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History of Billiards

Billiards dates back to the late 15th century with its roots found in Europe and England. There are a variety of billiard games which have and do not have pockets. [Eight Ball](#), [Nine Ball](#), [Rotation](#), and [Billiards](#) as we know them, today, emerged as popular games during the 19th century in the United States.



POOLMASTER Menu Commands



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Rack Em Up



This command will re-rack the playing balls in the correct position according to the game selected:

[Eight Ball](#)

[Nine Ball](#)

[Rotation](#)

[Billiards](#)

Undo 



This command will reposition all the balls to where they were before the last shot was taken.

Instant Replay



This command will reposition all the balls to where they were before the last shot was taken, and then recalibrate the shot angle, power and english (if any) and re-execute the shot. Instant Replay is particularly helpful in sharpening your skills.

Exit 



This command will close POOLMASTER and return to Windows.

Options



This command will display the following choices:

Select Game

Eight Ball

Nine Ball

Rotation

Billiards

Players

Player vs. Player

Player vs. Computer

Network

Log on to New Game

Sound

Select Game



This command will display the following game choices:

[Eight Ball](#)

[Nine Ball](#)

[Rotation](#)

[Billiards](#)

Eight Ball



Eight Ball is a game played with all fifteen balls. If the eight ball is sunk during the break without [Scratching](#), the game is won by the person breaking. If the eight ball is not sunk during the [Break](#), then each player is assigned solid, or striped balls to shoot, depending on what type balls are sunk by the person breaking. If no balls are sunk during the break, then the next player has the option to select solids or stripes. The object is to sink all of your balls (solid or striped) into the pockets. After this has been done, the eight ball can then be sunk to win the game.

A variation on this game is to sink the eight ball in the same last pocket as your last solid or stripe ball was sunk

Scratching



A Scratch occurs when the cue ball (white ball) drops into a pocket. The cue ball can be removed from the pocket by positioning the arrow cursor over a legal area on the game table and pressing the right [Mouse](#) key.

See: [Aiming](#), [Shooting](#), [Spotting the Cue](#)

Break



A Break is when the cue ball is shot for the first time and hits an intact rack of balls, cause the balls to break away from the rack.

See: [Mouse](#), [Aiming](#), [Shooting](#), [Spotting the Cue](#)

Nine Ball



Nine Ball is a game played with only nine balls. If the nine ball is sunk during the break without [Scratching](#), the game is won by the person breaking. If the nine ball is not sunk during the [Break](#), then both players will try to sink all the balls in numerical order. If the nine ball sinks into a pocket as a result of hitting the lowest numbered ball on the table, the game is won by that player, otherwise all the balls must be pocketed in numerical order, leaving the nine ball for last. Whoever sinks the nine ball wins the game.

Rotation



Rotation is a game played with all fifteen balls. The balls must be shot in numerical order. The object is to sink all of the balls and clean the table. One point is scored with each legal ball sunk.

Billiards



Billiards is a game played with no pockets on the table and three balls. The object is to hit both red balls with the cue ball (white ball) and also hit at least three of the rails (cushions) on the table. Successful shots are scored. The highest score wins.

Players



This command will display the following player choices:

Player vs. Player

Player vs. Computer

Network

Log on to New Game

Player vs Player



Player vs. Players will allow two players to play POOLMASTER.

Player vs Computer



This command has not been implemented. A later version will support this feature. We'll keep you posted!

Network



This command will display the following network choice:

[Log on to New Game](#)

Log on to New Game



This feature has not been implemented. A later version will support WORKGROUP network play. We'll keep you posted!

Sound



This command will enable or disable the multimedia sound effects.

Tools



This command will display the following tool choices:

[Enable English](#)

[Extend Cue](#)

[Power Meter](#)

[Sunk List](#)

Enable English



English is very useful in positioning the cue ball for the next shot. The English feature is displayed on the upper right corner of your screen. You must chalk the stick before shooting when English is active or you will mis-cue (lose power and accuracy). Remember: The less chalk on the cue stick, the less effect English will have on your shot. English only affects the cue ball after it makes its first contact with either a rail or another ball. English will cause the cue ball to veer off in the desired direction upon making this first contact.



The blue chalk dot denotes where the tip of the cue stick will strike the ball. This dot can be moved by placing the crosshairs cursor over the large white ball and pressing the left mouse button. The blue dot moves to that position. Thus, when shooting, the appropriate amount of spin (English) is added to the cue ball. Top Spin and Bottom Spin are achieved when the blue chalk dot is positioned in the upper or lower area, respectively. Left Spin and Right Spin are achieved when the blue chalk dot is positioned in the left or right area, respectively.



Dont forget to chalk up your cue stick!

Maximum chalking the cue stick in POOLMASTER is only good for only three shots. Then, youll mis-cue.

Its a good idea to chalk up before each shot.

Extend Cue



This tool will either enable or disable the extended aiming vector on the cue stick.

Power Meter



This tool will either display or not display the power meter. The power meter indicates how hard your shot will be, by displaying a red percentage bar at the bottom of the screen.

See: [Aiming](#), [Shooting](#)

Sunk List



This tool will either display or not display the sunk list. The sunk list displays all pocketed balls.

See: [Scratching](#)

Spotting the Cue



The cue ball (white ball) may be positioned on the table at the beginning of the game, and in the event of a [scratch](#). To spot the cue ball, simply position the arrow cursor in a legal area of the table and press the right mouse button.

Aiming



To aim, press and hold the left mouse button. A red and white striped line appears from the tip of the cue stick (cursor) and [extends](#) through the cue ball. Use this striped line to determine the shot angle. While aiming, the further the cue stick is pulled away from the cue ball the greater the shot power. Once the power meter is at an acceptable level and the shot angle is suitable, release the left mouse button and the cue ball is set in motion.

See: [Power Meter](#)

Shooting



To Shoot, press and hold left mouse button, take aim and let go to shoot. While shooting, the further the cue stick is pulled away from the cue ball the greater the shot power. Once the [power meter](#) is at an acceptable level and the shot angle is suitable, release the left mouse button and the cue ball is set in motion.

See: [Aiming](#)

