

The cover art for the video game 'Maximum Pool' features a vibrant, stylized pool hall. The title 'Maximum Pool' is rendered in large, 3D block letters with a red and white gradient and a dark outline, slanted across the top. A red ball with the number '3' is positioned above the letter 'M'. Below the title, a pool cue lies across the green felt. The subtitle 'The Pool Hall Comes Home' is written in a bold, italicized font. The scene includes various pool balls (numbered 12, 9, 2, 1) and a large, detailed cue ball in the foreground. The background shows a pool table, a dartboard, and a stained-glass skylight.

# Maximum Pool

The Pool Hall Comes Home

SIERRA  
SPORTS

57100115



# Guidebook



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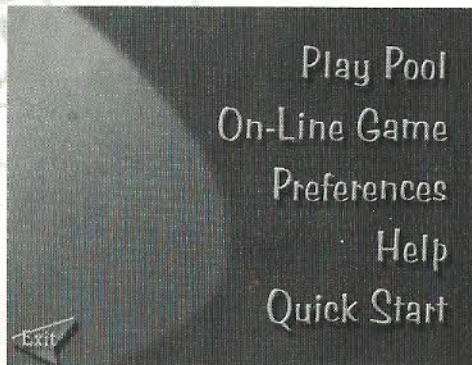
## INSTALLING AND STARTING THE GAME

### INSTALLING THE GAME

1. Turn on your computer.
2. Insert the **Maximum Pool** CD into the CD-ROM drive.
3. When the **Maximum Pool** setup window appears, follow the on-screen instructions.

### STARTING THE GAME

1. Turn on your computer.
2. Insert the **Maximum Pool** CD into the CD-ROM drive.
3. When the **Maximum Pool** window appears, click on **PLAY MAXIMUM POOL** to play a game.



### CHOOSING A GAME

Starting a game is easy with **Maximum Pool**. Simply select Play Pool from the Main Menu and then choose the game you want to play.

**Maximum Pool** offers seven classic games—**Basic Pocket Billiards**, **Carom Billiards**, **Cutthroat**, **Eight Ball**, **Nine Ball**, **Snooker**, and

**Rotation**. You can also choose among five completely new cool games that are possible only on a computer. And, each new game can be played on a standard rectangular table, or a uniquely shaped cool table.



To choose a game from the Game Selection menu, click on the type

of game you want to play (**Classic Games**; **Cool Games, Standard Tables**; or **Cool Games, Cool Tables**), select the game from the list that appears on the right, and click Next.

Choose Quick Start from the Main Menu to start a game identical to the last one played. If you've never played before, choosing Quick Start begins a game of Eight Ball.

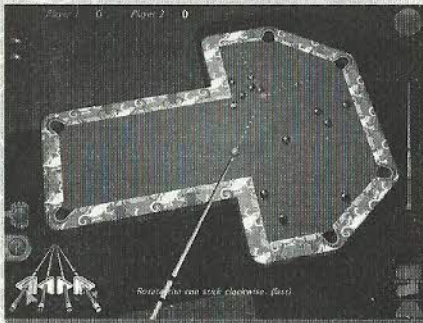
## CHOOSING PLAYERS

After you select a game to play, you must set the difficulty level, choose the number of players, select the type of player (human or computer), and enter each player's name.

The difficulty level determines how the game's unique "target" ball works. In Easy, the target ball can move clear across the table to help you line up shots. On the Medium setting, the target ball stays a little closer to the cue ball. The Hard setting keeps the target ball on a very short leash.

## HOW TO SHOOT

There are several ways to line up a shot in **Maximum Pool**. First, you can use your mouse to move the cue stick around the cue ball. You point at the cue stick with the mouse, press and hold the left mouse button, and then move the stick to the desired location. Release the mouse button when you're done.



For finer cue stick movements, place your mouse pointer over the cue stick controls located in the lower-left corner of the window.

Clicking on the triangular buttons moves the cue stick smoothly around the cue ball. You may also use the left and right cursor keys to move the cue stick. Perhaps the most powerful way to line up a shot is to use **Maximum Pool's** unique "target" ball. The target ball is slightly see-through and has a small red bull's eye on it. As its name implies, this ball acts like a target, and you place it on the table at the spot you want the real cue ball to go.

You move the target ball by pointing at it with the mouse, pressing the left mouse button, dragging the ball to the desired location, and releasing the mouse button to drop the ball. Even if you aim by moving the cue stick, the target ball automatically moves around the table to show you where the cue ball will end up.

Striking the ball is easy, too. To hit the cue ball, move the mouse pointer over the cue stick that appears on the right side of the window, press the left mouse button to grab the stick, move the mouse down to pull the stick back, and then release the mouse button to strike the ball. You can also use the cursor down key to pull the stick back and the space bar to strike the ball. The farther you pull back, the harder you hit the ball.

For players who prefer a little more control, you can pull the stick back, as usual, but then continue to hold the mouse button down while you push the stick forward to hit the cue ball. This gives you direct control over the strength of the shot based on how fast you push the mouse forward.

## HINTS AND TIPS

To be a real **Maximum Pool** shark, you should learn to use the following game features.

**LOOKING AT BALLS.** Place the mouse pointer over any ball on the table to take a closer look at it. A large glowing picture of the ball appears in the upper left corner of the window, making it easy for you to see which ball it is.

**AUTO AIM.** To quickly aim for a ball, place the mouse cursor over the desired ball and double click the left mouse button. The cue stick jumps into position, aiming straight for the selected ball.

**FINE TUNING.** Instead of honing in on a shot using the cue-stick controls located in the lower-left corner of the window, it's often more convenient to double-click on a ball to aim at it (see Auto Aim above) and then use the left and right cursor keys to fine tune the shot.

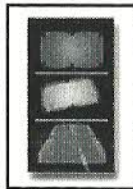
**QUICK SHOOTING.** You might have stumbled across this trick already if you've played much **Maximum Pool**. You don't have to grab the cue stick that appears on the right side of the screen to make a shot. Instead, all you have to do is move your mouse pointer to an empty area of the screen (where there aren't any buttons), hold the left mouse button down, move the mouse down to pull the stick back, and then push the mouse forward to strike the ball. Prematurely releasing the

mouse button aborts the shot.

## ADVANCED FEATURES

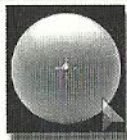
**Maximum Pool's** game screen offers several advanced options, such as customizing your view of the table, setting the strike point on the cue ball, and passing your turn to the next player. Note that most of these options are available only when it's your turn.

**CHANGING YOUR TABLE VIEW.** There are three buttons found in the lower right corner of the game screen. Click on the top button to get an overhead view of the table. Click on the middle button to get an angled view of the table. Click on the bottom button to get a first-person shooter's view, just as if you were leaning over the cue stick.



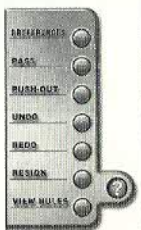
There are also several "hidden" views that you can access by holding down the computer's Alt key (Ctrl on the Macintosh) as you click on either of the top two buttons. Another hidden feature is that you can right click (Ctrl + click on the Macintosh) anywhere on the table that you want to focus on. You can change view only at the end of a shot, when all the balls are at rest.

**USING BALL ENGLISH (SPIN).** Before you take a shot, you can apply English (spin) to the cue ball by choosing where you strike it. To set the strike point, move your mouse pointer over the large cue ball that appears in the upper right part of the window. Grab the crosshairs that appear over this ball by pressing and holding down the left mouse button, then move the crosshairs to the desired strike point and release the left mouse button. As in real-life pool, it takes practice to learn how to use ball English to your best advantage.



**UNDO/REDO.** *Maximum Pool* lets you take back (undo) shots and try them again. This feature is especially helpful when you are practicing or learning a particular game. To undo a shot, click on the ? button and select Undo from the menu that appears. If you change your mind and want to return the balls to their post-shot positions, click on the ? menu's Redo option. These options are not available when playing an on-line game.

**PASSING.** To willingly pass your turn to the next player, click on the ? button and select Pass from the menu that appears. You can use Pass at the beginning of a game to give the break to your opponent. You can also use Pass to enforce "call shot" rules in a game such as Eight Ball. If you sink a ball on your turn, but it is not the shot you called, select Pass to relinquish your turn.



**RESIGNING.** When things look hopeless and you want

to raise the white flag, click on the ? button and select Resign. This is the same as always passing your turn (see previous page). Resigning ends the game in all two-player games. In three- and four-player games, the remaining players are allowed to finish the game with you as an observer.

**QUITTING A GAME.** If you want to do more than simply resign, click on the Main Menu button to exit the current game completely.

## PLAYING ON-LINE

*Maximum Pool* makes playing a game of pool via the Internet easy and fun. You don't need any special technical knowledge (such as what IP address you have) and you don't need to set up an account with an on-line gaming service. All you need is a copy of *Maximum Pool* and a computer with access to the Internet.

To find other *Maximum Pool* players on-line, click on the Main Menu's On-Line Game button. If your computer isn't already connected to the Internet, *Cool Pool* should dial your provider for you when you select the On-Line Game option. If not, try connecting to the Internet before you run the game.

## ENTERING A GATHERING PLACE

The first On-Line Game menu lets you choose a Gathering Place – a virtual room where players gather to talk and play pool. For each

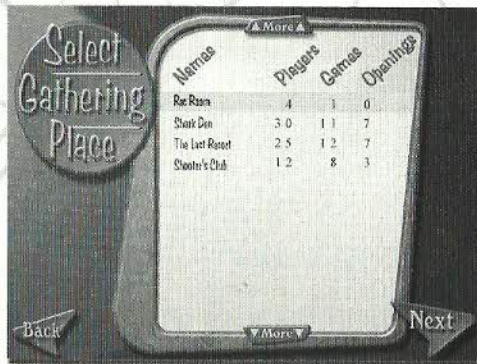


available Gathering Place, this menu shows you the name of the Gathering Place, how many players are in each Gathering Place, the number of games in that Gathering Place, and the number of openings (players needed) to start all recently-created games.

To return to the Main Menu, click the Back button. To enter a Gathering Place, click on its name and then click Next. For example, if you told your brother who lives in another state to meet you in the Rec Room, click on the name Rec Room and then click Next. At this point you are asked to enter a name. If you enter a name that is identical to another person in the Gathering Place, **Maximum Pool** adds a number to the end of your name. Sue, for example, might become Sue.1 or Sue.2.

## THE GATHERING PLACE

Once in a Gathering Place, you see a whole window of information. Across the top of the window is a list of games that people in the Gathering Place have created. The right side of



the window shows a list of all the players in the Gathering Place. And, the large area at the bottom left is your chat window where you can talk with other people.

Once in a Gathering Place, you can talk with others, join a game, or create a game for yourself and others to play.

## CHATTING WITH OTHER PLAYERS

To say something to all the other people in the Gathering Place, click in the small chat box at the bottom of the screen, type your message, and then click Send. If you just want to speak to one particular person (and not the whole room), click on that person's name in the players list on the right, click in the chat box, type your message, and then click Whisper. Remember: Send sends your message to everyone in the Gathering Place; Whisper sends your message to the selected player only.

## JOINING AN ON-LINE GAME

A line of game icons at the top of the window shows you games that have been created by other players in the Gathering Place. Five games are listed at a time. If there are more than five games in the Gathering Place, click on the More buttons that appear above and below the game icons to scroll through the complete list.

Each game icon tells you what the game is (Eight Ball,







window. This takes you to **Maximum Pool's** Game Selection menu. Select the game you want to play and then click on the Next button.

The next menu that appears asks you to select the number of players you want in your game, the difficulty level, and the game type – Reserved or Open. An Open game is one that anyone can join. All a player has to do is select your game from the Gathering Room game list and then click Join Game. To join a Reserved game, however, a player must be invited by you, the creator. Click Next once you are happy with your choices. This brings you to the game's Waiting Room.

As the creator of the game, you see two additional buttons while in the Waiting Room – Invite and Start Game. Click on a person's name from the Players list that appears on the left and then click Invite to try to recruit that player. A window appears on that player's computer asking them if they want to join your game. If they accept, they will appear in the list of names on the right side of the window. Note that this is the only way to get players to join a Reserved game.

Once you have enough people to play the game, the Start Game button appears. Click on this button to start the game.

## PLAYING AN ON-LINE GAME

On-line games are played just like off-line multi-player games,

except that you don't have to give up your chair when it's someone else's turn.

To talk to the other players, simply start typing and a > prompt appears at the bottom of the screen. Type your message and hit Enter to send your message. Or, press Esc if you change your mind and decide not to send your message.

At the end of each game, the winning player gets to decide whether he or she wants to play the same game again. Now is a good time to chat with everyone to ask if they want to play again. If the winning player decides to quit, or any of the other players quit, you return to the Gathering Place where you can join or create another game.

## GAME RULES

**Maximum Pool** takes a casual approach to the game of pool. For example, instead of forcing players to call a pocket before every shot in Eight Ball (something you might do in a professional tournament), **Maximum Pool** leaves it up to you to enforce such technical rules. In this example, if you miss the pocket you call, you can pass the turn to your opponent by clicking on the ? button and selecting the Pass option. (Note that you must call the pocket before you sink the eight ball, however. Bypassing this rule is not an option!)



## CLASSIC GAMES

### BASIC POCKET BILLIARDS

For an easy-to-play, two-person game of pool, Basic Pocket Billiards is an excellent choice. The goal of this game is to be the first to sink eight balls. You get one point for each ball that you legally pocket, so the first player with eight points wins.

You get one point for each ball that you pocket on the break, plus you get to shoot again.

Before each shot (other than the break), you must specify a ball that you are going to pocket. To specify a ball, you click on it or press the Tab key until the ball you want to sink is highlighted.

If you pocket the highlighted ball, it, and any other balls that go in on the same shot, are considered "legally pocketed" and count as one point. You also get to shoot again.

You continue to shoot as long as you pocket the highlighted ball without fouling. You foul when you sink the cue ball or you knock a ball off the table.

Illegally pocketed balls are always returned to the table.



### CAROM BILLIARDS

This popular European game is played with just three balls – white, yellow, and red – on a table without pockets. In an interesting twist, the cue ball alternates between the white and yellow ball. With two players, for example, player 1 uses the white ball as a cue ball and player 2 uses the yellow ball as a cue ball. It gets a tad more complicated with three players, however, as three sequential players must use two alternating cue balls. For example, player 1 uses white on the break, then player 2 uses yellow, then player 3 uses white, and then player 1 uses yellow, then player 2 uses white, and so on.

The player who breaks must hit the red ball first and drive a ball to the rail or it's considered a foul.

You score a point by striking both object balls with your cue ball in a single shot. If you accomplish this without fouling, you get one point and the chance to shoot again.

You lose one point (and your turn) whenever you foul. You foul when you knock a ball off the table, make the cue ball jump, or fail to knock the cue ball or an object ball against the rail.



The first player to reach the agreed upon score (usually 30 points) wins the game.

## CUTTHROAT

Cutthroat is an enjoyable three-person game where each player tries to knock in all of the other players' balls. The first person to be the only player with any balls on the table wins.



Let's say you are the first player – the player that breaks. Your balls are numbered 1 through 5. The second player has balls 6 through 10, and the third player has balls 11 through 15. (If you turned on Custom Balls in the Preference's menu, player 1 has blue balls, player two has green balls, and player 3 has red balls.)

To be a legal shot, the cue ball must hit one of your opponent's balls before hitting any others. As the first player, you must hit one of the balls numbered 6 or higher. These are, of course, the balls you are trying to sink.

You can continue to shoot as long as you pocket a ball without fouling. You foul when you sink the cue ball, knock a ball off the table, or fail to hit one of your opponent's balls before contacting one of your own. It is also a foul if you fail to sink a ball and no balls touch the rail after a ball is hit.

When you foul, both of your opponents have a ball put back on the table plus any of their balls that were pocketed on that shot. If you don't have any balls on the table when your turn comes up, you are not allowed to shoot and your turn passes to the next player. But, because you can put a ball back on the table whenever one of the other players fouls, it's always possible to get back in the game.

## EIGHT BALL

Simply put, the goal of this classic two-player game is to sink the eight ball. Before you do that, however, you must pocket all of your other balls first.



Your balls are either solid or striped. The solid balls are balls 1 through 7. The striped balls are balls 9 through 15. Whether you play as solids or stripes is determined by the first player to sink a ball after a break.

Let's say you sink the 5 ball on the break. Because you pocketed a ball, you get another shot. But, because the ball was pocketed on a break, you still don't know whether you're playing as solids or stripes.

Now, let's say you knock in the 9 ball on your very next shot. Because the 9 ball is a striped ball, you are now playing as stripes and your opponent is playing as solids.

If you had knocked in both types of balls on this shot, the game would have asked you whether you wanted to play as solids or stripes.

You can continue to shoot as long as you manage to sink at least one of your balls without fouling. You foul when you sink the cue ball, knock a ball off the table, or fail to hit one of your balls before contacting any others. (The cue ball must hit one of your balls first, even if it is not the one you're trying to sink.)

It is also a foul if you fail to sink your ball and no balls touch the rail after your ball is hit.

If you lose your turn because of a foul, your opponent gets to place the cue ball wherever he or she wants.

Be extra careful with the eight ball. If you sink this black ball with any of your balls still on the table, you automatically lose the game. You also lose if you knock the eight ball off the table, scratch when sinking the eight ball, or sink any other balls in the same shot that you sink the eight ball.

When you are ready to sink the eight ball, you must highlight the pocket you're aiming for by clicking on that pocket with the mouse pointer. If you sink the eight ball in a different pocket, you automatically lose the game. If you fail to pocket the eight ball, you simply lose your turn. If you sink the eight ball in the highlighted pocket, however, you win!

## NINE BALL

This popular game gets its name from the fact that it is played with a total of nine balls (numbered one through nine) and your goal is to sink the 9 ball.



But, before you start to play, you should understand the game's most fundamental rule: You must always hit the lowest numbered ball first. Fortunately for the player who breaks, the balls start out racked in a diamond shape with the 1 ball at the foot of the diamond.

If you do not have a clear shot at the lowest numbered ball after a break, you can choose to Push Out by clicking on the ? button and then selecting the Push Out option from the menu that appears. After choosing Push Out, you can hit the cue ball anywhere on the table without the danger of fouling (you are not required to hit the lowest numbered ball, or any ball or rail). You don't get points for balls that you sink, and you automatically lose your turn after a Push Out. Also, the next player gets the option of taking the next shot or passing it back to you.

During your turn, you can continue to shoot as long as you manage to pocket a ball without fouling. You foul when the first ball you hit is not the lowest numbered ball on the table, you sink the cue ball, or you knock a ball off the table.

It is also a foul if you fail to sink a ball and no balls touch the rail after you hit the lowest numbered ball.

If you lose your turn because of a foul, your opponent gets to place the cue ball wherever he or she wants.

Be extra careful about making too many foul shots. Commit three fouls in a row and you automatically lose the game.

## ROTATION

The goal in Rotation is to score as many points as you can by pocketing high-numbered balls. Sink the 12 ball, for example, and you get 12 points added to your score.

You can't just aim for the highest numbered ball on the table, however. To be a legal shot, the cue ball must hit the lowest numbered ball on the table before hitting any others. As you can imagine, this can make sinking the most lucrative balls a bit of a challenge.

You continue to shoot as long as you pocket a ball without fouling. You foul when the first ball you hit is not the lowest numbered ball on the table, you sink the cue ball, or you knock a ball off the table. It is also a foul if you fail to sink a ball and no balls touch the rail after you hit the lowest numbered ball.



If you lose your turn because of a foul, your opponent has the option of taking his or her turn, or letting you continue to shoot. Be extra careful about making too many foul shots. Commit three fouls in a row and you automatically lose the game.

The player with the most points at the end of the game wins.

## SNOOKER

Snooker is a challenging two-player game with 15 red balls and six "color" balls (non-red balls). Each ball is worth a certain point value when you legally pocket it.

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



The object of the game is to score a greater number of points than your opponent.

On the break, the starting player has ball in hand in the D-shaped portion of the table. The cue ball must strike a red ball. It is not

necessary to send a ball to the rail or into a pocket.

At the beginning of each turn after the break, you must try to sink a red ball. After sinking a red ball, you must now try to sink a color ball (any ball that isn't red). You alternate between sinking red balls and sinking color balls.

Red balls remain sunk when legally pocketed. Color balls are returned to the table, unless all the red balls have been pocketed. If all the red balls are gone, even color balls remain pocketed when sunk, and you must shoot at the color balls in ascending order (yellow, green, brown, blue, pink, and then black).

When you are shooting red, the first ball struck by the cue ball must be red, and sinking color balls is a foul. When you shoot reds, you don't have to call the ball or the pocket.

When you are shooting color, you must select the color ball you are going to sink. (To select a ball, you click on it or press the Tab key until the ball you want is highlighted.) Sinking any other ball is a foul. That ball must also be struck first.

When you foul, the value of the foul is added to your opponent's score. Then your opponent decides whether to shoot or force you to shoot again. If there are two fouls on the same stroke, the highest point penalty foul is the one that is counted.

The foul penalty is the value of the ball you must try to pocket when you:

- 1) Miss all object balls
- 2) Scratch
- 3) Make the cue ball jump

The penalty is the value of the ball involved when you:

- 1) Sink a ball that should not have been sunk
- 2) Hit the wrong ball with the cue ball
- 3) Knock a ball off the table

The penalty is 7 points if you:

- 1) Shoot red when you are supposed to be shooting color

When the black ball is the last ball left on the table, the first point scored or foul committed ends the game. If the game is a tie at this point, one player is chosen at random to decide who shoots next, and the black ball is placed at its home spot on the table. The first shot to break the tie ends the game.



## COOL GAMES

### 24 CENTS

24 Cents is a surprisingly addictive game with easy-to-learn rules. There are two ways to win this game of loose change: be the first to pocket 50 cents or more, or, be the first to collect exactly 24 cents.

The game starts out with 7 penny balls, 4 nickel balls, 3 dime balls, and 1 quarter ball. Each ball is worth the value of the coin it represents. Legally pocket a quarter ball, for example, and your score goes up by 25 cents. But, to be a legal shot, your cue ball must hit the lowest numbered ball on the table before it hits any others.

You can continue to shoot as long as you pocket a ball without fouling. You foul when the first ball you hit is not the lowest numbered ball on the table, you sink the cue ball, or you knock a ball off the table. It is also a foul if you fail to sink a ball and no balls touch the rail after you hit the lowest numbered ball.

If you lose your turn because of a foul, your opponent gets to place the cue ball wherever he or she wants. And, any balls pocketed on a foul shot return to the table as nickels.



### CHAMELEON BALL

In Chameleon Ball, each player is assigned a color. Your goal is to sink balls of your color. An easy task, if it weren't for the fact that the balls keep changing color.

Let's say you play as the color blue. The cue ball turns blue whenever it is your turn. All of the other balls are Chameleon balls, and they start out gray. When hit by the cue ball, a gray Chameleon ball takes on the cue ball's color. Blue, in your case.

If a Chameleon ball is wearing an opponent's color, you must strike it once to knock that color off; then strike it again to make it blue. You get one point for each blue ball that gets pocketed.

Be careful not to knock in balls of another color, or you will score points for your opponent. You lose your turn if you scratch, knock a ball off the table, or fail to sink a ball of your color.

The player with the most points at the end of the game wins.



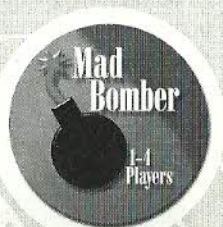
## MAD BOMBER

Mad Bomber is a truly explosive game of pool. The goal is to score as many points as you can, or reach 50 points first.

No points are awarded for balls pocketed on the break. After the break, each ball is worth one, two, three, or five points. Sink a ball with a 2 on it, for example and you get two points – as long as it's still a 2 by the time it drops in the pocket. You see, the balls change value when they're hit by the cue ball.

All balls start out as green 3 balls. If you hit one with the cue ball, it turns yellow and "counts down," into a 2 ball. Hit a 2 ball and you make a red 1 ball. Hit a 1 ball and look out! A 1 ball will turn into a short-fused bomb. Fives seconds and – BOOM! – it explodes, scattering surrounding balls across the table.

If any bombs explode before they land in a pocket, the game randomly selects a 1, 2 or 3 ball and spots it on the table. You get a whopping five points for pocketing a bomb ball before it explodes, but you also lose your turn. In fact, you lose your turn anytime you set off a bomb. You also lose your turn if you fail to sink a ball or you foul. You foul when you sink the cue ball, knock a ball off the table, or fail to hit a ball.



If you lose your turn because of a foul, a ball is returned to the table and your opponent gets to place the cue ball wherever he or she wants. This can be a big advantage for your opponent when you're playing on Mad Bomber's "cool" table, since there is only one pocket to shoot for.

## POKER

Maximum Pool's Poker brings the popular card game to the pool table, complete with a special "deck" of playing-card balls. Your goal is to pocket the best poker hand.

You and your fellow players must sink two racks of balls to end the game. Both racks come from the same deck, so you will never encounter two identical balls, such as two aces of spades. The player with the best poker hand after the last ball goes in is the winner.

To keep things interesting, at least one ball in each rack is "face down." Balls that are face down have a question mark on them, and you won't know which card they hide until the end of the game.

As in standard Poker, you have to build your hand out of five cards. So, after you've collected five balls, you have to discard a





ball for every new one you pocket. To keep the hand you've already built, simply discard your most recently pocketed ball.

You only get one shot per turn. If you sink more than one ball in your shot, you get to keep the first ball that drops in. All of the other balls are put back on the table.

If you foul during your shot, all balls pocketed on that shot are returned to the table. You foul when you sink the cue ball, knock a ball off the table, or fail to hit a ball. After a foul, the next player gets to place the cue ball wherever he or she wants.

Before you take a shot, you can click on the Rank button found on the left side of the window to see a list of Poker hands sorted in winning order. You must have five balls for any of these hands to count – even a pair – because any player that ends the game with fewer than five cards automatically loses.

When you think you have the best hand you'll get, click on the Stand Pat button to signal that you're happy with your hand. If all players decide to Stand Pat, the game ends early.



## ROCKET BALL

Rocket Ball is a fast-moving game that is easy to learn and a blast play – the perfect choice if you're looking for a quick game.

Your goal is simply to pocket as many balls as you can, and the table's Rocket Balls are there to keep things moving. Rocket Balls appear as glowing blue balls that blast off when hit with the cue ball. A launched Rocket Ball will continue to fly around the table until it either knocks in a ball or lands itself inside a pocket.

You get one point for each ball that you sink, except the Rocket Balls. You lose your turn if you sink a Rocket Ball. This also turns on Double Mode, which means the next player gets two points per pocketed ball during his or her turn. You also lose your turn if you scratch, knock a ball off the table, or fail to pocket a ball.

The player with the most points at the end of the game wins.



## TECHNICAL SUPPORT, WARRANTY AND LEGAL INFORMATION

If you need additional help installing or using this game, and you can't find the answer in this guide or the README file, contact Sierra's Technical Support Department. Sierra On-Line offers a 24-hour automated technical support line with recorded answers to the most frequently asked technical questions. To access this service, call (425) 644-4343, and follow the recorded instructions to find your specific topic and resolve the issue. If this fails to solve your problem, you may still write, or fax us with your questions, or contact us via our Web site.

Sierra On-Line  
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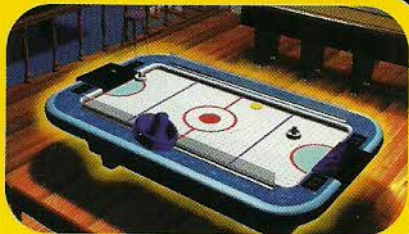
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Fax: (425) 644-7697  
Web site: <http://www.sierra.com>  
E-mail: [support@sierra.com](mailto:support@sierra.com)

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