

INSTRUCTION BOOKLET

VIRTUAL POOL 64™



Crave Entertainment, Inc.
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PRINTED IN JAPAN



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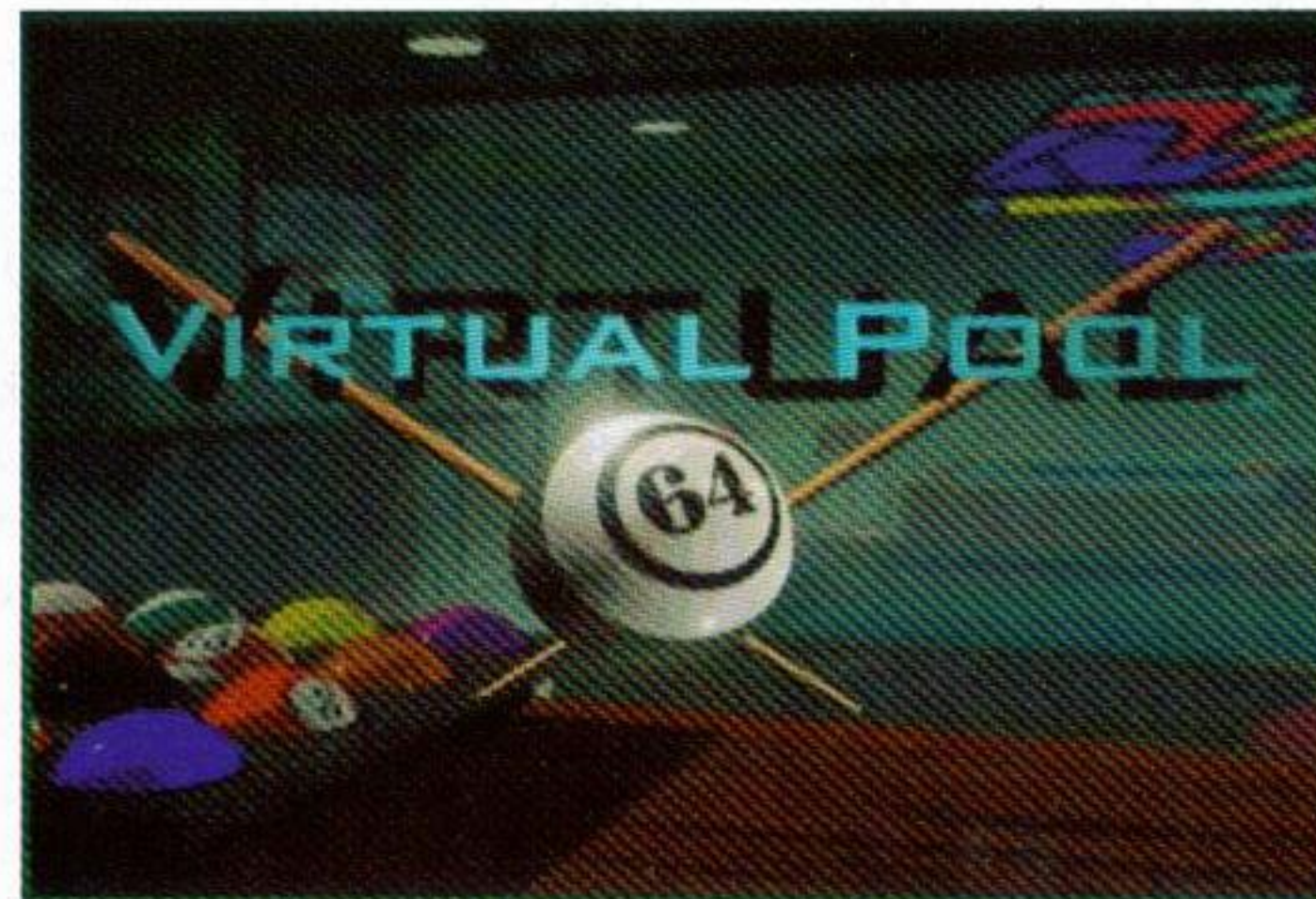
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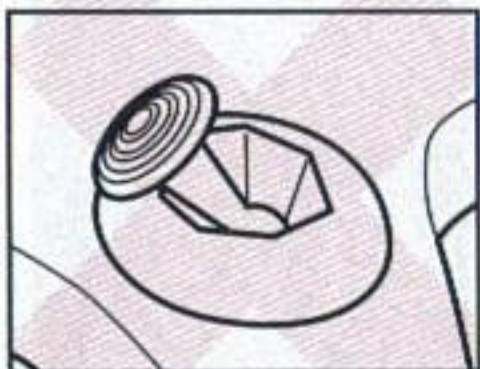


GETTING STARTED

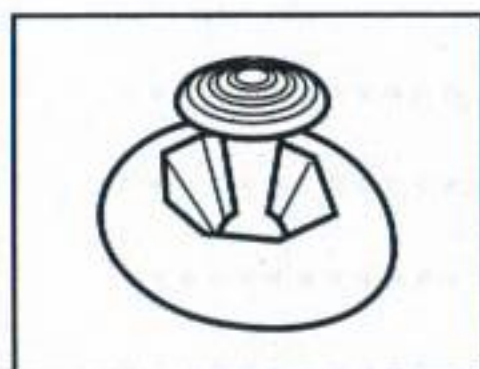
Control Stick Function

The Nintendo 64 Control Stick uses an analog system to read the angles and directions of its movement. This allows precision control that is not possible using the conventional + Control Pad.

When turning the Control Deck power ON, do not move the Control Stick from its neutral position on the controller.

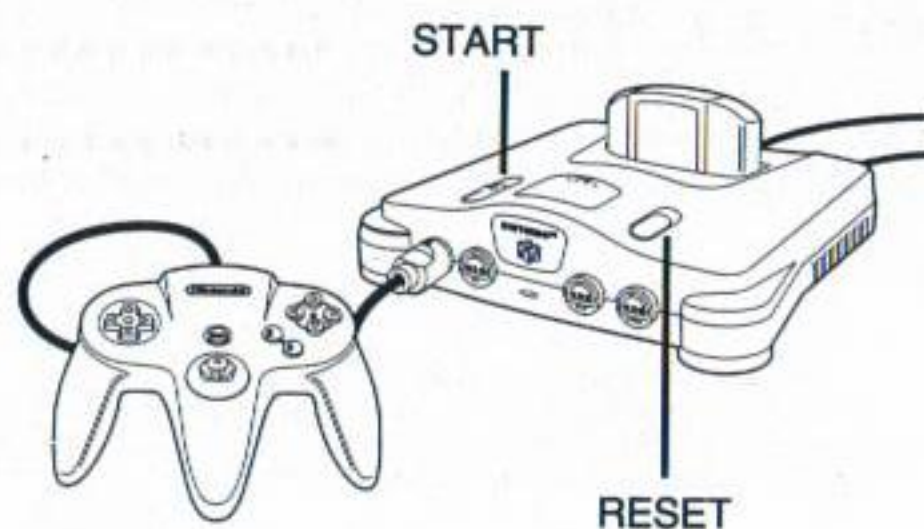


If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.



To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the left) then press START while holding down the L and R Buttons.

The Control Stick is a precision instrument, make sure not to spill liquids or place any foreign objects into it.



QUICK START

The following should help you jump into a quick game of Virtual Pool 64.

First choose a player by selecting the "Select Player One" option. Enter your name or choose the "Guest" player.

Then choose a game by selecting "Choose Game" and use the Control Stick to choose one of the 9 pool games. Press the A Button to lock in your selection. 8-Ball is the pool game that most people know, so you may wish to start with that. You will also need to choose a type of 8-ball, press the A Button to choose APA rules which is the default. See the rules section on pages 13 - 15 for more info.

Press the A Button again to go to the "Start Match" screen. If this is your first time playing, you probably want to play a practice match so move the selection to "Mode of Play" and move the Control Stick left or right once to change to a practice match. Then press the A Button to lock in your selection.

By moving the Control Stick left or right you can adjust the aim. Moving the Control Stick forward or backward tilts the view of the table. Pressing the Bottom C Button while moving the Control Stick forward or backward zooms in or out.

When you are satisfied with your aim, press and hold the A Button. The Control Stick is now controlling the cue stick. As you move the Control Stick backward and then forward, the cue stick will move in response. The speed at which you move the Control Stick determines the force with which the cue stick strikes the cue ball. Move the Control Stick forward slowly for a light tap and quickly for a more powerful shot.



CONTROLLER



CONTROLLER

- START Button** - Used to start the game. Also pauses the game when a game is in progress.
- A Button** - Press & hold while moving the Control Stick backward/forward to stroke cue stick and take a shot (move faster to shoot harder). While action is in progress (during a shot when balls are moving around on the table), pressing this button will end the shot.
- B Button** - Press to enter AIM mode (so you can move the cue stick and lineup your shot). Holding the B Button enables Fine-Tune mode.
- Down C Button** - Press & hold while moving the Control Stick forward and backward to zoom in and out.
- Right C Button** - Press & hold while moving the Control Stick to adjust cue tip position.
- Left C Button** - Press & hold while moving the Control Stick to move selected ball (only works when you have ball-in-hand or in Freestyle mode).
- Up C Button** - Press and hold while moving the control stick to move view location. The view location is the point that you rotate around and zoom towards or away from.
- R Button** - Press & hold for an instant overhead view - release to return to previous view.
- L Button** - Toggles tracking lines on/off. Full tracking is only available in Practice and Freestyle mode. In match or tournament mode, tracking only shows the motion of the cue ball until it hits a bumper or another ball.
- CONTROL PAD Up** - Pocket balls. Only available in Freestyle mode.
- CONTROL PAD Right** - Replays the last shot.
- CONTROL PAD Left** - Undo operation - restores things to how they were at the beginning of the last shot.
- CONTROL PAD Down** - Cycle the replay rate (Full Speed, 1/2, 1/4, 1/8, 1/16, and back to Full Speed again)



Z BUTTON (UNDERNEATH)



Z Button - Press and release to enable the alternate button map. When the alternate button map is active, the buttons perform different functions (see below). Press the Z Button again to disable the alternate map and the buttons will once again perform their normal function.

Z+A Button - Press to shoot with the current tracking force. This will shoot the ball with the exact value of the current tracking force, i.e., what is shown by the tracking lines. This only works in Practice or Freestyle mode.

Z+Down C Button - Press and hold while moving the control stick forward/backward to adjust tracking force (shown by tracking lines). This only works in Practice or Freestyle mode.

Z+Right C Button - Press and hold while moving the Control Stick forward/backward to raise/lower butt end of cue stick.

Z+Left C Button - Press and hold while moving the control stick to select a different ball to move. A 3D cursor will appear above the currently selected ball. To select a different ball, move the cursor close to the ball you want to move and release the button. The cursor will snap to the closest ball and then when you press the MOVE button (Left C Button) you will move the newly selected ball. Its real simple to setup trick shots by pressing and holding the Left C Button to move a ball where you want it (using the Control Stick) and then squeezing (and releasing) the Z Button. Whenever you want to select a different ball (use the Control Stick to move the cursor close to the ball you want to move) and squeeze and release the Z Button again to move the selected ball (keeping the Left C Button pressed the whole time).

Z+R Button - Press to go to (and stay at) an overhead view. The camera will smoothly move to an overhead view.

Z+L Button - Press to kibitz a shot. The game will calculate what it thinks is the best shot and show it to you by turning on tracking. Only available in Practice and Freestyle mode.

+ Z+Control Pad Down - Press to activate the spot/pocket ball screen (only available in Freestyle mode).

Use the Control Stick to move the menu cursor and press the A Button to choose a selection. The following are the selections that are available:



Select Player - Use this option to choose your player or create a new player. Use the Control Stick to move the menu cursor and press the A Button to choose a player name. If you wish to create a new player, choose one of the "new player" slots and you will be able to name your player.

Select Game - Selecting "Select Game" will allow you to choose one of the 9 different types of Pool that VR pool 64 supports. See the rules section on page 13 - 15.

Play Match - Play a single match of Pool. Here you can choose to play against a human or a computer opponent and set the number of games in a match.

Play Tournament - You can play tournaments against computer opponents. Tournaments are single elimination, meaning you are eliminated from the tournament once you lose a match. Every match you win advances you to the next round. Player pairings are shown on the tournament board. Winning the final match makes you the tournament champion. Tournament fields are selected based upon your rating for the game type selected. The opponents chosen will have a rating near yours. One of the tournament setup selections allows you to vary the field difficulty.

The tournament setup dialog has the following options:

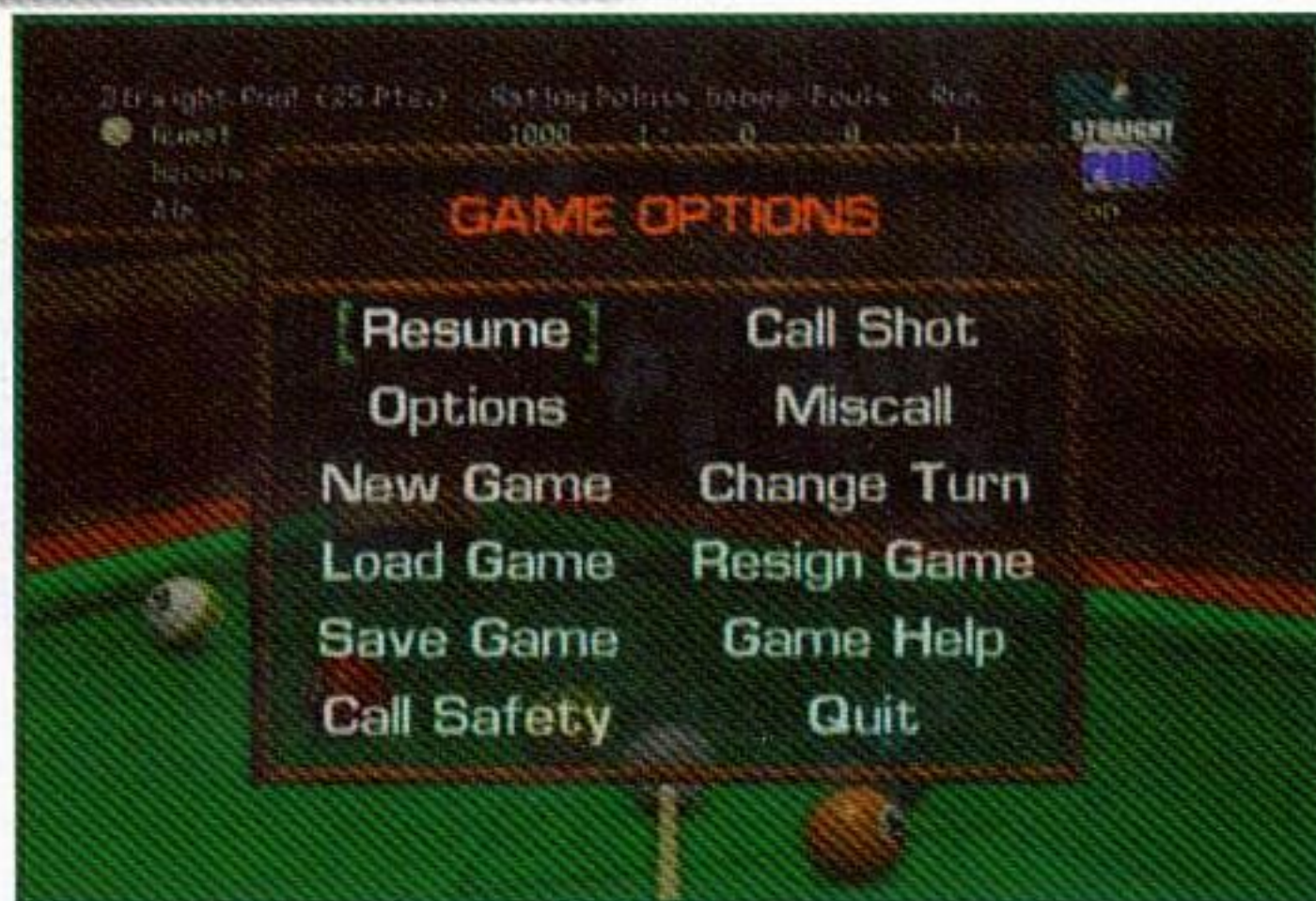
- Player determines the tournament field size. You can choose 4, 8, or 16 players. Winning the tournament with 4 players takes 2 rounds, 8 players: 3 rounds and 16 players: 4 rounds.
- Difficulty determines how hard the tournament will be, either easy medium or hard. Choosing Hard means that a few more opponents will be above your rating, Medium is the standard setting and Easy means a few less opponents will be above your rating.
- The Handicapped option creates a tournament that handicaps players by giving games to the weaker player. If you and your opponent are about equal both players start with zero games. This feature allows you to play opponents further from your player rating.
- Games per match is the number of games played against each opponent
- Points is the number of points to win a game in straight pool. This option will only appear if "Straight Pool" is the selected game type.

Play Freestyle - Freestyle means you're free to play it your way. That's right, make your own crazy rules and invent new games! How about having to spot every third striped ball in a corner pocket only? Or award a ball-in-hand option when you make a bank shot. You name it and those are the rules. Up to four players (with controllers) makes Freestyle fun for the whole gang.

Play Shark Skins - Test your skills in a winner-take-all game of Shark Skins. The goal is to clear the table in as few shots as possible, going up against three different racks. A rack of three balls starts the challenge, finish it and the table is reracked with six balls and then ends with a nine ball rack. The lowest number of strokes per rack as well as the lowest total strokes for all 3 racks is what you're shooting for.

Load Game - Select Load game if you wish to load a previously saved game from a Controller Pak.

Options - Here you can set the game options.



The following options always appear when you press the Start Button during a game.

Resume - This exits the pause menu and places you back in your game.

Options - This takes you to the game options screen. The Game Options allow you to change the view, room, audio and controller settings.

New Game - This quits the current game and starts a new one with the same setup.

Load Game - To load a previously saved game from a Controller Pak.

Save game - To save the current game to a Controller Pak.

Resign game - This gives your opponent the win for the current game.

Game Help - Virtual Pool 64 contains extensive help. Selecting game help will bring up the rules and strategy for the type of game that you are playing.

Quit - This option exits the current game and takes you back to the main menu.



The following items are available sometimes depending on what type of game you are in and what is happening in the game:

Call Safety - If you use this option, you are allowed to hit a legal shot without the worry of pocketing any other balls. The turn will pass to your opponent after the cue ball comes to rest. If a ball is pocketed, it will be respotted. It must be your turn (if you bring up the menu when its the CPU's turn, you won't see it). Only available in Straight Pool but not at the break.

Push-Out - Use this option if you want to hit the cue ball to a poor position for your opponent. It must be your turn (if you bring up the menu when its the CPU's turn, you won't see it). Only available in 9-Ball and 10-Ball and only immediately after the break.

Pass Push-Out - If your opponent has just pushed-out, you may pass the push-out and give the shot back to your opponent. It must be your turn (if you bring up the menu when its the CPU's turn, you won't see it). Only available in 9-Ball and 10-Ball and only after your opponent has pushed out.

Call shot - It must be your turn (if you bring up the menu when its the CPU's turn, you won't see it). Only available in Straight Pool, Bank Pool and 8-Ball, but not English Pub 8-Ball. In Straight Pool its always available. In Bank Pool its always available except immediately after the break. In 8-Ball (APA or American Bar) its only available when shooting at the 8-ball.

Change Turn - It must be your turn (if you bring up the menu when its the CPU's turn, you won't see it). Available in all games. Not available when Push-Out is active.

Kibitz shot - Available for all games except One-Pocket. Only available in practice matches

Spot Lowest Ball - Only available in Rotation. It must be your turn (if you bring up the menu when its the CPU's turn, you won't see it). You must have ball-in-hand, in the kitchen (behind the headstring) and the lowest ball on the table is also in the kitchen.

Miscall - It must be your turn (if you bring up the menu when its the CPU's turn, you won't see it). Only available in Straight Pool, Bank Pool and American Bar 8-Ball. It is not available immediately after the break in 8-Ball or Bank Pool (it is in Straight Pool). Only available after a pocketed legal shot (it is not available after a scratch, foul, etc). It is not available after a Draw is declared (the previous game ended in a draw).

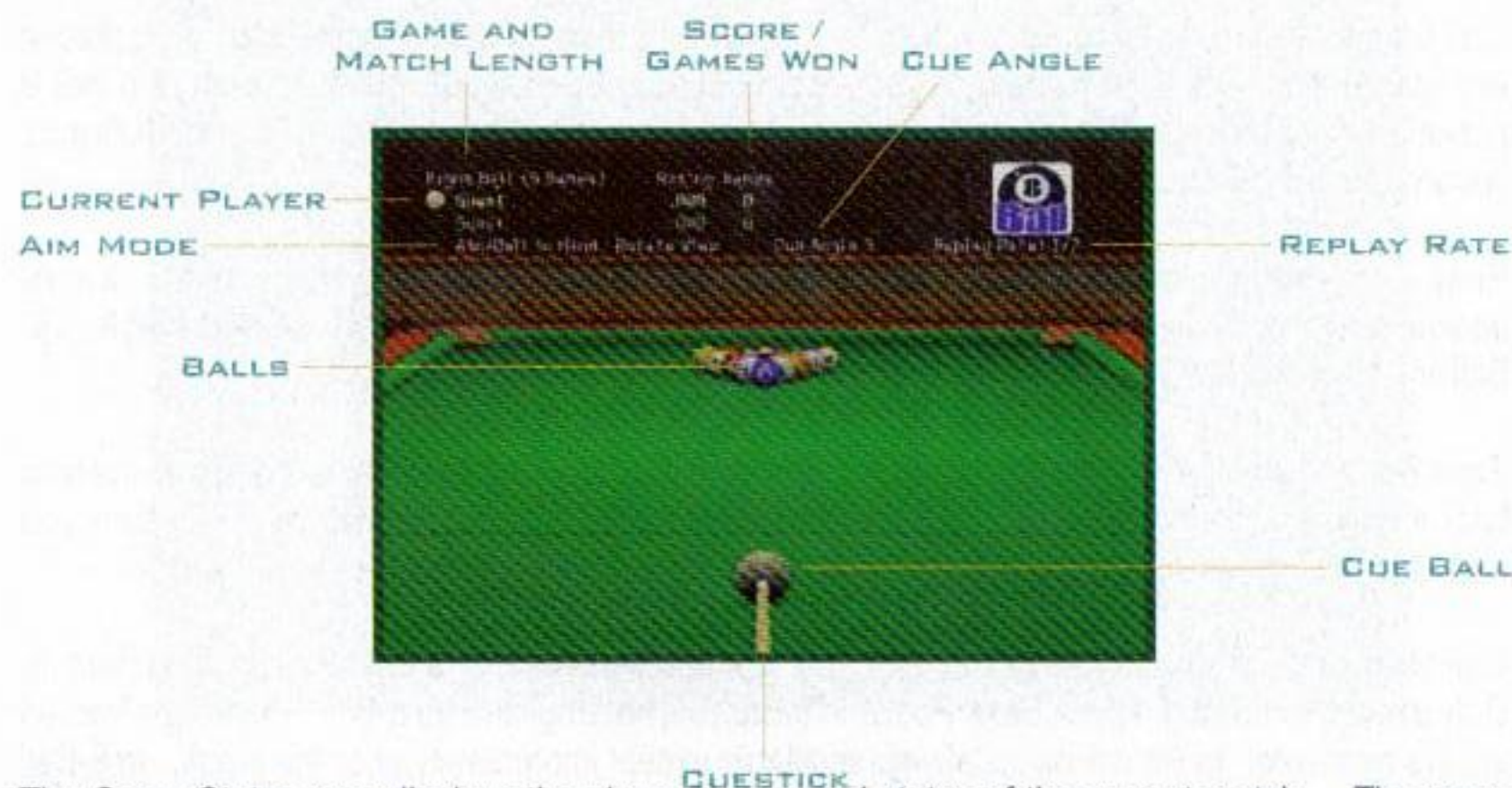
End Game in a Draw - Available for all games. Not available in tournaments or when playing against computer opponent.

Display Tournament Draw Sheet - Only available in tournaments.



GAME SCREEN

The game screen is broken into 2 basic areas: the Game Status area at the top of the screen and the Game Window at the bottom of the screen.



The Game Status area displays the player names and status of the current match. The score display will vary depending on the type of pool game 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 the name of the player shooting. Game alerts appear on the right-hand side of the Game Status area. These inform you of important game events, such as FOULS or MISCALLED shots.

The Action Bar at the bottom of the Status area 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 the A Button, this will display "Shoot Mode." The text to the right of this describes the effect of the Control Stick. If you are in shoot mode, this will display "Stroke Cue," which lets you know that moving the Control Stick at this point will stroke the cue. The Cue Angle and Replay Rate are displayed on the far right of this menu.

The Game Window is devoted to the "virtual" pool table. You can play the game from any angle you like using Virtual Pool 64's unique 3D world to line up your shots just like you would in real life. Check the Controller section on pages 4-7 for information about the different controls.

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 foul. American Bar Rules 8-ball does not enforce this rule. The penalty for a foul is game dependent. Some games give you ball-in-hand. Others deduct points or balls from the offending players score. A turn ends when the player fouls or fails to pocket a ball. All games are played with the above rules in addition to specific rules for each game. The rules described below are simplified. Virtual Pool 64 uses the complete set of rules for each game. For a rule book, contact the American Pool Players Association (APA) at:

American Pool Players Association, Inc.
1000 Lake Saint Louis Blvd., Suite 325
Lake St. Louis, MO 63367
(314) 625-8611

Scoring

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

8-Ball - The player who legally sinks the 8-ball wins. However, you must sink all of the solid balls or all of the striped balls first. Scratching on the 8-ball or prematurely sinking the 8-ball loses the game.

9-Ball - The player who sinks the 9-ball wins. The lowest numbered ball must always be hit first.

10-Ball - The player who sinks the 10-ball wins. The lowest numbered ball must always be hit first.

6-Ball - The player who sinks the 6-ball wins. The lowest numbered ball must always be hit first.

3-Ball - The player who sinks the last ball wins. The lowest numbered ball must always be hit first.

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 always be hit first.

Straight Pool - The object is to reach a pre-determined number of points. Each ball scores one point. Fouls subtract points from your score. See the Straight Pool Rules for details on penalties.

Bank Pool - The first player to score 8 balls wins. Each legal bank shot made awards the player one ball. For each foul the player loses one ball.

One Pocket - The first player to score 8 balls wins. Each shot made into a players' pocket awards that player 1 ball. For each foul the player loses 1 ball.



RULES

9-Ball Rules

The object of the game is to sink the 9-ball. Nine balls, numbered one through nine, are racked in a diamond shape with the 1-ball at the front and 9-ball in the center. The lowest numbered ball on the table 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.

8-Ball Rules

8-Ball rules vary depending on the variant. There are 3 types of 8-Ball variants in Virtual Pool 64: American Pool Players Association (APA), American Bar, and English Pub. The APA rules are used for APA sponsored pool leagues. The American Bar rules are typical rules used in bars in the United States. The English Pub rules are used by the British Association of Pool Table Operators (BAPTO) and are used for leagues and Pub play in the UK. The basic 8-ball rules that apply to all games are: The object of 8-Ball is to either pocket all seven stripes or all seven solids, then pocket the 8-Ball. Stripes or solids are assigned ownership by pocketing stripes or solid balls. After ownership is assigned, you must pocket all your balls before shooting the 8-ball. Pocketing the 8-ball prematurely before making your assigned balls loses. When you're going for the 8-ball, the cue ball must hit the 8-ball first. Scratching on the 8-ball loses. In most variations players must call the pocket when shooting the 8-ball. A miscall on the 8-ball loses. The American Bar rules are those most often observed by an unnamed person at Celeris Inc. (the developer of Virtual Pool 64). You may not play by these exact rules at your bar, but this was the best we could do. If you're not sure what rules to use, don't use American Bar Rules, pick the APA rules. The American Bar rules are:

Opening Break - 8-ball sunk on break wins game, except if the cue ball scratches. If only one type of ball is made, (solids or stripes) the breaker owns that type of ball. If both types of balls are made, the breaker shoots again and ball assignment occurs when one type of ball is made. If no balls are made it's the other player's turn.

Combinations - If the table is open, you can hit any ball first; otherwise, you must hit your ball first. Your opponent's balls or the 8 ball can be used in a combination as long as you hit your ball first.

Call Pocket - This rule really varies depending on your local Bar rule. Virtual Pool 64 only requires you to call the 8-ball. Some bars say you must call any kiss carom, etc. The computer opponent does not call shots in American Bar 8-Ball.

Balls Knocked on Floor - All balls knocked on the floor are spotted. A Cue ball knocked off the table is considered a scratch.

Winning the Game - To win you must pocket all your balls and then the 8 ball into the pocket that you call, or make the 8-ball on the break without scratching.

Losing the Game - You lose the game if: a) you make the 8-ball while any of your balls are left on the table; b) you scratch when shooting the 8-ball, regardless of making the 8; c) you make the 8-ball on the break and scratch.

Fouls - The only foul is scratching. There is no requirement to hit a ball or rail.

Penalty for Scratching - Ball-in-hand behind the head string for your opponent. The cue ball must cross the head string before it hits a ball or you lose your turn.



Straight Pool Rules - The object is to reach a point score determined at the beginning of the match. Any legally pocketed ball is worth one point. A turn continues 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 result in a loss of 15 points. A foul results in incoming player playing the current table position, unless it was a scratch or jumped cue ball which results in "ball in hand" behind the headstring. On the break, the cue ball and two other balls must hit a rail. You 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. If the fifteenth ball interferes with the racking of the other fourteen, it is placed at the foot spot.

Rotation Rules - The object of the game is to be the first player to reach 61 points. The cue ball must hit the lowest numbered ball on the table first. Legally pocketed balls count as their numbered value - there are 120 points available on the table. A foul gives the incoming player the option of playing the current table or making their opponent shoot again. Illegally pocketed balls are spotted.

6-Ball Rules - The object of the game is to sink the 6-ball. Six balls, numbered one through six, are racked in a triangle shape with the 1-ball at the front and 6-ball in the center of the back row. The lowest numbered ball on the table must be hit first. Failure to do so results in ball-in-hand for the opponent. The 6-ball can be pocketed at any time as long as the lowest numbered ball is hit first. An illegally-pocketed 6-ball is spotted; others stay down.

10-Ball Rules - The object of the game is to sink the 10-ball. Ten balls, numbered one through ten, are racked in a triangle shape with the 1-ball at the front and 10-ball in the center of the third row. The lowest numbered ball on the table must be hit first. Failure to do so results in ball-in-hand for the opponent. The 10-ball can be pocketed at any time as long as the lowest numbered ball is hit first. An illegally-pocketed 10-ball is spotted; others stay down.

3-Ball Rules - The object of the game is to sink the last ball on the table. Three balls, numbered one through three, are racked in a triangle shape with the 1-ball at the front. The lowest numbered ball on the table must be hit first. Failure to do so results in ball-in-hand for the opponent. The player who pockets the last ball wins. An illegally-pocketed ball stays down unless it's the last ball.

Bank Pool Rules - The object of bank pool is to score 8 balls. Each ball is scored by a legal bank. A legal bank must hit an opposing rail and go into a pocket without hitting another ball. Combinations are not legal. Players spot 1 ball for each foul. If a player fouls and has no balls to spot, a ball is owed. Other balls pocketed when making a legal bank shot are spotted at the end of the players turn.

One Pocket Rules - The object of One Pocket is to score 8 balls. The player who breaks picks one of the corner pockets by the rack. The other pocket belongs to his/her opponent. Each ball made in a player's pocket counts as a ball, even if his opponent pockets it. Players spot 1 ball for each foul committed. If a player fouls and has no balls to spot, a ball is owed. Balls pocketed in the other four pockets are spotted at the end of the player's turn.

RULES



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