3D POOL

A STUNNINGLY REALISTIC TRUE TO LIFE 3D POOL SIMULATION.

The first 3-dimensional computer Pool game that lets you view the table from almost any angle you choose!

"The most realistic pool game yet released...it's almost as if you were looking at a real table! Its a definite 'must buy'"
C&VG (CBM 64/128)

"You start playing, and you just can't stop it's hugely addictive...Definitely worth cueing for!"
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AA RAVE.

CBM 64/128

CBM 64/128

AMSTRAD

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3D POOL

LOADING THE GAME

Your system should be set up correctly. Remove all peripherals not connected with running the game. ie. cartridges etc. Your cassette should be inserted in the loading device with the label side up.

COMMODORE 64/128
Tape: Press RUN/STOP whilst holding down either of the SHIFT keys. Then press PLAY.

SPECTRUM 48/128/+2
Tape: If you have a 128k machine, select 48k BASIC from the menu. Type LOAD"". Press ENTER then press PLAY.

AMSTRAD 464/664/6128
Tape: Press CTRL and the small ENTER together, then press PLAY.

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 anticlockwise, 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 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 OPPENENTS 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

	C64	Spectrum	Amstrad CPC
Left	Z	Z	Z
Right	X	X	X
Up	:	K	K
Down	/	M	M
Strike	Return	Enter	Enter
QUIT	RUN/STOP	BREAK	ESC
In	Cursor down	I	Cursor up
Out	Cursor right	O	Cusor down

Note: Spectrum and Amstrad CPC users should use the keys 1, 2, 3 & 4 instead of F1, F3, F5 & F7.
Spectrum owners can change the colour of the table by pressing 'C' and the colour of the border by pressing 'V', at any time.

DESCRIPTION OF CONTROLS

Left   Rotate table anticlockwise (move cue ball right in 'D')
Right   Rotate table clockwise (move cue ball left in 'D')
Up   Move cue up, providing bottom spin (move cue ball further away in 'D')
Down   Move cue down, top spin (move cue ball closer in 'D')
U   Flip viewing position around to the other side of the tables
S   Switch colours (see note below)
In   Zoom in (increase the size of 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...
Left/Right   Adjust swerve left and right. The place where the cue will strike the cue ball is shown by a dot on the reference ball.
Up/Down   Adjust power (power increases from left or 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 the next trick (The trick number changes).
F7   EDIT TRICK This allows you to design your own tricks (or edit existing ones) - See below.
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?)

TRICK-SHOT EDITOR
The controls for trick-shot editing are the same as you use for playing the game, but they do different things.
Left/Right/Up/Down   Move viewing position (note this is different from the shooting position - further explanation below).
Strike and Move   current edit ball (the flashing ball) around
Left/Right/Up/Down   The table, relative to your viewing position. This is the same as moving the cue ball around the 'D'.
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 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 an 'on' ball (it appears less of the time - take a look on screen, you'll easily make the distinction). A trick-shot is played without 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') 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 the 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 for 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 swop 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 balls next to the player's colour at the top of the screen. The ball closest to the centre of the screen flashes. You 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!

ISTRUZIONI DI CARICAMENTO

CASSETTA CBM 64/128
Premi contemporaneamente i tasti SHIFT e RUN/STOP. Premi PLAY sulla piastra di registrazione e segui i solleciti dello schermo.