

Billiards v.3.0

Megasoft2000 Ltd.
Palm Software Division (PSD).
Platform: Palm OS 3.0, 3.1, 3.3, 3.5, 4.0

Game description.

The Billiards game is analogical to one of the most popular and classical game: POOL 8-Ball (BCA), POOL 8-Ball (Bar), 9-Ball, PYRAMID!

Game installation.

To install this game you should synchronize the "Billiards.prc" application to your device. Files can be installed by using the Desktop S/W or just any other application.

1. For m 505/Prism – Billiards_64KColors.prc
2. For Palm IIIc – Billiards_256Colors.prc
3. For other b/w device - Billiards_Gray.prc

Main Menu.



- New Game** - start the new game
- Demo** - demonstration game without a player showing all the variants of the game
- Options** - game control mode setting
- Statistics** - statistics about the already played games
- Registration** - information and menu for registration Billiards program
- About** - information about the developers of the program
- Exit** - exit the program

New Game:



- Game** - choosing the game variant
- Players** - choosing the opponent
- First** - choosing the first player
- Opponent** - choosing the opponent's level
- Table** - setting the table and sizes
- Play** - start the game

Table Setup:

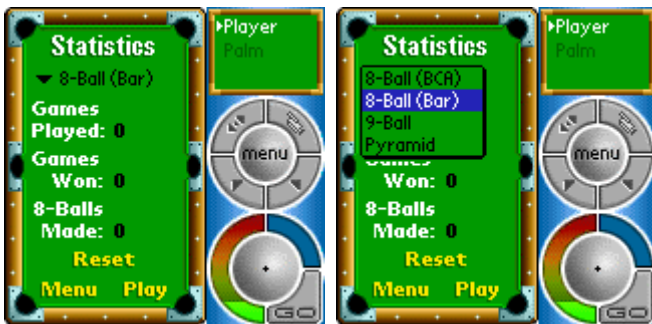


- Ball Size** - setting balls size
- Pocket Size** - setting pocket size
- Table Speed** - the speed the ball stops
- Rail Speed** - the speed the ball reflects from the rail
- Back** - return to the main menu **New Game**



Options:

- Controls - visual deleting of all control elements
- Sound - switching on/off the sound
- Step Mode - possibility to replay the stroke
- Trace - the trace of the future stroke
- Cloth Color - choosing the cloth color
- Replay Speed - setting the speed when the stroke is replayed
- Menu - return to the **Main Menu**



Statistics:

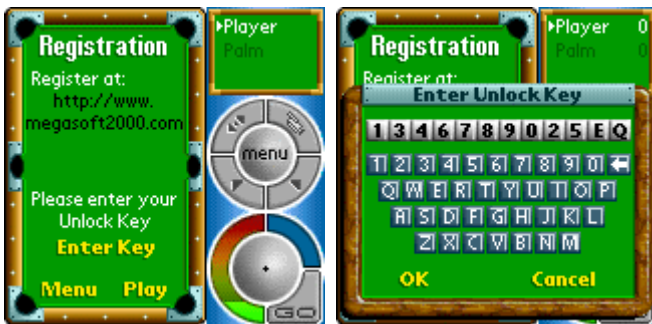
This menu enables you to analyze all the already played games. All the statistics is analyzed specially for the game variant chosen by you. To delete this information press "Reset" button.

Menu - return to the **Main Menu**

Registration:

In order to registrate this game you are to purchase this game by this address:
http://www.megasoft2000.com/palm_division/billiards.htm

After that you will get your personal "**Unlock Key**" by E-mail. Then you are to tap "**Registration**" in the "**Main Menu**" and after that, please, tap "**Enter Key**". Now enter your personal "**Unlock Key**".



Play The Game:

You can place the white ball before the first stroke. To do this, tap the white ball with the stylus and drag to the needed position. Remember, that you have only one attempt to drag the ball. To make a stroke, tap the center of the ball with the stylus and drag it back (drag-and-drop). As soon as you drop the stylus the stroke proportionate to dragging back will be made. Thus little dragging means weak stroke.



You can control stroke strength on the stroke indicator : In this case the strength of the stroke will be indicated green, making up 20% from the total strength by default.

Another way to make a stroke: tap the ball intended for the stroke, then tap the cue and spin in the desired direction. You can choose the strength of the stroke by tapping the point on the graphic strength indicator . Press the "GO" button. This variant is recommended for more accurate strokes, because you can set the trace of the stroke with



the help of two low buttons : . Left upper button enables you to spin the table on 180 degrees (you can also use this function with the help of "Page Up" and "Page Down" buttons) that can make the performing of the stroke easier in some positions. Right upper button enables you to replay the last stroke made by you or your opponent. Note: By switching the "Step Mode" function off you can replay the stroke only in the case of passing the move to you. Switch the "Step Mode" (Main Menu/Options/Step Mode) if you want to see every your and your opponent's stroke.

Control:

The left sector : stroke strength graphic indicator .

The right upper sector: the cue elevation angle with the reference to the ball (to the horizontal surface). You can regulate this parameter before each stroke by taping the needed area of this sector. After each stroke the angle value is zero, thus the initial position is zero. The ball intended for a stroke with the cue is in the center. The black cross sets the ball's spin (Spin). All the strokes in the initial position are made in the center . You can change this by mere taping any point of the ball.



Note: You can use drag-and-drop function when choosing the stroke strength parameters, cue elevation angle and spin .

The instructions and rules for the built-in programs.

POOL 8-BALL (Bar)



While developing this game we had had to study the rules to different variants of the game. So we thought: why shouldn't we write the game for people, who don't know the basic rules and have no time to study them? In any case we should say, that it is our favorite game because of the minimum amount of restrictions. Play as you wish to play.

You have only one objective: to pocket the 8-ball into the chosen pocket after all the balls of the chosen color were pocketed. We set limited restrictions for this game: no restrictions for breaks shot, no demands for the stroke, after scratching cue ball in hand behind headstring, player loses the game if 8-Ball was illegally pocketed.

POOL 8-BALL (BCA)



This game is based on the original BCA Rules : <http://www.bca-pool.com>

Note: After FOUL the incoming player may drag the cue ball anywhere on the table (with the help of stylus).

POOL 9-BALL



This game is based on the original BCA Rules : <http://www.bca-pool.com>

Note: After FOUL the incoming player may drag the cue ball anywhere on the table (with the help of stylus).

PYRAMID:



Objective of the game - to score eight balls as the first.

Balls to be used - while playing you can use 16 balls, any of them can be considered to be a cue ball or an object one.

Positioning the balls - 15 object balls are positioned in the form of a pyramid with the top directed to the rear index.

Initial stroke - the initial stroke is made by hand "from home".

Game process - you can play any object ball or a cue ball. It is not required to announce an order. If the balls were hit in a proper way you can be given points for all balls brought to the pockets.

Balls setting - all balls hit or brought to the pockets in a improper way (without touching the other balls) as well as penalty balls should be put close to the middle of the rear edge. If this place is occupied the ball should be put at the short edge as close as possible to the preventing ball.

Penalties for violation of the game rules - for breaking the game rules the player is penalized. The penalty is one ball. If by this moment the player has no scored balls the penalty is imposed after the first ball has been scored.

In order to start the game it is necessary to select the ball intended for a stroke with the help of stylus by single touching.

BILLIARDS THEORY

Collisions between balls.

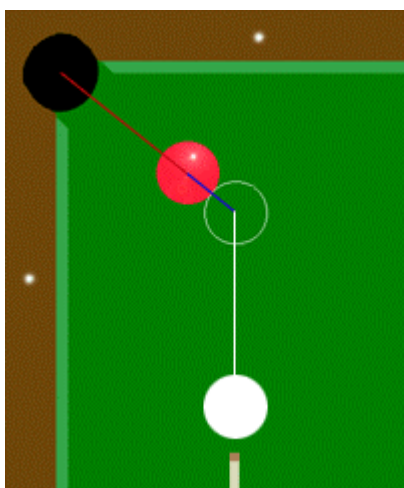
After collision of balls, object ball (red) rebounds by the line, which connects the centers of the balls at the moment of contacting (blue line).

After collision cue ball rebounds perpendicularly to the line, which connects the centers of the balls at the moment of contacting and then for Topspin shot (Follow) it moves forward, for Backspin shot (Draw) it moves back.

Cushions.

For center ball hit the rebound angle of cushion is approximately equal to the strike angle. After Right English hit (Right side spin) cue ball moves right. After Left English hit (Left side spin) cue ball moves left. Backspin shot (Draw) decreases rebound angle of cushion. Topspin shot (Follow) increases rebound angle.

Change the angle of cue elevation allows you to curve path of cue ball (the masse' shot



Free usage of the Billiards is limited by time (14 days) and 5 full games human versus computer player.

If you want to buy it address to:

<http://www.megasoft2000.com>

We will appreciate all your remarks and comments, which can be addressed to:

support@megasoft2000.com

This program was written by: Alexey Orlov and Arthur Asloyan.

All rights reserved.

Megasoft2000 Ltd 1999 - 2001.