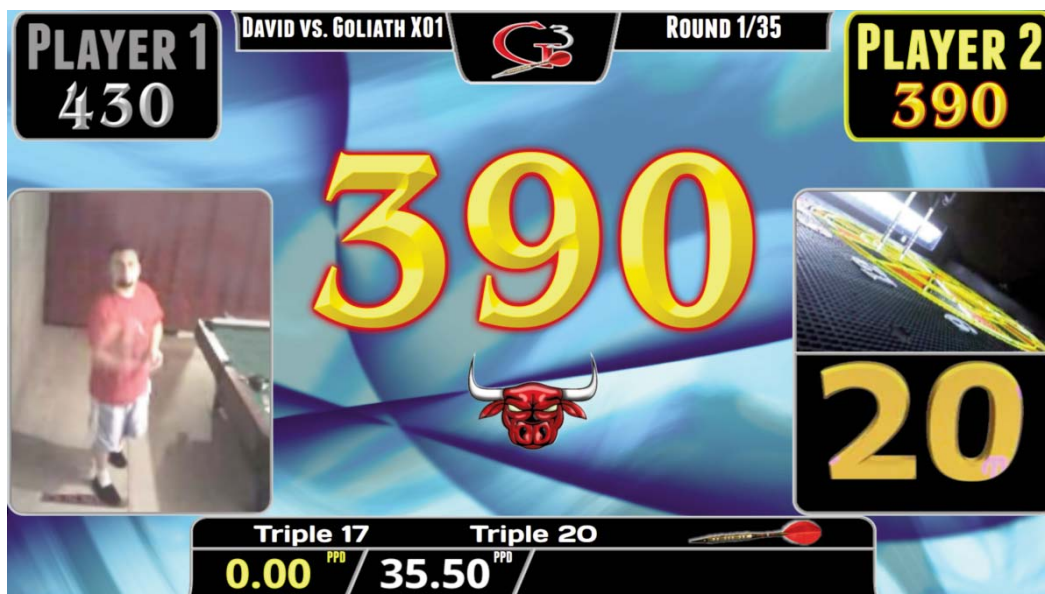
Typically this game is usually played with a lesser skilled player, “David”, vs a more skilled player, “Goliath”. But it doesn’t have to be. Once each side finishes their allotted 3 darts, the target swaps places automatically.

Aside from that, this plays exactly like Cricket/200. Including the feats.



David vs Goliath X01

You guessed it! There is also an X01 version. Same “big vs small” theme but only 501 open in/open out flavored. This game also uses the X01 feats. Since this is a one on one game, there is no Freeze Rule. So there’s that.



Robin Hood

Robin Hood, as the game may imply, is about bullseyes and accuracy. Your only goal is to earn as many points as possible by hitting as many bullseyes as possible in ten (10) rounds. Robin Hood is always played on a double bull. The outer bullseye is worth 100 points and the inner bullseye is worth 200 points. Everything else is worthless.

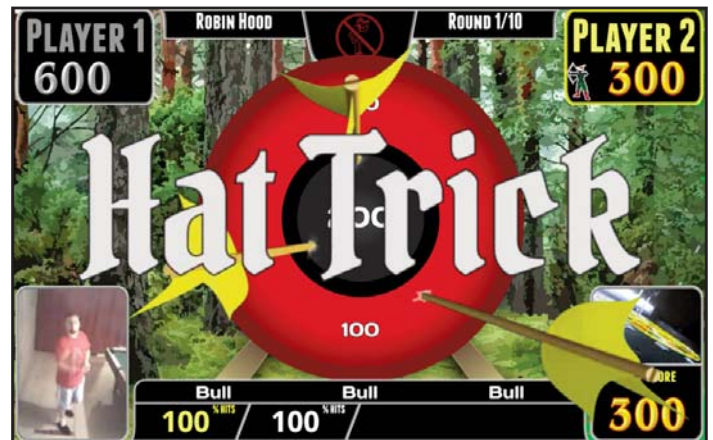
Each even numbered round, the target switches to the 13" target. This adds more variety and challenge to the game. At the end of ten (10) rounds, the player with the most points is declared Robin Hood.



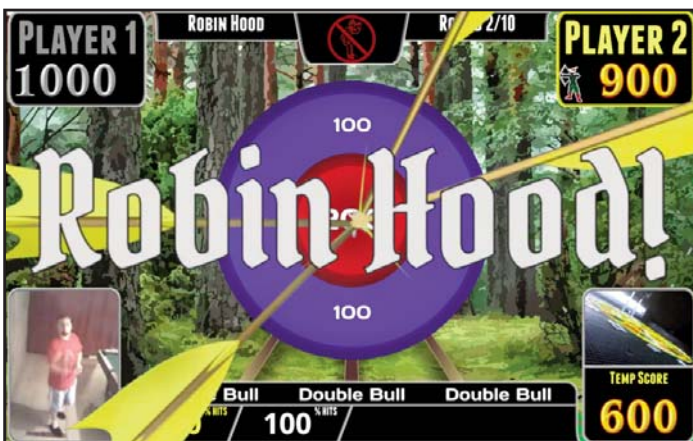
Feats

There are only two (2) feats in Robin Hood, the Hat Trick and the Robin Hood.

The **Hat Trick** is the classic 3 darts in the center of the target. In this game, any three (3) darts in the bullseye, except for all tree (3) darts in the very center (see below) is a Hat Trick.



The **Robin Hood** feat is when a player gets all three (3) darts in the double bull. In other games on the dartboard it's called **3 in the Black**.



Gotcha! 501

The **Gotcha!** line of games are another “stick it to your opponent” style game. The goal in this game is to be the first to reach exactly 501. The catch; if your opponent or opponents equal your score in their turn, the 15” target switches to the 13” for the remainder of the game or until you “gotcha” someone else.

Example: Bob scores 100 points on his turn. Jim, the sly player he is, hits two (2) bullseyes in his first two (2) darts forcing Bob to shoot on the 13” target from here on out. For his final dart, Jim screws up and gets a 1.



Once you have been “gotcha’d”, your only hope of reversing that is to match your opponents score.

Example: Bob, now on the 13” target, really doesn’t like this situation. Bobs first dart is a single 1! This switches him back to the 15” target AND forces Jim to the 13” target. NICE! His next two darts are triple 20’s. As long as Jim doesn’t match his current score (221) Bob should be fine.

Feats

Aside from the Gotcha feat, Gotcha! 501 uses X01 feats.



Other Games

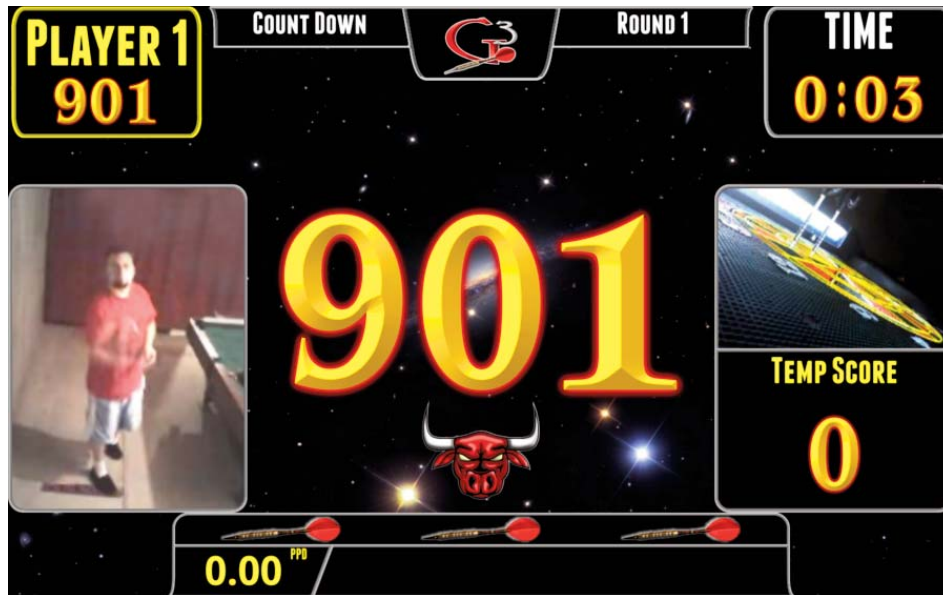
This is a kind of catch all category for games that just don't fit anywhere else. They aren't exactly X01 or Cricket games nor do they necessarily require double targets. These are mostly fun games and you'll rarely see these in any league or tournament.

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

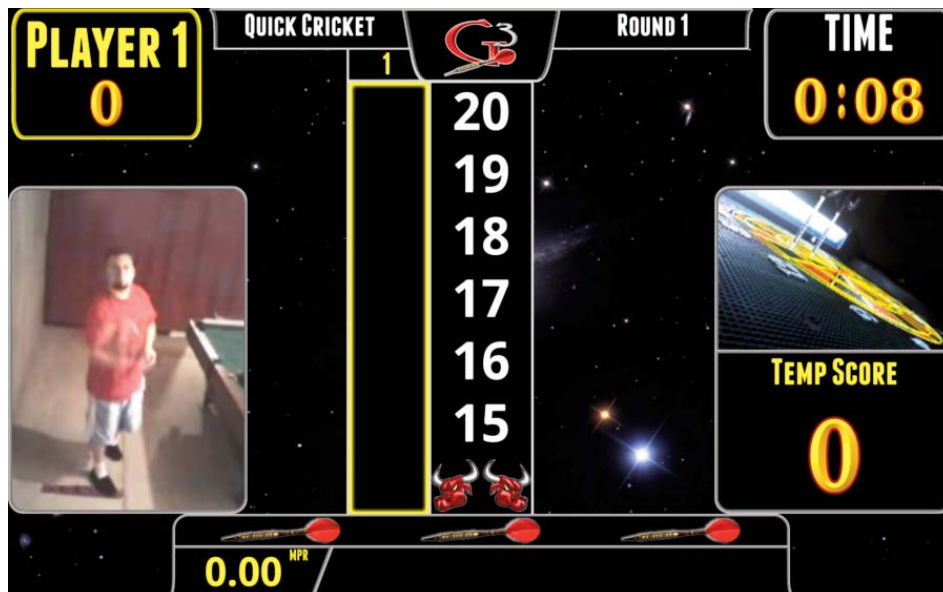
The game of Count Down is pretty straightforward, go from 901 to zero as fast as you can. There are no Feats in this game and it is only one player game.



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 and it's single player.

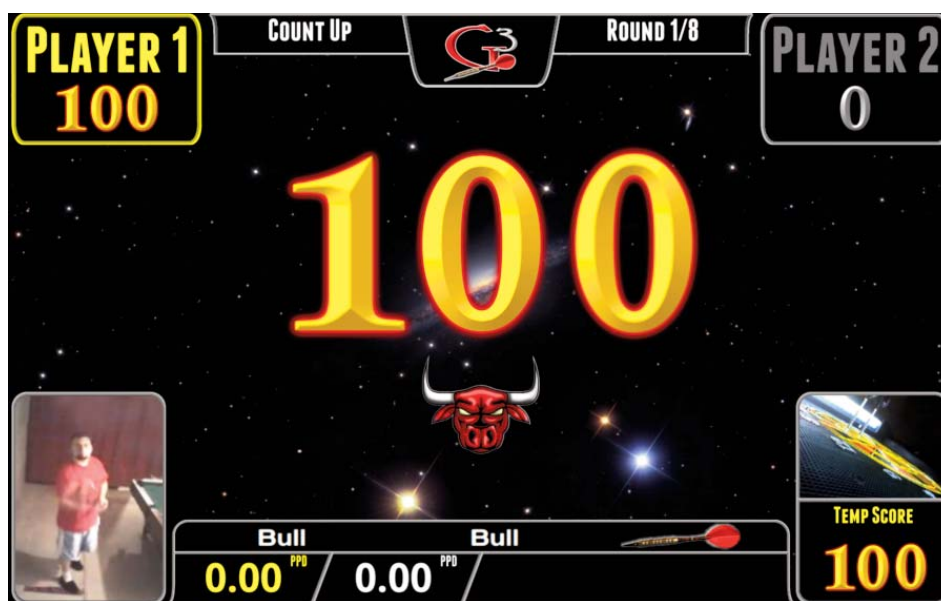


Count Up

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. Interestingly enough, the most points you can get in the game is 1440 points. That's a Ton 80 each round for eight (8) rounds.

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



Feats

Count Up uses the same feats as X01.

Gotcha!

The two (2) Gotcha! games in this section play a little differently than Gotcha! 501.

First off, it's a race to 301 not 501.

Secondly, instead of flipping the target to the 13", when someone matches your score, you get sent back to zero (0). Yep, you have to start all over.

And thirdly, if you go over 301 you bust...sort of, if someone exceeds 301, the amount exceeded will be deducted from their original score for that turn. No matching bombs will be detonated.

Here's an example of the game to help with the nuances:

Bob's first round ends with him at 100 points. Jim's first two (2) darts are bullseyes. This immediately sends Bob back to Zero points.

Several rounds pass and Jim is at 280. He just needs 21 points to finish the game. He plans to hit a Single 11 and then a Single 10. He screws up the first dart and hits a Triple 11 for 33 points. That's 22 more points than he needs. When he starts his next round, he'll be at 258 (280-22).

Unlike Gotcha! 501, there is no saving grace. You can't un-Gotcha! yourself by matching your opponents score. You can only get revenge.

There are two (2) flavors of Gotcha! in the Other Games section: Gotcha! Open In/Open Out and Gotcha! Open In/Masters Out.

Gotcha! Open In/Open Out means that you can hit any segment to start the game or finish the game.



Gotcha! Open In/Master Out means that you can hit any segment to start the game but you can only hit Doubles or Triples to finish the game.



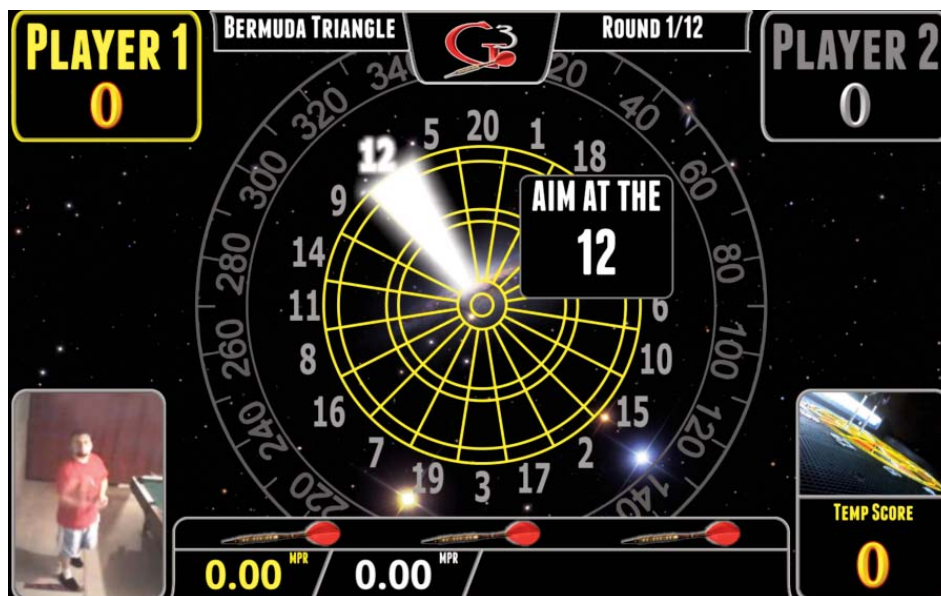
Feats

Aside from the Gotcha feat, Gotcha! 501 uses X01 feats.

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

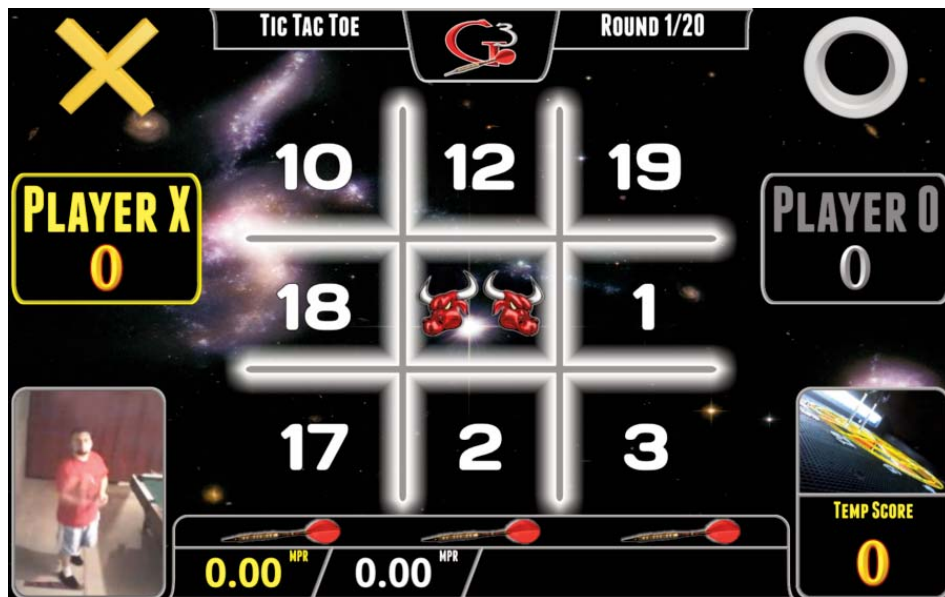
There is only one feat in Bermuda Triangle...the Hattrick.

Tic Tac Toe

This schoolyard kids game has been updated to the 20th century. It uses the same nine square grid but places the bullseye 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

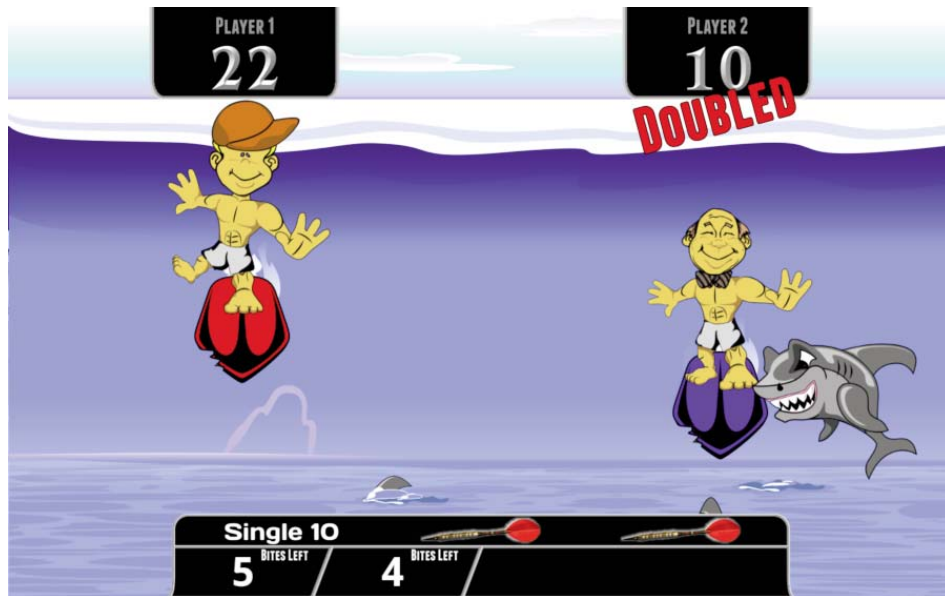
With this game, you get the White Horse and Hat Trick feats.

Shark Tank

The survival Count-Up game! The last surfer still surfing wins the game. Players try to be the “Best Surfer” for the round. All segments are valid except Bulls. Bulls score 0 points.

Only one player can have the highest score each round. Each player below him has a bite taken out of their surf boards. The surfer can only be bitten 6 times before you are eaten and lose.

If the Best Surfers score is double or more than yours, the shark will take two bites from your board. If any player ties the top surfer, every player gets bitten. The game is over when all but one player is eaten.



Feats

Not getting eaten is it's own feat.



Something

Extra

The game of darts has been around for centuries. It's thought that it originated as far back as the Middle Ages. Often attributed to archers or spearmen practicing their art on a smaller scale.

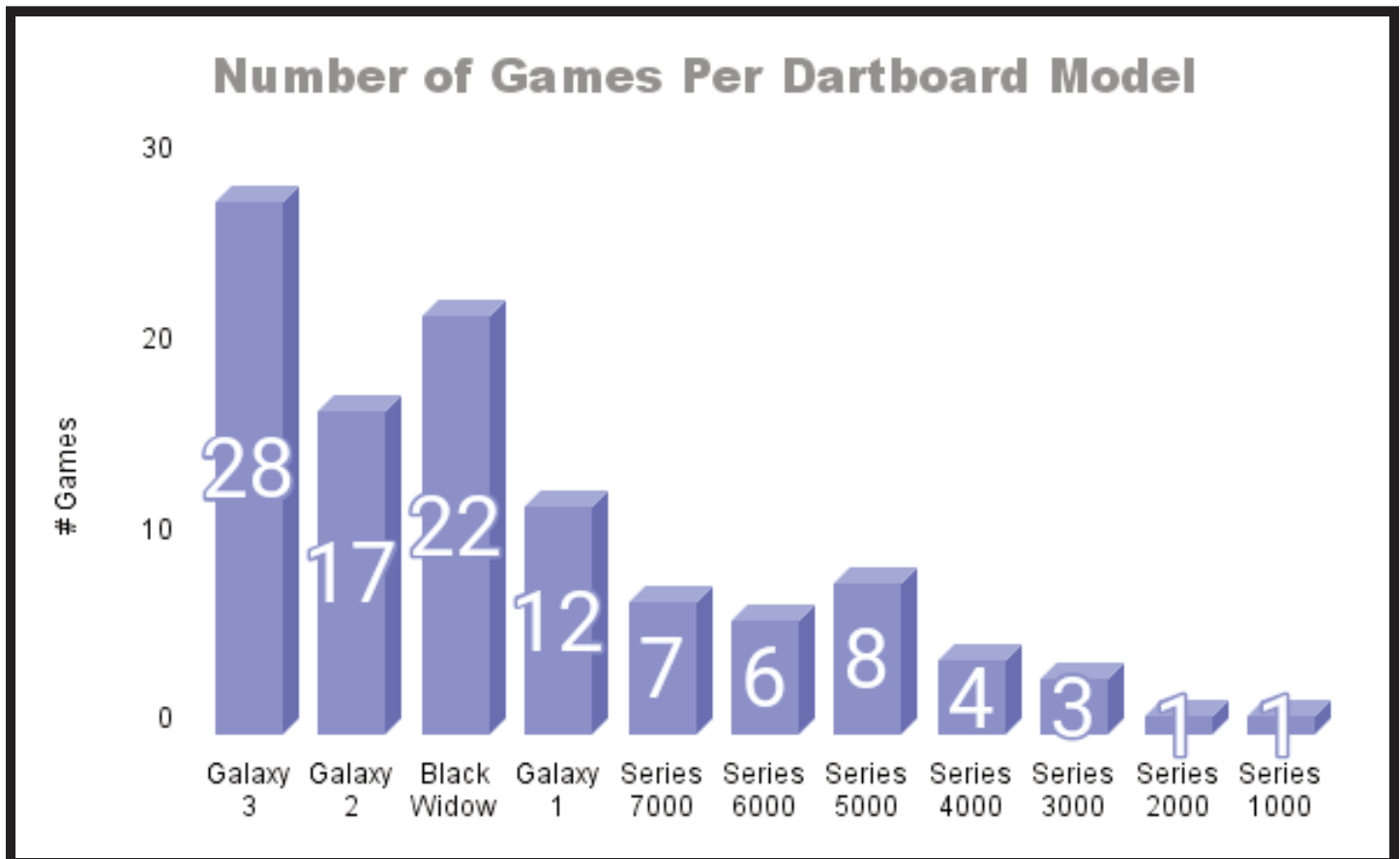
The modern version of darts is often attributed to a Brian Gamlin in 1896 but other Dart Historians point to a Thomas William Buckle in 1913. The jury's still out. Regardless, this is all to show that darts have been around for a LONG time. As such, there have been hundreds if not thousands of ways to play the game.

As of the writing of this document in 2023, Arachnid has been around for 48 years. They developed and sold the first electronic dartboard in 1976. That's the day "English Mark" was born. I thought it would be amusing to post some of the different dart games Arachnid has had on its machines in the past so you can see where they came from in relation to where they are now.

The Number of Games per Machine

As stated on the title page of this chapter, the first coin operated dartboard made its appearance in 1976 the: 1000 series. It had one game on it 301 Open In/Open Out. Now, as you have seen, the Galaxy 3 has over 28 games not counting the multiple In and Out option combinations for X01.

Below is a chart showing the 11 different Arachnid Dartboards and the number of games each one had.



It's interesting to see technology progress through your favorite pastime. As the years passed, the technology got better and better so we were able to put more in. Just think of what new advances will bring.

Games of the Past

Like I said, Arachnid has had a lot of different dart games over the course of 48 years. Some are classics made electronic. Others are originals. And some were based on games that never were dart games at all. I'll go through each machine Series 1000 through Galaxy 2 and give a brief rundown on the games. I will mostly focus on the weirder games. The classics, especially the ones already described in this document, are what I call "classic".

Series 1000 and Series 2000 (1976-1978)

Not much to say here. The first two electronic dart machines played one game, 301 Open In/Open Out. The only real difference between these two machines was circuitry. The Series 2000 had a little bit of upgraded circuits and wiring.

Series 3000 and Series 4000 (1979-1982)

Like the previous two versions, these two series' share similar electronics and games. The difference between them is just minor electronics upgrades. They did, however, have two more games than the previous series.

301

The standard game you'll see on most of the Arachnid boards, if not all of them.

Cut-Throat

This is not the Cricket version. That won't show up until Cricket does many years later. This version plays nothing like the one we all know and love. Here's how it was played:

The first round, each player throws one dart to establish a number. The following rounds, the other players take turns using three (3) darts to match their opponents numbers. Once the number is matched seven (7) times, that player is removed from the game. The last player standing wins.

Count-Up

This is the first appearance of the game described on page 31 and played exactly the same way.



Series 5000 and Series 4500 (1982-1986)

The 5000 series introduced a number of new games. It also expanded, even if just a little, on the X01 games. The 4500 series was a cost effective version of the 5000 (hence the smaller number).

301

The same game that was on the previous four (4) dart machines.

Cut-Throat

This game was the same as on the 3000 and 4000. It played exactly the same.

Count-Up

This is the first appearance of the game described on page 31 and played exactly the same way.



Baseball

We took a game that was on some bristle board dart boards and made our own version. It didn't play the same as that original game at all. The original mimicked an actual baseball game, this was a version of countup. Here's how it went:

Each player took turns throwing darts at specific segments.

Bullseyes were worth 4 points
Triple Segments were worth 3 points
Double Segments were worth 2 points.
Singles were worth 1 point.

It didn't matter which target number you aimed for, all that matter was the "ring". A triple 20 counted as the same amount of points as a Triple 1. If you scored more than 9 points in a single round, that round would not be counted and you'd throw one less dart the next round. Highest score won.

301 Double In/Double Out

Yep, 301 but with the double qualifiers added in.

Round the Clock

This odd game was kind of like Cricket. Basically, each player had to hit all 20 numbered pie sections (it didn't matter if it was a single, double or triple) in succession starting with 1.

Example: Start by throwing at the one, then the two ect,...

Missing the next dart in line costs them a dart. The first to have "marked" all 20 pie sections wins.

501 Team Doubles

This was basically 501 Open In/Open Out but you were forced to play stacked. Basically both players shot for the same number.

Split Second

Not to be confused with the DiscGlo game of the same name. This game utilized these series's lighted target.

Numbers 1-20 would start flashing for two seconds depending on which "dart" you were on. You were supposed to throw at the number that flashed.

The first dart was to be thrown at the numbers 1-7
The second was to be thrown at the numbers 7-14.
The third dart was to be thrown at the numbers 14-20.

The person with the most points after 7 rounds won.

Series 6000 (1986-1988)

This section is going to be a bit long. The two years this series was being sold, we went through multiple game changes. Many were the same as previous versions so I'll state which those are and go into more detail on the unfamiliar ones.

301

The same game that was on the previous four (6) dart machines.

Count-Up

This is the second appearance of the game described on page 31 and played exactly the same way.

Cut-Throat

This game was the same as the previous four (4) dart machines.

501 Team Doubles

Same game as the previous models.

701 Open In/Double Out

This game played like 501 Team Doubles with a few changes. The obvious one is that there are more points to get. The second is that it was a Double Out instead of Open Out.

301 Double In/Double Out

Same as the 5000 and 4500 series.

Baseball

This version plays a little differently than the previous version. Here is how this one works:

This game has a maximum of nine (9) rounds called "innings" in the game. For each "inning", you throw at that number (the first "inning" you throw at the 1's, "inning" two at the 2's, etc.). A single counts as a run. A double counts as two runs and a triple counts as three runs. Your last dart for that inning can be a bullseye for a home run. Highest score at the end of 9 "innings" is the winner.

Cricket

AhHa! The very first appearance of THE most popular game, Cricket. A whole 10 years after the first electronic dartboard, we get Cricket. The beautiful thing is that this version played exactly like Cricket/200. So the game hasn't changed since it was first introduced.



Tic Tac Toe

And speaking of games that don't change. This is also the first appearance of Tic Tac Toe and it too never changed from the first version. You can find the rules on page 34.

Horse

This game we borrowed from basketball. It basically plays the same but with a few differences:

The first player's dart becomes the "set hit". Each dart afterward adds to the amount of "hits" players have to meet or exceed to steal. A single is worth one "hit", a double is worth two (2) "hits" and a triple is worth three (3) "hits".

The next player must at least equal the number of hits or they get a letter. If they exceed the number of hits they become the set leader and can then determine which number is the "set hit". This means he will shoot two rounds in a row.

Example of Play: Bob and Jim are playing Horse. Bob's up and hits a single 20. This sets the number to hit at 20. His second dart is another single and his third is a triple. This means Jim has to get five (5) hits on the 20 Segment. During Jim's turn, he actually scores six (6) hits on the 20. This allows him to set a new number as the "set hit".

Each player that gets all the letters for HORSE loses. The winner is the one left standing.

Series 7000 (1988)

And now for something completely different. The 7000 series, also known as **Master 7**, was basically made around the same time as the 6000 series but it had a few games you wouldn't necessarily find on a dartboard.

Black Jack Darts

Yep, Black Jack + Darts. I said in the beginning of this section that the games were not necessarily dart games. The object of the game was to get 21 points, or close to it, without going over in 6 darts.

- Ace was the Triple 1 segment.
- King was the Triple 13 segment.
- Queen was the Triple 12 segment.
- Jack was the Triple 11 segment.
- The cards 2-10 were the Triple of their corresponding segment (Triple 2 = the 2 card)
- All other segments produced random cards.



Poker Darts

The basic idea is similar to Poker. Best hand of 5 cards in two rounds wins. Each segment had a different card associated with it:

- Ace was the Triple 1 segment.
- King was the Triple 13 segment.
- Queen was the Triple 12 segment.
- Jack was the Triple 11 segment.
- The cards 2-10 were the Triple of their corresponding segment (Triple 2=the 2 card)
- All other segments produced random cards.

Ship/Captain/Crew Darts

This dart game plays similar to the dice game of the same name. You need to hit the 6 segment first to represent the ship. You need to hit the 5 segment second to represent the captain. and finally the 4 segment to represent the crew. They have to be hit in that order. Not to worry, the hits roll over to the next round. Once you have the Ship, Captain and Crew all other darts scored, counts as the cargo. Highest cargo total at the end of 9 darts wins.

301 Double In/Double Out

This is the same game we've seen a few times before.

701 Open In/Open Out

Another repeat of this classic game.

Darts Roulette 200

This may be considered the first iteration of Bermuda. Basically a game for 2 players. Each player takes their turn on a random number chosen by the game. They can only score on that number. Triples, Doubles and Singles score the appropriate amount. If a player misses the number with all three darts, 50 points are deducted from their score. The first player to reach 200 points wins.

Cricket

The second appearance of everyone's favorite game.

Galaxy Top Gun Challenge (1991-1998)

Now we are getting closer to more familiar territory. The original Galaxy, also called Top Gun Challenge and Galaxy 1, had more of the games you'll find on the Arachnid boards today.

It was also the first electronic league board. Operators were able to run paperless leagues on it using a card based system. Many of these games were available in league play.

301

We kept 301 on the games list but added in the Open, Double and Master in/out options. They weren't grouped together like they are now, but they were available to play.

Count Up

This is the second time this game has shown up and plays the exact same way.

Tic Tac Darts

This first appeared in the 6000 Series. We simply changed the name.

501

Like the 301 game, we had the Open, Double and Master versions of the game spread all throughout the games list.

701 Open In/Double Out

Unlike 301 and 501, these settings stayed the same in this version as previous versions. But this would be the last time.

Cricket

This is the first time Cricket, or any of the games, were lumped into one overarching menu. There were four games in the menu:

Original Cricket

Basically Cricket/200 as we now call it. It played exactly the same.

Cut Throat Cricket

We basically took the Cut Throat idea from previous dartboards and modified it to use Cricket instead. This morphed it into the current iteration of Cut Throat Cricket we all know and love.



Team Cricket

This played exactly like the game of the same name mentioned on page 20 except that the spread limit was optional.

Low Ball Cricket

Heh. OK. Imagine a Cricket/200 game where the numbers you are shooting at are 1-6 and the bullseye. The spread limit was only 20 points. That's not all! The bullseye was worth only 8 points (or 4 and 8 points for a Double Bull). It had the same feats as Cricket/200 with one exception; the Wicket! If you hit an unmarked triple 1, Triple 2, and Triple 3 in the same round you won the game declaring Wicket! This means you could essentially win the game before your opponent.

They were going to add a feature that allowed the next player in that situation to attempt to get their own Wicket and void your opponents win, but that was never implemented and Low Ball Cricket never made it past the Galaxy 1 machine.

Wild Card Cricket

This is the same game as we currently have.

Black Widow (1999-2001)

Ah, the Black Widow. So many innovations in this underloved machine.

The obvious innovation was the unique dual target. Unlike the Galaxy 3, these targets were the same size and didn't rotate. This allowed for head to head game play. Basically playing Count Up as a race instead of taking turns. More on that later.

The second was the software. Thanks to the large space provided by the hard drive, way more games could be added. Not to mention vastly improved graphics. We also implemented the current format of our games menus. Grouping like games under one menu instead of having them floating all over the menu.

Due to the menu system of the Black Widow and the similarities of the games, I'll only elaborate on the uncommon games or the ones unique to the dartboard. So without further ado, the games:



01 Games

The Black Widow had three X01 games on it: 301, 501 and 701. Each of them could use various versions of the Double and Master In/Out Options like the Galaxy 3 uses today. This is the first appearance of variations like 501 Open In/Master out and 301 Doubler In/Master Out.

Cricket Games

The Cricket menu contained: Cricket/200, Cut-Throat Cricket, Wild Card Cricket, Low Ball Cricket (at least the first year) and Team Cricket/400.

Other Games

Like now, Other Games was the catch all of games that didn't fit anywhere else. Here you could find Count Up, Bermuda Triangle, Gotcha! and Tic Tac Darts. But there was also Golf!

Golf

Golf was one of the last games added to the Black Widow. This game was about timing and accuracy. First off, on each of the 18 holes, there were "suggested" paths pointed out by the target. The target basically functioned as a direction pad. Hit a 20 segment the ball goes up. A 3 segment, the ball went down. A 6 segment would send it to the right and an 11 would send it to the left. Any of the other numbers would send the ball in their respective directions. The bullseye would count as a "miss".

Each of the holes were laid out differently so you had to use the directions to your advantage and you didn't need to follow the suggested route. Sometimes it's best if you didn't.

There was also a timing factor. Along with the suggested number, you had a "strength" bar. You needed to time the shot so that you got the amount of power you needed. Player with the best Par for the Course won.

Head to Head Games

This is where the Black Widow shined. Playing these games meant that you were racing your opponent. One player on each side would be throwing at the same time to achieve the game's goals. Be that a Cricket game or Countup. There were no turns. These games obviously needed at least two players and took up the whole machine. The other non Head to Head games were playable on either side.

HtoH Cricket

This was basic Cricket but played in a Head to Head race format. You still needed to close numbers to score, but now you had to race against your opponent in real time.

Quicket

Another Cut-Throat Cricket type game. During your turn, you had the opportunity to "Lock-Out" the other player. This would essentially block them from making marks. But you had to sacrifice a dart to do it.

Speed Cricket

Another Cricket race but without the points. Player with the fastest time wins.

Quick Draw

Each round, three numbers will be highlighted on the screen after a count down. You and your opponents have 4 seconds to hit the numbers. The first one to hit the number gets the points. Player with the most points in 7 rounds wins.

901 Countdown

Like regular countdown, you start at 901 and throw darts until you reach exactly zero. This time there is a timer. Fastest person to reach zero wins.

Tic Tac Toe

This plays like Tic Tac Darts where you need to hit a number four times to claim it, but now you are trying to do this at the same time as your opponent. Like regular Tic Tac Darts, three in a row wins.

Galaxy II/Galaxy II.5 (2001-2012)

The Galaxy 3's predecessor. This machine went back to the old ways of using onboard PC memory rather than a hard drive. It still had plenty of games though. Most of the games on the Galaxy II/Galaxy II.5 are also on the Galaxy 3. Obviously there are no flip games but most of the others are there. All of the games listed play just like their Galaxy 3 counterparts unless stated otherwise.

01 Games

The Galaxy II/Galaxy II.5 had the same X01 game set as the Black Widow: 301, 501 and 701. Each of them could use various versions of the Double and Master In/Out Options like the Galaxy 3 uses today. This is the first appearance of variations like 501 Open In/Master out and 301 Doubler In/Master Out.

The Galaxy II/Galaxy II.5 did introduce the speed versions of 501.

Cricket

Like the Black Widow, the Galaxy II/Galaxy II.5 Cricket menu contained: Cricket/200, Cut-Throat Cricket, Wild Card Cricket, Low Ball Cricket (at least the first year) and Team Cricket/400.

The Galaxy II/Galaxy II.5 also introduced the Hammer Cricket and Team Hammer games.



Other Games

Like the Black Widow before and the Galaxy 3 now, Other Games was the catch all of games that didn't fit anywhere else. Here you could find Count Up, Bermuda Triangle, Gotcha! and Tic Tac Darts. It even had a variation of Golf called BS Golf which played exactly the same as the Black Widow version but had different layouts.

Speed Games

While the other machines had Speed Games, they weren't in one place. Now they are. Specifically Count Down and Quick Cricket.

Thank You From English Mark

Well my friends, that's all I can say. It's been a long fun filled road developing all these wide and varied games for your enjoyment. I hope you enjoyed this little trip down memory lane and I hope that you learn all there is to know and how to play the games on the Galaxy 3. As more games get added, this little pamphlet will also be updated. Keep an eye out for further updates along the road.

Until then, Happy Darting!



**English Mark
1976-**

