

FULL 3D PLAY PERSPECTIVE

BILLIARDS



POOL



TRICK SHOT EDITOR

Cue up for the latest Three Dimensional Pool, Billiards and Trick Shot simulation on your C64.

Packed with outstanding features like slow motion action replay and three camera angles, the game brings a whole new perspective to computer Pool.

The special Trick Shot Editor allows you to hone your skills to those of a real Pool Hall Hustler.

Whether playing against EIGHT friends in a League Tournament, or pitting your wits against a sharp computer opponent, American 3D Pool is the most entertainingly accurate Pool and Billiards simulator.

Program,
Graphics & FX:
Stephen Walters
Made in UK



COMMODORE
64/128

AMERICAN
3D
POOL

AMERICAN 3D POOL



COMMODORE
64/128



COMMODORE LOADING INSTRUCTIONS
Press SHIFT and RUNSTOP together.
Press PLAY on the tape.

Features include:
Full 3D Play Perspective, Pool Simulation, Billiards Simulation, Three Camera Angles, Automatic Ball Return, Unique Ball Viewfinder for Short Range Accuracy, Nine "Hustler" levels of Computer Opponent, 8 Player Pool and Billiards Tournaments, Hard Copy Tournament Printouts, 9 Preset Trick Shots, Trick Shot Editor Utility, Knockout or League Tournaments, Fast and Slow Action Replays, Accurate Ball Dynamics, Screwball Shots, Straight Two Player Mode, and lots, lots, more !!

...POOL...BILLIARDS...TRICKSHOTS...

GAMESPLAY

American 3D Pool is a Pool, Billiards and Trick Shot simulation with highly accurate three-dimensional play representation.

The play action is controlled by a **JOYSTICK** connected to the relevant port on the computer.

POOL

A one player game can be set up playing against the computer with nine levels of difficulty. Alternatively, a two player game can be racked up to challenge an opponent in straight frames.

The aim of the game is to pot three balls of the same colour, and then move on to pot the black ball. The first ball potted decides your colour.

If you hit an opponent's ball before striking your own ball, or pot an opponent's ball, this is a **FOUL** and awards the other player two consecutive shots. These shots "**follow on**", but the "**Free Ball**" rule does not apply.

Potting the black ball when it is not required gives the game to the other player.

BILLIARDS

Billiards can have either a one or two player game, with nine computer levels of difficulty.

There are two cue balls, one white and one yellow, as well as a red play ball.

Scoring:

1. Missing all balls with cue ball - "Miss" - 1 point to opponent
2. Cue ball goes straight into pocket - "Coup" - 3 points to opponent
3. Potting red or cue ball after first touching red - "In Off" - 3 points
4. Potting opponents cue ball or "In Off" from it - 2 points
5. Striking both balls - 2 points

If the opponents cue ball is potted it stays down for the whole of the break.

TOURNAMENT

Both Pool and Billiards have a **TOURNAMENT** option where up to **EIGHT** players can compete in a **KNOCKOUT**, or a **LEAGUE** of up to five rounds.

The setting of the Tournament and match results are shown after every game. The **final** table can be printed out on request for future examination.

TRICK SHOT

The computer already has nine trick shots programmed into memory, which are selected by pressing the corresponding key. The aim of the **trick** shot is explained along with the ball set up, and practice will enable stunning skill shots to become part of your repertoire.

The **TRICK SHOT EDITOR** allows special shots to be constructed by pressing the following keys:

- F1 - Reset balls
- F3 - Fetch ball
- F5 - Delete ball
- F7 - Enter and Exit editor

Once the balls have been set up, exiting the editor allows the shot to be taken in the normal way.

SHOT SELECTION

On a break, the **cue** ball can be positioned anywhere in the "D" by pressing **FIRE**. The Cursor can then be moved to the desired positioning on the cloth.

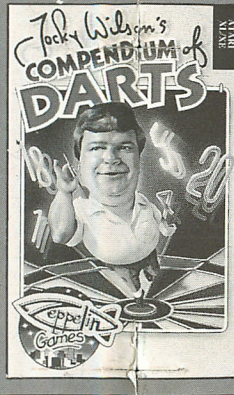
Pressing and holding down the **FIRE** button increases the Power of the shot, shown on the meter at the right hand side of the screen.

Once the **FIRE** button has been released, moving the **JOYSTICK** puts spin on the ball which is indicated beside the Power Meter.

EXTRA FEATURES

- Commodore Key -** Action Replay of the last shot taken
- Commodore Key and Fire V -** Action replay in slow motion
- V -** Alters camera angles to opposite ends of the pool table.
- / -** Aborts the present game
- Automatic Demo -** After 1 minute, Pool or Billiards Demo
- Two Joysticks -** Plug extra joystick into port 1, and select operation by pressing 2 on the Title Screen

Jocky is back on the 'Ockey, in
JOCKY WILSON'S COMPENDIUM OF DARTS
Six Great Games in One Load !!



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