

Arcade Pool II
Demo Version
Copyright ©Team17 Software Ltd. 1999

Introduction

This document contains information regarding the demonstration version of Arcade Pool II. In this demo you will get a taster of some of the features that are available in the full version of Arcade Pool II.

Arcade Pool II is endorsed by the current World Number One Ranked Professional Pool player Darren 'Dynamite' Appleton. For more information about Darren and Pool in general please visit his Website at http://www.team17.com/Darren_Appleton

System Requirements

If you are experiencing any form of problem whatsoever with Arcade Pool II please ensure that your computer system complies with the minimum requirements for the program listed below. If this is not the case you will most likely experience performance problems post-install of this program.

IBM PC Intel Pentium® 90Mhz and compatibles. 150Mhz recommended.
Microsoft® Windows 95® or Windows 98®.
Microsoft DirectX™ 6 or later.
16Mb System RAM. 32Mb RAM recommended.
Double-speed CD-ROM drive. Quad speed CD-ROM recommended.
Microsoft Mouse™ or compatible pointing device.
Microsoft DirectX 6 compatible 2Mb RAM SVGA videocard. 4Mb recommended.
Microsoft DirectX 6 compatible soundcard.
12Mb available Hard Drive space.

Demo Limitations

Only 3 game types are available for selection in this demo. The games available in this demo are UK 8 Ball limited to 2 minutes, Speedpool limited to 1 minute and 15 seconds and also Arcade Challenge with a limit of 2 rounds.

The number of available players to choose from has been limited to 2 human players and 8 CPU players.

Other features missing from this demo include Network Play, Sound Options and the ability to view the Top Ten scores for Arcade Challenge and Speedpool.

Features Included In The Full Version

In the full release version of Arcade Pool II there are a total of 9 different game types to choose from. In addition to the game types featured in this demo, there are US 8 Ball, Custom 8 Ball, 9 Ball, Custom 9 Ball, Killer and Practice modes available. The Custom 8 and 9 Ball games allow for a wide range of slight variations to the normal rules of these games.

There are a total of 64 CPU players and 8 human players to choose from. An option is also available for tournaments of any 8 Ball or 9 Ball games with up to 64 players in total. It is possible to play a series of matches right up to a "best of" 21 series of matches also.

There are various sound options in the full version. These allow you to play your own CD's as a compliment to the game and/or choose to listen to 1 of 2 different ambient background sounds. It is also possible to adjust the volume of the in-game sound effects or alternatively turn them off all completely.

Also included in the full version are two different Top Ten rankings tables for Speedpool and Arcade Challenge. Network games are available over TCP/IP or IPX protocols in UK 8 Ball, US 8 Ball or 9 Ball game types.

Getting Started

To access the menus within Arcade Pool II move the pointer to the top left hand corner of the screen, so the pointer changes to an 8 Ball and click the left mouse button. Click on 'Game' and then click on 'Play Pool' to access the game options. From here it is possible to select which players will be used, by double clicking on them, and also which type of game will be played.

Please remember that in the demo only UK 8 Ball, Arcade Challenge and Speedpool may be chosen. Once a game type and players are selected, press the 'Play Pool' button to commence play.

Once in a game the options under the 'Match' menu will become available. From here you can select to view the Match Stats, Replay the previous shot or Abort, Draw or Resign the current game. If the Abort option is chosen, a dialogue box will appear asking for confirmation that the game is to be aborted. This dialogue also provides the option to restart the game.

It is possible to select which language that Arcade Pool II should use by selecting 'Language' from the 'Options' menu. Available languages are English, German and Italian.

The remaining menu available in this demo is the 'Control' menu. This allows you to change the way you strike the Cue Ball. There are 3 different control options to choose from. To strike the Cue Ball using the 'Original' control method, the shot must be lined up initially. This is achieved by moving the crosshair mouse pointer and clicking the left mouse button to choose the direction on which the shot is aimed. It is then necessary to select the power with which the shot will be taken. To do this simply click on the power bar in the bottom right of the screen. Once you are satisfied with the aim and power of the shot simply click the right mouse button to actually take the shot.

The second control method is the 'Quick' control method. The shot is taken in the direction of the crosshair as soon as the left mouse button is pressed. The power is determined by the distance of the crosshair from the Cue Ball. The greater the distance, the stronger the shot.

The final control method is 'Virtual' control method. The shot is again aimed by clicking the left mouse button when the crosshair is in the appropriate direction. To actually take the shot, hold down the right mouse button, pull the Cue back, and then push it forward. The power of the shot is determined by the speed with which the mouse is moved forward.

Positional play is an important aspect of Arcade Pool II and this can be accomplished by applying spin to the Cue Ball. This may be accomplished in any of three different ways. The first way is to click on the representation of the Cue Ball next to the power bar. The point where the mouse pointer is when the left button is pressed, represents where the cue will strike the Cue Ball. This is shown by a black dot (the Spin Indicator) on this image of the Cue Ball. Alternatively the mouse can be moved with one of the shift keys held down to move the spin indicator. The final method only applies if you have a 3 button mouse. Hold down the middle mouse button and simply move the mouse to move the spin indicator.

One final thing to remember is the use of Chalk. This can be achieved at any time by pressing the C key or selecting Chalk from the 'Match' menu. If there is no Chalk left on the Cue, a flashing Chalk icon will appear in the bottom left of the screen. Click on this with the left mouse button to apply Chalk to the Cue.

Different Game Types

As stated previously only 3 game types are available in this demo. Initially there is UK 8 Ball, which is the game most frequently played within the UK. The aim is to be the first player to pot all the balls of their own group and then to legally pot the 8 Ball in any pocket.

In Speedpool there are 12 numbered balls arranged round a clock face on a special table with the Cue Ball in the centre. The aim is to pot all of the numbered balls in the shortest time possible. This may be achieved in any order, but remember to be quick because you only get a maximum time of 1 minute and 15 seconds in this demo.

In Arcade Challenge the aim is to score as many points as possible. You commence play with 9 lives and points are awarded for legally potting balls. A round ends as soon as all lives are lost or the Star Ball is legally potted. The main requirement of this game is that the lowest numbered ball on the table is the first to be struck with the Cue Ball.

DirectX Issues

DirectX from Microsoft is basically a program interface for creating and managing graphic images and multimedia effects in games such as Arcade Pool II and is required for the game to run correctly.

DirectDraw and DirectSound (components of DirectX) are utilised by Arcade Pool II to handle video display and sound output respectively. If you encounter any video or sound related problems with your game then please confirm initially that you are using the very latest available drivers for your display or audio device to ensure complete compatibility.

DirectX is an extension to your existing operating system and is produced by Microsoft Corporation and is not a product of Team17 Software Ltd. During initial installation or an update of DirectX it may possibly affect the workings of other programs or hardware components you have within your system. This is in no way linked to Arcade Pool II but can be known to occur after DirectX install completes certain hardware driver updates. If you do encounter any problems whatsoever after a DirectX installation please refer to the Microsoft Corporation Website at <http://www.microsoft.com> for further details.

As a component of DirectX 6, there is a utility, called DXDiag, which will enable you to establish individual hardware components within your computer system in order to verify their compatibility. If any of your components are non-compliant please contact your hardware manufacturer in the first instance for possible software driver updates.

- >From Windows 95/98 desktop open the folder labelled MY COMPUTER.
- Open the folder for your primary hard drive C:\.
- Open the PROGRAM FILES \ DIRECTX \ SETUP subfolder.
- Locate the icon labelled DXDiag and double-click on it with the left mouse button.
- After DXDiag has evaluated your system you will see a text box detailing your system information.
- Locate the gadget SAVE INFORMATION and click on it to save this info as a text file (you will be prompted for a name to assign to this file and a destination folder).
- View the file using the Notepad program located within your Windows START BAR \ PROGRAMS \ ACCESSORIES submenu.
- In the DXDiag text file the Display Devices section indicates the version and date of your videocard drivers. If these indicate FINAL RETAIL or CERTIFIED respectively then your videocard is DirectX compliant.
- In the DXDiag text file the Sound Devices section indicates the version and date of your soundcard drivers. If these indicate FINAL RETAIL or CERTIFIED respectively then your soundcard is DirectX compliant.
- If your components are compliant and you are still experiencing problems it is most probable that the problem is not DirectX related. Please contact us for further advice in this case.

Troubleshooting

This Arcade Pool II Demo has not been designed to be run at the same time as other major Windows 95/98 titles and applications. Running other applications may affect the performance of Arcade Pool II causing the game to run slowly or erratically. Continually minimising and task switching between Arcade Pool II and other applications may lead to system problems due to Arcade Pool II resource requirements. We do not recommend that you minimise or task switch during play.

It is recommended that you do not use Arcade Pool II with large fonts enabled on your. This could cause some dialogue boxes to become misaligned. We would also like to point out that utilising a high contrast accessibility option is also not advised.

If you are using a Matrox Millennium Graphics card with the native Windows drivers you might experience some slowdown in the frame rate. To rectify this you should install the Matrox Power Desk drivers, which are available from the Matrox web site at <http://www.matrox.com>

You may also experience some graphical corruption if you use the Creative Graphics Blaster Exxtreme video card, or any other Permedia™ based cards. Please contact your hardware vendor for available driver updates.

Technical Support

If you are experiencing problems with the software and have followed the instructions in this manual carefully, please call our customer support helpline and speak with one of our technical representatives, or alternatively visit our Website at <http://www.team17.com> where common problems and solutions will be displayed.

When you contact our support line, please try to have information about your PC configuration available, together with a detailed description of the problem you are experiencing. If at all possible, try to be seated in front of your computer. Our representatives will endeavour to structure their instructions according to your level of PC competency, but it may not always be possible to avoid technical jargon. Please have a pen and paper ready to take down their instructions.

You can ring us on: 00 44 (0)1924 271637 or fax us on: 00 44 (0)1924 267658. Support is available from 9.30am-5.00pm Monday to Friday, with the exception of UK National Holidays.

You can E-mail Team17 support directly at: support@team17.com

Alternatively write to us at:
Team17 Software Limited
Longlands House
Wakefield Road
Ossett, West Yorkshire
England WF5 9JS

Send us your feedback!

The full release version of Arcade Pool II will be available from mid-June 1999 at £9.99.

Thank you for playing the Arcade Pool II demo and we hope you enjoy it.

Redistribution Of This Demo

Team17 Software Limited permits the authority to redistribute this demo providing the original files remain intact, unchanged and in their entirety. We allow redistribution to other Websites, compilation demo disks and magazine demo disks and other non-profit supply methods. Any party wishing to

distribute the files should offer the full version of the demo. Please check our Website at <http://www.team17.com> for any updated details regarding this.

Copyright Information

© 1999 Hasbro Interactive Inc. All rights reserved

© 1999 Team17 Software Ltd. All rights reserved.

Published by Hasbro Interactive Inc. and Team17 Software Ltd.

Distributed by Hasbro Interactive Inc.