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HEALTH WARNING

Some people experience epileptic seizures when they are viewing flashing lights or patterns in a daily environment. These persons may experience seizures while watching TV or playing video games. Even players who have never had seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing games if you (or any family members) have an epileptic condition or immediately should you experience any of the following symptoms during play; dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion and/or convulsions.

For your health, rest about 15 minutes for every hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a brightly-lit room and stay as far away from the monitor as possible.

SYSTEM REQUIREMENTS

IBM PC Intel Pentium® 90Mhz and compatibles. 150Mhz recommended.

Microsoft® Windows 95® or Windows 98®.

Microsoft DirectX™ 6 (supplied) or later.

16Mb System RAM. 32Mb RAM recommended.

Double-speed CD-ROM drive. Quad speed CD-ROM recommended.

Microsoft Mouse™ or compatible pointing device.

Microsoft DirectX 6 compatible 2Mb RAM SVGA videocard. 4Mb recommended.

Microsoft DirectX 6 compatible soundcard.

Connection for local network (optional).

INSTALLATION

Insert the CD into your CD-ROM drive. Arcade Pool II uses the AutoPlay feature of Windows 95/98 and a launcher menu will automatically appear onscreen.

If the AutoPlay feature is disabled on your computer you can initialise the menu by clicking on the 'Start' button and selecting 'Run'. Then type `*:\setup.exe` (where * is the letter of your CD-ROM drive) and click OK.

To install the game simply click on the 'Install Arcade Pool II' button. The game will now take you through the Arcade Pool II Setup Program. After following the onscreen instructions Arcade Pool II should now be installed on your machine. The Setup Program will then check the version of DirectX that is present on your machine and attempt to update it if it is not DirectX 6 compliant. You will be asked if you want to install DirectX 6. If you do not Arcade Pool II may not work correctly.

If DirectX 6 is NOT correctly installed on your machine please refer to the Troubleshooting section later in this manual.

STARTING ARCADE POOL II

Once the game is installed the Arcade Pool II menu will again appear in the centre of the screen. Click on the 'Play Arcade Pool II' button to begin the game.

QUICK START

After launching Arcade Pool II move the cursor into the top left corner of the screen until it changes from an arrow into a black 8 Ball. When the 8 Ball appears press the left mouse button to bring the Main Menu bar on screen.

Select the Game menu, highlight 'Play Pool' and press the left mouse button to reach the Play Pool dialogue box. From here the game style, number of games and players can be selected and changed.

After choosing the game style and the number of players, press the Start button in the bottom left corner of the window to begin the game. The In-Game screen will now be displayed.

To play a shot using the default setting, place the cursor where you would like the white ball to travel and press the left mouse button. If you hold down the left mouse button you will be able to alter the position of the cursor and therefore where the ball will travel. When you are satisfied with where the ball will travel, you can adjust the spin if required. Click on the Cue Ball in the bottom right hand corner or hold down shift and move the mouse. The power of the shot is controlled by using the power bar, located in the bottom right hand corner of the screen. Move the cursor over the bar and press the left mouse button to select the strength of the shot. Finally, to strike the Cue Ball, press the right mouse button.

Other control methods are described in the 'Playing a Shot' section.

IN-GAME SCREEN

IN-GAME DISPLAY

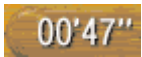
The In-Game Display shows the table from an overhead view.



The Shot Power Indicator is located on the bottom right of the screen.



Next to this is the Spin icon. Clicking on this will alter the spin on the Cue Ball and affect how it reacts, thus allowing the application of back spin, top spin and side to the ball, to control its path.



To the left of the Spin icon is a timer, this simply shows the length of time the current game has been in progress. This is useful when playing Speedpool or Arcade Challenge.



In the top left hand corner the name of the player whose turn it is to play and the type or number of ball (depending on the game style selected) which needs to be struck is displayed.

IN-GAME ICONS

During a game the mouse pointer changes shape depending on what is happening onscreen. Below is a list of what the pointers mean:



The crosshair pointer is used when aiming a shot. Move the crosshair to the position you want the white ball to aim for and click the left mouse button to confirm your selection.



When this pointer is displayed it means that the balls are in play and no input is possible until all the balls have come to rest.



The arrow pointer allows you to select the degree of spin on the Cue Ball, control the power of the shot (if you are using the Original control method) and access the menu system.



If this thinking pointer is onscreen it means that the computer player is currently selecting its shot. The better the player and the more balls that are onscreen, the longer this will take.



If the crosshair turns into a hand when it is placed over the white ball this means that the white ball can be picked up and positioned wherever the player wants (or within the D, depending on which game style that is being played). This occurs after a foul or at any time during Practice mode. To move the ball simply hold the left mouse button down when the hand appears and move the mouse to the selected location.



When you see this cursor in a network game you know that the other player is taking their shot. You will not be able to do anything until the Cue Ball has come to rest and your shot begins.

KEYBOARD SHORTCUTS

Contained in Arcade Pool II are a few keyboard shortcuts that can be used to make playing the game that much easier. They are:

R	Replays the last shot taken.
C	Chalks the cue.
D	Declare a pocket (for certain games).
U	Undo the previous shot (only available in Practice mode).
Shift	Links to the mouse to move the cue tip on the spin selector
Enter	Activates the chat option in a network game.
Esc	Aborts match or exits to Windows.
M	Displays the Match Stats.

PLAYING A SHOT

There are 3 elements to playing a pool shot;

Aiming the Cue Ball	Choosing what direction to hit the Cue Ball.
The Power selection	Choosing how hard to hit the Cue Ball.
The Spin selection	Deciding how the Cue Ball will react once it strikes another ball or cushion. (For a more detailed description of each of these elements see the Pool Tutorial section).

In Arcade Pool II there are 3 different control methods (selectable from the Options menu) and each one requires you to Aim, select the Power and the Spin of the shot in a slightly different order. How to play a shot with each of the Control methods is explained below.

Original

This mode allows the player to Aim, select the Power and the Spin of each shot in any order they like. To Aim a shot simply position the crosshair on the desired location and press the left mouse button, a dotted guide line will appear, showing the path of the Cue Ball. Remember the dotted line only indicates the direction of the Cue Ball, the power with which the ball is hit is up to the player.

The Power of the shot is controlled through the use of the power bar, located in the bottom right hand corner of the screen. Move the cursor over the bar and it will turn into an arrow. Using the arrow select the power with which the Cue Ball will be struck. Press the left mouse button to select the strength of the shot.

The choice of Spin selection is made by moving the cursor arrow over the Spin icon and clicking the left mouse button where you wish to strike the Cue Ball. Alternatively, holding the Shift key and moving the mouse allows the point of contact with the Cue Ball to be altered. Once the player is satisfied with the Aiming, Power and Spin selection of the shot, pressing the right mouse button will play the shot.

Quick

In this control mode if you want to place some Spin on the ball this must be done first as the Power selection and Aiming of the shot are done as the shot is taken. Select the Spin using the same method as outlined in the Original control method.

The Power and Aiming of the shot are combined as the left mouse button is pressed. The distance the crosshair is away from the Cue Ball determines the strength that the shot is played with when the left mouse button is pressed. If the crosshair is the length of the table away from the Cue Ball a much stronger shot will be played than if the left mouse button is pressed when the crosshair is close to the white ball.

The direction the shot is played in is dependent on the position of the crosshair when the left mouse button is pressed.

Virtual

With this control mode the Aiming and the Spin selection must be chosen first. The Power is selected as the shot is played.

The techniques needed for Aiming and selecting Spin are outlined in the Original control method explanation.

The Power of the shot is controlled by the speed of the mouse movement. To play a shot hold the right mouse button down and draw the mouse back, continue holding the right mouse button. The speed that the mouse is pushed forwards will determine the power of the shot.

After a shot is taken the power that the shot was played with is displayed, this is a useful tool in learning the relationship between power and mouse movement speed.

MAIN MENU OPTIONS

The various menus allow alteration of the various elements of Arcade Pool II. The Main Menu is split into four sections and they are:

Game Menu

This allows you to start a new game of Pool after selecting the game style and choosing the number of players (for more information see the Rules, Players and Options section of this manual). You will also be able to begin or join a network game. This menu also allows you to exit Arcade Pool II and return to Windows.

Match Menu

This menu is for use after a game has been started. Among other things it allows you to look at current game statistics, replay the last shot, chalk the cue, undo the last shot (in Practice mode) and abort the current game.

Options Menu

This menu contains the various options that govern the game.

The Custom Games Options section affects the set up of Custom 8 Ball and 9 Ball game styles, with various options that can be toggled for each to suit your preferences. Along with this the table type and colour together with the ball sets style can be selected.

The Sound Options alter the music and sound effects volume or turn off the effects or ambient sound completely. You are also able to play your own music CDs when you are playing Arcade Pool II.

The Controls Options enables you to select how you control the strength of your shots when you are playing pool. The three modes that are available are Original, Quick and Virtual.

Top Ten

From this menu the Speedpool Top Ten Times and the Arcade Challenge Top Ten Scores can be viewed.

RULES, PLAYERS AND OPTIONS

To begin a game, select the Game menu and choose Play Pool. This will bring up a dialogue box from which the style of pool, the number of games and the type of players (be they Computer or Human) can be chosen.

GAME STYLES AND RULES

On the left hand side of the Play Pool dialogue box is the Available Games section. From here any of the nine game styles can be selected. To do this move the cursor over the desired style and press the left mouse button to highlight it. The game styles available are as follows;

8 Ball (US)

This uses an American blue baize table with a Spotted and Striped ball set. The objective is for an individual player to pot all the balls of their particular group. They must then legally pot the 8 Ball in a nominated pocket to win the game. This mode is available in Singles, Series or Tournament modes.

8 Ball (UK)

A standard UK Red and Yellow ball set is used on a regulation Green table.

Again the objective is for an individual player to pot all the balls of their particular group and then legally pot the 8 Ball to win the game. This mode uses the current option set-up and is available in Singles, Series or Tournament modes.

9 Ball

The standard US setup of Spotted and Striped balls and a blue table are used for this game. The objective is for an individual player to pot the 9 Ball legally. This is normally achieved by clearing the table of all the balls progressively up to the 9 Ball and then successfully potting it. As an alternative, another ball may be played onto the 9 Ball, which causes it to be potted. The main rule that must be adhered to is that at all times the lowest numbered ball should be struck first with the Cue Ball. The rules are typically the same as in 8 Ball (US) except for a few minor differences.

8 Ball (Custom)

Custom 8 Ball is basically played with exactly the same rules as 8 Ball Pool (UK). The objective is for an individual player to pot all the balls of their particular group and then legally pot the 8 Ball to win the game. This mode uses the table and ball set selected from the Custom Game Options menu and has 9 rules that can be selected or ignored. It is available in Singles, Series or Tournament modes.

9 Ball (Custom)

Custom 9 Ball is basically played with exactly the same rules as 9 Ball Pool. The objective is for an individual player to pot the 9 Ball legally. This mode uses the table and ball set selected from the Custom Game Options menu and has 4 rules that can be selected or ignored. It is also available in Singles, Series or Tournament modes.

Killer (Survivor)	Killer may be played with a minimum of 2 and a maximum of 8 individual players. Each player is allocated 3 lives and the objective of the game is to survive the longest. Players must attempt to pot any ball with every shot except the break. Failure to do so will result in the loss of a life, committing any type of foul will also result in the loss of a life. The game ends when all but one player have lost their lives, the remaining player is declared the winner.
Arcade Challenge	This is a one-player game where the rules are similar to US 9 Ball pool. You can pot any ball as long as you hit the lowest numbered ball first. At the beginning of the game you start with 9 lives, the game ends when you lose these lives. Points are awarded for each ball legally potted, but if you miss or commit a foul you will lose lives. The objective of the game is to gain as many points as possible before you run out of lives. Potting the special Star ball will end the frame and the balls will be set up again. You will also receive a reward of 3 more lives (Maximum 15 lives). The best scores will be recorded in the Speedpool Top Times.
Speedpool	The aim of this single player game is to clear the 12 Balls off the table as quickly as possible. The best times will be recorded in the Speedpool Top Times.
Practice	There is no real objective in this mode, other than improving your pool playing. To do this you can pick up and move the ball at any time. The table and the balls set that are played with are selected from the Custom Game Option menu. Only one player can be selected to play in this mode.

You will find a full and detailed rule guide on the CD in: -

*:\Arcade Pool II Rules (where * is the letter of your CD-ROM drive).

GAME OPTIONS

The Game Options section of the dialogue box allows a player to determine whether they play a Single game, a Series of games or organise a Tournament. Simply left click the mouse button onto the relevant option to make your selection.

Single	This allows you to play any of the game styles in a one off game.
Series	This is designed for use when you want to play a 'best of' series of matches. You can choose how many games are in the series. The slider bar beneath alters the number of matches in the series. The Number of Matches to be played can be chosen from between 3 and 21. A series of games can be played for the 8 Ball (US), 8 Ball (UK), 9 Ball, 8 Ball (Custom) and 9 Ball (Custom) game styles.

Tournament

You can create your own competition with this game option. It allows you to create a tournament for between 4 and 64 players for the 8 Ball (US), 8 Ball (UK), 9 Ball, 8 Ball (Custom) and 9 Ball (Custom) game styles.

PLAYERS

On the right hand side of the Play Pool dialogue box is the area where the Available Players are displayed. It is from this area that you can select and modify players. Once the Game Style and the Game Options have been chosen, you need to select the relevant number of players you wish to play with.

SELECTING YOUR PLAYERS

To select a player, move the cursor over a name and double click the left mouse button. To the right of the player's number the word 'Play' will appear and in the bottom right corner of the screen the statement '1 player selected' will now be shown.

To the left of the player's name is the player's 'status', this relates to whether they are Human or CPU controlled. To start a two-player game select two human players before pressing the Start Game button in the bottom left corner. To play against a computer opponent select one human player and one CPU player before pressing the Start Game button. If not enough players are selected for a Tournament the short fall is made up with CPU opponents.

Remember the CPU players are arranged with respect to their level of difficulty, there are 8 levels of player difficulty, 1 being the best, 8 being the worst.

MODIFYING THE PLAYERS

To change the name of a Human player, select the player you want to change by clicking on it with the left mouse button to highlight it and then press the Edit player button at the bottom of the screen. You will now be faced with a dialogue box from which you can change the details of the player's name, city and country. Click on OK when this is complete and the edited player will now appear in the available player roster.

Once the Game Style, the Game Options and the available Players have been selected to begin a game, click on the Start Game button in the bottom left corner.

POOL TUTORIAL

For those players who have not played pool before (or could do with a little helping hand) here is some information and a few simple tips to improve your game.

AIMING TIPS

To help you when you are aiming, think of the crosshair as being the Cue Ball and place it beside the object ball you are trying to hit, exactly where you wish the Cue Ball to strike it.

When you are choosing the place to strike the object ball with the white ball try to hit the point on the object ball that is furthest away from the pocket you are aiming for. Imagine a line appearing from the centre of the pocket and going through the centre of the object ball. The point it comes out of the object ball is where the ball must be struck to pot it.

The dotted guideline has a fixed length so if you are playing a long shot it will disappear before it reaches the object ball, (this is to keep a skill element in the play and make longer shots harder). When you start playing try to attempt shots that are nearby so the guideline is visible and shows where on the object ball it will be hit, this will help you to learn the angles. Then, as you become more confident, go for those long shots!



POWER TIP

If you are a beginner it may be worth playing the game initially in Original control mode. This will allow you to have complete control over the power of your shots by selecting the power from the power bar. This way you can concentrate on getting used to the angles and the way the balls roll, before you address getting the power of the shots correct.

SPIN SELECTION HELP

Using Spin when playing pool is quite a difficult skill to master but one that is essential if you are going to challenge the better CPU controlled players. This section will give you all the information you need to know with regards to how to use Spin when playing Arcade Pool II.

To add spin to the Cue Ball, move the cursor onto the ball, where it will turn into an arrow, then press the left mouse button to select where on the Cue Ball you wish the cue to strike it. Alternatively, holding the Shift key down and moving the mouse will move the place where you will strike the Cue Ball.

Depending on where the Cue Ball is struck determines how much spin is put on the Cue Ball and in turn how the ball reacts when it strikes the object ball or a cushion.



If the Cue Ball is struck in the centre after it connects with the object ball it will continue to roll as normal.



If the Cue Ball is struck significantly below the centre, but not too low, the Cue Ball will stop rolling completely when it strikes the object ball. This is called a Stun shot.



If the Cue Ball is struck on the very bottom in the centre when the white ball strikes the object ball it will spin back the direction it came from. This is called a Screw shot.

Note: To play a good Screw shot in Arcade Pool II the cue tip must be in the centre as LOW as possible on the Cue Ball.



If the Cue Ball is struck directly above the centre when it strikes the object ball it will spin forwards in the direction it was initially travelling. This is called a Follow Through shot.



Hitting the Cue Ball either to the left or right of the central point will also affect the way the Cue Ball reacts when it hits an object ball or a cushion. If the Cue Ball is struck on either side of the centre along the horizontal axis the spin will make the ball deviate in that direction once it strikes an object ball or a cushion.



If the Cue Ball is struck on the top left or the top right hand corner this will make the Cue Ball perform a follow through shot with left or right hand side. This will make the cue roll on in whichever direction the ball was struck once it strikes an object ball or a cushion. If the Cue Ball was hit like in the example below, it will follow through to the right after it strikes the object ball.



Striking the bottom left or right corner will make the Cue Ball perform a screw shot with left or right hand side. This will make the Cue Ball spin back either to the left or right of the direction it was struck once it strikes an object ball. If the Cue Ball was hit like in the example below after it strikes the object ball it will spin back to the left.

Remember, when using the spin selection within Arcade Pool II regularly chalk the cue or a miscue may occur. This can be done at any time by pressing the C key, clicking on the chalk icon when it is displayed or selecting 'Chalk' from the Match menu.

The chalk icon will appear in the bottom left hand corner and flash when you need to chalk the cue.

Finally the secret of playing great pool is thinking a few shots ahead. It is essential when you get to grips with the basics of spin that you use this to position the Cue Ball ready for your next shot.

Note. If the Cue Ball is resting against the cushion or close to another ball you will not be able to alter the spin on the Cue Ball significantly, as only the top part of the ball would be visible and therefore available to be struck.

NETWORK PLAY

GENERAL INFORMATION

Arcade Pool II is supplied with Microsoft DirectX 6 that incorporates DirectPlay extensions for management of all network games. Please note that if you choose not to install DirectX, you will be unable to initialize network games correctly. While in some cases it may be possible to commence network games of Arcade Pool II under the Windows NT4.0 operating system this is not recommended due to current limitations of DirectX within Windows NT.

Arcade Pool II supports connection methods under both IPX and TCP/IP protocols for Local Area Network (LAN). Below are the available connection methods that the program supports:

LAN	IPX Connection for DirectPlay
	TCP/IP Connection for DirectPlay

DIRECTX ISSUES

MICROSOFT DIRECTPLAY™

DirectPlay from Microsoft is basically a program interface for allowing network play in games such as Arcade Pool II and is required in order to play over a network correctly. DirectPlay is an extension to your existing operating system and a component comprised within the DirectX suite of programs produced by Microsoft Corporation and is not a product of Team17 Software Ltd.

Please note that due to DirectPlay requirements to run Arcade Pool II under Windows NT4.0 you must have a minimum of Service Pack 3 installed. Since the NT4 Service Pack 3 DirectX implementation does not contain native DirectX drivers, the game may also be slightly less responsive when directly compared to that of Windows 95/98. Arcade Pool II has only been extensively tested with network games under the Windows 95/98 environment. It has not been tested extensively under an NT based environment and we cannot therefore guarantee full compatibility. Team17 Software Ltd accepts no responsibility for damage incurred to installation and operation on any aforementioned NT OS setup or similar unsupported system base.

During initial installation or updating DirectX the workings of other programs or hardware components you have within your system may possibly be affected. This is in no way linked to Arcade Pool II but can be known to occur after DirectX install completes certain hardware driver updates. If you do encounter any problems after a DirectX installation update please refer to the Microsoft Corporation website at <http://www.microsoft.com> for further details.

Please note that if you have a version of DirectPlay later than the one supplied with Arcade Pool II the more current files you have on your system will not be overwritten and will remain completely unaffected.

GENERAL HELP INFORMATION

Please note that Arcade Pool II does not support Direct Cable Connection or Direct Modem Dialing, but we may possibly include these in later revisions.

If you have an IP address available we recommend that you choose the TCP/IP protocol instead of IPX as your particular method of connection. This will enable you to ensure that you receive the optimum performance possible from your network games.

If you encounter any network problems whatsoever, please establish that you actually have a viable connection under your chosen protocol. Ensure that you have the correct protocols and network libraries installed and working prior to play. We have listed basic details on possible causes and solutions under each protocol later in this section. However, if you are in any doubt at all on the reliability of your connection, please contact your network administrator or ISP for assistance.

If you are experiencing problems with connection, it is possible that your network could include devices such as switches, routers, bridges or firewalls within its structure. In this instance, you should contact your network administrator for a viable solution. Please note that these network structures may not affect the TCP/IP protocol 'ping' command, but they may prevent a connection under DirectPlay and this is a required resource for Arcade Pool II network play.

Ensure that the Host machine for network play has the highest specification and the fastest available network connection. Since the Host machine manages information for the Client player, you may experience possible slowdown or unacceptable game framerate if this is not followed.

Ensure that you have a connection with low latency (this may be determined with the 'Ping' command). Latency is the time incurred for data to travel (in milliseconds) between two computers. If you have an Internet connection with high latency you will experience game performance problems (the lower time duration incurred indicates a better connection).

Although Arcade Pool II will play via modem at less than 2400 bps, we recommend that in most cases your modem should be set to the highest available speed for maximum performance.

Avoid playing at peak times or busy periods that may affect game performance.

Do not run or task-switch with other applications during network play.

NETWORK CONNECTION WITH NON-LEGITIMATE VERSIONS OF ARCADE POOL II

When playing Arcade Pool II by any form of network connection whatsoever please make sure that you are using a legitimate copy of the game. A wide variety of connection problems may occur if a version is used other than a genuine CD of Arcade Pool II. You may experience different problems with the game other than unacceptable network connections in single machine play also.

IPX PROTOCOL CONNECTION METHOD

IPX PROTOCOL LAN CONNECTION

Connection under LAN is very simple. Arcade Pool II will automatically look for computers (after accessing the Search button) that are running the game when this connection method is specified.

Please note that it is not possible to play a game of Arcade Pool II under IPX protocol via the Internet. Although IPX can exist in some form on the Internet with the help of programs such as Kali, Arcade Pool II will only work on true IPX networks. If you wish to play via the Internet, please refer to the TCP/IP Protocol Connection Method section later in this document.

It is strongly advisable to play games under an identical IPX environment. Computers must have the same frame type and if possible the same network drivers. Arcade Pool II has been tested extensively under drivers such as the Microsoft IPX/SPX compatible protocol and Novell IPX protocol, and these are highly recommended. You may experience incompatibility problems or a conflict between different manufacturer network drivers.

IPX PROTOCOL LAN CONNECTION PROBLEMS

It is most important to check the properties of your network settings within your Windows control panel. You must ensure that this section has included within it an IPX/SPX compatible protocol. If this is not included, you may alternatively require a Novell NetWare IPX 32-bit protocol for your system.

If you select IPX/SPX as the protocol, you must have SPX available as well as IPX. In some circumstances it may be possible that only IPX is available on your system. This protocol has been tested with the standard IPX/SPX protocol provided with Windows 95/98, it is unknown how any other IPX protocol provider may consequently behave.

TCP/IP PROTOCOL CONNECTION METHOD

TCP/IP PROTOCOL LAN CONNECTION

Connection under LAN is very simple. Arcade Pool II will automatically (after accessing the Search button) look for IP addresses that are running the game when this connection method is specified. Arcade Pool II will also allow connection directly to a user who is hosting a game by entering their details with an appropriate IP address or computer name.

If you are using a dial-up account, it is likely that the IP address you have is not fixed and changes dynamically upon connection. In this particular case, you would need to inform anyone wishing to connect to your game what the active IP address of your machine is. Similarly, please ensure that when connecting to an Arcade Pool II game as a client, you are aware that the IP address you are connecting to is deemed active. In either of these cases, this can be easily established by a confirmation message through e-mail, phone or even a fax. Otherwise, you will find it easier to connect and play through one of the dedicated Arcade Pool II servers.

PING COMMAND USAGE

This basic command will allow you to establish if your IP address and other IP addresses that you are attempting to connect to are in fact currently active and working. You can check that your network card or modem and installed drivers are functioning correctly as detailed below.

Select 'Start Menu'.

Select 'Run...'. .

Select 'Open' and type 'ping 127.0.0.1'.

Select 'OK'.

If an MS-DOS window is displayed and you receive a reply, you have successfully sent a message through your network card. However, if you receive a message such as 'Destination host unreachable' or 'Bad IP address' then your TCP/IP configuration is incorrect.

After establishing that your own TCP/IP configuration is correct, you need to find out if you can connect to other IP addresses. This will also establish if your network configuration supports name resolving.

Select 'Start Menu'.

Select 'Run...'. .

Select 'Open' and type 'ping HOME WEB SITE ADDRESS'.

Select 'OK'.

If an MS-DOS window is displayed and you receive a reply, you have successfully sent a message out to the Team17 Main Website Server and then back to your machine. However, if you receive a message such as 'Destination host unreachable,' then your TCP/IP configuration is incorrect.

WINIPCFG COMMAND USAGE

In Arcade Pool II your IP address can be obtained from within the network settings screen under your connected machine name. However, on some systems, especially if you have two possible Internet connection methods (such as a network card and a dial-up adapter), you will have to utilize the 'Winipcfg' command to establish your currently active IP address. After logging on to your TCP/IP network or connecting to your ISP

Select 'Start Menu'.

Select 'Run...'. .

Select 'Open' and type 'WINIPCFG'.

Select 'OK'.

Select 'Ethernet Adapter' for net card IP address.

Select 'PPP adapter' for modem IP Address.

This contains all the information relating to your IP configuration including your active IP address.

QUITTING THE GAME

If at any time while playing Arcade Pool II you wish to quit the game move the cursor into the top left hand corner and when the arrow changes into a black 8 Ball left click the mouse button and from the Game menu select 'Exit'. You will then be given a choice "Are you sure that you want to exit to Windows?" Simply select 'Yes' to quit the game.

Alternatively you could press the Alt key and at the top of the screen the Main menu will appear. Then use the mouse as above to select 'Exit' and 'Yes' to confirm your intention.

You can also quit Arcade Pool II by pressing the Esc button when in the title screen. This will bring up a dialogue box which will give you the option to Exit as above.

UNINSTALLING ARCADE POOL II

To uninstall Arcade Pool II click on 'Start' button, then select 'Programs', move to the Team17 folder and then the Arcade Pool II folder before clicking on the Uninstall icon to delete the game.

TROUBLESHOOTING

Arcade Pool II has not been designed to be run at the same time as other major Windows 95/98 titles and applications. Running other applications may affect the performance of Arcade Pool II causing the game to run slowly or jerk. Continually minimising and task switching between Arcade Pool II and other applications may lead to system problems due to Arcade Pool II's resource requirements. We do not recommend that you minimise or task-switch during play.

It is recommended that you do not use Arcade Pool II with large fonts. This could cause some dialogue boxes to become misaligned. We would also like to point out that using a high contrast accessibility option is also not advised. We would also like to point out that if you are using a Matrox Millennium Graphics card with the native Windows drivers you might experience some slowdown in the frame rate. To rectify this you should install the Matrox Power Desk drivers, which are available from the Matrox web site at www.matrox.com

You may also find some minor graphical corruption if you use the Creative Graphics Blaster Exxtreme video card or any Permedia 2 based graphics card.

DIRECTX 6.0 PROBLEMS

DirectX is a technology that has been developed by Microsoft for use with Windows 95/98. It allows programs and software to talk directly to the hardware inside your computer, this leads to benefits such as smoother graphics and faster gameplay.

However, to ensure that DirectX 6.0 works correctly on your system you need to be sure that you have compatible DirectX 6.0 drivers installed on your system.

If your computer has never had the pleasure of having DirectX 6.0 installed on it, when you attempt to install Arcade Pool II for the first time you may see a message prompting you to replace your existing drivers with the DirectX 6.0 drivers. It is recommended that you do not do this unless you are certain that your hardware is DirectX 6.0 compatible. If you are unsure, then please contact your hardware supplier or manufacturer and verify this information with them.

If your computer has had a version of DirectX on it previously, to check that your system is fully compatible with DirectX 6.0 please follow these instructions:

Click on the 'Start' button and select 'Start' button and select 'Run'. Then type...

*:\install\directx6\directx\dxdiag.exe (where * is the letter of your CD-ROM drive)

... and click OK. A window containing a list of drivers currently supported on your system will appear. If any of the components do not have Certified next to them in the third column there are a number of explanations, detailed below:

The component for the version of DirectX you have has been provided by the component manufacturer. This will not have a certified tag but should still be compatible with DirectX 6.0 and work without any problems.

If the driver is not certified and no version number is given then you will probably experience difficulties. We recommend that you contact your component manufacturer to obtain the latest DirectX 6.0 compatible drivers.

If there is a version number, but the driver is Not Certified. Then this particular driver was not installed with the current version of DirectX, but should be DirectX 6.0 compatible. You may want to try installing the version of DirectX from the Arcade Pool II CD or contact the component manufacturer for the latest compatible drivers.

If the program states No Hardware Support then the driver is not supported by DirectX 6.0 and the program will almost certainly not run at all. It is recommended that you again contact the component manufacturer to obtain the latest DirectX 6.0 compatible drivers.

Note: In most cases DirectX 6.0 errors are related to Sound or Video cards, so please contact your component manufacturer to ensure you have the latest DirectX 6.0 drivers.

TECHNICAL SUPPORT

If you are experiencing problems with the software and have followed the instructions in this manual carefully, please call our customer support helpline and speak with one of our technical representatives, or alternatively visit our website at <http://www.team17.com> where common problems and solutions will be displayed.

When you contact our support line, please try to have information about your PC configuration available, together with a detailed description of the problem you are experiencing. If at all possible, try to be seated in front of your computer. Our representatives will endeavour to structure their instructions according to your level of PC competency, but it may not always be possible to avoid technical jargon. Please have a pen and paper ready to take down their instructions.

You can ring us on: 00 44 (0)1924 271637 or fax us on: 00 44 (0)1924 267658. Support is available from 9.30am-5.00pm Monday to Friday, with the exception of national holidays.

You can E-mail Team17 support directly at: support@team17.com

Alternatively write to us at:

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Ossett, West Yorkshire
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SEND US YOUR FEEDBACK!

We would love to hear your comments on the game, so please let us know! We aim to continue supporting this product long after release, so check out the website (<http://www.team17.com>) for news of exciting new releases and upgrades.

E-mail your comments to: support@team17.com

CREDITS

Original Concept	Mario Savoia
Arcade Pool Programmer	Mario Savoia
Arcade Pool Graphics	Mario Savoia
Additional Programming	Martin Randall
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Quality Assurance Manager	Paul Field
Music and Sound Effects	Bjorn Lynne
Manual	Pete O' Donnell
Producer	Russell Smith
Executive Producer	Martyn Brown
Endorsement	Darren Appleton

Arcade Pool II is endorsed by Darren Appleton, back to back European 8 ball Pool Champion for 1998 and 1999. He is currently ranked number one in the world, after winning four of the nine major 8 ball pool titles in 1998.

For more information on Darren Appleton and how to get in touch with him please visit his web site at www.Team17.com/DarrenAppleton/

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