PlayStation

NTSC U/C

PlayStation

‹ VIRTUAL ›
P O O L ™

3

The Ultimate 3D Pool Simulator

KIDS TO ADULTS
K-A
CONTENT RATED BY
ESRB

Interplay
BY GAMERS. FOR GAMERS.

WARNING: READ BEFORE USING YOUR PlayStation™ GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PlayStation™ DISC:

- This compact disc is intended for use only with the PlayStation™ game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

‹VIRTUAL›
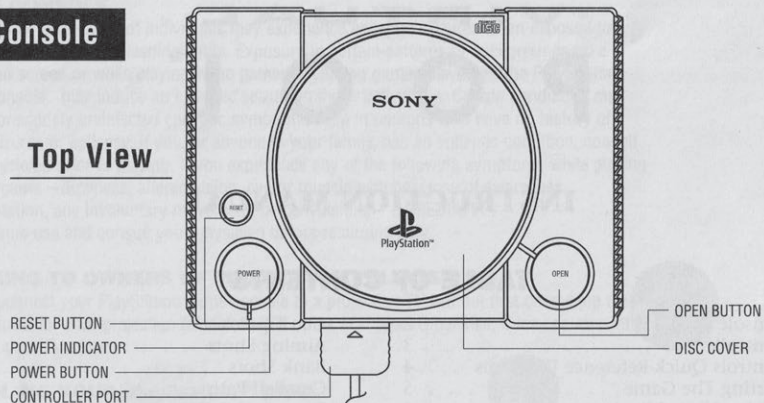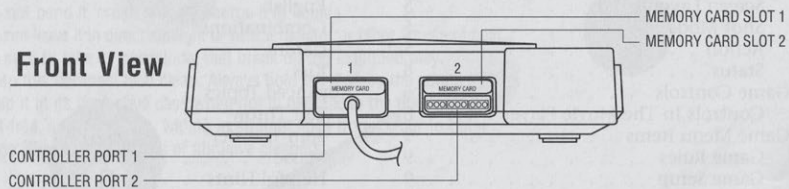# POOL™

INSTRUCTION MANUAL

TABLE OF CONTENTS

Console

Top View

RESET BUTTON
POWER INDICATOR
POWER BUTTON
CONTROLLER PORT

OPEN BUTTON
DISC COVER

Front View

MEMORY CARD SLOT 1
MEMORY CARD SLOT 2

CONTROLLER PORT 1
CONTROLLER PORT 2

Set up your PlayStation™ game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the Virtual Pool™ disc and close the Disc Cover. Insert game controllers and turn on the PlayStation™ game console. Follow on-screen instructions to start the game.

Controller

Front View

L2 BUTTON
R2 BUTTON

L1 BUTTON
R1 BUTTON

Top View

DIRECTIONAL BUTTONS
SELECT BUTTON
START BUTTON

△ BUTTON
○ BUTTON
✕ BUTTON
□ BUTTON
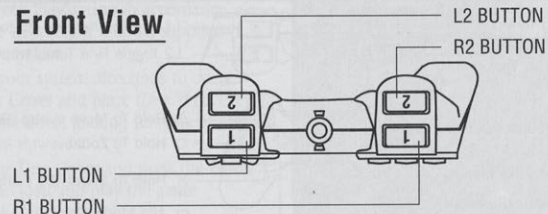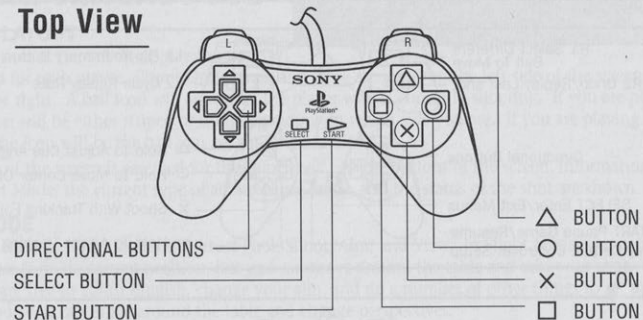
Note: See page 4 for controller functionality.

CONTROLS QUICK REFERENCE DIAGRAMS

PRIMARY BUTTON MAP

R1 Hold To Move Ball
R2 Hold To Move View Point
L1 Flip To Alternate Button Map
L2 Toggle Fine Tune/Amplify

Directional Buttons

SELECT Enter/Exit Menus

START Pause Game/Resume
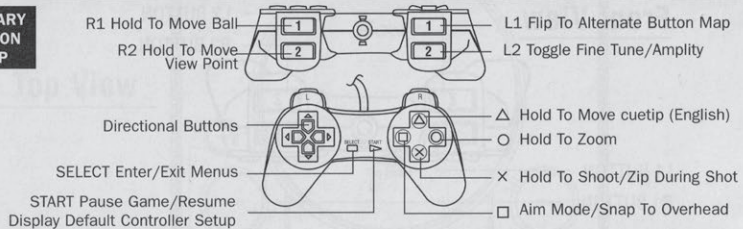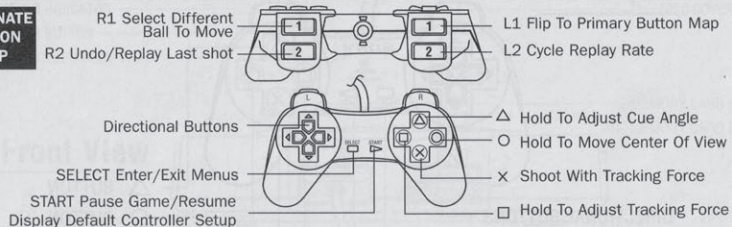Display Default Controller Setup

△ Hold To Move cuetip (English)
○ Hold To Zoom
✕ Hold To Shoot/Zip During Shot
☐ Aim Mode/Snap To Overhead

ALTERNATE BUTTON MAP

R1 Select Different Ball To Move
R2 Undo/Replay Last shot
L1 Flip To Primary Button Map
L2 Cycle Replay Rate

Directional Buttons

SELECT Enter/Exit Menus

START Pause Game/Resume
Display Default Controller Setup

△ Hold To Adjust Cue Angle
○ Hold To Move Center Of View
✕ Shoot With Tracking Force
☐ Hold To Adjust Tracking Force

MOVIE PLAYER CONTROLS

Directional Buttons

START Exit Movie Player

△ Replay Current Movie
○ Play Next Movie
✕ Attempt Trick Shot
☐ Play Previous Movie
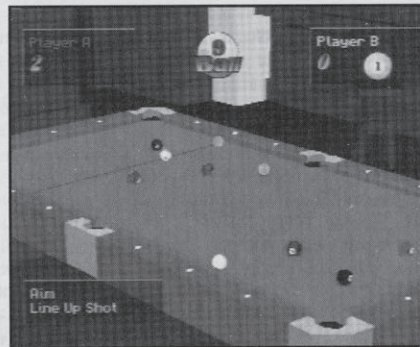
STARTING THE GAME

To play Virtual Pool on your PlayStation:

1. Set up your PlayStation in accordance with the instruction manual supplied with the system.
2. Follow your system directions to open the Disc Cover and place the CD on the bed of the drive, making sure the printed side faces upwards.
3. Close the Disc Cover and press the Power button to load and play the game.

PLAYING VIRTUAL POOL

SCREEN LAYOUT

The top corners of the screen display the game information for each player. Player One's name and score are listed on the left side of the screen, Player Two's on the right. A ball icon will appear by the player who is currently shooting. If you are playing Eight Ball, the icon will be either striped or solid depending on which side you are. If you are playing Rotation or Nine Ball, the icon will be the ball you are supposed to hit next.

The middle of the screen is reserved for the game itself. At the bottom of the screen, information concerning the Shot Mode, the current type of action being made, and the status of the shot are shown.

SHOT MODE

There are 3 different Shot Modes in Virtual Pool: Shoot, Aim, and View. In Shoot Mode, you cannot aim or move the cue from its current position, but you can move around the table and take your shot. In Aim Mode, you are free to adjust English, change your aim, and do a number of other things to set up your shot. In View Mode you can move around the table and change perspectives.

All of these options are explained fully under Game Controls.

ACTION

Your current action is shown underneath the Shot mode. This quick reference tool tells you what your current action is. For example, if you are in Shoot Mode this will display 'Stroke Cue'. By holding the Shoot button and using the pad (or moving the Sony Mouse) the game will take a shot.

STATUS

This will only be displayed under certain situations. If you choose to Amplify or Fine Tune a shot, this will be displayed here. Also, if you raise the butt of your cue to attempt a Masse' shot, the angle of the cue will be shown here.

GAME CONTROLS

There are many options and controls that you can use to perform nearly any action in Virtual Pool that could be performed in a real pool hall.

Aim: Directional Buttons
Go to Aim Mode: □
Every shot will start in Aim Mode. By pressing the Directional Buttons, you can line up your cue in the direction you wish to shoot. When you are satisfied with your aim, you can push the Shoot button to take the shot. If you change the Shot Mode to either View or Shoot and decide you want to re-aim your shot you can go back to Aim Mode by pushing □.

Snap to Overhead View: □ (while in Aim mode or while shot is playing)
To go to an overhead view of the table, push □. If it is your shot and you are in Aim Mode, or if the shot is playing, the camera will remain above the table as long as you hold □.

Shoot or go to Shoot Mode: ✕
When you have lined up your shot, push the ✕ button to enter Shoot Mode. While holding the X button, the action of your cue stick is controlled by pushing up and down on the Directional Buttons. Pushing down will move your cue stick farther away from the cue ball. Pushing up will accelerate the speed of the cue stick as it moves towards the cue ball. The speed of the cue stick when it strikes the cue ball will determine the actual force used to make the shot. Therefore to make a soft hit, you will only need to pull back the cue a short distance or not at all before pushing and holding up because the cue will need only a short distance to accelerate. To make a very hard shot, the cue stick will need more time to accelerate, so you will need to pull back on the cue farther. If you stop pushing up on the controller before the stick strikes the ball, the stick will continue forward with the current force.

Zip to the End of the Shot: ✕ (while shot is playing)
After hitting the cue ball, you can zip to the end of the shot at any time by pushing X. This will move all the balls on the table to the places they would have ended up if the shot had continued to play.

Move Cue Tip (Apply English): △
To apply English to the cue ball, push and hold the △ button while moving the Directional Buttons. A small dot, which indicates the contact point on the cue ball, will move in response to movement of the Directional Buttons.

Zoom: ○ **Button or Sony Mouse Button 1**
To zoom closer or farther away, push the Directional Buttons up or down while holding the ○ Button.

Move Cue Ball: R1
After a foul or before a break, you may be able to move around the cue ball. In some cases you will only be able to move the ball behind the head string, in others you may be able to place it anywhere on the table. To move the cue ball, use the Directional Buttons while holding R1.

Flip to Alternate Button Map: L1
Several less-frequently used controller options are available by pushing L1. This re-maps the buttons on your controller to these other options. When you are in the Alternate Button Map, this is indicated by the word ALT in the bottom right corner. In this manual, the alternate functions are listed with an '(Alt)' before them. The controller will stay in the Alternate Button Map until a function is selected or the shot is taken.

Move View Point or go to View Mode: R2
You can enter view mode by pushing the R2 button. This view will allow you to move all around the table by using the Directional Buttons and won't affect your aiming. While in View Mode, you can move the viewpoint to a different place by pushing and holding the R2 button. A small X will appear in the center of your current view which you can move around the table. This allows you to look at other balls on the table without disturbing your current aiming.

Toggle Amplify/ Fine Tune: L2
You can adjust the sensitivity of your controller on the fly by toggling between Normal, Amplify, and Fine Tune. The game defaults to normal mode after every shot, but you can exaggerate movements of the Directional Buttons by toggling on Amplify, or decrease movements by turning on Fine Tune. Typically you will use Amplify on breaks and other hard shots while using Fine Tune to carefully aim difficult shots. Pushing the L2 will cycle through all these modes. If you are using Fine Tune or Amplify, it will be shown in the bottom right corner.

Shoot with Tracking Force: (Alt) ✕
If you have the tracking lines turned on, you can complete the shot exactly as shown by the lines by pushing L1 and then pushing X. The shot will be taken with the exact amount of force shown by the tracking lines.

Raise Butt: (Alt) △
For some advanced shots you may wish to use Masse by raising the butt of the cue. To do this, flip to the Alternate Button Map and then push and hold △. Use the Directional Buttons to increase and decrease the shot angle. An angle indicator will appear in the bottom right side of the screen showing you the current angle of the shot.

Move Center of View: (Alt) ○
Push L1 to flip to the Alternate Button Map and push and hold ○ to move the Center of View. This will allow the camera to move without changing the point which the camera rotates around.

Vary Force of Tracking Hit: (Alt) □
If you have tracking lines on, you can adjust the force shown by flipping to the Alternate Button Map and then pushing and holding □ while moving the Directional Buttons up and down. Pushing up will increase the force shown, pushing down will decrease the force.

Select a Different Ball to Move: (Alt) R1
This option is only available in Practice Mode. If wish to move a ball that is not the cue ball, push R1, an indicator will appear over the currently selected ball. Now flip to alternate button map and push and hold R1. Move the indicator to the ball you wish to move and release R1. The newly selected ball can now be moved using R1.

Undo/Replay Shot: (Alt) R2
To undo a shot, flip to the alternate button map and push R2. The balls will move back to the positions they were in before the shot. To replay the shot, use (Alt) R2 after undo-ing it, and the shot will play at the current replay rate. Note: During the shot action, you can replay by pressing R2.

Cycle Replay Rate: (Alt) L2
If you wish to change the replay rate, flip to the Alternate Button Mapping and push L2. This will cycle through replay rates of 1/8, 1/4, 1/2, and normal speed. Replay rate is displayed in the lower right hand corner.

Enter Menus: SELECT or Sony Mouse Button 2
A number of Virtual Pool options are available from the hidden menus. To enter the menus, push Select. While you are in the menus, you can use your Directional Button to move around and X to select different items.

Pause: START
You can Pause the game by pushing START at any time. This will also bring up the default controller config-uration and a listing of how the dirrerent options are used. Push SELECT from the default controller config-uration to reset to the title screen (this is only available when you are the active player).

CONTROLS IN THE MOVIE PLAYER

Attempt Trick Shot X
This will load the trick shot in Practice Mode for you to attempt yourself. This option is only available for Trick Shot movies.

Replay Movie: △
Select to replay the movie that just finished playing.

Next Movie: ○
Watch the next movie in the series. The 'next' movie is the one below the current movie in the movie selection menus.

Previous Movie: □
Watch the previous movie in the series. The previous movie is the one above the current movie in the movie selection menus.

Return to the game: START
Select to return to the game you were playing before you entered the Movie Player.

GAME MENU ITEMS

GAME RULES
This menu offers a quick overview of the rules for each type of game in Virtual Pool.

GAME SETUP
The Game Setup menu contains a number of areas that allow you to set up everything for your game:

Opponent
Another Player Play against a human opponent.
Computer Play against one of the computer opponents.
None/ Practice No opponents. Set up the balls however you like and practice.

Games (see Pool Rules for information on each of these games)
8-Ball, 9-Ball, Straight Pool and Rotation
Scoring
Number of Games per Match This option lets you set the number of games you want to play per match.
Score for Straight Pool Use this option to set scoring goal for Straight Pool games.

GAME OPTIONS
Note: Options available depend on the Game Type being played.
Tracking Lines
This allows you to toggle tracking lines On and Off. Tracking lines will show the exact path of

the balls if the cue ball is hit with exact force shown.

Overhead View
This will move the camera to the Overhead View until it is moved by the player or the game auto-lines up for the next shot.

Load Game/Position
This option allows you to load a previously saved game or load one of the trick shots that come with Virtual Pool. Note: Loading trick shot is only available in practice mode.

Save Game
If you set up a really cool trick shot and want to save it, select this option. You will be able to save all of the balls positions, the tracking force, and everything else necessary to pull off your shot again and again. This will also allow you to save your game if you are in the middle of a long game against another player.

Change Player 1's Name
Use this option to change the name for Player One.

Change Player 2's Name
Use this option to change the name for Player Two. Only available when Opponent is set to Another Player.

Show Ball Status
This will bring up windows showing which balls are pocketed and which remain on the table.

Spot Balls
This option allows you to put pocketed balls back on the table. Move the cursor to the ball you want back on the table and push X.

Pocket Balls
This will allow you to remove balls from the table. Move the cursor to the ball to be pocketed and push X.

Pick Computer Player
Use this option to select a different Computer Opponent. Only available when playing against a Computer Opponent.

Quit Match
Select this option to quit the current match.

Change Turn
If you want to play 'push out' rules, let your opponent try again, or want to switch turns for some other reason, select this option and play will switch over to the other player. Note: this change will take place following the movement of all the balls and without assessing fouls.

Suggest Shot
This option will tell the computer to figure out its best shot. Tracking lines will turn on automatically so you can see what the computer has planned. Only available when Opponent is set to Another Player.

Miscall
Virtual Pool uses the honor system for calling shots. If you pocket the wrong ball or a ball in the wrong pocket, you can declare a miscall by using this option. Play then proceeds to the next player and in some games, pocketed balls may come back onto the table.

End Game in Draw
This option ends the current game in a draw, re-racks the balls, and starts a new game.

Resign Game
This ends the current game and assigns the win to your opponent.

Rack For...
In practice mode options to rack for each type of game will be available to set up the next table.

PREFERENCES
This menu contains all of the options you can use to set up your game to your liking.

Graphics Detail
Background (on/off) This option will turn the pool room in the background on and off.
Table Color Choose from green, cyan and tan.

Auto Line Up
Aim To Next Ball (on/off) If you are playing a game such as 9-Ball, and you have this option on, the game will automatically point you in the direction of the next ball you are supposed to hit.
Restore Distance (on/off) This option will return the cue to a preset distance from the cue ball after every hit.

Sound
Music (on/off) This allows you to adjust the volume level of the music in the game.
Effects (on/off) Allows you to turn sound effects on and off.
Volume Control This option will take you to a sub-menu which allows you to independently adjust the volumes of your left and right sound effects channels and the XA Audio music.

Input Sensitivity
This allows you to adjust the sensitivity of the Sony Mouse (if you are using one) or your PlayStation Controller. The normal setting is 1.0, but you increase the sensitivity to 2 1/2 times this (2.5) or lower it to 1/4 of this (0.25).

BUTTON ASSIGNMENT
This menu allows you to re-map the buttons on your controller. To change a button, highlight the function you want to re-map, and then press the button you want to use. The buttons will automatically be swapped for you.

MUSIC PLAYER

This will bring up a small menu allowing you to stop, play, pause, skip to the next track, or skip back to the previous track.

MOVIE PLAYER

This will take you to the a movie player sub-menu with the following options:

History of Pool this starts the "Animated History of Pool" movie

Pool Techniques this will bring up a sub-menu of movies that will teach you some of the basic fundamentals of pool.

Trick Shots this will take you to a set of menus from which you can watch the different trick shot movies included on your CD.

DEMO

Selecting this option will start up a demo mode. This demo will show two computer opponents playing out a game of pool.

EXIT

This will take you back into the game of pool.

USING THE SONY MOUSE

If you have the Sony Mouse, you may find it will increase your play control in Virtual Pool. To use the Sony Mouse, plug your standard PlayStation controller into Port 1 and your mouse into Port 2. The controller will only be used for the buttons, the mouse will control cue aim, shot power, and allow you to move around the table freely. All of the functions on the controller will work exactly as if no mouse was plugged in. However, the Directional Buttons will no longer be used.

Note: The directional buttons will still function in the menus.

Aiming Moving the mouse forward and backward will tilt the table, while moving the mouse left to right will move around the table and adjust your aim.

Shooting Hold the X button on the controller and move the mouse forward and backwards. Your mouse is now connected to the cue stick. The speed with which you move the mouse will be the speed with which you hit the cue ball.

Zoom Hold the left mouse button and move the mouse forward and backwards to zoom in and out.

Quick Menu Access Pushing the right mouse button will take you straight into the menus.

All other functions work just as they would with the controller, except your mouse works as a completely fluid directional button. For example, to raise the butt of your cue with your controller, you

push R2 and push up on the Directional Button. With the Sony Mouse you push R2 and roll the mouse forward. You will find that since you can control the speed of the mouse, you can get around a little faster in the game and make adjustments a bit easier.

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 and Dead-Eye Dan**

The list of players is arranged in ascending order of skill. 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 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.

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 English button (default △) will alter the path that the balls take.

The diagram to the right 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

Follow

Centerball

Left English

Right English

Draw
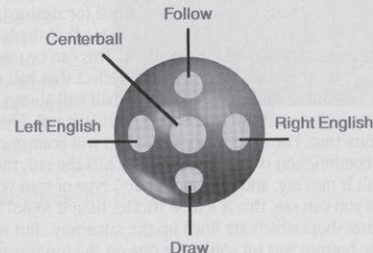
shots with less cut angles. English has its greatest effect on the cue ball's path when the ball ricochets off of a rail.

AIMING SHOTS

Practice aiming shots initially using center ball hits. The diagram to the left 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.
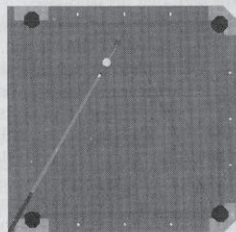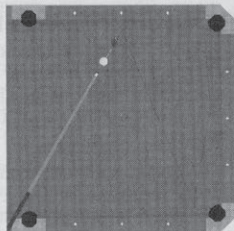
Virtual Pool Tip:

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

CUE BALL PATH:

The cue ball always starts on a path parallel to your cue aim. It will then curve forward or backward as the spin on the ball changes. Shown to the 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.
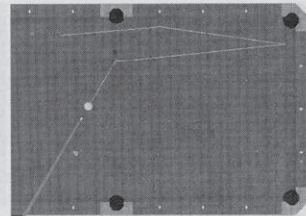
Center Ball

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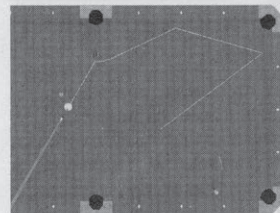
With shots at an angle, draw and follow affect how the cue ball curves off of the parallel line. Follow causes the cue ball to curve forward more and move forward from the line quicker. Draw causes the cue ball to curve back. As the angle of the shot increases, draw and follow have less effect on the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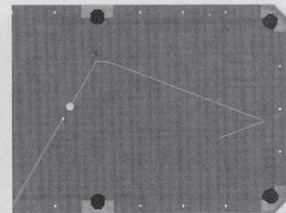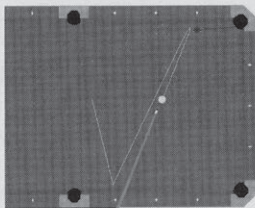
Follow

Draw

Shown above are two examples of how draw and follow can change the cue ball path.
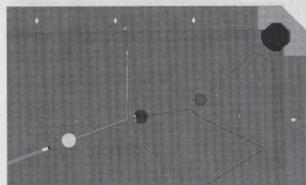
ENGLISH

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 English button (default: △) and move the mouse or Directional

Left English

Center Ball

Buttons. 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 here is the effect of English on a cue ball path. Shown to the right is a cue ball hit with a center ball hit and to the left is a cue ball hit with left English.
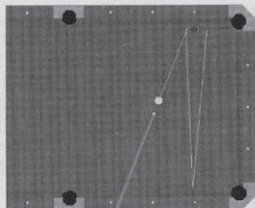
COMBINATIONS

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 to the left.


CAROM

A carom shot is where a ball (cue or object) hits off another ball. The example to the right 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.
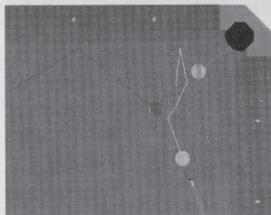
KISS

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. Shown to the right is a typical kiss shot.
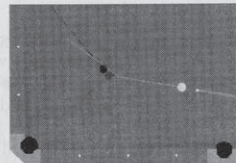

ADVANCED TOPICS

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.

BALL THROW

Balls are thrown off-line by the friction between balls. Shown left 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.
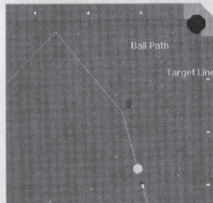
SPIN TRANSFER

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 Transfer when you're lining up your shot.

Shown to the right are two bank shots aimed on the same line and hit at the same speed. The left shot is hit with center ball. The right shot 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.

Center Ball

Left English

You can use English to offset ball throw. A small amount of English can be applied to the cue ball to remove the throw effect. This happens because the slight angular velocity as the ball revolves cancels out the friction effect between the cue ball and object ball.
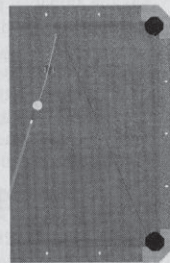
MASSÉ

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.

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.

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.

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Water's Edge
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Produced by **CHARLES DEENEN AND RONALD VALDEZ**
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