

< V I R T U A L >

# P O O L <sup>TM</sup>

MACPLAY



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# Installation

Place the Virtual Pool CD-ROM in your CD-ROM drive. The Virtual Pool folder will come up on your Desktop. To install Virtual Pool, click on "Virtual Pool Installer." Follow the simple on-screen instructions to set-up Virtual Pool for your system.

## ELECTRONIC REGISTRATION

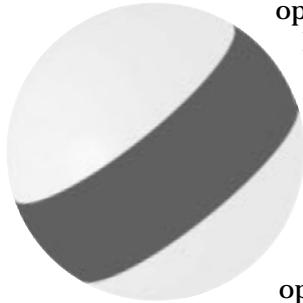
Please take a minute to fill out the electronic registration form located in the Virtual Pool folder. Electronic Registration is easy, and free—best of all, it'll get you lots of bargains and deals on other Interplay and Macplay titles.

## README

The readme file contains important last-minute information concerning Virtual Pool. If you are experiencing any problems or have questions that are unanswered by this manual please read this file as it likely contains information that can be of immediate help to you.

# Running Virtual Pool

When you have finished installing the game, double-click the Virtual Pool icon to get started. After the opening movie and logos, the Virtual Pool game screen will come up with the menu bar across the top of the screen.



## QUICK START

To jump right into the game, go to File and select New Game. Select your opponent and game type and click Start.

To make a shot, move the mouse left and right to line up the cue in the direction of your shot. Press and hold **S** on your keyboard, this enables Shoot mode. Move the mouse backwards and forwards to stroke the cue stick. The faster you move the mouse the harder you will hit the ball.

If you wish to go back into Aim mode, press **A**.

To move the ball after a foul or at the beginning of the game, press and hold **M** to enable Move mode. While **M** is pressed, move the mouse to position the ball on the table.

If at any time you wish to bring the Menu Bar back onto the screen, hit **ESC**. To resume playing after bringing up the Menu Bar, go to Resume and Resume Playing Virtual Pool.

For more advanced control options and descriptions of the different game types, see the relevant sections of this manual.

# How To Play Virtual Pool

## THE GAME SCREEN



The game screen is broken into three areas: the Game Status area at the top of the screen, the playing area in the middle of the screen, and the Action Bar which goes across the bottom of the screen.

The Game Status keeps the player names and status of the current match. The scores that are kept for each type of pool game vary, but in general there will be a column for score and a column for the number of games won. During some games an icon of the ball you are supposed to be hitting will appear next to the player name. For example, when playing 9-ball, an icon for the lowest ball on the table will appear next to your player name when you are shooting. Any fouls that are committed are also displayed prominently at the bottom of this area in orange.

The playing area is devoted to your “virtual” pool table. You can play the game from any angle you like, using Virtual Pool’s unique 3D world to line up your shots just like you would in real life.

The Action Bar at the bottom of the screen displays information about the current shot and shot mode. The left side of the bar will show the current mode the player is in. For example, if you are getting ready to shoot the ball and are holding **S** on the keyboard, this will display “Shoot Mode.” A brief description of your options while in this mode is displayed in the middle of the Action bar. If you are in shoot mode as described above, this will display “Stroke Cue,” which lets you know that moving the mouse at this point will stroke the cue. If you raise the butt of the cue using ‘**B**,’ the angle of the cue will appear just to the right of this description. On the far right the game type that you are currently playing is displayed.

## THE MENU BAR

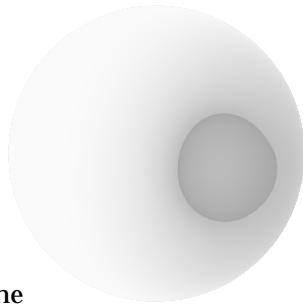
Because the mouse controls the movement of the table and cue stick in Virtual Pool, there can’t be an on-screen cursor during gameplay. However, your Macintosh Menu Bar is accessible at all times by pressing ESC. This will pause the game and the menu bar will appear across the top of the screen with the following menus: File, Edit, Preferences,

Options, Videos, and Resume. To remove the menu bar and get back into the game, select Resume Playing Virtual Pool (⌘R) from the Resume Menu or hit **ESC**.

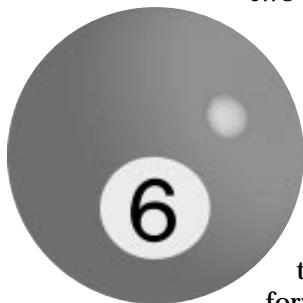
For detailed descriptions of the menu bar options, see pages 14-21 in this manual.

## AIMING

Press **A** (no need to hold it down) to activate Aim Mode. Moving the mouse right and left will change the aim of the cue stick, while moving the mouse forward or back will change the up/down view angle of the table. If you want a better look at your shot, holding down the mouse button and moving the mouse back or forward will zoom in and out. Your view will remain centered around the cue ball.



Press **E** and move the mouse to change where the stick will hit the cue ball. This is called “applying English” and will give the ball a spin, changing your entire shot; seeing as this can get fairly complicated, we’ll wait until later to discuss English and its two cohorts, draw and follow.



## SHOOTING

To shoot the ball, press and hold the **S** key to switch to Shoot Mode. Draw the cue stick back by pulling the mouse back, toward you, then move the stick forward by moving the mouse forward. The faster you move your mouse, the harder you’ll hit the cueball.

If you’re in a hurry, you can “zip” to the end of a shot by pressing **Z**. This skips directly to the end of the shot; all balls instantly jump to where they would have ended up if you had waited for them to roll to a stop naturally.

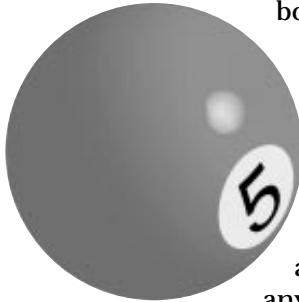
After each shot, the game will return to Aim Mode.

**U** will undo the last shot and return you to the aim used on the previous shot.

**R** will replay the last shot. You may want to press **U** before replaying so you can see the shot setup before the action starts.

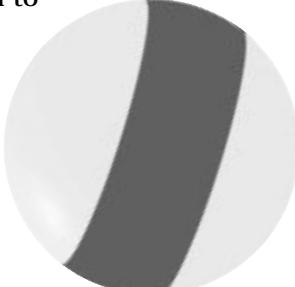
## CHANGING VIEW

Pool is a game of unlimited combinations and strategies — unless you're the greatest pool shark ever born and a psychic to boot, you'll never know exactly how all those balls are going to end up or where you'll have to take your next shot. Therefore, to get the best advantage, you may need to check out your playing field from another angle. Pressing the **V** key will give you this advantage, allowing you to eyeball the table from any vantage point, line up shots exactly where you want 'em, or replay shots as if you were a spectator.



During aiming and shooting, the view is normally centered on the cue ball. Using the View Mode will allow you to center on any point of the table, independent of the cue stick. To be more specific, once you're in View Mode, moving the mouse backward or forward will change the up/down angle of your view, while moving it left or right will rotate your view of the table left or right. Hold down the **V** Key and move the mouse to change your view center. The view center will be shown to you as an **X** on the Table.

Don't worry, changing your view in this manner doesn't affect your aim; you can set your aim, then change to View mode and watch the shot from a different angle.



Your view of the game can also be changed by activating the Center Mode, which repositions the view center on the screen when you hold down the **C** key and move the mouse. The **V** key changes the center of rotation for the view; the **C** key changes the placement of the view center on the screen. You can change your view of the table at any time, even while a shot is in progress.

Pressing the **O** key will activate View Mode and move to an Overhead View. Overhead views are great for getting a quick look at the table layout, checking out trick shots, or watching a remote opponent or computer opponent shoot.

To return to Aim Mode, press the **A** key.

## SCORING

Scoring is handled differently depending on the particular game that is being played:

- In 8-Ball, the winner of a game is whoever sinks the black 8-ball.

However, you must sink all of the solid balls (1-7) or all of the striped balls (9-15) first. Fouling on the 8-Ball or prematurely sinking the 8-ball loses the game.

- In 9-Ball, the winner is the person who sinks the 9-ball. The lowest ball on the table must be hit first.
- In Rotation Pool, the object is to reach 61 points. When you sink a ball, you receive that ball's number as points. As in 9-Ball, the lowest numbered ball must be hit first.
- In Straight Pool, the object is to reach a pre-determined number of points. Each ball pocketed scores one point. Fouls subtract points from your score. See the Straight Pool rules for details on penalties.



# TRACKING AND FORCE

Have you ever wished that you could tell exactly what those ricocheting balls are going to do before you take the shot? In Virtual Pool you can do just that. Tracking lets you see the projected paths of the balls, depending on how you're about to strike them. Press **T** to turn Tracking on — colored lines will appear, showing where the balls will roll. The colors of the lines correspond to the colors of the balls; logically, solid-colored balls have solid lines and striped balls have dashed lines. As you move the mouse to adjust the aim, the tracking lines will shift in response.

Just like in real pool, how hard you hit the balls makes a difference as to where they'll end up. With tracking on, you can change the force setting by holding down the **F** key and moving the mouse forward to increase force or back to decrease force.

While Tracking is on, you can take the shot with the exact amount of force shown by pressing the **S** key to activate Shoot Mode and then pressing the space bar. If you shoot the shot yourself, the balls may not follow the same paths because the force may be different. Moving the cue tip on the cue ball or changing the cue angle also affects the tracking lines.

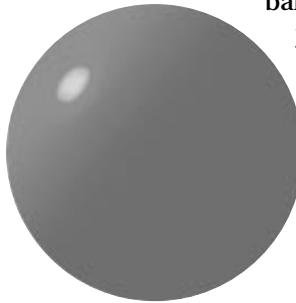


Figure A shows a shot lined up with Tracking on. Tracking is not available during remote or computer opponent play.

## PRACTICE MODE

To practice pool or set up trick shots, select Practice/Trick Shots from the Game Setup Menu. You will have no opponent while practicing.

- You can place the cue ball wherever you want by pressing and holding the **M** key and then moving the mouse. While in Move Mode, a green 3-D cursor will appear above the selected ball. To select a different ball to move, press and hold the **H** key down, move the cursor (using the mouse) over the ball you want to move, then release the **H** key. The cursor will lock to the nearest ball, which you can then move by holding the **M** key and moving the mouse.

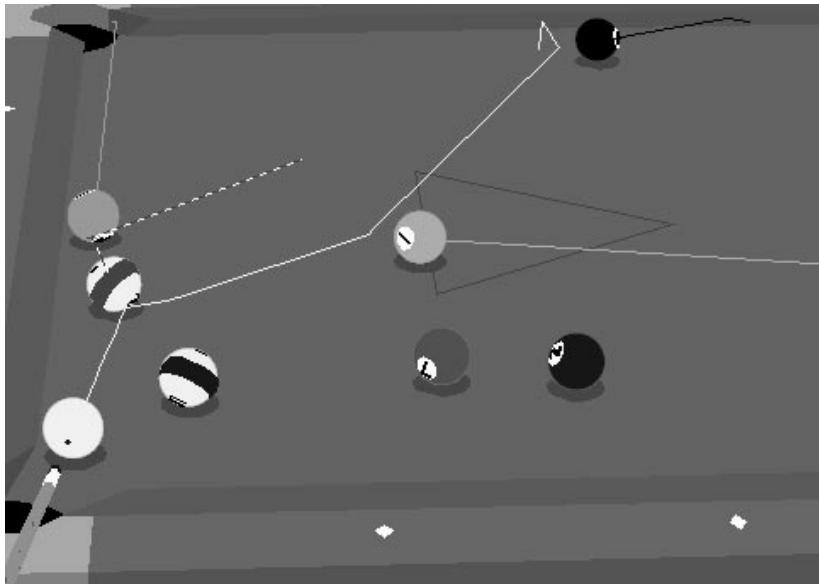


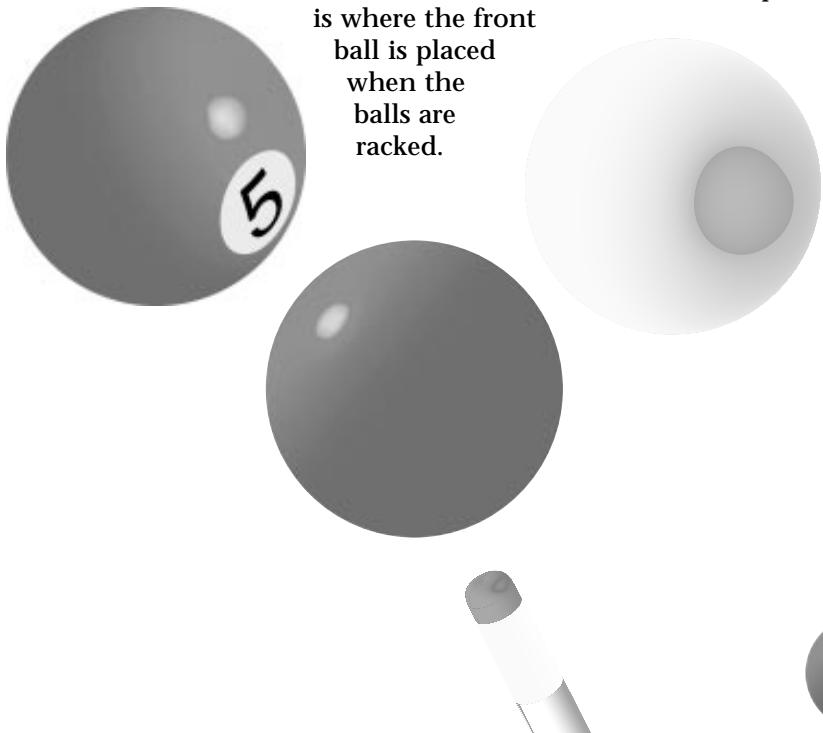
Figure A

- You can add or remove balls from the table by pressing **⌘R** to open the Pocket/Spot Balls window, and then clicking on the balls you wish to eliminate or place on the table.
- To re-rack the balls and start over again, select Game Options from the Program Control Menu, then select the rack for the game you want to practice.

Note: Trick shots can be loaded or saved using “Load Position” (**⌘O**) or “Save Position” (**⌘S**) in the game Options Menu. You must be in Practice Mode to load and save shots.

## THE TABLE

The table in Virtual Pool is proportioned like a standard 4 1/2 x 9 ft. tournament table. There are pockets in each of the four corners and halfway down both of the longer sides. There are three diamonds between every pair of pockets. The head string goes across the table at the second diamond from the head of the table. The foot spot is where the front ball is placed when the balls are racked.



# Menu Bar

Virtual Pool has a comprehensive menu system which allows you to switch between the different games, change your system settings, or get help on a variety of topics. To enter the menu system, press **ESC**.

## **HELP MENU**

Virtual Pool Help is available through the Macintosh Help Menu on the menu bar. The Virtual Pool Help menu contains just about everything you need to know to play the game broken down into five categories:



### **Quick Play Help**

This area will give you a brief description of keyboard controls to get you started playing right away.

### **Game Rules**

This item contains a sub-menu leading to each of the various game types available in Virtual Pool, as well as a section on general rules for Pool. Just click on any of these options to see information on the game type you are looking for.

## Control Keys

This menu displays a list of all the keyboard hotkeys that you will use to set up, view, and perform your shots in Virtual Pool. Each key is listed with a brief description of its function.

## Action Keys

All of the keyboard hotkeys that perform functions not directly related to playing the game are listed here with a brief description.

## Option Keys

This menu lists options that are available to you in Virtual Pool.

## FILE MENU

### New Game (⌘N)

This will bring up the New Game Setup menu which contains several options for your next game.

The **Opponent** section lets you choose your opponent from one of the following options:



|                                     |  |
|-------------------------------------|--|
| <b>Another Player</b>               | Play another player on the same computer.                                  |
| <b>Remote Player</b>                | Play another player on another system via network, modem, or serial cable. |
| <b>Computer Player</b>              | Play a computer opponent.  |
| <b>None/Practice or Trick Shots</b> | Play by yourself with no opponent.   |

The **Game/Rack** section allows you to choose from any of the four types of pool offered in Virtual Pool:

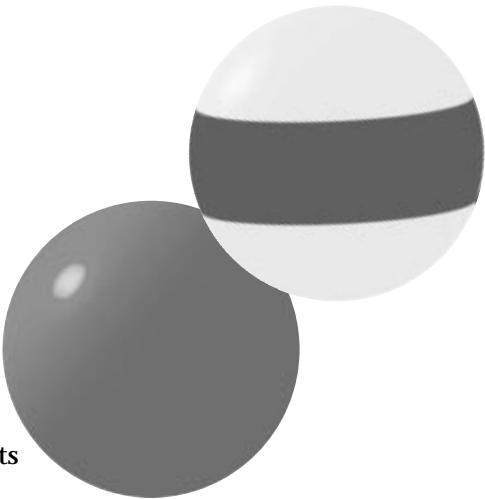
**Straight Pool**

**Eight Ball**

**Nine Ball**

**Rotation**

The final two options in this menu allow you to customize the scoring for your match. You can change the number of games to play in each match or change the points goal for Straight Pool.



When you are ready to start, click on Rack New Game.

## **Open Saved Game/Position (⌘O)**

This option will allow you to load your saved games or any of the trick shots that came on the Virtual Pool CD. Just select the position you wish to load and click on Load Game.

## **Save Current Game/Position (⌘S)**

This will allow you to save the current game in the exact state it is currently in.

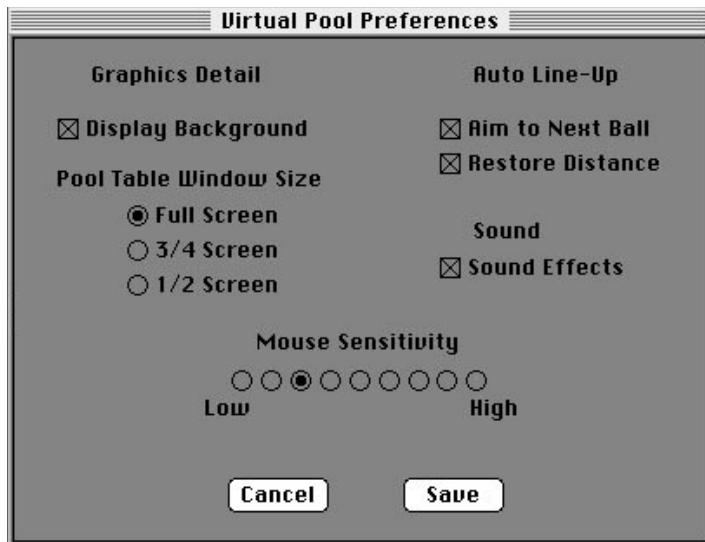
## **Demo (⌘D)**

Selecting this option will send the game into a demo mode in which two computer opponents will play against each other at one of the variations of pool.

## **Quit (⌘Q)**

Closes the program and returns you to your desktop.

# **PREFERENCES MENU**



The preferences menu allows you to change various options in the game to better suit your style of play.

## Graphics Detail

### ***Display Background***

***(On, Off)***

This will toggle the Virtual Pool room on and off. If you are having performance problems or just want to concentrate on the table more, try turning off the background.

### ***Table Window Size***

***(Full,  $\frac{3}{4}$ , or  $\frac{1}{2}$ )***

This will change the Virtual Pool playing area. Use this option if you are having performance problems. The smaller your screen the better performance you will get.

## Auto Line-Up

### ***Aim to Next Ball***

***(On, Off)***

This option will point your cue in the direction of the next ball if you are playing a game such as 9-ball where the rules dictate which ball must be hit. This will only point you in the general direction; don't expect Virtual Pool to do the aiming for you!

### ***Restore Distance***

***(On, Off)***

If you have Restore Distance on, the beginning of every shot will be the same default distance from the table. With this option off, the camera stays at the distance it was at the end of the last shot. This option is for players who like to use the zoom option often. If you do zoom a lot, you may find the turning Restore Distance off may save you some time.

## Sound

### **Game Effects**

This allows you to toggle the SFX in the game.

## Mouse Sensitivity

If you want your mouse movements to be more exaggerated, or perhaps a bit less drastic, change the sensitivity of the mouse with this option.

# OPTIONS MENU

### **Quit Match**

(⌘ X)

Quit Match ends the current match, resetting the number of games won and the amount of fouls to zero. Both player names remain in the status area, and a new rack of the previous game is set up.

### **Change Turn**

(⌘ T)

To change the shooting player, select this option. This option can be used to allow players to play variations of rules such as a Push-Out rule for 9-ball.

### **Kibitz**

(⌘ K)

This option will have the computer automatically turn on tracking lines and set up your best shot.

### **Miscall**

(⌘ M)

Virtual Pool uses the honor system for calling shots. If you pocket the wrong ball or a ball in the wrong pocket, you can declare a Miscall by selecting this option.

**End Game in Draw**

(⌘ E)

Selecting this option ends the current game in a draw, re-racks the current game, and starts a new game.

**Resign Game**

(⌘ R)

By selecting this option, the current player forfeits the game and their opponent is assigned a win. The balls are re-racked for the next game.

**Change Player Names**

This option will allow you to type in new names for human players in the game.

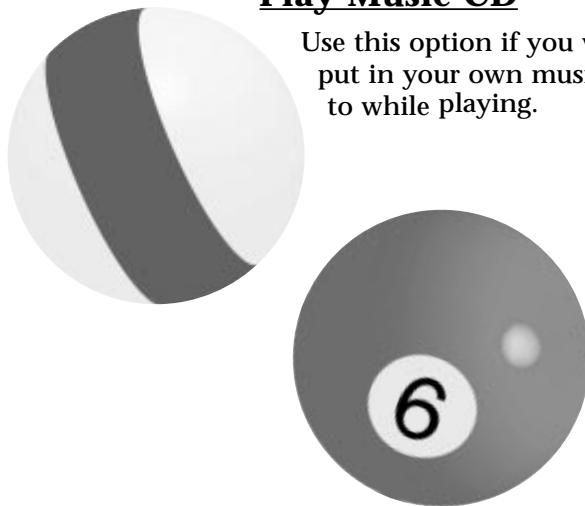
**Spot/Remove Balls**

(⌘ P)

This option will allow you to remove balls from the table or place balls that are off the table back on. Balls that are currently on the table have a check in their checkbox. To remove them, simply click on the checkbox, and the ball will be removed from the table. When spotting a ball, the ball will appear at the top of the rack. This option is only available in practice mode.

**Play Music CD**

Use this option if you would like to put in your own music CD to listen to while playing.



## VIDEOS MENU

The video menu will give you access to the extensive library of tutorial and trick shot movies that are included with Virtual Pool. Available options are:

History of Pool

Pool Techniques

Trick Shots (contains the following sub-menus):

1 and 3 Ball Shots

Shots using 15 Balls

Ball Clearance Shots

Escape Shots

Miscellaneous Shots

2, 4, and 6 Ball Shots

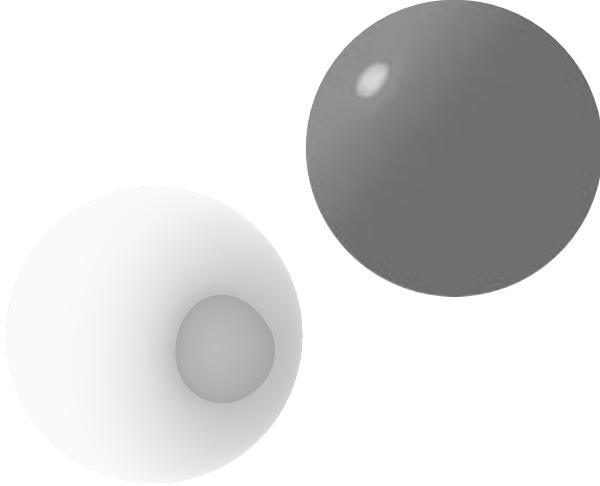
Position Shots

Stroke Shots

Masse' Shots

## RESUME MENU

This menu contains only one item: Resume Playing Virtual Pool. Select this option when you are finished with the menu bar and want to get back into the game.



# Keyboard Controls

Keyboard Control Keys are described in detail below:

## A: Aim

Move the mouse left or right to aim the cue. Move the mouse forward or back to change the up/down angle of the table. Hold the mouse button and move the mouse back to zoom in and forward to zoom out. The view stays centered around the cue ball. The Status Area will inform you when you are in Aim Mode.

## S: Shoot

Hold the **S** key down and move the mouse back for your back-stroke, and then forward to strike the cue ball. The faster you move the mouse forward, the harder you will strike the cue ball. As with a real pool cue, a smooth stroke is very important. The Status Area will inform you when you are in Shoot Mode.

## V: Change View

Press **V** to select View Mode. Move the mouse left and right to rotate the table. Moving the mouse forward and back changes the up/down angle of the table. Hold the mouse button and move the mouse forward/back to Zoom the view. Hold the **V** key down and move the mouse to change the center of view.

## **M: Select and move ball**

Hold the **M** key down to move the currently selected ball. Hold the **H** key down to select a different ball to move. “Move” will only work on the cue ball when you have ball-in-hand during a game, or while in practice mode. **H** only works in practice mode.

## **B: Raise butt of cue**

For some advanced shots, masqué in particular, the cue stick needs to strike the cue at an angle. Hold down the **B** key and move the mouse forward or back to bring the butt of the cue up or down. The Status Area will display the cue angle, which will be reset to normal after the shot.

## **C: Move Center Point**

Hold **C** and move the mouse to move the center point of the view to a different location on the screen. Moving the view in this way does not affect the aim of the shot.

## **E: English: Move cue tip**

Hold **E** and move the mouse to apply English (change the cue tip location on the cue ball). The dot on the cue ball indicates where the cue tip will hit. English is used to place spin on the cue ball, and can be very helpful in making what would otherwise be impossible shots. Hitting the cue ball to the left or right of center places a left or right spin on the ball. Hitting the cue ball above center puts a forward spin on the ball. Hitting below center puts a backwards spin on the cue ball.

## **F: Vary Force of Tracking hit**

This option is only available if (T)racking is turned on. While Tracking is on, hold **F** down and move the mouse forward or back to change the force of the hit. Tracking Lines get longer as the mouse is pushed forward (Increase Force) and shorter as the mouse is pulled back (Decrease Force). Use the SPACE BAR in Shoot mode to use exactly this amount of force.

## **H: Select a different ball to move**

You must first select **M** first to activate Move; then hold the **H** key and move the green cross-hair cursor with the mouse over the ball you wish selected. When you release the **H** key the cursor will snap to the nearest ball.

Once the ball is selected, hold the **M** key to move the ball to the desired location. Again, this option is only available in Practice Mode.



## **Mouse Button: Zoom**

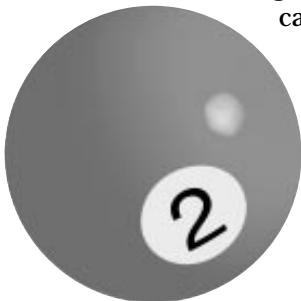
Hold the mouse button down and move the mouse backwards to zoom in, move the mouse forward to zoom out.

## **> : Toggle Amplify**

Press **>** to toggle Amplify. “Amplify” will appear in the status area. Mouse movements are exaggerated while Amplify is turned on. This option is used primarily for the break.

## **< : Toggle Fine Tune**

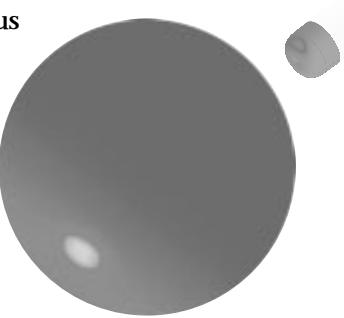
Press **<** to toggle Fine Tune. “Fine Tune” will appear in the status area. Mouse movements are much finer while Fine Tune is turned on. Use this control for setting up trick shots or anytime precision alignment is needed. It also comes in handy for hitting the cue ball softly for those delicate trick shots.



## **L: Toggle table lines**

Press the **L** key to toggle the table lines on or off.

## **R: Replay last shot**



Press **R** to replay the previous shot. You can change the rate of replay (even during replay) with the + and - keys. Replay is not available for remote play.

## **T: Toggle Tracking**

The **T** key will toggle the Tracking Lines on and off.

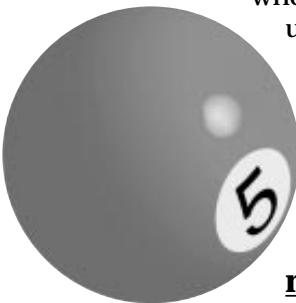
Tracking shows you the path of every ball on the table, based on the current aim and force setting. Each ball's path is indicated by a line of the same color as the ball — ie. striped balls have striped paths and so on. The Tracking lines end where the ball will stop. The exact path balls will follow is based partly on the force of the hit. To hit the cue ball with exactly the force shown by Tracking, press **S** and then press the space bar instead of shooting the ball with the mouse. Toggle Tracking does not work during remote play.

## **U: Undo**

Press **U** to Undo the last shot. The view will reset to the Aim and table position of the previous shot. This is very useful for practicing shots. Undo is not available when playing a computer opponent, or when connected to a remote player via network or modem.

## **Z: Zip to result**

Press **Z** after you shoot to progress immediately to the end of the shot. **Z** will skip to the result of the shot, placing the balls where they would have ended up if allowed to roll naturally to a stop. Zip does not work during remote play.



The + key (or the = key) will step up the replay rate to 1/8 speed, 1/4 speed, 1/2 speed, or 1 (full) speed. The replay rate is shown at the top right of the status area and can be adjusted at any time, even during a replay.

### **-: Decrease replay rate**

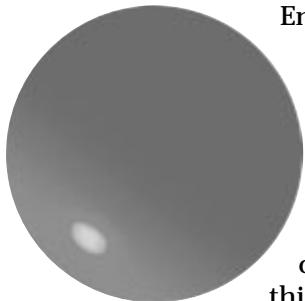
The – key will slow down the replay rate — your choices are 1/8 speed, 1/4 speed, 1/2 speed, or 1 (full) speed. Again, the replay rate is shown at the top right of the status area and can be adjusted at any time.



### **<Control>-C: Send communication to remote player**

Press **Control-C** and you will be able to send a text message to a remote player. Your notice can only be one line across the screen — if you need more room, sorry, you'll have to send the message in more than one piece. Pressing

Enter when you are done enters your message, and it will be sent to the remote player.



### **⌘-O: Open Saved Game or Position**

Use this command to load a previously saved game. In practice mode, this will load a menu of saved trick shots.

### **⌘-M: Declare miscall on previous shot**

Some games require players to call their shots. In Virtual Pool you're on the honor system to admit your mistakes. Press ⌘-M and play will proceed to the next player.

## -X: **Quit current match**

This quits the current match — don't worry if you hit it by accident, you will be asked to confirm this option. Game and Foul totals will reset to zero for both players. Quit current match is not available with remote play.

## -S: **Save game or position**

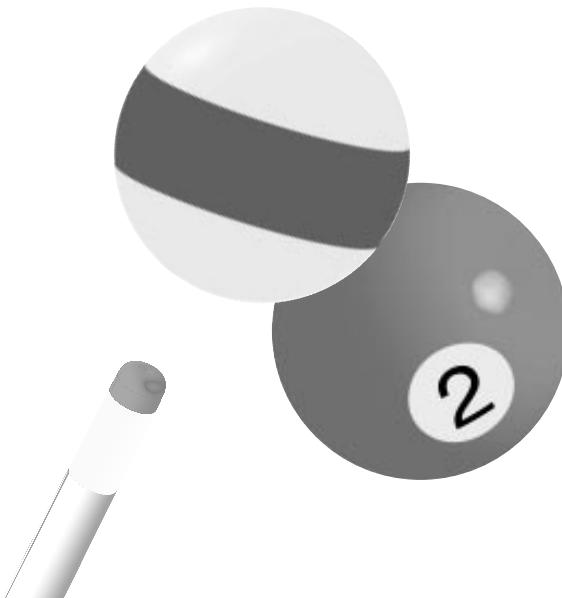
S saves the current game. You can use this to save a game to resume later, or you can use it to save trick shots. You must enter a name to save the shot under.

## -T: **Change player turn**

If you want to play "push out" rules, let your opponent try again, or just got mixed up whose turn it was, press -T and play will go to the other player without the movement of any balls or the assessment of any fouls. Change player turn is not available with remote play.

## -P: **Spot or Pocket selected ball**

Brings up the Pocket/Spot Ball Menu. Pocketting or Spotting is not available with remote play.



# Computer Opponents

You can play Virtual Pool against a variety of different computer opponents, each with his or her own skill level and style of play. The computer opponents are (in ascending order of skill):

**Mrs. Offen**

**Eiza Crost**

**Troy Zinvane**

**Wild Ball Hickok**

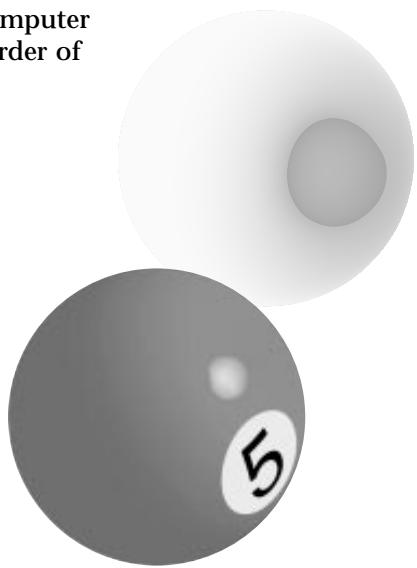
**Cautious Clay**

**Buster Cluster**

**Bram Stroker**

**Rail McCoy**

**Dead-Eye Dan**



To play against a computer opponent, select New Game from the Program File Menu, and then click on Computer Player from the opponent section of the menu. The list of players is arranged in ascending order of skill. Computer players toward the beginning of the list make good opponents for the average player; those near the end of the list will provide a challenging game for the most seasoned professionals.

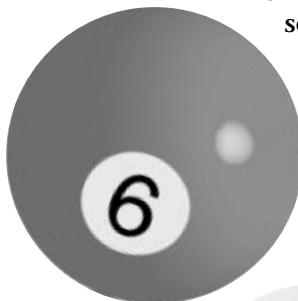
## REMOTE GAME PLAY

You can play against another human opponent over a local area network, telephone modem, or serial connection. For each of these options, select Network or Modem Player for your opponent in the New Game menu and click Rack New Game.

Another dialog will come up asking which of the types of remote play you wish to use. Select the appropriate option and then select either Transmit or Receive. One player must transmit and one player must receive. So before you start playing, decide which player should transmit and which should receive.

The options for the transmitting player will be used for the remote game. That is, the transmitting player decides which type of game will be played, the goals per match, and the points goal (for straight pool).

For Troubleshooting assistance and last-minute changes to the Remote Play options, please see the README file included on your Virtual Pool CD-ROM.



# Pool Fundamentals

This section describes pool fundamentals that apply to both Virtual Pool and Pool in general. Studying this section will improve both your real and virtual games. One major advantage you have in Virtual Pool is a perfect pool stroke. Your cue stick is guaranteed to stroke straight and put spin on the cue ball just like a championship-caliber player. To play well, edge and hone your speed control.

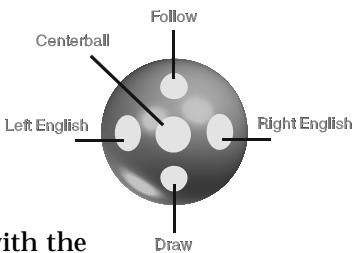
## **Virtual Pool Tip:**

*Try lowering your mouse sensitivity if you're having trouble with Speed Control.*

## **Cue Tip Position**

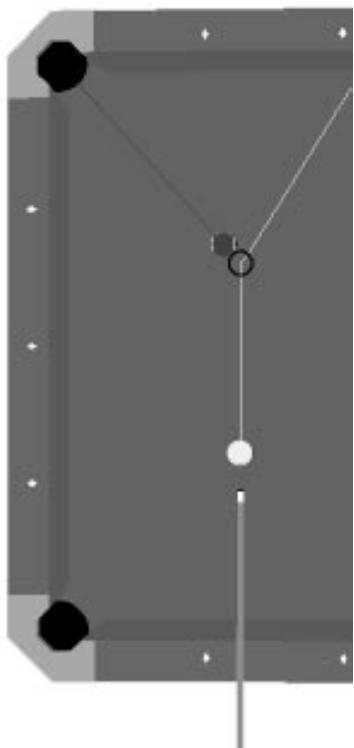
Virtual Pool allows you to change the position of the cue tip on the ball — and therefore the path of the ball — just like in the real game.

Altering the position of the cue tip with the E key will alter the path that the balls take.



The diagram below shows terminology for cue tip positions on the side of the cue ball. Combinations of these are expressed as high right (follow and right) English or low left (draw and left) English. Distances from center of cue are usually expressed in "cue tips" as in: "follow with half a cue tip of right." Virtual Pool allows you to be very precise with cue tip placement. You might want to start out using center-ball hits only. Then, when you feel confident enough with the game controls to add a little more flair to your shots, practice using

follow and draw to change cue ball paths. Follow and draw have the most effect on shots with less cut angles. English has its greatest effect on the cue ball's path when the ball ricochets off of a rail.



## ***Aiming Shots***

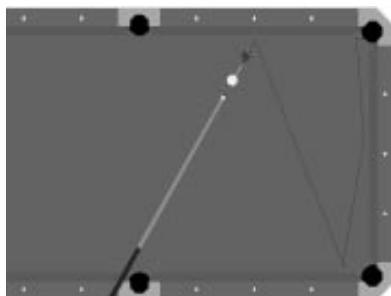
Practice aiming shots initially using center ball hits. The diagram below shows the place the cue ball must be when it contacts the object ball to sink the ball in the corner pocket. One technique of aiming is to imagine a ball in this position and try to hit the imaginary ball full-on as shown in the diagram below.

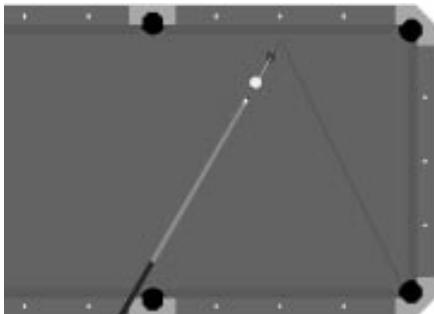
## ***Virtual Pool Tip:***

*As in real life, you can get a new perspective by raising your head a foot or two for a better view of the angle between the pocket, object ball, and cue ball. However, the amount of cut between the cue ball and object ball can be seen more easily with your head closer to the cue ball. Tilting the table up and down (by moving the mouse forward and backward) will help you use the angle to cut better.*

## ***Bank Shot***

If you can hit the object ball with the cue ball and bounce the object ball off one or more rails then into a pocket, you've just pulled off a bank shot. The basic technique for aiming bank shots is to first assume that the ball





will rebound at the same angle that it hits the cushion. This can be used to estimate the angle; however, you must be aware of the effect that ball speed has on rails. It is a common misconception that a ball will always bounce off the rail at exactly the same angle

at which it hits the rail. This is close but not quite true. The exact angle that a ball will bounce off the rail is based on a combination of the angle the ball hits the rail, the speed at which the ball is moving, and the amount and type of spin you've put on the ball. As you can see, this is a little trickier than it looks!

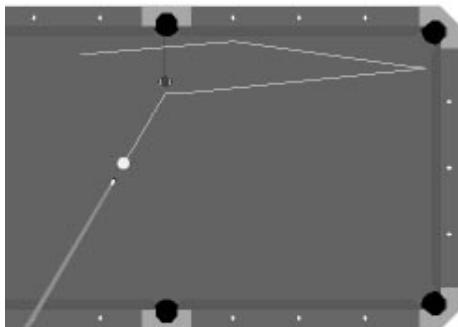
Shown on the previous page and above are two bank shots which are lined up the same way...but whereas the one on the top was hit softly, the one on the bottom was struck hard. As you can see, the ball which was hit hard rebounds at a more shallow angle.

### **Cue Ball Path:**

The cue ball always starts on a path parallel to your cue aim. It will then curve forward or backward as the spin on the ball changes.

Shown to the right is a center ball hit which curves forward a bit. If this ball was hit harder, it would stay straight

longer and hit the end rail further from the pocket. If hit with a softer stroke, it would scratch in the corner pocket. Knowing which path the cue ball takes with center ball hits is the first step to learning how to control the cue ball.



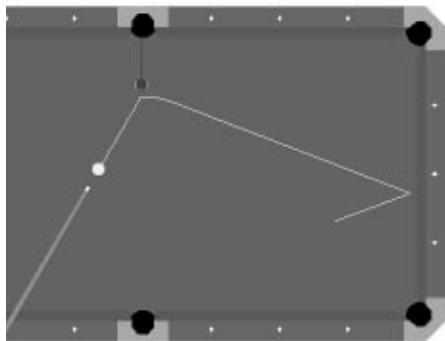
## Draw and Follow:

For straight-in shots, “drawing” the cue ball by hitting it below-center will bring the cue ball back towards you. “Follow,” which is applied by hitting the cue ball above-center, will move the cue ball forward, away from you. The farther away from center you hit the cue ball, the more spin will be applied

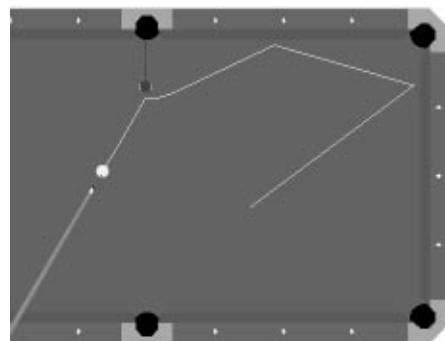
With shots at an angle, draw and follow affect how the cue ball curves off its path. Follow causes the cue ball to curve forward more and move forward from the line quicker. Draw causes the cue ball to curve back. As the angle of the shot increases, draw and follow have less effect on the cue ball path.

Draw and follow can be put on the cue ball by pressing and holding the **E** key and then moving the mouse to change the cue tip position vertically on the cue ball. The blue dot on the cue ball shows where the cue tip will hit.

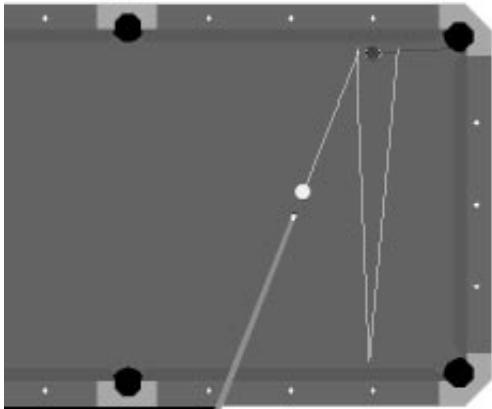
Shown above are two examples of how draw and follow can change the cue ball path.



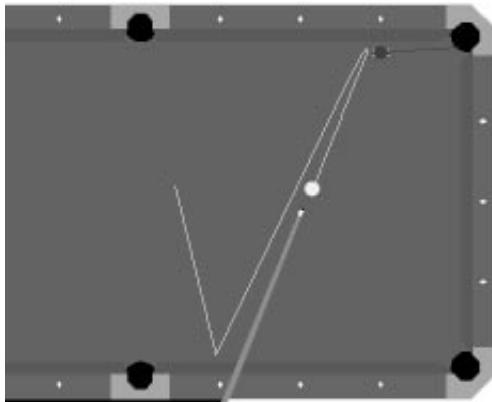
*Draw*



*Follow*



*Center Ball*



*Left English*

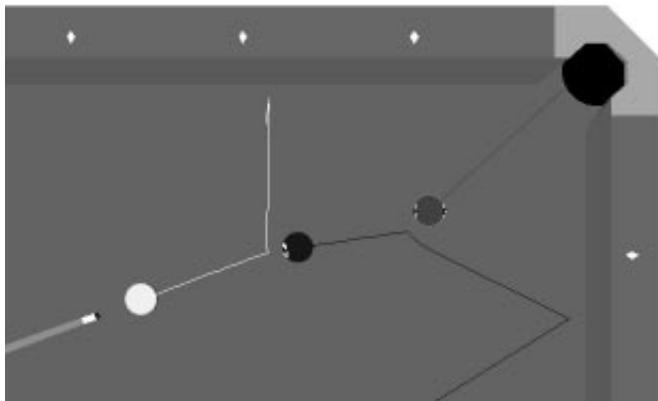
## ***English***

You can apply English (side spin) by hitting the cue ball off center to the left (for left spin) or to the right (for right spin). It's much easier in a precision computer environment than with a real cue — this is your big chance to try out all those shots and tricks that the experts use. To put English on the cue ball, hold the **E** key and move the mouse. The blue dot on the cue ball will show where the cue tip will hit.

English has its greatest effect on cue ball path when a rail is hit, as it changes the angle at which the cue ball rebounds from the rail. Plus, it can add or remove speed from the cue ball. Shown left is the effect of English on a cue ball path. The top picture shows a cue ball hit with a center ball hit; the bottom shows a cue ball hit with left English.

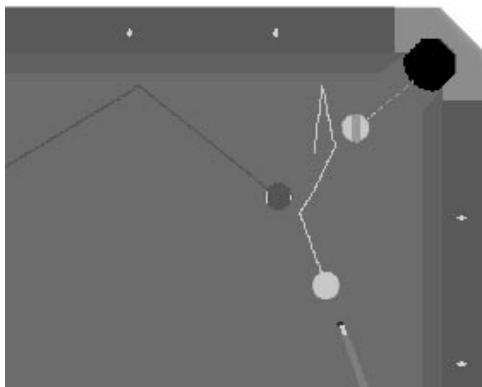
## Combinations

A combination is a shot where two or more object balls are hit in sequence to pocket an object ball. To line up a two-ball combination, first figure out the “contact point” on the second ball — the spot on the ball where you must hit it so that it’ll shoot into the pocket. Then determine the contact point on the first ball that will cause it to hit the second ball’s contact point. Now aim the cue ball at the first ball’s contact point. A two-ball combination is shown below.



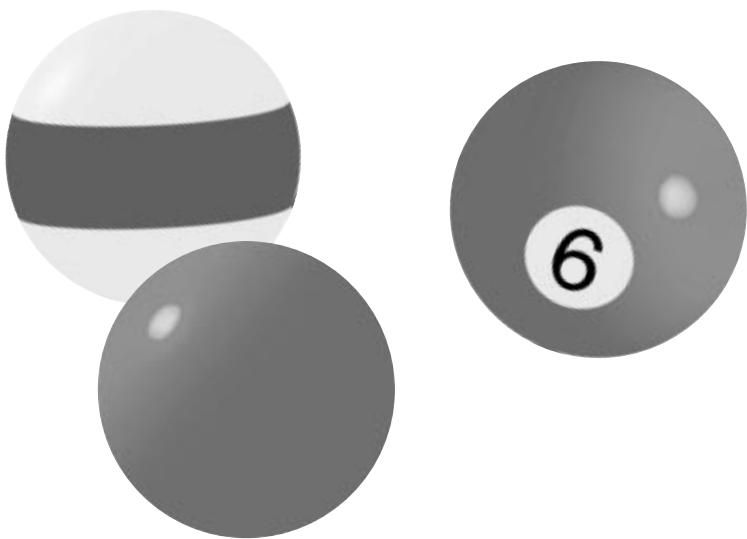
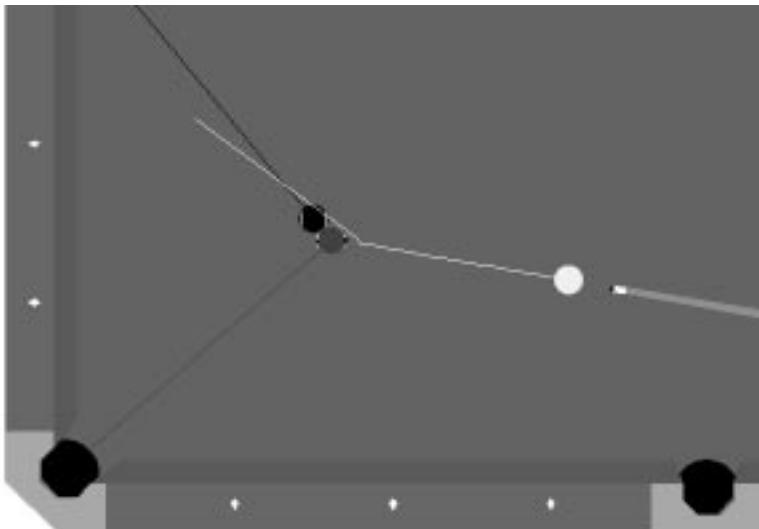
## Carom

A carom shot is where a ball (cue or object) hits off another ball. The example here shows a 9-ball shot played by caroming the cue ball off the low ball on the table so that it pockets the nine ball. Use the knowledge learned from the sections on cue ball path and draw and follow to become proficient at caroms.



## **Kiss**

In pool, a kiss is a carom shot where two object balls are frozen together (touching each other) and a perpendicular line between them goes into a pocket. Just hit the object ball on the side of the ball opposite the pocket and it's in. Shown below is a typical kiss shot.

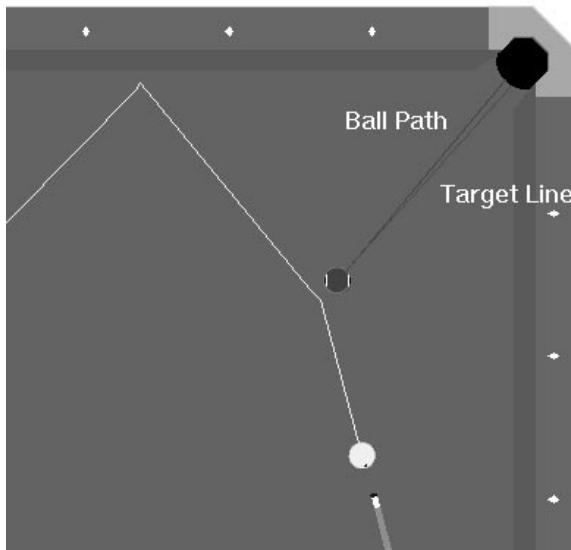


# ADVANCED TOPICS

Virtual Pool is so realistic that it accurately models even the more obscure physical properties of a real pool table. This section reveals some unusual details that are not general knowledge outside of the realm of professional pool players.

## Ball Throw

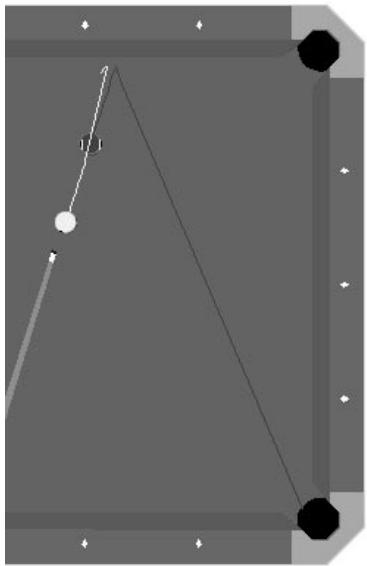
Balls are thrown off-line by the friction between balls. Shown below is an illustration of the actual target line based upon the contact point between the cue ball and object ball. Note that the actual ball path has been “thrown” off the target line.



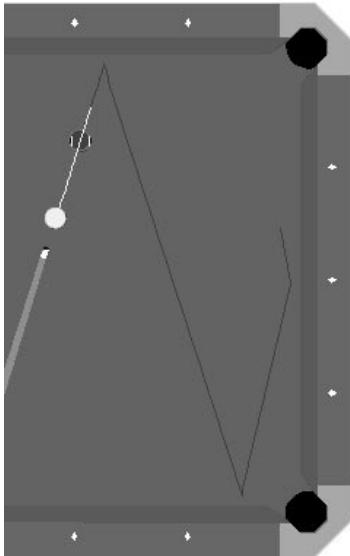
## Spin Transfer

The same friction which makes an object ball “throw” also transfers spin from ball to ball. It’s a small difference, but if you want to be a pro you’ve got to pay attention to every detail; in other words, when you’re using English, you should remember to compensate for spin transfer when you’re lining up your shot.

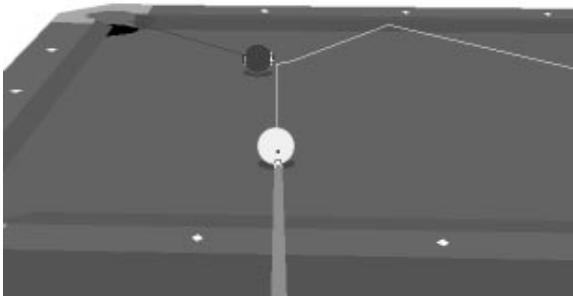
Shown below are two bank shots aimed on the same line and hit at the same speed. The shot on the right is hit with center ball. The shot on the left is hit with left English. The rebound angle of the shot on the right is increased because of spin transfer from the cue ball to the object ball. Left spin on the cue ball is transferred to the object ball as right spin, causing the rebound angle to increase. Again, play around with this type of shot to get comfortable with it before trying it in a big game.



*Left English*



*Center Ball*



You can use English to offset ball throw. In the picture here, a small amount of right-hand English is being applied to the cue ball to remove the

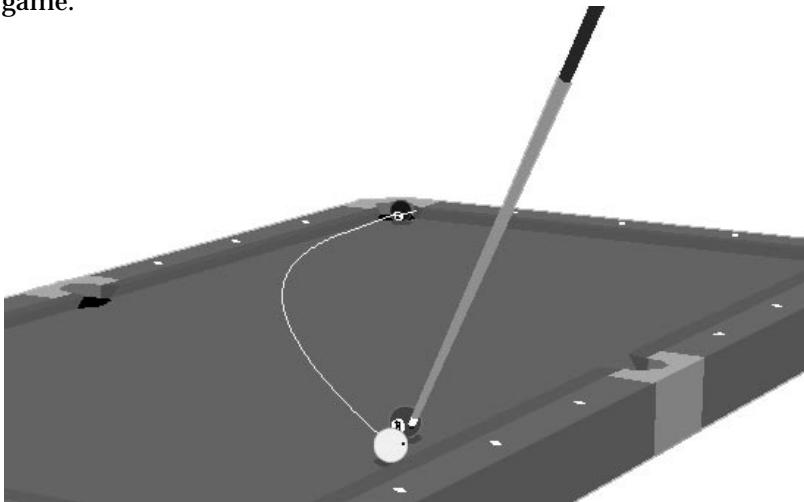
throw effect. This happens because the slight angular velocity as the ball revolves cancels out the friction effect between the cue ball and object ball.

## Massé

Hitting downward on the cue ball by raising the butt of the cue is called a massé shot. (This is the kind of shot banned in many sets of house rules because inexperienced players are quite likely to miss the ball completely, stabbing down with the cue stick and tearing a gash in the table's felt!) The cue ball will curve in the direction of any English applied to the ball; therefore, a massé shot hit to the right side of the cue ball will curve to the right and so on. How much the ball curves, how sharp the curve is, and how fast the cue ball moves are of course determined by:

- *The butt angle of the cue stick*
- *The cue tip position*
- *The speed of the stroke*

Massé shots are difficult to master, but with some work they can be quite effective. Shown below is a massé shot with a significant amount of curvature — this would mean major damage to a real table if you missed! You definitely should practice for a while before trying a shot like this in a game.

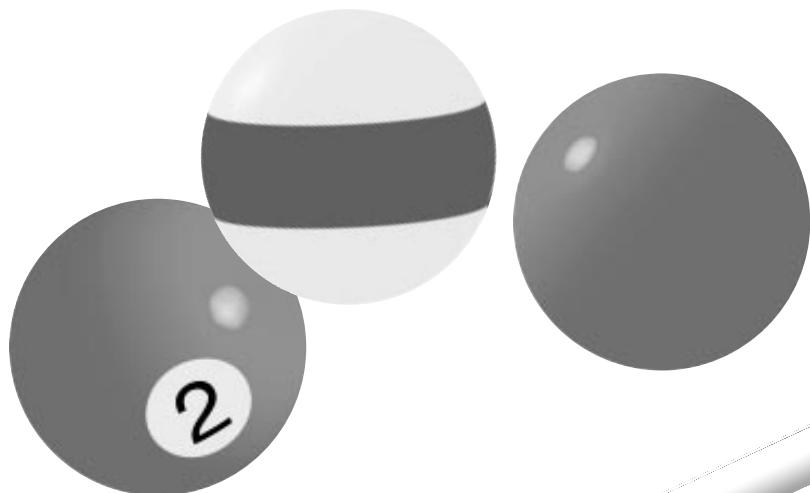


## **Virtual Pool Tip:**

*The butt angle readout in the bottom status area makes it easier to reproduce mûssé shots. Find out which angles work for certain types of shots and you'll find it much easier to pull them off in game situations.*

## **Helpful Hints**

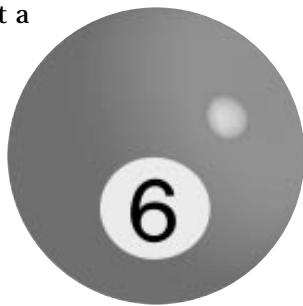
- Use the Amplify feature when breaking (taking the first shot of the game).
- Practice with Tracking on until you feel comfortable lining up shots yourself. Experiment with Tracking. Line up difficult shots without Tracking, then turn Tracking on to see how close you were. Remember, anything you learn here can be applied to a real pool table.
- Use the Replay feature to see how you can correct missed shots.
- The force with which you strike the cue ball has an effect on the path the cue ball will take, especially when you add some draw, follow, or English. Use Tracking to experiment with varying force and different cue tip positions.



# Pool Rules

## GENERAL POOL RULES

For a legal shot, the cue ball must hit a ball and then either a) the cue ball must hit a rail, b) an object ball must hit a rail, or c) an object ball must be pocketed. If none of the above conditions are met, the shot is a scratch, or foul. The penalty for a foul is ball-in-hand for the opponent. A turn ends when the player fails to pocket a ball or fouls.



## ROTATION POOL

The object of the game is to be the first player to reach 61 points. The cue ball must hit the lowest-numbered ball first. Legally pocketed balls count as their numbered value — there are 120 points available on the table. A foul results in ball-in-hand anywhere on the table. Illegally pocketed balls are spotted.

## STRAIGHT POOL

The object is to reach a point score determined at the beginning of the match.

Any legally pocketed ball is worth one point.

Balls pocketed in addition to the called ball also count for one point. A turn goes until the shooting player

misses, commits a foul, or wins the game. A foul on the break is -2 points. Any foul after the break is -1 point. Three consecutive fouls results in a loss of 15 points. A foul results in ball-in-hand behind the head string. On the break, the cue ball and two other balls must hit a rail. Players must call a ball and a pocket, but other than that there are no restrictions on the type of shot taken.

Fifteen balls are racked the first time. When only one ball remains, the other fourteen are racked. The balls are racked with a space for the fifteenth ball on the foot spot. If the fifteenth ball interferes with the racking of the other fourteen, it is placed at the foot spot. If the cue ball interferes with the rack, then the shooter has ball-in-hand in the kitchen.

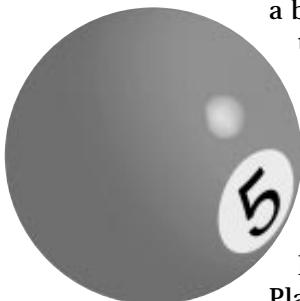


## 8-BALL

The object of 8-Ball is to either a) pocket all 7 stripes or all 7 solids then pocket the 8-ball, or b) to pocket the 8-ball on the break without scratching. A foul on break results in ball-in-hand behind the head string. Other fouls result in ball-in-hand

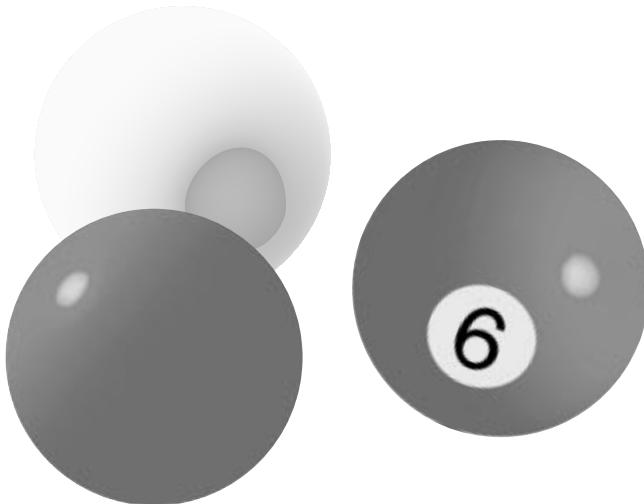
anywhere on table. The first player to pocket a ball gets "ownership" of that color for the rest of the game, be it stripes or solids. After ownership is determined, you must be careful that the cue ball always hits one of your own balls first. When you're going for the 8-ball, the cue ball must hit the 8-ball first. Pocketing the 8-ball prematurely loses. Fouling on the 8-ball loses.

Players must call 8-ball. Miscall on 8-ball loses.



## 9-BALL

Nine balls numbered one through nine are racked in a diamond shape with the 1-ball at the front and the 9-ball in the center. The lowest numbered ball must be hit first. Failure to do so results in ball-in-hand for the opponent. The 9-ball can be pocketed at any time as long as the lowest numbered ball is hit first. An illegally-pocketed 9-ball is spotted; others stay down.



# Glossary

**8-Ball** . . . . . A pool game where the object is to pocket all of the striped or solid balls, saving the 8-ball for last.

**9-Ball** . . . . . A pool game where the object is to sink the 9-ball.

**Amplify** . . . . . Mouse movements are exaggerated when Amplify is on. Toggle Amplify with the shift key.

**ball-in-hand** . . . . A player who has ball-in-hand can place the ball anywhere on the table or (depending on the game and situation) anywhere behind the head string.

**bank** . . . . . Playing a ball off of one or more rails and then into a pocket.

**break** . . . . . The first shot, the one which scatters the racked balls.

**call** . . . . . Specifying the ball and pocket for a shot attempt.

**carom shot** . . . . Playing any ball off an object ball to knock another object ball into a pocket.

**combination** . . . . Playing a shot that hits multiple object balls in series and pocketing the last object ball hit.

**cue ball** . . . . . The white ball that you hit with the cue stick so that it strikes the other balls.

**cue stick** . . . . . The stick used to hit the cue ball.

**cue tip** . . . . . The end of the cue stick that makes contact with the cue ball.

**diamonds** . . . . . Markers on the table that are used to assist aiming. The markers and the pockets divide the long side of the table into eight equal parts. The markers divide the short side of the table into four equal parts.

**draw** . . . . . To hit the cue ball below center.

**end rail** . . . . . The rails at either end of the table.

**English** . . . . . Hitting the cue ball off center to the right or left producing right or left spin on the ball.

**Fine Tune** . . . . . Mouse movements are less sensitive when Fine Tune is on, so mouse movements make small changes. Toggle Fine Tune with the Ctrl key.

**follow** . . . . . To hit the cue ball above center.

**foot** . . . . . The end of the table where the balls are racked for the break.

**foot spot** . . . . . The center of the foot end of the table, marked by the second diamond at the foot end. This is where the balls are racked and spotted.

**foul** . . . . . An infraction of the rules of play as defined in either the general or the specific game rules. The penalty depends on game.

**frozen** . . . . . A ball which is touching the rail or another ball.

**head** . . . . . The end of the table where the cue ball is placed for the break.

**head string** . . . . . The line between the two center diamonds at the head of the table. You must break from behind this line.

**head spot** . . . . . The center of the head string.

**house rules** . . . . . Many pool halls and bars have their own specific set of rules for a game. For instance, many places don't allow masse shots for fear of damage to the tables' felt. Other house rules might cover banking the 8-ball, etc..

**inning** . . . . . One person's turn at the table. Ends at the end of the game, a missed shot, or a foul.

**kiss shot** . . . . . Hitting two frozen object balls at an angle so that an object ball is pocketed along the line perpendicular to the frozen balls.

**masse** . . . . . A shot in which extreme English is applied to the cue ball by means of elevating the butt of the cue.

**miscall** . . . . . Making a shot other than the one intended.

**object ball** . . . . . Any ball hit by the cue ball.

**pocket** . . . . . To legally sink a ball into a pocket. The word "make" is also used.

**position** . . . . . To pocket a ball and leave the cue ball in position for the next shot.

**race** . . . . . To play a match where the winner is the first to win a specified number of games.

**rack** . . . . . To set up the balls at the beginning of the game; also, the cluster of balls set up at the beginning of the game

**rails** . . . . . The raised edges of the playing surface off of which the balls bounce.

**rotation pool** . . . . . A pool game where you have to sink the balls in numerical order. Each ball is worth its number of points.

**run** . . . . . To make several consecutive balls.

**run out** . . . . . To make all of the balls on the table without giving your opponent a chance to shoot.

**scratch** . . . . . Pocketing the cue ball.

**side rail** . . . . . The rails on the sides of the table.

**slop** . . . . . A ball that is pocketed by luck.

**spot** . . . . . To place a ball at the foot spot as the result of a scratch or other foul.

**straight pool** . . . . . A game where the balls are worth one point each and can be pocketed in any order. The game is played up to a pre-set number of points.

**tracking** . . . . . Feature of Virtual Pool that shows you the exact path of every ball on the table, based on the current Aim and Force Level.

# Credits

## *For Celeris:*

Production Manager: **Steve Chaplin**

Programmers: **Matt Soares and Steve Chaplin**

Simulation Modeling: **RAS'PUTIN'**

Game Design: **Steve Chaplin and RAS'PUTIN'**

MultiMedia Production Mgr: **Ed Ritchie**

Lead Programmer: **RAS'PUTIN'**

Macintosh Programming: **Matt Soares**

Game Sound: **Steve Chaplin**

Program Design: **RAS'PUTIN'**

Tutorial and Game Intro Script: **Ed Ritchie**

## *For MacPlay:*

Producer: **Chris Parker**

Movie Player Conversion: **Chris Desalvo**

Manual Graphic Design: **Salma Asadi**

On-line Manual Conversion: **Luis A. Morales**

FMV Technician: **Bill Stoudt**

Macintosh IS Technician: **Steve Cabiness**

Line Producer: **Jeff Barnhart**

Manual Revision: **Chris Parker and Kelly O'Guinn**

Audio Re-mastering: **Sergio Bustamante**

Director of Quality Assurance: **Chad Allison**

Lead Testers: **Mark Murakami and**

**Matt Murakami**

Testers: **Steve McLafferty, Anthony Taylor, Jim Dodds, Daniel Huffman, Colin Totman, GJ Torres, Matthew Golembiewski and Sammy Matsushima**

## *Sound Effects Credits*

SFX editing: **Gregory Allen**

SFX mastering: **Craig Duman**

## *Music Credits*

"As Long as There's You" . . . . . Music and Lyrics: **Ronald Valdez** . . . . . Vocals: **Charlie Clark**

"Black Ball" . . . . . Music and Lyrics: **Ronald Valdez** . . . . . Vocals: **David Eisley**

"How About You" . . . . . Music and Lyrics: **Ronald Valdez** . . . . . Vocals: **Andrea Robinson**

"Nothing to Say" . . . . . Music: **Rick Jackson** . . . . . Lyrics: **Ronald Valdez**  
. . . . . Vocals: **Randy Crenshaw**

"Table Dance" . . . . . Music and Lyrics: **Ronald Valdez** . . . . . Vocals: **Billy Trudell**

"Water's Edge" . . . . . Music and Lyrics: **Brian Luzietti** . . . . . Vocals: **Liz Constantine**

"You Should Know by Now" . . . . . Music and Lyrics: **Ronald Valdez** . . . . . Vocals: **Dante Marchi**

"Good Thang" . . . . . Music and Lyrics: **Andre Egans** . . . . . Vocals: **Valerie Doby**  
. . . . . Produced by: **Charles Deenen**  
. . . . . and **Andre Egans**

"VR Into the Night" . . . . . Music and Lyrics: **Gregory G. Allen and Chaz (C&G Entertainment)** . . . . .  
. . . . . Vocals: **Denitria Champs**

Bass : **Charlie Ewing**

Drums: **John Wackerman**

Guitars: **Brian Luzietti**

Keyboards: **Ronald Valdez**

Musicians recorded at: **The Enterprise, Burbank**

Engineer: **Milton Chan**

Background Vocals: **Andrea Robinson, Angie Jarre,  
Gregory Allen, Tasha Barr,  
Chaz Tom Funderburk,  
Roger Freeland, and Andre Egans**

Background Vocals recorded at: **The Record Plant** Lead Vocals recorded at: **The Record Plant**

Engineer: **Milton Chan and Jean ("J.J.") Smit**

Session Producers : **Charles Deenen, Brian Luzietti, and Ronald Valdez**

All songs Mixed by: **Jean ("J.J.") Smit at Sound Castle and The Record Plant**

Except "We've got a Good Thing" and "Into the Night"

Mixed by: **Charles Deenen at Interplay Studios**

Mastered by: **Steve Hall at Future Disc**

Audio Director: **Charles Deenen**

Music Supervisor: **Brian Luzietti**

Thanks to: **James Peacock, the wonderful staff at the Record Plant, Audio  
Affects and Mike Morongell.**

### *For Rhapsody Productions:*

MultiMedia Producer: **Dan J. Foegelle**

### *Video Production Team:*

Director: **Michel C. Resnick**

Production Manager: **David Wolfson**

Director of Photography: **Dan Curtis**

Key Grip: **Tim Soronen**

Key Grip: **Mark Putnam**

Camera Assistant: **Dennis Barth**

Production Assistant: **Paul Wung**

Continuity: **Deborah Foegelle**

Production Studio: **Raleigh Studios, Hollywood, CA.**

Camera Gear: **Broadcast Plus**

Billiard Table: **AAA Billiards of Beverly Hills**

Voice of "History of Pool": **Nick Tate**

Documentary Producer: **Kate Coe**

Opening Animated Sequence: **Fred Kaplan**

Post Production Facilities: **Rhapsody Media Lab and Pacific Ocean Post**

Special Thanks: **Mike Shamos, Billiards Digest, The Billiard Archives  
and The Billiards Congress of America**

References: **The Sciences of Pocket Billiards,  
Standard Book of Pool and Billiards,  
Jack H. Koehler and Robert Byrne**

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Virtual Reality Effects Created Using  
3 Dimensional Video Acceleration - © 1995 Celeris, Inc.



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# Customer Service

If you have any questions about this, or any other MacPlay product, you can reach our Customer Service/Technical Support Group at:

MacPlay, 16815 Von Karman Avenue, Irvine, CA 92606 Attn: Customer Service. Customer Service is available 24 hours a day through our Automated Customer Service system, with a Customer Service representative available during normal business hours at (714) 553-3530.

Please have your system information available, or better yet, try to be at your computer. The more detailed information you can provide our support personnel, the better service we can provide you.

MacPlay is a division of Interplay Productions. Most MacPlay support services are listed under the parent company Interplay. If you have a modem, you can reach us at the following:

## **Hintline**

Although hints are not available for this game, hints are available for other MacPlay games. You can reach our hintline at 1-900-370-PLAY (1-900-451-6869 in Canada). The charge for this service is \$1.25 for the first minute and \$.75 for each additional minute. For Canada, these charges will be in Canadian dollars. All hint questions must be directed to this "900" service. No hints will be given on our Customer Service lines. You must have a touchtone phone to use this service. The hintline is open 24 hours a day. All long distance charges are included in these prices. Callers under the age of 18 must get parental permission before calling the hintline. The hintline is only available in the U.S. and Canada. Charges subject to change without notice.

**America Online:** You can E-mail Interplay Customer Support at IPTECH. To reach our Customer Support board in the Industry Connection, press Command-K for "Go To Keyword." Then type INTERPLAY in the Keyword window. In addition to reading and leaving messages, you can download fixes and demos from the "Software Libraries."

**CompuServe:** We are located in the Game Publishers B Forum, type GO GAMB PUB at any "!" prompt. Then select "Section 5" for MacPlay. You can leave technical support questions there. You can also download fixes and demos from Library 5 in GAMB PUB. The best place for game play hints about our games is in the GAMERS forum. If you are not already a CompuServe member, you can call CompuServe toll-free at 1-800-524-3388 and ask Representative #434 for a free introductory membership and a \$15 usage credit. Besides technical support for MacPlay products, CompuServe offers many other services, including communications, reference libraries, hardware and software support, travel, games and much more.

**PRODIGY® Interactive Personal Service:** You may send mail directly to us. Our ID is "PLAY99B."

**Internet:** You can reach MacPlay by sending Internet E-mail to support@macplay.com. Many MacPlay demos and patches are available at Internet FTP sites. To visit our World Wide Web site, point your browser to: "<http://www.macplay.com>" or you may ftp to [ftp.interplay.com](ftp://ftp.interplay.com).

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**O**nce again, welcome!

Brian Fargo



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**http://www.macplay.com**

MacPlay's World Wide Web site is an Internet service designed to give you the latest information about Interplay and our products.