

# PUB GAMES AMSTRAD

## HOW TO LOAD

Disk: RUN "DISK"

Cassette: Press CONTROL and (small) ENTER

Games can be played individually, or consecutively as the 'Full Pub Games Run'

## PUB GAMES RUN

Games are won on points scored and at the end of each game, money is awarded to the winner.

In the card games, gambling money is awarded before play.

When all the games have been played, the kitty is added up and the winner announced.

### Order of Play

Darts, Bar Billiards, Dominoes, Table Football, Pontoon, (Blackjack), Poker, Skittles.

## DARTS

Joystick=To Aim

Fire Button=To Throw

F1=301/501

Best of three games, finish on a double or bull.

## TABLE FOOTBALL

Follow the screen instructions

Player 1 Keyboard, Player 2 Joystick

Best of three games – 9 goals to win a game.

## DOMINOES

Space bar to start (and reveal player 1 dominoes)

↔ = Select domino

RETURN=Accept selection

↕ = Position domino

RETURN=Accept position

SPACE BAR=Rotate domino

F1=De-select or change selected domino

Player 2 uses same keys

The game ends when a player has played all his pieces, or in cases of neither player being able to go, the value of the points held in dominoes is totalled, and the player with the least number wins.

## PONTOON

Gamble or bet £1-£5 using numbers

1-5 on keyboard

T=Twist S=Stick B=Bet

Ace counts as 1 in a two card hand or 11 in three or more card hand.

Each player plays against the bank (the computer), sticking below 16 not allowed.

## POKER

Select from the hand dealt using numbers 1-5, the cards which you wish to hold.

Press RETURN to deal.

The remaining cards will be re-dealt.

The odds for winning are on screen.

Each player plays the computer.

## SKITTLES

10 points per skittle.

200 points for a strike.

SPACE BAR to bowl.

Best of three games.

## BAR BILLIARDS

↑ = Position ball

Press RETURN to accept position.

↑ = Cue angle

↔ = Strength of shot

SPACE BAR to cue off.

Player 1 and 2 take alternate shots, play is with 8 balls (7 white and 1 red). Foul shots include:

1. Ball returning over baulk line.
2. Failing to hit a ball in play.
3. Knocking over mushroom skittle (these zero your break).

When all the balls are in play, the ball nearest the baulk line will be returned to continue play. After 10 minutes, play is restricted to the remaining balls until they have all been potted.

Scoring:

