PUB POOL

This new game accurately simulates the traditional game of Pool but is played on a unique hexagonal table. After each frame is cleared the player is faced with a new arrangement of the balls.

To load the game: first boot DOS., then insert the disc into drive A: and then type POOL.

You will then be asked if you wish to play with a joystick or from the keyboard; select the required option. You should then see the title screens and the game board.

The object of the game is to clear the balls. As in pool you may clear the coloured balls in any order, but you must leave the black eight ball till last.

To shoot, you first position the cursor at the aiming point. If no spin is selected the cue ball will travel through this point. Selecting spin will cause the cue ball to spin as in the real game.

You do this either with the joystick if selected, or by using the numeric pad; use the arrow keys 2,4,6,8 for the appropriate directions and 1, 3, 7 and 9 for the

diagonals. These keys are also used to set spin: 5 is used for no spin, 2 for back spin etc. To tell the computer you are happy with the selection hit the space bar, the carriage return or, if selected, the joystick button.

You then select the spin, the diagram on the right of the screen indicates the position at which you desire to hit the cue ball. The same buttons are used to tell the computer you have finished.

Finally you select the speed of the shot using the diagram of a cue that appears in the bottom right of the screen. The further from the cue ball the harder the shot. When you feel the cue is in the right position, hit one of the standard buttons.

The computer will then take the shot. If you pot a ball or balls you will be congratulated and your score will increase by the appropriate amount. If you miss or commit a foul stroke e.g. sinking the cue ball or sinking the 8 ball out of sequence, the number of misses will go down by one. When you run out of misses your game ends.

To quit the game hit F10.