

Default

| |
|----------------------|
| COLLABORATORS |
|----------------------|

| | | | |
|---------------|---------------------------|------------------|------------------|
| | <i>TITLE :</i> Default | | |
| <i>ACTION</i> | <i>NAME</i> | <i>DATE</i> | <i>SIGNATURE</i> |
| WRITTEN BY | | October 22, 2024 | |

| |
|-------------------------|
| REVISION HISTORY |
|-------------------------|

| | | | |
|--------|------|-------------|------|
| NUMBER | DATE | DESCRIPTION | NAME |
| | | | |

Contents

| | | |
|----------|---------------------------------------|----------|
| 1 | Default | 1 |
| 1.1 | MAIN | 1 |
| 1.2 | ARCADE POOL | 1 |
| 1.3 | COMPATIBILITY | 2 |
| 1.4 | REQUIREMENTS | 2 |
| 1.5 | LOADING | 2 |
| 1.6 | MAIN MENU | 2 |
| 1.7 | START NEW GAME | 2 |
| 1.8 | PLAYER SET UP | 3 |
| 1.9 | OPTIONS | 3 |
| 1.10 | VIEW HALL OF FAME | 3 |
| 1.11 | DEMO SESSION | 3 |
| 1.12 | LOAD/SAVE OPTIONS | 4 |
| 1.13 | SELECT GAME STYLE | 4 |
| 1.14 | UK 8-BALL | 4 |
| 1.15 | US 8-BALL | 4 |
| 1.16 | TRICKSHOT | 5 |
| 1.17 | CUSTOM POOL | 5 |
| 1.18 | 9-BALL | 5 |
| 1.19 | 8/15 BALL POOL | 5 |
| 1.20 | SPEED POOL | 5 |
| 1.21 | SURVIVOR | 5 |
| 1.22 | ON-SCREEN DISPLAY AND ICONS | 6 |
| 1.23 | MAKING A SHOT | 6 |
| 1.24 | CROSSHAIR GRAPHICS | 7 |
| 1.25 | BALL MOVEMENT GRAPHIC | 7 |
| 1.26 | ARROW GRAPHIC | 7 |
| 1.27 | HAND GRAPHIC | 7 |
| 1.28 | CLOCK GRAPHIC | 7 |
| 1.29 | MOUSE GRAPHIC | 7 |
| 1.30 | THANKS | 8 |

1.3 COMPATIBILITY

COMPATIBILITY

~~~~~

Arcade Pool was designed and written for the AMIGA series of home computers and as such will run fine on any system. Additionally, Arcade Pool will detect and make use of the AGA chipset should your machine be suitably equipped. The enhancements include better sound and improved ball graphics.

## 1.4 REQUIREMENTS

### REQUIREMENTS

~~~~~

You will need an Amiga computer equipped with 1Meg or More of RAM and a mouse attached in the appropriate port. This game does NOT use a joystick.

1.5 LOADING

LOADING

~~~~~

To load Arcade Pool, simply reset your machine and insert the disk. After a while, the Team 17 logo will appear and following that, the game menu and a demonstration will commence.

During loading, you will be informed of the configuration that the game has recognised whether you get enhanced graphics and sound and if the game will utilise a disk cache(memory permitting).

## 1.6 MAIN MENU

### MAIN MENU

~~~~~

From this you will be able to select the following

- Start New Game
- Player Set Up
- Options
- View Hall Of Fame
- Demo Session
- Save/Load Options

1.7 START NEW GAME

START NEW GAME

~~~~~

This will take you into the main game selection menu and allows you to pick a game from any of the styles available(see later) and what type of game

---

you would like. The game will then commence with the environment set up in the Options and the Player-Setup sub-menu.

## 1.8 PLAYER SET UP

### PLAYER SET UP

~~~~~

This allows you to specify player names and whether or not they are controlled by the computer (CPU). A monitor/Screen next to the name means that the player is controlled by the computer - clicking on this will change it to a mouse icon and this specifies that it is a human player. Click on the player name to edit with keyboard.

1.9 OPTIONS

OPTIONS

~~~~~

In here are various options which effect how the game is played.

- |                  |   |                     |
|------------------|---|---------------------|
| - Aiming Aid     | : | Line/Outline/None   |
| - Skill Level    | : | Easy/Normal         |
| - Table Friction | : | Low/Normal/High     |
| - Sound          | : | Music/Sound-Effects |

Additionally, there are a set of options which govern how the "CUSTOM POOL" is regulated and enable you to set up exactly how you prefer to play, with what table and ball etc. Options are also available will enable you to configure to your own regional 8-Ball rules.

Note that both scoring games("9-Ball challenge" and "Speed Pool") ignore the options settings so that all games played have the same environment.

## 1.10 VIEW HALL OF FAME

### VIEW HALL OF FAME

~~~~~

This displays the top ten scores in "9-Ball Challenge" and the top ten times for "Speed Pool". Top ranking challenge game players are also shown. These lists can be loaded/saved via the Load/Save options.

1.11 DEMO SESSION

DEMO SESSION

~~~~~

Watch the CPU players battle it out in a self-running demomstration of Arcade Pool.

---

## 1.12 LOAD/SAVE OPTIONS

### LOAD/SAVE OPTIONS

~~~~~

From here you can load/save the Hall of Fame mentioned earlier, or save/load situations for the "Trickshot" mode. Follow on-screen prompts carefully when using these options.

1.13 SELECT GAME STYLE

SELECT GAME STYLE

~~~~~

When starting a new game, you will be offered a number of different game styles. Games are available in a variety of modes depending on the number of players;

|            |                         |
|------------|-------------------------|
| SINGLES    | (Best of 1/3/5 games)   |
| TOURNAMENT | (Knock-out tournament)  |
| CHALLENGE  | (Against CPU opponents) |

Game styles available are as follows;

- UK 8-BALL
- TRICKSHOT
- CUSTOM POOL
- 9-BALL
- 8/15 BALL POOL
- SPEED POOL
- SURVIVOR (KILLER)

## 1.14 UK 8-BALL

### UK 8-BALL

~~~~~

This game uses regular 8-Ball rules, with the UK Ballset on a green table. Uses current option set-ups and is available in Singles, Tournament or Challenge Modes.

1.15 US 8-BALL

US 8-BALL

~~~~~

As above only with US set-up (Spots/Stripes and Blue Baize table). Standard 8-Ball Pool Rules apply.

---

## 1.16 TRICKSHOT

TRICKSHOT

~~~~~

A single player game where anything goes, nothing is illegal and you can pick up and move balls as you please. Options on screen allow you to add and remove balls in setting up trickshots, which can be loaded and saved with the Save/Load Options. Uses the current options for play.

1.17 CUSTOM POOL

CUSTOM POOL

~~~~~

Uses the current set options and the additional Custom-Pool options which allow you to configure how the game is played. This is available in Singles Tournament or Challenge modes.

## 1.18 9-BALL

9-BALL

~~~~~

Played with a US set-up and available in Singles, Tournament or Challenge modes.

1.19 8/15 BALL POOL

8/15 BALL POOL (STRAIGHT POOL)

~~~~~

This is a single player only game and is based on 9-Ball but with full scoring. For details of this, consult the rules specified later in this manual.

## 1.20 SPEED POOL

SPEED POOL

~~~~~

This is a single game, the object is to clear all the balls from the table in any order. Best times are recorded. This is available in Singles and Challenge mode, where to keep competing, you have to beat the time limit.

1.21 SURVIVOR

SURVIVOR (KILLER)

~~~~~

This is an enjoyable tournament for up to 8 players all of whom must aim to be the last "Survivor"(or alternatively, the "Killer"). Its great fun if there are a number of you around and this one will really test players ability to pot ball under pressure.

## 1.22 ON-SCREEN DISPLAY AND ICONS

### ON-SCREEN DISPLAY AND ICONS

~~~~~

The main game display shows you the table from the direct overhead view. The shot power indicator is on the bottom right and is tweaked by clicking on the sliding scale, with a full red line indicating maximum power.

Next to the power indicator is the spin icon. Clicking on this cue ball will affect how the ball react, so you can apply back, side and top spin onto the cue ball to aid you in postioning for you next shots.

If you are playing in EASY mode, the movements of the cue ball after hitting the target ball will be shown by the dotted line or ball outline.

If you are playing a game where it is vital that that you know the ball numbers on the spots/stripes ballset, an indicator will be to the left of the spin icon. If you move the cursor over the ball on the table, its number will be displayed on the indicator - so make sure you know what you are supposed to be hitting next by using this very useful icon.

On the left, there are five icons which have the following effects;

- Exit To Main Menu
- Reset Table
- Instant Replay
- Statistics
- Save Situation

In the top left corner of the display, to the left of the player name, is the ball or ball type that the player should be currently aiming for. In the event of any ball being able to be played, a hybrid ball appears.

1.23 MAKING A SHOT

MAKING A SHOT

~~~~~

The mouse pointer icon will change to indicate the control options avilable;

CROSSHAIR GRAPHICS

BALL MOVEMENT GRAPHIC

ARROW GRAPHIC

HAND GRAPHIC

CLOCK GRAPHIC

MOUSE GRAPHIC

---

## 1.24 CROSSHAIR GRAPHICS

### CROSSHAIR GRAPHICS

~~~~~

Position the crosshair to aim the cue ball and click the left mouse button to confirm.

1.25 BALL MOVEMENT GRAPHIC

BALL MOVEMENT GRAPHIC

~~~~~

This means that the balls are in play and no input is possible until all the balls have come to a rest.

## 1.26 ARROW GRAPHIC

### ARROW GRAPHIC

~~~~~

Use this to select the Power, Spin or Control functions in the lower area of the screen.

1.27 HAND GRAPHIC

HAND GRAPHIC

~~~~~

The Cue Ball may be picked up and positioned wherever the player wants (following a foul).

## 1.28 CLOCK GRAPHIC

### CLOCK GRAPHIC

~~~~~

A CPU player is thinking about its shot.

1.29 MOUSE GRAPHIC

MOUSE GRAPHIC

~~~~~

Paused, Click left mouse button to continue.

After positioning your ball with the crosshair and clicking on the left button a dotted line or ball outline will appear showing the ball's path.

If you are playing in EASY skill mode, the deflection of the cue-ball after

---

hitting the target ball we also be shown - this makes it much easier to avoid accidentally potting the cue ball by mistake (called a 'SCRATCH' in the US)

Note: If playing with no aiming aid, you will just see the cross hair.

At this point you can still modify you shot strength and spin by using the relevant icons at the bottom of the display.

When you are ready to make your shot, press the right mouse button to shoot.

## 1.30 THANKS

