

**LOADING INSTRUCTIONS:** Set up system and switch on as described in your instruction manual. Insert disc and type: RUN "DISC" and press ENTER. The program will now load and run.

**DO NOT SWITCH SYSTEM ON OR OFF WITH DISC INSERTED INTO DISC DRIVE OR DAMAGE TO DISC WILL RESULT.**

AMSOFT and GEM SOFTWARE welcome you to 8 Ball Pool. This version of Pool conforms, as far as possible, to the 'UK 8 BALL PLAYING RULES' as approved by the English Pool Association and B.A.P.T.O.

If you are familiar with 8 Ball Pool, you can skip this section. The game of 8 Ball Pool is played on a baize covered slate table having raised cushioned sides. The object of the game is to knock striped or spotted balls into the pockets at the corners or half way along the table's sides.

At the start of play, seven spotted balls and one black ball are placed in the form of a triangle near one end of the table. A white ball known as the Cue ball, sits within a 'D' shape drawn on the baize at the other end of the table. The player must strike the white ball, such that it hits the back of the balls. If any of the striped or spotted balls are knocked into a pocket (pocketed), the player must subsequently during the game try to pocket balls of that type only. If no balls are pocketed from the break the players continue, alternately, until such time as a ball or balls are pocketed. The first ball to be pocketed, determines a players group by default. If the first time a ball is pocketed, a ball of the other group is pocketed as well, the player may take his choice of group, and this choice will be indicated by the group of the next ball to be struck.

Play passes to your opponent when you do not pocket a ball, or when you commit a foul. When all the balls in your group have been pocketed, you must then pocket the black ball to win the game.

Pocketing the black at any other time automatically loses you the game.

A foul stroke is committed when:-

The cue ball does not hit the ball of your group,  
the cue ball is pocketed,  
you pocket a ball of your opponent's group.

If you commit a foul, play passes to your opponent and you miss the next turn at the table.

Please note:- The above is only a very incomplete extract from the rules of 'UK 8 BALL PLAYING RULES'. The player is referred to the above rules, published by the English Pool Association.

## **PLAYING INSTRUCTIONS**

### Option Section

Prior to visiting the table, you will be asked if you wish to use two Joysticks. If you reply 'no' to this question, each player must make use of the cursor keys or Joystick # 1 in turn.

The first time the game is played, you will also be asked if you are using a green screen.

### At the Table

At commencement of play, the first player will be asked to 'Place Cue Ball'. This is done by using the joystick or cursor keys to move the white cue ball to the desired position within the 'D'. When the cue ball is placed correctly, press either your joystick 'Fire' button, or the 'Copy' key. You will have to use this procedure, should you accidentally pocket the cue ball at any time during play. You must now set up the shot, the first thing to do is to set the direction you want the cue ball to go in. You will be asked to 'Set Direction', a flashing cross will appear on the cue ball. Using your joystick or the cursor

keys, move this cross to the position you want, then press the 'Copy' key or your joystick 'Fire' button. Note: the centre of the cross represents the centre of the cue ball, when the cue ball is struck, it will travel directly towards this cross.

The word 'Force' will now appear above the table, use the up and down cursor keys, or the joystick to increase or decrease the length of the white line that appears. The length of this line represents the strength of the shot. When set press 'Copy' or 'Fire'. Next, the word 'Spins' will appear above 'Force'. As before, use the left and right controls to adjust the length of the line that appear for Left/Right Hand Side. The lines representing Top/Back Spine are controlled by the up and down cursor keys, or up and down on the joystick.

The colours and relative positions of the lines are:-

Back Spin (green)

Top Spin (red)

Left Hand Side (yellow) - Right Hand Side (orange)

The length of a line shows that amount of that spin applied to the shot. You are now ready to take your shot. Press the copy key or your joystick fire button and the cue ball will be struck according to your chosen settings. Each ball pocketed will be displayed above the table; when all balls have stopped moving, any pocketed balls will be moved to the player's display line at the top of the screen. A player's turn is indicated by an arrow on a player's display line.

Should your opponent have just committed a foul, the arrow indicating your turn will be replaced by '+1' showing that you have an extra 'go' at the table. When you have finished your extra go, the '+1' legend will be replaced by the normal arrow legend. If during a set up of a shot, you realise that you have made a mistake, you can press the 'DEL' key, this will take you back to the 'Set Direction' prompt. Pressing the 'CTRL' and 'A' keys simultaneously, will abort the game.

## **SPEECH CONTROL**

The following commands are only recognised while the game is waiting for the response to a prompt; they will be acknowledged by the word 'OK' being spoken. To turn full speech on, press 'SHIFT' and 'S' simultaneously. To turn speech off, press 'CTRL' and 'S' simultaneously. To turn limited speech on, press 'S'.

## **CONTROLS**

### Action

up/down

left/right

abort game

reset shot

### Keyboard

cursor keys

cursor keys

CTRL/A

DEL

### Joystick

up, down

left/right

### Speech Synthesiser Controls

Full speech

SHIFT/S

Limited speech

S

Speech off

CTRL/S

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