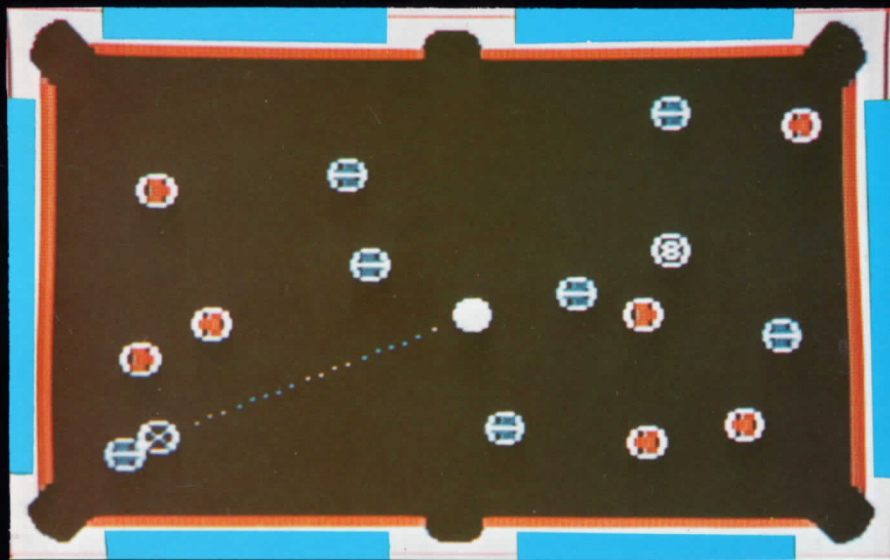


POOL 1.5



PRESENTED BY
INNOVATIVE DESIGN SOFTWARE, INC.

*The first HIRES Pool Table
Simulation ever offered for the ATARI*

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SECTION I. INTRODUCTION

Welcome to pool. Many months of sophisticated machine language graphics programming have gone into making this one of the finest HIRES animated graphics games ever written for the ATARI. IDSI is dedicated to bringing you the best in ATARI software. We hope you enjoy POOL 1.5.

SECTION II. HARDWARE.

The diskette provided will boot on any ATARI system with 48K of RAM. POOL 1.5 was designed to run on either a color or black and white video display.

SECTION III. LOADING & GETTING STARTED

Boot the POOL 1.5 diskette with all cartridges removed. When the program has been loaded, the pool table will come up on the screen and will ask:

HOW MANY FOR POOL (1-4)?

From this point on, there will be no more disk access.

You may enter the "Demo" mode here simply by pressing "D". To leave the Demo mode, press "ESC".

At this point you should decide the order of play, for the program will cycle through the players in the order in which they are entered.

Now enter a number from 1 to 4 and give the names of the player(s).

Game selection. You can choose from four games:

- | | |
|---------------|------------------|
| 1. Eight ball | 3. Straight Pool |
| 2. Rotation | 4. Nine ball. |

If you are not familiar with the rules for these games, they will be discussed a little later. For now, Straight Pool is recommended as the easiest to learn with.

SECTION IV. MODES OF PLAY

You can play POOL 1.5 either from your ATARI keyboard or from a pair of game paddles plugged into controller jack #1. Upon initially booting, "Keyboard Mode" is in effect, but "Paddle Mode" may be activated at any time by pressing the "K" key. The "K" key is actually a toggle key which allows you to switch back and forth between the two modes of play. In "Paddle Mode", Paddle #1 will be used if there are 1 or 3 players. If there are 2 or 4 players then each player (or pair of players) will use a separate game paddle.

SECTION V. FIRST BREAK

POSITIONING THE BALL

The player who goes first will be offered the chance to position the cue ball (the white one). This is the ball you will shoot with. Positioning is done as follows:

Keyboard Mode

1. The "←" and "→" keys control direction of movement.
2. Holding the "S" key down causes movement in the selected direction.

Paddle Mode

1. The paddle controls direction of movement.
2. Pressing the paddle button causes movement in the selected direction.

During positioning, you should note the projected dotted line emanating from the cue ball. (The "ghost ball" at the end of the aiming line is discussed below.) This is the cue for aiming; it tells which direction the ball will go for positioning and shooting. Once positioning is completed, the space bar should be pressed to prepare to shoot.

You now have control over the following parameters:

1. AIM
2. SPEED
3. ENGLISH

These are cycled through by striking the space bar. The active parameter will be displayed in inverse.

AIMING THE CUE BALL

You will begin in AIM mode with 128 directions available, and the aiming line will show where the cue ball will go if shot. Sometimes there isn't enough room between balls to show the aiming line and the "ghost ball", so you will see a "+" mark instead. The purpose of the "ghost ball" at the end of the aiming line is to project how the cue ball will strike the target ball. Seeing the geometry of the projected moment of impact will help you decide how to aim.

SPEED OF THE CUE BALL

Striking the space bar now will put you in SPEED selection. Use your keyboard or rotate your game paddle to select a speed from 1 to 8. Speed 1 is a nudge, speed 8 is a very strong hit, the kind that often results in balls on the floor in real pool.

ENGLISH

Another strike of the space bar gives you a chance to add ENGLISH to the shot. The sense of the ENGLISH is where you strike the cue ball. For example, top left ENGLISH would be equivalent to striking the cue ball on the top, near the left, as seen from behind the ball. Again, ENGLISH selection is accomplished from either the keyboard or game paddle, depending upon the mode that you are in.

SHOOTING

Of course, if you like all the values already displayed, you may shoot at any time by pressing the "S" key if in "Keyboard Mode" or by pressing the paddle button if in "Paddle Mode".

SCRATCHING

If you pocket the cue ball, it is called a scratch. POOL 1.5 will allow the re-positioning of the cue ball anywhere on the table, but if it is placed (in violation) inside the head line, there will be a beeping sound as a warning of the violation.

SECTION VI. COMMANDS

There are commands that control the game and make it more fun. These are single letter keys struck from the keyboard during the game without a RETURN. They are:

A = AIM

Toggles between coarse aim (128 directions in 360 deg) and fine aim (plus or minus 32 finer directions from the last coarse position). Note that in going to fine aim, the direction line will jump slightly forcing you to re-aim. Thus, it doesn't pay to get too finicky in coarse aim unless you like to shoot from coarse aim.

B = BEGIN

Allows you to play the same game again, play a different game, or select new players. This key **MUST** be used in order to begin a new game after any game has ended.

C = COLOR

Toggles between colored balls or numbered balls. This can only be done when the table is visible. Some games, like rotation, require seeing the numbers. For other games, where the numbers are not important, you may prefer seeing the balls in color.

ESC = SCORE

Pressing the "ESC" Key will display the scoreboard. Pressing the "ESC" again, will return you to the game. This display contains game totals, player's names, and a summary of commands.

F = FRICTION

Determines the rate at which the balls decelerate. FRICTION = 1 would be like playing on a table with no cloth. FRICTION = 3 is normal. FRICTION = 5 causes a severe deceleration.

K = KEYBOARD/PADDLE

Toggles back and forth between the Keyboard and Paddle modes of play.

M = MOTION

Determines the speed of the action. It is fast, normal, or slow motion and is independent of the friction value. Think of it as a clock that determines how fast things happen, but not how they happen. The ball interaction and physics remain the same. This can be changed at anytime.

N = NEXT PLAYER

This is used to skip a player's turn if he relinquishes his turn either by the rules or voluntarily. The option to reposition the cue ball is offered.

R = REPLAY

Repositions all the balls to just before the last shot and allows a replay of the shot.

T = TERMINATE

This key stops all action and stops the balls at the point where they are when the key is pressed. They lose all energy of motion. Control is returned to the same player.

SECTION VII. BALL PHYSICS

The simulated motion of the balls has been made very realistic. Some examples are:

Bowling ball effect. When a moving ball strikes a stationary ball of the same mass with no ENGLISH, all the energy is transferred to the ball at rest. This can happen if a cue ball strikes several balls in a line which are touching. Only the ball on the far end leaves.

Pocket bounce. It is possible in real Pool to have a ball strike a pocket slightly off-center and bounce back out. This can also happen in POOL 1.5. A ball can also strike a corner pocket parallel to a bumper and bounce back out. Replaying the same shot (via the "R" key) at a lower speed may allow the ball to be sunk.

Warning: Generally, if you can send the aiming line between two balls, the cue ball will make it through. Very rarely, in a tight situation, the cue ball may interact with one of the balls as it grazes it.

SECTION VIII. DESCRIPTION OF GAMES

For those not familiar with the different games of Pool, a short description follows. POOL 1.5 supervises these games and, to a minimum extent only, enforces basic rules. This is to allow some variation for personal preference.

Straight Pool

Turns rotate among the players until all the balls are sunk. As long as a player sinks a ball, he may continue to shoot. On the first miss or after a scratch, the next player's turn comes up.

After all balls are sunk, the player(s) having sunk the most balls wins the "game". Play can continue by pressing the "B" key. The last person to sink a ball will break the new rack. You'll have to decide ahead of time how many games wins the match.

Rotation

The lowest numbered ball on the table must be struck first by the cue ball. This is, the next ball in numerical order is the "object ball."

If you strike the object ball first, you get points for all balls pocketed regardless of pocketing the object ball. The number of points earned is the sum of the numbers on the balls sunk. A miss (failure to pocket a ball) or a failure to hit the object ball first retires that player from the inning and the turn is passed to the next player. If balls are pocketed illegally, the program will provide a chance to return them to the table.

Each game is won by the player having the most points.

Eight Ball

If the first player to shoot pockets any ball on the break, his group of "high balls" (9-ball through 15 ball) or "low balls" (1-ball through 7 ball) is determined by the number on the 1st ball sunk. He must then pocket all balls in his group before he is entitled to shoot at the eight ball. If the break is unsuccessful, the next players have high or low choice until the first ball is sunk.

A player's turn continues as long as he sinks one or more balls from his group.

When all the balls in his group have been legally pocketed, the players may shoot at the eight ball. While shooting at the eight ball, the player loses if he scratches.

The player also loses at any time if he sinks the 8-ball before the others in his group.

Nine ball

Nine ball is very similar to Rotation. However only nine balls are used and one point is scored each time the nine ball is sunk. When this happens, the nine ball will be automatically returned to the table. All other rules of rotation apply.

SECTION IX. A SIMPLE EXAMPLE USING KEYBOARD MODE

- 1ST. Boot POOL 1.5 Diskette.
- 2ND. Answer the question:
"How many for pool (1-4)?"
With a "1".
- 3RD. Enter your name.
- 4TH. Answer the question:
"Please select game (1-4)"
With a "3".
- 5TH. Use " \leftarrow " and " \rightarrow " to aim cue ball.
Press "S" key to move cue ball
in direction of aim.
- 6TH. Press space bar.
- 7TH. Use " \leftarrow " and " \rightarrow " to aim.
- 8TH. Press "S" key to shoot.
- 9TH. After this you may merely
repeat steps 7 and 8.
- 10TH. If you scratch, repeat
steps 5 through 8.

SECTION X. A SIMPLE EXAMPLE USING PADDLE MODE

- 1ST. Boot POOL 1.5 Diskette.
- 2ND. Answer the question:
"How many for pool (1-4)?"
With a "1".
- 3RD. Enter your name.
- 4TH. Answer the question:
"Please select game (1-4)"
With a "3".
- 5TH. Press "K" key.
- 6TH. Rotate Paddle #1 to aim cue
ball. Hold button down to
position cue ball.
- 7TH. Press space bar.
- 8TH. Rotate Paddle #1.
- 9TH. Press button to shoot.
- 10TH. After this you may merely repeat
steps 8 and 9.
- 11TH. If you scratch, repeat steps 6 through 9.

SECTION XI. SUGGESTIONS

IDSI welcomes any comments or suggestions which may help us improve the quality of this product. Please send responses to:

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SECTION XII. WARRANTY

IDSI makes no warranties regarding Pool 1.5, its suitability or fitness for any purpose. The user shall be the sole determiner of the suitability of this program for any purpose. IDSI assumes no responsibility for financial loss of any kind resulting from the use of this program. Pool 1.5 is restricted to private, non-commercial use. All commercial rights are reserved.

IDSI warrants that the diskette supplied with Pool 1.5 shall be free from manufacturer's defect for 30 days after purchase. Defective diskettes will be replaced at no charge if returned within the warranty period. After such time, diskettes will be replaced for \$5.00.

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IMPORTANT

FOR PRECISE AIMING:

**The "A" key should
be used to toggle back
and forth between
the normal and fine
aim modes.**

**Use "ESC" key
for menu.**

IMPORTANT
