## DARTS <br> match rules.

Best of 3 games.
Q - UP
A-DOWN
O-LEFT
P - RIGHT
SPACE - THROW

BAR BMLLDABDSS is played with 8 balls (7
white 1 red). Red ball starts on the table, any score made ivith 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!
4. Knocking over black mushroom resets your score to zero.

After 10 minutes, potted balls are not returned, and play continues with the remaining balls.

## SCORING


$\mathbf{Q}$ - UP $\quad \mathbf{A}$ - DOWN
$\mathbf{O}$ - LEFT P - RIGHT
using above keys position ball.
press space to set
usingQ - A set angle of shot, space to set.
use $\mathbf{O}-\mathbf{P}$ decrease/increase power of shot. Space to set.

## DOMINOES

- fire button reveals dominoes so make sure you: opponent looks away. Normal rules with 3 games and $£ 1$ for the winner of
each same.
R - REVEAL DOMINOES
S - Sl_ET DOMINO
Cursor Up/Down, Left/Right - MOVE DOMINO
H/V - SET DOMINO VERTICAL OR HORIZONTAL
P - WHEN SURE, PLACE DOMINO
M - MENU ON/OFF SCREEN

TABLE FOOTBALL ${ }_{-3 \text { games with } 51 \text { or }}$ the winner of each game. 9 balls per game.

## PLAYER 1

1 -UP
Z - KICK
PLAYER 2
0 - UP
M-KICK
Q-DOWN
CapShift - BACK

O-IDOWN
(or joystick)

## PONTOON

Place your bets using SPACE 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.

SPACE - INCREASE/DECREASE STAKE
ENTER - TURN SECOND CARD
$\mathbf{S}$ - stick $\mathbf{H}$ - hit (twist) $\mathbf{Y}$ - buy $\mathbf{B}$ - burn

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

SPACE - deal 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 or $£ 1$ 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.

Any key to bowl


## HOW TO LOAD

Type LOAD "" press ENTER
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

S!DE 1 - Menu, Darts, Bar Billiards, Dominoes SIDE 2 - Table Football, Pontoon, Poker, Skittles

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