

POOL

HELP FILE



Welcome to the **POOL Help File**.

Pool features 7 exciting versions. Practice your skills, play a friend or take on the Guru!

This help file contains instructions for the following games:

- Practice Only
- 8 Ball
- 9 Ball
- Cutthroat
- 3 Ball
- 14.1
- American

Click on the game title on the left to jump to the instructions.

INTERFACE

Select the Game to play by clicking the corresponding button.

- 8 Ball
- 9 Ball
- Cutthroat
- 3 Ball
- 14.1
- American

You can also select Practice to practice your skills. In Practice mode, you can move balls around, replace pocketed balls and use any ball as the cue ball. Select Options to change Game setting and customize your table, balls and cue. Select Exit to leave the current game.

PRACTICE ONLY

- You can select any ball as the cue ball by clicking on it.
- Aim the cue stick by dragging it with the left mouse button or with the up/down arrow keys.
- Set English (spin) with the English control.
- Set the shot power by dragging the cue with the right mouse button, with the power control or with the left/right arrow keys.

Balls can be moved anywhere on the table, and placed back on the table after being pocketed.

8 BALL

Sink your balls, and then sink the 9 ball!

- Each player will have a set of balls: Solids (low balls 1-7) or Stripes (high balls 9-15)
- Sets are determined when the first ball is sunk after the break.
- Sink your balls, and then sink the 8 ball. The first player to sink the 8 ball on a legal shot wins.
- It is a foul to sink the 8 ball on the break (unless player changes these in options/custom rules); if this occurs the 8 ball is placed back on the table.
- A player may sink balls from his set in any order.
- It is a foul if the player strikes the 8 ball or another player's ball first.
- A player must "call" the Pocket for the 8 ball (unless player changes this in options - custom rules).
- Don't sink the 8 ball out of turn.
- Game rules are based on World Standard Rules, with minor changes to reflect the computer environment. Individual rules may be changed in Options/Custom Rules.

The Break

- A player is chosen at random for the first break.
- Subsequent breaks are handled by the winner of the previous round.
- The Cue Ball may be placed anywhere behind the Head String (left side of table) before the break.
- A "Good" Break has at least 1 ball pocketed or 4 balls hitting a rail; a "Bad" Break is a Foul.
- A player continues shooting if at least 1 ball is pocketed.

9 BALL

Sink the 9 Ball!

- Balls must be struck in order, from 1 through 9. A Player may sink any Ball at any time, as long as the first Ball struck is sequentially next.
- A lower Ball may be used to sink a higher Ball, including the 9, as long as the lower Ball is sequentially next.
- Don't sink the 9 Ball out of order!
- If a Player strikes a Ball out of order, it is a Foul.
- The first Player to sink the 9 Ball on a legal shot wins. A legal shot is defined as one in which the first Ball struck was sequentially next.
- It is a foul to sink the 9 ball on the break (unless player changes this in options /custom rules); if this occurs the 9 ball is placed back on the table.
- Balls must be struck (and sunk) in sequential order, from the 1 Ball to the 9 Ball. Play moves from one Ball to the next when it is sunk.
- All Balls pocketed, except the Cue Ball remain in the Pocket.
- In the event of a Foul, play rotates to the next Player who may place the Cue Ball anywhere before shooting.
- If a Player commits 3 Fouls in a row, he loses.
- Pocketing the Cue Ball (a Scratch) is a Foul.
- If a Ball is sunk on a Legal Shot, the Player continues to shoot; if not, play rotates to the next Player.
- Game rules are based on World Standard Rules, with minor changes to reflect the computer environment. Individual rules may be changed in Options/Custom Rules.

The Break

- A player is chosen at random for the first break.
- Subsequent breaks are handled by the winner of the previous round.
- The Cue Ball must strike the 1 Ball (Solid Yellow) on the Break.
- The Cue Ball may be placed anywhere behind the Head String (left side of table) before the break.
- A "Good" Break has at least 1 ball pocketed or 4 balls hitting a rail; a "Bad" Break is a Foul.
- A player continues shooting if at least 1 ball is pocketed.

CUTTHROAT

Sink your opponent's balls before they sink yours!

- Each Player selects or is assigned a set of Balls.
- Try to keep your Balls from being pocketed.
- Opponent's balls can be pocketed in any order.
- A Player is "eliminated" when he has no Balls on the Table.
- The last Player to have balls on the Table wins!
- Play continues until only one Player has balls remaining on the Table.
- Each legal shot must hit an Opponent's ball first.
- Any time an Opponent's balls are not pocketed legally, they are replaced on the Table.
- All Balls pocketed, except the Cue Ball, remain in the Pocket.
- In the even of a Foul, one ball for each Opponent is replaced on the Table, and play rotates to the next Player who may place the Cue Ball anywhere before shooting.
- Pocketing the Cue Ball (a Scratch) is a Foul.
- Hitting your own Ball before an Opponent's is a Foul.
- If a Ball is sunk on a Legal Shot, the Player continues to shoot; if not, play rotates to the next Player.
- Balls can be pocketed in any order.
- Game rules are based on World Standard Rules, with minor changes to reflect the computer environment. Individual rules may be changed in Options/Custom Rules.

The Break

- A player is chosen at random for the first break.
- Subsequent breaks are handled by the winner of the previous round.
- The Cue Ball may be placed anywhere behind the Head String (left side of table) before the break.
- A player continues shooting if at least 1 ball is pocketed.

3BALL

Sink the 3 all!

- Balls must be struck in order, from 1 through 3.
- A lower Ball may be used to sink a higher Ball, including the 3, as long as the lower Ball is sequentially next. A Player may sink any Ball at any time, as long as the first Ball struck is sequentially next.
- Don't sink the 3 Ball out of order!
- If a Player strikes a Ball out of order, it is a Foul.
- The first Player to sink the 3 Ball on a legal shot wins. A legal shot is defined as one in which the first Ball struck was sequentially next.
- It is legal to sink the 3 Ball on the break (unless player changes this in options-custom rules).
- Balls must be struck (and sunk) in sequential order, from the 1 Ball to the 3 Ball. Play moves from one Ball to the next when it is sunk.
- All Balls pocketed, except the Cue Ball remain in the Pocket.
- In the event of a Foul, play rotates to the next Player who may place the Cue Ball anywhere before shooting.
- Pocketing Cue Ball (a Scratch) is a Foul.
- If a Ball is sunk on a Legal Shot, the Player continues to shoot; if not, play rotates to the next Player.
- Game rules are based on World Standard Rules, with minor changes to reflect the computer environment. Individual rules may be changed in Options/Custom Rules.

The Break

- A player is chosen at random for the first break.
- Subsequent breaks are handled by the winner of the previous round.
- The Cue Ball must strike the 1 Ball (Solid Yellow) on the Break.
- The Cue Ball may be placed anywhere behind the Head String (left side of table) before the break.
- A player continues shooting if at least 1 ball is pocketed.

14.1 CONTINUOUS

Call your shots and sink balls to score points!

- Each shot must be “called” by selecting the Ball and the Pocket it will go in.
- Balls can be pocketed in any order.
- Points are earned for each legal shot. The first Player to reach the points goal wins!
- When only 1 Ball remains on the Table, the other 4 will be re-racked before the Player continues shooting.
- All Balls pocketed, except for the Cue Ball, remain in the Pocket.
- In the event of a Foul, play rotates to the next Player who may place the Cue Ball anywhere before shooting.
- Pocketed the Cue Ball (a Scratch) is a Foul.
- If a Ball is sunk on a Legal Shot, the Player continues to shoot; if not, play rotates to the next Player.
- Game rules are based on World Standard Rules, with minor changes to reflect the computer environment. Individual rules may be changed in Options/Custom Rules.

Scoring

- A player is chosen at random for the first break.
- 1 point is earned for each additional ball that goes into a pocket after the initial Legal shot.
- 1 point is deducted for each Foul.
- 3 consecutive fouls deducts 15 penalty points from your score and balls are returned into the rack.
- 0 points are earned if no Legal shot is made, regardless of how many balls are pocketed.

The Break

- A player is chosen at random for the first break.
- Subsequent breaks are handled by the winner of the previous round.
- The Cue Ball may be placed anywhere behind the Head String (left side of table) before the break.
- A player continues shooting if at least 1 ball is pocketed.

AMERICAN

Sink balls to score points!

- Any ball can be the Cue Ball – Simply select it before each shot!
- Balls can be pocketed in any order.
- Points are earned for each Legal shot.
- The first Player to 8 points wins!
- All Balls pocketed remain in the Pocket.
- In the event of a Foul, play rotates to the next Player who may select any ball as the Cue ball.
- Balls can be pocketed in any order.
- Pocketing the Cue Ball (a Scratch) is a Foul.
- If a Ball is sunk on a Legal Shot, the Player continues to shoot; if not, play rotates to the next Player.
- Game rules are based on World Standard Rules, with minor changes to reflect the computer environment. Individual rules may be changed in Options/Custom Rules.

Scoring

- 1 point is earned for each ball pocketed.
- 1 point is deducted for each Foul.
- 0 points are earned if no balls are pocketed.

The Break

- A player is chosen at random for the first break.
- Subsequent breaks are handled by the winner of the previous round.
- The Cue Ball may be placed anywhere behind the Head String (left side of table) before the break.
- A player continues shooting if at least 1 ball is pocketed.

QUICK TIPS

- Select **OPTIONS** to change game settings and/or customize your table, balls and cue.
- Select **EXIT** to leave the current game.
- **BALL IN HAND** - Allows the cue to be moved before a shot. To move the cue ball, drag it by holding the **LEFT** mouse button.
- **AIMING** - To aim, drag the stick by holding the **LEFT** mouse button.
- **SETTING POWER AND MAKING A SHOT** - To set the power (strength) of your shot, drag the Stick by holding the **RIGHT** mouse button. You can use the **POWER** option in the **CONTROL** area.
- Individual game rules may be changed in **Options/Custom Rules**.

SUPPORT INFORMATION

System Requirements

Windows 2000 / ME / XP / Vista

Pentium 500MHz or faster

256MB RAM or higher

70MB free hard drive space

800 x 600 minimum screen resolution

DirectX compatible video and sound cards

CD-ROM / Mouse / Keyboard

Installing Pool on your PC

1. Insert the Pool CD into your CD-ROM drive
2. If your computer is configured to detect a newly inserted CD, the Autorun menu will appear. If the Autorun menu does not appear after a few moments, click on the Start button, then select Run, and type D:\setup.exe (where D is the letter of your CD-ROM drive). If you are not sure of your CD-ROM drive's letter, double-click on the "My Computer" icon.
3. Click on the Install option, and follow the onscreen instructions for installation and setup.
4. Upon successful completion of the install, you can launch the program either from the Pool icon on your desktop OR by going to Start/Programs/On Hand Software/Pool

Customer Support

The quickest way to find an answer to your question is to click on this link:

<http://www.onhandsoftware.com/Support2.html>

This will take you immediately to the On Hand Software support site where we have posted the most frequently asked questions (FAQ's) and help files. There are also some patches to programs that you can download. In a minute or two you can often find the answer you are seeking.

However if you don't find an answer to your specific question there, we have also included a Support Form so that you can tell us which operating system and computer you are using, as well as including your question.

This form provides us with a more complete picture of the technical specs (computer brand, operating system) that we need to analyze and respond to your question. You'll find the form at the bottom of the support page.

We hope that you will quickly and easily find the information that you need on the support site or by using the product form.

REPORTING BUGS

If you find a bug in our software, it would be helpful if you reported the bug to us via email to info@onhandsoftware.com

To report a bug, please email us with **BUG REPORT** in the subject line. Please include the following information in your email:

- What operating system you are using
- The software name and version # from the CD (ie PC103-01)
- The error message
- A brief description of what you were doing when the error appeared (ie did it happen upon launching of the game, or on a specific game level)
- Your name and email address so we can contact you when the bug is fixed.

When reporting bugs, detailed emails are necessary so we have a written record of the information our programmers will need to fix the problem.