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M A C L E A N ' S

P O O L

S T

MIA
Squad

ARCHER MACLEAN'S POOL IBM/PC ADDENDUM

INSTALLING POOL

To install Pool on your Hard Drive you must insert into your disk drive the disk called POOL.

Type A: <return> to access the drive that the POOL disk is in, and then type INSTALL C <return>.

The game will automatically install on your C: Drive in a Directory called POOL, if you wish to install POOL onto another Drive replace the C with your desired Drive.

Follow on screen prompts on setting up your version of Pool to your machine.

Once the game has installed it will automatically run to check the installation has worked successfully.

To run the game from turning on your machine you must change to the Pool Directory and type POOL.

Please Note: To use the 256 colour version of Pool you must have at least 1 Megabyte of Expanded memory.

Virgin Games Presents

ARCHER MACLEAN'S

POOL

ARCHER MACLEAN'S POOL

Design, Coding, Visuals & SFX by Archer Maclean

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CAUTION!

Diskettes are magnetic media, just like cassette tapes such as The Archies Collection. Do not expose diskettes to x-rays or intense magnetic fields as the data they hold will be erased. Do not attempt to 'back up' this data as it may be destroyed in the process. It's also an infringement of copyright, and Virgin Games Ltd accepts no responsibility for disks damaged as a direct result of infringement of copyright.

POOL

WELCOME!

Welcome to **Archer Maclean's Pool (Pool)**: pool-hall Virtual Reality in your home. This manual has been produced to ensure that you get the very best out of this premium product. If you should find either the program or the documentation unsatisfactory in any way, do not hesitate to drop us a line detailing in full the reasons for your dissatisfaction. Opinions and complaints should be sent to The Project Manager, Archer Maclean's Pool, Virgin Games Ltd, 338A Ladbroke Grove, London W10 5AH.



"This one's for all the players of this world who thought Jimmy White's Whirlwind Snooker was great but wished it was pool. I want you to enjoy Pool as much as the snooker players enjoyed Jimmy White's Whirlwind Snooker."

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PACK CONTENTS

Accompanying this manual inside this pack you should find a **Pool** program diskette. If you do not wish to use the program disk for the storage and retrieval of scores and games we advise that it is 'write-protected' by ensuring the black plastic tab in the corner of the disk is moved 'up' so a 'hole' is created.

EQUIPMENT REQUIREMENTS

AMIGA

Runs in 512k RAM

Compatible With: A500, A500+, A600, A1000, A2000, B2000, A2500, A3000

ATARI ST

Runs in 512k RAM

Compatible With: 520ST, 520STe, 1040ST, 1040STe, Mega ST

NOTE

If a mouse is to be used to play **Pool**, ensure that it's plugged into its usual hole, ie, the port marked '1 JOYSTICK' (Amiga) or '0' (Atari ST).

LOADING ARCHER MACLEAN'S POOL

AMIGA & ATARI ST

If your computer is turned on, turn it off. Wait for at least 30 seconds before turning on your computer again. This will remove any virus which may be present and so minimise the risk of infecting and possibly destroying your **Pool** disk.

Insert the **Pool** disk into the computer's internal disk drive.

The program will load and run automatically.

Please note that **Pool** cannot be installed on a compatible hard disk drive.

2 **POOL**

POOL 3



Fig 3: an Option is highlighted and ready to be selected

SELECTING AN OPTION

Options are selected with the mouse or the keyboard. To show which Option is to be selected, it is highlighted (Fig 3).

USING THE MOUSE

The mouse is used to move a Mouse Pointer (Fig 4) and select Options. Move the Mouse Pointer so its tip touches the desired Option.

Press the left-hand mouse button to highlight the Option in question.

Press the right-hand mouse button to select the highlighted Option.

USING THE KEYBOARD

Press the 'UP ARROW' ('CURSOR') key or 'DOWN ARROW' ('CURSOR') key to move the highlight up or down.

Press the 'RETURN' key to select the highlighted Option.

CANCEL

Maybe you selected the wrong Option or perhaps you changed your mind, you fickle thing. Either way, select 'CANCEL' when it's available to remove or 'close' the current window and return to the previous Option window and game state.

To cut corners you can press the 'Esc' key to return to the GAME CONTROL window from any of its associated Option windows.

PLEASE NOTE

If no key is pressed and the mouse is not moved in any way for approximately one minute when not in play, the title sequence will be replayed. The balls will be rerecked, as seen on the table layout below the GAME CONTROL window which shows the current state of play.



Fig 4: the mouse-controlled Mouse Pointer

THE GAME CONTROL WINDOW

SELECT TYPE OF POOL

There are three sets of rules on offer: 8 BALL UK COIN OP TABLE RULES, 8 BALL USA BAR TABLE RULES, and 9 BALL USA TOURNAMENT RULES. See APPENDIX ONE: POOL RULES for further details. Note that selecting a new set of pool rules will reset the table layout shown below the GAME CONTROL window.



Fig 5: there are three types of rules on offer



Fig 6: there are six types of game to play

CHOOSE TYPE OF GAME

There are six types on offer (Fig 6).

TWO PLAYER PRACTICE

Play a single game for laughs against a human opponent.

You can UNDO the last shot played. You can use the computer to determine the best possible shot. You cannot save the game to disk for later use.

START ONE PLAYER GAME

Play a single game for real against one of 20 computer-controlled opponents.

You cannot UNDO the last shot played. You cannot use the computer to determine the best possible shot. You can save the game to disk for later use.

ENTER NAME 1

Before you can do anything else you must register your name – well, anyone's so long as it's someone's (Fig 7). You can use a maximum of 8 of the 26 letters of the alphabet only.



Fig 7: entering a name

Use the 'BACKSPACE' key to remove the right-most letter shown. If you attempt to begin play without registering your name the highlight will return to the ENTER NAME 1 prompt and you will have to enter something. The name is considered registered when the 'RETURN' key is pressed.

Note that with a registered name highlighted, pressing the right-hand mouse button or the 'RETURN' key will clear it so you can enter another.

SELECT YOUR OPPONENT

When this is selected you will be presented with a choice of the names of 20 computer-controlled opponents of differing abilities (Fig 8). Some are fat, ugly, smelly and need glasses, while others look like Mel Gibson and eat their carrots. Take your pick.

OK - START PLAYING

With an opponent chosen a 'coin' is 'tossed' to determine who will break (Fig 9). If the outcome is to your liking, select the 'OK - START PLAYING' Option to begin play. Otherwise, select the 'CANCEL' Option and start the selection from scratch, you sad person, and the outcome of the 'toss' may eventually be to your liking.

START TWO PLAYER GAME

Play a single game for real against a human opponent.

This Option is almost identical to START ONE PLAYER GAME except the human opponent's name must be entered (it can be the same as PLAYER 1's). If PLAYER 1 has entered a name previously then it is retained. The procedure for entering a new name is the same as detailed in START ONE PLAYER GAME. When both names have been entered they will be retained for use with other Options until you change the names.



Fig 8: the 20 computer opponents



Fig 9: a 'coin' is 'tossed'



Fig 10: choose the number of games in a match



Fig 11: how many human players are in this tournament?



Fig 12: entering names for the human players in the tournament

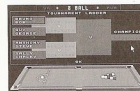


Fig 13: the four human players and four computer-controlled players are sorted against each other

SETUP ONE PLAYER MATCH

Play a series of games for real against one of the 20 computer-controlled opponents. This Option is almost identical to SETUP ONE PLAYER GAME except you get to decide how many games will be in the match before a computer-controlled opponent is chosen.

SET GAMES IN MATCH

When this is selected you are given a choice of playing the best of 3, 5, 7 or 9 games, ie, the first player to win 2, 3, 4 or 5 games wins the match (Fig 10).

SETUP TWO PLAYER MATCH

Play a series of games for real against a human opponent. This Option is almost identical to SETUP ONE PLAYER MATCH except the human opponent's name must be entered as it is in SETUP TWO PLAYER GAME.

SETUP MULTIPLAYER TOURNAMENT

Eight players (human or computer-controlled) take part in a knockout tournament. Your first choice is how many human players and computer opponents will take part in the tournament (Fig 11). The computer will choose its own opponents (from the 20 available) when necessary. Note that mostly medium level players will be chosen to avoid unfair selections.

With the number of human players and computer-controlled opponents chosen, the names of all the human players taking part must be entered (Fig 12).

VIEW TOURNAMENT LADDER

This Option shows the names of all the human players and computer opponents taking part in the tournament (Fig 13). They will be randomly sorted against each other in pairs to play the first four games. The winner of each game goes through to the semifinals.



Fig 14: the three 8 ball edit options.



Fig 15: prepare to enter the trick shot editor

EDIT 8 BALL RULES

A simple editor which allows you to change three minor aspects of the rules associated with UK and USA 8 ball pool. Before using this Option it's advisable to understand the rules of the UK and USA 8 ball pool. See APPENDIX ONE: POOL RULES.

SETUP TRICK SHOT

Arrange the balls to set up specific situations, trick shots or solve problems (Fig 15). This Option also doubles up as a handy single-player practice mode.

You can UNDO the last shot played. You can use the computer to determine the best possible shot. You can save the trick shot to disk for later use.

START TRICK SHOT EDITOR

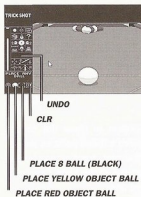
All the Functions available in the TWO PLAYER PRACTICE Option or a real game are available here. It's advisable that you understand how **Pool** plays before you read this section.

You will notice that the CONTROL PANEL is slightly different. It sports a few new Functions. The biggest difference between the trick shot editor and the other Options is that the balls can be arranged on the table at your leisure. It shouldn't come as any great surprise to learn that a ball cannot be placed on top of another ball. Balls cannot be placed outside the table, on its cushions or in its pockets.

THE TRICK SHOT CONTROL PANEL

There are two different versions: one for the 8 ball rules and one for the 9 ball rules (see APPENDIX ONE: POOL RULES). The Functions are the same. What's different is the number of balls available to be placed on the table.

8 BALL



PLACE BALLS 1-8
PLACE 9 BALL



9 BALL

CLR

Press the left-hand mouse button to clear the table of every ball except the cue ball.

Press the right-hand mouse button to rerack the balls.

UNDO

Press the left-hand mouse button to reset the table to the layout seen prior to playing a shot or using the CLR Function. Note that if you return to the GAME CONTROL window from the Trick Shot Editor, the computer will UNDO the previous shot or use of the CLR Function.



Fig 16: balls are placed in a circle around the Main Camera's focus point



Fig 17: balls are placed in a straight line ahead of the Main Camera's focus point

PLACING BALLS ON THE TABLE

Balls are placed one by one on the table in one of two different ways: in a circle around the Main Camera's focus point (Fig 16) or in a straight line ahead of it (Fig 17). The letters show the order in which the balls are placed. This defaults to 'A' if the table and thus the focus point is moved. Use the Mouse Pointer to touch the desired ball in the Control Panel.

Press the left-hand mouse button to place the ball in question around the Main Camera's focus point as part of a circular arrangement. Press the right-hand mouse button to place the ball in question ahead of the Main Camera's focus point as part of a straight line.

Note that you can only place available balls on the table. There can never be more balls on the table than the rules allow (see APPENDIX ONE: POOL RULES).

MOVING BALLS

Use the mouse to touch the Mouse Pointer on the ball to be moved. Press the left-hand mouse button to focus the Main Camera on the ball (pressing the right-hand button has the same effect but it also lines up the centre of the ball in question with the centre of the cue ball). Press and hold the left-hand mouse button. The Mouse Pointer will change (Fig 18) to show the ball has been 'grabbed'. Now moving the mouse will move the ball.



Fig 18: the Mouse Pointer changes to show that a ball has been 'grabbed'

REMOVING BALLS

'Grab' a ball then, with the left-hand mouse button still held down, press the 'DEL' key to remove the ball from the table.

PLEASE NOTE

If no key is pressed and the mouse is not moved in any way for approximately four minutes while in Trick Shot Mode, the program returns to the GAME CONTROL window. This only happens in Trick Shot Mode.



Fig 19: prepare to start a demo game from here

ENTER DEMO MODE

Watch two computer-controlled opponents battle it out to see how it's done (Fig 19). Press the 'Esc' key during the demonstration to return to the GAME CONTROL window. Note that while the cue is in motion the 'Esc' key has no immediate effect. A demonstration game cannot be saved to disk.

BEGIN DEMO GAME FROM THE START

A complete game unfolds before your very eyes.

START DEMO GAME FROM CURRENT LAYOUT

See play begin from the table layout shown below the GAME CONTROL window. Now you can discover how the game previously in play unfolds in the hands of computer-controlled professionals. This Option can also be used in conjunction with saved games to see how the computer would handle them (and certain trick shots can be solved, too). Load the saved game then quit to the GAME CONTROL window. Now select the ENTER DEMO MODE Option and choose to begin play from the current layout.



Fig 20: games are stored on and retrieved from disk

DISK FEATURES

Save to and load from disk trick shots and games (Fig 20).

SAVE CURRENT GAME

From here you can save the table layout shown below the GAME CONTROL window. When this Option is selected you will be presented with a choice of 15 'slots' to which games can be saved on the disk in the computer's internal disk drive. Selecting 'CANCEL' returns you to the GAME CONTROL window. Select a slot, be it empty (a line of 27 dots) or an existing named saved game to be overwritten. The slot will be highlighted. Now use the keyboard to enter a title, up

to 27 characters in length, for the saved game. Unlike the player names, saved games can include spaces, numbers, full stops and dashes. Press the 'BACKSPACE' key to delete the right-most character shown. Press the 'RETURN' key to enter the name and save the game to the disk in the computer's internal drive. When the game is saved, the GAME CONTROL window will be presented. Remember: press the 'Esc' key or select the GAME CONTROL icon during play to return to the GAME CONTROL window from where the saving process can begin.

LOAD A TRICK SHOT

Selecting this Option calls up 15 trick shot save slots on the disk. (Remember: slots with no title are empty.) To load the saved trick shot of your choice, simply select it. Once the saved trick shot has loaded, the GAME CONTROL window is presented with the table layout shown below. You can now return to the table. Don't worry if you can't remember the contents of a saved game – the table layout of a highlighted slot is shown at the bottom of the screen. Press and hold the left-hand mouse button or the 'RETURN' key and move the highlight up and down to view all the available saved games.

LOAD A SINGLE GAME

Almost identical to LOAD TRICK SHOT except single one or two player games are loaded. One and Two Player Games are denoted by 1PG and 2PG respectively.

LOAD A MATCH GAME

Almost identical to LOAD TRICK SHOT except one or two player match games are loaded. One and two player match games are denoted by 1PM and 2PM respectively.

LOAD A TOURNAMENT

Almost identical to LOAD TRICK SHOT except tournament situations and ladders are loaded instead. Select a slot with a tap of the left-hand mouse button to view the table layout in use. Press and hold the left-hand mouse button for a little

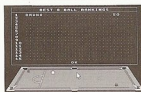


Fig 21: view the best 8 ball ranking

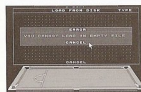


Fig 22: don't bother loading empty files



Fig 23: the OPTIONS window



Fig 24: erasing data

over a second and the tournament ladder will be shown on top of the table arrangement.

VIEW BEST 8 BALL RANKING

See the 15 best Rankometer scores from a One or Two Player Game (Fig 21).

VIEW BEST 9 BALL TIMES

See the 15 fastest times to win a One or Two Player Game.

VIEW BEST MATCH RESULTS

See the 15 best performances in Match situations, from 5-0 down to 2-1.

VIEW TOURNAMENT CHAMPIONS

See the number of tournaments won by the 15 top names. Every win by a name is added to its total – unless a name wins a tournament for the first time when it will be added to the list above any names of winners of a single tournament and the 15th entry will be lost. Note that if there are no empty slots or names of winners of a single game, the win of the new name will not feature.

EMPTY FILES

You cannot load them and will be told as much (Fig 22) – with a CLANG! sound, too – if you try. So don't.

OPTIONS

Remove all saved games from your Games Storage disk. You can also return to the title sequence from here (Fig 23).

ERASE ALL SAVED GAMES ON DISK

Selecting this Option calls up a new window (Fig 24). Select YES to remove every saved game from the saved game disk in the computer's internal disk drive. You will then be

returned to the GAME CONTROL window. Note that erasing all saved games does not affect the rest of the disk.

ERASE ALL SCORE DATA ON DISK

This Option functions the same as above, only it removes all scores instead of games.

SHOW HINTS AND TIPS PANEL

Take a look at the hints and Tips Panel before you play. Select the OK box to return to the Game Control window.

PRINT UP THE ICON HELP SCREEN

This summary of the controls and functions available is accessible during play but you may wish to see it before hand. Select the 'OK' box to return to the Game Control window.

QUIT TO TITLE SCREEN SEQUENCE

So you just can't get enough of that super duper effect, eh? Select this Option to see it again.

RETURN TO TABLE

If you left an incomplete game to use the GAME CONTROL window, selecting this Option will resume play from the point it was abandoned – even if the computer was thinking. Otherwise, selecting this Option puts you in TRICK SHOT mode with the table layout shown below the GAME CONTROL window.

PLAYING POOL

There are three different ways to actually play a game in Pool. Two methods of control are mouse orientated, while the keyboard provides the third alternative. All three modes of control are available at once so you can use any combination you see fit.

DO YOU WANT TO SEE THE HINTS AND TIPS PANEL?

You will be asked this the first time you come to the table. The Hints and Tips Panel (Fig 25) provides – you guessed it – advice for playing pool. Select the 'OK' box to remove this Panel and begin play. This panel will not be shown again unless you ask for it via the 'OPTIONS' Option on the Game Control window (see OPTIONS).



Fig 25: the Hints and Tips Panel



Fig 26: the approximate position of the Main Camera's focus point

WHAT YOU CAN EXPECT TO SEE

The pool table is viewed from almost any angle above the baize through the Main Camera (which is usually attached to the end of the cue). It even sports a zoom feature. The table's movement is relative to the Main Camera's focus point on the screen (Fig 26). A further eight cameras are positioned above the table for the purpose of displaying plain views. These cameras cannot be moved, although from these positions you can still zoom in on the table or select a ball.

FOCUSSING THE MAIN CAMERA ON THE CUE BALL

There are two ways to focus the Main Camera on the cue ball (and you need to use one of them if you are to take a shot – see CUE IMPACT POINT). Use the Mouse Pointer to touch the cue ball on the table and press the left-hand mouse button. Or select one of the following Icons (or press the corresponding key): VIEW Q BALL, VIEW LINE, TOP SPIN, SIDE SPIN (LEFT), SIDE SPIN (RIGHT), BACK SPIN and TAKE SHOT.

FOCUSSING THE MAIN CAMERA ON ANY OTHER BALL

You may wish to view the table from another position relative to any ball other than the cue ball. There's only one way to focus the Main Camera on any ball other than the cue ball: touch the desired ball with the Mouse Pointer and press the left-hand mouse button. A second press of the left-hand mouse button while touching the ball in question with the Mouse Pointer will rotate the view through 180 degrees. Note that the effect of a second press is different in trick shot mode (see SETUP TRICK SHOT).

When the Mouse Pointer's tip is touching any ball other than the cue ball, pressing the right-hand mouse button lines up the centre of the ball in question with the centre of the cue ball. The Main Camera will move behind the ball in question. Now if the Mouse Pointer's tip touches the cue ball, pressing the right-hand mouse button will line up the centre of the cue ball with the ball in question. The Main Camera will move behind the cue ball.



Fig 27: the cross on the TAKE SHOT icon shows where the cue will strike the cue ball

THE CUE

The cue only appears on screen when the shot is being taken.

CUE IMPACT POINT

When the Main Camera is focused on the cue ball, a cross is shown on the TAKE SHOT icon (Fig 27). The cross indicates where the cue's tip will strike the cue ball. The position of the cue tip's impact point affects the movement of the cue ball (see APPENDIX TWO: UNDERSTANDING SPIN AND SWERVE). Note that a shot can only be taken when the Main Camera is focused on the cue ball.



Fig 28: the Mouse Pointer changes to show that the balls are in motion

THE BALLS ARE IN MOTION

The Mouse Pointer changes when a shot is taken (Fig 28) and the balls are in motion. Some Functions are not available while the shot is in play.

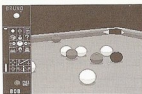


Fig 29: the Mouse Pointer changes to show that the computer is thinking



Fig 30: the Mouse Pointer's tip is touching an icon and its Function is named in the UNDO window

THE COMPUTER IS THINKING

The computer-controlled opponent may be considering its next move or you may have asked for help with the best possible shot available. Whatever the reason, the Mouse Pointer changes to a Clock Icon (Fig 29) while the computer is thinking. You cannot select any Function other than GAME CONTROL.

THE CONTROL PANEL

This is packed with small descriptive pictures of available Functions, better known as Icons. An Icon is selected by firstly using the mouse to touch it with the tip of the Mouse Pointer (Fig 30). The Icon's Function is displayed in the UNDO window. Now pressing or pressing and holding down the left-hand or right-hand mouse button (or both) will perform a Function. The Icon is then highlighted to show it is in use.

1. VIEW Q BALL
2. VIEW LINE
3. GAME CONTROL
4. CHALK CUE
5. TOP SPIN
6. INFORMATION
7. SIDE SPIN (LEFT)
8. TAKE SHOT
9. SIDE SPIN (RIGHT)
10. SCREEN TYPE
11. BACK SPIN
12. PLAN VIEW
13. ZOOM OUT
14. VIEW ANGLE (INCREASE)
15. VIEW ANGLE (DECREASE)
16. ZOOM IN
17. CUE LEFT
18. CUE RIGHT
19. PLAYER 1 STATUS
20. PLAYER 2 STATUS
21. SET POWER



CAMERA FUNCTIONS

VIEW Q BALL



Press the left-hand mouse button to focus the Main Camera on the cue ball. A second press of the left-hand mouse button will rotate the view through 180 degrees.

Press the right-hand mouse button to focus the Main Camera on the cue ball from a slightly higher position. A second press of the right-hand mouse button on the icon or ball will rotate the view through 180 degrees.

Note that the view is rotated through 180 degrees if the Main Camera is already focused on the cue ball when a mouse button is pressed.

VIEW LINE



Preview the direction in which the cue ball will travel if it is uninterrupted and no form of spin is applied. Note that the Main Camera automatically focuses on the cue ball when this Function is selected.

Press the left-hand mouse button to toggle on and off a single view line projected from the centre of the cue ball (Fig 31).

Press the right-hand mouse button to toggle on and off a double view line (Fig 32). The second view line shows the angle at which an uninterrupted cue ball with no form of spin applied will rebound off a cushion.

If either view line is active, touching any ball other than the cue ball with the Mouse Pointer and pressing the right-hand mouse button has a slightly different effect. In a real game, ie, not the TWO PLAYER PRACTICE or TRICK SHOT, the view line is adjusted so it runs through the centre of the cue ball and the ball in question. The Main Camera moves behind the cue ball. (This does not necessarily set up a perfect shot.)

In a Two Player Practice game or the Trick Shot Editor, the

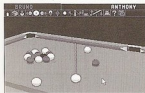


Fig 31: a single view line

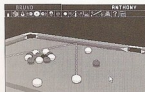


Fig 32: a second view line

computer sets up the parameters necessary to pot the ball in question. All you have to do is take the shot. Use this in conjunction with the UNDO Function as an aid improving your game.

PLAN VIEW



View the table from the cameras situated above it. There are eight different views available: four of the table's width when the Control Panel is positioned at the top of the screen and four of the table's length when the Control Panel is positioned to the left-hand side of the screen.

Press the left-hand mouse button to show the first plan view.

A second press of the left-hand mouse button shows a plan view of the table rotated through 180 degrees.

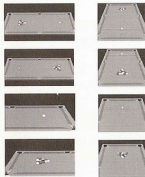
A third press of the left-hand mouse button shows a closer plan view of one end of the table.

A fourth press of the left-hand mouse button shows a closer plan view of the other end of the table.

A fifth press of the left-hand mouse button shows the first plan view again, and so on.

Press the right-hand mouse button to record the plan view shown and return to the original Main Camera view seen before the PLAN VIEW icon was selected. Now when the right-hand mouse button is pressed the last plan view seen is shown.

Note that if a recorded plan view is shown and the left-hand mouse button is pressed, the next plan view is shown. If the right-hand mouse button is pressed when a new plan view is shown it will be recorded. With two plan views recorded, pressing the right-hand mouse button will flick between them. Select the TAKE SHOT icon to return to the Main Camera's view of the table.





VIEW ANGLE (INCREASE)

Increases the angle between the Main Camera and the table, ie, look down on the table. This is especially useful for raising the view and forming a bridge over balls when the shot is blocked. The view is adjusted at one of three speeds.

Press and hold the left-hand mouse button to affect the view angle at a slow speed.

Press and hold the right-hand mouse button to affect the view angle at a fair speed.

Press and hold both mouse buttons to affect the view angle at a fast speed.



VIEW ANGLE (DECREASE)

Decrease the angle between the Main Camera and the table, ie, look up from the table. The view is adjusted at one of three speeds.

Press and hold the left-hand mouse buttons to affect the view angle at a slow speed.

Press and hold the right-hand mouse button to affect the view angle at a fair speed.

Press and hold both mouse buttons to affect the view angle at a fast speed.



CUE LEFT

Move the Main Camera in a clockwise direction around the table at one of three speeds.

Press and hold the left-hand mouse button to rotate the table at a slow speed.

Press and hold the right-hand mouse button to rotate the table at a fair speed.



Press and hold both mouse buttons to rotate the table at a high speed.

CUE RIGHT

Move the Main Camera in an anticlockwise direction around the table at one of three speeds.

Press and hold the left-hand mouse button to rotate the table at a slow speed.

Press and hold the right-hand mouse button to rotate the table at a fair speed.

Press and hold both mouse buttons to rotate the table at a high speed.



Fig 33: maximum zoom in



ZOOM IN

Press and hold either the left-hand or right-hand mouse button to take a closer look at the action (Fig 33).



ZOOM OUT

Press and hold either the left-hand or right-hand mouse button to take steps back from the action (Fig 34).

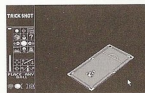


Fig 34: maximum zoom out



GENERAL FUNCTIONS CONTROL

Press the left-hand mouse button to return to the GAME CONTROL window.

Press the right-hand mouse button to call up a window showing a summary of how to access the available controls (Fig 35).



Fig 35: the Icon Control summary window



SCREEN TYPE

Press the left-hand or right-hand mouse button to toggle the position of the Control Panel between the top (Fig 36) and the left-hand side (Fig 37) of the screen.

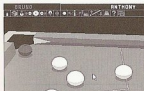


Fig 36: the Control Panel at the top of the screen

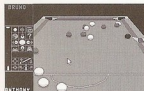


Fig 37: the Control Panel to the left-hand side of the screen



INFORMATION

View details of the Players' performances or ask the computer to calculate and set up the best possible shot.

Press and hold the left-hand mouse button in any game, match or tournament to call up the information window (Fig 38). This shows the performance statistics for each player: the number of object balls potted legally, the total number of shots played and fouls incurred. The order in which the last 16 balls were potted is also given. In 8 ball pool, the RANKMETER provides a percentage rating for each player based on the performance statistics. The better you play, the higher your ranking. In 9 ball pool, the total time elapsed since play began for each player is used instead of the RANKMETER. The type of game in play is also shown at the bottom of the window, in case you'd forgotten, with match results given when appropriate.

Press and hold the left-hand mouse button in Trick Shot Mode to call up the Trick Shot Control Summary window (Fig 39).

Press and hold the right-hand mouse button in a tournament to call up the tournament ladder (Fig 40).



Fig 38: take a look at these player statistics for 8 ball and 9 ball pool.



Fig 39: Trick Shot Control Summary window



Fig 40: the tournament ladder

COMPUTER ASSISTED SHOTS

Press the right-hand button to ask the computer to calculate and set up the best possible shot. Note that this Function is only available in the Two Player Practice and Trick Shot Options.

CUE FUNCTIONS



CHALK CUE

The chalk improves the cue tip's grip on the cue ball to minimise the possibility of miscuing. Note that you can chalk the cue before or after spin is applied and you do not need any chalk when playing a straight shot with no spin applied. The greater the spin applied, the more chalk is required. (There is still a remote chance of miscuing though.)

Press either the left-hand or right-hand mouse button to apply chalk to the tip of the cue. You will hear a squeaking sound to indicate chalk is being applied.



TOP SPIN

Press either the left-hand or right-hand mouse button to move the cue tip's impact point up from the centre to the top of the cue ball. The higher the cue tip's impact point on the cue ball, the greater the top spin applied to it. Note that the Main Camera automatically focuses on the cue ball when this Function is selected.



SIDE SPIN (LEFT)

Press either the left-hand or right-hand mouse button to move the cue tip's impact point from the centre to the left of the cue ball. The further the cue tip's impact point is to the left of the cue ball, the greater the left-hand side spin applied to it. Note that the Main Camera automatically focuses on the cue ball when this Function is selected.



SIDE SPIN (RIGHT)

Press either the left-hand or right-hand mouse button to

move the cue tip's impact point from the centre to the right of the cue ball. The further the cue tip's impact point is to the right of the cue ball, the greater the right-hand side spin applied to it. Note that the Main Camera automatically focuses on the cue ball when this Function is selected.



BACK SPIN

Press either the left-hand or right-hand mouse button to move the cue tip's impact point down from the centre to the bottom of the cue ball. The lower the cue tip's impact point on the cue ball, the greater the back spin applied to it. Note that the Main Camera automatically focuses on the cue ball when this Function is selected.



TAKE SHOT

Press either the left-hand or right-hand mouse button to bring your cue into view on the table and strike the cue ball directly up the screen. Remember the shot can only be taken when the Main Camera is focused on the cue ball.



NO

When 'NO' is shown on the TAKE SHOT Icon the shot cannot be taken even though the Main Camera is focused on the cue ball (Fig 41). The cue could not possibly strike the cue ball from the angle in question because it is blocked by another ball or a cushion.

Fig 41: the NO shows that the cue ball cannot be struck by the cue

FOLLOW THAT BALL!

The Main Camera can follow the action from almost any position once a shot has been taken. Perhaps the most impressive viewpoints of all are those which follow the cue ball or the first ball it hit around the table.

As soon as the shot has been taken, touch the TAKE SHOT icon with the Mouse Pointer's tip.

Press and hold the left-hand mouse button to attach the Main Camera to the cue ball and follow the path of the first ball hit by the cue ball from a position directly behind the cue ball.

Press and hold the right-hand mouse button to follow the path of the cue ball from the position the shot was taken.

Press and hold both mouse buttons to follow the first ball hit by the cue ball from the position the shot was taken.

As soon as the shot has been taken, touch the VIEW Q BALL icon with the Mouse Pointer's tip.

Press and hold the left-hand mouse button to attach the Main Camera to the cue ball and follow its path from directly behind it.

Press the right-hand mouse button to increase the angle between the Main Camera and the Table. Now press and hold the left-hand mouse button to attach the Main Camera to the cue ball and follow its path from directly behind it.

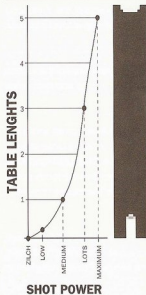


Fig 42: a graph to show the approximate distance a cue ball would travel, if uninterrupted, after a shot was taken



Fig 43: a ball is potted

SET POWER

Determine the strength of the shot from ZILCH POWER to LOTS OF POWER. Select the cue and press and hold either the left-hand or right-hand mouse button. Move the mouse up or down to decrease or increase the cue power. The length of the cue in this box acts as a rough guide to the power of the shot. The shorter the cue, ie, the further away from the cue ball it is, the more powerful the shot. There are 88 settings of cue power in total (and with 23,040 angles and 81 different spin points that makes for a staggering 164 million possible shots). The relative strengths of the graduations of cue power are shown here. Note that the distances given are approximate and assume the cue ball encounters no other balls on its travels and that no form of spin is applied to it.

RELATIVE SHOT STRENGTHS

The graph provided (Fig 42) should give you an idea of the strengths of the 88 different power settings.

PLAYER STATUS WINDOWS

The Player's name is highlighted when he is at the table. This window is also used to display certain messages and to show which ball has been potted by the Player.

When balls are potted in real pool they hardly make a sound. When a ball is potted in Pool a POP! sound is heard, just to let you know it's, as they say, 'in the bag'. The potted ball will be shown next to a small map of the table with the pocket highlighted (Fig 43).

USING THE MOUSE ON THE TABLE

The Mouse Pointer can be used directly on the table and balls. This is probably the most natural method of playing Pool. As is the case with the Icon control, combinations of mouse buttons being pressed and pressed and held down

produce different Functions. Here however the Functions depend on whether the Mouse Pointer's tip is touching a ball or an empty area of the table.

Move the Mouse Pointer so it touches any area of the screen other than the Control Panel or a ball. Press and hold down the left-hand mouse button.

You can now rotate the table in a clockwise or an anticlockwise direction by using the mouse to 'draw' a circle around the Main Camera's focus point (see CUE LEFT and CUE RIGHT). The closer the Mouse Pointer is to the focus point, the faster the table rotates. The faster the mouse is moved, the faster the table rotates.

Move the Mouse Pointer so it touches any area of the screen other than the Control Panel or a ball. Press and hold down only the right-hand button. The Mouse Pointer will change (Fig 44).



Fig 44: the Mouse Pointer changes to show that the Main Camera's zoom is active

Moving the mouse in a forward direction makes the Main Camera zoom in on the table. Moving the mouse in a reverse direction makes the Main Camera zoom out from the table (see ZOOM IN and ZOOM OUT).

Move the Mouse Pointer so it touches any area of the screen other than the Control Panel or a ball. Press and hold down both the left-hand and right-hand mouse buttons. The Mouse Pointer will change (Fig 45).



Fig 45: the Mouse Pointer changes to show that the table can be tilted and rotated

You can now rotate and tilt the table in any direction by using the mouse to 'draw' a circle around the Main Camera's focus point (this is effectively a combination of the CUE LEFT, CUE RIGHT and VIEW ANGLE Functions). The closer the Mouse Pointer is to the focus point, the faster the table rotates. The faster the mouse is moved, the faster the table rotates.

USING THE KEYBOARD

The Functions as detailed in the ICON CONTROLS section on can be selected simply by pressing their respective keys, as summarised here.

KEYBOARD CONTROL SUMMARY

V	View Line
H	Side Spin (Left-Hand)
J	Side Spin (Right-Hand)
N	Back Spin
U	Top Spin
M	Centralise Hit Point
Z	Zoom In
X	Zoom Out
Q	View Cue Ball
P	Plan View
C	Chalk Cue
W	Screen Type
?	(SHIFT + /) Information
S	Compute Best Shot (When Available)
A	Answer Question
B	Answer Question
UP ARROW	View Angle (Decrease)
DOWN ARROW	View Angle (Increase)
LEFT ARROW	Cue Left
RIGHT ARROW	Cue Right
<	Cue Left (Fine Control)
>	Cue Right (Fine Control)
1	Place Red Ball (8 Ball Trick Shot Only)
2	Place Yellow Ball (8 Ball Trick Shot Only)
1-9	Place Number Ball (9 Ball Trick Shot Only)
0	Clear Table (Trick Shot Only)
BACKSPACE	Relay Table (Trick Shot Only)
Esc*	Game Control Window
+	Set Cue Power (Increase)
-	Set Cue Power (Decrease)
RETURN	Take Shot & Follow Shot

F10 Undo (When Available)
Ctrl Repeat Previous Key Command
SHIFT Repeat Previous Key Command
Alt Repeat Previous Key Command
Alt Repeat Previous Key Command
A Repeat Previous Key Command
A Repeat Previous Key Command

* When the 'Esc' key is pressed during TWO PLAYER PRACTICE or TRICK SHOT, the last shot taken or in action is cancelled and the table is reset to the layout prior to the shot. In any other type of game, the effect of pressing the 'Esc' key will not be performed until the current shot has ended.

IN GENERAL

FOUL

Any Player who breaks the rules of pool is penalised accordingly (see APPENDIX ONE: POOL RULES). One of two types of FOUL window will be displayed (Fig 46).

The first FOUL window details the player who committed the foul, the penalty for fouling and the foul itself. Select the 'OK' box to continue play.

The second FOUL window features the same details as the first only the fouling player's opponent has a choice related to the penalty. Select the A or B box.

1st FOUL, 2nd FOUL, 3rd FOUL, STALEMATE

The 1st FOUL, 2nd FOUL or 3rd FOUL are shown in the Player's Status window for reference regarding the stalemate rules in 8 ball USA pool, see APPENDIX ONE: POOL RULES.



Fig 46: the two types of FOUL window



Fig 47: choose your colour

CHOOSE YOUR COLOUR

In 8 ball pool, if neither Player has potted a colour and when a Player pots an object ball from both groups, ie, a red and a yellow, he gets to choose which colour he will continue to play (Fig 47).

CUE BALL IN HAND

In accordance with the 8 ball UK rules, the cue ball may be placed anywhere within the D line. In accordance with the 8 ball and 9 ball USA rules, the cue ball may be placed anywhere on the table (see APPENDIX ONE: POOL RULES for details). How the cue ball is picked up and positioned is detailed in the TRICK SHOT .

PUSH NORM

This only appears in a Player's Status window in 9 ball pool. And no, it doesn't mean give poor old Norman a shove. When these two Options are shown in a Player's Status window it means that player can choose to play a PUSH shot or a NORMal shot, in accordance with the 9 ball pool rules. The opponent then has the choice of accepting the push shot or asking you to play on (Fig 48).

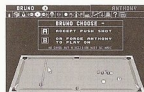


Fig 48: Do you accept the push shot?

NOMINATE POCKET

When playing 8 Ball USA Rules, a player who has potted all the object balls in his group and is about to pot the 8 ball (black) must first nominate its destination pocket. Simply select the desired pocket as you would any Function (Fig 49). The chosen pocket will be highlighted on the table and its map shown in the Player's Status window (Fig 50). Note that you can select another pocket as often as you wish before the shot is played.



Fig 49: nominating a pocket

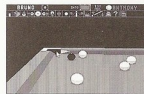


Fig 50: the pocket is nominated

TINK!

A 'TINK!' sound will be heard if a Function is selected but it cannot be performed.



GAME OVER

When a game is won or a stalemate occurs in accordance with the rules of 8 ball 9 ball pool, a panel (Fig 51) is shown detailing everything you need to know. Select the 'OK' box to return to the Game Control Window. Note that if a game ends on a foul, the win is not saved to disk.

Fig 51: It's game over, man

APPENDIX ONE: POOL RULES

8 BALL UK COIN OP TABLE RULES

1. REQUIREMENTS OF THE GAME

The game is played on a rectangular 6 pocket table with 15 balls plus a cue ball. Balls comprise of two groups – 7 red and 7 yellow – known as object balls plus the 8 ball which is black.

2. OBJECT OF THE GAME

The player potting all the object balls in his group and then legally potting the 8 ball (black) wins the game.

3. COMMENCEMENT OF THE GAME (OR RESTART)

(a) The balls are racked with the 8 ball (black) on its spot placed at the intersection of the centre and corner pockets.

(b) The order of play is determined by the flip of a coin and the winner of the flip has the Option of breaking or requesting his opponent to do so.

(c) The opening player plays at the triangle of object balls by striking the cue ball from any position on or within the 'D'. The player must pot a ball or cause at least two object balls to hit a cushion otherwise the break is a foul and the balls are reracked and the opposing player restarts the game with two visits each comprising of one shot or a series of shots.

(d) On the first occasion a player legally pots an object ball including following a foul then that ball denotes his group unless he pots a red and yellow ball when he must nominate his choice before play continues.

(e) If no ball is potted from a legal break then the players continues alternately until such time a ball or balls are potted.

(f) If a foul is committed other than as 3 (g) on the first occasion and one or more object balls are potted then those balls are ignored in determining the groups to be played and the oncoming player plays at any ball on the table.

(g) If the player pots the 8 ball (black) from the break the game shall be restarted by the same player and no penalty will be incurred and the balls will be reracked even if other balls including the cue ball were potted as well.

(h) If a ball or balls are legally potted this entitles the player to one additional shot and this continues until the player...

- (i) ...fails to pot one of his set of allocated objects balls.
- (ii) ...commits a foul at any time.

(i) Combination shots are allowed provided that the player hits one of his own group of balls first unless rule 5 (b) applies.

4. FOULS

The player commits a foul if...

(a) ...he pockets the cue ball (also known as an In Off).

(b) ...he hits an opponent's ball before his own, except when rule 5 (b) applies.

(c) ...he fails to hit any ball with the cue ball.

(d) ...he hits the 8 ball (black) with the cue ball on the first impact before all his own object balls have been potted except when rule 5 (b) applies.

(e) ...he pots any opponent's ball, except when rule 5 (b) applies.

5. PENALTY FOLLOWING ANY FOUL

(a) Following any foul the offending player loses his next visit to the table and his opponent is entitled to two consecutive visits to the table.

(b) (i) On the first shot only of his first visit the oncoming player may without nomination play the cue ball onto any ball including his opponent's balls and the 8 ball (black) without penalty.

(ii) If the player pots any ball or balls directly or by combination he is deemed to have potted a legal ball or balls and continues his first visit however he may not pot the 8 ball (black) which would mean loss of game unless he is on the 8 ball (black).

(iii) When the player fails to pot a ball on the first or subsequent shot of his first visit he will then start his second visit as rule 3 (d).

(c) If a player is snookered, ie, he is unable to play a legal full ball shot at any one of his own group of object balls after a foul stroke then the cue ball may be played from the 'D' and proceed as rule 5 (a) and (b). Moving the cue ball in this manner does not count as a shot or visit.

(d) A full ball shot is defined as being able to strike the centre of the object ball directly within the centre of the cue ball.

6. LOSS OF GAME

A player loses the game if he...

(a) ...pots the 8 ball (black) before potting all his object balls, except where rule 3 (g) applies.

(b) ...pots the cue ball off the 8 ball (black) when the 8 ball (black) is potted.

(c) ...pots the 8 ball (black) and any other ball on the same shot except following a foul when only the 8 ball (black) and a ball or balls of the opponent's group are on the table when he may legally pot the 8 ball (black) as well as balls of his opponent's group in any order.

7. GENERAL

(a) When a player has the cue ball in hand he plays it from any position on or within the 'D' and in any direction.

(b) The game is completed when the 8 ball (black) is potted in any pocket and all the remaining balls including the cue ball have come to rest except where rule 3 (g) applies.

8. STALEMATE

Should any situation arise through accident or design where a legal shot cannot be played then the game shall be restarted by the same player.

9. UNSPORTSMANLIKE CONDUCT

No player shall interfere with his opponent or the computer on which Pool is running and its associated peripherals.

8 BALL USA BAR TABLE RULES

1. REQUIREMENTS OF THE GAME

The game is played on a rectangular 6 pocket table with 15 balls plus a cue ball. Balls comprise of two groups – 7 red and 7 yellow – known as object balls plus the 8 ball which is black.

2. OBJECTS OF THE GAME

The player potting all the object balls in his group and then legally potting the 8 ball (black) in a designated pocket wins the game.

3. COMMENCEMENT OF THE GAME OR RESTART

(a) The balls are racked with the head ball of the triangle placed at the front spot intersection of the centre and corner pockets.

(b) The order of play is determined by the flip of a coin and the winner of the flip has the option of breaking or requesting his opponent to do so.

(c) The opening player plays at the triangle of object balls by striking the cue ball from any position on or behind the headstring line. The player must pot a ball or cause at least four object balls to hit a cushion. It is not necessary to hit the head ball to initiate a legal break. If the player fails to make a legal break, it is not a foul. The opponent has the option of...

- (i) ...accepting the table in position and playing a shot or...
- (ii) ...having the balls reracked and taking the break.

(d) To perform a legal shot, ie one other than a break or when the table is open as defined by 3 (g), the player must hit one of his group of balls first and pocket an object ball or cause the cue ball or any object ball to contact a cushion. A player can shoot the cue ball off a cushion before contacting an object ball, however after contact with an object ball, an object ball must be potted or the cue ball or any object ball must contact a cushion. A ball is considered illegally potted when the object ball is potted on the same shot a foul is committed. An illegally potted ball will not be replaced on the table.

(e) On the first occasion a player legally pots an object ball, including following a foul, then that ball denotes his group – unless he pots a red and yellow ball when he must nominate his choice before play continues.

(f) If no ball is potted from a legal break then no choice of colour has been made by a player and the table is open, ie, it is legal to hit any ball, even the 8 ball (black), to pot an object ball but not the 8 ball (black). The players continue to take shots alternately until such time a ball

or balls are potted. Note that the table is always open immediately after a break.

(g) If the player pots the 8 ball (black) from the break no penalty is incurred but the player is allowed to determine whether the balls will be reracked or the 8 ball (black) will be replaced before the same player plays again.

(h) If a ball or balls are legally potted this entitles the player to one additional shot and this continues until the player...

- (i) ...fails to pot one of his set of allocated objects balls.
- (ii) ...commits a foul at any time.

(i) Combination shots are allowed provided that the player hits one of his own group of balls first unless rule 5 (b) applies. He may only strike the 8 ball (black) first when the table is open and he may not pot the 8 ball (black) which would mean loss of game unless he is on the 8 ball (black).

(j) If the player pots the cue ball on a legal break...

- (i) ...all balls remain potted except for the 8 ball (black) which is replaced.
- (ii) ...it is a foul.
- (iii) ...the table is open.

(k) When the player has potted all the object balls in his group and comes to pot the 8 ball (black) he must first nominate a destination pocket.

4 FOULS

The player commits a foul if...

(a) ...he pockets the cue ball (also known as a scratch).

(b) ...he hits an opponent's ball before his own, except when rule 3 (f) applies.

(c) ...he fails to hit any ball with a cue ball.

(d) ...he hits the 8 ball (black) with the cue ball on the first impact before all his own object balls have been potted except when rule 3 (f) applies.

(e) ...he pots any opponents' ball except when rule 3 (f) applies.

5 PENALTY FOLLOWING ANY FOUL

(a) Following any foul the offending player's visit to the table is over and his opponent gets the cue ball in hand as rule 7(a).

(b) If a player is snookered, ie, he is unable to play a legal full ball shot at any one of his own group of object balls after a foul stroke then the player has the cue ball in hand.

6 LOSS OF GAME

A player loses the game if he...

(a) ...pots the 8 ball (black) before potting all his object balls, except where rule 3 (g) applies.

(b) ...pots the 8 ball (black) and any other ball on the same shot.

(c) ...he pots the 8 ball (black) in a pocket not nominated

(d) ...fouls when potting the 8 ball (black).

(e) ...pots the cue ball off the 8 ball (black) when the 8 ball (black) is potted. Note that the game is not lost if the 8 ball (black) is not potted when a foul is committed or the cue ball is potted.

7 GENERAL

(a) When a player has the cue ball in hand he may place it anywhere on the table before taking his shot. The table is not open.

(b) The game is completed when the 8 ball (black) is potted in a pocket nominated by the player and all the remaining balls including the cue ball have come to rest except where rule 3(g) applies.

8. STALEMATE

If in 3 consecutive turns at the table by each player (6 in total) they foul or scratch then the game will be considered a stalemate.

9. UNSPORTSMANLIKE CONDUCT

No player shall interfere with his opponent or the computer on which Pool is running and its associated peripherals.

9 BALL USA TOURNAMENT RULES

1. REQUIREMENTS OF THE GAME

The game is played on a rectangular 6 pocket table with 9 object balls numbered 1 through 9 and a cue ball.

2. OBJECT OF THE GAME

The player legally potting the 9 ball wins the game.

3. COMMENCEMENT OF THE GAME (OR RESTART)

(a) The balls are racked with the 1 ball placed at the foot spot intersection of the centre and corner pockets and the 9 ball in the centre of the diamond.

(b) The order of play is determined by the flip of a coin and the winner of the flip has the option of breaking or requesting his opponent to do so.

(c) (i) The opening player plays at the diamond of object balls by striking the cue ball from any position on or behind the headstring line.

(ii) The opening player must strike the 1 ball first. If the player fails to contact the 1 ball it is not a foul. The balls are re-racked if necessary and the opening player breaks again from behind the headstring line.

(iii) The opening player must attempt an 'open break', ie, he must attempt to pot a ball. Failure to do so is a foul.

(iv) If the cue ball is potted from a break and no other foul is committed, the incoming player has the cue ball in hand from above the headstring line. The 1 ball will be replaced on the table if it is not below the headstring line. The incoming player can play the shot or pass it. The opening player must then play with the ball in hand above the headstring.

(v) On the shot immediately following a legal break the player may play a push shot as defined by rule 6.

(d) To perform a legal shot, ie, one other than a break, the first ball the cue ball hits must be the lowest numbered ball on the table but the balls need not be potted in order.

(e) If the opening player pots one or more balls on a legal break he continues to play until he misses, fouls or wins the game. After a miss, the incoming player must play from the position

left by the previous player, but after a foul the incoming player has the ball in hand and may play from anywhere on the table.

(f) If the player pots the 9 ball from a legal break he wins the game.

(g) Combination shots are allowed provided the cue ball hits the lowest numbered ball first.

4. FOULS

The player commits a foul if...

(a) ...the cue ball does not first hit the lowest numbered ball on the table.

(b) ...he fails to hit any ball with the cue ball.

(c) ...no object ball is potted and the cue ball or any object ball fails to hit a cushion after the cue ball contacts the object ball.

(d) ...he pockets the cue ball (also known as a scratch).

5. PENALTY FOLLOWING ANY FOUL

(a) Except immediately after an illegal break, following any foul the offending player's visit to the table is over and any balls potted are returned to the table. The incoming player gets the cue ball in hand to play from anywhere on the table. If a player commits more than one foul with one shot they count as only one foul.

(b) If a player is snookered, ie, he is unable to play a legal shot at the lowest numbered ball after a foul stroke then the player has the cue ball in hand.

6. GENERAL

(a) With a push shot, no ball is required to contact any object ball nor any cushion so rules 4 (a), (b) and (c) are suspended. All other foul rules still apply. Any ball potted on a legal push shot does not count and is returned to the table. Following a legal push shot, the incoming player is permitted to play the cue ball or pass the shot back to the previous player.

7. UNSPORTSMANLIKE CONDUCT

No player shall interfere with his opponent or the computer on which Pool is running and its associated peripherals.

APPENDIX TWO: UNDERSTANDING SPIN AND SWERVE

It makes sense to plan ahead in pool. Don't play every shot as if it was your last. Consider where the cue ball will end up on the table after your shot has been taken. This is where spin can come in handy.

Access the trick shot editor if you aren't already using it. Clear the table. Place an object ball on the table then move it to the centre. Line up the centre of the cue ball with centre of the object ball (see FOCUSsing THE MAIN CAMERA ON ANY OTHER BALL). You are now ready to play a perfect straight shot – and learn about spin and swerve into the bargain.

Play the shot with, say, MEDIUM POWER. Note the way the cue ball pretty much stops in its tracks once contact has been made with the object ball. Select UNDO to return the table layout to its previous state.

TOP SPIN

Set the top spin to maximum (see TOP SPIN). Apply three dabs of chalk. Take the shot. As you can see, the cue ball does not stop after making contact with the object ball. Instead, the effect is a follow through shot where the cue ball follows the ball it hit.

Now that's all very well for straight shots when you get them. But what happens when the cue ball has to hit the object ball at an angle? Let's find out.

Select UNDO ready to replay the shot. Move the cue ball to the right. Use the view line to ensure the cue ball will hit the object ball but at an angle. Now take the shot.

You can see the angle at which the cue ball leaves the object ball once contact is made. Select UNDO and this time set the top spin to maximum. Apply three dabs of chalk and take the shot.

With top spin applied, the cue ball still follows the object ball only to a lesser extent. Note that top spin is never passed on to the balls hit by the cue ball. All top spin is removed from the cue ball when it hits a cushion.

BACK SPIN

Set the back spin to maximum (see BACK SPIN). Apply three dabs of chalk. Take the shot. As you can see, the cue ball does not stop after making contact with the object ball. Instead, the effect is a screw back shot where the cue ball appears to rebound off the ball it hit and shoot off in the opposite direction.

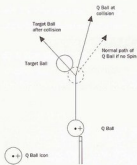


Fig 52: the effect of side spin on an object ball when hit at an angle by the cue ball

And what happens when the cue ball hits the object ball at an angle? With back spin applied, the cue ball still screws back from the object ball only to a lesser extent. Note that back spin is never passed on to the balls hit by the cue ball. All back spin is removed from the cue ball when it hits a cushion.

SIDE SPIN

A cue ball with side spin applied behaves quite differently to one under the influence of top or back spin. The extent of the effect of side spin depends on the power of the shot and how long the cue ball has been in motion. Note that side spin is never passed on to balls hit by the cue ball.

We can see the effect of side spin when a cue ball hits a cushion. Clear the table and activate the double view line. Adjust the view so the two view lines overlap. If the shot were taken now, the cue ball would bounce straight back in the direction from which it came. Set the left-hand or right-hand side spin to maximum. Chalk the cue and take the shot.

The cue ball hits the cushion and rebounds in the direction of the side spin. As you can see, the effect of side spin on an object ball when hit at an angle by the cue ball is slightly different (Fig 52).

SWERVE SHOTS

They are surprisingly easy to perform and often useful. All that's required is a combination of top or back spin and side spin. The severity of the swerve depends on the degree of spins applied and the strength of the shot. It also helps if no other ball gets in the way of the cue ball.

Clear the table as before. Set the top spin and right-hand side spin to the maximum. Chalk the cue and take the shot. The swerve to the left should be obvious (Fig 53). An equivalent swerve to the right would be achieved with top spin and left-hand spin set to the maximum (Fig 54).

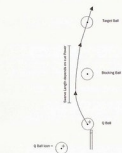


Fig 53: a swerve to the left

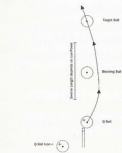


Fig 54: a swerve to the right

APPENDIX THREE: PREPARING A GAME STORAGE DISK

Any disk can be used for the purpose of storing and retrieving games and scores – provided it's formatted. If you don't know how to format a disk, consult the manual supplied with your computer.

Ensure the formatted disk's write protect tab is enabled (the hole in the corner of the disk should be closed) before inserting it into the computer's internal disk drive. Select the ERASE ALL SAVED GAMES ON DISK Option from the OPTIONS window. When 'YES' is selected to erase all the saved games, blank slots for the purpose of saving games are also created on a small section of the disk.

COPYING SAVED GAMES

Here's a handy method of copying saved games from one disk to another. Take your Games Storage disk and insert it into the computer's internal drive. Select the SAVE CURRENT GAME Option to call up the relevant category of saved games slots. All existing saved games in that category have been loaded from your Games Storage disk. Remove your Games Storage disk and insert a new one (format it first). Now save the game as normal. The current game will be saved along with all existing saved games to the new disk.

APPENDIX FOUR: ADVICE

Using the mouse in conjunction with the keyboard is recommended. You may be interested to know that Pool's author Archer Maclean prefers to use only the Icons for applying chalk, fine control of aim and actually taking a shot. Everything else he does by using the Mouse Pointer directly on the table and balls.

Position the Control Panel at the top of the screen when playing across the table and to the side when playing up or down the table.

The cue is shared between Players so remember to check its power setting before you take a shot.

You will never need any more than three dabs of chalk.

If you find yourself stumped by a particular shot within a real game situation, try this for size... Press the 'Esc' key to return to the GAME CONTROL window. Select the SETUP TRICK SHOT Option and enter the trick shot editor. You have abandoned your game (perhaps you should have saved it first) but now the shot can be played in a more flexible environment. You can use the computer to show you how the shot should be taken (see INFORMATION on page 25). The trick shot Option can be used in the same way to 'solve' problems in saved games.

Racking the balls on a real pool table is open to a very small margin of error, which is reproduced in **Archer Maclean's Pool**. The pack of balls is racked with every new game. To see this effect in action simply follow the following steps from within the Trick Shot Option.

(a) Rerack the balls.

(b) Zoom in on a ball in the pack and adjust the view so the pack is seen from above.

(c) Rerack the balls again. You will see the balls shuffle slightly as they are racked. Archer Maclean's **Pool** never produces the same layout twice.

APPENDIX FIVE: ARCHER MACLEAN - A LIFE

In his eight years in the computer entertainment software business, Archer Maclean has only ever written four titles, every one an award winner. This one man band provides the visuals and sounds for all the designs he programs.

Archer's next project will be a conversion of his **Jimmy White's Whirlwind Snooker** to the Sega MegaDrive. Beyond that..."I have a couple of ideas but nothing I can really talk about. I can tell you it won't be anything to do with balls though - after three years of them I've had enough of them."

When he's not busy creating award winning computer entertainment software, Archer Maclean's pursuing danger around every corner with such crazy stunts as skiing on snow and water and hand-gliding.

SOFTOGRAPHY

Dropzone	(1985)	Commodore 64, Atari 800
International Karate	(1986)	Commodore 64, Atari 800
IK+	(1987)	Commodore 64
IK+	(1988)	Amiga, Atari ST
Jimmy White's Whirlwind Snooker	(1991)	Amiga, Atari ST
Archer Maclean's Pool	(1992)	Amiga, Atari ST

NOTES:

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