Multimedia Pool   <u>index</u>

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General Information

The Index contains a list of all Help topics available for Multimedia Pool. The index is organized by program menu. Click on underlined text to get help on desired topics.

New Game

Multimedia Pool will prompt you for which game you want to play (EIGHT BALL, NINE BALL, or   BUMPER POOL). You can play in practice mode, against the computer or against another player.

Eight ball (Sink the 8 ball before your opponent does.)
Nine ball (Sink the 9 ball before your opponent does.)
Straight Pool (Continuous play, first player to reach 50 pts)
Bumper pool (Sink your balls before your opponent sinks his.)

Demo Mode (The computer plays games against itself, continuously)
Practice Mode (There are no rules and you can move the balls around freely.)
Against the computer (Play against one of the 5 computer opponents.)
Two Player (Play against another person.)

Open Game

A list of previously saved games will appear for you to choose from. <u>Save</u> an unfinished game to disk or line up trick shots in the practice mode then save them for later retrieval.

You can also delete games from disk by highlighting a game name and then pressing the **DELETE** button. It is a good idea to delete games you no longer need to free up disk space.

Save Game

You will be prompted for the name of the game you wish to save. Save an unfinished game to disk or line up trick shots in the practice mode then save them for later retrieval. You can save a maximum of 50 games to disk.

Demo Mode

In demo mode, the computer plays against itself continously. When it finishes the first game you selected (eg. Eight Ball), it then moves on to the next game (eg. Nine Ball).

The computer plays at the level of whichever computer opponent you select from the <u>More Options</u> menu (dialog box).

Practice Mode

In practice mode, you can shoot any ball you want at any time--there are no rules! The table is yours to experiment with. You can grab balls and move them around the table to line up desired shots and even UNDO shots you wish you hadn't taken. You can also use practice mode to play games that the computer doesn't know how to play (like 7ball or Cutthroat).

To Move Balls Around The Table

Move the mouse cursor over the ball you want to move.
Press and hold down the left mouse button.
Drag the ball to the desired location.
Release the left mouse button.

To Remove A Ball From the Table

Follow the procedure above to move the ball and simply "drop" the ball into a <u>pocket</u>.

To Move A Ball From The Shelf To The Table

Follow the procedure above to move the ball. Simply "grab" a ball from the shelf and "drop" it onto the table.

To UNDO Your Last Shot

Select the "Undo Last Shot" option from the Options Menu. The balls will return to their previous positions (ie. their positions before you took the shot). The UNDO feature is only available in practice mode.

To Have The Computer Suggest A Shot

Select the "Suggest Shot" option from the OPTIONS menu. The computer will analyze the balls on the table, select the easiest shot it can find, and then demonstrate where to point the pool stick and how much power to use in order to make the shot..

Against the Computer

Choose this option to play against the computer. The computer uses the RED stick while you use the BROWN stick.

You can play against 5 different computer opponents:

Quickshot Cribbs (not very accurate on straight shots)
Chattanooga Slim (fairly accurate on straight shots)
Jalapeno Kenny (very accurate on straight shots and will try bank shots)
Softshoe Annie (deadly accurate on straight shots, pretty accurate on bank shots, uses uncanny spin to make some bank shots)
Fast Eddie (deadly accurate on straight shots, pretty accurate on bank shots, uses uncanny spin to make some bank shots, uses uncanny spin to avoid scratches)

As your pool game improves, you can select progressively better computer opponents.

To Have The Computer Suggest A Shot

Select the "Suggest Shot" option from the OPTIONS menu. The computer will analyze the balls on the table, select the easiest shot it can find for you, and then demonstrate where to point the pool stick and how much power to use in order to make the shot.

Two Players

Select this option from the New Game dialog if you want to play against another person (instead of playing against the computer). Player ONE will use the brown pool stick and PLAYER TWO will use the red stick.

To Have The Computer Suggest A Shot

Select the "Suggest Shot" option from the OPTIONS menu. The computer will analyze the balls on the table, select the easiest shot it can find for you, and then demonstrate where to point the pool stick and how much power to use in order to make the shot.

Eight Ball

The object of this game is to sink a specific 7 of the 15 <u>object balls</u> (either <u>stripes</u> or <u>solids</u>) and then the 8 ball before your opponent does. On the opening break shot, try to sink as many balls as possible. If you sink one or more balls on the break, you get to choose whether to shoot on the solid balls (numbers 1-7) or stripes (numbers 9-15). Your opponent must shoot on the balls you don't select. When you have sunk all of your balls (eg. solids), you are ready to "shoot on the 8 ball" and try to win the game.

Rules of Eight Ball

1. If you sink the 8 ball on the opening break without sinking the <u>cue ball</u>, you win the game.
2. After the initial object ball has been sunk (such as a solid), you choose whether to shoot on solids or stripes. Then you must continue to shoot balls of that type (eg. solids).
3. Other than on the opening break, if you sink the 8 ball before sinking all of your balls (eg. solids), you lose the game.
4. After taking a shot, you get to shoot again if you sink your ball AND strike your ball first. For example, if you are stripes and the cue ball strikes a striped ball first and then a striped ball goes into the <u>pocket</u>, you get to shoot again. If you hit a solid first (or the 8 ball) and then a stripe goes in, you do NOT get to shoot again.
5. After a <u>scratch</u>, the cue ball can be placed anywhere behind the <u>spot</u>. You must, however, shoot on a ball which is to the right of the spot.
6. If you scratch while shooting on the 8 ball, you lose the game.
7. If you strike an opponent's ball first (while shooting on the 8 ball) and then sink the 8 ball, you lose the game.

Optional Rules For Eight Ball (From the Options Menu)

1. Must call shots to shoot again. You call a shot by clicking on the object ball you are going to sink and then clicking on the pocket it will go in. For example, if you click on the 2 ball and then click on the side pocket, you are telling the computer that you are going to sink the 2 ball into the side pocket.
2. Return balls sunk (but not called) to table.
3. Return balls sunk on a shot in which the cue ball <u>scratched</u>.
4. Force a <u>scratch</u> if player doesn't strike any of his balls on his shot.

Strategy For Eight Ball

1. Try to sink your balls without breaking up clusters of your opponents balls or moving your opponents balls into better positions.
2. If you don't have a shot which you can make, try to leave the cue ball in a position which will make it difficult for your opponent to make a shot. Sometimes you must think defensively.
3. Use <u>english</u> on your shots to try and leave the cue ball in a desirable location.
4. Try to think ahead to the next shot (eg. if I make this shot, I will leave the cue ball over there for my next shot). Pool is like chess in this regard; great players think several shots (moves) in advance.

Nine Ball

The object of nine ball is simple: sink the 9 ball before your opponent does! You must strike the lowest ball on the table first, however. Thus striking the 1 ball into the 9 ball into a pocket will win you the game. In general, since players must strike the lowest ball on the table first, they tend to sink the balls in numeric order (1 ball, 2 ball, 3 ball, etc) until they get to the 9 ball (unless a combination shot on the 9 ball appears). You do not call shots in 9 ball.

Rules of Nine Ball

1. You must strike the lowest ball on the table FIRST and sink a ball in order to shoot again. For example, if you strike the 1 ball first and sink it. Alternatively, you could strike the 1 ball first and the 5 ball could wind up in a pocket. In either case you would shoot again.
2. You win the game if you strike the lowest ball on the table first and the 9 ball goes into a pocket. (If the 9 ball is the only ball left on the table, it is of course the lowest ball on the table).
3. You scratch (and lose your turn) if you do NOT strike the lowest ball on the table. When your opponent scratches in 9 ball, you get to place the cue ball ANYWHERE on the table you wish.
4. You lose the game if you sink the 9 ball without striking the lowest ball on the table first.
5. You lose the game if you scratch while sinking the 9 ball.

Strategy For Nine Ball

1. Avoid scratching at all costs. Even if you can't sink a ball by striking the lowest ball on the table first, make sure that the cue ball at least strikes it so you avoid the scratch. You don't want your opponent placing the cue ball wherever he wants on the table.
2. If you don't have a makable shot, try to leave the cue ball in a position which will make it very difficult for your opponent to make a shot. If possible, leave the cue ball in such a bad position that your opponent will be unable to strike the lowest ball on the table on his next shot (thus scratching).
3. If you see a makable combination shot on the 9 ball, try it! You could win the game on one shot.

Straight Pool (or Continous or 14-1 Continuous Pool)

14.1 straight pool has traditionally been the most popular pool game (as portrayed in such classic movies as The Hustler and The Color of Money). Before taking any shot (including the opening break), the player must 'call' the shot, that is, declare which ball will go into which pocket. The game starts with 15 object balls racked randomly in a triangle. The player who breaks strikes the cue ball and must knock either 1 object ball into a pocket or 2 or more object balls to a cushion. After that, each player attempts to sink the balls in any order, until only 1 object ball (called the break ball) remains on the table. The remaining 14 balls are then racked again, with a space left at the corner of the triangle. The player who sank the 14th ball then attempts to sink the 15th ball and scatter the racked balls. A player earns one point for each successful shot.

Rules of Straight Pool

1. If you sink a ball, you earn a point and the right to shoot again.
2. You can shoot on any ball at any time.
3. If you scratch, you forfeit your turn and lose a point.
4. If you scratch 3 times in a row, you lose 15 points.
5. When only one object ball is left on the table, the remaining balls are racked and play resumes.
6. The first player to reach a certain number of points (like 50), wins the game.

Optional Rules For Straight Pool (From the Options Menu)

1. Call shots (both the ball and the pocket).
2. Return balls which are sunk but not called to the table (if you are calling shots).
3. Return balls sunk on a scratch shot to the table.
4. Return the cue ball to the table as a scratch if the cue ball doesn't hit any other balls on a shot.
5. Play to 15 points, 30 points, or 60 points.

Strategy For Straight Pool

1.When you are playing that you have to call shots, the opening break
 is very difficult. You could try to call a ball and a pocket (seldom successful) or you could hit a safe shot which satisfies the requirement that you either sink one object ball or knock 2 or more object balls to a cushion, while leaving your opponent with no makable shot. You will then force him to knock some balls free on his next shot, giving you something to shoot for. The trick is to knock 2 balls to a bumper while leaving the cue ball in such a position that your opponent will have no easy shots.
2. If you are calling shots and believe you can sink the remaining balls on the table, you must choose which ball to leave on the table as your 15th ball (break ball). Choose a ball which is close to where the 14 re-racked balls will be. By choosing a ball close to the rack, you can have the cue ball collide with the rack when you sink that 15th ball, leaving you a makable shot so that you can continue your run of balls.
3.If you are calling shots and you have sunk the 14th ball on the table (resulting in a racking of the other balls), you're next shot will be to sink the ball left on the table (the 15th ball). Try to sink this ball AND have the cue ball strike the racked balls, breaking some of them free for your next shot. Otherwise, you will have to call and sink a ball from the rack--a difficult task indeed.
4. If you don't have a shot which you can make, try to leave the cue ball in a position which will make it difficult for your opponent to make a shot. Sometimes you must think defensively.
5. Use english on your shots to try and leave the cue ball in a desirable location.

6. Try to think ahead to the next shot (eg. if I make this shot, I will leave the cue ball over there for my next shot). Pool can be like chess in this regard; great players think several shots (moves) in advance.

Bumper Pool

The object of bumper pool is to <u>sink</u> your 4 balls into your opponents <u>pocket</u> before he sinks his balls into your pocket. If you are playing against the computer, you must sink your 4 white balls into the pocket on the right side of the screen before the computer sinks his red balls into the pocket on the left side of the screen.

Rules of Bumper Pool

1. The first player to sink his 4 balls into his opponents pocket wins.
2. If your ball goes into your own pocket, it is placed back on the table.
3. Both players alternate taking turns, regardless of whether they sink a ball or not.
4. You can choose any of your balls to shoot (simply click the left mouse button over the ball you wish to shoot).

Strategy For Bumper Pool

1. You can try to block your pocket (so your opponent can't shoot into it), by placing your ball in front of it. Your opponent can counter this by knocking your ball into your pocket with his ball.
2. When your opponent leaves his ball close to your pocket (so he can sink it on his next shot), you can knock it out of the way with one of your balls. This strategy works best when you both knock his ball out of the way AND ricochet your ball into an advantageous position.
3. You can ignore your opponents balls and try to sink your balls as quickly as possible.

UNDO Last Shot

Select the "Undo Last Shot" option from the Options Menu. The balls will return to their previous positions (ie. their positions before you took the shot). The UNDO feature is only available in Practice Mode.

Suggest A Shot

After selecting this menu option, the computer analyzes the balls on the table, picks the shot it thinks you have the best chance of making, and then shows you where to aim and how much power to use.

Pass This Turn

Selecting this option passes control over to the other player. The other player will then take his turn.

Switch Sides

This option is only available for Eight Ball. If you are currently solids (ie. you are shooting on balls 1-7), you will become stripes and your opponent will become solids.

Project Balls Path (ON/OFF)

If Project Balls Path is ON, a line will be drawn from the cue ball to the bumper, indicating in which direction the cue ball will go. Turn this ON to make it easier to aim the pool stick.

Speed (Slow,Normal,Fast)

This setting determines how long the balls roll during a shot. You can watch a shot in Slow motion, Normal (real time), or Fast (accelerated time).

Refresh Screen

At any time, you can force the program to redraw the screen (window). You might need to do this if, for example, another program overwrites the screen.

Eight Ball/Straight Pool Options

1. Must call shots to shoot again. You call a shot by clicking (the left mouse button) on the object ball you are going to sink and then clicking on the pocket it will go in. For example, if you click on the 2 ball and then click on the side pocket, you are telling the computer that you are going to sink the 2 ball into the side pocket. Call your shot BEFORE you take it.
2. Return balls sunk (but not called) to table. If you call the 2 ball in the side pocket and sink the 3 ball in the side pocket instead, the 3 ball would be returned to the table.
3. Return balls sunk on a shot in which the cue ball scratched.
4. Force a scratch if player doesn't strike any of his balls on his shot.
5. Randomly place the balls on the table (instead of within a standard triangular rack).
6. Select how many points will be required to win a game of straight pool. Choose 15, 30, or 60 points.

These are in addition to the regular Eight Ball rules. and Straight Pool rules.

More Options

Sound

1. No sound. (The program will not attempt to generate any sound effects)
2. Basic sounds (The program will generate sounds for ball collisions, and important messages).
3. All sounds (The program will generate all sound effects).

Rapid Sound Effects

Check this box to enable   rapid sound effects (such as the sound effects generated by the collisions of several balls within a fraction of a second). Some sound cards (such as the ProAudio Spectrum) may have difficulty in playing several short duration sound effects within a fraction of a second. If your card has this problem, you will notice a considerable delay when you shoot the cue ball into a pack of balls as your sound card struggles to keep up with the ball collisions. As for the ProAudio Spectrum cards, Media Vision (the manufacturer) has some new Windows drivers which may fix the problem.

Table Tilt

1. No tilt.   (Table is not tilted).
2. Small tilt.   (Table is tilted slightly downward, thus the balls will tend to drift downward).
3. Big tilt.   (Table is tilted downward, thus the balls will drift downward).

Magnetized Balls

1. No magnetism.   (Balls are neutrally charged and do not repel each other).
2. Weak magnetism.   (Balls have slight charge and repel each other slightly).
3. Strong magnetism   (Balls have strong charge and repel each other strongly).

Planet

1. Earth   (Earth's gravity pulls on balls).
2. Moon   (Moon's weak gravity means less friction. The balls roll further.)
3. Jupiter   (Jupiter's strong gravity means more friction. The balls roll a shorter distance.)
4. PlanetX   (PlanetX's medium strong gravity means more friction on the balls. More importantly, since PlanetX exists in a worm hole, the physics of collisions are somewhat different, resulting in unexpected yet consistent, ball trajectories).

Computer Opponent

**Quickshot Cribbs** (not very accurate on straight shots)
Chattanooga Slim (fairly accurate on straight shots)
Jalapeno Kenny (very accurate on straight shots and will try bank shots)
Softshoe Annie (deadly accurate on straight shots, pretty accurate on bank shots, uses uncanny spin
to make some bank shots)
Fast Eddie (deadly accurate on straight shots, very accurate on bank shots, uses uncanny spin to make bank shots, uses uncanny spin to avoid scratches)

Control Panel
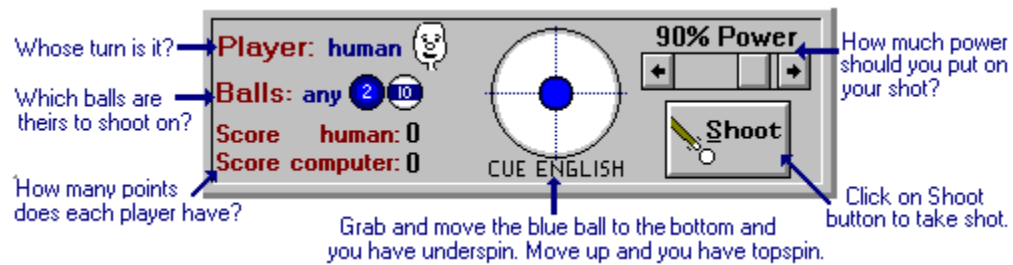
Player: tells you whose turn it is.

Balls: tells you whether you can shoot on solids, stripes, or both (only applies to Eight Ball games).

Score: tells you the score. In Eight Ball and Nine Ball you get 100 points for sinking a ball without scratching, 50 points for sinking it if you used Suggest A Shot, 1000 points for winning, and -1000 points for inadvertently losing the game. In Bumper Pool you get 100 points for sinking a ball in your opponents pocket and 20 points if your opponents ball is sunk in his own pocket. In Straight Pool you earn 1 point for each ball sunk.

Cue English: determines where the tip of the pool stick will strike the cue ball. If you strike the top of the ball, you generate top spin. If you strike the bottom of the ball, you generate underspin (draw). If you strike the right or left part of the cue ball, you generate right or left english, respectively.

Power: determines how much power will be used on the next shot. Use 100% power on the opening break to sink as many balls as possible.

Shoot Button: click on this button AFTER you have lined up your shot (by moving the pool stick), selected your cue english, and selected your power.
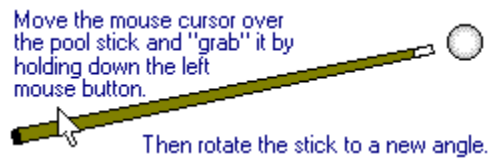
You can also use the keyboard to manipulate the control panel.

Pool Stick

There are two ways to move the pool stick:

1. You can aim the pool stick by moving the mouse cursor over the stick, pressing and holding the left mouse button, then dragging the stick to a new position.
2. When you have lined up your shot, you can fine tune the pool stick angle by moving the mouse cursor away from the pool stick and then clicking the left and right mouse buttons to slowly rotate the pool stick clockwise and counter-clockwise.

In general, you use method **1** to roughly line up a shot then use method **2** to make the tiny adjustments which will determine whether your shot will be successful or not. You can also use the keyboard to move the pool stick.

History/Overview of Pool Games

Some History

Billiards (pool) is of unknown origin, but dates back to at least the 1500's in England. The word billiards is derived from the Old French billart or "curved stick."

William Frederick Hoppe (1887-1959) was an American who is generally considered the greatest billiards player ever. Hoppe's career began at the age of 6, when he had to stand on a box to reach the table. In 1906 he defeated the international champion from France. Hoppe was   a master of three-cushion billiards, winning the world title in the years 1936, 1940-43, and 1945 and from 1947 until his retirement in 1952. Hoppe won an amazing 51 world titles in his legendary career.

William Joseph Mosconi is considered by many to have been the greatest pool player of all time. A 19 year old caught in the job-scarce depression of the 1930s, Mosconi got his start by joining the staff of a billiard equipment manufacturer. He would later go on to win the world pocket billiards championship 14 times between 1941 and 1957. Mosconi suffered very few losses in his storied career and he set a record by sinking 526 balls in a row.

The Pool Table

Billiards games are played on a rectangular table which is generally twice as long as it is wide and covered with a felt cloth. The table top is generally made of slate as it is a heavy, hard material. The flat playing area is surrounded by rubber cushions (called bumpers or rails). There are two basic types of billiards: **pool**, also called pocket billiards, which is played on a table with six pockets, and **carom billiards** which is usually played on a table with no pockets.

POOL GAMES

Pool (or pocket billiards) requires a table with 6 pockets, cue sticks, a white cue ball, and 15 object balls numbered 1-15 (1-8 are solid; 9-15 are striped).

Eight Ball

Eight ball, probably the best known pool game, begins with the 8 ball racked in the center of the triangle. After the break, 1 player shoots only at balls 1-7 (solids), the other player only at 9-15 (stripes). After a player pockets an entire group, the 8 ball must be sunk to end the game. Eight ball is the most popular game in coin operated pool tables.

Nine Ball

Nine ball's popularity has soared since the early 1980s. Only balls 1-9 are used, racked in a diamond with the number 9 ball in the center and the 1 ball facing the cue ball. On all shots the cue ball must first strike the lowest-numbered ball on the table. The player who sinks the 9 ball wins.

Straight (or 14-1 Continuous) Pool

14-1 straight pool has traditionally been the most popular pool game (as portrayed in such classic movies as The Hustler and The Color of Money). The game starts with 15 object balls racked randomly in a triangle. The player who breaks, strikes the cue ball and must knock either 1 object ball into a pocket or 2 or more object balls to a cushion. After that, each player attempts to sink the balls, in any order, until only 1 object ball remains on the table

(before taking a shot, the player must 'call' the shot, that is, declare which ball will go into which pocket.) The remaining 14 balls are then racked again, with a space left at the corner of the triangle. The player who sank the 14th ball then attempts to sink the 15th ball and scatter the racked balls. A player earns one point for each successful shot. Games are usually played to 150 points.

Bumper Pool

Bumper Pool is a game played on a smaller table with 2 pockets and a number of bumpers. Its popularity stems from its relatively inexpensive cost and the fact that bumper pool tables can fit into a smaller area. The object of bumper pool is to sink your balls into your opponents pocket before he sinks his balls into your pocket.

Rotation Pool

Rotation is a pool game in which the object balls are racked in order--the number 1 ball at the head of the triangle and so on. The balls must be sunk in order and each ball is worth its number value. The first player or team to reach 61 points or more wins.

Snooker

Snooker is the most popular pool game in Britain. Snooker requires 21 object balls: 15 red (worth 1 point each) and 1 each of yellow (2 points), green (3 points), brown (4 points), blue (5 points), pink (6 points), and black (7 points). The general idea is that a player must first sink a red ball, then a non-red one, then a red, and so on. Each non-red ball is respotted on the table after being sunk, however, until all the reds are off; then the non-red balls must be sunk in ascending order. The player with the most points wins.

CAROM BILLIARDS GAMES

Carom billiard games are played on a table with no pockets. The most popular type of carom billiards is three-rail billiards, played with two white balls and one red on a pocketless table. To score a point a player must strike the cue ball (one of the two white balls) so that it hits one of the other balls and at least three cushions before hitting the second ball. The cue ball is allowed to strike the other two balls simultaneously (so long as it has already hit at least three rails). Three-rail games are generally played to 50 points. In a variant game, straight-rail billiards, the cue ball must strike the other two balls but not necessarily any rails.

Holding A Real Poolstick (Bridges)

In general, pick the <u>bridge</u> which you feel most comfortable with when shooting pool. However, for some shots, one bridge may have an advantage over another, so it is wise to learn all three. Whichever bridge you choose, you shouldn't grip the poolstick too tightly. You don't want to grip it so loosely that it wobbles, but you want to grip it loosely enough so the poolstick glides smoothly through your fingers. Try to keep your bridge hand 5 to 8 inches from the <u>cue ball</u>.

MAKING A CLOSED BRIDGE

Simply make a fist on the pool table and make a loop with your index finger and thumb for the poolstick to glide through.The closed bridge is probably the most popular bridge and can be used for nearly any shot. Because your finger encloses the poolstick, the poolstick can't fly up or <u>miscue</u> as easily. This is a particularly good bridge to use if you are putting a lot of underspin on the cue ball.
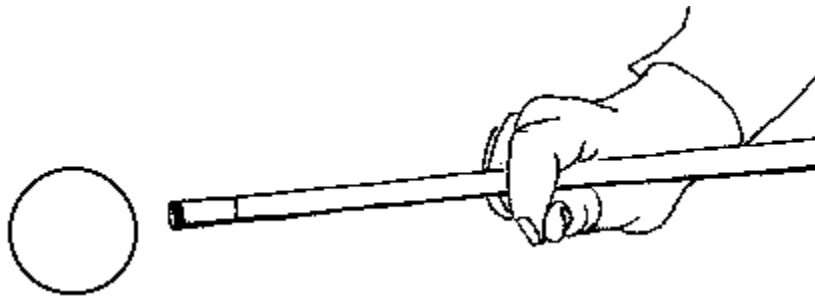

MAKING AN OPEN BRIDGE

Just make a fist on the pool table and then extend your thumb so the poolstick can slide between your thumb and the knuckle of your index finger. The open bridge is another good bridge to use for a variety of shots and since the stick just glides over the top of your hand (between the thumb and index finger), there is no danger of gripping the pool stick too tightly. For this reason, this bridge is often recommended for beginners. Its not quite as good a bridge as the closed bridge for hitting the cue ball hard as the stick could fly up and miscue.
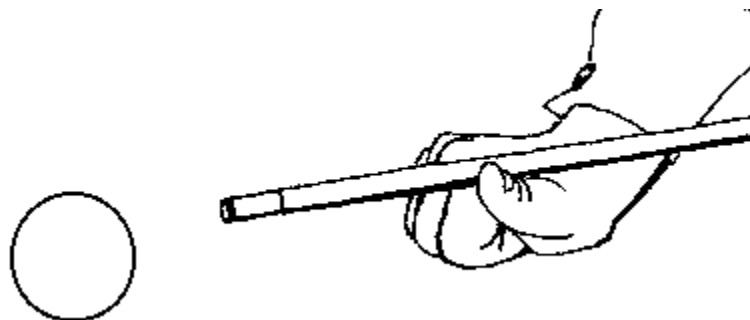
MAKING A RAIL BRIDGE

When the cue ball is close to the rail, you have no choice but to use a rail bridge. Simply rest your hand over the poolstick, letting the stick slide between your middle and index fingers. The stick should slide smoothly over the felt on the rail.
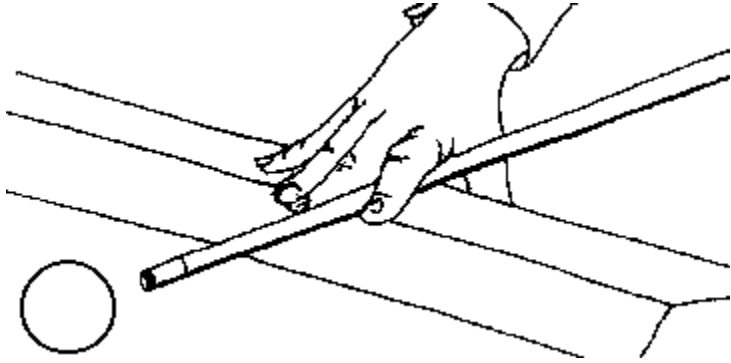
Glossary of Pool Terms

Billiards
Break
Break ball
Bridge
Call Shots
Chalk
Cue ball
Cushion
Diamond
Draw
English
Miscue
Object Ball
Open table
Opening break
Pockets
Pool
Pool Sticks
Rack
Rail
Run of balls
Safety
Scratch
Sinking a ball
Solids
Spot the ball
Stripes
Triangle

Bridge

A bridge is a "grip" or manner of holding (and aiming) the pool stick. Three common bridges include the closed bridge (in which the pool stick slides through a loop formed by the index finger and the thumb), the open bridge (in which the pool stick slides between the thumb and the knuckle of the index finger) and the rail bridge (in which the pool stick rests on the rail and slides between two fingers).

Open table

In the game of Eight Ball, when no balls have been sunk by either player yet, the table is said to be "open"--a player may shoot on either solids or stripes.

Safety (Playing a Safety)

A safety is a defensive shot in which the goal is not to sink a ball but to leave the cue ball in such a position that your opponent will have no makable shot. A safety is a good shot to try if you do not have a makable shot yourself.

Break Ball

In straight pool, this is the 15th ball which is left on the table while the remaining 14 balls are re-racked. It is called the break ball because a player generally tries to sink this ball AND send the cue ball into the rack, breaking it up.

Run of balls

A streak of consecutive balls sunk.

Miscue

This occurs when a player's poolstick tip strikes the cue ball at such an oblique angle that the tip slips off the cue ball and the cue ball rolls off in an unintended direction. It typically occurs when a player tries to put too much english (spin) on the ball.

Chalk

Chalk is applied to the tip of the pool stick to give the tip better traction (or friction) when it strikes billiard balls.

Pool Sticks

Pool sticks are used to strike billiard balls. Real pool sticks are usually made of a hard wood, weigh anywhere from 17 to 23 ounces (21 or 22 is common), and have a soft tip on the end (where the stick contacts the billiard balls).

Spot The Ball

Spotting a ball means returning it to the table (Multimedia Pool does this automatically for you). In Eight Ball, balls must be placed behind the spot.

Pockets

Pockets are the 6 recepticles on the edge of the pool table which balls fall into during the course of a game.

Solids

Solids (or low balls) are the balls which are solid in color and numbered 1-7 (although the 8 ball is solid in color, it is not generally called a "solid" because of its special status in the game of Eight Ball).

Stripes

Stripes (or high balls) are the balls which are striped and numbered 9-15.

Cushion

The cushions (or rails) ring the perimeter of the pool table and are made of rubber so billiard balls will bounce off of them.

Rail

Rails (or cushions) ring the perimeter of the pool table and are made of rubber so billiard balls will bounce off of them.

Draw

Draw (or underspin) is a type of english which tends to make the cue ball return to its original spot after colliding with an object ball or cushion.

Scratch

A scratch generally occurs when the cue ball (the solid white ball) is inadvertently sunk into one of the pockets. After a scratch in eight ball, the cue ball is "spotted" on the table behind the spot and the player shooting must aim for a ball to the right of the spot. After a scratch in nine ball, the cue ball can be spotted anywhere on the table and the player can shoot on any ball he wishes.

In Multimedia Pool, you can move the cue ball after a scratch by moving the mouse cursor over the cue ball and then pressing and holding down the left mouse button while you drag the cue ball to a new location.

Break

The break (or opening break) is the first shot in a game of pool. The cue ball collides with the mass of balls arranged in a triangle or diamond, breaking the balls loose.

Sinking A Ball

Sinking a ball means knocking the ball into a pocket.

Pool

Pool (also called pocket billiards) is a generic term applied to a host of games played on a rectangular table with 6 pockets, a pool stick, and some balls. (Bumper pool is a variant game with 2 pockets and a number of bumpers).

Billiards

Billiards is a generic term applied to a host of games played on both a rectangular table with pockets (pocket billiards or pool) and a rectangular table with no pockets (carom billiards).

Cue Ball

The cue ball is the solid white ball. It is the only ball which the pool stick ever touches in Eight Ball, Nine Ball, or Straight Pool. The pool stick knocks this ball into the other balls on the table (the object balls).

Object Ball

The object balls are the numbered balls (1 through 15) which players attempt to knock into pockets via contact with the cue ball.

English

English (or spin) is applied to the cue ball by striking the cue ball off center with the tip of the pool stick. Striking the cue ball above center will apply top spin to the ball. Striking below center will apply under spin (or draw). Striking the cue ball left of center will induce a left spin on the ball, and striking it to the right of center will induce a right spin.

Triangle

The triangle (shaped like a triangle) is used to rack balls on a pool table in Eight Ball and Straight Pool. The 15 object balls are pushed tightly together into a triangle shape.

Diamond

The diamond (shaped like a diamond) is used to rack balls on a pool table in Nine Ball. The 9 object balls are pushed tightly together into a diamond shape.

Call Shots

In Eight Ball and Straight Pool, you usually are required to call your shots (that is verbally specify which ball you will sink in which pocket). In Multimedia Pool, you do this by clicking the mouse cursor over the ball you wish to sink and then clicking on the pocket you plan to sink it in. You must do this BEFORE you take your shot, of course.

Rack

When balls are "racked", they are tightly packed together in either a triangular configuration (as in Eight Ball and Straight Pool) or in a diamond configuration (as in Nine Ball).

Using the Keyboard

The program will operate without a mouse. However, you MUST have a mouse in order to
1. Grab and move balls.
2. Call balls and pockets.

If you don't have a mouse, don't select the CALL SHOTS option from the Eight Ball/Straight Pool options dialog box.

Then term "mouse" is used loosely in this on-line help to mean any Windows compatible pointing device (like a trackball or tablet).

The following keys can used instead of a mouse:

ENGLISH CONTROLS

LEFT ARROW puts left english on the ball.
RIGHT ARROW puts right english on the ball.
UP ARROW puts top english on the ball.
DOWN ARROW puts bottom english (backspin) on the ball.

MOVING THE POOL STICK

Pg Up moves the pool stick counter clockwise (slowly).
Pg Dn moves the pool stick clockwise (slowly).
Alt-PgUp moves the pool stick counter clockwise (quickly).
Alt-PgDn moves the pool stick clockwise (quickly).

INCREASE/DECREASE POWER

+(plus) key increases power.
- (minus) key decreases power .

SHOOT YOUR SHOT

S key takes the shot.

Speed of Pool Program

The program may seem slow when several balls are colliding at almost the same time (such as on the opening break) because the math involved in computing the trajectories of the balls (accounting for friction, spin, etc.) is quite complex. A math coprocessor will speed up these calculations tremendously.

If the animation seems slow (such as if you are running the program in Super VGA mode with a slow graphics card), you might try running the program (and Windows) in standard VGA mode. You can change the video mode Windows operates in by clicking on the Windows Setup icon and changing the display mode.

If the program slows to a crawl on the opening break in Eight Ball or Straight Pool as sound effects are played (and you have a ProAudio Spectrum card), select the More Options menu and turn "Rapid sound effects" OFF.

About Lifestyle Software Group

Lifestyle Software Group
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Some other Windows products from Lifestyle Software Group:

Multimedia Tarot (predict the future with animated Tarot cards and sound)
Visions: The Astrology System (charts, tables, natal horoscopes, daily horoscopes, maps and cities of the world)
DietPro (complete nutrient, diet, and exercise balancer).
Micro Kitchen Companion (organize your recipes!)

Please call for a complete listing of Lifestyle Software Group products. Several DOS titles are:

Fractal Paint Plus (a practical graphic tool set/paintbrush program--3D landscapes, Mandelbrot sets, Snowflakes, Collages, Cellular Automata).
Horizons (a complete geneology system).
Micro Bridge Companion (comprehensive system for all bridge players).
Personal Portfolio Companion (manage stock/investment/insurance holdings).
Fundwatch Plus (monitor mutual funds and growth investments).
Micro Wine Companion (a powerful database tool for wine inventory control).
Visions: The Astrology System for DOS

About the Author/Credits

I received my B.A. in physics from the University of Virginia in 1987 and currently reside in Saint Augustine, Florida. I've enjoyed the game of pool for several years and hope that Multimedia Pool will not only be fun to play in its own right but will improve your play on a real table. My own play has improved since writing this program. I believe that the program can teach you to "see" and line up makable shots, to choose shots in the best order, and to play defensively when the occasion calls for it.

If you like to show off a little with trick shots (on a real table), line them up first with the program in Practice Mode. The UNDO feature makes it easy to fine tune the ball alignments so that you can create truly impressive trick shots. Enjoy!

Some of my previous programs include **Multimedia Tarot**, **Visions: The Astrology System, Fractal Paint Plus**, **DietPro**, **Astrix**, **AstroQuest**, an employee scheduling program (not yet published), and a database program and 3D terrain analysis programs for the Department of Defense. I write primarily in the C programming language. I hope you enjoy **Multimedia Pool!**

A special thanks to the following people:

Elisabeth Williamson for doing the computer's voice.
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This program is dedicated to the memory of Laura Ann Smith, a friend whose compassion for others and zest for life inspired those around her. I was privileged to call her my friend.

   Jeffrey S Smith
   June 1993