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POOL

Maltese Joe's 3D Pool Challenge
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Amiga, Atari ST and Archimedes versions by
Orlando M. Pilchard.

When you see the table for the first time.

When you first take a look at 3D Pool, you may be slightly surprised to notice that there's no cue. This is because you don't need one! If, however, you take an imaginary line straight 'out' from the cue ball to the centre of the screen, this will suffice. This means that instead of moving your cue around the table, we have introduced a revolutionary twist - you move the table around the cue!

You start off looking down the table. Closest to you is a dark green line with a semi-circle in the middle which is called the 'D', with the cue ball placed somewhere within. Right down the other end of the table are the game balls, arranged neatly in a triangle, with the 8 ball (black) nestling in the middle. The table rotates clockwise and anti-clockwise, allowing you to change the direction of your shot, it also tilts up and down, allowing you to change spin strength and type (ie. top or back spin).

At the top of the screen, there are six tiny pool tables, each with an arrow on or near them, these are the icons you use to tilt and rotate the main table. Next to this is the 'reference ball', which is a cue ball with a little black cross on it (see below). Next comes the power-bar (which shows the strength of the shot), Then come two cue balls, one with a curly arrow pointing left and the other with an arrow pointing right. These are the 'swerve balls', which you use to apply 'swerve' to your shot. Finally, comes the **MENU** square which is used to bring up the selection menu during the game.

When a game is in progress (and a coloured ball has been potted) the coloured ball for player one is shown underneath the top row of icons, on the left, and player two's colour is shown on the right. Various other information is shown here, but more about that later.

A few things you should know about mice

The screen is divided into two areas as far as mouse control is concerned, the top part containing all the icons, and the rest - the table. The program uses both the mouse buttons on the ST and Amiga, and the leftmost two on the Archimedes. Generally, pressing the right mouse button will perform an operation once, and pressing (and holding) the left mouse button will allow you to continue the operation until you release it. Holding both buttons is usually the same as holding the left button down (only more so - ie faster).

All the game options have a little square (which resembles the **MENU** and **CONTINUE** squares) to their right - to select an option, simply move the pointer over the square and press the left mouse button.

The little pool table icons.

If you click one of these with the left button, the action you have selected will happen continuously (except up/down & in/out, where the table can only go so far). If you click with the right button, the action will be very fine and happen once. If you click and hold both buttons, the action will happen rapidly and continuously.

The reference ball - what does it do?

The cross on this ball shows you exactly where the cue is going to strike. It moves up and down when you tilt the table, or left and right when you apply swerve (see below). If the cross is close to the bottom, the ball will spin back, if the cross is to the left, the ball will spin left, etc.

This icon is also used to take the shot (click with the left button), and to flip the viewing angle by 180° (click with the right). Once a shot has been taken, if you click both buttons the shot will be played in super-fast mode.

The POWER BAR.

You can use this a number of ways. There is an arrow at each end of the bar and clicking either of these will increase or decrease the power respectively. You may also click the actual bar itself.

The MENU square.

If you click this with the left mouse button the menu will appear opaque in the middle of the screen (or transparent if you click with the right). Double click with the right button (while a menu is on the screen) will change between opaque and transparent. However, while balls are still rolling, menus will appear transparent.

The action of the mouse in the lower part of the screen.

If you click and hold the left button anywhere below the top row of icons, the cursor will turn into a diagonal cross. If you push the mouse away from or toward you, the table will tilt. If you move it left or right, the table will turn, click the left mouse button twice quite quickly, and you will take the shot. If you hold the right button down, you can similarly change the power (up or down) and side-spin (left or right). If you hold both buttons, pushing the mouse away from or towards you, you will zoom in or out of the table. Moving left and right will 'slide' the table, so you can view any part of it. When you release the buttons, the table will move so the white ball is back in the centre of the screen.

Playing the game

When the game has loaded, you will be presented with a menu. Each option on the menu can be selected by moving the mouse cursor over the square to the right of the option and clicking the left button. See below for an explanation of what happens when you click one.

MATCH TYPE

Tournament
Two player
Practice
Trick play
Demo mode

Click on the square at the top left hand corner of the menu box to start your selection. This square is referred to in the rest of the instructions as the **CONTINUE** square. Alternatively, you can exit from each menu (or submenu) by double-clicking the left mouse button.

Tournament

You start off in the quarter-finals, set against a randomly-chosen opponent. After playing the best of three games, you enter the semi-finals, again playing the best of three games. After that, winning the qualifying finals (this time the best of five games) will let you play *Maltese Joe* himself (Well, a computer version of him!)

VIEW PAIRINGS

Shows a list of opponents.

NEW TOURNAMENT

Will re-shuffle the opponents

During the game, clicking the **MENU** square when it is your turn will print up another menu.

CONCEDE GAME

Means you lose this game

Two player

You play against a friend, taking alternate 'visits'.

During the game, clicking the **MENU** square will print up another menu.

QUIT

Return to main menu.

Demo mode

This option allows you to view the particular playing skills of any two players.

CHANGE OPPONENTS

Randomly selects two players.

During the game, clicking the **MENU** square will print up another menu.

QUIT

Return to main menu.

Practice

You can practice as many times as you like against a particular opponent.

CHANGE OPPONENT

Runs through a list of possible

opponents (sadly

you can't practice against *Maltese Joe*).

During the game, clicking the **MENU** square when it is your turn will print up another menu.

STOP GAME

Returns you to the main menu.

CHANGE OPPONENT

You can change your mind in the middle of a game.

CONTINUE resumes play.

Trick Play (which deserves a whole long section all to itself)

Better than in real Pool, once you've tried a trick-shot, 3D Pool sets it back up exactly as it was! To 'solve' a trick-shot, you must pot all the yellow balls without fouling (i.e. hitting a red ball first). A clever combination of side and back (or top) spin usually 'does the trick!'.

TRICK NUMBER Select next trick (The trick number changes). The right hand mouse button decreases the trick number by one.

EDIT TRICK This allows you to design your own tricks (or edit existing ones) - See below.

RETAIN TRICK SHOT Keeps the trick you have just edited in memory. Clicking **CONTINUE** allows you to try out a trick.

During the trick, clicking the **MENU** square will bring up the main menu. Like anything that has a structure, trick shots has a certain 'logic' to them. Here's a description of some of the common patterns found (there are certainly many others; can you design new ones?)

(a) Goalhanger - a ball sitting on the edge of a pocket. Football fans will see the similarities here...the slightest passing touch and it'll jump in.

(b) Peashooter - two balls touching. Hit the back of one and the other flies off along the line passing through their centres. A favourite among real trick-shot players, because if you point them at a pocket, you can't miss!

(c) Cannon - a shot that glances off one ball and carries on moving. The term is used in billiards.

(d) Guard - a ball of set of balls whose function (in the trick-shot) is to stop a shot being possible. For example, a ball you have to swerve around, or a black sitting over a pocket (goal hanging).

(e) Chain - a line of balls that, if hit (in the right sort of way) at one end, cause the ball at the other end to move. In snooker terms, this is called 'a multi ball plant'.

(f) Plant - a ball (not the cue ball) hitting a second ball. A 'peashooter' is a special kind of plant (touching).

Trick-shot EDITOR

The controls for trick-shot editing are the same as you use for playing the game, but they do different things.

←→↑↓ Move viewing position (note this is different from the shooting position in edit mode-further explanation below)

Right Button Move current edit ball (the flashing ball) around the table, relative & **←→↑↓** to your viewing position. This is the same as moving the cue ball around the 'D'.

Right/Right Flip viewing position around.

Left/Left Try/test shot from last defined shooting point so, if you wish you can view a shot from a different angle).

There is a row of 16 balls across the top in edit-mode. The currently selected ball will be flashing. If it is flashing more 'on' than 'off', then the ball is active; otherwise it is disabled, and is not involved in the current trick shot. Click on a ball with the right mouse button to enable/disable it- or click on a ball with the left button to select it. If you click on the swerve balls at the top with the left button, the 'ball number' increases or decreases.

Shooting position for Trick-shots

The current shooting position is set up when you take a shot from within the trick-shot player.

Generally, the most effective way to design a trick-shot is to go into editing mode, move the cue ball to where you intend it should start from, then, in playing mode set up the power, angle and spin of the trick (even though the problem hasn't been set up). Then, in editing mode, when ever you double click the left mouse button, it will replay the shot from the angle that you have set up! It's quite nice to note that once you have solved a trick, you can view it from an entirely different angle using this method.

Placing the cue ball in the 'D' at the start of a game or after a foul.

Holding the right button down while moving the mouse moves the cue-ball around in the area allowed (ie the D). (This is the same mechanism used in the trick shot editor). When happy with the position, double click the left mouse button, and the cue-ball will be placed there - and the 'placing' message will disappear.

Swerve, what it does and how to do it.

When you apply swerve to your shot, you are actually making the cue ball spin on it's axis. This means that if you move the dot on the reference ball to the left, the ball will spin clock-wise, and the shot will curve right. The amount the shot deviates depends on how hard you hit the cue ball and how far across the reference ball you have moved the dot.

To produce swerve, simply click on either of the two 'swerve balls' at the top of the screen.

Choosing colours after potting two different balls after a break.

If players are still trying to establish their colours after a break, and someone pots one ball of each colour, the option will come up for them to choose. When a player has the option to choose, a dual-coloured ball with a little arrow in it will appear next to their icon. Before trying to pot the next ball, clicking this ball swaps colours. This can be done as many times as is necessary but once the shot is taken the colour is fixed. So make the most of it! If the last shot was also a foul, you can swap colours after the free-shot, as well as before.

When it's your turn to play

A flashing cue ball will appear next to your ball at the top of the screen. This ball will continue to flash until you fail to pot a ball of your colour, or play a foul shot.

When you play a foul shot

According to the rules, if you play a foul shot, your opponent will be awarded a free-shot. This is denoted by a 'free ball' sign, and an extra cue ball next to the player's colour at the top of the screen. The opponent will also be allowed to replace the cue ball anywhere in the 'D' - see above.

However, if on your (extra) free-shot, you pot a ball without fouling, you lose the extra shot. This is to encourage tactical play - you obviously didn't need the free-shot!

Loading the game

All your systems should be set up exactly as stated in the manuals. Remove all peripherals not connected with the running of the game, ie. cartridges etc.

Amiga 500/1000/2000

If your Amiga does not have Kickstart built in, insert your Kickstart disk at the prompt. At the Workbench prompt, insert the 3D Pool disk, label side up. The game will load and run automatically.

Atari ST

Insert the 3D Pool disk in the drive, label side up, and switch the computer on. The game will load and run automatically.

Archimedes

While holding SHIFT down, press and release the BREAK key - the program will then auto-run

Maltese Joe's 3D Pool Challenge

© Orlando M. Pilchard, Aardvark Software, 1989

BBC/Electron and CBM 64 versions by
Orlando M. Pilchard.

Spectrum, MSX and Amstrad CPC versions by
Jeff.

When you see the table for the first time.

When you first take a look at 3D Pool, you may be slightly surprised to notice that there's no cue. This is because you don't need one! If, however, you take an imaginary line straight 'out' from the cue ball to the centre of the screen, this will suffice. This means that instead of moving your cue around the table, we have introduced a revolutionary twist - you move the table around the cue! You start off looking down the table. Closest to you is a dark semi-circle which is called the 'D', with the cue ball placed in the centre. Right down the other end of the table are the game balls, arranged neatly in a triangle, with the 8 ball (black) nestling in the middle. The table rotates clockwise and anti-clockwise, allowing you to change the direction of your shot, it also tilts up and down, allowing you to change spin strength and type (ie. top or back spin).

When you first start a game, there is a flashing ball in the top left hand side of the screen (showing that it's player one's turn to play a shot). After players have chosen their colour (by potting a ball) then the colour for player one is shown here. Next is the name of the current player, then comes the 'reference ball'. There is a dot on this ball, which shows you where the cue is going to strike. This dot moves as you move the table, or apply 'swerve'. Then comes the power-bar (which shows the strength of the shot). It doubles as a message area (printing messages such as 'place the cue ball' or 'hmm...' when the computer player is thinking). Finally, comes a ball showing the colour the other player is to pot.

Playing the game

When the game has loaded, you will be presented with a menu. Each option on the menu can be selected by pressing the appropriate function key. See below for an explanation of what happens when you press one of these keys.

f1	INPUT TYPE	Toggles either keyboard or joystick
f3	MATCH TYPE	Runs through a list of...
		Tournament
		Two player
		Demo mode
		Practice
		Trick play

SPACE will start your selection.

Tournament

You start off in the quarter-finals, set against a randomly-chosen opponent. After playing the best of three games, you enter the semi-finals, again playing the best of three games. After that, winning the qualifying finals (this time the best of five games) will let you play Maltese Joe himself (Well, a computer version of him!)

- f5** VIEW PAIRINGS Shows a list of opponents.
- f7** NEW TOURNAMENT Will re-shuffle the opponents

During the game, pressing **QUIT** when it is your turn will print up another menu.

- f3** CONCEDE GAME Means you lose this game
- SPACE** resumes play.

Two player

You play against a friend, taking alternate 'visits'.

During the game, pressing **QUIT** will print up another menu.

- f3** QUIT Return to main menu.

Demo mode

This option allows you to view the particular playing skills of any two players.

- f5** CHANGE OPPONENTS Randomly selects two players.

During the game, pressing **QUIT** will print up another menu.

- f3** QUIT Return to main menu.

Practice

You can practice as many times as you like against a particular opponent.

- f5** CHANGE OPPONENT Runs through a list of possible opponents (sadly you can't practice against Maltese Joe).

During the game, pressing **QUIT** when it is your turn will print up another menu.

- f3** STOP GAME Returns you to the main menu.
- f5** CHANGE OPPONENT You can change your mind in the middle of a game.

SPACE resumes play.

Keyboard Controls

	BBC/Elec.	C64	MSX	Spectrum	Amstrad
←	Z	Z	Z	Z	Z
→	X	X	X	X	X
↑	:	:	K	K	K
↓	/	/	M	M	M
Strike	Return	Return	Enter	Enter	Enter
QUIT	ESC	RUN/STOP	ESC	BREAK	ESC
In	Cursor up	Cursor down	Cursor up	I	Cursor up
Out	Cursor down	Cursor right	Cursor down	O	Cursor

Note: Spectrum, Amstrad CPC and MSX users should use the keys 1,2,3 & 4 instead of f1, f3, f5 & f7.

Spectrum owners can change the colour of the screen by pressing 'C' and the colour of the border by pressing 'V', at any time.

Description of Controls

- ← Rotate table anticlockwise (move cue ball right in 'D')
- Rotate table clockwise (move cue ball left in 'D')
- ↑ Move cue up, providing bottom spin (move cue ball further away in 'D')
- ↓ Move cue down, top spin (move cue ball closer in 'D')
- U Flip viewing position around to other side of the table
- S Switch colours (see note below)
- In Zoom in (increase the size of the table)
- Out Zoom out (decrease size)
- Strike** (DOUBLE CLICK - Press the key quite quickly twice) Strike the cue ball
Hold down the **Strike** key at the same time as these keys to produce the desired effect...
- ↔ Adjust swerve left and right. The place where the cue will strike the cue ball is shown by a dot on the reference ball.
- ↑↓ Adjust power (power increases from left to right)
- Joystick** You may also use a joystick, with **FIRE** instead of **Strike**

Trick Play (which deserves a whole long section all to itself)

Better than in real Pool, once you've tried a trick-shot, 3D Pool sets it back up exactly as it was! To 'solve' a trick-shot, you must pot all the light coloured balls without fouling (ie. hitting a dark ball first). A clever combination of side and back (or top) spin usually 'does the trick'.

- F5** NEXT TRICK Select next trick (The trick number changes).
- F7** EDIT TRICK This allows you to design your own tricks (or
- SPACE** allows you to try out a trick.

During the trick, pressing **QUIT** takes you back to the main menu.

Like anything that has a structure, trick shots has a certain 'logic' to them. Here's a description of some of the common patterns found (there are certainly many others; can you design new ones?)

- (a) Goalhanger - a ball sitting on the edge of a pocket. Football fans will see the similarities here...the slightest passing touch and it'll jump in.
- (b) Peashooter - two balls touching. Hit the back of one and the other flies off along the line passing through their centres. A favourite among real trick-shot players, because if you point them at a pocket, you can't miss!
- (c) Cannon - a shot that glances off one ball and carries on moving. The term is used in billiards.
- (d) Guard - a ball of set of balls whose function (in the trick-shot) is to stop a shot being possible. For example, a ball you have to swerve around, or a black sitting over a pocket (goal hanging).
- (e) Chain - a line of balls that, if hit (in the right sort of way) at one end, cause the ball at the other end to move. In snooker terms, this is called 'a multi ball plant'.
- (f) Plant - a ball (not the cue ball) hitting a second ball. A 'peashooter' is a special kind of plant (touching).

Trick-shot EDITOR

The controls for trick-shot editing are the same as you use for playing the game, but they do different things.

- ←→↑↓** Move viewing position (note this is different from the shooting position- further explanation below)
- Strike and ←→↑↓** Move current edit ball (the flashing ball) around the table, relative your viewing position. This is the same as moving the cue ball around the 'D'.
- U** Flip viewing position.
- T** Try/test shot from last defined shooting point (so, if you wish, you can view a shot from a different angle).
- S** Save screen to trick-shot buffer (note: this is not to disk or tape, this fixes a version in memory). It makes a 'pocket' sound to acknowledge.
- A** Turn current ball 'on' or 'off'. An 'off' ball flashes differently to and 'on' ball (it appears less of the time - take a look on screen, you'll easily make the distinction). A trick-shot is played with the 'on' balls. The cue ball cannot be switched off (of course), but the black ball is optional
- Strike** (DOUBLE CLICK) Cycle to next ball (ie. change to edit a different ball's position).

Shooting position for Trick-shots

The current shooting position is set up when you press **SPACE** from the trick-shot menu ('playing mode' rather than 'editing mode'). The visual difference between playing and editing is the same as playing and placing the cue ball (within the 'D') - there is grey 'D' on the table, and a message where the power-bar usually is. Generally, the most effective way to design a trick-shot is to go into editing mode, move the cue ball to where you intend it should start from, then press **QUIT** and go into playing mode, where you can set up the power, angle and spin of the trick (even though the problem hasn't been set up). Then press **QUIT** and go into editing mode - when you press **T** from here, it will play the shot that will finally solve the trick. It's quite nice to note that once you have solved a trick, you can view it from an entirely different angle using this method.

Placing the cue ball in the 'D' at the start of a game or after a foul.

To place the cue ball exactly where you want it in the 'D', use the rotate and cue up/down controls with **Strike** held down. The rotate controls will move the cue ball left and right, and the cue controls will move the ball up and down the table (away from you or toward you).

Swerve, what it does and how to do it.

When you apply swerve to your shot, you are actually making the cue ball spin on it's axis. This means that if you move the dot on the reference ball to the left, the ball will spin clock-wise, and the shot will curve right. The amount the shot deviates

depends on how hard you hit the cue ball and how far across the reference ball you have moved the dot.

Strike and Apply swerve (Move the dot on the reference ball left and right)

← →

Choosing colours after potting two different balls after a break.

If players are still trying to establish their colours after a break, and someone pots one ball of each colour, the option will come up for them to choose. Before trying to pot the next ball, pressing **S** swaps colours. This can be done as many times as is necessary but once **Strike** is pressed (to take the shot) the colour is fixed. So make the most of it!

If the last shot was also a foul, you can swap colours after the free-shot, as well as before.

When it's your turn to play

A flashing cue ball will appear next to your ball at the top of the screen. This ball will continue to flash until you fail to pot a ball of your colour, or play a foul shot.

When you play a foul shot

According to the rules, if you play a foul shot, your opponent will be awarded a free-shot. This is denoted by two cue balls next to the player's colour at the top of the screen. The ball closest to the centre of the screen flashes. The opponent will also be allowed to replace the cue ball anywhere in the 'D' - see above.

However, if on your (extra) free-shot, you pot a ball without fouling, you lose the extra shot. This is to encourage tactical play - you obviously didn't need the free-shot!

Loading the game

All your systems, whether they be disk or tape should be set up exactly as stated in the manuals. Remove all peripherals not connected with the running of the game, i.e. cartridges etc. Your cassette or disk should be inserted in the loading device with the label side up.

BBC/Electron

Tape: Type **CHAIN""**. Press **Return** then press **PLAY**.

Disk: Press (and then release) **BREAK** whilst holding down either of the **SHIFT** keys.

Commodore 64/128

Tape: Press **RUN/STOP** whilst holding down either of the **SHIFT** keys. The press **PLAY**.

Disk: Type **LOAD"" ,8,1**. Press **RETURN**.

Spectrum 48/128/+2/+3

Tape: If you have a 128k machine, select 48k BASIC from the menu. Type **LOAD""**. Press **ENTER** then press **PLAY**.

Disk: Select **Loader** from the menu.

Amstrad 464/664/6128

Tape: Press **CTRL** and the small **ENTER** enter together, then press **PLAY**.

Disk: Type **RUN"DISK"**. Then press **RETURN**.

MSX

Tape: Type **BLOAD"CAS:" ,R**. Press **RETURN**, then press **PLAY**.

Disk: Insert the disk in the drive, then switch the computer on. The game will load and run automatically.





MONTE CARLO 8 BALL VS. AMERICAN 8 BALL

This is no ordinary 8 Ball... this is how the game is played in Monte Carlo. It's subtler. A little more strategic. Some say it's more sophisticated as well. Here are the differences you'll need to know!

1. BEFORE BEGINNING PLAY

- (a.) In the Monte Carlo game, the rack is referred to as a "frame."
- (b.) Putting "English" or "backspin," "topspin" or "sidespin" on the ball is known in Monte Carlo play simply as "bottom," "top" or "side."
- (c.) Balls are racked exactly as they're racked in the American version, with the 8 ball in the center of the triangle. But in the American version, the apex ball (the ball closest to the cue ball) is placed on the foot spot. Monte Carlo rules specify that the 8 ball be placed on the foot spot instead.

2. OPENING BREAK

- (a.) American rules allow the cue ball to be placed anywhere behind the head string for the opening break. Monte Carlo rules require the cue ball to be on or in the "D."
- (b.) American rules specify that unless a ball is pocketed, 4 balls are required to hit the rail after a break; Monte Carlo rules require only that if no ball is pocketed 2 balls must go to the rail.
- (c.) American rules specify that the choice of stripes or solids is determined when a player legally pockets more balls from one group than the other. The group from which the greater number of balls was pocketed is the shooting player's group. Only if he has pocketed an equal number of balls from both groups must the player specify his group. Monte Carlo rules require that if a player pockets balls from both groups, even if he has pocketed more from one group than the other, he must specify ("nominate") his choice of group before play continues.

3. FOULS

- (a.) In American rules, when a player commits a foul the opposing player takes over and begins his turn from anywhere behind the head string and may shoot only at balls in front of the head string. Monte Carlo rules specify that following a foul, the opposing player gets at least two shots, even if he misses his first. For the first shot the cue ball must be placed on or in the "D" and can be aimed at any ball on the table.
- (b.) Unlike American rules, which specify that 3 fouls in a row loses the game, there is no limit to the number of fouls allowed under Monte Carlo rules.

