

SEGA®

チャンピオン ビリヤード

CHAMPION BILLIARDS

ゲームの遊び方

1人～2人用





CHAMPION BILLIARDS

FOR THE MSX SYSTEM

Developed by COMPILE

Introduction

Champion Billiards is a 2-player video game for MSX computers.

It is an MSX unreleased game, although it was released as a Sega SG-1000 game in 1986.

In this version, original PSG sound routines have been restored, and the VDP access is now guaranteed to work on any MSX machine.

Also, both keyboard and joystick control is possible for up to two simultaneous players.

How to play

Champion Billiards is an awesome game inspired by classic billiards games with some innovative elements including unconventional tables and ramps.

Players can use the MSX keyboard or a joystick plugged on port A (for player 1) or port B (for player 2).

Common controls:

[F1]	PAUSE
[shot 1] + [shot 2] + [UP]	In-game menu

Player 1 controls:

[UP cursor key]	↑
[DOWN cursor key]	↓
[LEFT cursor key]	←
[RIGHT cursor key]	→
N	shot

[SPACE]	shot
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Player 2 controls:

W	↑
Z	↓
A	←
D	→
[CTRL]	shot
[SHIFT]	shot

Joystick control (both player 1 & 2):

Directional control	↑ ↓ ← →
Fire 1	shot
Fire 2	shot

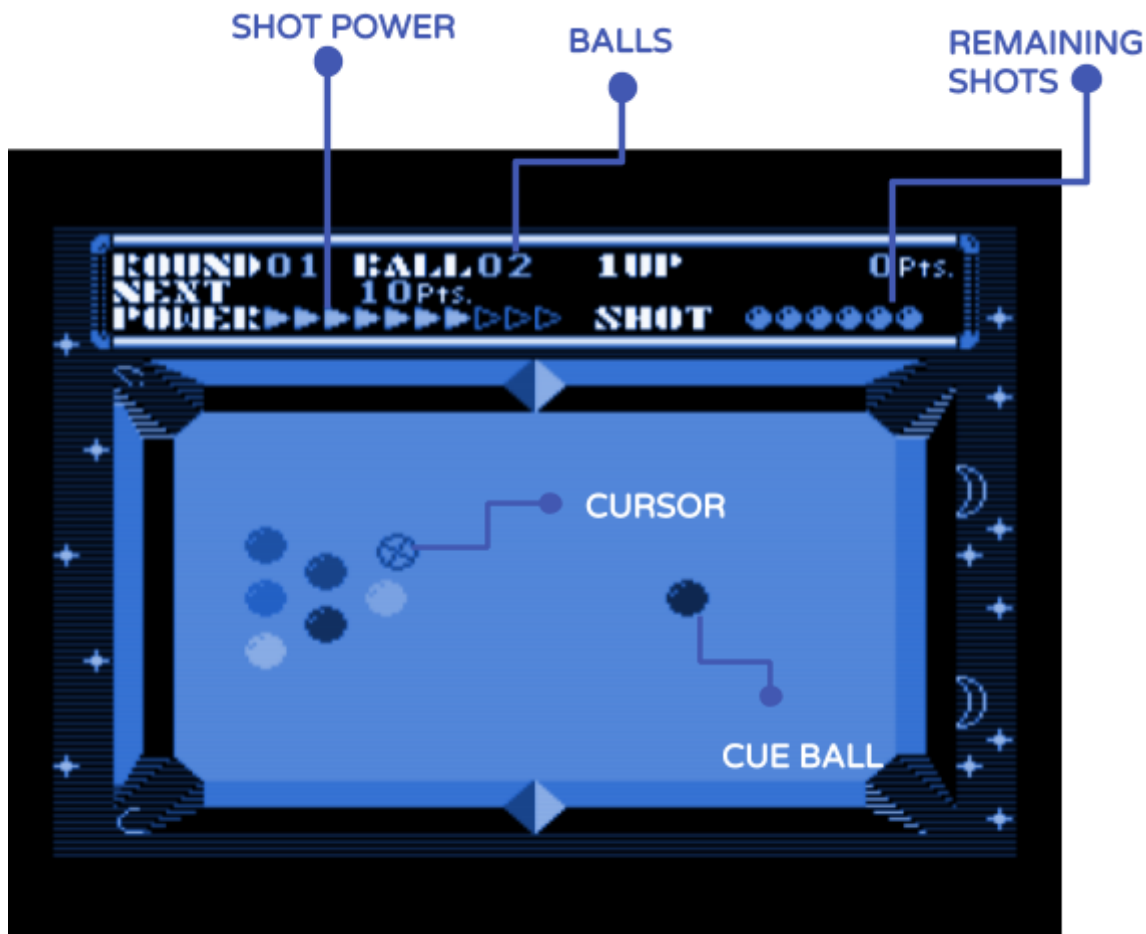
To start the game, press SHOT button on player 1 or player 2 at the main title screen.



Press player 2 SHOT button to start a 2-player turn-based game.

- When the game starts, every player has 3 balls (lives). A ball is lost when the player runs out of shots. If a ball is pocketed, the player has an extra shot.
- If a player accidentally sinks the cue ball, a ball is lost.

- The game finishes when all players run out of balls.



- Balls can crack after several impacts. Some balls are more resistant and are destroyed after a greater number of impacts. Some balls, when cracked, will reward you with a bonus.
- By pressing [shot 1] + [shot 2] + [UP] during the game, an option menu is shown. Available options allow players to choose the NEXT or the PREVIOUS round.



Credits

Champion Billiards was programmed by Compile and published by SEGA in 1986.

Ported to the MSX system by MSXwiki.org in 2020.

Thanks to Xavi Sorinas, Mariano Saura and Roberto Álvarez for their support and testing.

Special thanks to Mr Kenji Shintani (AKA “Lunarian”) who was the original developer of this masterpiece.

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