DEEP POCKETS - SUPER PRO POOL & BILLIARDS
INTELLIVISION GAME INSTRUCTIONS

Deep Pockets is a unique pool and billiards game - it is actually NINE games in one. You can learn many pocket billiard (pool) and carom billiard games in the privacy and comfort of your own home - and brush up on rules and strategy before venturing out to a billiard parlor.

Play against a friend, or practice "against yourself" -- in 1 player games, you control both players 1 and 2.

Player 1 will see prompts and scores in RED, and player 2 will see BLUE.

(A couple of hints: Use FOLLOW (described below) on break shots to scatter the balls. Also, most of the time you only need to hit shots with about medium strength; use hard shots for long distance shots).

CONTROLS:

ENTER (keypad): cycle FORWARDS through prompts, register selections.

CLEAR (keypad): cycle BACKWARDS through prompts.

SPACE BAR: when in SHOOT mode, shoots the cueball.

NUMERIC KEYS (keypad): move menu highlighting, move cueball, move aiming "X", move "spin/english" marker

If you forget to make a selection, pressing CLEAR will take you back one step for each press of the CLEAR key.

On-screen prompts:

Deep Pockets coaches you through each step prior to actually shooting your shot. The following are the prompts you may see and what to do:

MOVE CUEBALL

You will see this prompt prior to the opening break shot, and after any scratch or illegal shot. Each game has different rules regarding where you may place the cueball; some games allow you to place the cueball anywhere on the table, other games require that the cueball be placed behind the "HEADSTRING," or imaginary line across the table at the "HEADSPOT." You move the cueball by pressing the NUMERIC KEYS in the direction you want the ball to move. Press ENTER or RETURN when you are satisfied with the position of the cueball.

SELECT BALL

This is how you indicate which ball you want to make. Some games do not require you to "call your ball," and others do. You will not see this prompt during games where it is not necessary. Press 6 (numeric keypad) to cycle FORWARDS through the remaining balls on the table. Press 4 (numeric keypad) to cycle BACKWARDS through the remaining balls on the table. You will notice that the color of the blinking ball prompt matches the color of the ball on the table, and that each time you press 6 or 4 the current ball is "framed" on the table so that you can spot it more easily. SAFETY means that you are calling "no ball" for this shot, and you must execute an otherwise legal shot when you call a SAFETY. When the desired ball is framed on the table, press ENTER or RETURN.

SELECT POCKET

This is how you indicate which pocket the ball you called will go into. Some games do not require you to "call your pocket," and you will not see this prompt

during games where it is not necessary. Press 6 (numeric keypad) to cycle
FORWARDS through the pockets. Press 4 (numeric keypad) to cycle BACKWARDS through
the pockets. Press 8 or 2 (numeric keypad) to move the highlighted pocket UP or
DOWN from its present position. When the desired pocket is selected, press ENTER
or RETURN.

AIM

This is how you indicate the path the cueball will take when you shoot. You aim
by pressing the NUMERIC KEYS in the direction you want the Target "X" to move.
Press ENTER or RETURN when you are satisfied with the position of the Target "X."
Your shot will cause the cueball to head towards the position of the Target "X."
This "X" can be moved anywhere on the table.

APPLY SPIN

This is how you apply ENGLISH, DRAW, or FOLLOW. ENGLISH means left or right spin
on the cueball, which will alter the path of the ball when it hits a cushion.
DRAW means that the cueball will "back-up" upon impact with another ball. FOLLOW
means that the cueball will "follow" or "speed-up" upon impact with another ball.
Think of the dot as where the tip of your cue stick will strike the cueball. You
apply ENGLISH/DRAW/FOLLOW by pressing the NUMERIC KEYS. Press 8 for FOLLOW. Press
2 for DRAW. Press 4 or 6 for ENGLISH. You may apply combinations of ENGLISH and
DRAW/FOLLOW by pressing in both directions. The position of the dot on the
cueball image above the table indicates the amount of ENGLISH and/or DRAW/FOLLOW
you have selected. When the dot is centered on the cueball image, you have
selected NO ENGLISH or DRAW/FOLLOW. Press ENTER when you are satisfied with the
amount (if any) of ENGLISH/DRAW/FOLLOW.

SHOOT

This is how you indicate how hard of soft your shot will be. By watching the "cue
stick" moving under the SOFT/HARD gauge, you wait until the stick is at the
proper position for your shot. When you are ready to shoot your shot, press the
SPACE BAR.

In the first game, Player 1 breaks. In subsequent games in a multi-game match,
the player to break is determined by the particular rules of the game being
played.

When a player makes commits certain fouls (particulars are different for each
specific game), the opposing player is questioned as to what he/she wants to do
next. These questions are all based on the appropriate rules in effect for the
game being played. Press 8 or 2 (numeric keypad) to move the highlighting UP or
DOWN, and press ENTER or RETURN when the selection you want is highlighted.

SPECIFIC GAME RULES - POCKET BILLIARD (POOL) GAMES

EIGHT BALL

The game is Call Shot. This means you must call your ball AND your pocket. One
player must pocket balls of the group numbered 1 through 7 (solid colors), while
the other player has 9 through 15 (stripes). The player pocketing his or her
group first and then legally pocketing the 8-ball wins the game.

If the object ball is pocketed as called, any other balls pocketed remain
pocketed. The table is "open" when the choice of groups (solids or stripes) has
not yet been determined. When the table is open, it is legal to hit a solid or
the 8-ball first to make a called stripe or vice versa. (NOTE: The table is
always open immediately after the break shot.)

Legal Break Shot defined:

The shooter (with the cueball behind the headstring) must either (1) pocket a ball, or (2) drive four numbered balls to a rail. If shooter fails to make a legal break, the opponent has the option of (1) accepting the table in position and shooting, or (2) having the balls re-racked and shooting the opening break himself. It is not necessary to hit the head ball to initiate a legal break in 8-ball.

Legal Shot defined:

On all shots except on the break and when the table is open, the shooter must hit one of his group of balls first and, (1) pocket a called object ball, or (2) cause the cueball or any object ball to contact a rail. It is okay for the shooter to bank the cueball off a rail before contacting his object ball, however, after contact with his object ball, an object ball must be pocketed, OR the cueball or any object ball must contact a rail.

The choice of stripes or solids is not determined on the break even if balls are made from only one or both groups. The table is always open immediately after the break shot. The choice of group is only determined when a player legally pockets an object ball after the break shot. If a player legally pockets a called ball from one group and another ball from the other group is pocketed as well, the player has a choice of which group to play thereafter.

A player is entitled to continue shooting until he fails to legally pocket a ball of his group. After a player has legally pocketed all of his group of balls, he shoots to pocket the 8-ball.

It is a foul if a player fails to execute a legal shot as defined above, or on any scratch shot (shooting the cueball into a pocket). After a foul, the opposing player gets to place the cueball ANYWHERE on the table.

Combination shots are allowed; however the 8-ball cannot be used as a first ball in the combination except when the table is open.

Any illegally pocketed balls of the shooters group are spotted on the foot spot. Any illegally pocketed balls of the opponents group remain off the table.

A player loses the game if he commits any of the following infractions:

1) Fouls when pocketing the 8-ball.
2) Pockets the 8-ball on the same stroke as the last of his group of balls
3) Pockets the 8-ball in a pocket other than the one called.
4) Pockets the 8-ball when it is not the legal object ball.

NOTE: When shooting at the 8-ball, a scratch or foul is not loss of game if the 8-ball is not pocketed.

When playing a multi-game match, loser breaks to begin the next game.

* Special Information for EIGHT BALL:

When the table is "open", the word "OPEN" will appear near the upper right-hand corner of your screen. After groups have been assigned, the prompt will indicate the shooter's group (1-7 or 9-15). Shooter may not "call" a ball from his opponent's group.

NINE BALL

The game is Call Shot. This means you must call your ball AND your pocket. The

object of the game is to pocket the 9-ball. Pocketing the 9-ball either on the break or any other legal shot wins the game.

The lowest numbered ball on the table must be the player's first cueball contact. If a player complies, any called pocketed ball counts. For example, if a player strikes the one ball legally and then caroms or by combination pockets the 9-ball which he has called in the pocket he has designated, that player wins the game.

When a ball is pocketed in a designated pocket, additional balls pocketed during the same shot will count. When no ball is called or a safety is called and a ball is pocketed, or if called ball falls in wrong pocket, the incoming player has the option of shooting or forcing his opponent to shoot again.

Legal Break Shot defined:

The starting player must (1) Strike the 1-ball first, (2) Drive a minimum of four object balls to a rail or pocket any object ball. If starting player fails to do any of the above, the incoming player may place the cueball ANYWHERE on the table. If the 9-ball is made on the opening break, the shooter wins the game. Calling the shot is not required on the break. Any ball pocketed on the break counts and the player continues shooting if he did not commit a foul or scratch.

Legal Shot defined:

A legal shot requires that the cueball's first contact be with the lowest numbered ball on the table. A player must then (1) pocket a ball where called, or (2) cause the cueball or any object ball to contact a cushion. Failure to meet this requirement is a foul. It is a loss of game if a player commits three successive fouls. A legally pocketed ball entitles the shooter to remain at the table until he fails to pocket a ball on a legal shot. When the 9-ball is pocketed on any legal shot, it is a win; game is over.

All illegally pocketed balls remain pocketed, except the 9-ball, which is spotted.

After a foul, incoming player may place the cueball ANYWHERE on the table.

When playing a multi-game match, winner breaks to begin the next game.

* Special Information for NINE BALL:

The Foul Indicator will appear beneath the prompt "Player 1" or "Player 2" in the bottom left hand corner of the screen. When the Foul Indicator shows "2", the shooter must make a legal shot or will lose the game.

ROTATION

Rotation requires that the cueball must contact the lowest numbered object ball first on each shot; any ball pocketed on a legal shot counts. It is not necessary to call balls or pockets. The object of the game is to score balls of greater total point value than your opponent.

Each legally pocketed object ball has a point value equal to its number. When a player's point total mathematically eliminates his opponent from outscoring him (61 points), the game is ended. If both players tie with 60 points after all fifteen object balls have been pocketed, the player who legally pocketed the last object ball is credited with an extra tie- breaking point and wins the game.

Legal Break Shot defined:

The starting player must (1) legally pocket an object ball, or (2) cause four

object balls to contact a cushion. If shooter fails to do so, incoming player has the choice of (1) shooting with the cueball behind the headstring with object balls in position, or (2) having the balls re-racked and shooting the opening break himself.

Legal Shot defined:

A legal shot requires that the cueball's first contact be with the lowest numbered ball on the table. A player must then (1) pocket a ball, or (2) cause the cueball or any object ball to contact a cushion. Failure is a foul. A legally pocketed ball entitles the shooter to remain at the table until he fails to pocket a ball on a legal shot.

When a player has the cueball to place on the table following a foul or scratch, it must be placed behind the headstring. If the legal object ball is also behind the headstring, the object ball may be spotted on the foot spot at his request.

It is a loss of game if a player commits three successive fouls. There is no point penalty for fouls. The incoming player has the option of (1) accepting the balls in position, or (2) requiring the offending player to shoot again with the table in position.

When playing a multi-game match, loser breaks to begin the next game.

* Special Information for ROTATION:

The Foul Indicator will appear beneath the prompt "Player 1" or "Player 2" in the bottom left hand corner of the screen. When the Foul Indicator shows "2," the shooter must make a legal shot or will lose the game.

Even though the player is not required to call balls or pockets in this game, the prompt "Select Ball" will appear. This only serves as a reference, so that the player will know which ball to contact first on the current shot. (It is also possible to cycle through the remaining balls on the table to plan subsequent shots). Remember that your cueball must first contact the lowest numbered object ball on the table.

Each players score is displayed at the top of the screen. Player 1's score will appear in the top left hand corner in RED, while player 2's score will appear in the top right hand corner in BLUE.

STRAIGHT POOL

Straight pool is the only game where a shooter can play a single inning hrough rack after rack of balls. Players may shoot at any ball on the table at any time, but they must call the ball and the pocket. The first player to a pre-determined point total wins. Each legally pocketed ball counts as 1 point for the shooter.

Legal Break Shot defined:

Starting player must either (1) designate a ball and a pocket into which that ball will be pocketed and accomplish the shot, or (2) cause the cueball to contact a ball and then a cushion, PLUS cause two object balls to contact a cushion. Failure to meet at least one of the above requirements is a "breaking violation." Offender's score is assessed a 2 point penalty for each breaking violation. In addition, the opponent has the choice of (1) accepting the table in position, or (2) having the balls reracked and requiring the offending player to repeat the opening break. (The three successive fouls rule does not apply to breaking violations).

Legal Shot defined:

On all shots, a player must cause the cueball to contact an object ball and then (1) pocket an object ball in the called pocket, or (2) cause the cueball or any object ball to contact a cushion. Failure to meet these requirements is a foul.

One point is deducted for each foul; when a player commits a third successive foul, he is assessed a penalty of 20% of game total. For example: 150 point game, 30 ball penalty. The commission of a third successive foul automatically clears the offender's record of fouls. All the balls are reracked and the player committing the infraction is required to break as at the beginning of the game. NOTE: At the choice of the non-offending player, the penalty for a third successive fouls can be as follows: One point is deducted from the offender's score, and the cueball is placed on the table by the non-offender. The offender's record is cleared of successive fouls as above.)

NOTE: The deduction of penalty points can result in negative scores.

When the fourteenth ball of a rack is pocketed, play stops momentarily with the fifteenth ball remaining in position on the table; the fourteen pocketed balls are then racked with the space at the foot spot vacant in the triangle. The shooter then continues, normally pocketing the fifteenth (or "break" ball) in such a manner as to have the cueball carom into the rack and spread the balls. However, shooter is not compelled to shoot the fifteenth ball; he may shoot at any ball he desires.

A player may call a "safety" rather than an object ball (for defensive purposes.) Safety play is legal, but must comply with all applicable rules. Player's inning ends when a safety is played, and pocketed balls are not scored. Any object ball pocketed on a called safety is spotted.

* Special Information for STRAIGHT POOL:

The Foul Indicator will appear beneath the prompt "Player 1" or "Player 2" in the bottom left hand corner of the screen. When the Foul Indicator shows "2," the shooter must make a legal shot or will lose the game.

If, after the fourteenth ball is pocketed, the 15th ball or the cueball are in a position to interfere with the racking of the fourteen pocketed balls, special rules apply as to the racking of the balls. This will be done automatically by the program.

Each players score is displayed at the top of the screen. Player 1's score will appear in the top left hand corner in RED, while player 2's score will appear in the top right hand corner in BLUE.

ONE POCKET

One Pocket is a unique game in which only two of the six pockets are employed for legal scoring. Any ball may be played and need not be called. What is required is that an object ball falls in the player's "target" pocket. The first player to score a total of 8 points wins.

Player 1's pocket is the top right corner pocket, and player 2 shoots for the bottom right corner pocket.

Legal Break Shot defined:

Starting player must (1) legally pocket an object ball into his target pocket, or (2) cause the cueball to contact an object ball and after contact, the cueball and at least one object ball must contact a cushion. Failure to do so is a foul.

Legal Shot defined:

A legal shot requires that the cueball contact an object ball and then (1) pocket an object ball into shooter's pocket, or (2) cause the cueball or an object ball to contact a cushion. Failure to do so is a foul. The player committing the foul must spot one of his previously scored object balls for each foul committed. If a player who fouls has no previous balls to spot, he "owes" for such fouls, and must spot balls after each scoring inning until his "owed" fouls are eliminated. After fouls, incoming player accepts the cueball in position. Three successive fouls by the same player is loss of game. Any balls pocketed in shooter's pocket do not count on a foul or scratch. In ADDITION, shooter is penalized one ball for a foul or scratch.

When a player has the cueball to place on the table following a scratch, it must be placed behind the headstring. If all object balls are also behind the headstring, the object ball nearest the headstring may be spotted on the foot spot at the shooter's request.

Balls pocketed by the shooter in his opponent's target pocket are scored for the opponent, even if the stroke was a foul; but do not count if the cueball scratches. If the shot is not a foul and the shooter pockets a ball in both target pockets, shooter's inning continues, with all legally pocketed balls scored to the appropriate player. If a shooter pockets a ball that brings the opponent's score to 8, the shooter has lost.

Balls pocketed in the four non-target pockets are "illegally pocketed balls." All illegally pocketed balls are spotted; however, spotting is delayed until the shooter's inning ends. If a player makes the last ball on the table, and there are balls being held for delayed spotting, those balls are then spotted so that player may continue his inning.

* Special Information for ONE POCKET:

The Foul Indicator will appear beneath the prompt "Player 1" or "Player 2" in the bottom left hand corner of the screen. When the Foul Indicator shows "2," the shooter must make a legal shot or will lose the game.

Each players score is displayed at the top of the screen. Player 1's score will appear in the top left hand corner in RED, while player 2's score will appear in the top right hand corner in BLUE.

GENERAL RULES - CAROM BILLIARD GAMES

Carom Billiard games are played on a pocketless table. Each player has his own white cueball - one is a solid white ball called the "clear" cueball, and the other has a spot on it, and is called the "spot" or "black" cueball. The third ball on the table is a red ball. In "Four Ball", a fourth ball is on the table, and is pink.

Stated very simply, the object of Carom Billiards is to score a "count", or point. This is done by shooting your cueball such that it strikes the other two (or three) balls at some point in its travel around the table. The simplest carom billiard game in DEEP POCKETS is "Straight Rail," where there are no limitations on which of the other balls must be hit first. On the other hand, the rules for "Three-Cushion" are very specific about what constitutes a legal "count"; it is a very demanding game.

In all games, after your ball has struck another ball, that other ball is deemed 'dead', and subsequent contacts between your cueball and that ball are ignored with regard to scoring. Contact with the cushions is important in "Three-Cushion", as the name implies. See below for the specific rules for "Three-

Cushion."

The red ball is spotted on the foot spot for the break shot. ("Four Ball" has the pink ball on the foot spot.) The player shooting the opening break shot must contact the ball on the foot spot first, rather than the opponent's cueball or any other ball on the table. Failure to do so is an error and ends the shooter's inning. After the break shot, players may generally shoot at any other ball on the table (except "Red Ball", where, as the name implies, EVERY SHOT must feature contact with the red ball as the first contacted object ball.)

In all games, players must decide on the maximum number of points for the game. First player to reach the game limit wins.

If a multi-game match is being played, winner breaks on subsequent games.

SPECIFIC GAME RULES - CAROM BILLIARD GAMES

STRAIGHT RAIL

A legal count is scored as one point for shooter if player's cueball strikes both the other player's cueball and the red ball, in any sequence. Cushion contact is irrelevant to scoring.

RED BALL

A legal counting stoke entitles the shooter to continue at the table until he fails to legally count on a shot. On all shots, player must make his first object (first ball contacted by his cueball) the red ball. Failure to do so is a foul. One point is deducted from offender's score for each foul.

FOUR BALL

Each legal two-ball carom count is scored as one point for shooter; each legal three-ball carom count is scored as two points for shooter. The pink ball must be the first ball contacted on the opening break. Any object ball on the table may be the first object ball after the opening break.

THREE-CUSHION

Each legal count is scored as one point for shooter. There are four different ways to score a count in "Three-Cushion" billiards. The shooter's cueball must either:

1. contact an object ball and then contact three or more cushions, and then strike the other object ball; or,

2. contact three or more cushions, and then contact the two object balls; or;

3. contact a cushion and then an object ball, then two or more cushions and then the other object ball; or,

4. contact two or more cushions and then an object ball, then one or more cushions and then the other object ball.

Cushion contact simply means that the shooter's cueball makes contact with a

cushion. The same cushion MAY be contacted more than one time. It is NOT
necessary to hit three DIFFERENT cushions.

A legal counting stroke entitles shooter to continue at the table until he fails
to legally count on a shot.

Reference source for rules:
"Billiards - The Official Rules and Records Book" (1988 Edition)
Billiard Congress of America
1901 Broadway St., Suite 110
Iowa City, IA 52240