DARTS –
501 or 301, finish on a double, normal match rules.
Best of 3 games.

F1 – select 501/301
JOYSTICK **up/down** &
left/right – aim dart.
FIRE – throw dart.

# BAR BILLIARDS
is played with 8 balls (7 white 1 red). Red ball starts on the table, any score made with the red ball is doubled. Foul shots include;
1. Any ball returning over baulk-line
2. Failing to hit a ball in play
3. Knocking over white mushroom skittle
The above fouls zero your break!
After 10 minutes, potted balls are not returned, and play continues with the remaining balls. When the last two balls only, remain, the ball nearest the player is returned to the half circle, and an attempt must be made to pot off the cushion into the 200 hole. Beware! Knocking over the black skittle zero's your score.

SCORING

30	20	10	20	30

100
50 50
200
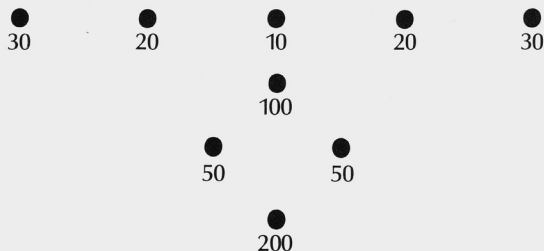
JOYSTICK CONTROL

up/down
left/right – position ball
fire – to accept

left right – Select left or right side spin OR
up/down – select top or bottom spin
fire – to accept

up/down – power of shot
fire – accept
left/right – angle of shot
fire – take shot

DOMINOES
– fire button reveals dominoes so make sure your opponent looks away. Normal rules with 3 games and £1 for the winner of each game.

Joystick 1 & 2
Fire – reveals dominoes
Left/right – select domino or knock
fire – to confirm/accept
up/down left/right – position domino on table
↕ cursor – rotates domino into position when placing
F1 – change selected domino

TABLE FOOTBALL
– 3 games with £1 for the winner of each game. 9 balls per game.

JOYSTICK 1 & 2
up/down – move players up/down
left/right – kick and reset to forward kick position.

PONTOON
– Place your bets using F1 to increase your stake (minimum £1 maximum £5). After your second card TWIST, STICK or BUY (no sticking below 16). Pontoon beats 5 card trick. 10 consecutive hands for each player, with your final kitty added to your score.

F1 – increase/decrease stake
Return – turn second card
S – stick **T** – twist **B** – buy

POKER
– keyboard numbers 1-5 represent the 5 cards dealt. You may be dealt another hand or a selection of the five cards. Pressing numbers 1 to 5 selects the cards to be replaced. Space bar starts the dealing and each player has 10 games.
Maximum gamble £1 – but high odds give big winnings in this game.

Space – start game **1-5** – exchange retain card
ODDS ;

| 2-1 | Pair | 6-1 | Flush | 10-1 | Run, Full house, 4 of a kind |
| 4-1 | 2 Pair | 8-1 | Prial | 20-1 | Running flush |

SKITTLES
– 5 games each with £1 for the winner of £1 each for a draw. 10 bowls per game. Try to line up your bowl and the target to obtain a strike.
10 points per skittle down.

Joystick/keyboard **Fire or space**
space – when prompted to change player

HOW TO LOAD
CASSETTE – hit SHIFT/RUNSTOP keys together
DISK – LOAD "✳", 8, 1

Follow the menu prompts to load the game of your choice or play the FULL PUB GAMES RUN

SCORING – the complete PUB GAMES RUN will give a running total of your scores, see the game descriptions for their individual scoring methods.

GAMES ORDER – (same both sides)
Menu, Darts, Bar Billiards, Dominoes, Table Football, Pontoon, Poker, Skittles.