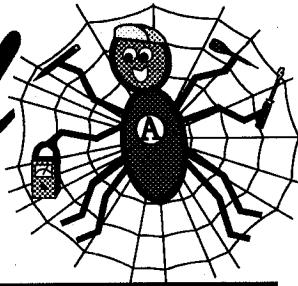


Arachnid Tech. Tips



FALL 1995

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A Publication Especially for Operators and Technicians who service Arachnid Products

This publication is provided as an aid for field technicians and operators who troubleshoot, repair, and maintain Arachnid games. It is a technical tool designed to keep all the latest updates, service bulletins, suggestions, and ideas together in one neat package.

Your input is welcome. If you have a special idea or tip you would like to share, send it to: It will be reviewed and considered for publication.

HAVE A TECHNICAL QUESTION OR PROBLEM? Call us at 1-800-435-8319 and ask for Technical Service. We'll be happy to assist you in any way we can.



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BERMUDA TRIANGLE:

New for the Galaxy! (version 5.0)

Bermuda Triangle is an exciting variation of a game that has been popular in England for a long time. Arachnid's version utilizes the video monitor for graphic effects during game play.

Bermuda Triangle is played with one to eight players. The players aim at a different segment type, defined by the game each round. The segments used are 12 thru 20, doubles, triples, and the bullseye. Points are accumulated by hitting the appropriate segment. If a number is specified, such as a 12, then hitting a single 12 will give you 12 points, a double 12 will give you 24 points, and so on. If **DOUBLES** or **TRIPLES** is specified, then it is acceptable to hit **any** double or triple.

When a player misses the specified number or segment after 3 darts are thrown, a spinning triangle explodes and releases a lightning bolt that *slices* the player's score in half!

The highest score at the end of the game wins. In the event of a tie for high score, the player with the fewest lightning strikes (or halves) wins.

The strategy of Bermuda Triangle is such that it often comes down to the last dart thrown to determine the winner!

The Bermuda Triangle Eprom (Galaxy Version 5.0) is now available from your Arachnid distributor...ask for it!▲

Introducing DARTMAN III . . . A New Program, New Scheduling, League Games and Handicapping Available!

New Galaxy Version 5.0 software must be used exclusively with Dartman III

You must install new Version 5.0 software in your existing Galaxies in order to use Dartman III. This software will give you Bermuda Triangle, and more game choices for league play, such as Wild Card and Low Ball Cricket, Cut Throat Cricket, Team Cricket, 301 Masters Out, 501 Double In Double Out, and others, to meet all your league needs.

Dartman II, Arachnid's League Management program, has received an overhaul, and the result is **Dartman III**. This program, **along with Galaxy version 5.0**, offer a multitude of new features:

- » Handicapping - This feature will make matches more competitive between players of varying skill levels. Spot darts may be controlled by the league coordinator, or by the players themselves. Handicaps may be kept the same throughout the league season, or may be changed at the discretion of the coordinator. See the Handicapping article on page 2 for more information.
- » History Files - Dartman III can keep a history file on players and combines their stats, so that they can be properly handicapped.
- » Scheduling - The league coordinator will now be able to assign teams to specific divisions, which allows more control over scheduling. Setting up separate leagues for different classes of teams is no longer necessary. Home and away balances have also been improved.
- » Phone lists - The location screen has a field for a voice phone number and a modem phone number. Printing "Lists" will print the voice phone number, and generating a phone list will show the modem phone number. The player screen also has fields for home and work phone numbers.
- » Old Leagues - Last season's leagues can be deactivated without actually being deleted from the database. This will help with generating phone lists, as only active leagues will be used.

- » Reports - Report setups will now be retained for future use: When printing a report, the setup is now contained on one page, and the options you choose for each league will be retained week after week.
- » Printing Combo Leagues - X01 and Cricket stats from the same combo league can be printed on a single line which saves paper.

Dartman III sports a new look, to distinguish it from Dartman II, and has some subtle changes to its menu structure and report screens. These changes make Dartman III more "user friendly".

The following article further describes how handicapping is used with the new Dartman III.

Handicapping is Made Easy With Dartman III and Galaxy Version 5.0

Arachnid is happy to announce the automatic handicapping capabilities of the new Dartman III, available soon from your Arachnid distributor.

With the help of new software for your Galaxy games and your computer, handicaps can now be calculated, recorded, and maintained with the League Master System. The league coordinator can choose whether to keep handicaps the same for an entire season, or adjust them periodically during the season, or even allow the players to manually adjust their own handicaps at the Galaxy machine on a weekly basis. If the latter is chosen, the coordinator will be able to check the players' entries the next day when the stats are collected and loaded onto the computer to be sure that the handicaps were entered correctly.

NOTE: Because of the change in data structure to handle handicapping, you **MUST** upgrade your Galaxy games to Version 5.0 at the same time that you switch to Dartman III.

Recording Handicaps on Team Cards

Using Dartman III, the league coordinator programs the team cards with the usual league information (i.e., team name, player names, league type, game type, bullseye options, etc.). Included now with all the other information is a space for each players' handicap.

The handicap for each player in X01 games is determined using one of the following: SPRE (Spot Player Ranking Evaluation), PPR (Points Per Round), PPD (Points Per Dart), %WINS (Win Percentage), or total WINS. The handicap for Cricket games are based on SPRE, MPR (Marks Per Round), MPD (Marks Per Dart), % WINS, or total WINS. A handicap can be calculated with stats pulled from the previous or current league season.

On League Night

On league night, the home team inserts their team card into the Galaxy game, then the visiting team does the same. When play begins, the better players will throw fewer darts in the first few rounds, based upon their handicap. This requires no additional paperwork for the players.

IMPORTANT: Even though some players throw fewer darts, their SPRE will be based on *actual darts thrown*, and thus will remain an accurate indicator of skill level.

When League Play is Over

Following league play, the information is loaded into Dartman III via modem or operator cards. As always, the coordinator can edit the information and print the reports, but now he can also list handicapping information. If a player does particularly well, their handicap can be adjusted to reflect their new skill level. The revised handicap information can then be printed along with the weekly standings.

Dartman III Handicapping - How it Works



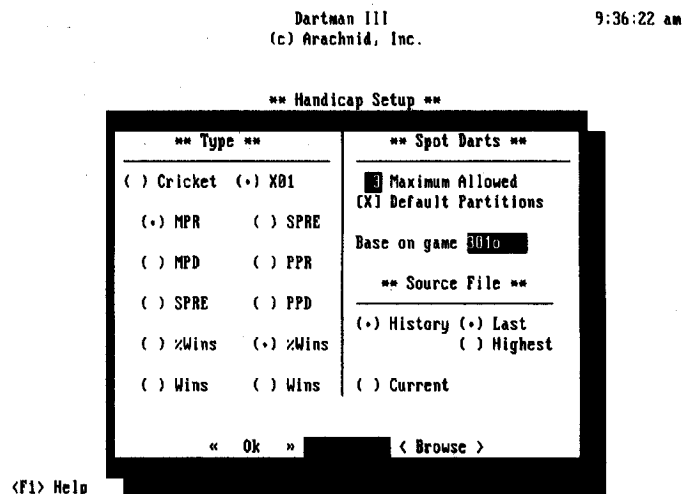
Handicapping Guidelines

The following must be defined to run a handicapped league:

- ☐ How many games will be played?
- ☐ What game type(s) will be played (301, Cricket, 701, etc.)
- ☐ How many score positions will be played?
- ☐ How many players per scoring position?
- ☐ What is the shooting order for the games?
- ☐ Is free substitution desired between sets?
- ☐ What type of handicapping is to be used (Player/Team)?
- ☐ How many spot darts will be allowed for new players & subs?
- ☐ Will spot darts be player adjustable, and if so, how many?
- ☐ Will a single or double bull be used (for each game type)?

With these items defined, the league may now be set up and the team cards may be made.

In Dartman III, you will see a new menu option under the "Players" menu, called "Handicap Setup". This is used to set up the type of handicap you will be using. Both Cricket and X01 games can be handicapped, but they are done separately.



The Cricket and X01 handicap types should be selected as desired. The defaults are MPR (Marks per Round) for Cricket and SPRE (Spot Player Ranking Evaluation) for X01.

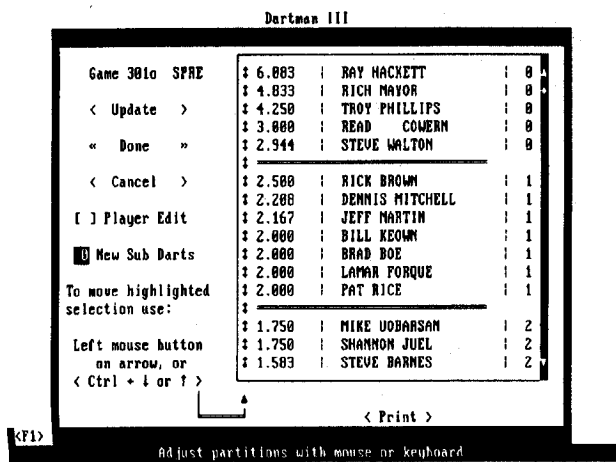
The "Maximum Allowed" field defines the maximum number of spot darts allowed in this league, for the game type selected.

If you wish Dartman III to define partitions for spot darts, then place an X on "Default Partitions". Dartman III will use a statistical bell curve analysis to place partitions in the league list. These partitions may be adjusted after they are placed. If there is no X in the "Default Partitions" field, then Dartman III will place the expected number of partition lines at the bottom of the Spot Dart Partitioning screen for manual placement within the list.

The "Base on game" field is used to tell Dartman III specifically which game type to use for the partitioning process.

The "Source File" area is where you define what shooting activity the handicaps are based on. If "History" is chosen, either the latest (last time played), or the best (highest players have achieved) will be used to determine the handicaps. If "Current" is selected, the current league player files are used.

Once all the Handicap Setup options are selected, Choose OK to proceed to the Spot Dart Partitioning screen.



Once in the Spot Dart partitioning screen, the partition lines can be moved up or down to adjust the spot darts for specific players. The partition line movement directions are at the bottom of the screen. Either position the mouse on the arrow and use the left mouse button to drag the lines or hold the <Ctrl> key down and press the up/down arrow keys to move the lines up or down. After the lines are adjusted, the new spot dart assignments can be seen on the screen by clicking on <Update> with your mouse, or by pressing <Esc>.

If the "Player Edit" field is marked with an X, then the players will be allowed to change their spot darts at the Galaxy game. When stats come in, you will be able to see what was done by the players if this option is chosen.

The "New Sub Darts" field is used to specify how many spot darts (if any) that a new substitute player (entered at the game, on league night) will be allowed.

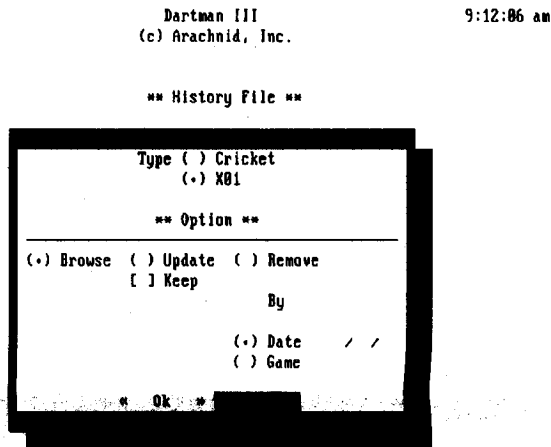
You can print the partition settings and spot dart assignments also if you wish. Since the display screen is limited to a fixed number of viewing lines, a hard copy may be useful.

When you are satisfied with the spot dart assignment displayed for the players, select <<Done>>. The spot darts will be saved within the player file for the league, and can be viewed there (see below). If <Cancel> is selected, the player file will not be updated.

Spot Darts for League: TWU01			
Team	Player	Csptdrt	Xsptdrt
BEACON CANTINA	MARSHA MASON	0	1
BEACON CANTINA	SHAUN LEIFSON	0	2
BEACON CANTINA	STACY ADELINE	0	2
BEACON CANTINA	VICKIE NELSON	0	2
CHARLIES ANGELS	JANICE HILL	0	0
CHARLIES ANGELS	JILL JOHNSON	0	0
CHARLIES ANGELS	MARILYN HENNEY	0	1
CHARLIES ANGELS	SUSAN SNOW	0	2
FOXYS LOUNGE I	ANN BRESSMAN	0	0
FOXYS LOUNGE I	CONNIE REGESS	0	0
FOXYS LOUNGE I	JEANNE PENMAN	0	0
FOXYS LOUNGE I	KATHY HARRISON	0	0
FOXYS LOUNGE I	CARYLE PAYNER	0	0
FOXYS LOUNGE II	JODY FARWELL	0	0
FOXYS LOUNGE II	MELISSA GALLAGER	0	1
FOXYS LOUNGE II	VIVIAN LERNER	0	2
NEW MILL TAP I	CAROL CORTEZ	0	0
NEW MILL TAP I	FREDENICA GALLIGER	0	0
NEW MILL TAP I	PATRICIA MONTGOMERY	0	1
NEW MILL TAP I	RHONDA HARRIS	0	1
NEW MILL TAP II	DARCY DOOR	0	0

About the History Files...

The History file option allows access to either the Cricket or X01 history files. These history files are exclusively for use with the handicap setup process. The screen below allows you to view and/or update these files at your discretion.



<F1> Help

"Browse" allows the selected game type to be viewed and edited as desired. Records can be added, changed or marked for deletion.

"Update" will place the current league's player information into the history file. Each game type played will be summarized and placed in files for each player in the league. If the "Keep" option is marked with an X, the records added to the history files will be kept. This means they will not be overwritten the next time this league's history files are updated. If records are not marked to keep, they will be removed and replaced by the current information being placed in the files during the history file update process.

Usually, operators will prefer to update the history files only at the end of a league season, or before the start of a new one. The "Keep" option would be marked with an X at this time to ensure that stat summaries are kept season to season.

"Remove" is used to delete groups of records. If "Date" is chosen, all records in the file previous to the date entered will be removed. **NOTE: Use the "Remove" option with caution! All records that meet the deletion criteria will be removed, even if they are marked "Keep".**

Dartman III, with its new handicapping ability and new game choices, cannot be used unless your Galaxy games also receive the new software version 5.0. More information regarding the use of handicapping and other features will be provided in the new Dartman III Users Manual, and also in later issues of Tech Tips.

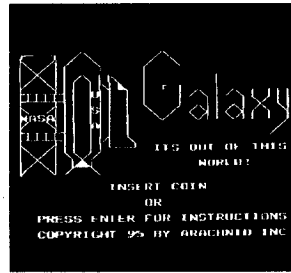
Dartman III and the new Galaxy software which includes Bermuda Triangle is now available. Contact your Arachnid distributor for ordering information, or call Arachnid, Inc. at 1-800-435-8319, and direct your questions to our Technical Service or Sales staff. They will be happy to answer any questions you may have.





Be Creative! Ideas for making the most of the Galaxy Spider Writer Screens

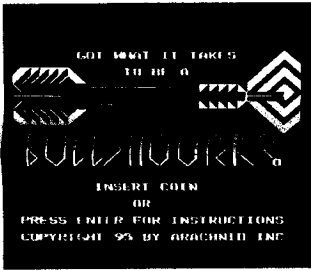
Did you attend Arachnid's BULLSHOOTER 10 this year? If you did, then you may have noticed that the games used in the tournament were sporting some rather innovative Spider Writer screens this year. These and other screens, made for Arachnid by Roger McNelly, show what can be done in the Spider Writer mode. Since we received many favorable comments at the tournament, we would like to make some of the screens available to you. As a service, we have printed some of them here, maybe they can give you ideas on ways to use your own Spider Writer creativity!



Out of This World



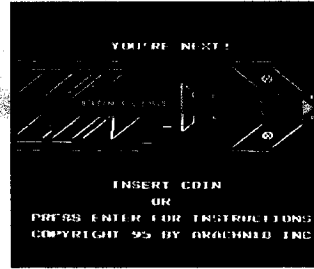
A Way of Life



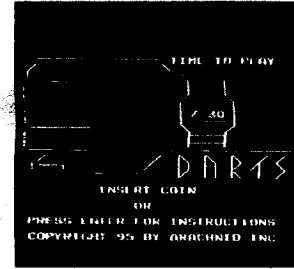
Bullshooter



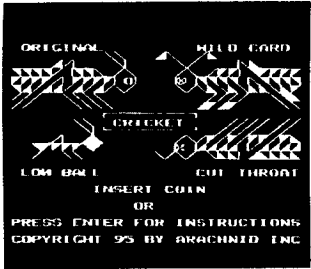
Bermuda Triangle



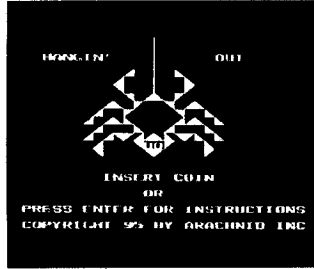
Top Gun Challenge



It's Time for Darts



The "Cricket" Family



Hangin' Out

These and other Spider Writer screens have been loaded on Arachnid's BBS. You may retrieve them and use them as you wish.

Also, if you have any screens you would like to share, please feel free to upload your own creations onto the BBS as well!

The BBS phone number is: 815-654-7985



Free binders are available to keep Tech Tips issues together. Write or call us to request one.

IN THE NEXT ISSUE OF ARACHNID TECH TIPS: More on Handicapping & Dartman III // Preparing for Winter // Phone line Installation // and Much More !!!

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