



**CLASSIC GAMES**

# **VIDEO POOL**

Written by James Hutchby

## LOADING

Insert the supplied cassette tape into your tape player, enter LOAD " " and press play. The program will take about 2 minutes to load and will auto-start.

## INTRODUCTION

Welcome to VIDEO POOL a realistic simulation of the popular full size game, which you can play easily in your own lounge. Features of the game include flicker-free movement of the balls and true playing angles.

To win the game you must pot the five numbered balls on the table, without losing lives. Playing is easy. A cross wire cursor can be moved around the cushion bordering the table and the cue ball is automatically directed towards it when a player takes a shot.

Points are scored for each ball potted (except of course the cue ball, which counts as a foul). The points for a ball are calculated as a multiple of the frame number, the ball number, and the pocket number, times ten.

A ball must be potted before the shot count (shown top right on screen) reaches zero. A warning bleep sounds before the last shot. Failure to pot a ball after five shots results in the loss of one of your three lives.

Fewer shots are available to pot a ball as the game progresses to higher and more skilful frames. Failure to strike any ball or potting the cue ball are fouls and are penalised by the loss of a life.

OCP hope you enjoy VIDEO POOL, but the company cannot take any responsibility for injuries sustained as a result of 'hustling' other players!!!

To begin a game, press 'B' from the main menu.

## CONTROLS

After loading, controls are the three keys at the bottom right-hand corner of the Spectrum keyboard, namely 'M', SYMBOL SHIFT (abbreviated as 's/s') and SPACE. The 'M' key moves the cross-wire cursor to the left, the SYMBOL SHIFT key moves the cursor to the right, and the SPACE key acts as a fire button.

The left and right keys move the cursor to the left or right as stated, but they move it **BY THE SHORTEST ROUTE** – in other words, clockwise or anti-clockwise around the table depending on its position. This may seem confusing at first, but a little experimentation with the keys will soon clarify things. With a joystick selected (see below), it is much easier to move the cursor, as it responds to all four positions of the stick.

After moving the cursor to the required position, **HOLD DOWN** the fire key, and a power bar at the top of the screen starts growing. The point at which you release the fire key then determines the strength of shot. Release the fire key when the power bar is short, and you get a weak shot. Release the fire key when the power bar is long, and you get a strong shot. Note that the cue ball moves **TOWARDS** the cursor when the fire key is released, and not away from it.

The **BREAK** key (**CAPS SHIFT + SPACE**) aborts a game and returns you to the main menu.

**VIDEO POOL** can be re-configured for any combination of keys on the keyboard – simply press 'R' from the main menu and follow the on-screen prompts. The program supports Sinclair Interface II joysticks (left and right sockets), Kempston Interface joysticks and Cursor joysticks. Cursor joysticks use the arrow keys (unshifted 5 to 8) and any other key to fire. To select a joystick, press 'I', 'J' or 'C' from the main menu. To reselect the keyboard, press 'K'.

## TWO PLAYERS

For a two player game, press '2' from the main menu, and then 'B' to begin. Note that each player plays with his, or her, own set of balls. To reselect the one player game, press '1' from the main menu.

## **VARIATIONS**

Three game variations and two pocket sizes are available:

**Standard game** – This is the easiest game and is the one selected when VIDEO POOL is first loaded. In this game you can pot the balls in any order and in any of the pockets.

**Variation 1** – This game is a little harder (although you are allowed an extra two shots per ball). You must pot the balls in numeric order, the '1' ball first, then the '2' ball, and so on, finishing with the '6' ball. Pot a ball out of sequence however, and you lose one of your lives.

**Variation 2** – This is the hardest of the three. You must pot the balls in their own pockets, the '1' ball in the '1' pocket, the '2' ball in the '2' pocket, and so on, but in any order. You have an extra three shots per ball to do this, but note that the numbers on the pockets move around each frame. If you pot a ball in the wrong pocket, you lose a life.

To select a game variation, press 'V' on the main menu to bring up a subsidiary menu, and then press 'S', '1' or '2'. To select small or large pockets, press 'S' or 'L' as appropriate from the main menu.

## TABLE EDITOR

VIDEO POOL features a unique facility whereby you can alter or 'edit' the positions of the balls on the table. This editor can be used, for example, for practice play, or for setting up trick shots.

Press 'E' from the main menu to select the editor. You can then use your joystick to move a cross-wire cursor in eight directions around the screen. (If you haven't selected a joystick from the main menu, you must use the cursor keys.) Move the cursor onto a ball, and press fire to 'pick' it up. The cursor will disappear, and you can then move the ball around the table with your joystick. Move the ball to wherever you want it to be, and then press fire again to 'drop' it. To remove a ball from the table (but not the cue ball), simply push it down a pocket. To reselect an off-table ball, move the cursor onto it, press fire, and the ball will reappear on the centre of the table.

Moving the cursor to the box marked 'reset' and pressing fire, resets the ball in their triangle positions. Moving the cursor to the box marked 'play', and pressing fire, starts the game. Play as normal but without the complications of points, lives etc. The BREAK key (CAPS SHIFT + SPACE) can be used to get back to the main menu.

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