Virtual Pool 4 Made Easy
Learn How to Play Virtual Pool 4 In Easy Steps

Virtual Pool 4 Reference Manual
Complete Menu Screen Guide

VIRTUAL POOL 4

Virtual Pool 4 Made Easy

Celeris

Table of Contents

QUICK PLAY QUICKSTART

GETTING STARTED

To get into Virtual Pool 4 and start playing right away:

- Double-click on the Virtual Pool 4 icon on your desktop
- Click on Quick Play
- Click OK
- To Aim, move the mouse side to side to change direction of shot; back and forth to change angle of view
- To Shoot, hold down S-Key and slide mouse backward then forward keeping the S-Key held down; the faster you move the mouse forward, the harder you will hit the cue ball

To quit the game, press the ESC-Key and click on Quit Match, then click on Yes.

To quit Virtual Pool 4, click Cancel, click on Exit.

OVERVIEW

Playing pool is all about:

- Taking aim
- Striking the cue ball with the cue stick
- Pocketing or potting the object (colored) balls into the pocket. The order of pocketing the balls depends on the game you are playing (see GAMES in the Virtual Pool Reference Manual)
- Moving the cue ball around the pool table

Virtual Pool 4 (VP4) can be played right away without using the reference manual by:

- Moving your mouse to navigate around the screen, taking aim, and shooting
- Holding down the left or right mouse buttons to make selections
- Pressing on keyboard keys to do a variety of different things (see Shortcut Keys in the Virtual Pool 4 Reference manual)

As you progress in your skill level for playing Virtual Pool 4, you will have an arsenal of different features and options that will help you elevate your game even higher.

QUICK PLAY

INTRODUCTION

Here is a little more detail about Quick Play. When you started Virtual Pool 4 you got the menu below. Click on Quick Play to start playing.

You will see a Training menu. We highly recommend that you go through at least the Basic Aiming and Controls Training Exercise before you start playing. See Training Recommended in the Virtual Pool 4 Reference Manual for more details about Training and this menu.

The Quick Play screen is where you will set up your game. Hover over the scroll areas to get a brief description of the displayed options in the Information box. When you scroll through the options the definitions will change.

In Quick Play you have four (4) Play Modes:

- Trick/Setup Shot
- Practice by Myself
- Play Another Human
- Computer Opponent

Other options you might be concerned with right now are:

- Game
  - click on the game and scroll to see the list of game choices then click on your choice
  - see brief descriptions in the Information box by clicking on the choice(s) you made
- Match Goal
  - scroll to select the number of games you want to play
  - when you play that number of games you'll go back to the Quick Play menu
- Training Aids
  - scroll to select None or select a training aid
  - see more detailed information about the aid in the Information box
  - these will help you make shots and also get a feel for the realistic feel of the game

Some games can be played by one player or two, and some can only be played by two players.

Trick/Setup Shot mode

- Any ball can be moved
- Tracking is always available along with Undo shot and Replay
- You can save trick shots for others to view

Practice by Myself mode

- This is basically playing the game by yourself with the game rules and is a good way to practice a game
- Games that can be played by 1 player show Player 1, each turn is Player 1
- Games that must be played by 2 players show Players 1 as both players; you will be playing against yourself

Play Another Human mode

- Play any game against your friend
- Must be played by two people

Play a Computer Opponent mode

- You are Player 1, your Computer Opponent is Player 2
- You can choose your Computer Opponent by scrolling through Player 2 options
- Your choice of Computer Opponent's is based on the Skill Level chosen
- Choose Rookie Skill Level opponents make more mistakes than Champions or Pros; play at a higher skill level if you are always beating your opponent

Location is the room you will play in and it is just a matter of personal choice. Each room will have different scenery, music and background noises. In Quick Play you can choose any room to play.

Brief descriptions of the games can be seen in the Information box when you hover over the game name.

Tables vary in conditions depending on the quality of table you would expect to find in the room. All tables play with the same realism of playing on an actual table. The default table selects a table based on the room and the game selected. It is best to leave the table setting to Default table.

Match Goal is the number of games you want to play in your match. If you want to play a lot of games, set the number higher. If you left it at 1 Game, after playing the game you would be told the match was over, have to click OK, then be directed back to the Quick Play screen where you would have to click on OK to play another game. You do not have to play all games before leaving the match. Some games, like Straight Pool also have point goals. If you select that type of game, then a Point Goal selector will also appear.

PRACTICE BY MYSELF MODE

The easiest way get set up and start playing is to do the following.

- Under Play Mode, scroll to where you see Practice by Myself
- If you would like to see your picture or any picture while you are playing
    - click on Create Player
    - key in a nickname for yourself
    - click on Set Picture
    - browse your photos and click on one that you want to see in the game
    - click on OK
- Pick whichever room you like
- Pick the game you know and enjoy the best
- Use the default table for the Location/Game
- Set your Match goal to the number of games you want to play
- Click on a Training Aid you think would like to try
- If you want to record your very first game for posterity (and to see how much you have advanced later) scroll Record to On; you can turn it off after the match
- Table Setup should be set to Novice Table
- Click OK

In the Game

Both of the screen samples above are in Practice by Myself Mode.

◆ The first screen shot is before the first break. It is a 9-Ball game that may be played by one player or two, but since you are in Practice by Myself mode, you only see one player, Toyger.
◆ The second screen is after the break and after a ball was pocketed. It is an 8-Ball game which requires two players, but again, since you are in Practice by Myself Mode, the second player is also you, Toyger.

Most pool games start with a break, some with one player shooting first. It depends on the game. The default for who breaks first is a coin flip, so the results are arbitrary. For both, refer to the above screens and note:

◆ The name of the player shooting is highlighted
◆ If you are supposed to hit a certain ball, that ball will be to the left of your name, or for some games, like 8-Ball, it shows if you have solids or stripes (yellow or red in UK 8-Ball
◆ If you created a player with a picture, you will see their picture when you play
◆ The game, balls in the game, and the number of games in match is at the top of your screen
◆ The Mode is on the bottom-left of the screen
◆ The Mouse information is at the bottom-middle of the screen

Aim and Viewing

Aiming is simple. If you are using Training Aids, let them guide you for lining up your shots. Here are a few basic functions to start you off.

- **Move the cue ball** – when you see 'Aim/Ball in Hand' in the Mode box, you may move the cue ball, in accordance with the rules of the game, commonly at the break or after a foul.
  - press and hold the M-Key
  - slide the mouse left, right, forward, backward
  - release the M-Key when the cue ball is where you want it to be

- **View the Table** – take a look at the table from different angles and perspectives
  - Overhead Views
  - *press O-Key to see the table from overhead, move the mouse around to move around the table, press A-Key to return to Aim mode*
  - *press the X-Key to see a static view of the table, release the X-Key to return to Aim Mode*
  - *press W-Key to walk back a few paces from the shot, release the key to return to Aim Mode*
  - *hold down the left mouse button and slide the mouse backward or forward to zoom in and out on the shot, releasing the mouse button will leave you where you finished zooming*

- **Line up the Shot** – after you have moved the cue ball to where you want it and viewed the table, you can line up the shot
  - to line up the shot, move the mouse to the right or left to so that the cue ball lines up with the object ball

Shoot

Shooting is easy. Just do the following:

- Press and hold down the S-Key; your Mode will change to 'Shoot' and the Mouse will change to 'Stroke Cue'
- Slide the mouse backward, then forward, keeping the S-Key held down
  - the further back and through you move the cue stick the harder you will hit the cue ball
  - the shot itself is easy, the trick is in keeping the motion smooth and continuous

Play the Game

Playing the game is a matter of the game chosen and the rules that govern the game. This is why it is important to be familiar with the game you choose. When you have played the number of games in your match, you will see a pop-up to say the Match is over and who won. You can also quit the match at any time by pressing the ESC-Key and clicking on Quit Match.

While you are playing, at the top of the screen, you will see the following:

- **Type** – the object ball(s) that you should strike first or ownership like solids or stripes
- **Player** – the Nicknames you gave each player in the setup; the Player name is highlighted when they are shooting
- **Game** – the name of the game you chose to play
- **Balls** – the balls that are used in the game you chose; they will be highlighted if they are still on the table
- **Match** – the number of games you will play in the match
- **Pictures** – the pictures of the player(s) you chose; the picture will change if you are playing against another human or computer opponent
- **Messages**
  - various messages will appear on the upper right-hand part of the screen depending on the game you are playing and what is happening during the game
  - such messages are Fouls, Safeties, Call Shots, Scratch etc.
  - other screens may pop up as a result of the message(s); these screens will have instructions on what you can do such as play the shot yourself, force your opponent to shoot the shot, call a ball in a pocket, etc.

In Game Menu

While in the game you can always bring up the In Game Menu and the cursor by pressing the ESC-Key. This allows access to other menus and game options. Selecting Resume or pressing the ESC-Key again will take down the In Game Menu and remove the cursor.

If you are new to Virtual Pool you may need reminders of key functionality during play. When you select Help on the In Game Menu, a Quick Reference pop-up will come up on the right side of the screen showing you the keys and a brief description of their function.

The ALT-Key will bring up and take down the cursor during game play except when the In Game Menu is up. This can be used to move outside the Virtual Pool 4 window to other applications on you desktop. When you come back to Virtual Pool 4, click on the window and the cursor reappears. By pressing the ALT-Key the cursor will go away and you can continue your game.

HELPFUL HINTS

If you are playing in practice or trick/setup shot mode, you have the option of playing a shot over by pressing the Undo U-Key. The table will be reset to where it was before you made the shot. You can also Replay any shot using the R-Key.

Turn on a Training Aid to see how a shot should be made and make the shot. Then turn it off and try the shot by yourself.

PLAY ANOTHER HUMAN

Playing Another Human is the same as playing by yourself in a 2-person game except you will set up Player 2 with a different Nickname and photo and the other person will alternate play with you on your computer. If you have more than one human set up to play, you can scroll through your list and select the one you want to play against.

COMPUTER OPPONENT PLAY

Setting up and playing a Computer Opponent is much the same as playing Another Human except you will select Player 2 from a list of pre-established computer opponents by scrolling through the Player 2 list. They will alternate play with you. Starting out, you should select a Rookie level computer opponent since the higher level players will be able to make a lot more shots than a Rookie. As you get better, you can raise the skill level of your opponents.

SETTINGS MENU

Once you start playing Virtual Pool 4 and understand the basics of playing the game, you should take a closer look at your Setting options as explained below.

GRAPHICS MENU

Click on *Auto Set for Computer* and your graphics card will be analyzed. A best guess will be made for the graphics settings for your computer and will be automatically set. If you want the game in a window, set video mode to *Desktop Window*; if you want full screen, select the resolution of your monitor or native resolution of the LCD panel. If you understand the technical aspects on the screen, you may want to change some of the setting in the Graphics menu. If the game seems sluggish or does not run smoothly, you can always back off some of the settings.

CAMERA MENU

The settings are defaulted to how you would normally see the pool table when making your shot. Hover over the options to see what they do. Experiment with the settings to see if you like yours better.

MOUSE MENU

Mouse preferences are individual and some mice are more sensitive than others, so you may need to make adjustments. Hover over each option to get an explanation of each, then determine if you would like to change them.

SOUND MENU

Here you can change the volume for the Sound Effects and Music you hear when you are playing. This is also an individual preference. You can turn them completely off by turning the settings to 0 (zero).

KEY MAPPING MENU

Keys have been mapped to perform various actions in Virtual Pool 4. If you have a need to change the usage of the keys, you can do that here. It is not recommended unless there is a compelling reason to do so. Click on *Key Mapping* to see a list of the keys and their functions. For a more thorough description of the functions, see *Shortcut Keys* in the VP4 reference manual. Most players who customize the Key Mapping only do a few keys. For example, changing End Action to Right Mouse Button. The in game Quick Reference will show you the keys as you have mapped them.

MISC. MENU

Click on Misc. [Miscellaneous] to see your options, then hover over the options to see what each one means. Then scroll through them and highlight your choice(s) to select them. These are all personal preferences.

TRACKING MENU

To select how tracking lines will appear during play, click on Tracking. These are personal preference, but some will work better for things like screen print.

QUICK PLAY SETUP MENU

When you click on *Quick Play* on the Main Menu, you will go to the Quick Play Setup Menu screen to pick the game, the players, and other components within the game. A more detailed explanation of all of the options can be found in the Quick Play Screen section of the VP4 Reference Manual. Most have already been discussed earlier on in this document.

QUICK PLAY ADVANCED GAME MENU

Clicking on *Advanced* game options will bring up the Advanced game Menu. The options are self-explanatory, but can change, depending on the game you are playing. A definition of Advanced Game options can be found in the VP4 Reference Manual. You can hover over the options on the Advance game options screen to see your options for the game you selected.

QUICK PLAY CUSTOM TABLE MENU

Custom Table Setup options are defaulted for the Table on which you are playing, Novice, Club, and Tournament. You can set up your own table parameters. Table Speed sets how fast the ball rolls on the table bed. Rail Speed sets the bounciness of the rail bumpers. Pocket Width sets how wide the pockets are. Rail Cut sets the angle of the pockets. These should only be used by advanced players who understand these terms and know how they affect play.

ADVANCED PLAY

Once you have been playing the game and feel comfortable with basic playing, you should start gaining more knowledge about pool and adding more advanced techniques to your game. Try the following:

- Stop using Training Aids
- Use more Shortcut Keys rather than using the Menus
- Try shots to not only pocket a ball, but to put the cue ball in position to make your next shot
- Replay shots and think about why you made or missed them
- Raise the skill level of your Computer Opponents
- Play on tables that are more difficult to play on than the Novice table
- Start a Hustler Career Play game and see if you can work your way to play Curly in the Beach House

HUSTLER CAREER PLAY

INTRODUCTION

In Career Play you must play through all pool room locations against varying opponents with varying skills to win 'cash' for your 'wallet'. In order to advance to another room to play against players at a higher level, you must beat the Boss of each room to move to the next room. You will work your way up starting in the Garage. To complete your career, you must travel to to the Beach House and beat Curly. Better make sure you've accumulated enough 'cash' and skills to play Curly. He rarely misses a shot. If you have not played much VP4, we recommend you start your initial career on 'Easy' at the Difficulty setting.

Once in a Career game, you can always exit the game by pressing the ESC-Key, then clicking on Put Career on Hold. When you return to Hustler Career Play, double-click on the career or click once to highlight then press Load. When you put your Career on Hold, it is saved until the next time you decide to play. You can have more than one career going at one time, but their names must be unique.

If you want the game to stay up, but need to go to other applications on your desktop, press the ALT-Key to bring up the cursor, then move the mouse (to move the cursor) out of the VP 4 screen. To return to your game, move the mouse onto the VP 4 screen and press the ALT-Key again.

HUSTLER CAREER PLAY QUICKSTART

To quickstart your play in Hustler Career Play, click on Career Play on the Main Menu, then follow the instructions below. You should already know how to play Virtual Pool 4 and know if you Trained and played in Quick Play mode before starting a Hustler Career.

To get into Virtual Pool 4 and start playing right away:

- Click on Hustler Career Play on Virtual Pool 4 Main Menu
- Click on New Career on Hustler Career Menu
- On the New Profile screen
    - Type in a Nickname for you to use throughout this Career (alphanumeric)
    - Set Game to which game you want for your Hustler Career
    - Leave the Difficulty level at Easy
    - Optionally,
        - click on Set Picture button to bring up your browser
        - locate a picture in your files that you want to appear in the game when it is your turn
        - double-click on the picture
    - Click on OK
- Watch the video with Curly, who explains how Hustler Career is played
- Click the ENTER button on the Career Map screen
- Click on the name of the person with the smallest bet to you will play against in the Career Room screen
- Click on the OK button
- Start playing

VIRTUAL POOL 4 MAIN MENU

When you start up Virtual Pool 4 you got the menu above. Click on Hustler Career Play to start playing.

HUSTLER NEW CAREER – NEW PROFILE

To start a new Hustler Career, you need to set up a new profile. You will enter the information requested on the New Profile screen, above, then click the OK button.

HUSTLER CAREER MAP

After setting up your New Profile, you will see the Career Map screen that shows you the room where you will play. The Career Map is used to travel to rooms to play. When you start, all rooms will be grayed out except the Garage, and will be unlocked one at a time by beating the boss of each room. Click on the ENTER button to take you to the Career Room screen.

HUSTLER CAREER ROOM

When you start your new Hustler Career, you will see the Hustler Career Menu shown above. You will select the player you want to play against, the click the OK button. It is best to start at the person with the lowest bet to build up you 'cash' supply.

HUSTLER CAREER MENU

If you have other careers that you put on hold in Hustler Career, you will see the Hustler Career Menu shown above. You can click on the career you want to play to highlight it, then click on the Load button.

CAREER PATH

Garage

Starting in the Garage, you will follow the Career Path in order, as shown below.

- ◆ On the Career Map screen, click on the Garage, then click Enter
- ◆ In the Career Room, you see your rank and that your Wallet will contain $30
- ◆ Click on the Player who will bet you
- ◆ Look at how many games you have to win to win the match against a Player
- ◆ Earn as much money as you can at an easier level before going into the other rooms where the bets will continually get larger
- ◆ When you win or lose the match a pop-up box will show you what you have in your wallet, click OK
- ◆ Play against more Players to get more money or try to win the Match against the Boss of the Garage, Big T and advance to the next room, Hawg Pen
- ◆ A Curly video will come up again and you can listen of stop it; either way, you will go into the next game room to advance your career

The sequence of the game rooms in Hustler Career is as follows:

Hawg Pen

- Win the Match against the Boss of Hawg Pen, Nightrain, to advance to next game in Pit Stop

Pit Stop

- Win the Match against the Boss of Pit Stop, The Hammer, to advance to next game in Deep Pockets

Deep Pockets

- Win the Match against the Boss of Deep Pockets, GQ, to advance to next game in Hard Times

Hard Times

- Win the Match against the Boss of Hard Times, Tall Steve, to advance to next game in Hard Times

Beach House

- Win the Match against the the Boss, Curly, in his Beach House and you win your Career. Also, if you win, Curly will get backing and you can play him again or you can leave the game.

You have completed your career if you beat Curly in his Beach House! You can start another Hustler Career with a new Nickname.

TOURNAMENT PLAY

INTRODUCTION

At random times when you select Career Play, you will be asked if you want to play in a Tournament. A pop-up screen will appear on your screen with information about the tournament, such as room, entry fee, number of players, and the payout. See the sample pop-up below. Click on No button if you do not want to play in a tournament or YES button if you want to play.

TOURNAMENT BRACKET

When you start your tournament you will see the Tournament Bracket. This shows the type of tournament tour you are playing (Local, Regional, National, or World), if it is a Qualifier tournament, the format (Single Elimination or Double Elimination), how many games are in the match, how many players are in the tournament and who is playing who.

TOURNAMENT WINNER

After you or your opponent have won the game a pop-up screen will appear with the results and tell you how much money you have in your pocket. See the screen print below. Clicking on the OK button will take you to the next leg of the tournament.

Once the games have been played out, you will see the results page. You can then continue your career in the next room.

TOURNAMENT STATS

Tournament statistics will be kept for you in Career Stats, which can be found on the Hustler Career screen by clicking on Statistics.

HUSTLER CAREER PLAY STRATEGIES

On your way to becoming a good enough pool hustler to get to the Beach House and beat Curly, here are some thing that can help you.

CUES

You can use the Career Map to travel to the Cue Shop (see the Cue Shop section in the VP4 Reference Manual for for details). Cues cost money so you will need to build up your Wallet before you can purchase anything. The reasons to purchase cues are the following:

- Playing cues attract more players who will bet more money, the better your playing cue the more opportunity to win big money.
- Break cues enable you to hit the ball harder and a good break is key for winning. Note that all games cannot take advantage of a Break cue as a game like Straight Pool, you do not break hard.
- Jump cues are used to jump over balls and can be used to advantage in matches. You may want to practice with these in Quick Play first since they take time to learn how to use.
- Playing shafts have different diameters and ball deflection. A lower deflection shaft may help your play, though that is a personal preference.

MONEY MANAGEMENT

You can spend your money as you choose but these tips may help you get to Curly faster:

- Do not bet all your cash in one match. This really applies to rooms past the Garage since at the start you do not have any choice. Once you get past the Garage and work your way up you don't want to go bust and have to go all the way back the the Garage to start re-filling your Wallet. Keep some money in reserve.
- Buy a playing cue when you have enough money to do it and have cash left over to play. For your first playing cue buy a cheaper one so you can do it early in your career.
- Buy a break cue next as it will make a difference in how many matches you win.
- Buy a jump cue next if you know how to use it
- When you win enough money trade in your playing cue for a more expensive model. Keep trading up when you have the extra cash to do it.

PLAYING CURLY

Curly is a very tough customer. Even on the Easy Difficulty level he is not that easy to beat. Do not get discouraged if you lose. Build up your Wallet and take another shot at him. Eventually your game will get good enough and the match will go your way.

PRO TOUR CAREER PLAY

INTRODUCTION

Play a Pro Tour Career where you qualify, and join the tour. You then play a season of tournament events. Finishing high in the rankings or winning a qualifier can move you up to the next Pro Tour Career level. Start your career by clicking on Pro Tour Career Play on the Virtual Pool 4 Main Menu. The Pro Tour Career screen, show below will be displayed. You will not have any careers, nor Statistics, Achievements, Rankings when you start out.

PRO TOUR CAREER PLAY QUICKSTART

You should already know how to play Virtual Pool 4 and know your game as well. If you have not played a career we recommend Hustler Career Play first since the Pro Tour requires a higher skill level.

To quickstart your play in Pro Tour Career Play, click on Pro Tour Career Play on the Main Menu, then follow the instructions below.

PRO TOUR CAREER MANAGER

- ◆ Click on Pro Tour Career Play on Virtual Pool 4 Main Menu
- ◆ Click on New Career on Pro Tour Career Menu
- ◆ On the New Profile screen
    - ● Type in a Nickname for you to use throughout this Career (alphanumeric)
    - ● Set Game to which game you want for your Pro Tour Career
    - ● Leave the Difficulty level at Easy
    - ● Optionally,
        - ◆ click on Set Picture button to bring up your browser
        - ◆ locate a picture in your files that you want to appear in the game when it is your turn
        - ◆ double-click on the picture
    - ● Click on OK

TOUR SELECTION MENU

You will now see a Tour Selection Menu. This allows qualifying on other tours. As a beginner, you want the default, the Local Tour, so just click Play Tour to start your career.

TOUR SCHEDULE

The Tour Schedule shows the tournament for your season on tour. To play the first even click Play Event. It also shows your finish position for each event that has been played.

The buttons to the right of the Tour Schedule allow you to look at your Statistics, your Achievements, and current Rankings for the Pro Tour.

TOURNAMENT BRACKET

The tournament bracket shows the draw for the tournament, your Nickname will be in there in orange text. It also shows other information about the event at the top of the screen. The scroll bars can be used to view the complete bracket.

To start your first match click Play. After every match you will be shown the bracket again until the event is complete. When completed the final results are show on the right top of the bracket display.

After event completion you will see the Tour Schedule again. You can start the next event by clicking Play Event.

Statistics Screen

To see the Career Statistics of one of the Nicknames in your career, highlight the Nickname (career), then press the Statistics button. Statistics will vary depending on game you played in the career. The *Career Stats* can give you the following information:

Rankings Screen

The Rankings screen shows all of the Players, including yourself. The Players are listed in rank order and the Rank column shows the current rank. Points are used to determine the rank. Money won is also shown though it is not used for the ranking computation. The Rack Win percentage and the Racks played are used to break ties in ranking points. First Rack Win percentage is compared with the higher winning the tie. If Rack Win percentage is the same then Racks played, higher wins the tie. The numbered columns are the points earned for each ranking event.

ACHIEVEMENT FLASH

During game play, when certain Achievements are won they will flash on the screen. You can always see which achievements you have by bringing up the Achievements screen, available on the In Game Menu and from other Pro Tour Menu screens. Achievements are by tour, so you will need to play all four tours to get them all.

Virtual Pool 4
Reference Manual

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START VIRTUAL POOL

It all begins here at the Virtual Pool 4 Main Menu. Get here by double-clicking on the Virtual Pool 4 icon on your desktop or right after you downloaded the game and entered your serial number. This manual goes through each of the options and explains what the options mean in the game.

QUICK PLAY

Selecting Quick Play from the Main Menu, brings a pop-up box that shows the Training Exercises. When you have completed the Exercises or opt to Skip them, or have turned them off in Settings or on the Training Recommended screen, you will see the Quick Play screen.

TRAINING RECOMMENDED

Click on the exercise(s) you want to practice from the Training Recommended screen and see the status of each exercise. You will see *Incomplete* if you have not gone through the exercise. Once you finish the exercise, you will see the status *Completed*. You can always go and practice the exercises again even if you already completed the exercise section.

OPTIONS

Skip, Turn Off
Click on this button to skip the training exercises and keep this screen from not popping up again. Usually you do this after you have gone through training and have been playing for a while. You can also Turn Off and On this screen via the Main Menu by selecting Settings > Misc. > Training .

Skip
Click on this button to skip the Training Exercises. The Training Recommended screen will appear again the next time you start a Quick Play game.

Train
Click on this button after you have clicked on the Exercise you wish to practice. The red circle in cue chalk Identifies the Exercise you select. Click on any exercise. They do not have to be done in order, although it is recommended to go through Basic Aiming and Controls first.

EXERCISE(S)

Basic Aiming and Controls

In this Lesson you are given instructions how to aim, view, and shoot in order to pocket balls. You start with easy shots. You learn about the Ghost Ball and Aim Line tools and try more difficult angle shots. The exercises become more difficult as the Training Tools are removed. Below is a screen print of an Easy Shot exercise.

If you miss a Training shot, you will have the option to skip that exercise, quit training, or try the exercise again. Just click on the option you want from the pop-up box (see below).
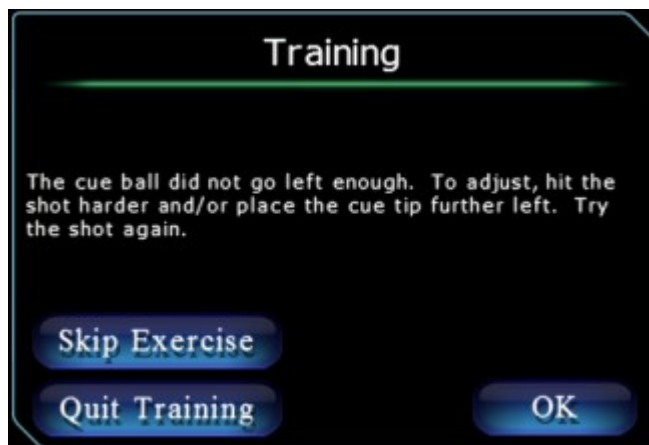
More on Controls

This Lesson teaches you how to zoom in and out on the cue ball to better visualize your shots. You also see different ways to temporarily view the table, overhead and stepping back a couple of feet. You see how to replay a shot you made, or missed. Below are screen prints of a maximum Zoom In and Out.

The screen print below is from the Ghost Ball exercise. Note the translucent ball behind the object ball. You want the cue ball to strike the object ball at the point where the ghost ball is positioned.

Basic Aiming and Control - Aiming Aids

Here is a shot with more angle. Seeing the angle properly in 3D takes some practice just like in real life. There are a couple training aids turned on to assist in your learning. Ghost ball is a translucent ball that shows where the cue ball needs to be when it strikes the object ball. Tracking lines show ball paths but this aid only shows the aim path to the first object ball hit. Put the aim path in the center of the ghost ball to make the shot.

Mode   Aim   Mouse   Line Up Shot

Cue Ball Speed

In this Lesson you learn how to control the distance the cue ball moves depending upon how hard or soft you stroke the cue. Below is a screen print of the Stroke Control exercise.

Learning Aids

This Lesson teaches you how to use different Training Aids. Training Aids can only be used when you Play by Yourself in Quick Play mode or in Trick/Setup. You learn how to turn the Ghost Ball and/or Tracking Lines on and off during play. This exercise will also show you how to undo a shot you made, or missed, and let you redo the shot. You learn how to use Force and English and how they affect where the cue ball will go after impacting an object ball. Below is a screen print of the Ball Tracking exercise. The aiming lines are the same color as the balls. You move the cue stick to see if your ball will be pocketed and where the cue ball will go.

The screen print below is from the Tracking Shot Force exercise. The Tracking lines were first set up to pocket the ball, then backward spin (draw or screw) was applied by lowering the cue tip on the cue ball. Lastly, the F-Key for Force was increased by sliding the mouse forward to bring the cue ball back within a diamond of the rail, as shown in orange. To shoot with that exact force, press the Space Bar.

Below is a screen print of the Ball Tracking exercise. The red line and subsequent white line shows the path of the cue ball. The yellow line (because the 1-ball is yellow) shows the path of the 1-ball. The ending positions of the balls are based upon hitting the cue ball with a specific amount of force. You can vary that force by either holding down the F-Key and sliding the mouse back or forth. Forward gives more force, backward less force. To shoot with that exact force, press the Space bar.
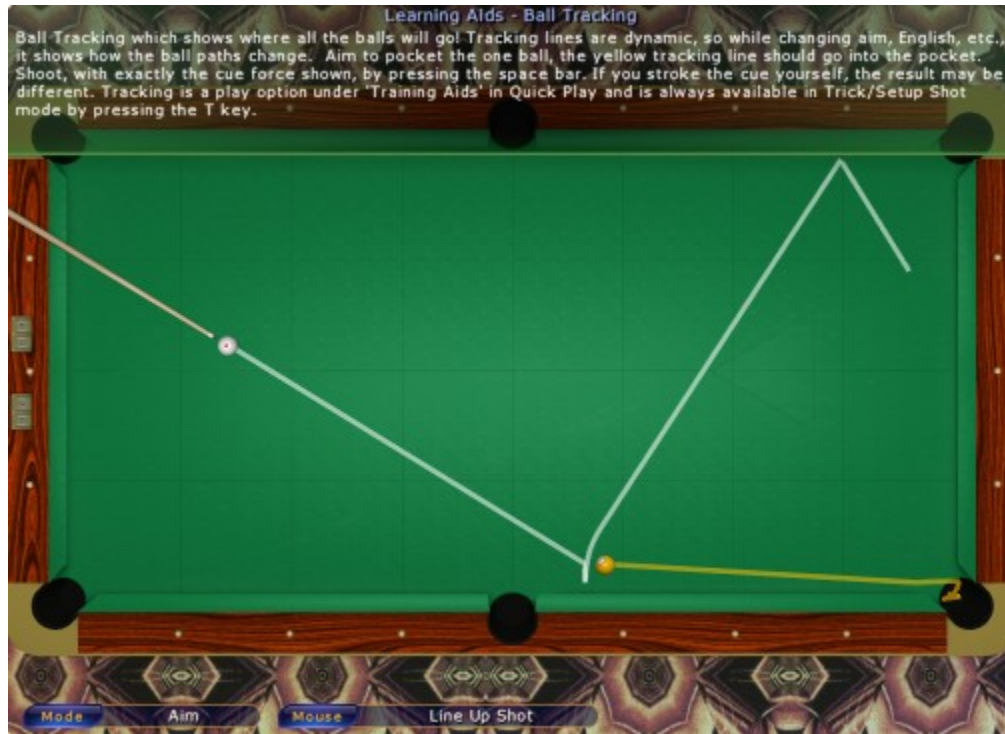
Cue Ball Spin

In this Lesson you will learn how to put forward spin (follow) or backward spin (draw) on the cue ball to make it go forward or backward after hitting the object ball. You will also learn how to apply English to give the cue ball side spin, Right English or Left English. English is only good for moving the cue ball off rails as it does not affect cue ball directions much until a rail is struck. The screen print below is from one of the 'English' exercises. Notice the yellow writing at the bottom of the screen means that Prompting was turned on.

If you miss a Training shot, you will have the option to skip that exercise, quit training, or try the exercise again. Just click on the option you want from the pop-up box (see below).
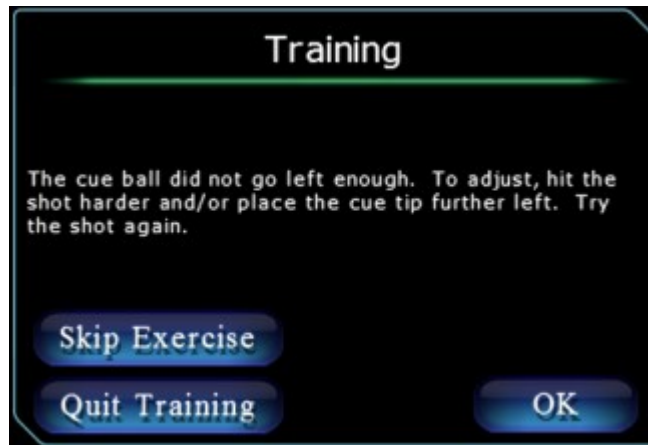
You always have the option to pause or quit training by pressing the ESC-Key. That will bring up the In-Game menu screen and click on what you want to do.

IN GAME MENU[S]

The In Game Menu is available during any game play by pressing the ESC-Key. In Game Menus will vary depending upon the Game you are playing and whose turn it is, but below is a list of off of the possible options you will see when you press the ESC-Key while playing.

There are many variations of what selections you will see on the In Game menus when you enter a Quick Play game, depending on what game you are playing, what the conditions are within the game, and what Play Mode you are using. For example, in 9-Ball, the option to Push Out and Pass Push Out will only show up on the In Game Menu after a break. Below is a sample In Game Menu for a 9-Ball game with a computer opponent and it is your turn.

IN GAME MENU OPTIONS

The following shows the the possible options on In Game Menus. The options are listed in alphabetical order.

Call Shot

Clicking on this button or pressing the Ctrl-C (Ctrl and C at the same time) allows you to call the ball you intend to pocket. Put the mouse cue over the ball to be pocketed and left click. Now there is a blue ring around that ball. Next, put the mouse cue over the pocket you are calling and left click. Now there is a yellow ring inside the called pocket. To look at the table from a 3D perspective by press the Alt-Key. To call the shot and return to the game, click on the OK button. If you don't want to call a shot, click on the Cancel button.

Change Turn

Clicking on this button or pressing Ctrl-T will allow you to turn over the shot to the other person without movement of any balls or assessment of any fouls.

Continue Training

This option is available only if you are Training and have pressed the ESC-Key. Clicking on this button will take you back into Training mode.

Declare Draw

Pressing this key or pressing the Ctrl-D ends the current game in a draw, re-racks the current game, and starts a new game.

Designate Ball On

When the above Designate Ball On screen comes up or when you press the D-Key, you will see what to do to select the Ball On. I designated the blue ball, which put a blue circle around it and it shows up in the upper right-hand part of the screen. Designate Ball On is only available when playing Snooker. This is used to select the ball the player is attempting to shoot. It must be specified when shooting a color after pocketing a red ball.

Help

Clicking on the Help button or pressing F1-Key will bring up the Quick Reference pop-up screen containing all keys and a brief description of their function. See Shortcut Keys near the end of this document for a complete list of keys along with a more detailed description.
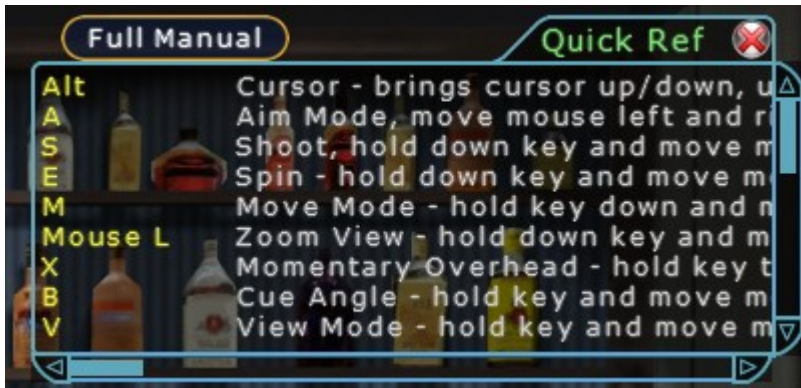
Kibitz

You can ask the computer to recommend a shot by pressing Ctrl-K. The computer will suggest a shot using tracking. This feature only works in Quick Play with only one human player.

Load Next Shot

Clicking on this option or pressing Ctrl-N is only available when you have loaded a shot from the Trick Shot Files, Practice Files, or Artistic Files. It allows you to quickly load and move through the shot files without having to go back to the Load Game menu.

Miscall

Virtual Pool 4 uses the honor system for calling most shots. If you pocket the wrong ball or put a ball in the wrong pocket, you can declare a Miscall by pressing this button or pressing the Ctrl-M (See Call Shot). If you declare a miscall, you will get the following confirmation screen:
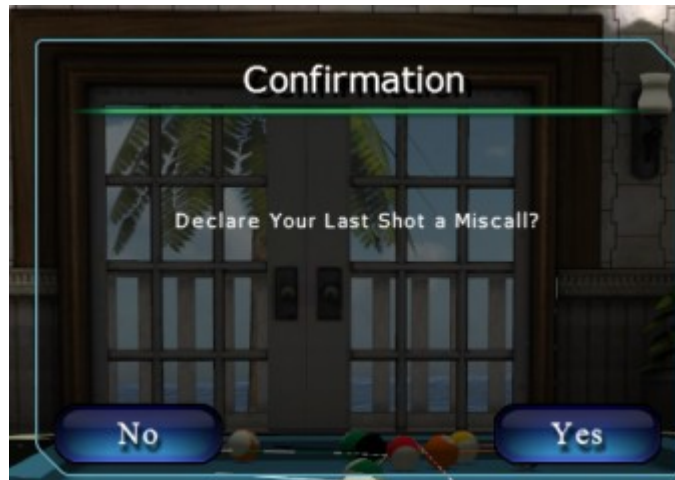
If you call a shot and miss it, you will get the following screen:

Open Cue Case

Clicking on this button or pressing the Ctrl-O brings up your cue case. Here you can swap your cue(s) and/or replace the shaft(s). You only start out with a house cue stick. For most play modes you can open the Cue Case and then Swap out any cue or shaft from the Cue Shop. In Hustler Career play you must purchase them. See The Cue Shop in Hustler Career of the Reference Manual for details.

Orient Balls

Orient balls will turn all the ball numbers up so they are on top. This feature is only available during Quick Play in Trick/Setup Shot play. This is handy if you are setting up a shot to print out to send to someone or uploading a Trick Shot file to Facebook. It allows viewers to easily identify the balls by number.

Pass Push Out

Clicking on the Push Out button turns the next shot back to the player who originally called the Push Out.

Play Last Movie

Clicking on this button plays the last Curly movie shown in the Hustler Career. This is only available during Hustler Career play.

Push Out

In 9-Ball and 10-Ball, after a break, the player who has control of the table has the option of calling a Push Out. This is done by either pressing the Ctrl-P or bringing up the In Game Menu and clicking on the Push Out button. This allows the player to "push" the cue ball anywhere on the table, and does not require the player to hit any ball or rail. The next player then has the option to take the shot from the pushed cue ball or pass it back to the player who originally called the Push Out.

Put Career on Hold

To stop play in the middle of a Career (Hustler or Pro Tour) match, click on this button. This saves your career game and goes back to the Main menu. To resume your match, click on a Career game button, highlight the Career you want to resume and click on the Load button. The game will start where you left off last.

Quit Match

Click on the Quit Match button to quit the current match. A player may also quit the game by pressing the Ctrl- Q. You will be asked to confirm that you want to quit.

Quit Playback

You will see this option when watching a recorded video when you bring up the In Game menu.

Quit Training

You will see this option when you are in a Training exercise. Click on this button if you are ready to end the exercise.

Rack Balls

Rack Balls will re-rack the balls into the initial position. This is only available during Trick/Setup Shot play. If you entered from Quick Play it will rack the balls according to the Game selection upon entry. If you had loaded a shot file that was a .vpp file, it will reload the file so you see the starting position. The .vpp files are any file you saved during Trick/Setup shot play or any Trick Shot, Practice, or Artistic file.

Resign [Game]

Click on this button or press the Ctrl-R forfeit the game and assign the opponent a win. Balls are re-racked for the next game.

Resume Game

Clicking on this button will take down the In Game menu and return to game play. You can also hit ESC-Key to take down the In Game menu.

Safety

Click on this button or press the Ctrl-[(bracket) to call a Safety shot. After the shot the turn will change to your opponent even if you pocket a ball. You do not need to call a safety unless you intend to pocket a ball on a safety play. You will still need to hit the correct object ball first when a calling a Safety. Called Safeties can only be played in games that have them, such as 8-Ball World Pool and Straight Pool. The pocketed balls get spotted back on the table and the turn changes. So the purpose of calling a Safety is when you purposely make a ball but want the turn to change to your opponent.

After the Safety was called and the shot made you will see that the turned passed at the top of the screen.

Save Game

Clicking on this button or pressing the Ctrl-S will save the current game. You can use this to save a game to resume later. You must enter a File Name to save the game. Note that the extension (.vpp, .vpg, etc.) will be added by Virtual Pool 4.

Save Trick

Clicking on this button or pressing the Ctrl-S will save the current Trick Shot. You must enter a File Name to save the Trick Shot. Note that the extension (.vpp, .vpg, etc.) will be added by Virtual Pool 4.

Settings

Clicking on this button will take you to the Settings screen where you will be able to change the Settings for the game you are playing. See SETTINGS section of this document for a description of each option under Settings.

Show Statistics

Clicking on this button will take you to the Career Stats page. This is only available during Hustler or Pro Tour Careers.

Show Rule Options

Clicking on this button or pressing Ctrl-G will take you to a rules screen for the game you are playing. See Rules for a complete list of Rules. Here you can see who Breaks, if Call Shot is on or off, if the 3 Foul rule is in effect, who makes the First Break, and the Handicap Type. If there is a Handicap Type other than 'None', you can see the Player Getting the Handicap and the Handicap being given. Of course, the options you see will also be based upon the game you're playing. The illustration below is from a 9-Ball game. Rules options cannot be changed while in a game.

Show Table Settings

Clicking on this button or pressing Ctrl-; (semi-colon) will bring up information about how the table you are playing on is set up. Tables are set up with default settings. You can change some of the characteristics of the table from the [Custom Table](#) Option in Quick Play, such as Pocket Size, Table Speed, Table Skid, Rail Cut, Rail Speed, and Rail Grab. You can only view this information when you are in a game. Table Settings cannot be changed while in a game.

Spot Lowest Ball

Only available for certain games and can only be used if all balls are behind the Headstring and you have ball-in-hand. Clicking on this button or pressing the Ctrl-B will spot the lowest ball on the table. Spot Lowest Ball is only available for Rotation and is only active if all balls are behind the head string and you have ball-in-hand. If you're in this situation and you don't like your shot, which is usually the case, use this function.

Spot/Pocket Balls

Clicking on this button or pressing the Insert-Key will bring up the Spot/Pocket menu. Click on balls on the left to move them to the right and vice versa. All balls on the right are off the table (pocketed). All ball on the left are on the table. When moving balls from off table to on table, they will spot down the line at the head spot. This option is only available in Quick Play, Trick/Setup Shot mode.

Tournament Sheet

Clicking on this button will take you to the Tournament Sheet when you are playing in a Tournament. You can see who is playing whom, the winners of all matches that have been played, who will be playing or is playing next, and the final winner if all matches have been played. This option is only available during tournaments in Hustler Career or Pro Tour Career play.

Toggle Jump Cue

Clicking on this button or pressing Ctrl-J will allow you to switch to your Jump Cue if you had clicked on the Open Cue Case button in the In Game Menu and clicked on Swap This Cue [for the jump cue], and selected a Jump Cue from the Cue Shop.
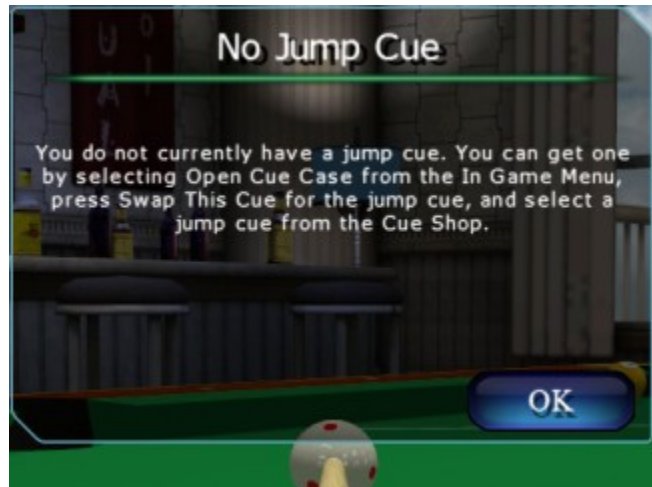
Shortcut Quick Reference

To see a Quick Reference list of all Shortcut Keys with brief descriptions, press the F1-Key when you are in a game. This also brings up the cursor so you can scroll the Quick Reference. To take down the cursor and return to the game press the Alt key. The Quick Reference will stay up during play. If you want to remove the Quick Reference, click the X on it (Alt will bring up the cursor) or press F1. A more detailed description of each Key can be found in the Shortcut Keys section of this document.

MESSAGES

You will receive messages while playing VP4 in the upper right-hand corner of your game screen. You may see any of the following messages depending upon the game you are playing and the circumstances that caused the message.

Message/Description:

1 BALL DID NOT HIT RAIL
Basic Pocket Billiards one ball must hit the rail on the break

15 HAZARDS IN A ROW
English Billiards one ball must hit hazards to 15 in a row maximum

2 BALLS DID NOT HIT RAILS
For some games at least 2 object balls must hit a rail on the break

3 BALL WAS NOT HIT FIRST
In Cowboy game the opening shot must hit the 3 ball first

3 CROTCH SHOTS BALLS STILL IN CROTCH
In Straight Rail Billiards only 3 shots with the balls in a crotch is legal

4 BALLS DID NOT HIT RAILS
In some games at least 4 object balls must hit a rail on the break

75 CANNONS IN A ROW
English Billiards restricts the number of cannons to 75 in a row maximum

8-BALL NOT HIT FIRST
In some 8-ball games the 8-ball must be hit first when it is the ball on

BALL HIT OFF TABLE
Either the cue ball or an object ball was hit off the table

BALL NOT BANKED CLEANLY
In Bank Pool all bank shots must go in without hitting any other balls

BALL NOT HIT
The cue ball did not hit an object ball

BALL ON WAS NOT HIT FIRST
In Snooker a ball on must be hit first

BALL WAS JUMPED
Some games such as Snooker or UK Pub Pool do not allow jump shots

COMPANION BALL WAS NOT POCKETED
In Cribbage the second ball made (companion that adds up to 15) must be pocketed after the first ball is made

CUE + 2 BALLS DID NOT HIT RAILS
Some game such as Straight Pool require this for the break

CUE HIT OBJECT OTHER THAN 1
For Cowboy when at 100 points the cue ball can only hit the one ball

CUE NOT PLAYED OUT OF BAULK
In English Billiards when the cue is in baulk, it must be played out of the baulk area

CUE NOT PLAYED OUT OF KITCHEN
Many pool games require that when a player has ball-in-hand in the kitchen (behind the headstring), the cue must be played out of the kitchen

EIGHT BALL HIT FIRST
Some 8-Ball games require that only the ball type you own is legal to hit first and that does not include the 8-Ball unless you are shooting it

FREE BALL WAS NOT HIT FIRST
In Snooker the designated Free Ball must be hit first

HEAD OR 2ND BALL NOT HIT
In some games there is a requirement on the break to hit the head or second ball first
LOW BALL NOT HIT FIRST
Pool games like 9-Ball and10-Ball require that the low ball be hit by the cue ball first

MISCALL ON CUE BALL
In Cowboy last shot must be pocketing the cue ball after caroming off the 1 ball into the called pocket

NOT A BANK SHOT
A legal bank shot is off an opposite rail, direct shots or shots that hit a rail adjacent to a pocket are illegal

NOT A CAROM
In Cowboy points 91-100 can only be scored with caroms

NOT A VALID HONOLULU SHOT
In Honolulu a valid shot is a combo, bank, carom, billiard, or kick shot, direct shots are not allowed

OWN BALL NOT HIT FIRST
in 8-Ball games once ownership is established you must hit you own balls first

PINK BALL WAS NOT HIT FIRST
In 4 Ball Billiards the pink must be hit first on the opening shot

POINT 100 NOT REACHED EXACTLY
In Cowboy 100 points must be reached exactly

POINT 90 NOT REACHED EXACTLY
In Cowboy 90 points must be reached exactly

POTTED BALL NOT BALL ON
In Snooker the potted ball must be a ball on

RAIL HIT FIRST
In some 8-Ball games the cue ball must strike the rack directly, not off a rail

RAIL NOT HIT
For most pool game a rail must be hit by either an object ball or the cue ball after the cue ball contacts an object ball

RED BALL WAS NOT HIT FIRST
In some Billiards games such the red ball must be struck first on the opening shot

SCRATCH
For most games it is illegal to pocket the cue ball at any time

SNOOKERED BY FREE BALL
In Snooker it is illegal to foul and snooker your opponent behind the free ball

TOUCHING BALL HIT FIRST
In Snooker and UK Pub Pool games the cue ball must be played away from a touching ball (cue ball to object ball/s)

FOULS

Some of the messages you will see are Foul messages. Fouls are called when there are violations in the rules for the game. See R**ules** to determine what would cause fouls within the game. The foul is on the person who made the shot. When you see Foul on your screen, you will also see the reason for the foul (as defined above under Messages) and for some fouls, you will get instructions on what to do as a result of the foul. There are several different screens that show fouls, as illustrated below:

This is the basic foul message in the Game Status area in the upper right-hand portion of the screen.

Many games will count consecutive fouls as a loss. You will see the pop-up message below if you have 2 consecutive fouls.
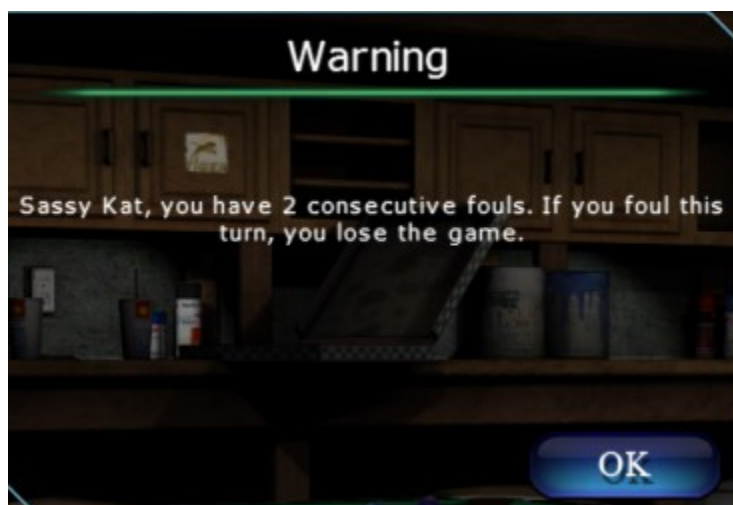
Some fouls require the incoming player to make a choice and this is typical of the type of screen shown. In this case Play means they want to play the table, and Opp Play means force the opponent to play the table.

Many games have requirements on the break and if an illegal break is made some show player choice screens.

MODE

While you are in a game, you will see a Mode box on the lower left-hand portion of your screen. This box contains game mode information. The mode determines what operations are legal and also what controls will do. The following are possible modes:

- **Aim** - you are aiming the shot and your view and cue stick will rotate around the cue ball when the mouse is moved left and right
- **Aim/Ball in Hand -** same as Aim but you have Ball-in-hand which means you can press M to move the ball
- **Move Ball -** you have M pressed down and are moving the cue ball or if in Trick/Setup shot mode it could be an object ball
- **Opponent Shoot** – the computer opponent is shooting a shot
- **Opponent Think** – the computer opponent is thinking about what shot or play they want to make
- **Play** - a shot has been taken and is playing out
- **Replay** - a shot replay is taking place
- **Shoot** - you have the S-Key down and are stroking the cue by moving the mouse back and forth to take a shot
- View - you are in View mode (V-Key) and can move the view center, V-Key held down and move mouse, and/or rotate the view, V-Key not held down and move mouse

MOUSE CONTROL

While you are in a game, to the right of the Mode box, you will see a Mouse box on your screen. This box shows what the Mouse is going to do when you move it. It is based on the current Mode you are in (box to the left) and any keys that are down. The following are the Mouse Controls.

- **Line Up Shot** - you are in Aim Mode and moving the mouse left and right will rotate the cuestick and your view down it to aim the shot
- **Stroke Cue** – you are holding down the S-Key and moving the mouse back and forth to shoot a shot. This can be done from a variety of Modes
- **Move Cue Tip** – you have E-Key held down and moving the mouse will move the cue tip on the cue ball. This can be done from a variety of Modes
- **Raise Butt** you have the B-Bey held down and are moving the mouse back/forth to change the butt angle of the cue. This can be done from a variety of Modes
- **Center View** - you are in View Mode with the V-Key held down moving the mouse moves the view center which is the point the view rotates about
- **Rotate View** - You are in View Mode and not holding the V-Key down, rotating the mouse will rotate the view around the view center
- **Zoom View** – you are in Aim or View mode and are holding the Left Mouse Button and moving the mouse back and forth to zoom the view out and in.
- **Move View Center** – you are in Move Ball Mode and have the M-Key held down, moving the mouse will move the cue ball no the table

- ◆ **Select Ball** – your are in Move Ball Mode and have the H-Key held down, moving the mouse will move the hand cursor to an object ball and when the H-Key is released it will select the nearest object ball. This is Quick Play, Trick/Setup Shot mode only.
- ◆ **Position Ball** - you are in Move Ball Mode and have the M-Key held down, moving the mouse will move the object ball that is selected. This is Quick Play, Trick/Setup Shot mode only.
- ◆ **Vary Hit Force** – you have ball tracking active and are have the F-Key held down, moving the mouse will change the force of the hit force for the tracking lines. This in only available when Tracking is active.
- ◆ **Track Interval** – you have ball tracking active and the Tracking Settings (Settings Menu > Tracking Settings) are set to Tracking Balls, moving the mouse back/forth changes the time interval and the number of tracking balls displayed.

QUICK PLAY SCREEN

The Quick Play screen will look similar for all play modes except for the Player(s). If you Practice by yourself [Myself] or play Trick/Setup Shot, you will only have Player 1. If you Play Another Human, you will have Player 2, who you could set up as you or as a friend playing against you on your computer. If you play against a Computer Opponent, you will select your computer opponent from those available in Player 2. Based upon the skill level you choose (Rookie, Novice, Skilled, Shark, Pro, or Champion), you will different computer opponents based upon their skill levels.

INFORMATION

The information box will display explanations about the setups for Quick Play. When you click on the tab or scroll through the options within the tab. For example, clicking on Game and scrolling to 8-Ball will give you a brief description of the objective of 8-Ball.

PLAY MODE

Here, you can scroll through the options of playing Quick Play. You can choose from the following:

Trick/Setup Shot
Setup shots you want to practice or make up trick shots. View shots in the trick shot library. You can retry shots and use tracking lines.

Practice by Myself
Practice by yourself using the game rules. You can retry shots and use tracking lines. For games requiring 2 players, you play against yourself.

Play Another Human
Play a match against yourself or against a friend. You will need to create your players by entering your names under the Player 1 and Player 2 tabs.

Create/Edit Player 1
Nickname – Enter your name or your friends name here.
Set Picture – Browse your photo files and find the picture you want shown during the game.
Create/Edit Player 2
Nickname – Enter the opponents name, yours or your friend's.
Set Picture – Browse your photo files and find the picture to be shown during the game.

Computer Opponent
Play a match against a computer opponent. You will need to Create Player 1 as yourself and scroll through players in Player 2 to select your opponent. Their skill levels, Novice, Rookie, Skilled, Shark, Pro, and Champion is based upon the Skill Level you selected to play against.

LOCATION

You can play in any location. Here, you can scroll through the options and pick which site to play your game. However, each location has different sounds and music and different default tables. See Table section in this document for a description of the default tables and their condition for the location you choose.

For locations, you can choose from the following:

Garage
Your friendly neighborhood Garage where everyone is welcome – as long as you bring your own pizza.

Hawg Pen
This rough and tumble bar is full of local bikers who don't mind playing on trashed tables. Not a place for the faint-hearted.

Pit Stop
The Pit Stop is brimming with character – packed with diners during the day this place drives on through the night at a fast and furious pace.

Deep Pockets
Deep Pockets is a yuppies hangout with an upscale setting for people with really deep pockets!

Hard Times
Hard Times is where real pool players hang out. If you happen to make it here in Career Play, make sure to bring plenty of cash.

Beach House
Curly's house is on the beach in Southern California. Take it easy as the waves lap the shore, but remember to concentrate on your game.

Loch Lomond
At a drafty old Scottish castle nestled in the Highlands, play on a Snooker table under the candlelit chandelier.

Monte Carlo
On the south coast of France, in a luxurious stately home, you will find Monte Carlo. Only Billiards games are suitable here.

English Pub
English pub pool table for playing pub pool in 8-ball games.

GAMES

Here, you can scroll through the options in the drop down box and pick your game. Hovering over the game will give you the objective of the game.

You can choose from the following games:

© - Games are also available in Hustler Career Mode

1 Cushion Billiards
Win by reaching the point goal. Score 1 point when a carom is played off other 2 balls. To be legal, 1 rail must be hit during the carom before the 2nd ball is hit.

3-Ball
Make all 3 balls to win the game. Low ball must be hit first. Balls pocketed after hitting the low ball are legal.

3 Cushion Billiards
Win by reaching the point goal. Score 1 point when a carom is played off other 2 balls. To be legal, 3 rails must be hit during the carom before the 2nd ball is hit.

4 Ball Caroms
Win by reaching the point goal. Score 1 point when a carom is played off 2 balls, 2 points when a carom is played off 3 balls.

6-Ball ©
Pocket the 6-ball to win. Low ball must be hit first. Balls pocketed after hitting the low ball are legal.

8-Ball Pub ©
Choose reds or yellows. Pot the 8-ball after your balls are pocketed to win the game. UK Pub rules apply.

8-Ball US Bar ©
Shoot either solids or stripes. Pocket all of your balls before rolling in the 8-ball to win. Casual US League rules apply.

8-Ball US1 ©
Shoot either solids or stripes. Pocket all of your balls before rolling in the 8-ball to win. US League rules apply.

8-Ball US2 ©
Shoot either solids or stripes. Pocket all of your balls before rolling in the 8-ball to win. Alternate US League rules apply.

9-Ball ©
Pocket the 9-ball to win. Low ball must be hit first. Balls are pocketed after hitting the low ball are legal.

10-Ball ©
Pocket the 10-ball to win. Low ball must be hit first. Balls are pocketed after hitting the low ball are legal.

15-Ball
Score points by ball number pocketed. The first player to reach 61 or more points is the winner.

Bank Pool ©
Make 8 balls to win the game. All shots must be banked. No straight shots. All banks must be clean.

Basic Pocket Billiards ©
Play all balls. Shoot into any pocket. The first to pocket 8 balls is the winner.

Black Ball ©
Choose reds or yellows. Pot the 8-ball after your balls are pocketed to win the game. Black Ball rules apply.

Bowlliards ©
Scoring is the same as 10-pin Bowling. Make all balls in one turn for a strike. Make all balls in 2 turns for a spare. One game consists of 10 racks.

Cowboy
101 points wins. 1-90 are scored by making any of 3 balls or a carom on any ball, 91-100 are scored by carom shots. Point 101 is scored by a carom of the cue ball off the 1-ball into a called pocket.

Cribbage ©
Pocket 2 consecutive balls whose ball numbers total 15 to score a point. 5 points wins. The 15-ball is legal only after all other balls are pocketed and counts as 1 point.

English Billiards
Win by reaching the point goal. A cannon (hit other 2 balls with the cue ball) scores 2 points. An in-off (when a cue ball is caromed into a pocket) scores 2 points off the white (other cue ball) and 3 points off the red, a pot (pocket a ball) white scores 2 and a pot red scores 3. You can do multiples of these on the same shot.

Honolulu ©
Pocket 8 balls to win the game. Each shot must be a combo, bank, billiard, or kick shot (or a combination of these). Straight shots are not allowed.

One Pocket
Make 8 balls in your pocket to win. Each player gets one corner pocket. One Pocket is like chess on a pool table.

Rotation
Score points by ball number pocketed. Low ball must be hit first. Balls pocketed after hitting the low ball are scored. Winner is the first to score 61 or more points.

Snooker ©
Pot (pocket a ball) a red then a color until all the reds are gone, the pot the colors in value order. Highest score wins. Visit Loch Lomond for a full-size snooker table.

Straight Pool ©
Pocket any ball, each is worth 1 point. Rack the balls when one ball is left on the table. When the points goal is reached, the game is won.

Straight Rail Billiards
Win by reaching the point goal. Score 1 point when a carom is played off other 2 balls. Any 2 ball carom is legal but only 3 in a row from a crotch (table corner).

ADVANCED

Clicking on this button, beside the Game button, will bring up a screen that allows you to set certain options, depending on the game you selected. The following explains all of the options available. What you see will vary based upon the game selected.

The column on the left side of the screen are the Rules. Break, Call Shot, 3-Foul, and First Break will be the same for every game. The Rules below those will be game-specific, such as Pushout only applies to 9-Ball, 10-Ball, and 6-Ball. The column in the middle of the screen contains Handicaps. Handicaps available depend upon the game. Some are shared and some are unique to a specific game. The column on the right side of the screen are dependent on Handicaps and game.

Rules

The following explains each of the Rules options.

Break

Determines which player breaks: winner, loser, alternate the break, player trailing in match, or default for this game.

Winner Breaks – Whoever won last game breaks breaks the next rack.
Loser Breaks – Whoever lost the last game breaks the next rack.
Alternate Break – Each player takes turns breaking the next rack.
Trailing Player – Whoever has lost the most number of games breaks the next rack.

Call Shot

Turns call shot on/off, or default for this game.

3 Foul

Turns 3 fouls in a row is a loss on/off, or default for this game.

First Break

Determines which player breaks at the start of the match: coin flip, lag balls, or default for this game.

Coin Flip - This is the default. The computer does the coin flip.
Lag Balls - Each player will lag the cue ball from one end of the table to the other. The play who gets the cue ball closest to the starting rail breaks.
Lowest Rating – The person who has the lowest rating breaks.

Call Money

If OFF, the money ball is not called. If ON, the money ball must be called. If the game generic Call shot is on, the money ball is always called. Applies only to the following games: 9-Ball, 10-Ball, 6-Ball.

Spot Money

If Off, money balls made on the break count as a win. If On, the money ball is spotted when made on the break. Applies only to the following games: 9-Ball, 10-Ball, 6-Ball.

Pushout

Applies only to the following games: 9-Ball, 10-Ball, 6-Ball.
After Breaks Only - pushouts can only be done immediately after the break.
No Pushout - you can never pushout.
Pushout Anytime - you can push out anytime in the game, which is the old 2-Shot rules.

Rack Money

Not applicable to 8-Ball World Rules, Snooker. Applies only to the following games: 9-Ball, 10-Ball, 6-Ball.

Off - the 1-ball is racked on the head spot.
On - the money ball is racked on the head spot.

Snooker Reds

The rules for Snooker call for 15 reds, but quicker games can be played using less reds. Only applies to Snooker games.

15 Reds – The number of reds used for a Snooker game.
10 Reds – The number of reds used for a Snooker game.
6 Reds – The number of reds used for a Snooker game.
3 Reds – The number of reds used for a Snooker game.

Rack

The number of object balls that are racked on the table.

Short rack – 9 object balls are racked on the table.
Long rack – 15 object balls are racked on the table.

This is an option for some types of games, such as Bank Pool and Honolulu, and is not a handicap. The number of object balls in a rack in other games depends on the game. e.g. In 10-Ball ten balls are racked.

8 Pocketing

Applicable to 8-Ball World Rules. Determines where the 8-Ball must be pocketed to win. Applicable to the following games: 8-Ball World Rules, Black Ball, 8-Ball Pub World Rules, 8-Ball Pub Old #1, 8-Ball Old #2, 8-Ball US2, and 8-Ball US Bar.

Any Pocket – The 8-Ball may be pocketed in any called pocket.
Last Pocket – The 8-Ball must be pocketed where the last object ball was pocketed.
Banked – The cue ball must first be banked one or more rails when pocketing the 8-Ball.
Opposite Pocket – The 8-Ball must be pocketed in the opposite corner where the last object ball was made, either cross corner or cross side.
Side Pocket – The 8-Ball must be pocketed in a side pocket, not a corner pocket.

Shot Sequence

Determines required shot sequence for first 90 points. At the beginning of an inning it is the player's choice on which shot type to shoot. Applies only to the game of Cowboy.

> <u>Any Sequence</u> – Means that a billiard or a direct shot on an object ball can be scored.
> <u>Alternate Balls and Billiards</u> – Means that a billiard shot must follow a direct shot and vice versa.

Handicaps

The following explains each of the Handicaps options.

Handicap Type

None – There is no handicap. Applies to all games.

Games – Games towards match goal are given as a handicap. Does not apply to the following games: Straight Pool, Bowlliards, 4-Ball Carom, and all Billiards games.

> **Player Getting** – Scroll to select the player to get a handicap.
> **Handicap** – Select number of games to be given to the opponent (1game or 2 games).

Multiple Money Balls
Extra money balls are given as a handicap. Applies only to the following games: 9-Ball, 10-Ball, 6-Ball.

> **Last Two** – Player Getting is given a handicap of Last Two. The player can make either of the two balls remaining on the table.
> **Eight Ball** – Player Getting is given a handicap of 8-Ball. The player can make the 8-Ball or the 9-Ball to win game.
> **Seven Ball** – Player Getting is given a handicap of 7-Ball. The player can make the 7-Ball or the 9-Ball to win game.
> **Six Ball** – Player Getting is given a handicap of 6-Ball. The player can make the 6-Ball or the 9-Ball to win game.
> **Five Ball** – Player Getting is given a handicap of 5-Ball. The player can make the 5-Ball or the 9-Ball to win game.
> **Seven Ball Out** – Player Getting is given a handicap of Seven Out. Player can make the 7-Ball, 8-Ball or the 9-Ball to win game.
> **Six Out** – Player Getting is given a handicap of Six Out. The player can make the 6-Ball, 7-Ball, 8-Ball or the 9-Ball to win game.
> **Five Out** - Player Getting is given a handicap of Five Out. The player can make the 5-Ball, 6-Ball, 7-Ball, 8-Ball or the 9-Ball to win game.

Points

Points towards game point goal are given as a handicap. Applies only to the following games: Snooker, Straight Pool, Bowlliards, 4-Ball Carom, and all Billiards games.

Ball Goals

How may balls each player needs to win are given as a handicap. Ball Goals only appears you have selected one of the following games: One Pocket, Bank Pool, Basic Pocket Billiards, and Honolulu.

Handicap

Number of points towards that are given as a handicap. From 1 to 73 points can be given. Only applies to Snooker games.

Ball Goals

The number of object balls that must be pocketed in order to win the game, depending on the number of balls being played and the number of handicap balls.

TABLE

A Table selection of Default Table will get you the standard table for the location you have selected unless that table does not work for the Game selected. In that case, the table will be the default table for the Game selection. For example, with Default Table selected, if you select 9-Ball in the Garage you will get the Garage Bar Table which is standard for the Garage. But if you select Snooker, which does not use a pool table, you will see the Snooker table in the Garage. You can explicitly select the table you wish to use. If it is not a proper table for the Game selected you will get an Illegal Table Selection message detailing why and you must change the Table Selection. The following describes the available:

Garage
Bar table from Garage. This table is a little beat up but plays well.

Hawg Pen
Bar table from Hawg Pen. Same as Default Table. This table is pretty trashed looking but still plays okay.

Pit Stop
Bar table from Pit Stop. This table is in very good shape, looks good, plays great and has tournament blue felt!

Deep Pockets
Championship table from Deep Pockets. Nice table with tournament blue felt.

Hard Times
Championship table from Hard Times. A very well setup table in great condition.

Beach House
Championship pool table from the Beach House. Sweet home table in pristine condition.

Loch Lomand
Snooker table from Loch Lomond. This table is 6x12 feet, plays great and is in super condition.

Monte Carlo
Billiards table from Monte Carlo. Great looking and playing billiards table.

English Pub
English Pub table for playing pub pool 8-Ball games.

TABLE SETUP

You can change Pocket Size, Table Speed, Table Skid, Rail Cut, Rail Speed, and Rail Grab for the table by clicking on Custom by the Table Setup. You could also have changed the color of the table and the condition of the felt on the table by first clicking on Settings on the VP4 Menu screen and then clicking on Misc[ellaneous] and clicking on Felt Detail and Table Color. See MISC. (miscellaneous) section under Settings of this document for a description of each option.

Novice Table
A slow bed table with a slow rail but real large pockets. Easy to control the cue ball speed and a great table type for beginners. Novice table has large pockets, and slow rails and table bed.

Club Table
This table has a good bed speed with medium-sized pockets and bouncy rails to match. Bump up your game and practice on this table to push your skills further. Club table has medium small pockets, and medium speed rails and table bed.

Tournament Table
The ultimate table that will produce your best pool. Small pockets, a real fast table bed and very bouncy rails that take some getting used to. Tournament table has small pockets, and fast rails and table bed.

CUSTOM TABLE

Set up your own table parameters. Table Speed sets how fast the ball rolls on the table bed. Rail Speed sets the bounciness of the rail bumpers. Pocket Width sets how wide the pockets are. Rail Cut sets the angle of the pockets.

Reset To

Allows you to reset your table to the characteristics of the table as described above for an Novice Table, Club Table, or Tournament Table.

Pocket Size

Sets the width of the pockets to Loose, Normal or Tight. Tighter pockets play tougher.

Table Speed

Sets the rolling speed of the table bed. Higher is faster.

Table Skid

Sets how slippery the table felt is when the balls are sliding. Higher is more slippery.

Rail Cut

Changes the cut of the pocket. Higher is a more closed cut. A more closed cut is harder to shoot into because the initial opening is smaller.

Rail Speed

Sets how hard the balls rebound off the rails. Higher is more bouncy.

Rail Grab

Sets how much the rails grab the balls. Higher is more grab.

MATCH GOAL

The number of games to be played in the Match.

TRAINING AIDS

The training aids that are available for you to use.

None
Training aids are turned off

Ghost Ball
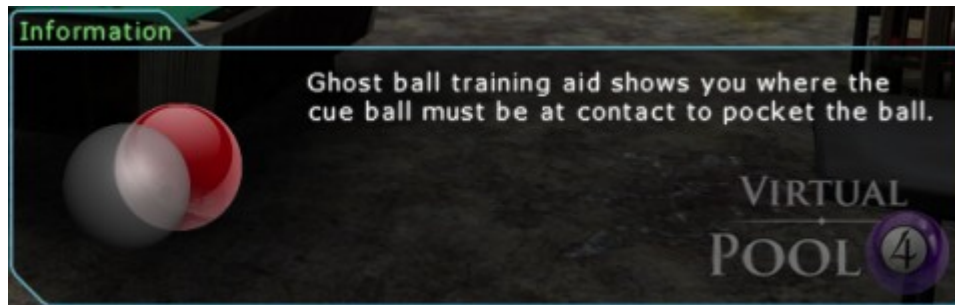
Ghost Ball and Aim Path
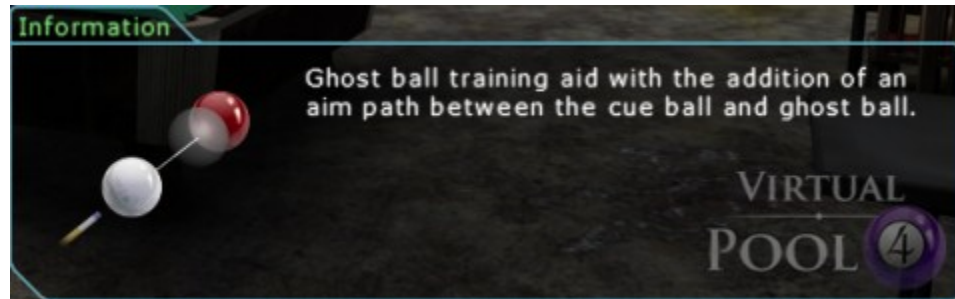
Ball Tracking
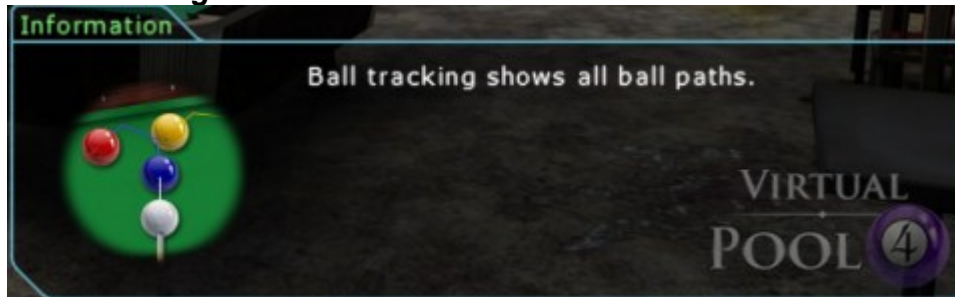
RECORD

Turns on or off the video recorder that will capture your match.

ON
Turn Record Match to On to create a recording of the match for playback later. You can play back matches by selecting Load Game from the main menu then selecting Recorded Matches and then selecting the match file. The playback options are the same as most recording devices, play, pause, stop, backward, forward.

OFF
Turn Record Match to Off if you don't want to record your match.

Note there are also In Game controls that can dynamically start and stop match recording. You have the following options:

- Show Table Settings – displays information about table speed, skid, etc. (defined in Table Settings in this document)
- Settings – displays the setting for the graphics, mouse, etc. (detailed in Settings in this document)
- Help – displays the pop-up box with the control keys shortcuts (see Quick Ref in this document)
- Quit Playback – will stop recording and take you back to the Virtual Pool 4 Main Menu
  Resume [playback] - takes you back to the recording

POINT GOAL

The number of points each game is played to. This is only shown for certain games such as Straight Pool or Billiards.

PRO TOUR CAREER PLAY

Play a pro tour career where you qualify and join a tour then play a season of tournament events. Finishing high in the rankings or winning a qualifier can move you up to the next Pro Tour. Start your career by clicking on Pro Tour Career Play on the Virtual Pool 4 Main Menu. The Pro Tour Career screen, show below will be displayed. You will not have any Careers, Statistics, Achievements, nor Rankings when you start out.

NEW CAREER – NEW PROFILE

To start your new Pro Tour Career, you will need to set up a New Profile. Key in your Nickname, select your Game, the Difficulty level, and Set Picture. Once done, click on OK.

Note: You cannot use the same Nickname and Game you have used before unless you delete the old Career.

The Pro Tour Career Play is limited to the following games:
- 9-Ball
- 8-Ball World Rules
- Snooker
- Black Ball
- 10-Ball
- 8-Ball Pub World Rules
- Straight Pool

Tour Selection

After your create your new profile you will see the Tour Selection Menu. You can simply select Play Tour to start. This puts you on the Local Tour for a new career. If you are an accomplished player you may want to try to qualify for a higher tour. Changing the Tour selection to a higher tour will place you in a qualification tournament. If you finish high enough you play the tour you selected, otherwise you will play the Local Tour.

- **Local Tour –** This tour is the lowest level tour and starting point for a Pro Tour Career. It draws players from the local city/town. You do not have to qualify to play on this tour.

- **Regional Tour** - This tour is a step up from the Local Tour drawing players from surrounding cities and towns. If you are not currently qualified for this tour, you will be required to play a qualification tournament and finish in a top spot.

- **National Tour** - This tour is for very good pros. There are some top players in these events, but the field is not as deep as the World Tour. If you are not currently qualified for this tour, you will be required to play a qualification tournament and finish in a top spot.

- **World Tour** - This tour is the toughest tour, drawing players worldwide. There are no easy draws in these events. You have to be qualified to play in these events. If you are not currently qualified for this tour, you will be required to play a qualification tournament and finish in a top spot.

Schedule

The Tour Schedule screen shows you the tournament for your season on tour. You can see the number of events to be played in your Pro Tour Career, Place and Money earned. You can start playing by clicking on the Play Next Event button. You can also can also click on the Career on Hold button to return and play another time.

View Bracket

The Tournament Bracket shows the draw for the tournament, you name will be in there in orange text. It also shows other information about the event at the top of the screen. The scroll bars can be used to view the complete bracket.

To start your first match click Play. After every match you will be shown the bracket again until the event is complete. When completed the final results are show on the right top of the bracket display.

Statistics

The Career Stats page is all about you and and your career statistics . The data is collected automatically when you play the tours. You can see below the different statistics kept.

Achievements

Achievements are kept for Players in the Pro Tour Career games for Local, Regional, National, and World Tournaments.

During game play, when achievements are won they will flash on the screen. You can always see which achievements you have by bringing up the Achievements Menu, available on the In Game Menu and from other Pro Tour Menu screens. Achievements are by tour, so you will need to play all four tours to get them all.

The screen above shows the Achievement screen and some of the Achievements. Below is a sample list of Achievements. Some achievements are game specific so they will vary depending on the game selected for your Pro Tour Career.

Max Run Balls – Maximum number of balls run
Combo Shot – Made a combination, ball A into Ball B, pocket ball B
Carom Shot – Made a carom, ball A into ball B, pocket ball A
Bank Shot – Made a bank, ball is hit off a rail into opposing pocket
Billiard Shot – Made a billiard, cue ball off ball A into ball B to pocket
Safety Shot – Made a safety with a snooker, cue ball hidden behind a ball
Kick Shot – Mad a kick shot, cue ball off rail into ball to pocket
Jump Shot – Made a jump shot, jump cue ball over ball A to pocket ball B

Masse Shot – Made a masse shot, curve cue ball around ball A to pocket ball B

Kick Safe Shot – Made a kick with a snooker safety

Win Game – Win a rack or frame

Consecutive Racks – Run of consecutive racks or frames

Total Racks – Win a total number of racks in a season

3 Fouls – You win by making opponent foul 3 consecutive times

Total 3 Fouls – 3 foul opponents x times in a season

Money Made - Golden break, the money ball was made on the break

Total Money Made – Make x golden breaks in a season

Win Match – Win a match

Total Matches – Win x matches in a season

Whitewash – Beat opponent in a match without them scoring

Win Event – Win an event

Runner Up – Read the finals of an event

3rd Place – Place 3rd or better in an event

Semi-Final – Reach the semi-finals of an event

Quarter-Finals – Reach the quarter-Finals

Sweet 16 – Reach the last 16 in an event

Beat Champ – Beat the defending champion in an event

Numero Uno – Finish a season ranked 1st

Second Best – Finish a season ranked 2nd or better

Ranked 3rd – Finish a season ranked 3rd or better

Top 4 – Finish a season ranked 4th or better

Top 8 – Finish a season ranked in the top 8

Top 16 – Finish a season ranked in the top 16

Consecutive #1 -Stay ranked number 1 for a number of consecutive seasons

Win Half – Win half the ranking events in a season

Win All – Win all the ranking events in a season

Masters Champ – Win the tour masters

Tour Champ – Win the tour championships

Half Slam – Win the tour masters and the tour championships in a season

Win'em All – Win all the events on the tour in a season

Win Qualifier – Win a tour qualifier

Defend Rank – Successfully defend a ranking title

Defend Masters – Successfully defend the tour masters

Defend Tour – Successfully defend the tour championship

Defend Half Slam – Successfully defend the tour masters and tour championships in a season

Defender of All – Successfully defend tour masters, tour championship and a ranking event

Moving on Up – Earn promotion to next tour

The Saver – Avoid relegation to previous tour

Rankings

The Rankings screen shows all of the Players, including yourself.

Player	Rank	Points	Money	RackWin	Racks	1	2	3	4
Rudy Roo	1	300	$360	98%	112	100	100	100	
The Professor	2	160	$130	50%	128	50	30	80	
Big T	3	155	$140	52%	125	35	80	40	
Too Thick	4	140	$100	49%	102	80	25	35	
Rocker	5	135	$125	52%	113	50	50	35	
Decoy	6	135	$135	53%	109	40	40	55	
Fritz	7	130	$105	50%	116	45	60	25	
Talking Tina	8	125	$90	49%	106	60	30	35	
Swizzle	9	120	$85	54%	99	55	35	30	
The Shadow	10	120	$110	52%	111	45	40	35	
Surfin San	11	120	$95	46%	98	25	55	40	
Rough Rider	12	120	$85	59%	97	25	35	60	
Tattooz	13	115	$90	47%	85	40	45	30	
Super Chicken	14	115	$105	52%	100	40	35	40	
Slopasaurus	15	115	$80	49%	87	30	35	50	
Stash	16	110	$75	48%	89	35	50	25	
Ginger	17	105	$80	53%	76	40	40	25	
Small Fry	18	105	$55	49%	79	30	25	50	
Patrice	19	100	$50	47%	78	30	45	25	
Mario	20	100	$50	40%	74	30	25	45	
The Banker	21	100	$50	44%	83	25	30	45	
11 to 5	22	95	$45	44%	67	30	25	40	

The Players are listed in rank order and the Rank column shows the current rank. Points are used to determine the rank. Money won is also shown though it is not used for the ranking computation. The Rack Win percentage and the Racks played are used to break ties in ranking points. First Rack Win percentage is compared with the higher winning the tie. If Rack Win percentage is the same then Racks played, higher wins the tie. The numbered columns are the points earned for each ranking event.

Results

Selecting a player in the Ranking Screen and pressing Results shows the Results screen. All tournaments for the season are displayed with the Place, Money, and points for the selected player

Career On Hold

When you are playing and need to stop for a while, you can put your Career on Hold by bringing up the In Game menu and clicking on Career on Hold or sometimes you will have the Career on Hold button to use. When you want to start the game back up where you left off, you can go to the Pro Tour Career screen, select your game, and click on Load. You will start up where you left off.

Play Next Event

When you play an Event, the first thing you will see is the Tournament Bracket. The top area shows the type of tournament tour you are playing (Local, Regional, National, or World), if it is a Qualifier tournament, the format (Single Elimination or Double Elimination), how many games are in the match, The bracket display shows the tournament matches, who plays who. Your name will be highlighted in orange. Click on Play to start your match.

As the matches are played, the Tournament Bracket gets updated with the results.

Event Results

There are multiple Events in a Pro Tour Tournament. Once an Event has been completed you will see the results of that event as shown below.

Match Over

When the match is completed, a pop-up screen will appear showing the winner. Clicking on OK will take you back to the Tournament Bracket screen.

TOUR QUALIFYING TOURNAMENTS

After you played in a qualifying Event you will see the results of the Event. To qualify to play in the Tour you must finish high enough. How many spots qualify depends on how many spots have opened up on the tour on which you are trying to qualify.

If you do not win your match and get knocked out of the qualifier, you will see a pop-up screen telling you your placement in the tournament.

If you qualify you will see a pop-up screen telling you which tour you can play on.

Qualified

Congratulation!
You have qualified for the Regional Tour

OK

If you do not qualify to play in the tour you chose, you will get a pop-up message that tells you which tour you did not qualify for and which tour you remain on.

Qualify Failure

You have failed to qualify for the Regional Tour and will
remain on the Local Tour.

OK

HUSTLER CAREER PLAY

Play a career where you hustle your way through pool rooms, starting in the Garage, until the ultimate confrontation with Curly. You must beat the boss of each room to unlock and advance to the next room. When first starting a New Career in VP4, you will see the same *Training Recommended* screen you saw in Quick Play. Then, you will need to set up your new career. See Hustler New Career, below, for instructions on how to set this up. . Beating Curly will end that career.

NEW CAREER

When you start your Career you will set up your Profile on the New Profile Screen.

New Profile

Nickname

Select to enter a nickname for you of your choosing. n.b. You cannot use an existing Nickname when starting a new career unless you delete your prior career.

Game[s]

*See © games allowed in Career mode under Games under Quick Play, above.

Difficulty

Easy

Easy is a great way to introduce you to Virtual Pool. It offers generous handicaps and uses a 'ghost ball' to aid you in your shooting. You'll find your opponents generally weak in their ability. Easy mode will start you in the Garage.

Normal

Normal level is for players familiar with Virtual Pool who want to improve their game with a handicap aid. Your opponents' skill levels are improved and more concentration is needed the further you go.

Hard

This is for good, accomplished players. With a small handicap, battle your way through the gauntlet. Your skills will have to be finely tuned to reach Curly, let alone beat him!

Good Luck

Hard mode must have been easy if you're going to attempt 'Good Luck' mode! No handicaps and few mistakes is only half the problem; your opponents are at the top of their game and so must you be...Good Luck!!!

Set Picture

Browse your own pictures from your computer and select one as your picture. You will see your picture during the game when you are shooting.

CURLY

After you have entered and pressed OK, you will see a video of Curly. Curly is the Boss of the Beach House. He will explain how the career is played and how you can win, plus a few tips.
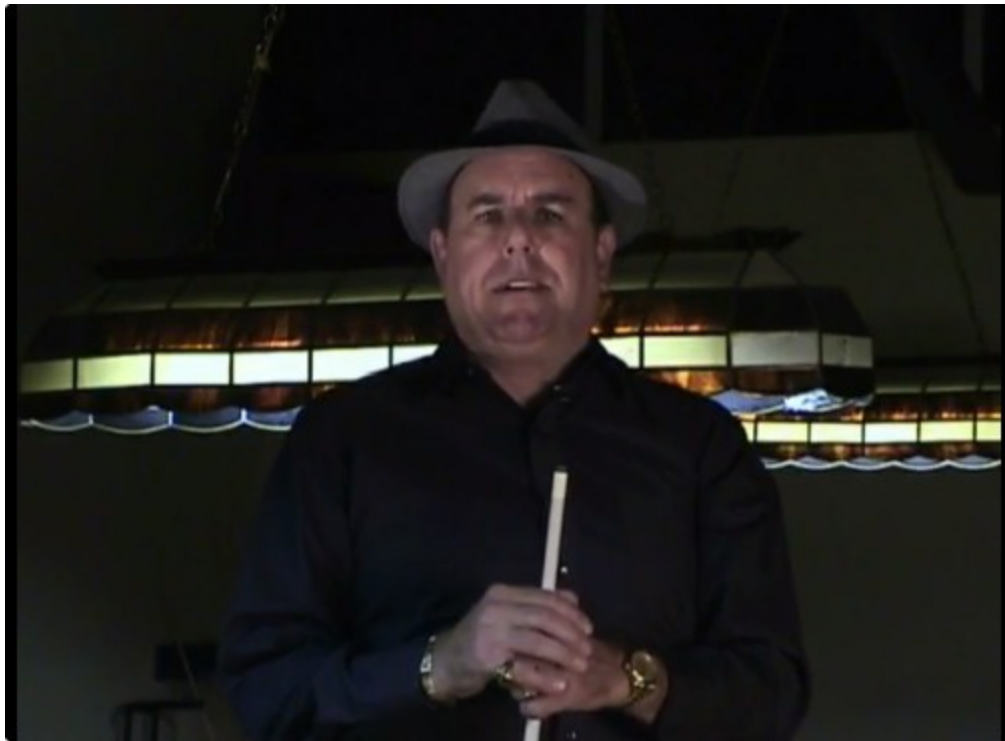
START YOUR NEW CAREER

After getting set up, you will get the map below. You always start your career in the garage as shown on the screen below and circled in blue on the map. Click on Enter to start playing.

The Cue Shop

When you are at the Career Map screen, you can also go to the Cues Shop by clicking on the Cues building, shown below, circled in blue. Click on Enter to go into the shop where you can browse through the different cue sticks. If you want another cue stick, you will have to pay for it from what is in your wallet to gamble with. Since you start off Virtual Pool 4 Hustler Career with just a little money, you will probably wait until you accumulated more before purchasing a new cue stick, else you will not have enough money to gamble against an opponent. You will be given a House Cue to start your career at no cost.

The Cues and Shafts

Here's what you will see in the Cue Shop. Take a look at the different cue sticks and shafts available for purchase. The more expensive the play cue stick, the more action you will get from players. More action means more players will want to play you and they will want to play for more money.

Playing Cues

Playing cues attract more players who will bet more money, the better your playing cue the more opportunity to win big money. Playing Cues come in many flavors, House Cue being the most basic. Select something that most suits your style.

Breaker Cues

Break cues enable you to hit the ball harder and a good break is key for winning. Note that all games cannot take advantage of a Break cue as a game like Straight Pool, you do not break hard, but. Break Cues will get you more speed and are critical for a good break in games like 9-Ball.

Jump Cues

Jump cues are used to jump over balls and can be used to advantage in matches. You may want to practice with these in Quick Play first since they take time to learn how to use. Jump Cues get the cue ball up in the air quicker and help keep the cue ball on the table.

Cue Shafts

Playing shafts have different diameters and ball deflection. A lower deflection shaft may help your play, though that is a personal preference. Playing Shafts change deflection, and come in different tip sizes and tapers.

HUSTLER CAREER ROOM

The Career Room shows you the room where you are playing, the players and a brief description of their talents, who in the room is willing to either play or refuse to play, how much they are willing to bet, and if they will give you games as a handicap. Highlight the names to get their bios. Then click on the name of the opponent you want to play. You will notice that the boss, who you will have to eventually beat to move on, has a higher bet than other players in the room. Strategically, you should try to accumulate as much money as you can by playing the lower level players before tackling the Boss of the room. You will need more money when you advance to the next room. Stakes will be higher.

DELETE CAREER

To delete a previous career, highlight the career you want to delete, then press the Delete Career button. You will be give a confirmation pop-up to verify that you want to delete the career.

STATISTICS

Career Statistics can be used to measure your performance. You can see your play statistics and determine whether you are getting better or getting worse. To see the Career Statistics of one of the Nicknames in your career, highlight the Nickname (career), then press the Statistics button. Statistics will vary depending on game you played in the career.

The *Career Stats* can give you the following information:

Name
Game
Difficulty
Personal
 Total Money Won
 Rank
Common Stats
 Games Played
 Games Won
 Win Percentage
 Shots Attempted
 Ball Making Average
Cue
 Playing Cue
 Break Cue
 Jump Cue
 Play Shaft
Game Statistics
 Game
 Tournaments Won
 Tournaments In Money
 Tournament Money
 Breaks
 Breaks Made a Ball
 Avg. Balls on a Bread
 Runout from Break
 Runout from Break %
 Break Money Made
 Break Fouls
 Balls Per Turn
 Consecutive Runouts
 Money Balls Shot
 Money Balls Made
 Money Making %
 Break Eights Made
 8 Balls Shot
 8 Balls Made
 8 Making %
 Points Per Turn
 Ave Points on 2nd Ball
 Long Run

HIGH SCORES

Clicking on this button will bring up a screen that shows all of your careers. You can see the Nickname you used in the career, the Game you played, the Difficulty level you played at, and the amount Money you won.

LOAD

To Load a Hustler Career game that you put on hold earlier, highlight the Career name and click on Load or double-click on the name. This will take you to the point you left off at when you left the game.

VIDEO LESSONS

In these Video Lessons, Steve Daking will guide you through several lessons and allow you to try the shots yourself. Below is the screen you will see the list of all video lesson categories. Most lessons are composed of multiple video clips.

When you click on one of the Sections on the Video Lessons screen, you will see a video of Steve Daking explaining to you how to shoot whatever shot you have selected.

After you watch the video, you will be able to try the shot by clicking on the Try Shot button at the bottom of the screen. Below is a screenshot of the Stun Shot. You can try the shot over and over by pressing the U-Key. This undoes your shot and gives you a chance to try it again.
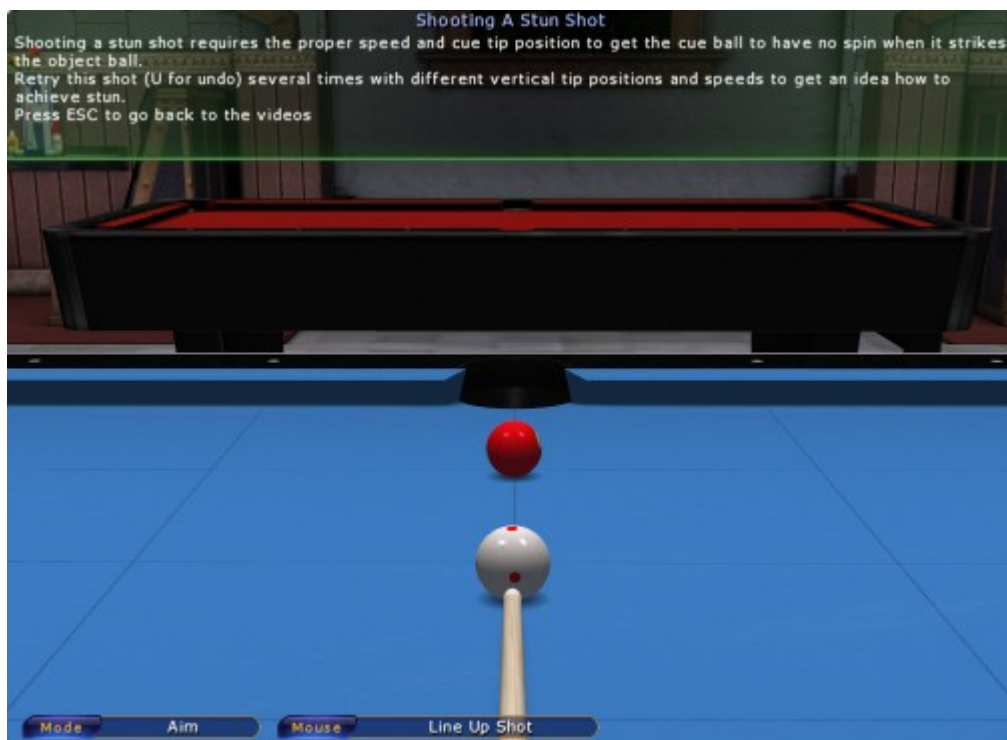
SETTINGS

Clicking the Settings button will take you to the Settings menu screen. When you click on one of the options on the menu (Graphics, Camera, Mouse, Sound, Key Mapping, Misc., Tracking) you will be given the Settings available for that option. See below for details.

GRAPHICS

The Graphics menu configures the 3D drawing options which control the quality of the rendering of the in game environment. Faster graphics systems can do higher quality rendering than slower systems. This menu allows you to tailor it to your system for optimal quality and animation smoothness. The first time Virtual Pool 4 is run after installation, it will run the Auto Set For Computer processing to setup the graphics for your computer and get reasonable settings based on your computer hardware.

Video Mode

Desktop Window
1280 x 800 x 32
1440 x 900 x 32
1680 x 1050 x 32
1920 x 1200 x 32
etc., this list depends on your hardware and monitor

The DeskTop Window is just like any other windows application that sits on your desktop and can be moved, sized, minimized, etc. The other modes are Full Screen modes where only Virtual Pool 4 will be shown. These are best for Game Play. If you have an LCD monitor,which most of you will, the best quality picture will be seen by setting the resolution to the native resolution of your monitor. This is typically the last and highest setting.

Brightness

Sets screen brightness level (full screen modes only). From 1 to 10, with 10 being the brightest. Note that this only works in Full Screen mode, desktop window is not effected.

Vertical Sync

Sync buffer flip to monitor vertical sync. When set to **On** no vertical tearing should take place, when **Off** there will be tearing but frame rate will be higher. For desktop mode turning this off removed all speed limits on the frame rate.

Poly Count

Number of polys drawn for scene. Should normally be set to **High** unless your computer is having frame rate problems.

Anti-Aliasing

Set anti-aliasing level. Higher looks better but frame rate of game may suffer if your video card is not powerful enough.

Anisotropy

Ansiotropic filtering makes texture images look better when viewed at low angles. Higher values look better but the frame rate of game may suffer if your video card is not powerful enough.

Texture Res.

Texture resolution can be lowered if frame rate is choppy. Video cards with less than 128MB of dedicated video memory, or slower GPUs, may need to run Low Res. As long as the frame rate is smooth, this should be set to High.

Auto Set for Computer

Runs a graphics performance test for the computer and sets the Background, Anti-Aliasing, Anisotropy, and Texture Resolution. This is not necessarily the best settings but should give settings the game runs well with. You can always further adjust to suit your computer.

CAMERA

These options control the cameras and other view-related options for Virtual Pool 4.

Aiming

Standard Distance: Sets aim view like you are standing up looking at the table. You can view the table from here, get lined up for the shot, then press the Aim Key (default A) to put you down on the ball.
Standard Distance No Ball: Sets aim view like you are standing up looking at the table except when auto aligned to an object ball. You can view the table from here, get lined up for the shot, then press the Aim Key (default A) to put you down on the ball.
Last Distance: Sets camera aim view down on the ball the same as when you last shot.

Action

Do Nothing: Action camera view does not change
Follow Ball: Action camera view follows cue ball.
Auto Zoom: Action camera automatically zooms out to see action.

Replay

Do Nothing: Replay camera view does not change.
Use Action Camera: Replay camera view uses the action camera setting.

Adversary

Do Nothing: Action camera view does not change.
Down Table: Adversary camera view is down the table.
Down and Above Table: Adversary camera view is down the table from above the table. This is similar to a Snooker broadcast.
Overhead: Adversary camera view is overhead.
Down Cue: Adversary camera view is looking down the cue stick.

FOV

Sets the Field of View. Default is recommended for most monitors. Smaller monitors may want to lower FOV. Larger monitors may want to raise FOV. Adjust the FOV until it looks most like what you see in real life when playing pool. Clicking of the Default button will reset FOV to a reasonable setting for most medium sized monitors.

Camera Speed

Sets the speed for camera reorientation and positioning. Lower numbers move slower and smoother, higher numbers move faster.

English Effect

Pivot English: English is applied by pivoting the cue at the bridge point. This causes the aim to chance to compensate for cue ball deflection caused by the English. Note that this is not perfect as other factors also affect aim. The head remains centered on the cue ball aim line
Parallel English: English is applied by moving the cue parallel to the aim line. This player needs to compensate the aim for cue ball deflection. The head stays centered over the cue stick.
None: The English Affect is turned off. The head remains centered on the cue ball aim line.

Chin on Cue

On: Keeps your view with chin on the cue. This is more like real life where your head is above the cue stick.
Off: Does not keep your view with chin on the cue stick. You can go through and below the cue stick.

MOUSE

Set mouse sensitivity for best performance with your input device.

Shooting

Changes the sensitivity of the stroke when shooting the cue ball. If you do not
have enough control of cue ball speed, lower the sensitivity (the number you see
on the screen). If you have to move the mouse too fast to shoot the desired
speed, increase the sensitivity. It is best to try and use as low a sensitivity as
you are comfortable with as you get better cue ball control.

Rotation

Changes the sensitivity (the number you see on the screen) of the aim rotation,
view rotation, zoom, move ball, move cue tip, and move view.

Rotate Slew

Changes the amount of slew (the number you see on the screen) for aim and
view rotation. Slew makes faster mouse movements multiply more than slower
movement so you can rotate with fine control when aiming but change large
distance when viewing. To rotate more when you move the mouse fast, increase
the slew.

SOUND

Set sound volume for pool sounds and background music and sounds.

SOUND EFFECTS

Sets volume for pool sound effects, e.g. the sound of the balls when struck. A larger number means a louder sound.

MUSIC

Sets the volume of the Music and background sounds. A higher number means louder music and background sounds.

KEY MAPPING

Allow you to assign different keys to different functions in the game. Select a function from the list, then press a key to assign. The SHIFT, and Ctrl-Keys can be used in combination with other normal keys. To assign a mouse button, select a function from the list, then put the cursor over the Assign Mouse button and press the mouse button you wish to assign.

MISC.

Sets game control parameters for aiming and training, plus other miscellaneous player preferences.

Felt Detail

The dirt, markings, and other detail on the textures can be turned off if you wish to play on pristine looking table cloth.

On: Felt detail will be shown.
Off: Felt detail will be hidden.

Table Color

Default Color: the original table felt color for the selected room.
Green: felt color is standard green.
Blue: felt color is blue.
Tan: felt color is tan.
Red: felt color is red.
Purple: felt color is purple.
Black: felt color is black.

Background

Turns off/on room background. This can be used to speed up frame rate on slower systems and/or allow higher quality graphics settings.

On: Allows you to see background while playing.
Off: Does not display background while playing.

Training

On: You will see the pop-up Training Recommended Menu.
Off: You will not see the pop-up Training Recommended Menu.

Status HUD

Sets how much Heads Up Display information is on the display. HUD is the information about the game that you see on the upper and lower parts of the screen while playing, the players and their pictures, the game being played, the mode (Aim, Shoot, etc.), the Mouse action (Line up Shot, Select Ball, etc.).

Full HUD: Shows everything available in the Heads Up Display.
Top HUD: Shows only what is displayed at the top of the screen.
Players HUD: Shows only the Player information on the screen.
Minimal HUD: Shows nothing but alerts on the screen.

When other than Full HUD is selected, pressing the Right Mouse Button during game play will show the Full HUD.

Game Font

Size adjustment for the in game font. The in game font will automatically re-size based on the resolution of the Virtual Pool window. This setting changes the base setting to smaller or larger. Your options are -4 to +4 and Normal.

Normal: Automatically re-sizes Game font based on the resolution of the Virtual Pool window.
-4 to -1: changes the Font sizes to a smaller font than Normal.
+1 to +4: changes the Font sizes to a Larger font than Normal.

Chat Font

Size adjustment for the chat font, resolution independent.

Normal: Automatically re-sizes Chat font based on the resolution of the Virtual Pool window.
-4 to -1: changes the Font sizes to a smaller font than Normal.
+1 to +4: changes the Font sizes to a Larger font than Normal.

Prompting

Turns off/on in game prompting. In game prompting is for new users to help learn the basic VP controls. Clicking the X on the prompt string (ALT-Key for cursor, then click X) will take down the prompt and also turn this setting to off.

TRACKING

Allows you to select the graphics used to show tracking while you are playing.

Track Visual

Set ball tracking visualization options.

Tracking Lines: Shows ball tracking as lines. This is the original Virtual Pool visualization. Hold F-Key and move mouse to vary the force. Press space bar to shoot.

Tracking Paths: Shows ball tracking as thick translucent paths on the table bed. Hold F-Key and move mouse to vary the force. Press space bar to shoot..

Tracking Ghost Balls: Shows ball tracking as "ghost" balls. Hold I-Key and move mouse to vary time interval for ghost ball display. Hold F-Key and move mouse to vary the force. Press space bar to shoot.

Tracking Path with Ghost: Shows ball tracking as paths with "ghost" ball at end of path. Hold F-Key and move mouse to vary the force. Press space bar to shoot.

Aim Line

Displays the aim line which can be different than the cue ball path.

On: You will see the Aim Line.
Off: You will not see the Aim Line.

LOAD GAME

Load Game will bring up a Load Game Menu of Careers that you have put on hold.

Load Game will bring up a Load Game Menu of saved files when you .

Files that can be saved are:

Quick Play Files:
Files you have saved; either .vpg game files, or .vpp, trick shot files.

Trick Shots Files:
Trick shot files provided with Virtual Pool 4.

Practice Files:
Practice drill files provided with Virtual Pool 4.

Artistic Files:
Artistic Billiard trick shot files provided with Virtual Pool 4.

Recorded Files:
Recordings you have made with Virtual Pool 4.

Sort By Date
When on, files are listed in date order, newest first, when off they are listed in alphabetical order.

Rename File
Use to change the name of your file.

Delete File
Use to delete the file.

HELP

Help will bring up the Help Manual Index.

Virtual Pool Made Easy

Pool Games and Rules

Fundamentals

DEMO

Shows you a demonstration of two computer opponents playing various games on various tables in various locations.

ABOUT

About will tell you the Version number, Build, and Built For information of the game. The Credits button shows Virtual Pool 4 game credits.

EXIT

Exit will take you out of the Virtual Pool 4 game.

FACEBOOK INTERFACE

INTRODUCTION

Virtual Pool 4 has an interface with Facebook incorporated into the game. It allows you to post arbitrary screenshots of your choosing, trickshots you create, screenshot images showing the results of a match, and match recordings. The screenshots can be opened by any of your friends on Facebook. While you can post recordings, for your friends to see the recordings and trickshots, for friends to see, they must have Virtual Pool 4 for playback. This manual goes through each of the options and explains what the options mean in the game.

CONNECTING TO FACEBOOK

To access Facebook from Virtual Pool 4, click on the Facebook Connect icon on the Main Menu. The red arrow on the Menu screen below indicates where to start. When the fb button reads Logout, it means you are connected to Facebook and clicking it will log out VP4 from Facebook.

When you click Connect, a web browser window will pop up, this is the method Facebook requires for secure login to your account. The first time you try to connect, Facebook is going to ask you to give permission to VirtualPool4Share. This is the Facebook app that allows VP4 to send information to Facebook. You can select who you would like to allow to see the Virtual Pool 4 posts you make, Everyone, Friends, or Friends of Friends. We recommend Everyone unless you have specific reasons for restricting access to your posts. This is especially important if you want others to see your post on the Virtual Pool 4 fan page.
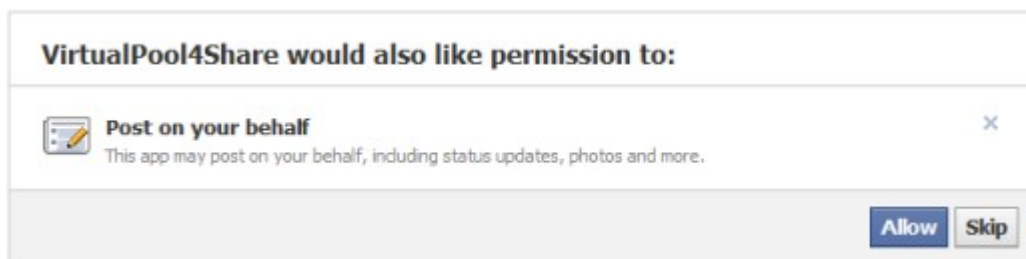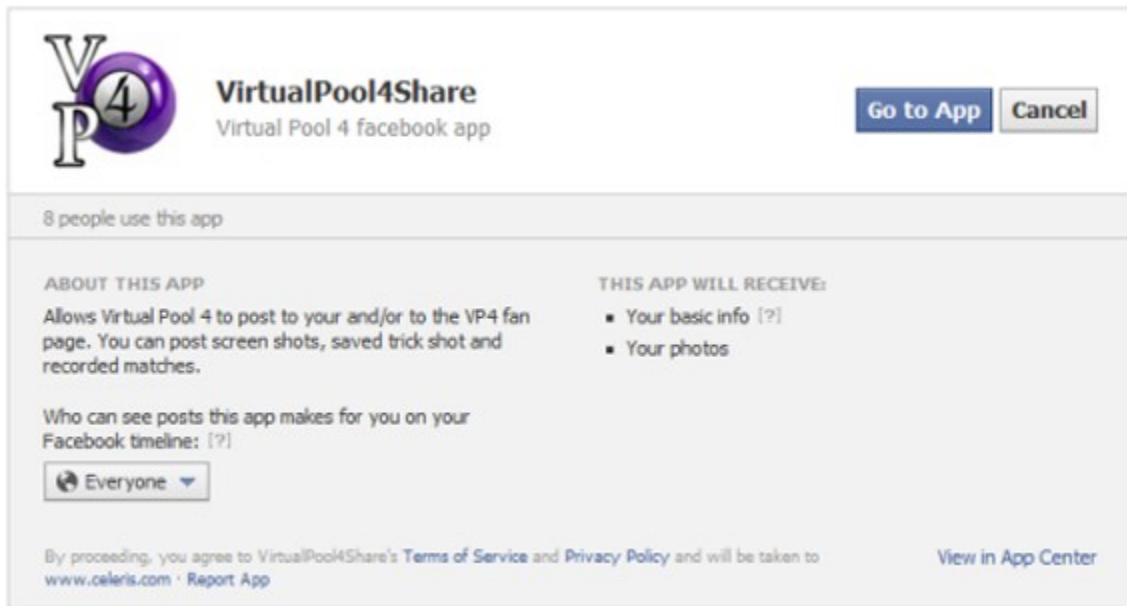
Once you successfully connect and give permission, you will not see the permission request again. See Changing Facebook Permissions for information on how to modify your permissions.

For all future times you press Connect on the Main Menu a browser window will pop up and ask you to log in to Facebook (this step is skipped if you are currently logged in) and then you will see the text shown below to let you know that VP4 has successfully connected to Facebook.

> Hello **[your Facebook user name]** you are logged into the Facebook App VirtualPool4Share You can now return to the Virtual Pool 4 window.
> If the game was in full screen mode, just click on VP4 on the task bar.

You are now successfully connected and Virtual Pool 4 can now talk to Facebook. You can go back to the Virtual Pool 4 application and begin playing and posting.

POSTING TO FACEBOOK

As stated in the introduction, you can post arbitrary screenshots, trickshots, screenshots showing the results of a match, and recordings of your games onto your Facebook Wall (and/or the VP4 Fan page). The following explains how each of those posts can be made. Note that these options are not available unless VP4 is connected to Facebook. When VP4 is connected the icon on the main menu will read Logout.

POST SCREENSHOTS

To post a screenshot from Virtual Pool 4 onto Facebook, such as the one below, press the F11-Key.

After you click on the F11-Key, the Facebook Post pop-up screen will appear where you can input any comments about the screenshot with the post and whether you would like the image posted on your Facebook Wall or the Virtual Pool 4 Fan Page or both.

When you press Post, you will see a message saying "Posting to Facebook, should be done in a few seconds". When the Post is complete you will return to the VP4 game.

Posted Screenshots

When you go to your Facebook Wall or the VP4 Fan page, depending on where you chose to post, you will see your post that will look similar to the one below. You will be able to do all of the functions available on Facebook, except, when you click on the post, (thumbnail or link), a new tab will open in the browser with the full- sized image displayed.

POST TRICKSHOTS

You can set up trickshots, record and save them, them on Facebook. To post a recording of a trickshot, set up and shoot your trickshot, then press the U-Key to Undo the shot, then Save your trickshot to a trickshot file.

The next screen you will get is the one below. Here, click on the Save + FBPost button to save the file and post it to Facebook. Note that if you are not connected to Facebook the Save+FBPost button will not be present.

If your file already exists, you will get the screen below. You can either click on No and rename it or Yes and overwrite it.
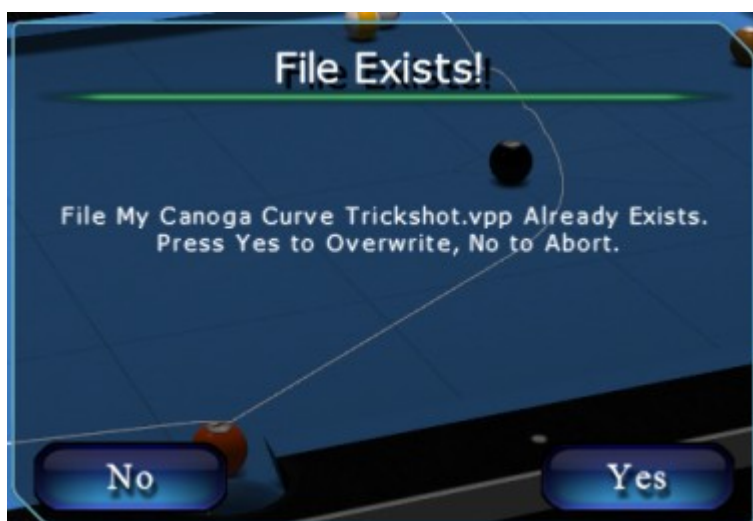
Again, you will get the Facebook Post pop-up screen to add your comments and select whether you want to just post on your Facebook Wall, the VP4 Fan Page, or both.

Watch Trickshots

Here is what it looks like on Facebook. When someone clicks on the link, Virtual Pool 4 will be started and the trickshot will be loaded on the screen. They can then replay the shot by pressing the R-Key or they can shoot the shot themselves. The trickshot play is only available to other people who have Virtual Pool 4.

POST MATCH RESULTS

Whenever you finish a match in Virtual Pool 4, the Match Over pop-up screen will appear, asking if you want to post the Match results screenshot onto your Facebook Wall. Click on FBPost Image as shown on the screenshot below.

After you click on the FBPost Image, posting to Facebook is the same as it was for posting a screen-print using the F11-Key. The Facebook Post pop-up screen will appear, you can add your comments, then post.

Posted Match Results

Here is what it looks like on Facebook. When the link or thumbnail is clicked, a new tab will pop up in the browser with a full size image displayed.

POST RECORDINGS

To post a recording of a match, start up Quick Play and set up your game. Then make sure the Record setting is On. Click on the Ok button and play your match. You can record in the following play modes: Practice by Myself, Play Another Human, or Computer Opponent. Below is a sample Quick Play match setup.

After your match has been completed, you will see a pop-up screen telling you who won the match and give you the option to post the recording on Facebook, post the screenshot image on Facebook.

Posted Match Results

The Facebook link for recordings looks similar to the one for trickshots. When someone clicks on the link in Facebook, Virtual Pool 4 will be started and the recording will come up in Virtual Pool 4. The controls are in the lower left and are similar to DVR controls with Stop, Play, Pause, Go Forward, Go Back. Press the Play button to start playback.

CHANGING FACEBOOK VIRTUALPOOL4SHARE SETUP

You can edit the settings for the VirtualPool4Share Facebook application at any time.
To edit, do the following:

- ◆ log into Facebook
- ◆ select Account Setting from the drop down menu (arrow to the right of Home)
- ◆ click Apps on the left panel
- ◆ click on Virtual4Share
- ◆ you can now edit the app settings
- ◆ if you want to remove the VirtualPool4Share app, select Remove app.
    Note that after removal you will not be able to post to Facebook from Virtual Pool 4.

GENERAL POOL RULES

These are General Rules that apply to all pool games, including Billiards, and Snooker. Exceptions to these general rules are noted in the Specific Games Pool Rules for each game.

PLAY BY INNINGS

Players take turns at the table called innings. An inning continues until the player fails to pocket a ball on a valid shot, according to the rules for each game. The player at the table is referred to as the 'shooter'.

RACK

Rack is the number and arrangement of the object balls at the start of the game. Racks vary by game, but generally it is a triangle or diamond shape with the front ball on the foot spot.

BREAK SHOT

A Break Shot is the shot that starts the game. Some games require the first shot of each rack to be an 'open break' in which at least four object balls make cushion contact. In matches that consist of several racks, the winner of each rack will break the following rack unless the rules for the game state otherwise.

CALL SHOT

A Called Shot means the object ball and the pocket as specified for the shot. Most games require the shooter to call the ball and pocket for any shot that isn't obvious. The usual convention is obvious straight-in shots are not explicitly called. Called shots do not require details such as kisses or combinations, only the ball and pocket.

EXTRA BALLS POCKETED

For most games, If extra balls are pocketed on a shot, they usually count for the shooter.

LOW BALL FIRST

In a 'low-ball-first' game (Nine Ball, Rotation, Ten Ball, etc.), the first ball the cue ball contacts must be the lowest numbered ball remaining on the table.

CUE BALL-IN-HAND

Cue ball-in-hand means the player can pick up and place the cue ball anywhere on the table. The break shot begins with "cue ball-in-hand behind the headstring, meaning that the shooter may place it anywhere in the top quarter of the table. Ball-in-hand also occurs after the cue ball is pocketed (scratched), hit off the table, and after other fouls in some games. Depending on the game, this may be either behind the headstring or anywhere on the table. The area behind the headstring is also referred to as the 'Kitchen'.

When playing from behind the headstring, the first ball struck must be on the other side of the headstring. However, a ball behind the headstring may struck first if the cue ball crosses the headstring before contact, such as banking the cue ball off the foot rail. In case all legal target balls are behind the headstring, the one closest to the line is spotted so the shooter is not forced to play an out-and-back shot.

SPOTTING BALLS

Most pool games spot balls in situations where a rules violation or illegally pocketed balls require balls to be returned to the table. They are usually placed on the foot spot, or as close to the foot spot as possible on a line between the spot and the center of the foot rail. If several balls are spotted, they are spotted in numerical order.

OWED BALLS

Some game penalize fouls by returning previously pocketed balls to the table. If the shooter fouls without any balls to his credit, he 'owes' a ball to the table, and it is spotted at the end of the next inning in which he scores. Several balls may be owed.

DELAYED BALLS

In some games, other balls pocketed along with legal scoring balls are spotted at the end of the shooters turn. If the shooter pockets all balls on the table the delayed balls are spotted so the shooter can continue.

FOULS

Fouls end a shooter's inning and are penalized according to the rules of each game. The following are fouls:

- *Scratch* – Pocketed the cue ball
- *Ball Off Table* - Hit a ball off the table. If a ball jumps onto the rail and returns to the table, there is no penalty
- *Bad Hit* - In eight ball and the low ball first family of games, the cue ball contacts a non-target ball before a legal target ball. For all games, the cue ball does not contact a ball.
- *No Rail* - If no ball is pocketed, and at least one ball does not contact a cushion after the cue ball contacts an object ball. This usually comes up during safety (defensive) play or when the shot is played too softly.

THREE FOULS

In some games, if one player fouls on three consecutive shots, there is an additional penalty, usually loss of the game. Games without a three foul rule may have a special rule to prevent stalemates.

PHYSICAL POOL vs. VIRTUAL POOL

On the physical table, there are other rules that do not apply to VP3. For example, VP3 will not let you hit the cue ball twice on one shot or move object balls with your sleeve. It's OK with VP3 if you have both feet up while shooting, but do not try this at the local pool hall. Virtual Pool 3 does not require all shots to be called via the call shot dialog except in Honolulu and Bank Pool. As a general rule, players should call shots that are not direct (combos, banks, caroms, billiards, etc.) and any other shots that are not obvious. This is also the accepted method for most situations when playing on a real table. If a shot goes in an unintended pocket and the call shot dialog was not used, the player should use the Miscall selection in the options menu or Ctrl-M.

SPECIFIC GAMES POOL RULES

NINE BALL RULES

Nine ball is a low-ball first game, so balls must be struck in numerical order. The goal is to pocket the 9-ball which ends the game; other balls have no scoring value. This is the most popular game played today among pool players.

Rack
Nine balls in a diamond with the one ball in front and the 9-ball in the middle.

Break
Open break required. Failure to do so is a foul.

Valid Shot
Pocket any ball in any pocket without a foul to continue at the table. Must hit low ball first.

Spotting Balls
Only the 9-ball is spotted. All other balls pocketed on a foul or driven off the table remains off the table.

Penalty for Fouls
Ball-in-hand anywhere on the table.

Three Foul Penalty
Three consecutive fouls is loss of game.

Push Out Rule
On the first shot after the break, the shooter may 'push out'. The 'No Rail' and 'Bad Hit' rules are suspended for that one shot and no ball pocketed counts. The opponent then chooses to shoot or to pass the shot back to the player who pushed.

Strategy
If possible, run all the balls off the table from the break. If that seems unlikely, keep an eye out for good safety possibilities. Play to miss and leave the cue ball where it is impossible or very difficult to hit the object ball. If your opponent fails to hit the lowest object ball first, you get ball-in-hand anywhere.

Look for shots to pocket 9-ball early, but if you play a combination shot on the 9-ball, be sure to hit it firmly enough so the 9-ball is not left a sitting duck in the jaws of the pocket in case you miss. If you push out after break, try to leave a hard, but not impossible shot...make it hard for your opponent to decide whether to pass it back to you.

EIGHT BALL RULES

Eight Ball rules vary depending on the variant. There are three types of Eight Ball variants in Virtual Pool 4, **World Rules** , **US2 Rules** , and **American Bar Rules**. The World rules are the official world tournament rules. US rules are used for some leagues leagues and tournaments. American Bar rules are to satisfy all the people who haven't learned the proper rules, and want to play the same game they play in their local bar.

The object of Eight Ball is to pocket all seven stripes or all seven solids then pocket the eight ball. The table is said to be open at the start of the game and there is no ownership of ball. The first player to legally pocket a stripes or solids is assigned ownership of those balls. After ownership is assigned, you must pocket all your balls before shooting the eight ball.

World Rules

Rack
Fifteen balls in a triangle with the eight ball in the middle, a stripe on one corner a solid on the other.

Break
An open break is required. Failure to do so gives opponent choice of accepting table in position or re-racking and breaking or making the shooter break again. If the eight ball is pocketed on the break the shooter has a choice of spotting the eight or re-racking and breaking. If there is also a scratch the opponent has the same option.

Ownership
The table is always "open" (any ball can be pocketed except the 8) after the break. Ownership is not assigned until a called shot is made without fouling.

Valid Shot
If the table is open, the shooter may pocket any ball except the eight. If ownership has been assigned, the shooter must hit an owned ball first and pocket an owned ball to continue at the table. Combinations are valid with any ball if the table is open. If ownership has been assigned, an owned ball must be hit first. It is a foul to strike a non-owned ball first. This includes the eight ball unless all owned balls have been pocketed. The eight ball shot must be a called shot.

Balls Off Table
Balls driven off the table are not spotted unless it is the 8-ball on the break.

Spotting Balls
All balls knocked off the table are spotted.

Penalty for Fouls
Ball-in-hand anywhere on the table except after the break is ball-in-hand behind the headstring.

Three Foul Penalty
None.

Called Safety
Players may explicitly call a safety. On a called safety, pocketed balls are spotted and the turn changes.

Loss of Game
The game is lost if the any of the following occur:
- the 8-ball is pocketed before all owed balls are pocketed
- the 8-ball is knocked off the table
- the 8-ball is made in the wrong pocket
- the 8-ball is scratched when playing

Winning the Game
The game is won when the 8-ball is pocketed in the called pocket after all owned balls have been pocketed

Strategy
Determine if a running the table is possible. If not plan on playing safe at some point. Never shoot balls without having another shot or safety in mind the next shot. If you clear most of your balls off the table and give your opponent a chance they will probably run the table. Pocket balls until you reach your safety shot and try to snooker your opponent so they have to kick at balls or foul and give you an opportunity to win. The best type of safety is one that snookers your opponent and clears up any balls you have clustered. This improves your chance of winning on the next turn and puts your opponent in a bad position.

US2 Rules

Rack
Fifteen balls in a triangle with the 8-ball in the middle.

Break
An open break is required. Failing to do so the shooter must break again. Making the eight ball on the break wins the game. Scratching and pocketing the eight ball on the break loses the game.

Ownership
On the break, if the shooter pockets only one ball type (stripes or solids), the shooter is assigned ownership of those balls. Otherwise the table is ''open'' and the shooter can shoot at either ball type. Upon pocketing just one ball type ownership is assigned.

Valid Shot

If the table is open, the shooter may pocket any ball except the eight. If ownership has been assigned, the shooter must hit an owned ball first and pocket an owned ball to continue at the table. Combinations are valid with any ball if the table is open. If ownership has been assigned, an owned ball must be hit first. It is a foul to strike a non-owned ball first. This includes the eight ball unless all owned balls have been pocketed. The eight ball shot must be a called shot.

Balls Off Table

Knocking object balls off the table is not a foul in Eight Ball. Knocking the eight off is loss of game.

Spotting Balls

All balls knocked off the table are delayed and spotted at the end of the players inning unless all the players balls are pocketed and the player has delayed balls then they are spotted at this time.

Penalty for Fouls

Ball-in-hand anywhere on the table except after the break, its ball-in-hand behind the headstring.

Three Foul Penalty

None.

Called Safety

Players may explicitly call a safety. On a called safety, pocketed balls are spotted and the turn changes.

Loss of Game

The game is lost if any of the following occur:
- the 8-ball is pocketed before all owed balls are pocketed
- the 8-ball is knocked off the table
- the 8-ball is made in the wrong pocket
- the 8-ball is scratched when playing

Winning the Game

The game is won when one of the following occur:
- the 8-ball is made on the break without scratching
- the 8-ball is pocketed in the called pocket after all owned balls have been pocketed

Strategy

Determine if running the table is possible. If not, plan on playing safe at some point. Never shoot balls without having another shot or safety in mind the next shot. If you clear most of your balls off the table and give your opponent a chance they will probably run the table. Pocket balls until you reach your safety shot and try to snooker your opponent so they have to kick at balls or foul and give you an opportunity to win. The best type of safety is one that snookers your opponent and clears up any balls you have clustered. This improves your chances of winning on the next turn and puts your opponent in a bad position.

If you are breaking you can win by pocketing the 8-ball on the break. Try to break from near the side rail and hit the second ball as full as possible. The 8-ball will tend to go in the opposite side

American Bar Rules

The American Bar rules are those most often observed by someone at Celeris, Inc. (the developer of Virtual Pool). You may not play by these exact rules at your bar, but this was the best we could do. These rules were only supplied because lots of people don't know the real rules. If you want to play by a better rule set, use the World rules.

Rack

Fifteen balls in a triangle with the 8-ball in the middle.

Break

No requirement. Making the 8-ball on the break wins the game unless the shooter scratches in which case the game is lost.

Ownership

On the break, if the shooter pockets only one ball type (stripes or solids), the shooter is assigned ownership of those balls. Otherwise the table is ''open'' and the shooter can choose shoot at either ball type. Upon pocketing just one ball type ownership is assigned.

Valid Shot

If the table is open, the shooter may pocket any ball except the 8-ball. If ownership has been assigned, the shooter must hit an owned ball first and pocket an owned ball to continue at the table. Combinations are valid with any ball if the table is open. If ownership has been assigned, an owned ball must be hit first. It is a foul to strike a non-owned ball first. This includes the 8-ball unless all owned balls have been pocketed. The 8-ball shot must be a called shot. The call shot rule varies depending on your local Bar rule. Virtual Pool 4 requires you to call the 8-ball, but, you can call any shot by using the Call Shot option in the In-Game menu or using the Miscall (**Ctrl-M**) key. Some bars say you must call any kiss, carom, etc. We feel this is a ridiculous rule that is ridiculously hard to implement and therefore do not. The computer opponent does not call shot in American Bar Eight Ball.

Balls Off Table
It is not a foul to knock object balls off the table. Cue ball off the table is ball-in-hand behind the headstring.

Spotting Balls
All balls knocked off the table are spotted.

Ball To a Rail
There is no requirement to hit a rail after the cue ball has hit an object ball.

Penalty for Fouls
Ball-in-hand behind the headstring.

Three Foul Penalty
None.

Loss of Game
The game is lost if any of the following occur:
- the 8-ball is pocketed before all owed balls are pocketed
- the 8-ball is knocked off the table
- the 8-ball is made in the wrong pocket
- the 8-ball is made on the break and the cue ball scratches
- scratching when playing the 8-ball

Winning the Game
The game is won if one of the following occur:
- the 8-ball is made on the break without scratching
- the 8-ball is pocketed in the called pocket after all owned balls have been pocketed

Strategy
Determine if a running the table is possible. If not plan on moving balls around and improving the table. Playing safe is okay, but is not as important as the other Eight Ball games because there is no ball-in-hand if your opponent fouls. The main reason to play safe is to prevent you opponent from running the table. Of course it is considered bad etiquette in American bars to play safe so you might want to disguise it as a shot.

If you are breaking you can win by pocketing the 8-ball on the break. Try to break from near the side rail and hit the second ball as full as possible. The 8-ball will tend to go in the opposite side.

PUB POOL RULES

Pub Pool is a popular type of Eight Ball played mainly in the United Kingdom on a small pub sized table with rounded pockets. The rules vary some depending on the variant. There are four types of Pub Eight Ball variants in Virtual Pool 4, **Black Ball**, **Pub World Rules**, **Pub Old #1**, and **Pub Old #2**. Black Ball rules are a popular professional and league rule set. Pub World rules are also used in professional tournament and leagues. Pub Old #1 rules and Pub Old #2 rules are legacy rules that used to be standard for a lot of leagues and some still used those rules.

The objective of Eight Ball is to pot all of your colour, either reds or yellows, then pot the black ball.

Black Ball Rules

Rack
Fifteen balls in a triangle with the black ball in the middle and the yellow an red balls in a specific pattern.

Break
On the break, at least two balls must cross the center of the table or a ball must be potted. Failure to do so is a foul. If the black ball is potted the shooter re-breaks.

Ownership
The table is always ''open'' (any ball can be potted except the 8-ball) after the break. Ownership is not assigned until a single colour is potted without fouling.

Valid Shot
If the table is open, the shooter may pot any ball except the black. If ownership has been assigned, the shooter must hit an owned ball first and pot an owned ball to continue at the table. Combinations are valid with any ball if the table is open. If ownership has been assigned, an owned ball must be hit first. It is a foul to strike a non-owned ball first. This includes the black ball unless all owned balls have been potted. Potting your opponent's ball is a foul unless you also pot one of your own balls or you have a free shot.

Free Shot
A free shot is awarded after fouling and the shooter can legally hit any ball. Balls potted are counted except for the black ball which is a loss. The player then continues to shoot regardless whether or not a ball was potted. The free shot must contact a ball and then a rail or it is a foul. Scratching on the free shot is a foul.

Spotting Balls
All balls knocked off the table are spotted.

Ball To a Rail
Either the cue ball or an object ball must strike a rail after the cue ball contacts an object ball, or a ball must be potted, or it is a foul. The exception is when you are playing from a Full Snooker where no part of any ball on can be seen, then the ball to rail rule is suspended.

Penalty for Fouls
Scratching is or cue ball off the table is ball in hand in baulk. For all other fouls, opponent has a free shot.

Three Foul Penalty
None.

Potting the Black Ball
Unlike the American Eight Ball variants, the black does not have to be called in Pub Pool.

Loss of Game
The game is lost if any of the following occur:
- the black ball is potted before all owed balls are potted
- potting the black ball on an illegal shot

Winning the Game
The game is won if The black ball is potted in after all owned balls have been potted.

Strategy
Determine if a running the table is possible. If not plan on playing safe at some point. Pub Pool is harder to run out that American Eight Ball so play safe more and put your balls into blocking positions. Play for Snookers so you can get free shots and break up clusters and blocking balls.

When you have a free shot look to use it to clear up clusters or knock opponents balls that block yours out of the way. Trying to make a ball on a free shot is not always the best play.

Pub World Rules

Rack
Fifteen balls in a triangle with the black ball in the middle and the yellow an red balls in a specific pattern.

Break
On the break, at least four balls must hit a cushion, or a ball must be potted. Failure to do so is a foul. If the black ball is potted the shooter re-breaks.

Ownership
If on the break no colours are potted play continues with and open table. If one ore more balls of both colours are potted the shooter must nominate their colour choice. If only one colour is made the shooter may nominate either colour but if they choose the colour they did not make, they must pot that colour to own it.

Valid Shot
If the table is open, the shooter may pot any ball except the black. If ownership has been assigned, the shooter must hit an owned ball first and pot an owned ball to continue at the table. Combinations are valid with any ball if the table is open. If ownership has been assigned, an owned ball must be hit first. It is a foul to strike a non-owned ball first. This includes the black ball unless all owned balls have been potted. Potting your opponent's ball is a foul unless you have a free ball.

Two Visits
Two visits are awarded after a foul (your opponent misses his next turn). If partially snookered a free ball may be nominated and played, but not potted if the black. The incoming player may also move the cue ball to baulk if partially snookered.

Spotting Balls
All balls knocked off the table are spotted.

Ball To a Rail
Either the cue ball or an object ball must strike a rail after the cue ball contacts an object ball, or a ball must be potted, or it is a foul.

Penalty for Fouls
Scratching is or cue ball off the table is ball in hand in baulk. For all fouls, the opponent has two visits.

Three Foul Penalty
None.

Potting the Black Ball
Unlike the American Eight Ball variants, the black does not have to be called in Pub Pool.

Loss of Game
The game is lost if any of the following occur:
- the black ball is potted before all owed balls are potted
- potting the black ball on an illegal shot

Winning the Game
The game is won if The black ball is potted in after all owned balls have been potted.

Strategy
Determine if a running the table is possible. If not plan on playing safe at some point. Pub Pool is harder to run out that American Eight Ball so play safe more and put your balls into blocking positions. Play for Snookers so you can get free shots and break up clusters and blocking balls.

When you have a two visits look to use the first to clear up clusters or knock opponents balls that block yours out of the way. Trying to make a ball on the first visit is not always the best play.

Pub Old #1 Rules

Rack
Fifteen balls in a triangle with the black ball in the middle and the yellow an red balls in a specific pattern.

Break
On the break, at least two balls must hit a cushion, or a ball must be potted. Failure to do so is a foul. If the black ball is potted the shooter re-breaks.

Ownership
First legally potted colour determines ownership. If more than one colour is made the shooter must nominate their colour choice.

Valid Shot
If the table is open, the shooter may pot any ball except the black. If ownership has been assigned, the shooter must hit an owned ball first and pot an owned ball to continue at the table. Combinations are valid with any ball if the table is open. If ownership has been assigned, an owned ball must be hit first. It is a foul to strike a non-owned ball first. This includes the black ball unless all owned balls have been potted. Potting your opponent's ball is a foul unless you have a free ball.

Two Visits
Two visits are awarded after a foul (your opponent misses his next turn). A free ball may be nominated and played with the first visit following a foul, but not potted if the black. The incoming player may also move the cue ball to baulk.

Spotting Balls
All balls knocked off the table are spotted.

Ball To a Rail
There is no requirement for a ball to go to a rail, the cue ball must only touch a ball on.

Penalty for Fouls
Scratching is or cue ball off the table is ball in hand in baulk. For all fouls, the opponent has two visits.

Three Foul Penalty
None.

Potting the Black Ball
Unlike the American Eight Ball variants, the black does not have to be called in Pub Pool.

Loss of Game
The game is lost if any of the following occur:
- the black ball is potted before all owed balls are potted
- potting the black ball on an illegal shot

Winning the Game
The game is won if The black ball is potted in after all owned balls have been potted.

Strategy
Determine if a running the table is possible. If not plan on playing safe at some point. Pub Pool is harder to run out that American Eight Ball so play safe more and put your balls into blocking positions. Play for Snookers so you can get free shots and break up clusters and blocking balls.

When you have a two visits look to use the first to clear up clusters or knock opponents balls that block yours out of the way. Trying to make a ball on the first visit is not always the best play.

Pub Old #2 Rules

Rack
Fifteen balls in a triangle with the black ball in the middle and the yellow an red balls in a specific pattern.

The D
As in Snooker, there is a semi-circle called the D located at one end of the table with the flat side of the D running down head string. The D is the area where the cue is placed when the player has ball-in-hand. There are no restrictions on crossing the D or headstring when shooting with ball-in-hand.

Break
On the break, at least two balls must pass the center of the table or a ball must be potted. Failure to do so gives opponent a re-rack and break is a free shot with the shooter continuing at the table after the break. If the black ball is potted the shooter re-breaks.

Ownership
After the break, the shooter nominates a colour to claim ownership.

Valid Shot
If the table is open, the shooter may pot any ball except the black. The shooter must hit an owned ball first and pot an owned ball to continue at the table. Potting your opponent's ball is a foul unless you also pot one of your own balls or you have a free shot.

Free Shot
A free shot is awarded after fouling and the shooter can legally hit any ball. Balls potted are counted except for the black ball which is a loss. The player then continues to shoot regardless whether or not a ball was potted. The free shot must contact a ball or it is a foul. Scratching on the free shot is a foul.

Spotting Balls
All balls knocked off the table are spotted.

Ball To a Rail
There is no requirement to hit a rail after the cue ball has hit an object ball.

Penalty for Fouls
Scratching is or cue ball off the table is ball in hand in the D. For all other fouls, opponent has choice of the table in position or ball in hand in the D. On all fouls the next shot is a free shot.

Three Foul Penalty
None.

Potting the Black Ball
Unlike the American Eight Ball variants, the black does not have to be called in Pub Pool.

Loss of Game
The game is lost if any of the following occur:
- the black ball is potted before all owed balls are potted
- scratching and potting the black ball potting your opponents ball when playing the black except when it's a free shot

Winning the Game
The game is won if The black ball is potted in the after all owned balls have been potted.

Strategy
Determine if a running the table is possible. If not plan on playing safe at some point. Pub Pool is harder to run out that American Eight Ball so play safe more and put your balls into blocking positions. Play for Snookers so you can get free shots and break up clusters and blocking balls.

When you have a free shot look to use it to clear up clusters or knock opponents balls that block yours out of the way. Trying to make a ball on a free shot is not always the best play.

STRAIGHT POOL RULES

Players score one point for each pocketed ball. First player to reach the point goal wins. When the 14th ball of the rack is pocketed, the 14 balls are re-racked, leaving the 15th ball in position on the table.

Rack
Fifteen balls in a triangle in no particular order. Fourteen balls on re-racks with the foot spot empty.

Break
At least two object balls and the cue ball must hit a rail or make a called shot. Failure to do so is a breaking violation and incurs a 2 point penalty. On a breaking violation, the opponent can take the table in position or have the shooter re-break.

Valid Shot
Must pocket a called shot to continue at the table.

Scoring
One point for each ball legally pocketed.

Extra Balls
Balls pocketed in addition to the called shot count for the shooter.

Spotting Balls
All balls pocketed on a foul shot and balls off the table are spotted.

Penalty for Fouls
All balls pocketed on a foul shot are spotted. In addition, the fouler loses one point. Scratch or cue ball off table is ball-in-hand behind the headstring.

Three Foul Penalty

Three consecutive fouls is a 15 point penalty. The balls are then racked and the fouler must break with the same requirements as the start of the game.

Called Safety

Players may explicitly call a safety. On a called safety, pocketed balls are spotted and the turn changes.

15th Ball Position

The 15th ball and cue ball positions are normally left as is for re-racks except in situations such as interfering with the rack. The following table details these situations:

	Cue in Rack	Cue on head spot	Other cue locations
15th ball in rack	15th: foot spot Cue: behind headstring	15th: center spot Cue: in position	15th: head spot Cue: in position
15th ball pocketed	15th: foot spot Cue: behind headstring	15th: foot spot Cue: in position	15th: foot spot Cue: in position
15th ball behind headstring	15th: in position Cue: head spot	15th: in position Cue: in position	15th: in position Cue: in position
15th ball on head spot	15th: in position Cue: center spot	Not possible	15th: in position Cue: in position
Other 15th ball locations	15th: in position Cue: center spot	15th: in position Cue: in position	15th: in position Cue: in position

Strategy

The idea is to string runs of racks together. Leave a shot on the last ball that will allow pocketing the last ball and breaking the rack apart with the cue ball. The most common place to leave the last ball is to the side or underneath the rack.

Try to clear balls in front of pockets first. Look for opportunities to break clusters apart. Having an alternate shot to shoot if you get out of line can keep a run going. If you don't have a good shot play safe and leave your opponent a difficult situation. Don't ever give your opponent an easy shot, it could turn into a big run.

Examine the rack for shot opportunities. Many combos, caroms and billiards can be played with balls clustered in a partially broken rack.

ROTATION RULES

Rotation is a low ball first game, so the balls must be struck in numerical order. The goal is to reach 61 points (which numerically eliminates your opponent). This is a good game for intermediate to advanced players. Beginners should try Fifteen Ball.

Rack
Fifteen balls in a triangle with the 1-ball in front, the 2-ball and 3-ball in the corners and the 15-ball in the middle.

Break
Open break required. Failure to do so gives opponent choice of accepting table in position or racking and breaking.

Valid Shot
Pocket any ball in any pocket without a foul to continue at the table.

Scoring
The point value on the ball is scored. All balls pocketed without a foul are counted. If the score is tied when the last ball is pocketed the current shooter is awarded an extra tie breaking point.

Spotting Balls
All balls pocketed on a foul shot and balls off the table are spotted.

Penalty for Fouls
Opponent has choice of the table in position or requiring the shooter to shoot again with the table in position.

Three Foul Penalty
Three consecutive fouls is loss of game.

Strategy
Play for the big points. Early in the game look for combinations or billiards on the high numbered balls.

It is much easier to win Rotation by the three foul rule than most other games. Look for opportunities to hook your opponent early in the rack.

SIX BALL RULES

Six ball is basically Nine Ball with only six balls. The goal is to pocket the 6-ball which ends the game; the other balls have no scoring value. Six Ball racks can be strung together quite easily by better players. Players that are not skilled enough to run nine ball rack may get more enjoyment from Six Ball.

Rack
Six balls in a triangle with the 1-ball in front and the 6-ball in the middle of the back row.

Break
Open break required. Failure to do so is a foul.

Valid Shot
Pocket any ball in any pocket without a foul to continue at the table.

Spotting Balls
Only the 6-ball spots. Any other ball pocketed on a foul or driven off the table remains off the table.

Penalty for Fouls
Ball-in-hand anywhere on the table.

Three Foul Penalty
Three consecutive fouls is loss of game.

Strategy
The ideal is to run all the balls off the table from the break. If that seems unlikely, keep an eye out for good safety possibilities. Play to miss and leave the cue ball where it is impossible or very difficult to hit the object ball. If your opponent fails to hit the lowest object ball first, you get ball-in-hand anywhere, and that can often win the game for you. Look for shots to pocket the six ball early, but if you play a combination shot on the ten, be sure to hit it firmly enough that the six is not left as a duck sitting in the jaws of the pocket in case you miss.

If you push out after the break, try to leave a hard shot but not impossible -- make it hard for your opponent to decide whether to pass it back to you.

TEN BALL RULES

Ten Ball is basically Nine Ball with one more ball. The goal is to pocket the 10-ball which ends the game; the other balls have no scoring value. Although there is only one more ball on the table than nine ball, it is significantly harder to run ten ball rack. The tenth ball increases the odds of clusters and other problem situation.

Rack
Ten balls in a triangle with the 1-ball in front and the 10-ball in the middle.

Break
Open break required. Failure to do so is a foul.

Valid Shot
Pocket any ball in any pocket without a foul to continue at the table.

Spotting Balls
Only the 10-ball spots. Any other ball pocketed on a foul or driven off the table remains off the table.

Push Out Rule
On the first shot after the break, the shooter may choose to play a 'push out' and the 'No Rail' and 'Bad Hit' rules are suspended for that one shot, and no ball pocketed counts. The opponent then chooses to shoot or to pass the shot back to the player who pushed.

Penalty for Fouls
Ball-in-hand anywhere on the table.

Three Foul Penalty
Three consecutive fouls is loss of game.

Strategy
The ideal is to run all the balls off the table from the break. If that seems unlikely, keep an eye out for good safety possibilities. Play to miss and leave the cue ball where it is impossible or very difficult to hit the object ball. If your opponent fails to hit the lowest object ball first, you get ball-in-hand anywhere, and that can often win the game for you. Look for shots to pocket the ten ball early, but if you play a combination shot on the ten, be sure to hit it firmly enough that the ten is not left as a duck sitting in the jaws of the pocket in case you miss.

If you push out after the break, try to leave a hard shot but not impossible...make it hard for your opponent to decide whether to pass it back to you.

THREE BALL RULES

Three ball is a rotation game where you have to pocket all balls on the table to win. Unlike nine ball there is no winning ball. This is a fast paced aggressive game.

Rack
Three balls in a triangle with the 1-ball in front.

Break
Open break required. Failure to do so is a foul.

Valid Shot
Pocket any ball in any pocket without a foul to continue at the table.

Spotting Balls
No balls are spotted except when fouling on a winning shot, then all balls pocketed or hit off the table are spotted.

Penalty for Fouls
Ball-in-hand anywhere on the table.

Three Foul Penalty
Three consecutive fouls is loss of game.

Strategy
The ideal is to run all the balls off the table from the break Don't look for safeties unless you are in a really poor position.

BANK POOL RULES

Players must bank all shots. The goal is to pocket eight balls. This is a good game for players of all levels. Beginners may want to try it out on the bar table.

Rack
Fifteen balls in a triangle in no particular order.

Break
Open break required. Failure to do so gives opponent choice of accepting table in position or re-racking and breaking.

Valid Shot
Pocket any called shot with a clean bank shot to continue at the table. A clean bank shot can't kiss or carom off any other ball and must hit a non-adjacent rail to the made pocket.

Extra Balls
Extra balls pocketed are delayed, and are spotted at the end of the inning.

Spotting Balls
All balls pocketed on a foul shot and balls off table are spotted.

Penalty for Fouls
All balls pocketed on a foul shot are spotted. In addition, the fouler spots one of his previously pocketed balls or owes a ball to the table. Scratch or cue ball off table is ball-in-hand behind the headstring. For all other fouls opponent takes the table in position.

Three Foul Penalty
Three consecutive fouls is loss of game.

Cleared Table
If the table is cleared without the shooter having won, due to owed balls from earlier penalties or delayed balls pocketed, all of the owed and delayed balls are spotted and the shooter continues at the table.

Strategy
Go ahead and shoot difficult bank shots just try not to leave your opponent an easy bank. Play safe before leaving easy banks. On banks where confidence is high, play shape for an easy bank next shot. You can play banks that are both offensive and defensive when the shot is difficult by leaving the cue ball in a poor position. If the bank is made you can attempt another difficult shot or play safe and if the bank is missed you haven't left an easy bank for your opponent. This strategy works very well on multi-rail banks. Don't be afraid to try two or more rail bank shots.

ONE POCKET RULES

Each player is assigned one of the two corner pockets at the foot (rack end) of the table. The goal is to pocket any eight balls in your pocket first. This is the 'chess' of pool games. Shooting skills are secondary behind knowledge.

Rack
Fifteen balls in a triangle in no particular order.

Break
A object ball or the cue ball must hit a rail after the cue hits the rack or it is a foul.

Valid Shot
Pocket any ball in your pocket to continue at the table.

Extra Balls
Balls pocketed in your opponent's pocket count for him unless the cue scratches or jump off the table. Balls pocketed in the side or head pockets are delayed, and are spotted at the end of the inning.

Spotting Balls
All balls pocketed on a foul shot and balls off table are spotted.

Penalty for Fouls
All balls pocketed on a foul shot are spotted. In addition, the fouler spots one of his previously pocketed balls or owes a ball to the table. Scratch or cue ball off table is ball-in-hand behind the headstring. For all other fouls opponent takes the table in position.

Three Foul Penalty
Three consecutive fouls is loss of game.

Cleared Table
If the table is cleared without the shooter having won, due to owed balls from earlier penalties or delayed balls pocketed, all of the owed and delayed balls are spotted and the shooter continues at the table.

Strategy
Never leave your opponent a direct shot at his pocket unless it is very difficult and a miss will lose the game. A good place to leave the cue ball is in the jaws of your opponent's pocket. Be careful not to leave an easy bank shot, as these are often the start of game-winning runs. On the break, shoot from your opponent's side to hit a little of the head ball and then the second ball to come off the end rail and to put the cue ball on the second diamond. This leaves the nearly-full rack between the cue ball and any balls. The best shots are both offensive and defensive.

FIFTEEN BALL RULES

Fifteen Ball is similar to Rotation except any ball can be shot. The goal is to numerically eliminate your opponent (61 points minus penalty points). Fifteen Ball is a great game for beginners. Intermediate and advanced players can enjoy Fifteen Ball by playing on a Snooker table.

Rack
Fifteen balls in a triangle with the 15-ball in front and higher balls near the front of the rack.

Break

At least two object balls and the cue ball must hit a rail or make a ball. Failure to do so gives your opponent a choice of accepting table position or re-racking and breaking or making the shooter break again.

Valid Shot

Pocket any ball in any pocket without a foul to continue at the table.

Scoring

The point value on the ball is scored. All balls pocketed without a foul are counted. If the score is tied when the last ball is pocketed the current shooter is awarded an extra tie breaking point.

Spotting Balls

All balls pocketed on a foul shot and balls off table are spotted.

Penalty for Fouls

Three points are deducted from the shooters score. Scratch or cue ball off table is ball-in-hand behind the headstring For all other fouls opponent takes the table in position.

Three Foul Penalty

None.

Strategy

Try to run the table. Pick off big points whenever the opportunity presents itself.

BASIC POCKET BILLIARDS RULES

The goal is to pocket eight balls. This is a good game for beginners on a pool table or better players on a Snooker Table.

Rack

Fifteen balls in a triangle.

Break

An object balls must hit a rail or a called ball must be pocketed. Failure to do so gives the opponent a choice of accepting table in position or making the shooter break again.

Valid Shot

Must pocket a called shot to continue at the table.

Spotting Balls

All balls not pocketed by a valid shot and all balls knocked off the table.

Penalty for Fouls

All balls not pocketed on a foul shot are spotted. In addition, the fouler spots one of his previously pocketed balls or owes a ball to the table. Scratch or cue ball off table is ball-in-hand behind the headstring. For all other fouls opponent takes the table in position.

Three Foul Penalty

None.

Spotting Balls

All balls not pocketed by a valid shot and all balls knocked off the table.

Cleared Table

If the table is cleared without the shooter having won, due to owed balls from earlier penalties, all of the owed are spotted and the shooter continues at the table.

Strategy

Try to run eight balls. If you don't have a good shot play safe and leave your opponent a difficult situation. Don't ever give your opponent an easy shot because running eight balls is not difficult.

COWBOY RULES

Cowboy is an unusual game that combines carom and pocket billiard skills. The goal is to score 101 points. This is a good game for beginner to intermediate on a pool table and advanced players on a Snooker table.

Rack

The balls are not racked. The 3-ball goes on the foot spot, the 5-ball on the center spot, and the 1-ball on the head spot.

Break

Shooter must hit the 3-ball first and then either the cue or an object ball must hit a rail. Failure to do so gives opponent a choice of re-racking and breaking or making the shooter break again.

Valid Shot

A valid shot allows the shooter to continue. Any shot that scores points is a valid shot and does not require a rail hit. e.g. A carom is played, and no balls hit the rail, it is a valid shot. Valid shot definition is affected by the players score as follows:

- ◆ ***For the first 90 points:***
  Pocketing any object ball or carom the cue off two or three balls. Point number 90 must be reached exactly. Overrunning 90 is a foul.
- ◆ ***For points 91 to 100***:
  Carom the cue off two or three balls. It is a foul to pocket an object ball.
- ◆ ***For point 101***:
  Carom the cue off the one into a called pocket. It is a foul if the one is pocketed in the incorrect pocket or if the cue hits any other ball.

Scoring
Object balls pocketed score the point value on the ball. A two ball carom scores one point and a three ball carom scores two points. All combinations of scoring count. So the shooter can score up to eleven points in a shot (1, 3, and 5 are pocketed with a three ball carom). When the shooter has 100 points caroming cue off the one into a called pocket scores one point.

Spotting Balls
All balls pocketed balls are spotted after each shot at the start of game position. If the position is occupied, the ball remains off the table until the position is vacant. If the 1-ball is held out because of its position is occupied, and the shooter has 100 points, the balls are placed in the start of game position and the shooter has ball-in-hand behind the headstring.

Three Foul Penalty
Three consecutive fouls is loss of game.

Strategy

- ◆ ***For the first 90 points:***
  It is easiest to score by pocketing balls using caroms when pocketing a ball is difficult or to break up a ball cluster. When pocketing balls, beware of attempting risky caroms for extra points. It's not worth scratching to pick up an extra point. Remember a foul costs you all the points scored in the current inning.
- ◆ ***For points 91 to 100***:
  Think about the object ball positions after the carom and try to get shape on the next carom. Remember making an object ball is a foul.
- ◆ ***For point 101***:
  Don't worry about where the 1-ball is going focus on pocketing the cue ball.

CRIBBAGE RULES

This game is named after the card game cribbage because of a scoring similarity. A cribbage is made by pocketing two balls that add up to 15. The goal is to score five cribbages. There are a total of eight cribbages (1-14, 2-13, 3-12, 4-11, 5-10, 6-9, 7-8, 15). This is a great game for all skill levels.

Rack
Fifteen balls in a triangle with the 15 ball in the center. No two corner balls shall add up to 15.

Break
Open break required. Failure to do so gives opponent choice of re-racking and breaking or making the shooter break again.

Cribbages
A cribbage is scored by consecutively pocketing two balls that add up to 15 in the same inning. The 15-ball is a cribbage by itself but only when all other balls have been pocketed. When a player pockets the first ball of a cribbage he is said to be 'on a cribbage' and then shoots at the companion ball that adds up to 15. If multiple balls are made when not 'on a cribbage', the shooter is 'on a cribbage' but can choose any of the companion balls but must continue to pocket companion balls until all have been pocketed. If while pocketing companion balls additional balls are pocketed, these balls are added to the companion ball list. It is a foul to fail to pocket a companion ball when 'on a cribbage'. If only the 15-ball is left on the table it is considered to be 'on a cribbage'. If the score is tied at 4 to 4, the 15-ball is spotted for the tie breaking cribbage.

Valid Shot
When not 'on a cribbage' any ball may be pocketed except the 15-ball to continue at the table.

When 'on a cribbage', any companion ball may be pocketed to continue at the table.

Spotting Balls
All balls not pocketed by a valid shot and all balls knocked off the table. Any cribbage that is not completed has the initial ball spotted.

Penalty for Fouls
No penalty. Scratch or cue ball off table is ball-in-hand behind the headstring. For all other fouls, opponent has the option of playing the table in position or taking ball-in-hand behind the headstring.

Three Foul Penalty
Three consecutive fouls is loss of game.

Strategy
When trying to pocket an initial ball, make sure you can get shape on the companion ball. If you can't get on a companion ball or it is a low percentage play, play safe. Playing safe is better than giving your opponent a chance with ball-in-hand.

When pocketing the only or last companion ball, look for the next cribbage pair and play shape for an initial ball that has easy companion ball shape.

HONOLULU RULES

Players can pocket any ball but can't shoot straight-in shots. Shots must be combos, banks, caroms, billiards, kicks, or a combination of these shots. The goal is to pocket eight balls. Honolulu is a good game for all skill levels.

Rack
Fifteen balls in a triangle in no particular order.

Break
Two object balls and the cue must hit a rail or a called ball into a called pocket. Failure to do so is a foul and opponent has table in position.

Valid Shot
Pocket any called shot with non-straight-in shot to continue at the table. Bank and kick shots must hit a non-adjacent rail to the made pocket.

Extra Balls
Extra balls pocketed are delayed, and are spotted at the end of the inning.

Spotting Balls
All balls pocketed on a foul shot and balls off table are spotted.

Penalty for Fouls
All balls pocketed on a foul shot are spotted. In addition, the fouler spots one of his previously pocketed balls or owes a ball to the table. Scratch or cue ball off table is ball-in-hand behind the headstring. For all other fouls opponent takes the table in position.

Three Foul Penalty
None.

Cleared Table
If the table is cleared without the shooter having won, due to owed balls from earlier penalties or delayed balls pocketed, all of the owed and delayed balls are spotted and the shooter continues at the table.

Strategy
Look for shots with object balls close to pockets. These balls are easy to make with combos, billiards, and kick shots. Any ball close to a pocket is also a candidate to carom another ball off. Look for caroms with any balls close together. As with any pool game, you don't want to sell out. Never attempt a difficult shot when it will leave an easy score for your opponent. Don't play safe when the table is tough. You might as well try to score. You won't be leaving your opponent an easy shot.

BOWLLIARDS RULES

Bowlliards is pool with a bowling scoring format. This format makes in much different than most pool games because you don't share balls. Each player shoots their own rack. You can also play solitaire and try for your best score. The goal when competing with other players is to shoot the best score. When playing by yourself, the goal is to beat your own personnel best or try to shoot a 300 point game.

Rack
Ten balls in a triangle in no particular order.

Break
No break requirements. After breaking, all balls made spot and the player has ball-in-hand behind the headstring. There are no fouls on the opening break and balls jumped off the table are spotted.

Valid Shot
Pocket any called shot to continue a try.

Scoring
Players get two tries to pocket all balls in a rack. If successful on the first try it is scored as a strike. If all balls are pocketed on the second try it is a spare. Otherwise, the number of balls pocketed is the score for the frame. Frames scores are kept as in bowling with the player getting up to two additional scoring tries tenth frame (for a strike). If players are tied extra frames are played in a sudden death played in a sudden-death playoff.

Extra Balls
Extra balls pocketed are delayed, and are spotted at the end of the inning.

Spotting Balls
All balls pocketed on a foul shot and balls off table are spotted.

Penalty for Fouls
All balls pocketed on a foul shot are spotted. If it is the first try, player takes ball-in-hand behind the headstring to start the second try. If it is the second try the frame is over.

Strategy
Obviously you want to run as many racks as you can with strike being the ideal score. Don't try to make balls on the break. They will spot and leave difficult shots. Try breaking from straight on and don't hit the rack too hard. You want to spread the balls out without leaving clusters or making balls.

Try to clear balls in front of pockets first. Look for opportunities to break clusters apart. Having an alternate shot to shoot if you get out of line can keep a run going.

SNOOKER RULES

Snooker is an English game played on a six by twelve foot table with twenty two balls. Curved pocket cushions and the large table size makes pocketing balls difficult. The goal of the game is to outscore your opponent. Although Snooker has its own terminology, these rules use pool terms for consistency and ease of understanding. Snooker is a great game for all skill levels. Don't get discouraged because balls are difficult to pocket. There are many subtleties to this game.

The D
There is a semi-circle called the D located at one end of the table with the flat side of the D running down the baulk line. The baulk line is similar to the headstring on a pool table. The D is the area where the cue is placed when the player has ball-in-hand. There are no restrictions on crossing the D or baulk line when shooting with ball-in-hand.

Rack
Fifteen Red balls in a triangle with six colored balls; a Black below the rack, a Pink just above the foot spot, a Blue on the center spot, a Brown on the baulk line at the center of the D, a Green on the baulk line at the far left of the D, and a Yellow on the baulk line at the far right of the D.

Break
No special requirements.

Snooker Game Phases
There are two game phases; the Red Phase where Red balls are still on the table, and the Color Phase after all Reds have been pocketed. During the Red Phase, the shooter must hit a Red first and Red is referred to as the ball on. If a Red is pocketed the shooter chooses a color, which becomes the ball on, and must hit that color first. If pocketed, the color is spotted and the ball on is again Red. This continues until all Reds are pocketed. The Color Phase then commences and the ball on is the low point color on the table, meaning the colors are pocketed in point order.

Snookered
A player is said to be snookered when all balls on are wholly or partially obstructed by a ball or balls not on. If a player is snookered following a foul, the player can nominate a free ball. A free ball can be any ball and it acquires the value of the ball on. The free ball must be struck first of it is a foul. If the free ball is pocketed, it is scored and spotted. It is legal to pocket and score the ball on as long as the free ball is hit first. If both the free ball and ball on are pocketed, only the ball on is scored. It is a foul for the shooter to snooker the opponent behind the free ball except when only the Pink and Black are left on the table.

Valid Shot
Pocket any ball on or free ball to continue at the table.

Scoring
Each Red pocketed is worth one point. Colors are worth the following: Yellow 2, Green 3, Brown 4, Blue 5, Pink 6, and Black 7. If a free ball is pocketed, it is scored as the value of the ball on.

Extra Balls
Extra Reds pocketed when Red is the ball on count 1 point each. If extra balls pocketed when a color is the ball on it is a foul.

Spotting Balls
Colors pocketed during the Red Phase are spotted on their corresponding starting spot. If it is occupied they are spotted at the next highest valued balls spot that is open. If no spots are open the color is spotted near its own spot towards the top cushion for Yellow through Blue and towards the bottom cushion for the Pink and Black.

Penalty for Fouls
If your opponent fails to hit a ball on when shooting you score the value of the ball on, the value of the ball hit first, or 4 points, whichever is higher. Scratch or cue ball off table is ball-in-hand in the D. For all fouls the opponent has the choice of making the shooter play again.

Resigning
When a player is behind in points and there are not enough points on the table to win, snookers must be played in hope of gaining points via opponent fouls. Typically, a game is resigned if two or more fouls are needed to win.

Strategy
Play safe until a good shot opportunity is presented. During the Red phase, make sure you can get shape on a color when pocketing a Red. It's not worth leaving your opponent a good opportunity for a 1 point score. The best safeties snooker your opponent giving you a chance to score if the ball on is not hit and forcing a kick shot that could leave you a good opportunity. If you can't snooker your opponent with a safe leave a long shot as they are difficult to pocket on a snooker table. Play to pocket the Blue, Pink and Black as they are worth the most points. You can play shots that are both offensive and defensive by playing shape on balls toward the baulk end of the table when all Reds are near the rack. Shooting a Red and running the cue back up the table leave a long shot if missed and a possible score on the Yellow, Green, or Brown if made.

During the Color Phase try to run the table if possible. If there are balls on rails or in clusters play the open balls and then play safe.

Keep track of the score. If you are behind and there are not enough points on the table to win you need to play for a snooker to score the extra points necessary. If you are ahead and there are just enough points left on the table for your opponent to win don't take chances and sell out. Play conservatively and shoot balls when sure of pocketing or play for snookers to get enough points where your opponent needs a snooker.

ENGLISH BILLIARDS RULES

English Billiards is played on a six by twelve foot Snooker table with three balls. There are two cue balls, a white and a yellow, and one red ball. Each player has their own cue ball which is an object ball when your opponent is shooting. Curved pocket cushions and the large table size makes pocketing balls difficult. The goal of the game is to reach the point goal before your opponent.

Start of Game
The red is placed on the spot and the first player shoots, only two balls are on the table at the start with the other cue ball added for the second players turn.

Scoring
The following are legal scores in English Billiards:
- A cannon (billiard) shall score 2 for the white and 3 for the red
- A hazzard (in/off) off the white is 2 points and off the red is 3 points. The term in/off means to "scratch" in American terms, you carom the cue ball off the other ball and into a pocket.
- Potting the white is 2 points, potting the red is 3 points

These scoring methods can be combined. Note that "white" denotes the other cue ball which may be yellow depending on which colour cue ball you are shooting with.

Spotting Balls
The red ball is spotted after being pocketed. If the white is pocketed it remains off table until the turn changes. If the cue ball is made on a hazzard the player takes ball in hand in the D. I

Limits on Hazards
Only 15 consecutive hazards may be made without a cannon, the 16th is a foul.

Limits on Cannons
Only 75 consecutive hazards may be made without a cannon, the 16th is a foul.

THREE CUSHION BILLIARDS RULES

Three cushion billiards is played on a five by ten foot table with no pockets. There are two cue balls, a white and a yellow, and one red ball. Players score one point for billiard made. First player to reach the point goal wins. This is a great game. If you are not familiar with Billiards you might want to try One Cushion Billiards first. Three Cushion is very difficult.

Rack
The red ball on the foot spot, one cue ball on the head spot and the shooters cue ball on the headstring within six inches of the head spot.

Break
The red ball must be struck first by the shooters cue ball.

Valid Shot
Must make a three cushion billiard to continue at the table. A three cushion billiard can be made by:

- striking the red or the opponents cue ball, striking three or more cushions with the cue ball before striking the other ball-in-hand
- the cue ball strikes three or more cushions, then strikes the other two balls
- the cue ball strikes a cushion, then the red or opponents cue ball, then strikes two or more cushions before striking the other ball
- the cue ball strikes two or more cushions, then the red or opponents cue ball, then strikes one or more cushions before striking the other ball

Scoring
Each three cushion billiard is worth 1 point.

Spotting Balls
All balls knocked off the table must be spotted.

Penalty for Fouls
None, players inning ends.

Strategy
For a safe play where you don't leave an easy shot if you fail to score, try to leave your opponent's cue ball at one end of the table and the other two balls at the other end. Usually this means hitting the opponent's cue ball first, driving it away from red, and then getting the three or more rails and approaching red fairly slowly. If the shot must be played off red first, play with a little extra speed so your cue ball will not be left near your opponent's ball.

For offense, concentrate first on the shots that need about a half-ball hit on the first ball and running follow. This is the easiest type of shot to execute if the balls are in the right places. Always use running English unless you have a good reason not to. If the second object ball is close to a corner -- best is about a ball from each cushion -- it is a very large target. Learn to see 'two-way' shots that have a chance to score after five rails if they don't score on three. For position play, try to leave 1-ball 'large' in a corner. Leave your cue ball near at least one of the other balls – at least the first hit will be easy to control. Do not leave a ball in the middle of the end rail, as that seems to be the hardest place to get to after three cushions.

Learn 'specialty' shots, such as the 'ticky': rail, ball, same rail, rail, ball, all in one corner; the 'reverse the corner' shot: ball, side rail, end rail, same side rail, ball; the 'swing' shot: ball, side rail, side rail, side rail, second ball; and of course the many 'bank' shots in which you contact all of the cushions before going towards the two balls which are usually close together.

ONE CUSHION BILLIARDS RULES

One Cushion is basically the same as Three Cushion Billiards with a one rail hit required instead of three. This is a good game for beginning billiard players.

Rack
The red ball on the foot spot, one cue ball on the head spot and the shooters cue ball on the headstring within six inches of the head spot.

Break
The red ball must be struck first by the shooters cue ball.

Valid Shots
Must make a one cushion billiard to continue at the table. A one cushion billiard can be made by:

- striking red or the opponents cue ball, striking one or more cushions with the cue ball before striking the other ball
- the red or the opponents cue ball, striking one or more cushions the cue ball strikes a cushion, then the red or opponents cue ball, then strikes one or more cushions before striking the other ball
- the cue ball strikes one or more cushions, then the red or opponents cue ball, then strikes one or more cushions before striking the other ball

Scoring
Each one cushion billiard is worth 1 point.

Spotting Balls
All balls knocked off the table must be spotted.

Penalty for Fouls
None, players inning ends.

Strategy
For a safe play where you don't leave an easy shot if you fail to score, try to leave the balls spread out. Don't leave your cue ball and the red ball in a corner or close to a rail.
If the second object ball is close to a corner -- best is about a ball from each cushion -- it is a very large target.

For position play, try to leave one ball 'large' in a corner. Leave your cue ball near at least one of the other balls – at least the first hit will be easy to control.

FOUR BALL CAROM RULES

Four Ball billiards is played on a five by ten foot table with no pockets. There are two cue balls, a white and a yellow, a red ball, and a pink ball. Players score one point for one ball caroms and two points for two ball caroms. First player to reach the point goal wins.

Rack
The pink ball on the foot spot, the red ball on the head spot, the other cue ball on the head string and the shooters cue ball the head string on one side of the red and the other cue ball on the other side of the red.

Break
The pink ball must be struck first by the shooters cue ball.

Valid Shots
Must make a one a carom with one or more balls.

Scoring
Each two ball carom is worth one point, a three ball carom is worth two points.

Spotting Balls
All balls knocked off the table must be spotted.

Penalty for Fouls
None, players inning ends.

Strategy
For a safe play where you don't leave an easy shot if you fail to score, try to leave the balls spread out. Don't leave your cue ball and the red ball in a corner or close to a rail.
For position play, try to leave one ball "large" in a corner. Leave your cue ball near at least one of the other balls – at least the first hit will be easy to control.

Straight Rail Carom Rules

Straight Rail billiards is played on a five by ten foot table with no pockets. There are two cue balls, a white and a yellow, a red ball, and a pink ball. Players score one point for one ball caroms and two points for two ball caroms. First player to reach the point goal wins.

Rack
The red ball on the foot spot, one cue ball on the head spot and the shooters cue ball on the head string within six inches of the head spot.

Break
The red ball must be struck first by the shooters cue ball.

Valid Shot
Must make a three cushion billiard to continue at the table. A three cushion billiard can be made by:

Valid Shots
Must make a one a carom with two balls.

Scoring
Each two ball carom is worth one point.

Crotch Count
Only three consecutive scores may be counted with the object balls staying within the same crotch. The 4th is a foul. The crotches are defined by lines on the table across each corner.

Spotting Balls
All balls knocked off the table must be spotted.

Penalty for Fouls
None, players inning ends.

Strategy
For a safe play where you don't leave an easy shot if you fail to score, try to leave the balls spread out. Don't leave your cue ball and the red ball in a corner or close to a rail.
For position play, try to leave one ball "large" in a corner. Leave your cue ball near at least one of the other balls – at least the first hit will be easy to control.

FUNDAMENTAL POOL PLAYING

This section describes pool fundamentals that apply to both Virtual Pool 4 and pool in general. Studying this section will improve both your real and virtual games. One major advantage you have in Virtual Pool 4 is a perfect pool stroke. The 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.

Throughout this section, you will find tips for using Virtual Pool 4.

CUE TIP POSITION

Virtual Pool 4 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 the terminology for different cue tip positions on the side of the cue ball.
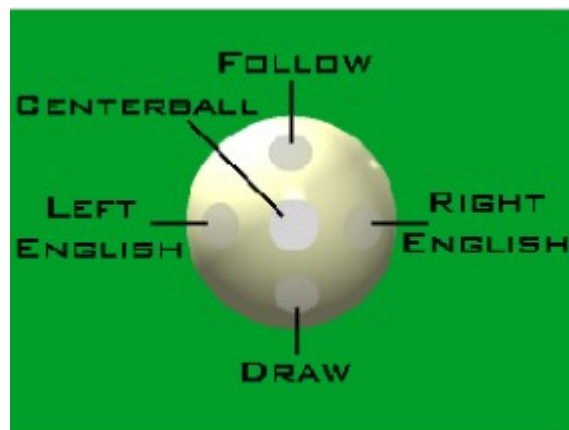
Combinations of these are expressed as high right (follow and right) English or low left (draw and left) English. Distances from center of cue are usually expressed in cue tips, as in: ''follow with half a cue tip of right. ''Virtual Pool 4 allows you to be very precise with cue tip placement.

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.
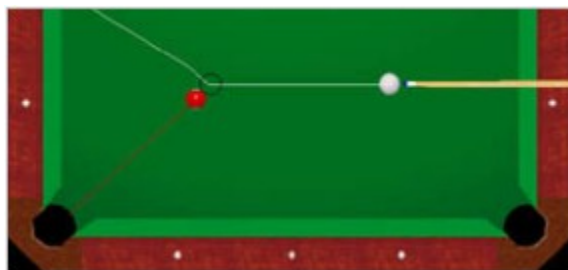
One technique of aiming is to imagine a ball in this position and try to hit the imaginary ball full-on.

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, pool tables bank shorter than a mirrored rebound angle. Making banks seems easy if an adjustment is made for the shortened bank angle. Unfortunately it is not that simple. The path of the banked ball can actually curve after the ball hits the rail.

Any spin in the vertical axis (forward or backward) will cause the ball to curve after striking the rail. The amount of curve is dependent on the ratio of spin to the velocity of the ball. The higher the spin in relation to velocity, the more the ball curves. Note that what is meant by forward spin here means any rotation forward, and rolling is a rotation forward. Backward spin on an object ball is negligible and can only be caused by spin transfer. You can demonstrate what backward spin does by hitting the cue ball into the rail with draw spin. This shot is useful when kicking at balls.

Banks are also be affected by English. This is covered under Spin Transfer in the Advanced Techniques section.

Shown below is a shot hit center-ball with a firm stroke. With the object ball close to the rail it will not have much forward roll before striking the rail. Therefore, there is little curvature after rail contact. Notice the bank angle is not a mirror image and the ball has banked short of the input angle.

The same angle bank with the object ball further from the rail and the same speed stroke misses the pocket. The friction of the table causes the object ball to start rolling causing the ball to curve forward after hitting the rail.
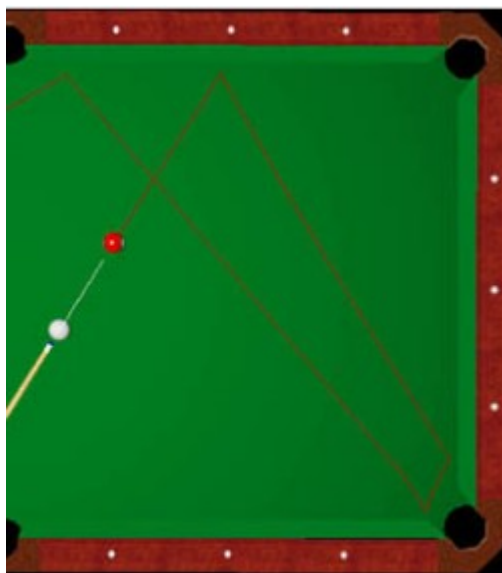
CUE BALL PATH

After contact with the object ball, the cue ball always starts on a path perpendicular to the target line. The target line is the line the object ball takes. The cue ball then curves forward or backwards depending on the spin on the cue ball in the vertical axis (follow or draw).

Shown below is the cue struck very firmly with a center-ball hit. It starts perpendicular to the target line and stays close to that line because the cue ball has very little forward spin. Even though the cue was hit in the center, it gets forward spin from the friction on the table. The curvature forward after contact with the object ball is determined by the ratio of spin to linear velocity. Linear velocity is the speed the ball is moving. This example has very little spin in relation to the velocity because the cue ball is struck firmly and is close to the 3 ball. Moving the cue further away from the 3 ball and striking the cue at the same speed will result in more curvature because the farther the cue travels before hitting the 3 ball, the more it induces forward spin. The spin is induced by the friction between the cue ball and the table. Okay, so this is a little complicated. Don't worry about the why, just learn what happens and you'll be a better player.

Shown below is the same shot with the cue ball struck easier. Now the ratio of spin to velocity is higher and the ball curves forward more.

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 given the same stroke speed is used. The actual spin is determined by cue offset from center, stroke speed, and distance between cue and object balls. You'll need to practice your stroke speed to get consistent results.

With shots at an angle, draw and follow affect how the cue ball curves off of the perpendicular line. Shown below is a draw shot which pulls back from the perpendicular line:
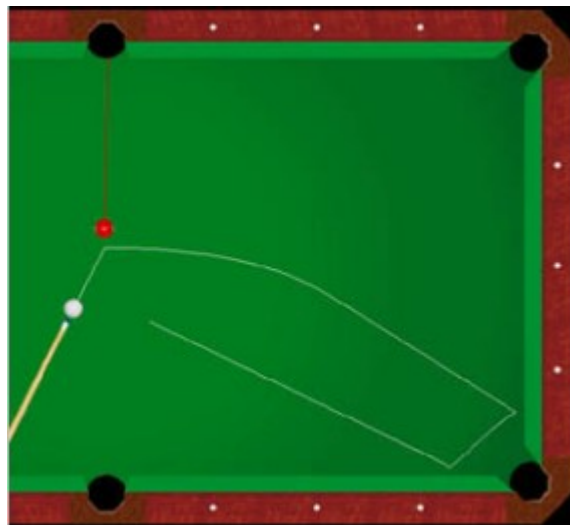
Follow shots will curve forward from the perpendicular line:

As the angle of the shot increases, draw and follow have less effect on the cue ball path. Getting Confused? Don't worry, it'll become clear when you try it yourself. Feel free to play around with these options; take some time to give yourself a feel for choosing and setting up a useful spin.

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.

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 experts use.

English primarily effects cue ball path when the rail is hit. You may remember from the last section on Draw and Follow, that they affect the cue ball's path more when shots are straighter. So, what to do on shots with lots of cut? Cut shots will usually hit the rail. So use English to change the cue ball path for shots with more cut.

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 below is a rail shot hit center-ball:

The same shot with left English moves the path left off the rail:

The same shot with right English moves the path right off the rail:

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 necessary "contact point" on the second ball - the spot on the ball where you must hit it so that it will 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.

CAROM

A carom shot is where a ball (cue or object) hits off another ball.

Use the knowledge learned from the **Cue Ball Path** section 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.
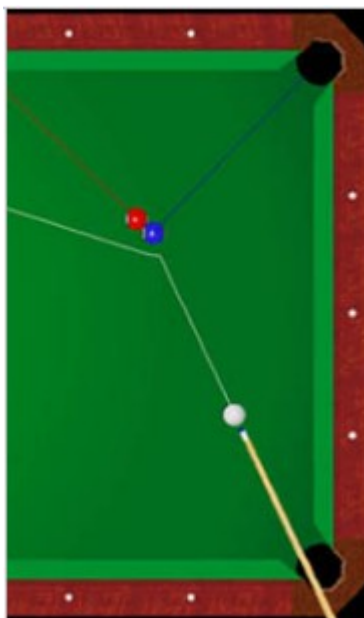
ADVANCED TECHNIQUES

Virtual Pool 4 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. If the cue ball hits an object ball at an angle, the friction between the balls throws the object ball path off the target line. The picture below illustrates this concept showing the actual target line (target line determined by a line through the centers of cue and object ball at time of contact) and the actual ball path:

The amount of ball throw depends on the angle of the shot, the English on the cue ball and the speed of the cue ball. See **Spin Transfer** for information on how English affects ball throw. More angle will mean more throw. Higher velocity reduces ball throw.

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 hit with the same line and speed. The first shot is hit center-ball:
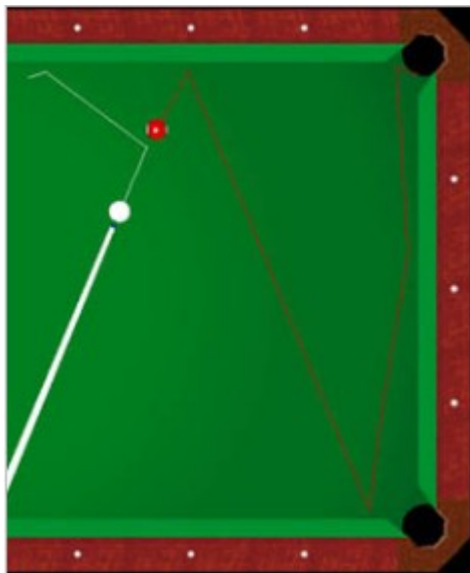
The second shot is hit with left English:
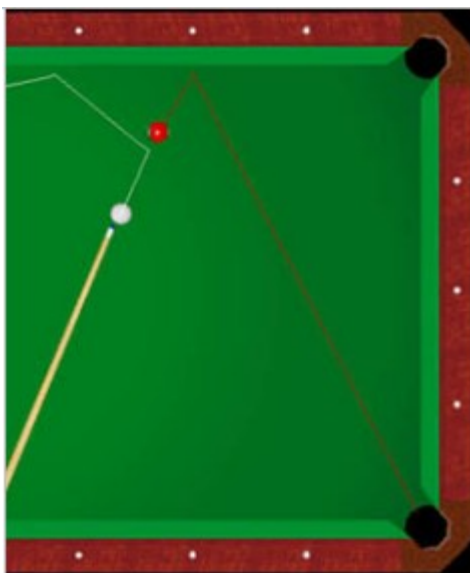
The rebound angle of the second shot is increased because of the spin transfer from the cue ball to the object ball. Left spin on the cue ball is transferred to the object ball as right spin, causing the rebound angle to increase.

You can use English to offset ball throw (see **Ball Throw**). In the picture below, a small amount of left English is being applied to the cue ball to remove the throw effect. This happens because the angular velocity at the contact point cancels the linear velocity resulting in no friction and no ball throw.

CUE BALL SQUIRT

The effect of ball throw (see **Ball Throw**) is not the only aiming complication when using English. When the cue ball is hit with English it will squirt off line. If you hit the ball on the right side of the cue ball, it will squirt left. The amount of squirt is depends on the horizontal cue tip position and the velocity of the stroke. The picture below shows the cue ball hit straight along the head string line with left English. Observe how the cue ball path squirts to the right.

You'll need to practice a lot to get a feel for playing shots with English.

MASSÉ

Hitting downward on the cue ball by raising the butt of the cue and causing the cue ball to curve is called a Massé shot. (This is the kind of shot banned by many 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 angle of the butt 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.

JUMP SHOTS

Hitting downward on the cue ball by raising the butt of the cue and bouncing the ball off the table into the air is called a jump shot. This shot is legal as long as the cue ball is bounced off the table. Jumping balls by using the cue stick to dig under and miscue is illegal. Jump shots are a lot like Massé shots in that the butt of the cue must be raised.

The main difference is how much the cue ball gets pinched between the cue tip and the table. If there is significant pinch, the cue ball can't jump because the cue tip is in the way and the ball will Massé. If there is little pinch, the ball will jump. It is possible, and quite common, to get a little jump in conjunction with a Massé. The secret to jump shots is getting the correct butt angle. This, along with cue tip position and stroke speed, will produce differing launch angles and jump distances. Turn on tracking and play with jump shots before attempting them in a game.

Tall Steve's 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 came. 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.

Be conservative with cue tip placements and shot power. Remember, the player who best controls the cue ball is the superior player.

Practice masse' shots and jump shots before attempting them in games. They are very difficult and practice gives you a feel for the shot.

Practice banks using varying speed to get a feel for the rail and ball curvature effects on banks.

SHORTCUT KEYS

Shortcut keys can be used at any time appropriate during play. You can also bring up a Quick Reference screen on your screen that lists all of the shortcut keys with a brief description of each by pressing the F1-Key.

A   Aim Mode
The A-Key puts you into Aim Mode. If you are in Aim mode before shooting, Virtual Pool automatically puts you back into Aim Mode after you shoot. This key allows you to move back to Aim Mode from other modes like View Mode. Move the mouse left or right to aim the cue. Move mouse forward or backward to change the tilt of the table. Hold left mouse button and move the mouse backward to zoom in. Hold left mouse button and move mouse forward to zoom out. The view stays centered around the ball. 'Aim' or 'Aim/Ball-in-hand' will be displayed in the Mode box .

Alt   Cursor up/Cursor Down in Game
Pressing the ALT-Key allows you to puts a mouse on a game screen. This is useful when you need to use the cursor for other functions or outside the game.

Ctrl A   Set Adversary Shooting View
Sets the camera view used while the computer or remote player is shooting. Go into View Mode, change to the view you want, and press Ctrl-A. To activate this view you must select Go To User Specified Opponent View in the Opponent View sheet of the Game Preferences dialog.

B   Butt of Cue Angle
Pressing the B-Key moves the angle of the cue stick on the cue ball up or down. You will see the angle degree on the lower left-hand side of the screen. This is used to jump object balls, such as the case in a Masse' shot. The angle will return to normal after the shot.

Ctrl B   Spot Lowest Ball
Spot Lowest Ball is only available for Rotation and is only active if all balls are behind the headstring and you have ball-in-hand. If your in this situation and you don't like your shot, which is usually the case, pressing Ctrl-B spots the lowest ball.

C   Adjust View Center
Hold the C-Key and move mouse to move the center point of the your view of the room/table. Moving the view in this way does not affect the aim of the shot. Releasing the C-Key returns you to Aim mode.

Ctrl C   Call Shot
Ctrl-C brings up the Call Shot dialog where the player selects a ball and pocket. Call Shot is only valid for games of Eight Ball (except UK rules) and Straight Pool.

D   Designate Ball On
D-Key brings up a dialog for selecting ball on. Designate Ball On is only available when playing Snooker. This is used to select the ball the player is

attempting to shoot. It must be specified when shooting a color after pocketing a red ball.

Ctrl D   Declare Draw Game
Ctrl-D ends the current game in a draw, re-racks the current game, and starts a new game. Neither player wins nor loses the game.

E   English: Move Cue Tip
Hold the E-Key and move mouse to apply English. This changes the cue tip location on the cue ball. English is used to place spin on the cue ball. Hitting the cue ball to the left or right of center places a left or right spin on the cue ball. The E-Key is also used for putting forward spin or back (draw) spin on the cue ball. Hitting above or below center puts a forward or backward spin on the cue ball.

Esc   Open Menu Screen(s)
Press the ESC-Key to opens menus. If you are in a game you get the In Game Menu and the game is paused. In Game Menu options are specific to the game you are playing, the mode you are in at that time, and the situation you are in at that time. See In Game Menu in this document for more details. If you are on a setup screen you will go to the prior screen.

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

F1   Help – Shortcut Keys
This key will bring up a full list of all shortcut keys with a quick reference to their meaning.

F6   Post Trick Shot
Pressing F6-Key while in Trick/Setup mode captures the current screen image, then uploads the image and shot file to the trick shot area on the Celeris web server. Select 'Trick Post' from the main menu to bring up the trick shot browser page where you can see thumbnails of your shots and shots other players have posted. Clicking on a thumbnail will show a full sized picture of the shot with a 'Play This Shot in VP' link. Select the link to start VP and load the shot. You can play the shot or press Replay to see it.
To setup a trick shot for posting:
- Go into Trick/Setup shot mode and set up a trick shot. You can use tracking (T-Key or turn on via the Settings Menu) to help setup the shot.
- When you are happy with the shot, play it, Undo it, (U-Key) and optionally go into view mode to set a third person view.
- Post the shot by pressing F6-Key. You will be prompted to enter a shot name. The name will be seen on the web page so enter something descriptive.
- You should leave tracking on when posting shots. Tracking lines will make the shot image easy for other players to understand.
- The best resolution to use for screen shots is 800x600. Anything else

must be scaled. Scaling down from high resolution images will deteriorate the tracking lines and will take more time to post images.

F7   Post Discussion Shot

Pressing F7-Key while in Trick/Setup mode captures the current screen image, then uploads the image and shot file to the discussion area on the Celeris web server. A link to the shot will be put into the Windows clipboard. You can paste the link into a forum or newsgroup using the Windows paste command (Ctrl-V). People reading your forum/newsgroup post will be able to click on the link to see a picture of the shot. If they have VP they can select 'Play This Shot in VP' to start VP and play the shot. The best resolution to use for screen shots is 800x600. Anything else must be scaled. Scaling down from high resolution images will deteriorate the tracking lines and will take more time to post images.

F9   Toggle Frame Rate

Turns on the in game instantaneous frame rate display which shows the number of graphics draws per second. This only updates when the frame is drawn during shot animation or when aiming/shooting.

F11   Screen Shot

Pressing F11-Key will save a screen shot of VP to a file in the VP directory. The file will be named VPssXXX.jpg where XXX is the screen shot number. The number always starts at 000 and increments. Numbers start over at 000 every time VP is run so you will overwrite any screen shots from previous runs. Save any screen shots you want to keep in another directory.

G   Ghost Ball Toggle

The G-Key simply turns the ghost ball on and off if Ghost Ball was selected in the Quick Play Menu under Training Aids. Ghost Ball is the translucent ball that shows you where the cue ball must at contact with the object ball in order to pocket it.

Ctrl G   Show Rule Options

Pressing the Ctrl-Key and G-Key at the same time opens up a window with information about the rules of the game you are playing. You cannot change these options during the match. It will tell you who breaks, whether the Call Shot is on or off, if the 3-Foul rule in in effect, who will make the first break of the game, the pocketing rule, and the handicap type.

Ctrl G   Return to Game

Ctrl-G only works during a trick shot that was loaded during a trick shot video. It returns to the game in progress.

I   Interval Tracking

This changes the time interval for the display of the ghost ball tracking option (Settings->Tracking->Track Visual set to Tracking Ghost Balls). In this mode ghost balls are displayed to show the tracking path. The interval is the time between ball position. Holding the I key and moving the mouse forward will create more ghost balls in the tracking by decreasing the interval. Moving the mouse backward will reduce the number of balls shown by increasing the interval.

Ctrl J   Jump Cue Toggle

Switches from your normal playing cue stick to your jump cue stick if you have purchased one.

Ctrl J   Setup Artistic Billiard Shot
Ctrl-J (the Jewett key), brings up a dialog for entering Artistic Billiard Shots. Is is only available while playing Billiards and in Trick/Setup Shot mode.

Ctrl K   Kibitz Shot
You can ask the computer to recommend a shot by pressing Ctrl-K. The computer will suggest a shot using tracking. This feature only works in Quick Play with only one human player.

L   Toggle Table Lines
Turns table lines on/off.

Ctrl L   Load Saved Game
Ctrl-L loads previously saved games/shots/tournaments.

M   Move Selected Ball Mode
Hold the M-Key down to move the cue ball. "Move" will only work on the cue ball when you have ball-in-hand during a game.

Ctrl M   Miscall Declare on Previous Shot
Virtual Pool Pool 4 uses the honor system for calling most shots. If you pocket the wrong ball or put a ball in the wrong pocket, you can declare a Miscall by pressing Ctrl-M. (See [Call Shot](#)).

N   Nominate Free Ball
N-Key brings up the select free ball dialog. Nominate Free Ball is only available when playing Snooker. This is used to specify a "free ball". A free ball can be selected when your opponent fouls and leaves you snookered.

Ctrl N   Load Next Trickshot
When a game is loaded from the Trick Shot Files, Practice Files or Artistic Files, you can easily load the next shot in the library by pressing Ctrl N.

O   Overhead View
The O-Key changes to View Mode and shows a direct overhead view. To return to Aim view, press the A Key.

Ctrl O   Open Cue Case
Clicking will open up your Cue Case to show you the cue(s) you have available to play with in your games.

Ctrl P   Push Out
Ctrl-P is only available after a break in 9-Ball and 10-Ball. The player who has control of the table has the option of calling a Push Out. This allows the player to strike (push) the cue ball to anywhere on the table, and does not require the player to hit any ball or rail. The next player then has the option to take the next shot by shooting, or pass it back to the player who originally called the Push Out by pressing Ctrl-P.

Ctrl Q   Quit Current Match
Ctrl-Q quits the current match. You will be asked to confirm this option. Game and Foul totals will reset to zero for both players.
Ctrl R: Resign Game

R   Replay Last Shot

Press R-Key to replay the previous shot. The default replay speed is ½. You can speed up the replay rate (even during replay) with the (plus), +-Key and slow down the rate with the (minus) - -Key. During remote play, only the active player may select Replay. If the shot clock is being used, replay is disabled.

Ctrl R   Resign Game

Ctrl-R forfeits game for the player shooting. Their opponent is assigned a win. Balls are re-racked for next game.

S   Stroke Cue Stick – Shoot

Hold the S-Key down and move the mouse backward for your backstroke, and then forward to strike the cue ball. 'Shoot' will be displayed in the Mode box and 'Shoot' will be in the Mouse box..

Ctrl S   Save Game, Shot, or Tournament

Ctrl-S saves the current game/shot/tournament. 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 game/shot/ tournament under.

T   Tracking Lines Toggle

The T-Key simply turns the Tracking Lines on and off if Ball Tracking was selected in the Quick Play Menu under Training Aids. Tracking shows you the path and the ending place 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 (i.e. striped balls have striped paths and so on).

Ctrl T   Change Player Turn

Pressing Ctrl-T causes the shot to go from one player to the other without movement of any balls or assessment of any fouls.

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 only works during Trick/Setup Shots and Quick Play with only one human player.

V   View Mode

Press the V-Key to select View Mode. You will see a circle around the object Press the left mouse button and move the mouse to change the center of view. Center of view is the point about which the view rotates. Move the mouse left and right to rotate table. Move the mouse forward and backward to change the tilt of the table. Move the mouse forward/backward to Zoom the view. Press the A-Key to bring the view back to where you were at the cue ball and mode will return to Aim.

Ctrl V   Return to Trick Shot Video

Ctrl-V returns to the video. This only works during a trick shot that was loaded during a trick shot video.

W   Walk Back

Press the W-Key to step back and look at the table from a distance. Your view will walk back a couple of paces and stay there until you release the W-Key. Walking back is useful for shots where the pocket is not visible, like a bank shot or a cut down the rail.

Ctrl W   Set Momentary User View

		Sets the camera view for user momentary view (Y-Key). Go into View Mode, change to the view you want, and enter Ctrl-W. Then use the Y-Key to jump to that view at any time.
X		Examine Table
		Pressing the X-Key gives you a momentary overhead view for as long as you hold the key down. Releasing the X-Key returns you aim mode.
Y		Your Momentary View
		Shows the user configurable momentary view while the Y key is held down. To set the view, go into View mode (V key), get the view set you want, then press Ctrl W to set the view. Now any time you press and hold the Y key, your will see that view.
Z		Zip to Result – End Action
		Press Z-Key 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 is not available during remote play.
Ctrl [		Call Safety
		Pressing the Ctrl-Key and [-Key at the same time calls a Safety shot. You do not need to call a safety unless you intend to pocket a ball on a safety play. You will still need to hit the correct object ball first when a safety is called. A Called Safety means that the turn will change to your opponent even if you pocket a ball. Safeties can be played in all games, but only in 8-Ball World Pool and Straight Pool do the balls pocketed get spotted back on the table. For stats, a called safety will not be counted as a shot, but as a safety.
0		Spot/Remove Balls (zero key)
		Press the 0-Key (numeric) will bring up the Spot/Pocket menu.
2		Chat Scroll Down
Ctrl 2		Chat Shrink
3		Chat Page Down
8		Chat Scroll Up
Ctrl 8		Chat Expand
9		Chat Page Up
Ctrl ←		Re-Rack Balls (Ctrl backspace)
		Rack Balls will re-rack the balls into the initial position. Only available during Trick/Setup Shot play
Ctrl ;		Show Table Settings
		Pressing the Ctrl-Key and ;-Key at the same time opens up a window with information about how your table is setup in the game you are playing. You cannot adjust the table settings during a match.
2–7		Select Ball On

When playing Snooker, and having made a red, pressing the any of the number keys between 2 and 7 will set the ball on to the color with that point value.

=   Increment Replay Rate

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

–   Decrement Replay Rate

–   The minus --Key will slow down the replay rate to 1/8 speed, 1/4 speed, 1/2 speed, or 1 (full) speed. Replay rate is shown at the top right of status area and can be adjusted at any time.

>   Amplify

Press to amplify stroke speed.

<   Fine Tune

Press to fine tune with controls

/   Chat

Press the /-Key to send a text message to a remote player. Pressing Enter when you are done sends your message to the remote player. Pressing ESC-Key cancels the current message.

Spacebar   Shoot Tracked Shot

Press the space bar to shoot with the exact force shown by the Tracking Lines. You must have Tracking turned on (T) to use this control.

Insert   Spot Selected Ball

Insert-Key brings up the Spot/Pocket Ball Menu. The Spot/Pocket function only works during Trick/Setup Shots mode.

Left mouse   Zoom View in and out

Hold the left mouse button down and move mouse backward to zoom out; move mouse forward to zoom in. The distance set is remembered and returned to every time you aim. You should try to zoom in or out to where you see what you would see in real life if you back away from the table.

Right mouse Force Show HUD

Down   Chat Scroll Down

Scroll chat window down one line.

Up   Chat Scroll Up

Scroll chat window up one line.

Page Up   Chat Page Up

Page chat window up.

Page Dn   Chat Page Down

Page chat window down.

Ctrl-Up   Chat Expand

Expand chat window by one line.

Ctrl-Down   Chat Shrink

Contract chat window by one line.

GLOSSARY

Amplify
> Mouse movements are exaggerated when amplify is on, causing mouse movements to make larger changes.

Back, Screw Side
> See the E key (English) in the Shortcuts section of this document for a description.

Ball On
> The ball/s legally playable in Snooker. If a color after potting a red the shooter selects the ball on.

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 headstring.

Bank
> Playing a ball off of one or more rails and then into a pocket.

Barking
> See "Dog It" in this Glossary for a description.

Billiards Shot
> A shot where the cue ball caroms off an object ball and into another object ball knocking it into a pocket.

Billiards
> Any of several games played on an oblong table by driving small balls against one another or into pockets with a cue.

Blast
> A shot with high velocity.

Break
> The shot that intends to scatter the racked object balls.

Brunswick
> When hit hard rattle in the pocket jaws and pops out. A common trait of Brunswick tables

Bust 'em
> Breaking the balls

Call Shot
> Specifying the ball and pocket for a shot attempt.

Call Money
> S

Career Play
> S

Carom Shot
> 1) A shot in billiards in which the cue ball strikes each of two object balls.
> 2)   A shot in pool in which an object ball is strikes another object ball before falling into a pocket.

Center Spot
Spot in the center of the table.
Cheese
Raise The Bet . The 9-ball is called "the cheese"
Choke
Missing an easy big money shot.
Clean Living
A popular reason for good luck
Color
The Yellow, Green, Brown, Blue, Pink, and Black balls in Snooker.
Combination
Playing a shot that hits multiple object balls in a series and pockets the last object ball hit.
Cue or Cue Stick
The ??? that you use to strike the cue ball.
Cue Ball
The white ball that you hit with the cue stick so that it strikes the other balls.
Cue Case
The ??? you use to store your cues if you have purchased other cues or jump cues.
Cue Tip
The end of the cue stick that makes contact with the cue ball.
Declare Draw
When you declare a Draw, you end the game without either person winning or losing. Then the next game will start.
Diamonds
Markers on the table that are used to assist aiming banks and kick shots. 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.
Dog
See Dog It below for a description.
Dog It
Choking
Double Elimination
This term applies to tournament matches where you have to lose twice before you are out of the tournament. If you win, you will play in the winners bracket against other winners. If you lose, you will play in the losers bracket against other losers. If you win your bracket, you will play against the winner of the losers bracket.
Draw
Hitting the cue ball below center, producing back spin on the cue ball and causing it to move more backward after striking the object ball than it would have if hit on 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 cue ball.

Fine Tune

Mouse movements are more precise when Fine Tune is on, causing mouse movements to make smaller changes.

First Break

The first shot made at the beginning of a game that intends to scatter and potentially pocket/pot the racked object balls.

Follow

Hitting the cue ball above center, producing top spin on the cue ball and causing it to move more forward after striking the object ball than it would have if hit on center.

Foot Spot

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 the game.

Free Ball

In Snooker, a free ball can be nominated by the shooter after his opponent fouls and leaves the cue snookered. Free balls are always colors.

Free Shot

In UK Rules Eight Ball, a Free Shot is awarded when the opponent fouls. The shooter gets one free shot at the balls and gets to keep shooting even if no balls are pocketed.

Frozen

A ball which is touching the rail or another ball.

Games

Bank Pool

A pool game where the object is to score 8 balls by banking them in.

Eight Ball

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

Nine Ball

A pool game played with 9 balls, where the object is to sink the 9 ball.

One Pocket

A pool game where the object is to score 8 balls into your pocket.

Rotation Pool

A pool game where you have to sink the balls in numerical order. Each ball is worth its number in points, first player to 61 wins.

Six Ball

A pool game played with 6 balls, where the object is to pocket the six ball.

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 preset number of points.

Ten Ball

A pool game played with 10 balls, where the object is to sink the 10 ball.

Three Ball

A pool game played with 3 balls, where the object is to pocket the last ball on the table.

Handicap
> An advantage given or disadvantage imposed usually in the form of points or strokes.

Head Spot
> Spot in center of headstring.

Headstring
> The imaginary line between the two center diamonds at the head of the table. You must break from behind this line.

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.

In Out
> The British term for Scratch.

Inning
> One player's turn at the table. Ends at the end of a game, a missed shot, or a foul.

Jack It Up
> Tough customer, plays real good especially for cash

Jack Up.
> Lift the butt of the cue stick up.

Jump Shot
> Jumping the cue ball over other balls by hitting down on the ball with a raised butt and bouncing the cue off the table. Digging under the cue ball is illegal.

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.

Kitchen
> The area behind the headstring.

Lay Down
> Play below your level to get a better match

Long Rack
> Racking 15 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.

Mud
> In Snooker the black ball is called "The Mud"

Object Ball
> Any ball hit by the cue ball in pool or billiards.

Open Break
> A requirement to hit at least four balls to rails on the break, or pocket a ball.

Quick Play
> S

Plays Jam Up
> See the E key (English) for a description.

Pool

1) A game played on an English billiard table in which each of the players stakes a sum and a winner takes all.

2) Any of various games of billiards played on an oblong table having six (6) pockets with usually 15 object balls.

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.

Pot

The British term for Pocket a ball.

Pushout

A term that ...

Qualifier

A qualifier is a tour event which you play in but are not eligible. You must qualify in order to play more events in that tour.

Race

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

Rack

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

Rack Money

S

Rails

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

Rating

A players rank determined by a points trading system where you gain/lose points for every game. Point count gained/lost is dependent on difference in player ratings.

Resign Game

When you resign a game, you basically forfeit the game. Opponent gets the win.

Run

To make several consecutive balls.

Run, Run Out

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

Safety

A defensive shot designed to leave your opponent in a very poor position. A Called Safety means that the turn will change to your opponent even if you pocket a ball. You do not need to call a safety unless you intend to pocket a ball on a safety play. You still need to hit the correct object ball first when a safety is called. Called Safeties can be played in all games, but only in 8-Ball World Pool and Straight Pool do the balls pocketed get spotted back on the table. For stats, a called safety will not be counted as a shot, but as a safety.

Save

You will save a game when you want to discontinue the game temporarily and continue at another time/date. You will name the game so that you can load it when you are

ready to play again.
Scratch
> Pocketing the cue ball.

Short Rack
> Racking 9 balls.

Side Rail
> The rails on the sides of the table.

Single Elimination
> This term applies to tournament matches where if you lose once you are out of the tournament.

Slop
> A ball that is pocketed by luck. Making balls the easy way….luck.

Smash the Cash
> Blasting the nine ball(money ball) really hard in hopes of getting lucky slop.

Snooker
> Snooker is

Snookered
> When there is total or partial blockage of paths from the cue to any ball on.

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

Spot Money
> S

Table in Position
> Accepting the table from your opponent with all balls in the same place.

The Nuts
> A match you can't lose

Thick Shot
> Striking to much of the object ball causing you to miss the shot. Rotate the aim to take less of the object ball.

Thin Shot
> Striking to little of the object ball causing you to miss the shot. Rotate the aim to take more of the object ball.

Three Foul Rule
> A

Top, High
> See Follow in above in this Glossary for a description.

Tracking
> Feature of Virtual Pool 3 that shows you the exact path of every ball on the table, based on the current Aim and Force level.

Weight
> See Handicap.