Parlour Games™

SEGA

Printed in Australia

SEGA

Loading Instructions:

Starting Up:

1. Make sure the power switch is OFF.

2. Insert the game cartridge in the Power Base as described in your SEGA SYSTEM manual.

3. Turn the power switch ON. If nothing appears on the screen, turn the power switch OFF, remove the cartridge, and try again.

4. At the title screen, to start the game, press Button 1 or Button 2.

IMPORTANT:
Always make sure that the Power Base is turned OFF when inserting or removing your Mega Cartridge.

① Insert Mega Cartridge
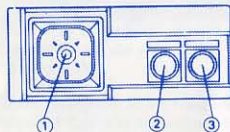
② Insert Control Pad 1

③ Insert Control Pad 2
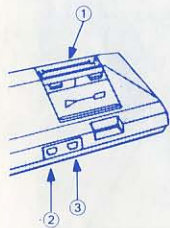
Getting Started

Parlour Games™ can be played by 1 to 4 people. Control Pad 1 is used alternately by Players 1 and 3. Control Pad 2 is used alternately by Players 2 and 4.

① Directional Button (D-Button)

② Button 1 (START Button)

③ Button 2

At the title screen, press the START Button to go to the Game Selection screen.

Press the D-Button UP or DOWN to select the game you wish to play. Then press Button 2.

Note:
To return to the previous screen, press Button 1. To cancel a selection you made, press Button 1.

Billiards

You can choose one of the four games in Parlour Games™ Billards. But before you start playing, it's a good idea to get acqainted with the terms used in Billiards, the play screen and the various button maneuvers.

SELECT YOUR GAME
→ BILLIARDS
   DARTS
   WORLD BINGO

Terms Used in Billards

Bank Shot: A shot in which a ball is caromed off a Cushion.

Break Shot: The first shot at the beginning of a game which scatters the Object Balls.

Cue (stick): The stick used to hit the Cue Ball with, in order to drive the Object Balls into the pockets of the table.

Cue Ball: The white ball you hit with the Cue. You use the Cue Ball to drive the Object Ball into the pockets. Every player will use the same Cue Ball.

Cushion: The inside rim of the table. Cushions can be used for different types of bank shots.

Foul: Occurs when the Cue Ball hits an Object Ball other than the designated one.

Object Ball: The colored, numbered balls on the table you strike with the Cue Ball. The goal of the games is to hit these Object Balls into the pockets.

Scratch: Occurs when the Cue Ball falls into a pocket with or without the Object Ball.

Sights: The diamond-like shapes located around the cushion of the table. Can be used for lining up shots.

The Play Screen

1. Score
2. Strike Point
3. Type of Game
4. Cue (stick)
5. Cue Ball
6. Image line
7. Image Ball
8. Pocket
9. Object Ball

Button Maneuvers

Image Line

When you press Button 2, the Image Line will appear from your Cue Ball. When you move the D-Button, the line will shift determining the direction in which the Cue Ball will travel.

- To extend the Image Line, press the D-Button UP.
- To bring down the Image Line, press the D-Button DOWN.
- To rotate the Image Line clockwise or anti-clockwise, press the D-Button RIGHT or LEFT.

Setting the Strike Point

The Strike Point is where the Cue stick will strike the Cue Ball. After the Image Line is placed, press Button 2. The Cue stick will begin to move back and forth. At this time, you can use the D-Button to move the cross on the Cue Ball at the top center of the screen. This cross is the Strike Point. Where you set the Strike Point determines what the Cue Ball will do when it hits the Object Ball.

Note:
To alter your Image Line after you pressed Button 2, press Button 1.

1. **Top spin:** Setting the Strike Point here will cause the Cue Ball to continue rolling after you hit the Object Ball.

2. **Stop:** This Strike Point will bring the Cue Ball to a dead stop after it hits the Object Ball.

3. **Draw:** Using this Strike Point will make the Cue Ball roll backward after the Object Ball is hit.

4. **English:** Using these Strike Points will make the Cue Ball travel left or right after hitting an Object Ball or Cushion.

Cue Ball will rebound to the left.
Cue Ball will rebound to the right.

Selecting Shot Strength and Shooting

The Cue Stick moving back and forth in the upper right corner of the screen is the meter you use to set the strength of your shot.

The less of the Cue Stick that is showing, the more powerful your shot will be. When the Cue Stick reaches the desired level of strength, press Button 2 to shoot.

Game Over

When a game is over the "PLAY AGAIN?" screen appears.

• To play the same game again, select YES and press Button 2.

• To choose a different type of Billiards game, select NO and press Button 2.

• To choose a different game (Darts or World Bingo), select NO and press Button 2, then press Button 1 to return to the Main Menu.

Selecting Your Game

If you haven't touched your Control Pad since you selected "BILLIARDS" on the Main Menu, your screen should look like this: ①

With the D-Button, select "BASIC GAME," "NINE BALL," "FIVE BALL" or "ROTATION." Then press Button 2.

Basic Game

If you're a beginner, try the Basic Game. The rules are very simple. The object of the game is to use the Cue Ball to drive the Object Balls into the pockets for points. (If you're not playing alone, the first player that reaches the set number of points wins.)

①

To Play

1. When you choose the Basic Game on the "SELECT YOUR GAME" screen, the following screen appears.

2. Use the D-Button to select the number of players and press Button 2. If you wish to play against the the Computer, select "VS. COMPUTER" and press Button 2.

3. Then select the number of points to win, from 1 to 200. Press the D-Button UP to increase the number and press DOWN to decrease the number.

4. If you chose "VS. COMPUTER," select "AMATEUR" or "PROFESSIONAL" on the Computer Level Screen.

5. Press Button 2 to start play.

Scoring

You get 1 point for each Object Ball you sink in a pocket. Balls may be sunk directly or indirectly. You can shoot at any ball.

If the number of points to win is higher than the number of Object Balls on the table, the computer will automatically rack the balls for the next round. The player who is currently shooting will break. The game continues until the selected number of points is reached.

Nine Ball

The object of Nine Ball is to sink the number 9 Object Ball AFTER sinking the other object balls in numerical sequence, i.e. 1, 2, 3, etc.

To Play

1. With the D-Button select the number of players and press Button 2.

2. Select the number of sets to win and press Button 2. Each complete round of play, from break shot to the sinking of the nine-ball, is considered a Set.

3. If you chose "VS. COMPUTER," select "AMATEUR" or "PROFESSIONAL" on the Computer Level Screen. Then press Button 2.

The game begins with the first player making the Break Shot. If the nine-ball is sunk on the break, that player automatically wins the set. If not, the lowest numbered ball on the table becomes the Object Ball. Players must shoot at that ball until it is sunk. Then the next lowest numbered ball becomes the Object Ball.

If the player misses the Object Ball or hits another ball besides the Object Ball first, a Foul is called. Now the next player has the choice of replacing the Cue Ball or Object Ball. Make your selection from the screen with the D-Button and press Button 2.

If other balls are knocked into the pocket while the player is shooting at the Object Ball, the player keeps on shooting until they either foul, miss or win the set. There are no points awarded for sinking the object balls. The player who sinks the nine-ball wins the set.

Five Ball

Five Ball is a two-player game. There are 9 balls on the table divided into 2 groups, Low Side and High Side.

Low Side: Balls 1—4
High Side: Balls 6—9

The object is to sink the balls of your selected side, then sink the fifth ball to win.

To Play

1. With the D-Button select "2 PLAYERS" or "VS. COMPUTER."

2. Select the number of sets to win and press Button 2.

3. If you chose "VS. COMPUTER," select "AMATEUR" or "PROFESSIONAL" on the Computer Level Screen.

4. Select Low Side or High Side. Then press Button 2.

You don't have to sink the balls on your side in any specific order. Aim for the one that is easiest to hit.

If you shoot and hit or sink your opponent's ball before your own, you lose your turn and your opponent shoots.

After you have sunk the balls on your side, try to sink the five-ball. The player who sinks all the balls of his selected side and the fifth ball is the winner of the set.

Rotation

The object of Rotation is to reach the selected number of points to win by sinking the Object Balls in numerical sequence. In Rotation, each Object Ball sunk gives the player the number of points equal to the Object Ball's numerical value. For example, sinking the ten-ball will give the player 10 points.

To Play

1. Select the number of players with the D-Button and press Button 2.

2. Select the number of points to win. Press the D-Button UP to increase the number and press DOWN to decrease the number.

3. If you chose "VS. COMPUTER," select "AMATEUR" or "PROFESSIONAL" on the Computer Level Screen.

The game begins with player 1 making the Break Shot. Any balls that are sunk on the Break Shot are scored to Player 1. If Player 1 fails to hit a ball on the Break Shot, a Foul is called. Now Player 2 shoots.

If Player 1 scratched on the break, any Object Balls sunk are returned to the table and Player 2 shoots.

After the Break Shot, the lowest numbered ball on the table becomes the Object Ball. When it is sunk, the next lowest numbered ball becomes the Object Ball.

If other balls are sunk in the process of sinking the Object Ball, the player who is shooting gets the points equivalent of those balls.

When a shot is made and does not touch the Object Ball first, a Foul is declared and the next player takes his or her turn. When a Scratch is made, all balls sunk on that shot are returned to the table and the next player shoots.
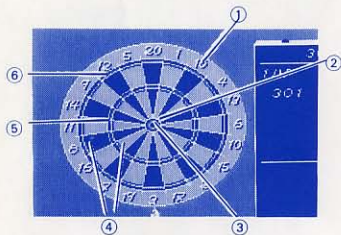
Darts

Before you choose one of the 4 dart games, familiarize yourself with the dart board and learn how to throw darts using your Control Pad.

Dart Board

① No-Score Ring

② Bull's-Eye 25-Point Ring

③ Double Bull's-Eye 50-Point Ring

④ Single-Score Ring

⑤ Triple-Score Ring

⑥ Double-Score Ring

Throwing Darts

1. Press the D-Button LEFT or RIGHT to position the thrower.

2. Press and hold down Button 2. The throwing screen appears. This screen shows you the red power meter and the release point. When the power meter is fully red, your throw will be strongest.

3. When the meter reaches the strength at which you want to throw, release Button 2. The release point token will move right to left. This determines the height at which the dart is released. When it reaches the height you desire, press Button 2 again.

Note:

• If your throw isn't strong enough, the dart will not stick in the board.

• If you let the release point token get too far to the left, the dart will go under the board and the message "OUT OF BOARD" appears. Practice will help you determine which release point to use.

① Dart Board

② Name of the Game

③ Scoreboard

④ Release Point

⑤ Power Meter

⑥ Thrower

Game Over

When the game is over the "PLAY AGAIN?" screen appears.

• To play the same game again, select YES and press Button 2.

• To choose a different type of dart game, select NO and press Button 2.

• To choose a different game (Billiards or World Bingo), select NO and press Button 2, then press Button 1 to return to the main menu.
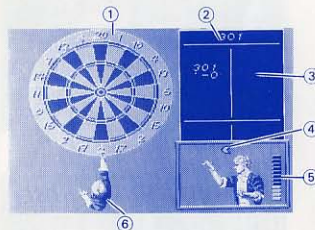
Selecting Your Game

If you haven't touched your Control
Pad since you selected "DARTS" on
the Main Menu, your screen should
look like this: ①

With the D-Button, select "301," "501,"
"ROUND THE-CLOCK" or "DOUBLE
DOWN." Then press Button 2.

301

In 301, each player starts with a score
of 301 points. The winner is the first
one to reach zero. Each throw
determines how many points are
removed from the player's score.

A player "BUSTS" if his or her total
points for a throw drops below zero.
For example, if a player has 10 points
to go and throws a "20", the score
returns to what it was before the throw
was made.

①

1. When you choose the 301 on the
   Select Your Game screen, the
   following screen appears.

2. Use the D-Button to select the
   number of players and press Button
   2. If you wish to play against the
   Computer, select "VS. COMPUTER"
   and press Button 2.

3. 301 has 3 options for the first and
   last shots of the game. Choose one
   from:

OPEN IN, OPEN OUT: Makes no
difference where the first and last dart
goes, as long as you don't bust.

OPEN IN, DOUBLE OUT: The first
dart can land anywhere. The game can
only be ended by a player hitting the
double ring to score the number of
points needed to "zero out."
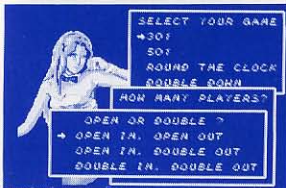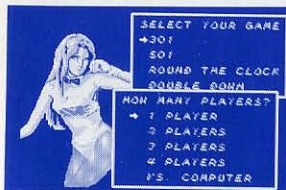
DOUBLE IN, DOUBLE OUT: The first and last darts must hit double rings for the game to begin and end.

4. If you chose "VS. COMPUTER," select "AMATEUR" or "PROFESSIONAL" on the Computer Level Screen.

5. Then select the weight of your darts on Select The Weight screen. Use the D-Button to select the desired weight and press Button 2. Now you're ready to play.

501

In 501 you follow the same rules as in 301. The only difference is that each player with a score of 501 points, and must reach zero first to win.

Round The Clock

As with 301 and 501, select the number of players and the weight of your darts.

The object of Round The Clock is to throw your darts into the numbered areas 1-10 in sequence to win. As with every dart game, players can make three throws for each turn.

The game begins with each player aiming at area number 1. When a player hits this number, a mark is placed next to the number on the scoreboard and that player can throw for the next number.

If a number is hit out of sequence, i.e. 3 is hit before 1, no mark is counted and the player keeps on throwing until his or her turn is over.

Since the object is to hit numbers 1-10 in sequence, there is no score point total. Hitting the Double or Triple rings will not increase your score.

Double Down

Select the number of players and the weight of your darts.

As with Round The Clock, the object of Double Down is to hit a series of numbered areas in sequence. But in Double Down you:

1. Begin the game with 40 points and add additional points for every number you hit.

2. Get double or triple points when you hit the Double or Triple rings.

3. Use a Double Ring, a Triple Ring and the Bull's-Eye as targets.

4. Lose half your points if you fail to hit the targeted number during your turn.

If a player throws and hits number 15 on the first throw, a total score of 55 (40 plus 15) is marked on the board and the player can shoot at the next number, 16.

If a player throws 3 times and fails to hit 15, they are marked with a half score, 20 points (half of 40). As long as you hit one number in sequence per turn, your score will not be reduced.

The most difficult aspect of Double Down is finishing the game. To finish the game, you must hit the Bull's-Eye, the smallest target on the board. If you fail to hit the Bull's-Eye, your score will decrease by half.

For any dart game, first choose the computer as your opponent and watch how it throws. Learn winning strategies from the computer!
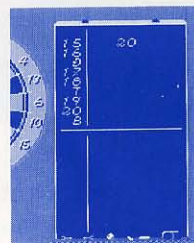
World Bingo

World Bingo combines the fun and action of slot machines and bingo. The object is simple — make progressive bets to win a fortune! Before you start, choose the number of players and the number of games. On the "HOW MANY PLAYERS?" screen, select the number of players with the D-Button and press Button 2. Then select the number of games and press Button 2. Now you're ready — good luck!

Betting

You begin the game with $100 and can bet any amount from $1 to $100. The higher the bet, the higher the dividend. Use Button 2 to bet. Each time you press Button 2, the amount you bet increases by $1. The number indicating how much money you presently have decreases by $1 each time Button 2 is pressed.

As your bet increases:

1. The dividends increase.

2. The feature blocks light up.

3. The center spot turns red.

4. "ALL 4 CORNERS $300 ($600)" or "ANY 3 CORNERS $600" appears on the screen.

Note:
If you are playing more than 1 game, don't bet all your money at one time. It is possible to win it back in the next game.

Betting Screen

① Your money

② Feature Block Indicator

③ Center Spot

④ Bingo Card

⑤ Feature Block

⑥ Sum of Dividends

After you make your bet and before the first spin on the slot machine, you can change the position of the numbers on the World Bingo card with the D-Button. The numbers will change randomly. When you reach the desired combination, press Button 1 and make the first spin on the gambling screen.
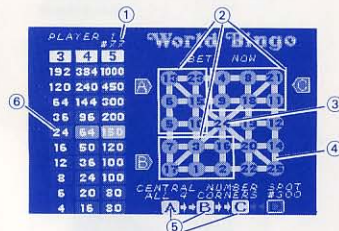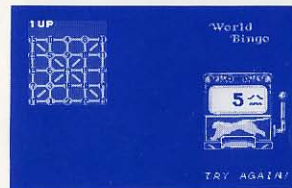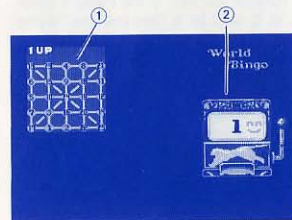

Gambling Screen

① Your World Bingo Card

② Slot Machine

To spin the slot machine, press Button 1 or Button 2. When it stops spinning, you will see a number with a smiling face or a frowning face next to it. If you get a smiling face, you won a number. The winning number will turn red on the card. If you get a frowning face, you get to spin again.

When you win a number, the betting screen automatically appears. Now you can move the numbers in the Feature Blocks.

Feature Blocks

The World Bingo card is divided into 4 blocks labeled A, B, C, and D. As your bet increases, each block lights up. After you make your first spin on the gambling screen, the betting screen automatically appears again. Here you can move the numbers within the Feature Blocks to your advantage with your D-Button. For example, if you won a center spot number, you could move a number you won in the Feature Block A, B, C or D for a ''two-in-a-row,'' trying to make a ''three-in-a-row.''

- Press UP to move the numbers in the A block.
- Press RIGHT to move the numbers in the B block.
- Press DOWN to move the numbers in the C block.
- Press LEFT to move the numbers in the D block.

When Feature Blocks have been moved, press Button 1 or 2 to return to the Gambling Screen.

Note:
You may move the Feature Blocks up to 3 times. After the third time, ''GOOD LUCK'' will flash on the Gambling Screen. At this point you have 2 more chances left.

Dividends

Dividends is what is paid to you for making a three-in-a-row, four-in-a-row and five-in-a-row. (If you make 2 three-in-a-rows in one round, you are only paid for one.)

- If you make a three-in-a-row, you'll be paid what you bet in the column numbered 3.
- If you make a four-in-a-row, you'll be paid what you bet in the column numbered 4.
- If you make a five-in-a-row, you'll be paid what you bet in the column numbered 5.

For example, if you bet $10 and the Sum of Dividends chart looks like this:

- You win $16 + $90 if you make a three-in-a-row.
- You win $50 + $90 if you make a four-in-a-row.
- You win $120 + $90 if you make a five-in-a-row.

When you increase your bet and "ALL 4 CORNERS $300 ($600)" or "ANY 3 CORNERS $600" appears on the Betting Screen, getting numbers in 3 or all 4 corners will win you the amount of money shown.

If you lose all your money and more than 1 game has been selected, you "BUST" and are out of the game.

Game Over

When a game is over the "PLAY AGAIN?" screen appears.

- To play the same game again, select YES and press Button 2.
- To change the number of players or change the number of games, select NO and press Button 2.
- To choose a different game (Billiards or Darts), select NO and press Button 2, then press Button 1 to return to the main menu.

HANDLING THE SEGA CARD AND THE MEGA CARTRIDGE

The SEGA CARD and the MEGA CARTRIDGE are intended exclusively for the SEGA MASTER SYSTEM.

For Proper Usage

① Do not immerse in water!
② Do not bend!
③ Do not subject to any violent impact!
④ Do not expose to direct sunlight!
⑤ Do not damage or disfigure!
⑥ Do not place near any high temperature source!
⑦ Do not expose to thinner, benzine, etc.!

* Be especially careful not to stick anything on the SEGA CARD!

- When wet, dry completely before using.
- When it becomes dirty, carefully wipe it with a soft cloth dipped in soapy water.
- After use, put it in its case.

SCOREBOOK

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