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< V I R T U A L > P O O L™

Thank you for purchasing Virtual Pool. Your Virtual Pool CD-ROM contains both the original Dos and Windows 3.x version of Virtual Pool as well as a completely revamped Windows 95 native version.

To properly explain your options in both versions, this manual is broken into three main sections. The first section, pages 3-11, covers the installation and menu options for the Win95 version. The second section, pages 12-30, covers the original Dos and Windows 3.x. The last section of the manual contains lists of control keys for both versions as well as instructional information regarding the game of pool.



Windows 95 System Requirements

IBM/Tandy 100% compatible running Windows 95™. 486-66 or faster microprocessor with 8 MB of RAM. 8 MB of hard disk space required. CD-ROM drive and mouse required. Recommended: Pentium™ or faster microprocessor with 16 MB of RAM, double speed CD-ROM, local bus or PCI video card with 1 MB of video RAM, SoundBlaster™ or 100% compatible sound card.

Note:

Virtual Pool must have a 256-color palette to run. If you have more colors than this selected, Virtual Pool will only run in full-screen mode and will change to 256 colors while it is active. If you wish to run Virtual Pool in a desktop window, change the Color Palette setting to 256 colors (this can be found by opening the Control Panel from within the Settings option in your Start menu. Within your Control Panel select the Display icon and choose the Settings tab in the Display window. The Color Palette option will be at the bottom left of the resulting window.)

How to SETUP Virtual Pool

Put the Virtual Pool disc into your CD-ROM drive. The Windows 95 AutoRun feature will come up and start the Setup for you. You can also select Run from your start menu and run d:/WINDOWS/SETUP.EXE (where d: is the letter of your CD-ROM drive). Setup will lead you through the process that will install Virtual Pool on your hard drive and create the Virtual Pool game icon and Program Group.

Please take some time and fill out the Electronic Registration form. A few minutes of your time will get you access to free Interplay demos, product updates, discounts on products, and more.

After Virtual Pool is installed, the setup program will check to see if you have DirectX 3 or later installed on your system. If you do not, you will be asked if you wish to Install it. Select yes to install.

After both Virtual Pool and DirectX 3 are installed on your system, click on the Pool icon in the Virtual Pool for Windows group under Programs in the Start Menu.

Starting the Game

Place the Virtual Pool disc into your CD-ROM drive. The Autorun feature will start Virtual Pool, or you can select the Virtual Pool application from the Virtual Pool for Windows menu in your Programs menu. If you have your Color Palette set to 256 colors, you can play either full-screen or in a scaleable desktop window. If you are using more colors, Virtual Pool can only be run full screen.

Getting a Quick Start

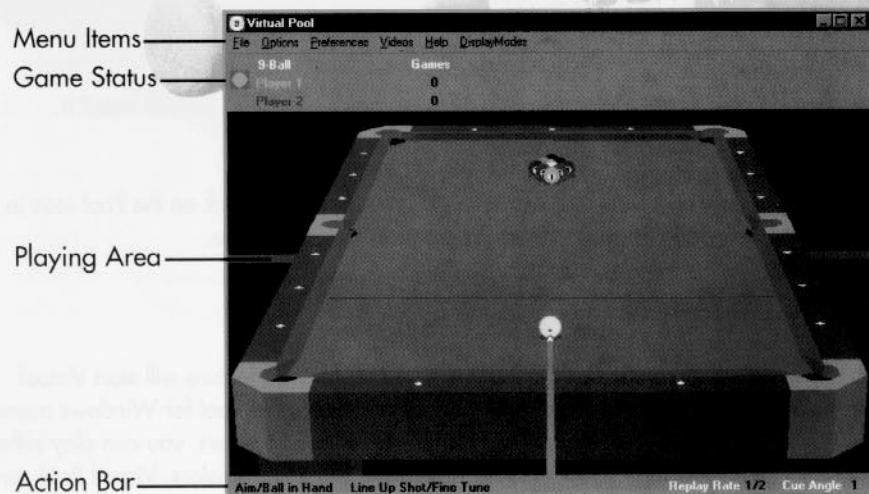
After some introductory screens, the Virtual Pool game screen will come up. The game screen consists of your Menu Items, Status Area, Pool Window, and Action Bar. These areas will keep track of everything in the game for you.

By default the game starts a two player game of Nine-Ball with Player One in Aim Mode. By moving your mouse left or right you can adjust the Aim. Moving the mouse forward or back tilts the view of the table. Hold down the left mouse button while moving the mouse forward or back to increase or decrease the Zoom level.

When you are satisfied with your aim, press and hold the S key. Your mouse is now connected to the cue stick. As you move the mouse back and then forward, the cue stick will move in response. Move the mouse forward slowly for a light tap and quickly for a more powerful shot. Press ESC to bring the mouse cursor back onto the screen at any time and bring up the Menu Items if they are hidden. You can find a complete description of the game controls in this manual on pages 31-34, or check out the online Help.

The Game Window

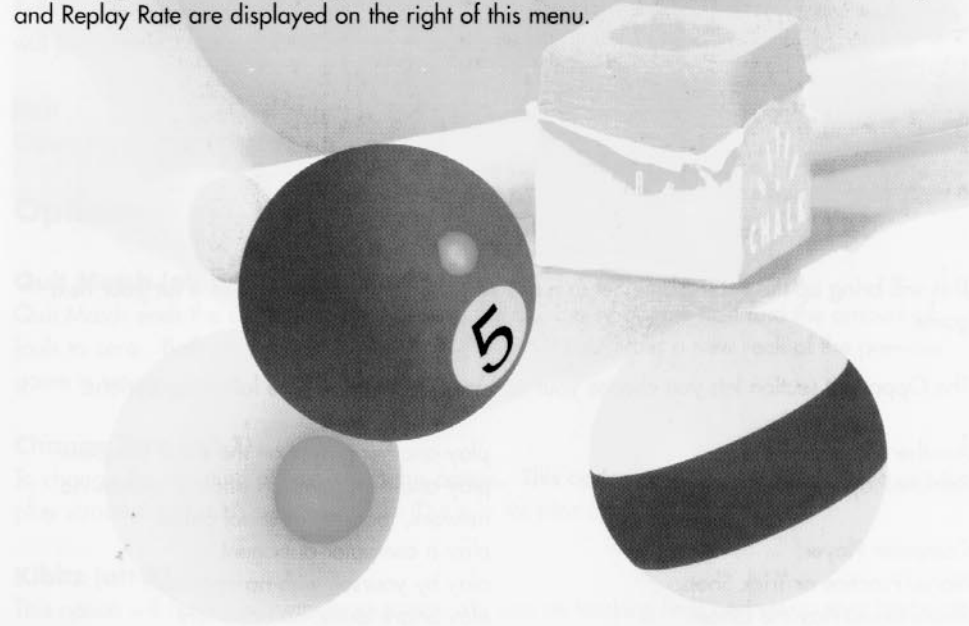
The game screen is broken into 4 basic areas: the Menu Items at the top of the screen (these are hidden when playing full-screen), the Game Status area at the top of the screen, the playing area in the middle of the screen, and the Action Bar which goes across the bottom of the screen.



The Game Status shows the player names and status of the current match. The scores that are kept for each type of pool game vary, but in general there will be a column for score and a column for the number of games won. During some games an icon of the ball you are supposed to be hitting will appear next to the player name. For example, when playing 9-ball, an icon for the lowest ball on the table will appear next to your player name when you are shooting. Any fouls that are committed are also displayed prominently at the right side of this area.

The playing area is devoted to your "virtual" pool table. You can play the game from any angle you like, using Virtual Pool's unique 3D world to line up your shots just like you would in real life. Check out the online help or Keyboard Controls (page 31-34 in this manual) for information on how to move around the table, take shots, and more.

The Action Bar at the bottom of the screen displays information about the current shot and shot mode. The left side of the bar will show the current mode the player is in. For example, if you are getting ready to shoot the ball and are holding S on the keyboard, this will display "Shoot Mode". A brief description of your options while in this mode is displayed just to the right of this. If you are in shoot mode as described above, this will display "Stroke Cue", which lets you know that moving the mouse at this point will stroke the cue. The Cue Angle and Replay Rate are displayed on the right of this menu.



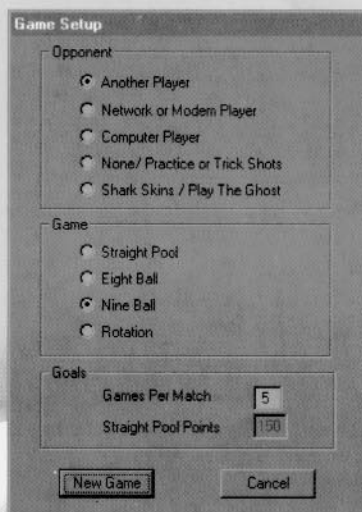
Menu Items

All of the available game options and settings can be easily customized and changed using the pull-down menus at the top of the screen. While you are playing, your mouse is actively controlling the cue stick and your shot; to enter the menu system you must first press ESC to make the menus and your cursor active.

Listed here are all of the menu headers and the options available under each:

File

New Game



This will bring up the New Game Setup menu which contains several options for your next game.

The Opponent section lets you choose your opponent from one of the following options:

Another Player:

play another player on the same computer.

Remote Player:

play another player on another system via network, modem, or serial cable.

Computer Player:

play a computer opponent.

None/Practice or Trick Shots:

play by yourself with no opponent

Shark Skins/Play the Ghost:

play Shark Skins, no opponent

The Game section allows you to choose from any of the four types of pool offered in Virtual Pool:

Straight Pool

Eight Ball

Nine Ball

Rotation

The final two options in the Goals portion of this menu allow you to customize the scoring for your match. You can change the number of games to play in each match or change the points goal for Straight Pool. When you are ready to start, click on Rack New Game.

Load Game (alt-L)

This option will allow you to load your saved games or any of the trick shots that came on the Virtual Pool CD. Just select the position you wish to load and click on Load Game.

Save Game (alt-S)

This will allow you to save the current game in the exact state it is currently in.

Demo

Selecting this option will send the game into a demo mode in which two computer opponents will play against each other at one of the variations of Pool.

Exit

Closes the program and returns you to your desktop.

Options

Quit Match (alt-Q)

Quit Match ends the current match, resetting the number of games won and the amount of fouls to zero. Both player names remain in the status area, and a new rack of the previous game is set up.

Change Turn (alt-T)

To change the shooting player, select this option. This option can be used to allow players to play variations of rules such as a Push-Out rule for nine-ball.

Kibitz (alt-K)

This option will have the computer automatically turn on tracking lines and set up your best shot. This function is only available when playing against "another player" as your opponent.

Miscall (alt-M)

Virtual Pool uses the honor system for calling shots. If you pocket the wrong ball or put a ball into the wrong pocket, you can declare a Miscall by selecting this option.

Draw Game (alt-D)

Selecting this option ends the current game in a draw, re-racks the current game, and starts a new game.

Resign Game (alt-R)

By selecting this option, the current player forfeits the game and their opponent is assigned a win. The balls are re-racked for the next game.

Change Name

This option will allow you to type in new names for human players in the game.

Spot/Pocket Balls (Ins)

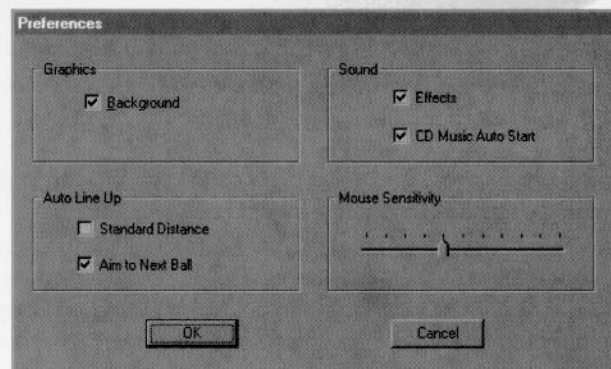
This option will allow you to remove balls from the table or place balls that are off the table back on. Balls that are currently on the table have a check in their checkbox. To remove them, simply click on the checkbox, and the ball will be removed from the table. When spotting a ball, the ball will appear at the top of the rack.

Preferences

The preferences menu allows you to change various options in the game to better suit your style of play.

Game

This submenu contains the following options

**Graphics**

Display Background (On, Off)

This will toggle the Virtual Pool room on and off. If you are having performance problems or just want to concentrate on the table more, try turning off the background.

Auto Line Up

Aim to Next Ball (On, Off)

This option will point your cue in the direction of the next ball if you are playing a game such as nine ball where the rules dictate which ball must be hit. This will only point you in the general direction however, don't expect Virtual Pool to do the aiming for you!

Standard Distance (On, Off)

If you have Standard Distance on, the beginning of every shot will be the same default distance from the table. With this option off, the camera stays at the distance it was at the end of the last shot. This option is for players who like to use the zoom option often. If you do zoom a lot, you may find the turning Standard Distance off may save you some time.

Sound Effects (On, Off)

This allows you to turn on and off Sound Effects in the game.

CD Music Auto Start (On, Off)

This determines whether the music will start up when you first start playing pool.

Mouse Sensitivity

If you want your mouse movements to be more exaggerated, or perhaps a bit less drastic, change the sensitivity of the mouse with this option.

Status Font

This option will allow you to dictate the font, style, and size for in-game text.

Chat Font

This option will allow you to dictate the font, style, and size for your chat-window.

CD Control

This will bring up a typical CD controller box which will allow you to switch tracks on the Virtual Pool CD, or when listening to your own music CD's.

Videos

The video menu will give you access to the extensive library of tutorial and trick shot movies that are included with Virtual Pool. Available options are:

History of Pool
Pool Techniques
Trick Shots

1 and 3 Ball Shots
2, 4, and 6 Ball Shots
Shots using 15 Balls
Position Shots
Ball Clearance Shots
Stroke Shots
Escape Shots
Masse' Shots
Miscellaneous Shots

Display Modes

This pull-down menu will let you choose from a number of resolutions from which to play the game.

Desktop Window

To play Virtual Pool in a desktop window, the Color Palette must be set to 256 colors. If this is changed (under Settings in the Display portion of your Control Panel), you will be able to play Virtual Pool in a scalable desktop window.

The other available resolutions for full-screen play are:

640 x 480
800 x 600
1024 x 768
1152 x 864

If you are experiencing problems with the speed of the game, reduce your screen resolution and your frame rate should increase significantly.

Network and Remote Play

You can play Virtual Pool over a network, TCP/IP, modem, or null-modem connection. Getting connected is easy. First make sure that your remote device (modem, network hookup, etc) is on or ready to go. Select New Game from the File menu and choose Network or Remote Player as your opponent and set up the type of game you wish to play. Click on New Game to begin and then select the appropriate connection from the resulting menu:

TCP/IP: This allows you to play against another player via TCP/IP connection.
IPX Network: If you are connected to a local area IPX driven network, select this option.
Modem: To use your telephone modem, use this.
Serial: To connect via serial cable (null-modem) use this.

Creating Games and Connecting to Remote Players

Each remote play mode will bring up a box asking if you wish to Create the game or Connect to a game. Before you start playing, decide who is going to host the game and who is going to join. If you are hosting, select Create. If you are going to connect to a game created by the remote player, select Connect.

Note: the player who Creates the game will determine the game type, point goals, etc.

Create

If you create the game, you will be asked to provide a name. This name will be broadcast to players who want to connect. Make sure that the player who is going to connect to your game knows what you have named it. Your game type, point and match goals will be used for the resulting game.

Connect

When you select this, you will be shown a list of available games to play. Select the name that was created by the remote player you want to play against.

Note: you must connect after the game has been created or else you will not see the new game.

Modem and Serial Connections

When using these connections, there will be another menu that allows you to set up your modem or serial connection settings. Virtual Pool will load the default setting for your device for you, but you can change these to better suit your remote connection if you wish. When Creating a modem game, note that you need to click on Answer when you are finished. Since you are the host, the remote player will be dialing into your system. The user who Connects will need to put in the phone number and dial out.

System Requirements

IBM™/Tandy™ and 100% compatibles running DOS 5.0 or higher. 386/33 or better micro-processor required. Hard drive and keyboard required. Single speed CD-ROM drive required. VGA video card and monitor required. Requires 4 Megs RAM and 2MB Hard drive space. Mouse required. SoundBlaster™ or compatible sound card recommended. 486/66, double speed CD-ROM and SVGA video card and monitor recommended.

Note: High resolution operation requires 486/33 or better with selected local bus or PCI video cards. Multi-media videos require SVGA card to play.

You don't need a sound card to play Virtual Pool, but you won't get to hear any of the sounds or music without one.

To play Virtual Pool with a player on another computer, you can connect to the other system using a LAN (local area network), a telephone connection via modem, or a serial port connection using a null-modem cable.

DOS Installation

Insert the Virtual Pool disk into your CD drive and type d:\DOS\INSTALL.EXE (where d: is the letter of your CD-ROM drive). The installation program will then ask you for a destination directory. Specify a name for the directory you wish to install Virtual Pool into, or just hit <ENTER> to accept the default location of VPOOL. If you type in a directory that does not exist, the installation program will create it for you. The program will then copy some required files from the CD to your hard drive. Virtual Pool requires 2MB of hard disk space for installation.

Windows 3.x Installation

Insert the Virtual Pool disk into your drive and select "Run" from the Program Manager in the file menu. Type in d:\WINDOW3.1X\setup.exe, where d: is the letter of your CD-ROM drive. Setup will prompt you to a directory to install Virtual Pool into. Virtual Pool requires 2 MB of hard disk space for installation.

Virtual Pool will run on any system which meets the minimum system requirements. The default configuration after installation is low resolution (320 x 240) with no sound and a DOS mouse driver. The first time Virtual Pool starts up, it'll ask you about your hardware configuration. You can alter the configuration using the Video Setup, Sound Setup, and Device Setup Menus.

Be sure to load your mouse driver before starting Virtual Pool; or set up your Mouse from within the game using the special mouse driver included with the game.

Please remember to send in your registration card, for it will allow you access to technical support and make you eligible for available updates.

Starting Virtual Pool

To start Virtual Pool, put the Virtual Pool Disk into the CD-ROM Drive, enter the directory where Virtual Pool was installed and type POOL. When you begin Virtual Pool for the first time, the game SETUP menu will appear, allowing you to configure the game for use on your system. Included in the setup program are Video Card, Sound Card Setup, and Mouse Setup.

Video Card Setup

The default video setup is 320x240 VGA, which will function properly on all VGA or SVGA video cards. Virtual Pool uses special video drivers that support resolutions up to 1024 x 768 depending on the type of video card installed in your system. From the Video Setup Menu, you can choose to select your video driver from a list or use the Auto Detect feature to scan your system and attempt to make the selection for you.

Select from List:

The Video Setup will list the drivers for particular video cards, based on the actual chip that is built into the card. If you know which chip your video card uses, simply select it from the list. The setup program will then scan your system for this chip, and, if found, will configure the game to use the correct setting.

Auto Detect:

If you are not sure which setting is correct for your system, you can try the Auto-Detect function, which is located at the bottom of the list. Note that because of the vast number of possible video cards, the auto-detection may not always be able to determine the correct settings, and on some systems it may even cause your system to crash. Don't worry, your computer and the game will be fine – you'll just have to restart your computer and run the setup program again.

Sound Card Setup

Simply select your sound card from the list, or choose "NONE" if there is no sound card installed in your system. Once this option has been configured, the Virtual Pool Main Menu will appear.

Mouse Setup

You can choose the Virtual Pool serial driver if you have a 100% Microsoft-compatible mouse. For any other mouse, choose "DOS Driver," and make sure a DOS mouse driver is installed.

Running Virtual Pool

When you start Virtual Pool the Main Menu will appear, displaying the following options:

Animated History of Pool

Selecting this option starts the "Animated History Of Pool" video.

Games of Pool

Selecting this option opens the Games Menu, which offers video guides to the different games of Pool. Included are specific instructions and strategies for playing 8-Ball, 9-Ball, Straight Pool, and Rotation.

Virtual Pool Tutorial

Select this option to start Virtual Pool's Video Tutorial, which contains step-by-step instructions for playing and configuring Virtual Pool. Learn about Virtual Pool's different game modes, sound and video setup, and playing the game over modem and network connections.

Virtual Pool Tip:

Playing Movies

When playing movies, the following key controls can be used:

ESC, Spacebar —	Terminate movie.
S —	Single step
Enter —	Continue full speed
N —	Skip to next movie (only used on a sequence of movies.)

Pool Techniques

Select this option for a video tutorial of pool by "Machine Gun" Lou Butera. Learn the basics of Aiming, Caroms, Combinations, the Massé and other special techniques which you can apply to both the real and the virtual table. These tutorials are invaluable for the beginner, and even advanced players should have a look — you never know what new trick you could pick up. And speaking of tricks...

Trick Shots

Selecting this option opens the Trick Shot Menu, which will initially display a grouping of buttons pertaining to different categories of Trick Shots. Clicking any of these buttons will open a new menu which displays the existing shots in that category. You can view the Trick Shots one by one by clicking on the particular shot you wish to see, or you could click on the Play All button, which will play each of that category's Trick Shots in succession.

Play Virtual Pool

Select this option to start a game.

Exit Virtual Pool

Exits the game.

Quick Start Instructions

If you wish to start playing immediately without reading the full instructions, select PLAY VIRTUAL POOL from the Main Menu. Virtual Pool will then load. By default the game starts a two-player game, with Player One in AIM MODE. Simply move your mouse left or right to change the AIM. Moving the mouse forward or back tilts the view of the table. Hold down the left mouse button while moving the mouse forward or back to increase or decrease the Zoom level.

When you are satisfied with your aim, press and hold the S key. Your mouse is now connected to the cue stick. As you move the mouse back and then forward, watch the cue stick move in response. Move the mouse forward quickly for a powerful shot, slow for a light tap.

The Program Control Menu can be accessed by pressing F10, the Escape Key.

A Little More Detail...Screen Setup

The upper part of the screen is devoted to your "virtual" pool table. You can watch the game from any angle you like — we'll get to that a little later, in the Changing View section on page 15. The bottom part of the screen will keep you up-to-date on what's happening in the game so far, as well as keeping track of how you're doing overall. The figure below shows the normal layout of the status bar.

Status Bar

The top left area of the status bar shows the type of game you're playing at the moment, which could be anything from 8-Ball to Straight Pool. Below this are the names of the current players — the name of the player who is currently shooting will be highlighted in yellow.

Straight Pool	Points	Games	Faults		
Player 1	0	0	0	View	Replay Rate 1/2
Player 2	0	0	0	Rotate View	Cue Angle 0°
Goal	150	5			

The next column displays how many games or points each player has and, at the bottom, the number of games or points required to win the match.

The top line in the middle area of the status bar displays information on the current status of the game. For instance, messages will appear on the top line if there is a foul, or if a player wins the game or match.

The second line displays the current game Mode, (Aim, Shoot, etc.,). While a shot is in motion, the Mode Line will say "Play". Extra Mode information is sometimes separated by a slash (/); for example, after a scratch the line will read "Aim/Ball in Hand." This means that the game is in Aim Mode but that you may move the cue ball because your opponent fouled.

Beneath the Mode Line is the Mouse Action Line, which tells you what will happen when the mouse is moved. For example, while you are in Aim mode the action line will say "Line Up Shot." Pressing the left mouse button, however, will change the action line to "Zoom View."

The right part of the Status Bar shows the Replay Rate and Cue Angle. You can replay shots by pressing the R key. Replay rate is controlled by the + and - keys, ranges from 1 (for full speed) to slow motion rates of 1/2, 1/4, and 1/8 speed, and can be changed at anytime, even when a Replay is in progress. Replay does not work with Modem, LAN or NULL Modem play.

The Cue Angle indicator on the bottom right of the status bar tells you the exact angle of the cue stick relative to the table. Hold down the B key to raise the butt of the cue stick. Normally the cue is set fairly level at one degree above horizontal, but sometimes you might want to raise the stick to try for special shots like the Massé.

Menu System

Virtual Pool has a comprehensive menu system which allows you to switch between the different games, change your system settings, or get help on a variety of topics. To enter the menu system, press ESCape, F10, or click the right mouse button. Additionally, some menus can be accessed directly by pressing the key specified next to that item. A complete listing of all Virtual Pool menus follows.

Help menu (F1)

The Help menu includes the following items:

Quick Play Help

Basic game control instructions.

Quick Menu Help

Explains how to use the menu system.

Game Rules

The Game Rules menu contains basic rules for:

General Rules

Straight Pool

Rotation

8-Ball

9-Ball

Clicking on any of these menu items will bring up the appropriate rules for that game. See the Pool Rules section on pages 38 for complete game rule information.

Control Keys

Selecting this menu item brings up a summary of the control keys. See the Keyboard Controls section on pages 31-34 section for more information.

Action Keys

Selecting this menu item brings up a summary of the Action keys. See the Keyboard Controls section on pages 31-34 section of this manual for more information.

Option Keys

Selecting this menu item brings up a summary of the option keys. You can see the Keyboard Controls on pages 31-34 for more information.

Game Setup Menu (F2)

The Game Setup menu contains three sections: **Opponent, Game, and Scoring.**

The **Opponent** section lets you choose your opponent from one of the following options:

- Another Player -** play another player on the same computer.
- Remote Player -** play another player on another system via network, modem, or serial cable.
- Computer Player -** play a computer opponent.
- None -** Practice/Trick Shot mode.

The **Game** section lets you choose a game from the following:

- Rotation**
- Straight Pool**
- 8-Ball**
- 9-Ball**

The **Scoring** section lets you choose a scoring system for the match. You can select the number of games for a match with the Games Per Match option, and the point goal for Straight Pool with the Straight Pool Point Goal option.

Game Options Menu (F3)

Depending on the current game mode (Match Play, Practice, etc) the Game Options Menu will display the current available selections.

Game options can be broken down into two basic categories:

2-Player Options and Practice Options.

Load Game (Alt-L)

Load Game loads any game that was previously saved with Save Game. When you select Load Game, you will be shown a list of all saved games — of course, until you actually save some games, this option won't be of much use to you.

Save Game (Alt-S)

Save Game saves the current game; use this to stow away your game right before risking that fancy trick shot or for when you finally have to drag yourself away to bed. Player names and scores are also saved. When you select Save Game, a window will open, listing any previously saved games, and an entry named "Available." Click on the word "Available" and another window will open that will allow you to enter a name (maximum of 36 characters) for the game to be saved.

Player Name

You can enter player names by selecting Change Player 1 Name or Change Player 2 Name. Names and scores are displayed in the status area at the bottom left of the screen.

Quit Match (Alt-Q)

Quit Match ends the current match, resetting the number of games won and the amount of fouls to zero. Both player names remain in the status area, and a new rack of the previous game is set up.

Change Turn (Alt-T)

To change the shooting player, press Alt-T. This option can be used to allow players to play variations of rules such as a Push-Out rule for nine ball. Or maybe you're just nice and are letting your opponent shoot over again?

Suggest Shot (Alt-K)

Select this option to have your computer automatically turn on Tracking and line up your best shot.

Miscall Previous Shot (Alt-M)

Virtual Pool uses the honor system for calling shots. If you pocket the wrong ball or put a ball into the wrong pocket, you can declare a miscall by using the Miscall Menu Selection or by pressing Alt-M. Play then proceeds to the other player. Whether pocketed balls remain down or are spotted depends on the particular game being played.

End Game in a Draw (Alt-E)

Selecting this option ends the current game in a draw, re-racks the balls, and starts a new game.

Resign Game (Alt-R)

Selecting this option forfeits the game and assigns a win to your opponent. The balls are then re-racked and the new game begins.

Game Options – Practice Mode**Load Position (Alt-L)**

Load Position loads a ball position that was previously saved with Save Position. This option is only available when the game selection is Practice/Trick Shots.

Save Position (Alt-S)

Save Position saves the table prior to the most recent shot. This option is only available when the game selection is Practice/Trick Shots. Use Save Position to save trick shots and practice layouts.

To save a shot:

- Set up and execute the shot.
- Press U to Undo, activate the View Mode and set up how you want the shot to be viewed, and press R to replay the shot. Repeat these two steps until you are satisfied with the shot.
- Press U to Undo, then save the position.

Spot Balls (Ins)

This option allows you to spot (place back on the table) balls that have previously been pocketed. When this option is selected, a small window will open, displaying the current pocketed balls. Simply click on the ball or balls you wish to spot and they will be placed back on the table. Press ESCape when finished to close the Spot Balls window.

Pocket Balls (Del)

The Pocket Balls option allows you to remove balls from the table. When selected, a window will open, displaying balls that are currently on the table. Click on the ball or balls you wish removed from the table and they will be pocketed. Press ESCape when finished to close the Pocket Balls window.

Rack for Straight Pool

Selecting this option ends the current game and re-racks the balls for a game of Straight Pool.

Rack for 8-Ball

Ends the current game and re-racks the balls for a game of 8-Ball.

Rack for 9-Ball

Ends the current game and re-racks the balls for a game of 9-Ball.

Rack for Rotation

Ends the current game and re-racks the balls for a game of Rotation.

Rack for Continue Run

This option only becomes available when one ball is left on the table. It re-racks the 14 pocketed balls, leaving the other ball in its current location.

Preferences Menu

The Preferences menu contains three sections: **Graphics Detail, Auto Line-Up, and Sound.**

The **Graphics Detail** section contains on/off switches for Background, Ball Numbers, and Ball Shadows. Turning any of these off will decrease the aesthetic sense of the game, but will speed up play.

The last item in the Graphics Detail Section is Window Size. The Window Size can be set to Full, Half, or Quarter. Using a smaller Window Size will also speed up the game if you have a slower computer.

The **Auto Line-Up** section contains two on/off items. If turned on, Aim To Next Ball will automatically point the cue towards the appropriate ball in games where the balls must be pocketed in order (Nine Ball and Rotation). If turned on, Restore Distance will set the distance from the cue ball to a standard distance after every shot.

The **Sound** section lets you individually turn the sound effects and music on or off.

The **Mouse** section adjusts the sensitivity of the mouse input. Not all mice are created equal – if your mouse strokes too hard or too soft, you can adjust the sensitivity setting until it's just right.

Demo Menu

The Demo menu item starts a game between two computer players. If you watch closely, you might learn some new tricks.

Main Menu (F9)

Returns to the Main Menu.

Remote Game Play

Virtual Pool can be played by two players on separate computers. There are three types of computer connections:

- **LAN (Local Area Network)**
- **Telephone Modem**
- **Null Model RS-232**

You must first select the connection type you want from the Device Setup Menu. Then open the Game Setup Menu and select Network/Modem Player. The connection procedure for each connection type is described below.

LAN - Local Area Network Connection

The network connection requires an IPX driver to be installed on each system before Virtual Pool is started. If your system does not currently have an IPX driver installed, look for a file named IPX.COM in the software supplied with your network card. Install the IPX driver by typing IPX in the directory that contains the IPX.COM file.

Sender:

- 1) Make sure "Local Area Network" is selected in the Remote Device section of the Device Setup Menu.
- 2) Select "Game and Scoring Options" from the Game Setup menu.
- 3) Select "Network or Modem Player" from the Opponent Section of the Game Setup menu and click on OK.
- 4) Choose "Transmit" from the Network menu that just popped up.
- 5) Upon connection the balls will rack and it will be your turn.
- 6) If you want to load a saved game, you can do it now.
- 7) Enter your name by selecting "Change Player Name" in the Game Options menu.
- 8) Play pool!

Receiver:

- 1) Make sure "Local Area Network" is selected in the Remote Device section of the Device Setup Menu.
- 2) Select "Network or Modem Player" from the Opponent Section Game Setup menu and click on OK.
- 3) Choose "Receive" from the Network menu that just popped up.
- 4) Upon connection the balls will rack and it will be your opponent's turn.

Telephone Modem Connection

Telephone modem connection is done over telephone lines between two computers with Hayes compatible modems. Make sure your modem port selection in the Device Setup menu is configured to the selection for the COM port your modem is installed on.

Sender:

- 1) Make sure "Telephone Modem" is selected in the Remote Device section of the Device Setup Menu.
- 2) Select "Game "and" Scoring Options" from the Game Setup menu.
- 3) Select "Network or Modem Player" from the Opponent Section Game Setup menu and click on OK.
- 4) Choose "Transmit" from the Network menu that just popped up.
- 5) Enter the phone number you want to call in the Dial menu that just popped up.
- 6) If you want to load a saved game, you may do so now.
- 7) Enter your name by selecting Change Player Name in the Game Options menu.
- 8) Play pool!

Receiver:

- 1) Make sure "Telephone Modem" is selected in the Remote Device section of the Device Setup Menu
- 2) Select "Network or Modem Player" from the Opponent Section of the Game Setup menu and click on OK.
- 3) Choose "Receive" from the Network menu that just popped up.
- 4) Upon connection, the balls will rack and it will be your opponent's turn.

Null Modem Connection

The null modem connection is an RS-232 cable connected between two serial ports of the computers. Make sure your COM port in the Device Setup menu is set to the port your cable is plugged into.

Sender:

- 1) Make sure "Null Modem" is selected in the Remote Device section of the Device Setup Menu.
- 2) Select "Game "and" Scoring Options" from the Game Setup menu.
- 3) Select "Network or Modem Player" from the Opponent Section of the Game Setup menu and click on OK.
- 4) Choose "Transmit" from the menu that just popped up.
- 5) Upon connection, the balls will rack and it will be your turn.
- 6) If you want to load a saved game, you may do so now.
- 7) Enter your name by selecting "Change Player Name" in the Game Options menu.
- 8) Play pool!

Receiver:

- 1) Make sure "Null Modem" is selected in the Remote Device section of the Device Setup Menu.
- 2) Select "Network or Modem Player" from the Opponent Section of the Game Setup menu and click on OK.
- 3) Choose "Receive" from the menu that just popped up.
- 4) Upon connection the balls, will rack and it will be your opponent's turn.

Troubleshooting

Q: How can I improve the look and performance of Virtual Pool?

A: Using the proper video driver will enhance the resolution and performance of Virtual Pool. To set up your video driver, first select "VIDEO SETUP" from the Main Pool Menu within the game. A window will open up, displaying the currently installed video drivers. Click on the proper driver to select it, then choose OK. The game will then switch to high-res mode.

Q: There is no video driver included for my video card. What should I do?

A: Contact Interplay and see if a driver for your card is available. You can reach Interplay Tech Support (714) 553-6678 - BBS (714) 252-2822. If you want a polite, complete answer from our harried but hard-working techs, please be at your computer and be ready to tell them what video card is installed in your computer.

Q: I called Interplay and there isn't a driver available for my video card. Now what?

A: Sorry. New brands of video cards are being manufactured all the time, so it's possible that a driver for your card will be available soon. Also note that some video cards are not powerful enough to support Virtual Pool in High-Res Mode; therefore, no video drivers can be created for them. You can still play the game, luckily; all video cards will support the default resolution mode.

Q: My mouse doesn't work — what should I do?

A: You either need to install a DOS mouse driver before starting Virtual Pool or, even better, set the Serial Port Option in the "DEVICE SETUP" menu from within the game. Use the ESCape key to bring up the Program Control Menu, the arrow keys to move the cursor to "DEVICE SETUP," and the <ENTER> key to select. On the Device Menu, switch to the appropriate Serial Port for your mouse, then move the cursor to "OK" and press ENTER. Selecting a serial port will start the Virtual Pool mouse driver, which has been specially designed for the game, and may provide better performance.

If you make a mistake and select the wrong serial port, don't panic — simply re-enter the menu system by pressing ESCape; select the correct port using the arrow keys, then press <ENTER>. Note that your mouse must be 100% Microsoft-compatible to use the Virtual Pool mouse driver. If you have a PS/2 or another type of system that uses a BUS-style mouse, you must use a DOS mouse driver when running Virtual Pool.

Q: My sound card was not listed under Sound Setup. Which sound card do I select?

A: Most sound cards are compatible with Sound Blaster, so try Sound Blaster Pro 2 or 16. If that doesn't work, try Sound Blaster 1, 1.5, 2, or Pro 1. As a last resort, you may use the Adlib Driver.

Q: Why won't Tracking turn on and why doesn't Undo or Replay work?

A: Tracking and Undo are only available while in Practice Mode, or while playing against another person on the same computer. Replays are not available for remote play.

Q: Why don't the balls follow the paths shown by the tracking lines?

A: Ball paths are highly dependent on cue ball speed. If the cue ball is not struck at the force shown by the tracking lines the balls may not follow the paths displayed. This is especially true of the cue ball. Press S, and then press the space bar to strike the balls with the force shown by the tracking lines and the balls will follow the exact paths. Hold down the F key and move the mouse back (towards you) to decrease the force; move the mouse forward (away from you) to increase the force.

Q: Sometimes I can't see the balls after shooting. What can I do to be able to see the entire shot?

A: One way is to zoom out during the shot by pressing the left mouse button and moving the mouse up (away from you) (ZOOM OUT). Alternately, you may press "O," which will give you an overhead view of the entire table.

Q: I'm practicing a shot over and over and want to see the result without waiting for all the balls to stop rolling. How can I get to the end of a shot quickly?

A: Use the Zip (Z) key to automatically zip to the end of the shot. The balls will all jump to the position they would have ended up in had you allowed them to roll to a stop naturally.

Q: When I try to use the Remote Play Mode over my Local Area Network a message saying "IPX driver not loaded" appears. What's wrong?

A: Virtual Pool requires an IPX driver for remote play over Local Area Networks (LAN). Look for a file named IPX.COM in the software supplied with your network card. Install the IPX driver by typing IPX while in the directory that contains the file IPX.COM.

Q: I'm trying to shoot a ball down the rail but the pocket is off the screen. If I zoom out far enough to see the pocket, the balls are too small for accurate aiming. Is there a way to see the pocket without having to zoom out so far?

A: Yes. Use the Center (C) key to reposition the viewing center on the screen. Hold down the C key and move the mouse to change the view center to the right or left screen edge.

Q: I load a Trick Shot, but when I take the shot it completely misses the target. What are you guys trying to pull?

A: Instead of using the mouse to make the shot, use "R" to replay the shot, and you'll see that it does in fact work correctly. After watching the shot, press "U" to undo the shot and then try it yourself. Keep in mind that most trick shots are very difficult, and it might take a bit of practice to make the shots yourself.

Q: Virtual Pool runs too slow on my computer. Is there something that I can do to speed things up?

A: Yes. Select Preferences from the Program Control Menu, and turn off one or more of the Display Options (Show Background, Ball Numbers, Ball Shadows, and/or Window Size). By reducing these display options, Virtual Pool should run quickly on any computer that meets the minimum requirements.

Q: I still have questions. Where can I get more help?

A: Check the other options on the Start-Up Menu for specific help on a variety of topics. Press F1 while in the Game to start the Virtual Pool On-Line Help System. Read the section "Keyboard Controls" for a listing and description of all the hot keys in Virtual Pool.

Q: Is there any other place I can get help?

A: Yes. Log on to the Interplay BBS and join Conference 7, the Virtual Pool Conference. While you're here, you can read the questions and answers left by other users, ask your own questions of our Virtual Pool Expert, and even download new Trick Shots!

Also check for other Virtual Pool Conferences or Forums on the Internet, AOL, CompuServe, other on-line services, or from your favorite local BBS.

Interplay BBS: (714) 252-2822

Internet: support@interplay.com

Interplay Tech Support: (714) 553-6678

Technical Support

Video Setup

Video Setup allows you to configure the game to your specific video card. All video cards can use the 320x200 VGA mode. Some cards can use the SVGA VESA 1.2 mode. If possible, always use the driver for your card/video chip since performance and video resolution will be better.

When Video Setup is selected, a list of drivers will appear. Look for the name of the video card manufacturer in the list of drivers. If you can't find the name of your card, you can look for the video chip name on your card. Find the video chip name for your system by looking at the video card documentation or by looking at your video board. Drivers for new video boards will be posted on Interplay's BBS at (714) 252-2822.

Supported cards and chips include:

320x240 VGA
 640x480 Vesa 1.2 Bios Extension
 640x480 Vesa 1.2 Variant
 640x480 ATI Mach 32
 640x480 ATI Mach 64
 640x480 Cirrus Logic GD54XX
 40x480 Diamond Viper P9000 Accelerated
 640x480 S3 86C801/805/Vision864
 640x480 S3 86C801/805/Vision 864 Accelerated
 640x480 S3 86C928/Vision964
 640x480 S3 86C928/Vision964 Accelerated
 640x480 S3 Trio 32/64
 640x480 S3 Trio 32/64 Accelerated
 640x480 Tseng Labs ET4000
 640x480 Tseng Labs ET4000/W32 Accelerated
 640x480 Western Digital 90C31
 640x480 Western Digital 90C31 Accelerated
 640x480 Western Digital 90C33
 640x480 Western Digital 90C33 Accelerated
 1024x768 Diamond Viper

Also check out the compatible sound cards on page 12.

Sound Setup

Sound Setup allows you to configure the game to your sound card. Choices include:

None
AdLib
Sound Blaster 1.0, 1.5, 2.0
Sound Blaster Pro 1
Sound Blaster Pro 2
Pro Audio Spectrum 16

Device Setup

The Device Setup menu has three sections: Mouse, Remote Device, and Modem Port. You can set up your mouse to use a DOS mouse driver or the Virtual Pool serial port driver on COM1, COM2, COM3, or COM4. The serial port driver can only be used if you have a Microsoft-compatible mouse. If your mouse is not Microsoft-compatible, you must use a DOS mouse driver.

The Remote Device can be set up as a Null Modem, Telephone Modem, or Local Area Network. See the section on Remote Game Play for a description of the connection procedure.

The Null Modem connection is an RS232 cable connected to the computer's serial port. The port can be selected from the Modem port selection in the Device Setup Menu. This selection is used to select the COM port for the Null Modem or Telephone Modem remote device. The Telephone Modem connection works over telephone lines between two computers with Hayes-compatible modems. Configure the modem port selection to the COM port that your modem is installed on.

The Local Area Network connection is for two computers on the same local area network. It uses the IPX protocol and requires an IPX driver to be running for use.

Some systems will have IPX drivers already installed. If your system does not you can usually find an IPX driver that was included with your network card, operating system, or network software. Start the IPX driver at the command line or in your autoexec.bat file before starting Virtual Pool.

Keyboard Controls

Keyboard Control Keys are described in detail below:

A: Aim

Move the mouse left or right to aim the cue. Move the mouse forward or back to change the up/down angle of the table. Hold the left mouse button and move the mouse back to zoom in. Hold the left mouse button and move the mouse forward to zoom out. The view stays centered around the cue ball. The Status Area will inform you when you are in Aim Mode.

S: Shoot

Hold the S key down and move the mouse back for your backstroke, and then forward to strike the cue ball. The faster you move the mouse forward, the harder you will strike the cue ball. As with a real pool cue, a smooth stroke is very important. The Status Area will inform you when you are in Shoot Mode.

V: Change View

Press V to select View Mode. Move the mouse left and right to rotate the table. Moving the mouse forward and back changes the up/down angle of the table. Hold the left mouse button and move the mouse forward/back to Zoom the view. Hold the V key down and move the mouse to change the center of view. The center of view is the point the view rotates about. Changing to Aim mode will bring the view back to the cue ball (Aim) view.

M: Select and move ball

Hold the M key down to move the currently selected ball. Hold the H key down to change the ball selection. "Move" will only work on the cue ball when you have ball-in-hand during a game, or while in practice mode. H only works in practice mode.

B: Raise butt of cue

For some advanced shots, such as the massé, you must hit the cue ball from above. Hold down the B key and move the mouse forward or back to bring the butt of the cue up or down. The Status Area will display the cue angle, which will be reset to normal after the shot.

C: Move Center Point

Hold C and move the mouse to move the center point of the view to a different location on the screen. Moving the view in this way does not affect the aim of the shot.

X: Snap to Overhead

(Available in Win95 only) Pushing X will move the camera to the overhead position and return it to the previous position when it is released.

E: English: Move cue tip

Hold E and move the mouse to apply English (change the cue tip location on the cue ball). The dot on the cue ball indicates where the cue tip will hit. English is used to place spin on the cue ball, and can be very helpful in making what would otherwise be impossible shots. Hitting the cue ball to the left or right of center places a left or right spin on the ball. Hitting the cue ball above center puts a forward spin on the ball. Hitting below center puts a backwards spin on the cue ball.

F: Vary Force of Tracking hit

This option is only available if (T)racking is turned on. While Tracking is on, hold F down and move the mouse forward or back to change the force of the hit. Tracking Lines get longer as the mouse is pushed forward (Increase Force) and shorter as the mouse is pulled back (Decrease Force). Use the SPACE BAR to use exactly this amount of force.

H: Select a different ball to move

You must first select M first to activate Move; then hold the H key and move the green cross-hair cursor with the mouse over the ball you wish selected. When you release the H key the cursor will snap to the nearest ball. Once the ball is selected, hold the M key to move the ball to the desired location. Again, this option is only available in Practice Mode.

Left Mouse Button: Zoom

Hold the left mouse button down and move the mouse backwards (down) to zoom in; move the mouse forward (up) to zoom out.

Right Mouse Button: opens Main Menu system

Press the right mouse button to enter the Main Menu. You may also access the Main Menu by pressing the F10 key or the ESCape Key.

Shift: Toggle Amplify

Press the shift key (no need to hold it) to toggle Amplify. "Amplify" will appear in the status area. Mouse movements are exaggerated while Amplify is turned on. This option is used primarily for the break.

Ctrl: toggle Fine Tune

Press the Ctrl key (no need to hold it) to toggle Fine Tune. "Fine Tune" will appear in the status area. Mouse movements are much more precise while Fine Tune is turned on. Use this control for setting up trick shots or anytime precision alignment is needed. It also comes in handy for hitting the cue ball softly for those delicate trick shots.

L: Toggle table lines

Press the L key to toggle the table lines on or off.

R: Replay last shot

Press R to replay the previous shot. You can change the rate of replay (even during replay) with the + and - keys. Replay is not available for remote play.

T: Toggle Tracking

The T key will toggle the Tracking Lines on and off. Tracking shows you the path of every ball on the table, based on the current aim and force setting. Each ball's path is indicated by a line of the same color as the ball — ie. striped balls have striped paths and so on. The Tracking lines end where the ball will stop. The exact path balls will follow is based partly on the force of the hit. To hit the cue ball with exactly the force shown by Tracking, press S and then press the space bar instead of shooting the ball with the mouse. Toggle Tracking does not work during remote play.

U: Undo

Press U to Undo the last shot. The view will reset to the Aim and table position of the previous shot. This is very useful for practicing shots. Undo is not available when playing a computer opponent, or when connected to a remote player via network or modem.

Z: Zip to result

Press Z after you shoot to progress immediately to the end of the shot. Z will skip to the result of the shot, placing the balls where they would have ended up if allowed to roll naturally to a stop. Zip is not available on remote play.

+/=: Increase replay rate

The + key (or the = key) will step up the replay rate to 1/8 speed, 1/4 speed, 1/2 speed, or 1 (full) speed. The replay rate is shown at the top right of the status area and can be adjusted at any time, even during a replay.

-: Decrease replay rate

The - key will slow down the replay rate — your choices are 1/8 speed, 1/4 speed, 1/2 speed, or 1 (full) speed. Again, the replay rate is shown at the top right of the status area and can be adjusted at any time.

Alt-C: Send communication to remote player (also "/" in Win95)

Press Alt-C and you will be able to send a text message to a remote player. Your notice can only be one line across the screen — if you need more room, sorry, you'll have to send the message in more than one piece. Pressing Enter when you are done enters your message, and it will be sent to the remote player (in Win95 the message can be multiple lines).

Alt-L: Load Saved Game or Saved Position

Use this command to load a previously saved game. In practice mode, this will load a menu of saved trick shots.

Alt-M: Declare miscall on previous shot

Most games require players to call their shots. The shot you are attempting is obvious to you, of course, but if a shot doesn't go in as you planned, how is the computer supposed to know? It can't read your mind, so in Virtual Pool you're on the honor system to admit your mistakes. Press Alt-M and play will proceed to the next player. Not available in Practice Mode or during Remote Play.

Alt-P: Pocket Selected Ball

Pressing Alt-P will pocket the currently selected ball. This option only works while in Move Mode, Practice or Trick Shot mode.

Alt-Q: Quit current match

Alt-Q quits the current match — don't worry if you hit it by accident, you will be asked to confirm this option. Game and Foul totals will reset to zero for both players. Quit current match is not available with remote play.

Alt-S: Save game or position

Alt-S saves the current game. You can use this to save a game to resume later, or you can use it to save trick shots. You must enter a name to save the shot under.

Alt-T: Change player turn

If you want to play "push out" rules, let your opponent try again, or just got mixed up whose turn it was, press Alt-T and play will go to the other player without the movement of any balls or the assessment of any fouls. Change player turn is not available with remote play.

INS/DEL: Spot and Pocket Balls

In the Dos/Win 3.x version, INS will bring up a menu to spot balls from and DEL will bring up a menu to pocket balls. In the Win95 version, INS will bring up a menu from which you can spot or pocket balls.

Scoring

Scoring is handled differently depending on the particular game that is being played:

- In 8-Ball, the winner of a game is whoever sinks the black 8-ball. However, you must sink all of the solid balls (1-7) or all of the striped balls (9-15) first. Fouling on the 8-Ball or prematurely sinking the 8-ball loses the game.
- In 9-Ball, the winner is the person who sinks the 9-ball. The lowest ball on the table must be hit first.
- In Rotation Pool, the object is to reach 61 points. When you sink a ball, you receive that ball's number as points. As in 9-Ball, the lowest numbered ball must be hit first.
- In Straight Pool, the object is to reach a pre-determined number of points. Each ball pocketed scores one point. Fouls subtract points from your score. See the Straight Pool rules for details on penalties.

Tracking and Force

Have you ever wished that you could tell exactly what those ricocheting balls are going to do before you take the shot and test your luck? In Virtual Pool you can do just that. Tracking lets you see the projected paths of the balls, depending on how you're about to strike them. Press T to turn Tracking on — colored lines will appear, showing where the balls will roll. The colors of the lines correspond to the colors of the balls; logically, solid-colored balls have solid lines and striped balls have dashed lines. As you move the mouse to adjust the aim, the tracking lines will shift in response. Just like in real pool, how hard you hit the balls makes a difference as to where they'll end up. You can change the force setting by holding down the F key and either moving the mouse forward to increase force or back to decrease force.

While Tracking is on, you can take the shot with the exact amount of force shown by pressing the S key to activate Shoot Mode and then pressing the space bar. If you shoot the shot yourself, the balls may not follow the same paths because the force may be different. Moving the cue tip on the cue ball or changing the cue angle also affects the tracking lines. Figure A shows a shot lined up with Tracking on. Tracking is not available during remote or computer opponent play.

Practice Mode

To practice pool or set up trick shots, select Practice/Trick Shots. You will have no opponent while practicing.

- You can add or place the cue ball wherever you want by pressing and holding the M key and then moving the mouse. While in Move Mode, a green 3-D cursor will appear above the selected ball. To select a different ball to move, press and hold the H key down, move the cursor (using the mouse) over the ball you want to move, then release the H key. The cursor will lock to the nearest ball, which you can then move by holding the M key and moving the mouse.
- You can remove balls from the table by pressing the Delete (Win3.x/DOS) or Insert (Win 95) key to open the Pocket Balls window, and then clicking on the balls you wish to eliminate.
- You can spot (place a ball) at the foot spot by pressing the Insert key and then selecting the ball or balls to spot from the Spot Ball window.
- To re-rack the balls and start over again, then select the rack for the game you want to practice.

The Table

The table in Virtual Pool is proportioned like a standard 4 1/2 x 9 ft. tournament table. There are pockets in each of the four corners and halfway down both of the longer sides. There are three diamonds between every pair of pockets. The head string goes across the table at the second diamond from the head of the table. The foot spot is where the front ball is placed when the balls are racked.

Computer Opponents

You can play Virtual Pool against a variety of different computer opponents, each with his or her own skill level and style of play. The computer opponents are (in ascending order of skill):

Mrs. Offen
Eiza Crost
Troy Zinvane
Wild Ball Hickok
Cautious Clay
Buster Cluster
Bram Stroker
Rail McCoy
Dead-Eye Dan

Computer players toward the beginning of the list make good opponents for the average player; those near the end of the list will provide a challenging game for the most seasoned professionals.

Pool Rules**General Pool Rules**

For a legal shot, the cue ball must hit a ball and then either a) the cue ball must hit a rail, b) an object ball must hit a rail, or c) an object ball must be pocketed. If none of the above conditions are met, the shot is a scratch, or foul. The penalty for a foul is ball-in-hand for the opponent. A turn ends when the player fails to pocket a ball or fouls.

Rotation Pool

The object of the game is to be the first player to reach 61 points. The cue ball must hit the lowest-numbered ball first. Legally pocketed balls count as their numbered value — there are 120 points available on the table. A foul results in ball-in-hand anywhere on table. Illegally pocketed balls are spotted.

Straight Pool

The object is to reach a point score determined at the beginning of the match. Any legally pocketed ball is worth one point. Balls pocketed in addition to the called ball also count for one point. A turn goes until the shooting player misses, commits a foul, or wins the game. A foul on the break is -2 points. Any foul after the break is -1 point. Three consecutive fouls results in a loss of 15 points. A foul results in ball-in-hand behind the head string. On the break, the cue ball and two other balls must hit a rail. Players must call a ball and a pocket, but other than that there are no restrictions on the type of shot taken. Fifteen balls are racked the first time. When only one ball remains, the other fourteen are racked. The balls are racked with a space for the fifteenth ball on the foot spot. If the fifteenth ball interferes with the racking of the other fourteen, it is placed at the foot spot. If the cue ball interferes with the rack, then the shooter has ball-in-hand in the kitchen.

8-Ball

The object of 8-Ball is to either a) pocket all 7 stripes or all 7 solids then pocket the 8-ball, or b) to pocket the 8-ball on the break without scratching. A foul on break results in ball-in-hand behind the head string. Other fouls result in ball-in-hand anywhere on table. The first player to pocket a ball gets "ownership" of that color for the rest of the game, be it stripes or solids. After ownership is determined, you must be careful that the cue ball always hits one of your own balls first. When you're going for the 8-ball, the cue ball must hit the 8-ball first. Pocketing the 8-ball prematurely loses. Fouling on the 8-ball loses. Players must call 8-ball. Miscall on 8-ball loses.

9-Ball

Nine balls numbered one through nine are racked in a diamond shape with the 1-ball at the front and the 9-ball in the center. The lowest numbered ball must be hit first. Failure to do so results in ball-in-hand for the opponent. The 9-ball can be pocketed at any time as long as the lowest numbered ball is hit first. An illegally-pocketed 9-ball is spotted; others stay down.

Shark Skins

This goal of this one player game is to attain the lowest possible score. The game is played in three racks, and each shot scores one point. The first rack is three balls, the second six, and the third is a typical 9-Ball rack. Your goal on the three ball rack is to pocket all of the balls. Your goal on the six and nine ball racks is to pocket the highest numbered ball in the least number of shots. The lowest ball on the table must be hit first each shot regardless of the rack, but in the six and nine ball racks the highest ball can be sunk at any time to finish the rack. A foul will add a penalty point and the cost of the stroke.

Pool Fundamentals

This section describes pool fundamentals that apply to both Virtual Pool and Pool in general. Studying this section will improve both your real and virtual games. One major advantage you have in Virtual Pool is a perfect pool stroke. Your cue stick is guaranteed to stroke straight and put spin on the cue ball just like a championship-caliber player. To play well, edge and hone your speed control.

Virtual Pool Tip:

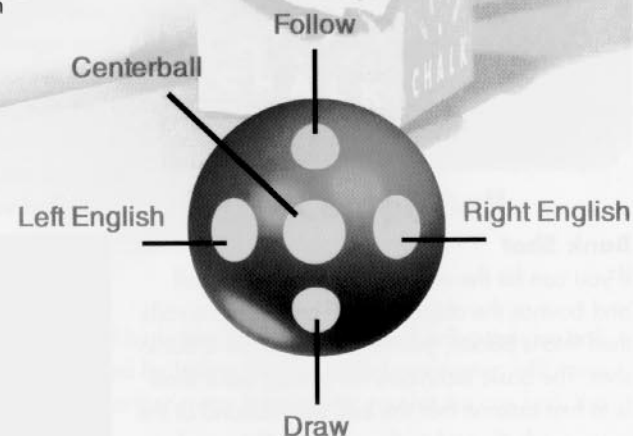
Try lowering your mouse sensitivity if you're having trouble with Speed Control.

Cue Tip Position

Virtual Pool allows you to change the position of the cue tip on the ball — and therefore the path of the ball — just like in the real game. Altering the position of the cue tip with the E key will alter the path that the balls take.

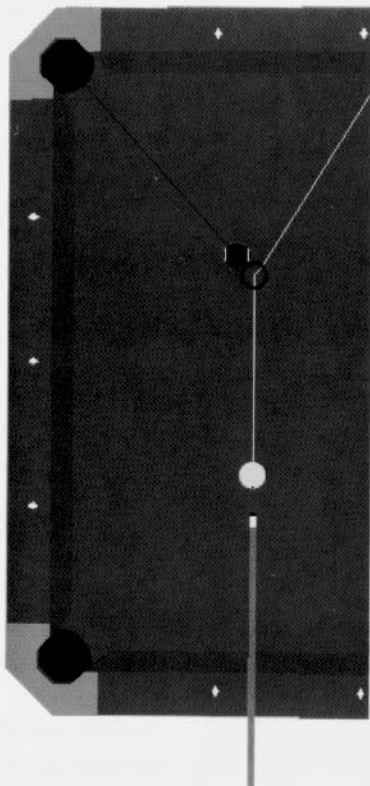
The diagram below shows terminology for cue tip positions on the side of the cue ball. Combinations of these are expressed as high right (follow and right) English or low left (draw and left) English. Distances from center of cue are usually expressed in cue tips as in: "follow with half a cue tip of right." Virtual Pool allows you to be very precise with cue tip placement.

You might want to start out using center-ball hits only. Then, when you feel confident enough with the game controls to add a little more flair to your shots, practice using follow and draw to change cue ball paths. Follow and draw have the most effect on shots with less cut angles. English has its greatest effect on the cue ball's path when the ball ricochets off of a rail.



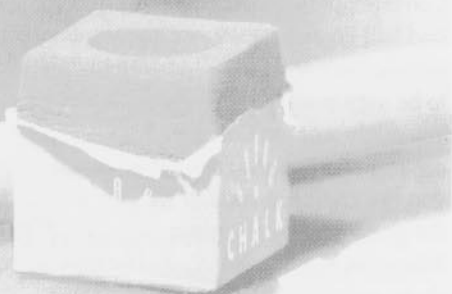
Aiming Shots

Practice aiming shots initially using center ball hits. The diagram below shows the place the cue ball must be when it contacts the object ball to sink the ball in the corner pocket. One technique of aiming is to imagine a ball in this position and try to hit the imaginary ball full-on as shown in the diagram below.



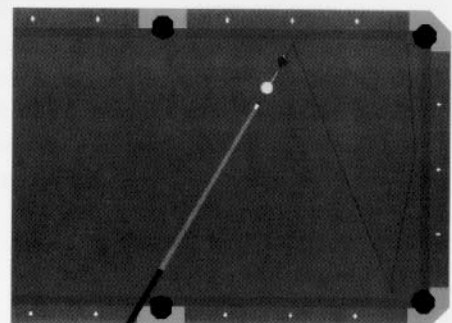
Virtual Pool Tip:

As in real life, you can get a new perspective by raising your head a foot or two for a better view of the angle between the pocket, object ball, and cue ball. However, the amount of cut between the cue ball and object ball can be seen more easily with your head closer to the cue ball. Tilting the table up and down (by moving the mouse forward and backward) will help you use the angle to cut better.

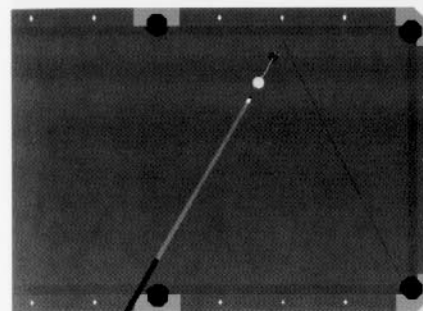


Bank Shot

If you can hit the object ball with the cue ball and bounce the object ball off one or more rails then into a pocket, you've just pulled off a bank shot. The basic technique for aiming bank shots is to first assume that the ball will rebound at the same angle that it hits the cushion. This can be used to estimate the angle; however, you must be aware of the effect that ball speed has on rails.



It is a common misconception that a ball will always bounce off the rail at exactly the same angle at which it hits the rail. This is close but not quite true. The exact angle that a ball will bounce off the rail is based on a combination of the angle the ball hits the rail, the speed at which the ball is moving, and the amount and type of spin you've put on the ball. As you can see, this is a little trickier than it looks!

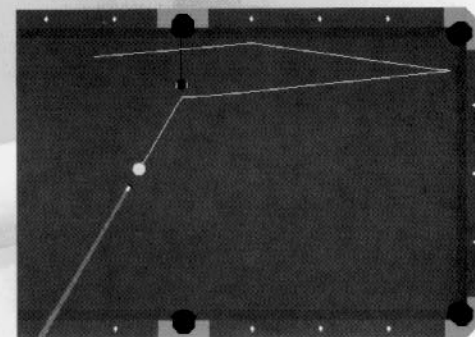


Shown on the previous page and to the left are two bank shots which are lined up the same way...but whereas the one on the top was hit softly, the one on the bottom was struck hard. As you can see, the ball which was hit hard rebounds at a more shallow angle.

3

Cue Ball Path:

The cue ball always starts on a path perpendicular to your cue aim. It will then curve forward or backward as the spin on the ball changes. Shown right is a center ball hit which curves forward a bit. If this ball was hit harder, it would stay straight longer and hit the end rail further from the pocket. If hit with a softer stroke, it would scratch in the corner pocket. Knowing which path the cue ball takes with center ball hits is the first step to learning how to control the cue ball.



Center Ball

Draw and Follow:

For straight-in shots, "drawing" the cue ball by hitting it below-center will bring the cue ball back towards you. "Follow," which is applied by hitting the cue ball above-center, will move the cue ball forward, away from you. The farther away from center you hit the cue ball, the more spin will be applied.

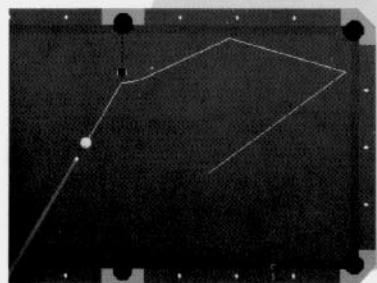
Common Section

With shots at an angle, draw and follow affect how the cue ball curves off of the perpendicular line. Follow causes the cue ball to curve forward more and move forward from the line quicker. Draw causes the cue ball to curve back from the perpendicular line. As the angle of the shot increases, draw and follow have less effect on the cue ball path.

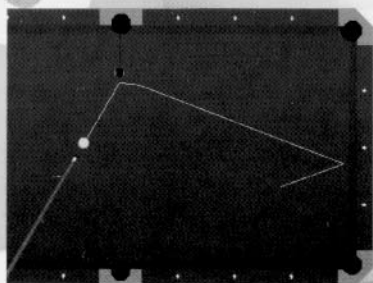
(Getting confused? Don't worry, it'll all become clear when you try it yourself. Feel free to play around with these options; take some time to give yourself a feel for choosing and setting up a useful spin.)

Draw and follow can be put on the cue ball by pressing and holding the E key and then moving the mouse to change the cue tip position vertically on the cue ball. The blue dot on the cue ball shows where the cue tip will hit.

Shown below are two examples of how draw and follow can change the cue ball path:



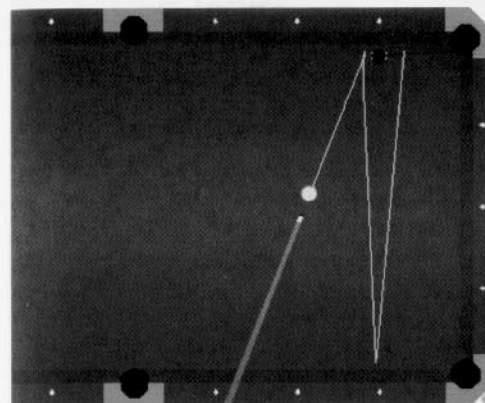
Follow



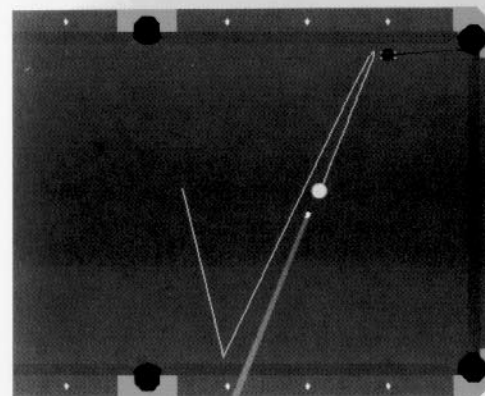
Draw

6

Common Section



Centerball



Left English

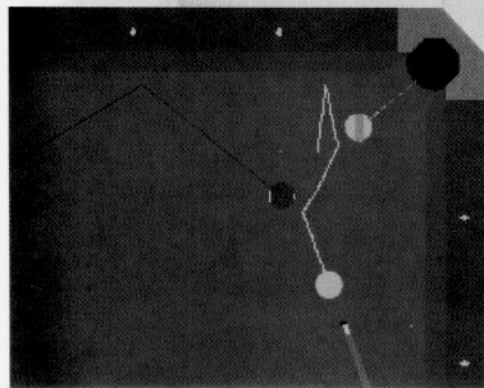
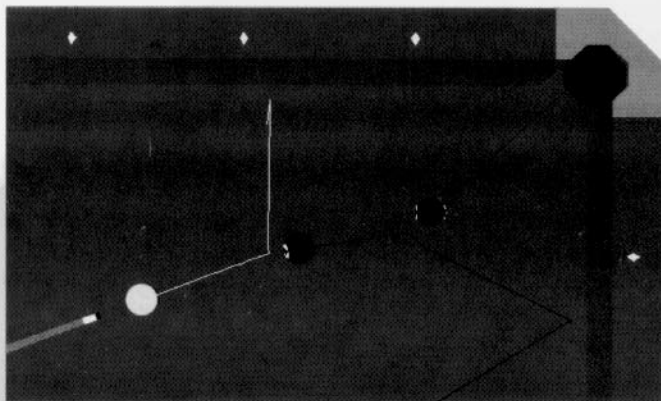
English

You can apply English (side spin) by hitting the cue ball off center to the left (for left spin) or to the right (for right spin). It's much easier in a precision computer environment than with a real cue — this is your big chance to try out all those shots and tricks that the experts use. To put English on the cue ball, hold the E key and move the mouse. The blue dot on the cue ball will show where the cue tip will hit. English has its greatest effect on cue ball path when a rail is hit, as it changes the angle at which the cue ball rebounds from the rail. Plus, it can add or remove speed from the cue ball. Shown below is the effect of English on a cue ball path. The top picture shows a cue ball hit with center ball and the bottom a cue ball hit with left English.

6

Combinations

A combination is a shot where two or more object balls are hit in sequence to pocket an object ball. To line up a two-ball combination, first figure out the "contact point" on the second ball — the spot on the ball where you must hit it so that it'll shoot into the pocket. Then determine the contact point on the first ball that will cause it to hit the second ball's contact point. Now aim the cue ball at the first ball's contact point. A two-ball combination is shown right.

**Carom**

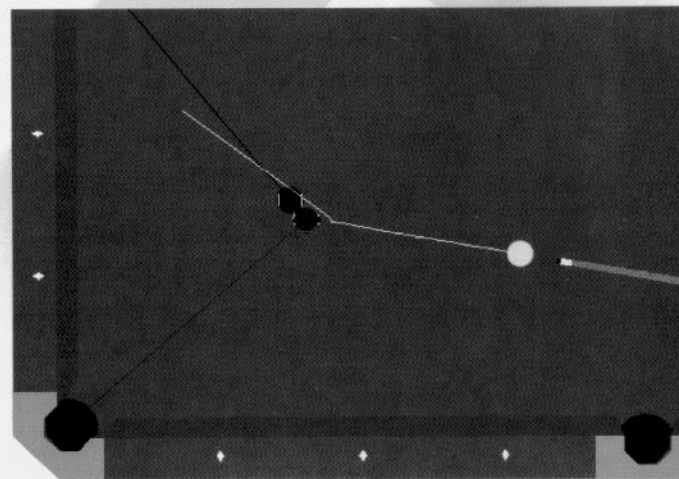
A carom shot is where a ball (cue or object) hits off another ball. The example left shows a nine ball shot played by caroming the cue ball off the low ball on the table so that it pockets the nine ball. Use the knowledge learned from the sections on cue ball path and draw and follow to become proficient at caroms.

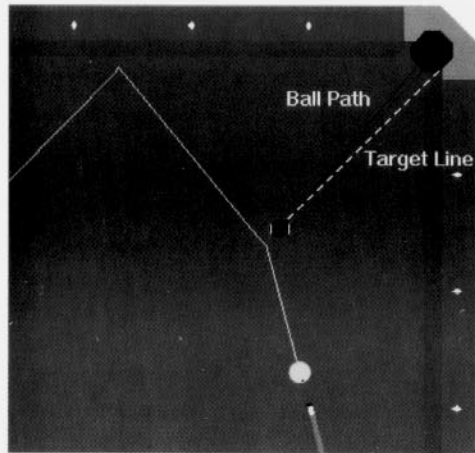
Advanced Topics

Virtual Pool is so realistic that it accurately models even the more obscure physical properties of a real pool table. This section reveals some unusual details that are not general knowledge outside of the realm of professional pool players.

Kiss

In pool, a kiss is a carom shot where two object balls are frozen together (touching each other) and a perpendicular line between them goes into a pocket. Just hit the object ball on the side of the ball opposite the pocket and it's in.



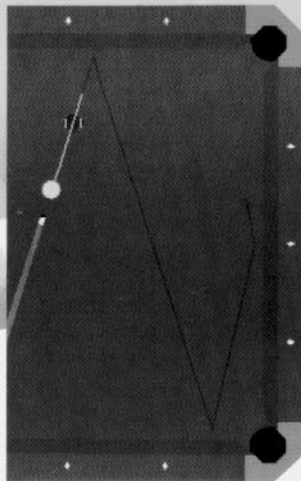


Ball Throw

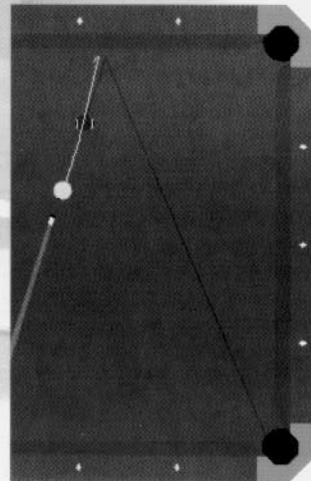
Balls are thrown off-line by the friction between balls. Shown below is an illustration of the actual target line based upon the contact point between the cue ball and object ball. Note that the actual ball path has been "thrown" off the target line. You can use English to offset ball throw. This happens because the slight angular velocity as the ball revolves cancels out the friction effect between the cue ball and object ball.

Spin Transfer

The same friction which makes an object ball "throw" also transfers spin from ball to ball. It's a small difference, but if you want to be a pro you've got to pay attention to every detail; in other words, when you're using English, you should remember to compensate for Spin



Center Ball



Left English

Transfer when you're lining up your shot.

Shown below are two bank shots aimed on the same line and hit at the same speed. The shot on the left is hit with center ball. The shot on the right is hit with left English. The rebound angle of the shot on the right is increased because of spin transfer from the cue ball to the object ball. Left spin on the cue ball is transferred to the object ball as right spin, causing the

rebound angle to increase. Again, play around with this type of shot to get comfortable with it before trying it in a big game.

Massé

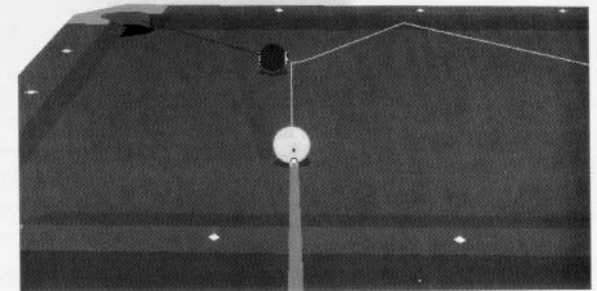
Hitting downward on the cue ball by raising the butt of the cue is called a massé shot. (This is the kind of shot banned in many sets of house rules because inexperienced players are quite likely to miss the ball completely, stabbing down with the cue stick and tearing a gash in the table's felt!) The cue ball will curve in the direction of any English applied to the ball; therefore, a massé shot hit to the right side of the cue ball will curve to the right and so on. How much the ball curves, how sharp the curve is, and how fast the cue ball moves are of course determined by:

- The butt angle of the cue stick
- The cue tip position
- The speed of the stroke

Massé shots are difficult to master, but with some work they can be quite effective. Shown below is a masse shot with a significant amount of curvature — this would mean major damage to a real table if you missed! You definitely should practice for a while before trying a shot like this in a game.

Virtual Pool Tip:

The butt angle readout in the status area makes it easier to reproduce masse shots. Find out which angles work for certain types of shots and you'll find it much easier to pull them off in game situations.



Helpful Hints

- Use the Amplify feature when breaking (taking the first shot of the game).
- Practice with Tracking on until you feel comfortable lining up shots yourself. Experiment with Tracking. Line up difficult shots without Tracking, then turn Tracking on to see how close you were. Remember, anything you learn here can be applied to a real pool table.
- Use the Replay feature to see how you can correct missed shots.
- The force with which you strike the cue ball has an effect on the path the cue ball will take, especially when you add some draw, follow, or English. Use Tracking to experiment with varying force and different cue tip positions.

Glossary

- 8-ball** A pool game where the object is to pocket all of the striped or solid balls, saving the 8-ball for last.
- 9-ball** A pool game where the object is to sink the 9-ball.
- Amplify** Mouse movements are exaggerated when amplify is on. Toggle Amplify with the shift key.
- ball-in-hand** A player who has ball-in-hand can place the ball anywhere on the table or (depending on the game and situation) anywhere behind the head string.
- bank** Playing a ball off of one or more rails and then into a pocket.
- break** The first shot, the one which scatters the racked balls.
- call** Specifying the ball and pocket for a shot attempt.
- carom shot** Playing any ball off an object ball to knock another object ball into a pocket.
- combination** Playing a shot that hits multiple object balls in series and pocketing the last object ball hit.
- cue ball** The white ball that you hit with the cue stick so that it strikes the other balls.
- cue stick** The stick used to hit the cue ball.
- cue tip** The end of the cue stick that makes contact with the cue ball.
- diamonds** Markers on the table that are used to assist aiming. The markers and the pockets divide the long side of the table into eight equal parts. The markers divide the short side of the table into four equal parts.
- draw** To hit the cue ball below center.
- end rail** The rails at either end of the table.
- English** Hitting the cue ball off center to the right or left producing right or left spin on the ball.
- Fine Tune** Mouse movements are less sensitive when Fine Tune is on, so mouse movements make small changes. Toggle Fine Tune with the Ctrl key.

- follow** To hit the cue ball above center.
- foot** The end of the table where the balls are racked for the break.
- foot spot** The center of the foot end of the table, marked by the second diamond at the foot end. This is where the balls are racked and spotted.
- foul** An infraction of the rules of play as defined in either the general or the specific game rules. The penalty depends on game.
- frozen** A ball which is touching the rail or another ball.
- head** The end of the table where the cue ball is placed for the break.
- head string** The line between the two center diamonds at the head of the table. You must break from behind this line.
- head spot** The center of the head string.
- house rules** Many pool halls and bars have their own specific set of rules for a game. For instance, many places don't allow masse shots for fear of damage to the tables' felt. Other house rules might cover banking the 8-ball, etc..
- inning** One person's turn at the table. Ends at the end of the game, a missed shot, or a foul.
- kiss shot** Hitting two frozen object balls at an angle so that an object ball is pocketed along the line perpendicular to the frozen balls.
- masse** A shot in which extreme English is applied to the cue ball by means of elevating the butt of the cue.
- miscall** Making a shot other than the one intended.
- object ball** Any ball hit by the cue ball.
- pocket** To legally sink a ball into a pocket. The word "make" is also used.
- position** To pocket a ball and leave the cue ball in position for the next shot.
- race** To play a match where the winner is the first to win a specified number of games.
- rack** To set up the balls at the beginning of the game; also, the cluster of balls set up at the beginning of the game.
- rails** The raised edges of the playing surface off of which the balls bounce.
- rotation pool** A pool game where you have to sink the balls in numerical order. Each ball is worth its number of points.
- run** To make several consecutive balls.
- run out** To make all of the balls on the table without giving your opponent a chance to shoot.
- scratch** Pocketing the cue ball.
- side rail** The rails on the sides of the table.
- slop** A ball that is pocketed by luck.
- spot** To place a ball at the foot spot as the result of a scratch or other foul.
- straight pool** A game where the balls are worth one point each and can be pocketed in any order. The game is played up to a pre-set number of points.
- Tracking** Feature of Virtual Pool that shows you the exact path of every ball on the table, based on the current Aim and Force Level.

Win95 Credits

For Celeris:

Production Manager: Steve Chaplin
Original Lead Programming: RAS'PUTIN'
Programmers: Matt Soares, Steve Chaplin, Alan White, Romesh Prakashpalan
Simulation Modeling: RAS'PUTIN'
Game Sound: Steve Chaplin
Program Design: Steve Chaplin, RAS'PUTIN'
Multimedia Production Manager: Ed Ritchie

For Interplay:

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Line Producers: Jeff Barnhart and Brandon Lang
3D Background Graphics: Christopher Regalado, Rob Nesler, Michael Sherak
Opening Animation Sequence: Michael Sherak, Fred Kaplan
Graphic Design: Patrizia Scharli
FMV Technician: Bill Stoudt
FMV Audio Mastering: Sergio Bustamante
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Assistant Director of Quality Assurance: Colin Totman
Lead Testers: Steve Victory and Marvic Ambata
Testers: Evan Chantland, Stephan Reed, Renee Haikki, Steve Baldoni, Greg Baumeister, Amy Mitchell, Charles Crail, Robert Minnick, Anthony Taylor, Chris Peak
Special Thanks To: Feargus Urquhart, Jay Patel, Ali Atabek, Paul Kellner, Dan Williams, and Sean Cramer.

Music Credits:

As Long As There's You
Lyrics and Music by Ronald Valdez
Lead Vocals by Charlie Clark

Black Ball

Lyrics and Music by Ronald Valdez
Lead Vocals by David Eisle

How 'Bout You

Lyrics and Music by Ronald Valdez
Lead Vocals by Andrea Robinson

Nothing To Say

Music by Rick Jackson
Lyrics by Rick Jackson and Ronald Valdez
Lead Vocals by Randy Crenshaw

Water's Edge

Lyrics and Music by Brian Luzietti
Lead Vocals by Liz Constantine

Musicians Recorded by Milton Chan at The Enterprise, Burbank, CA
Vocals Recorded by Milton Chan at The Record Plant, Hollywood, CA
Bass by Charlie Ewing
Drums by John Wackerman
Guitars by Brian Luzietti
Keyboards by Ronald Valdez
Background Vocals by Andrea Robinson, Angie Jarre, Tommy Funderburk and Roger Freeland

Good Thang

Lyrics and Music by Andre Egan
Produced by Charles Deenen and Andre Egan
Vocals Recorded by Jean ("J.J.") Smit at The Record Plant, Hollywood, CA
All Instruments by Andre Egan
Lead Vocals by Valerie Doby
Background Vocals by Andre Egan and Tasha Barr

VR Into the Night

Lyrics and Music by Gregory R. Allen and Chazz
Vocals Recorded by Jean ("J.J.") Smit at The Record Plant, Hollywood, CA
and by Gregory R. Allen at Interplay Productions, Irvine, CA
All Instruments by Gregory R. Allen
Lead Vocals by De'Netria Champs
Background Vocals by Gregory R. Allen and Chazz

Lose My Way

Lyrics and Music by Ronald Valdez
Produced by Charles Deenen and Ronald Valdez
Vocals Recorded by Jean ("J.J.") Smit at The Record Plant, Hollywood, CA
Keyboards by Ronald Valdez
Guitar by Brian Luzietti

Drum Programming by Ronald Valdez and Charles Deenen

Lead Vocals by Stacy Darin
Background Vocals by Andre Egan and Stacy Darin

All songs Mixed by Jean ("J.J.") Smit at The Record Plant, Hollywood, CA and Soundcastle, Los Angeles, CA, except *Good Thang* and *VR Into the Night*
Mixed by Charles Deenen at Interplay Productions, Irvine, CA. *Lose My Way* Mixed by Jean Smit and Charles Deenen at The Record Plant.

All songs Mastered by Steve Hall at Future Disc, except *Lose My Way* Mastered by Charles Deenen at Interplay Productions, Irvine, CA

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Music Supervisor: Brian Luzietti
Production Coordinator: Ronald Valdez
Vocal Contractor: Andrea Robinson
Audio Assistant: Cheryl Posner
Music Editing: Doug Rappaport

Thanks to James Peacock, Rose Mann, Amy Burr, the wonderful staff at The Record Plant, Audio Affects and Mike Morongell

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Game Sound: Steve Chaplin
Game Design: Steve Chaplin, RAS'PUTIN'
Program Design: RAS'PUTIN'
MultiMedia Production Manager: Ed Ritchie
Tutorial and Game Intro Script: Ed Ritchie

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Lead Tester: Chris Parker

Testers: Jeremy Barnes, Jeff Barnhart, Derek Bullard, Yuki Furumi, Tim Harris, Chris Keenan, Brian McInerney, Darren Monahan, Aaron Oliaz, Jack Parker, Stacy Patterson, Steve Pendelton, Frank Pimentel, Kyle Shubel, Jason Suinn, Larry Smith, Jeff Woods

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Production Manager: David Wolfson
Director of Photography: Dan Curtis
Key Grip: Tim Soronen
Key Grip: Mark Putnam
Camera Assistant: Dinnis Barth
Production Assistant: Paul Wung
Continuity: Deborah Foegelle
Production Studio: Raleigh Studios, Hollywood, CA.

Camera Gear: Broadcast Plus
Billiard Table: AAA Billiards of Beverly Hills
Voice of "History of Pool": Nick Tate
Documentary Producer: Kate Coe
Opening Animated Sequence: Fred Kaplan
Post Production Facilities: Rhapsody Media Lab
Pacific Ocean Post

Special Thanks: Mike Shamos, The BilliardArchives
Billiards Digest The Billiards Congress of America
References The Sciences of Pocket Billiards
Jack H. Koehler, Robert Bryne, Standard Book of Pool and Billiards

Virtual Reality Effects Created Using
3 Dimensional Video Acceleration -
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