

ELECTRONIC POOL

REQUIREMENTS:-

To run Electronic Pool you will require an Atari ST or Commodore Amiga with 512k of memory.

LOADING:-

ST

Place the disk in drive A and wait for the desktop to appear, then double click on the POOL.PRG and wait for the program to load and run.

AMIGA

Place the disk into the internal drive, the program will then load and run automatically.

INSTRUCTIONS:-

When the title screen appears you will see three small boxes in the top right hand corner.

1-PLAYER,

2-PLAYER,

NUMBER OF FRAMES.

PLAYING A GAME:-

To play a game you must click on the desired icon from the list mentioned above, you play the game using the mouse, your pointer being the small

white cross, to use this you must put the cross where you wish to shoot the white ball, then press the right mouse button to determine how much power you wish to put behind the ball, your aim in a 1 PLAYER game is to pocket all the balls as quickly as possible in as few a shots as possible, or in a 2 PLAYER game, to beat the opponent.

KEYBOARD CONTROLS:-

F1:- QUIT.

F2--F10:- FUN KEYS WHICH DO NOT INTERFERE WITH THE GAME.....(USE OF THESE KEYS MAY SERIOUSLY IMPAIR YOUR CONTROL OF THE GAME!!!).

IMPORTANT:-

IF THIS GAME FAILS TO LOAD THEN RETURN JUST THE DISK TO:-

**MICRODEAL LTD, PO BOX 68, ST AUSTELL,
CORNWALL, PL25-4YB.**

Copyright(c)1986, MICRODEAL LTD.