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## Info

Gives information about the author.

# New Game

Starts a new game.

For options, see also:

[Options](#)

## Load Game

Loads a previously saved game. Current player's names and scores are replaced from the loaded file.

## Players

Sets the player's names. These two player's names will also be saved when the user wants to save the game.

## Scores

Allows user to change the scores. Notice, if you use *Chalk board* to keep scores, you can not save the scores. If you want to save the final score, go to Options and select *digital* from *Score board* option, and change score to whatever the current score is.

For options, see also:

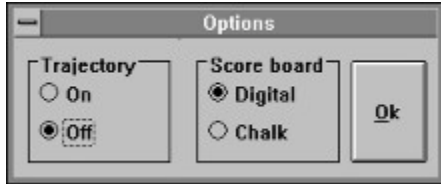
Options

## Save

Saves a game. Notice that, in order to save the scores, you should use digital score board. See Options for how to change score board type.

# Options



Sets the game's options. There are currently two setable options, Trajectory and Score board.




By setting the trajectory on, you can see which direction the cue ball travels.

If you want to keep the scores, you can use digital or chalk board.

In order to save scores, you have to use digital score board.

But if you are like me( I prefer chalk board, its more fun! ),you can draw the scores on chalk board by using  button on chalk score board. If you want to erase the board, and change the score, use  button.

 button will close the chalk board(see [ChalkBoard](#)).

For *Trajectory* and *cue stick* definitions, see [Tools](#) .



## Help

Gets help about the game.

# Tools



**Exit**

Selecting this option will close down this game.

## How To Play

With the current setup, there are two sets of balls, the first set is ball's # 1-7, the second set is ball's # 9-15. The player who gets his/her balls in first and then gets the black ball in last wins. There is no automatic scoring therefore, the player who wins is supposed to increase his/her score by clicking on his/her '+' button (under Scores) or erase the chalk board and draw the new score. If you want to see where your ball will go, set *trajectory* on in Options . The cue stick length determines the hitting strength, so if you want to hit harder, change your cue stick length by moving your mouse away from the cue ball(white ball).

To start stick handling, click and hold anywhere on the table, and drag your mouse away from the cue ball. The white ball goes to the opposite direction relative to the cue stick.



For options, see also:

Options

## ChalkBoard



## Registration

If you would like to register by sending US\$15 ;

In USA ;

please send your checks to;  
(payable to **Kadir Tepecik**)  
Kadir Tepecik  
4240-A Connecticut st.  
St. Louis, MO, 83116, USA

In Canada ;

please send your money order (for US\$15) to;  
(payable to **Kadir Tepecik**)  
Kadir Tepecik  
4240-A Connecticut st.  
St. Louis, MO, 83116, USA

In Europe and others;

please send your money order (for US\$ 15) to  
(payable to **Kadir Tepecik**)  
Ismail Arit  
Cumhuriyet Mah. Devrim Sok. #4  
Kusadasi, AYDIN, 09400 TURKIYE

If you register, you will get a postcard from Turkiye (nature, ancient civilizations, egean sea, mediterranean) informing you the new version of winpool, when I release the next version.

Please read *readme.wri* file for more registration details.

