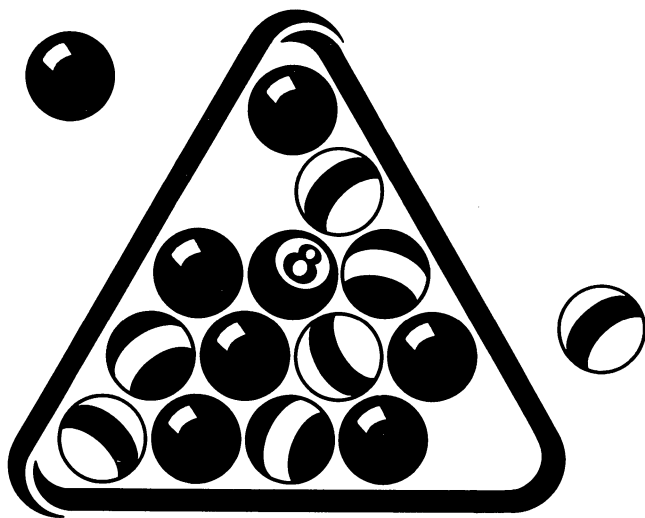
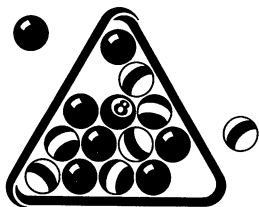


RACK 'EM™



**Official Rule Book for
Commodore 64/128**

RACK 'EM™



Designer: Artech Digital Entertainments, Inc.

Producer: Jay Stevens

Game Testing: Eric LaBadie

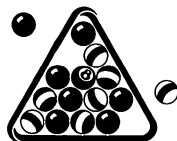
Manual by: Jay Stevens & Sara Reeder

ACCOLADE™
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RACK 'EM™



The Old Man's blue eyes glitter in cool confidence as he picks up his custom cue stick. His smile says victory as he steps into the shadows, out of the glare of the table's low overhead light.

Your turn, kid. Get out of this one.

No doubt about it, he's left you a real mess. You grab your cue, and the room suddenly quiets. The guys at the other tables gather around, watching silently at the edges of the smoky darkness. Without the usual clack of balls and deep laughter, you can almost hear the smoke rise from the stogie that Bert, the proprietor, always clenches between his teeth. It's that quiet.

You crouch low over the table and draw the cue smoothly over your fingers. Across the sea of green felt, the Old Man's grin fades.

Nine ball in the corner pocket.

The shot comes clean and direct, with lots of power. The cue ball hurtles across the table, clips the 2-ball (which flies into the side pocket), rebounds off the foot cushion, and plows into the 9 like a runaway train. You get the english just right: the 9 slides across the table toward the corner. It banks twice, dances between the jaws of the cushions a couple of times, then drops with a gratifying slap into the leather mesh pocket.

Victory is sweet. And after tonight, nobody calls you "kid."

Getting Started

- 1 Connect your joystick to port 2. Remove any cartridges.
- 2 Turn on your computer and disk drive.
- 3 Insert the **Rack 'Em** game disk into the drive, label side up.
- 4 Type **LOAD**"*",8,1 and press **Return**.
- 5 Watch the pool shark amble across the screen toward the pool parlor. Press the **fire button** or **space bar** to speed through these opening screens.
- 6 When you cross the **High Score** screen, you can move the joystick left or right to check the high scores. Press **F7** to pause the game and view the high scores, then Press **F7** again to continue.
- 7 Menus appear after the opening screens. To make a selection, move the joystick up or down to highlight an option, then press the **fire button** to select it.

Note: Press **F1** anytime to return to the previous menu screen. If you continue to press **F1** you will be asked if you wish to quit the current game. Move the joystick to select yes or no and press the **fire button**.

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Quick Instructions

If you can't wait to get your hands on the cue (joy) stick, turn to the back cover for the quick, bare-bones instructions to **Rack 'Em**.

Not-so-Quick Instructions

Bert, crusty owner of this venerable establishment, doesn't waste time explaining stuff to people. So if you'd like a few more details about **Rack 'Em**, read on. Definitions of underlined words – pool jargon and **Rack 'Em** creations – appear in the Glossary in the back.

Choose Your Skill Level

☺ Amateur

The two Ghost Balls – imaginary balls that help you aim – are set on a longer arc, which makes it easier to set up an accurate shot. In addition, the accuracy bar is more forgiving: You don't have to hit the ball as accurately to make the shot.

☹ Professional

The Ghost Balls are set more closely together, which gives you a greater margin of error when you aim. And the Power and Accuracy settings are more precise, which requires you to think harder and act faster to make a perfect shot. This option most closely simulates a real game of pool.

- 1 Move the joystick to select one of these skill levels, then press the **fire button**.

What Do You Want to Play?

Bert needs to know. Highlight one of the following and press the **fire button**.

☹ Trick Shots

- 1 The names of these ten famous trick shots appear. You can let the computer shoot them first, or take a stab at them on your own.

Snake

Double bouncers

Four Ball Sink

Diamond

Black and Blue

→ (Choose this to make the second five shots appear.)

Clear table

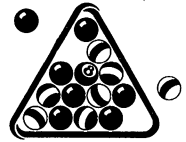
Black Flash

Blocked Black

Rat-ta-ta-tat

Bye bye reds

← (Choose this to make the first five shots reappear.)



- 2 Move the joystick to select a shot, and press the **fire button**. After a short delay, the computer makes the shot.
- 3 To attempt the shot yourself, move the joystick before the shot starts. You select the aim, english, and power. Pressing the **fire button** at each stage uses the current setting.
- 4 The computer automatically returns you to a Custom game of pool. You can keep playing, or press **F1** to return to the **Which Trick Shot** menu or press **F1** for the **What Do You Want To Play?** screen.

☺ **Saved Shots**

You make an incredible shot, the kind no one would believe unless you showed it to them. So show it to them. Save, and replay, up to ten of your most prodigious shots:

- 1 Press **F5** after you make the shot.
- 2 Select **Save Last Shot**.
- 3 Select one of the five positions on the shot list, or the arrow (which makes the next five positions appear), and press the **fire button**.
- 4 Enter a name for your shot, then press **Return** or the **fire button**. The shot is now saved, and you're automatically returned to your current game.
- 5 To put a new shot on the list once it's full, you have to replace an old one.

☺ **Restore Game** (Restores a previously stored game)

With this feature, you can save your current game, turn off your computer, go out and buy Accolade's **Serve & Volley™**, then come home and start up again right where you left off:

- 1 Press **F5**, select **Save Game**, and the game is automatically saved.
- 2 Only one game is saved at a time (previously-saved games are overwritten).

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☉ New Game

- 1 Highlight one of these games and press the **fire** button.

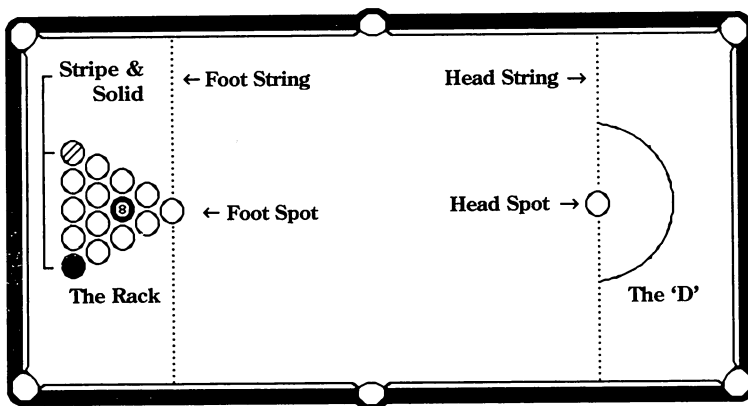
Pool	Straight pool: first to reach a pre-determined score wins.
Snooker	An English game of strategy: highest point total wins.
Eight Ball	Stripes and Solids: clear your group and pocket the 8 ball.
Nine Ball	A game of combinations: first to pocket the 9-ball wins.
Custom	Unique to Accolade: no rules, anything goes.

If you select pool, you are asked to choose a score to shoot for: **25, 50, 100, 150, or 200.**

Start Your Game

☉ What Is Your Name?

- 1 Type up to 14 characters, then press the **fire** button.
- 2 Type your opponent's name, and press the **fire** button.
- 3 If you want Bert to call you Player 1 and Player 2, just press the **fire** button twice.



Standard Pool Table



☉ Stringing for Break

A little pre-game ritual of skill to decide who breaks. Each player knocks the cue ball off the Foot Cushion, and whichever rebound comes closest to the Head Cushion, that player has the option to break.

- 1 Place the cue ball behind the Head String, and press the **fire button**.
- 2 Aim the shot; press the **fire button**.
- 3 Select the amount of english you want to use; press the **fire button**.
- 4 Select the amount of power to use; press the **fire button**.
- 5 To strike your shot, press the **fire button** the moment the cue stick hits the cue ball.
- 6 If your ball hits your opponent's, or drops into a pocket, or if it never hits the foot cushion, you automatically lose the break.
- 7 Select pass or play and press the **fire button**.

Hint: If you win the string, but you know your opponent doesn't break well, you might want to pass the break to him.

Gameplay

☉ Special Keys

- F1** Press to back up the game to previous screens. Continue to press it to exit the game.
- F3** View mode. Stops the current game. Lets you use the joystick to cycle through, and identify, balls. It's helpful when a stripe looks like a solid, or if two balls look the same color. Press it again to continue.
- F5** Press to reveal these Save Shot options:
- 1 Restore Shot: lets you retake your last shot.
 - 2 Save Last Shot: saves the last shot made, then continues the game in progress.
 - 3 Save Game: saves the current game, then continues the game in progress.
 - 4 You may press **F1** to return to the game in progress.
- F7** Displays the current scores. Press again to return to the game in progress.
- Space bar:** when aiming your shot, this key toggles between aiming at a ball or a bumper.
- Restore:** restarts **Rack 'Em**, but forfeits your current game.

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☉ Hitting a Shot (The break)

- 1 When it's time to shoot, the cue ball appears, highlighted and flashing.
- 2 Move the joystick to position the cue ball anywhere allowed by the specific game and press the **fire button**.

☉ The Object Ball (The one you're trying to sink)

- 1 Move the joystick to highlight the Object Ball. Ball numbers appear at the bottom of the screen
- 2 When you find the right ball, press the **fire button** to select it.

☉ Bank Shots (Knocking a ball off a cushion)

- 1 A stray ball blocking your shot? Go around it with a bank shot. When the Aim Your Shot prompt appears, press the **space bar**.
- 2 Now move the joystick to cycle through the six cushions. When the one you want flashes, press the **fire button** to select it.

☉ Ghost Balls (Imaginary balls that help you aim)

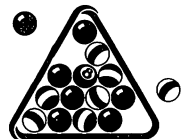
- 1 After you select an Object Ball, two Ghost Balls appear. One – the Object Ghost – shows up beside the Object Ball which is the real ball you want the cue ball to hit first.
- 2 The second Ghost Ball – the Direction Ghost – appears in two places, based upon the skill level: Alongside the cushion in the Amateur level, or a fixed distance from the cue ball in the Professional level.
- 3 Use the joystick to control both Ghost Balls. Move the Object Ghost to touch the spot on the Object Ball where you want the cue ball to strike first. The Direction Ghost then automatically shows you the direction this shot will take.

By the way: if you select a bank shot, only one Ghost Ball appears. Use the joystick to place it on the cushion location you want the cue ball to hit. Press the **fire button** to continue.

- 4 When the Ghost Balls reflect the shot path you want, press the **fire button**.

☉ Call Your Shot

- 1 Some games require that you say what you're going to do before you do it, or call your shot: "Twelve-ball in the corner pocket."
- 2 So if a prompt requests this, move the joystick to indicate the desired ball, then the destination pocket, and press the **fire button**.



☉ English (Putting "stuff" on the cue ball)

English is the spin you can put on the cue ball so that it alters the direction the cue ball caroms off the first ball or bumper it hits. Most shots don't require english. But sometimes, the extra spin can make the cue ball roll into a better position for the next shot.

- 1 When the cross hair flashes on the cue ball at the lower left of the screen, use the joystick to put the cross hair on the spot on the cue ball where you want the tip of the cue stick to hit it.
- 2 Different spots create different effects:

Follow Shot: hit the cue ball just above the center point so that it puts topspin on the ball. The result? The cue ball follows the Object Ball for a short distance after striking it.

Draw Shot: hit the cue ball just below center so that it creates underspin. Result? The cue ball backtracks a short distance after striking the Object Ball.

Left English: hit the cue ball left of center to put left sidespin on it. Result? The cue ball angles to the left after it hits the Object Ball.

Right English: hit the ball right of center to generate right sidespin. The result? The cue ball angles to the right after it hits the Object Ball.

- 3 When the cross hair is where you want it, press the **fire button**.

☉ Power and Accuracy

- 1 Watch the cue stick in the lower right corner of the screen. When it moves, it's time to decide how hard to hit your shot.
- 2 Use the joystick to move the Power bar, which slides on a scale from 0 to 10. Move it toward 0 for a soft shot, or toward 10 for a hard shot. Longer shots need more power, shorter shots need less power. But be careful: overpower one shot, and you can knock yourself out of position for the next one.
- 3 Now watch the cue stick as it moves back and forth. Try to press the **fire button** the moment the cue stick touches the cue ball. The timing determines the accuracy of your shot. If you're too early or late, the shot is less than perfect.

Custom Games

Rack 'Em includes four of the most popular pool games. But if your favorite pool game isn't here, use the Custom Game feature to set up almost any style of game you'd like.

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☺ Select a Ball Set

- 1 Choose **Custom Game** from the Name Your Game screen, and press the **fire button**.
- 2 When Bert asks – **What ball set do you want?** – select one of these four options and press the **fire button**.

Standard 15	15 numbered balls (1 through 15), plus the cue ball
Snooker	15 plain red balls without numbers, six individually-colored balls(yellow, green, brown, blue, pink, and black), and the cue ball
15 Reds	15 identical, numberless red balls, plus the cue ball
Nine Ball	The first nine balls in a diamond rack plus the cue ball

☺ Select Custom Game Features

Now select any of the following options to create your own game, according to your own rules:

Take Shot

- 1 Use this command to hit a shot.

Adjust Score (Displays Scoreboard)

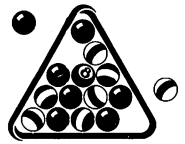
- 1 Enter points according to the rules of the game you're playing.
- 2 Move the joystick up or down to select Player 1 or 2.
- 3 Hold the **fire button** down and move the joystick to change a score.
- 4 Select **Finished**, and press the **fire button** to return to the game.

Move Ball (Place balls anywhere on the table)

- 1 Move the joystick to select a ball, and press the **fire button**.
- 2 Then move the ball where you want it to be, and press the **fire button**.

Spot Ball (Returns a potted ball to play)

- 1 Use the joystick to choose a ball from the storage rack. Press the **fire button** to select it.
- 2 Place it anywhere on the table, and press the **fire button** to continue.



Remove a Ball (Handy for trick shots)

- 1 Use the joystick to select the ball you want to remove, and press the **fire button**.

Rack Balls

- 1 Re-racks the table

Restore Shot (Automatically puts balls back in original positions after a shot.)

- 1 Useful when you want to practice a shot, using different variables.

The Rule Book

Straight Pool

Also called 14:1 Continuous Pool, and perhaps the toughest game to master. It takes shooting skill as well as great defensive tactics and plenty of patience. The winner is the first player to reach a predetermined score (25, 50, 100, 150, or 200). Any legally potted ball is worth one point. Good players can run the table several times before missing.

☉ The Break

Straight pool uses 15 numbered balls. On the first shot you must fill one of two requirements:

- 1 Call a ball and pocket and successfully make the shot.
- 2 Shoot the cue ball so that it hits a ball and then it and two other balls hit any cushion.

If you fail at this, you're already down 2 points (penalty points are added to your opponent's score.) And your opponent now has the option to play the table as is, or to re-rack the table so that you have to break again. This can go on until you make a legal break, or the other player accepts the table as is.

If you scratch (pot the cue ball) on a legal break, it costs you one point, and your opponent gets to play the cue ball from anywhere behind the Head String.

A little strategy: if your opponent isn't particularly good at breaking, try like heck to win the string, then pass the break

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🎱 Gameplay

After the break, you can shoot any ball on the table. But you're required to call every shot. If you pocket more than one ball on a successful shot, the extra balls are also added to your score.

🎱 Fouls

You must accomplish one of two things on every shot: either pocket an object ball, or hit the cue ball so that after it hits another ball, any ball makes contact with a cushion.

If each shot doesn't fill one of these requirements, it's a foul. Your opponent is awarded one point and gets control of the game.

The Successive Foul Rule: end three successive turns with a foul (not including the break), and the table is automatically re-racked, and your opponent gets 16 points.

Hitting a Frozen ball (a ball touching a cushion): you must hit the cue ball so that one of the following occurs:

- The cue ball strikes the frozen ball and pockets it or another ball
- The cue ball strikes the frozen ball, and causes it to hit another cushion
- The cue ball strikes the frozen ball, and either the cue ball or another ball hits any cushion

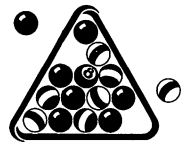
🎱 Re-Racking

When there is only one colored ball left on the table, re-rack the 14 pocketed balls. The 15th ball stays where it is. If it's your turn, you may now shoot at the racked balls, or the 15th. (Note: if the cue ball or last ball are in a position to interfere with the rack, they are moved to preset clear positions.)

If the last two balls are pocketed with the same shot, the table is re-racked with both the cue ball and the 15th ball lined up to the left of the rack.

🎱 Safety Play

Faced with an impossible shot, you can end your turn by making a safety play. This shot follows the same rules as any other legal shot, but instead of sinking a ball, your goal is to leave your opponent with a tough shot. However, you are only allowed two consecutive safeties on a ball that is within a balls width of a cushion off that cushion. On the third such attempt the ball is considered frozen to that cushion.



Eight Ball

This game is popularly known as Stripes and Solids because one player pockets all the solids (1-7), and the other player pockets all the stripes (9-15). The first player to pocket all his balls, then legally pocket the 8-ball is the winner.

☉ The Break

A legal break requires that you either pocket one ball, or cause at least four numbered balls to strike the cushions. Failing this, your opponent has the choice of playing the table as is, or re-racking and making the break himself. If you scratch (sink the cue ball) on the break, your turn is over, and any balls you sink – except the 8-ball – remain pocketed. Your opponent retrieves the cue ball and shoots with the cue ball in hand from anywhere.

If the 8-ball is pocketed on the break, the shooter automatically wins.

☉ Choosing Stripes or Solids

The table is open (you can hit any ball) until someone sinks the first ball, which determines who plays stripes (9-15) and who plays solids (1-7). Whatever ball is pocketed first, the shooter plays that group and the opponent plays the other. On an open table, you can hit the 8-ball or any other ball as an Object Ball.

If you sink both a solid and a stripe on the same shot, the computer lets you choose the group you want to play. Any balls of the opposite type that are potted remain potted, and the table is no longer open: you and your opponent can no longer use each other's ball (or the 8-ball) as Object Balls.

☉ Rules of Play

If you transgress any of the following rules, it's a foul and your turn is over. And any of your balls that you pocket are re-spotted. Your opponent's balls stay in the pockets.

- You can keep your turn as long as you keep pocketing balls from your group. After all of them are pocketed, then you must legally shoot and make the 8-ball – which wins the game
- To be a legal shot, the cue ball must hit one of your balls first. (You can bank the cue ball off a cushion first, then strike your ball)
- After hitting your ball, you must either pocket an Object Ball, or make the cue ball or any Object Ball strike a cushion

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Rules of Play (continued)

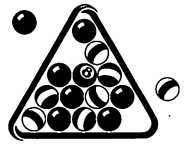
- If you make an intended shot, any other balls you also sink, except the eight ball, are legal and remain pocketed
- If you sink an opponent's ball at any time, it remains pocketed
- There is no foul if you miss a shot
- If an Object Ball is frozen (touching a cushion), you must hit the cue ball so that it does one of three things:
 - The cue ball strikes the frozen ball and pockets it or another ball
 - The cue ball strikes the frozen ball, and causes it to hit another cushion
 - The cue ball strikes the frozen ball, and either the cue ball or another ball hits any cushion

☺ How to Lose the Game

- Make a foul while you're trying to pocket the 8-ball
- Pocket your last ball and the 8-ball at the same time
- Scratch the cue ball when you're legally shooting for the 8-ball
- Sink the 8-ball in a pocket you didn't call
- Sink the 8-ball when it's not a legal ball to pocket

A Little Strategy

Try to line up your shots so that after you sink one ball you're already in position to make the next one. Remember, the first player to pocket all of their balls has the first chance at the 8-ball. Take your time — if you make a foul while trying for the 8-ball, it costs you the game



Nine Ball

This is a short, fast-moving game with lots of action that uses only the eight solid balls, the striped 9-ball, and the cue ball. The first player to pocket the 9-ball on a legal shot (or on the break) wins the game.

☺ The Break

- Balls are racked in a diamond pattern, with the 1-ball on the Foot Spot and the 9-ball in the center
- You must hit the 1-ball first, then either pocket a ball or drive four balls to the cushions. Fail this, and your opponent takes the cue ball in hand, and can shoot from anywhere on the table
- You don't have to call the shot on the break, and any balls pocketed remain pocketed
- Miss the rack completely and it's a foul. Your turn ends, and your opponent can shoot with the cue ball in hand from behind the Head String, or make you re-break

☺ Game Play

The cue ball must always hit the lowest-numbered ball on the table before it hits any other ball. (For example, if the the 1-ball was sunk on the break, the 2-ball is now the lowest ball, you must shoot for the 2-ball. If the 2-ball strikes the 9-ball and pockets it, you win the game.)

After the break, you have the option to shoot or push out. This means that for this one shot you may make an illegal shot on purpose (and without penalty) in order to place the cue ball in a better position. Afterwards, your opponent can choose to shoot, or make you shoot again.

If an object ball is frozen (touching a cushion), you are required to hit the cue ball so it does one of three things:

- The cue ball strikes the frozen ball and pockets it or another ball
- The cue ball strikes the frozen ball, and causes it to hit another cushion
- The cue ball strikes the frozen ball, and either the cue ball or another ball hits any cushion

☺ Calling Shots

You must call all shots, except for the break. If you sink your ball in the called pocket, any other balls you pocket also count.

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☉ Fouls

After you commit a foul, you lose your turn, and your opponent can play the cue ball from anywhere on the table. If you make three consecutive fouls, you automatically lose. A foul is any one of the following:

- You don't hit the lowest-numbered ball first with the cue ball
- You hit the lowest-numbered ball, but then fail to pocket a ball as called or to cause the cue ball or any other ball to strike a cushion
- You scratch (pocket the cue ball)

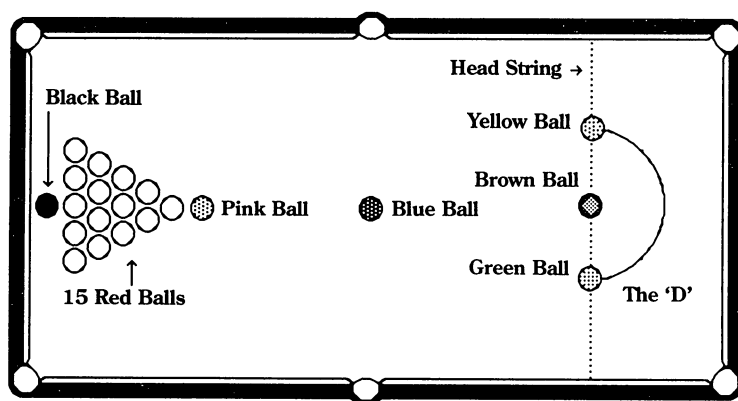
Any ball pocketed illegally remains pocketed without penalty. If the nine ball is pocketed illegally, it is re-spotted. If you scratch, your opponent can play the cue ball from hand anywhere on the table.

Snooker

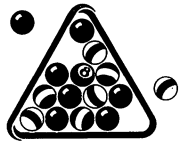
Snooker is a game of English origin that is played with 22 balls: one white cue ball, 15 red balls, and six different colored balls: yellow, green, brown, blue, pink, and black. The game is played for points with the winner being the one with the most points when the table is cleared. You score points when you pocket the right ball, or when your opponent commits a foul.

☉ The Break

The table is made up of the 15 red balls in a pyramid and the six colored balls layed out as in the diagram below.



Snooker Table



The game starts with players stringing for the break. The winner can put the cue ball into play anywhere on or inside the lines of the D.

The object of the break is to hit any one of the red balls first. If you hit one of the colored balls instead, your opponent gets 4 points, or the value of the colored ball you hit, whichever is higher. In addition, he has the option to play the shot or pass the play back to you.

☉ Gameplay

The game is divided into two phases. In the first, you try to pocket a red ball. If successful, you call or nominate any of the colored balls and attempt to pot it. If you pot it, it is respotted, and you try for another red, then another color, and so on.

Potted reds are never respotted but potted colors always are. Failure to pot the required ball ends your turn. Players alternate turns this way until all the reds are cleared and an attempt is made at a called color after the last red is potted.

The game then enters phase two. In this phase the colors must be potted in order of ascending point value, lowest to highest: yellow, green, brown, blue, pink, and black. These balls are not respotted. If the score is tied after the black is potted, then the black is respotted, and play resumes with the cue ball spotted within the D.

☉ Calling Shots

Because snooker is a venerable British gentlemens game, there are some language differences. For example, you don't call your shots — you nominate them. If you nominate one red ball, you've nominated them all — it doesn't matter which one you sink. The only time you call a particular ball is when you select a color after potting a red, and when you select a FREE ball (see below).

☉ The On Ball

A ball is referred to as being "ON" in snooker if it is of the color that you are trying to pot. When you are shooting for reds, all the reds on the table are ON.

For a shot to be legal, the first ball the cue ball hits must be ON. All kinds of combination shots are possible when going for reds because the red you hit first doesn't have to be the red you pot. However, colored balls must be hit first to be legally potted.

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☉ Snookers

Snookering your opponent is the main objective of defensive play. Put simply, you are snookered if one or more non-ON balls obstruct a clear shot at a given ON ball. Technically, you are snookered anytime a non-ON ball keeps you from hitting both sides of an ON ball.

Snookering forces your opponent to first bounce the cue ball off a cushion, or to make a foul when attempting the shot.

☉ Cue Ball Touching a Ball

If a shot starts with the cue ball touching a ball, then the shot must be played in such a way that the cue ball does not disturb it. You can hit that ball if you knock it off a cushion first. If the ball that is touching the cue ball happens to be ON, this rule does not apply – you can hit anything you want.

☉ Fouls

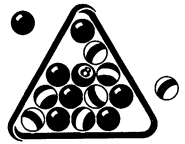
The penalty for a foul in snooker is always the maximum of the following: four points, the value of the ON ball, or the value of the ball hit first. Foul points are added on to your opponent's score.

Fouls include:

- Disturbing a non-ON ball if it's touching the cue ball
- Scratching (potting the cue ball)

(After a scratch, the cue ball may be spotted anywhere in the D. Unlike most billiard games, there is no restriction on how the cue ball may be played from the D. However, you can't deliberately position the cue ball in the D so that you are snookered and thereby gain a FREE ball. The game does not check for this. You can choose to obey it or not.)

- Not hitting the ON ball first or not hitting any ball
- Potting a non-ON ball
- Not hitting a FREE ball first (see below)
- Snookering your opponent with the nominated ball as part of a foul stroke



- Simultaneously hitting or pocketing two balls with one stroke. The penalty here is the higher value of the two struck or pocketed balls

(There are two exceptions to this rule: You can sink two red balls with one stroke. Or, in cases where you've been snookered by a foul shot and are playing a nominated ball, you can sink both the nominated ball and the ON ball with the same stroke.)

After every foul, play passes to your opponent who then has the option of passing the play back to you. Regardless of who plays, if that player is snookered, he has the option of nominating a FREE ball.

④ Free Ball

After a foul, and if you're snookered, you may nominate any ball as a FREE ball. That means you don't have to hit the ON ball first, but you must hit the FREE ball first. If you pot the FREE ball, it counts for the same number of points as the ON ball and it is immediately respotted. Your turn continues if you pot either the FREE ball or the ON ball – and you don't foul.

④ Scoring

Points are scored for each ON ball potted during your shot as follows:

Red	Yellow	Green	Brown	Blue	Pink	Black
1	2	3	4	5	6	7

RACK 'EM™

Glossary

bank shot — A shot in which the cue ball rebounds off one or more of the cushions before hitting a ball.

break — The opening play in any pool game. The balls are clustered in a rack near one end of the table. The player who breaks hits the cue ball into the cluster, scattering the balls.

call a shot — Many games require players to call their intended shot, that is, state the name of the object ball and which pocket it's headed for, before hitting the cue ball. For example: "Six ball in the side pocket."

cue ball — The only ball on the table that's ever directly hit by the cue stick. It's a solid white ball with no markings.

cue ball in hand — After one player scratches, the opposing player retrieves the cue ball and returns it to play. In most games, he has the option of placing it anywhere within a specified area, such as behind the head string or inside the D. Some games allow the player to play the cue ball in hand from any spot on the table he wishes. This is, of course, a tremendous advantage.

cushion — The rubber railings that surround the table's playing surface. They are covered with the same felt as the table.

draw shot — A cue ball hit with underspin. When it strikes the object ball, it backtracks a short distance before coming to rest.

english — Pool players can skew their shots slightly, resulting in sidespin, underspin, or topspin on the cue ball. This affects the direction the cue ball travels after it first hits something.

follow shot — A cue ball hit with topspin. When it strikes the object ball, it follows it for a short distance before coming to rest.

foot — In American billiards, this is the end of the table where the balls are racked; in British snooker, it's the opposite end. The other end of the table is called the *head*.

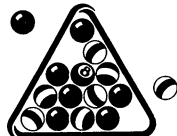
foot cushion — The cushion at the foot end of the table

foot string — An imaginary line running through the foot spot, which is near the foot end of the table.

foul — A breach of the game's specific rules. Fouls always carry penalties, most commonly, the loss of your turn.

frozen cushion — A ball that is touching a cushion is considered 'frozen' and must be played according to strict rules.

ghost ball — One of two imaginary balls that help you aim a shot. One ball stays close to the Object ball, and shows where the cue ball will strike it. You move the other ghost ball to indicate where the object ball should go.



head — See *foot*

head cushion — The cushion at the head end of the table.

head string — An imaginary line running through the head spot, which is near the head end of the table. In most games, a cue ball played in hand can be played from anywhere behind this line.

high break or run — The number of consecutive balls sunk in one turn.

nominate ball — Snooker term for *call a shot*.

object ball — The ball you're trying to sink.

on ball — In Snooker, the ball you're trying to sink must also be the first ball the cue ball strikes. That's the *on ball*.

pot a ball — Knock a ball into the pocket.

push shot — Where the cue ball is immediately driven into a ball it is touching. Used in nine ball to better position the balls after the break without penalty.

rack — A triangular or diamond-shaped wooden or plastic loop used to configure the balls properly at the start of the game. When the balls are placed in their starting positions, the rack is removed from the table.

safety — A defensive play that positions the balls so it's very hard for your opponent to score or not foul. It's the last play of your turn, designed to leave your opponent in a tough spot.

scratch — Potting the cue ball. In most games, it counts as a foul.

solids — The 1, 2, 3, 4, 5, 6, 7, and 8 balls. Each ball is entirely one color, except for a small spot with the number on it.

snooker — Put simply, you are snookered on a given ON ball if one or more non-ON balls obstruct a clear shot at the ON ball.

spot a ball — When a player illegally sinks a ball other than the cue ball, the ball is retrieved and placed back on the table. Most games have specific rules governing where the ball can be *spotted* (positioned) and returned to play.

string for break — The method used to decide which player breaks at the start of a game. Both players start with the cue ball behind the head string. They then hit the ball toward the foot cushion. The player whose ball rebounds closest to the head cushion wins the choice of the break.

stripes — The 9, 10, 11, 12, 13, 14, and 15 balls. Each ball has colored stripes, alternating with white.

target ball — The first ball the cue ball strikes during a given shot.

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Quick Instructions

For those of you who can't wait to get your hands on a cue stick, here's the quick instructions. Definitions of underlined words appear in the Glossary in the back of the manual.

Choose Your Game

- 1 Move the joystick to select AMATEUR; press the **fire button**.
- 2 Select NEW GAME; press the **fire button**.
- 3 Enter your name (up to 14 characters), and your opponent's name. Or, press **Return** or the **fire button** once to default to PLAYER 1. Press again to default to PLAYER 2.
- 4 Select CUSTOM GAME; press the **fire button**.
- 5 Select STANDARD 15; press the **fire button** again.
- 6 Place the cue ball behind the head string and press the **fire button**.
- 7 Select TAKE A SHOT; press the **fire button**.

Set Up Your Shot

- 1 Use the joystick to position the cue ball anywhere on the table. Press the **fire button** to drop it.
- 2 Move the cursor to the racked balls. Highlight the ball you want to hit first – the Object Ball – and press the **fire button**.
- 3 Two Ghost Balls appear: the one closest to the Object Ball shows where the cue ball strikes it. The second Ghost Ball (farthest from the Object Ball) shows where the Object Ball goes — assuming no other balls are in the way and you make the shot with enough power.
- 4 Use the joystick to move the second ghost ball in the direction you want the Object Ball to go. Press the **fire button** to continue.
- 5 At the lower left of the screen, the crosshair on the cue ball flashes. Use the joystick to move the crosshair. This adjusts the english on the ball. Press the **fire button** to continue.
- 6 Move the power indicator. The higher the number, the more power you put behind the ball.
- 7 Finally, try to press the **fire button** the instant the animated cue stick hits the cue ball. This determines the accuracy of your shot.