

Future Pool

# Future Pool

A Game of Red and Yellow

by  
Mark Sheeky



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of outer space.

Let us begin.



# Future Pool

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# OVERVIEW

## Future Pool

# Welcome

Future Pool is a futuristic pool game. Players take turns to fire a glassy cue-ball at a cluster of balls that inhabit a circular pool table. The first player to knock out all of their balls plus the black 8-ball is the winner.

This manual includes a quick guide as well as more detailed information on how to play the game.

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# Quick Guide

Use the mouse, an X-Box 360 style game controller, or the arrow keys and the return key to use the menu. You can press the Esc key (or Back/View on a game controller) to go to the previous menu or screen.

Use the mouse, keyboard controls, or the game controller to move and aim. Mouse left/right will move, and you can aim using the wheel or holding the right button and dragging the mouse left/right.

The bat is called 'free' when it can move. Normally the bat is only free for the break (first shot). After that it appears at the place where the cue-ball ended on the last turn.

Hold down the left mouse button, right Ctrl on the keyboard, or the X or A controller buttons to power up your shot. Release the button to fire. The right mouse button, right Shift, or Y or B buttons will cancel the shot you are currently holding.

To pan the camera use the - or + keys, or game controller D-pad left/right or trigger buttons. Press backspace, or D-pad up, to switch view. Press return, or D-pad down, to centre the camera on the bat.

Knock balls off the edge of the table to pot them. Pot all of the balls of your colour then the black 8-ball to win. You will lose if you pot the 8-ball before you pot all of your colours.

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IN DEPTH

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## Main Menu

Use an X-Box 360 style game controller, or the arrow keys, and the return key to use the menu. Press Esc, or use Back/View on the controller, to visit the previous page.

Those with slower computers might benefit by setting balls as isohedrons in the Video Options menu.

Select Start Game from the Main Menu to begin a game.

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# Game Types

There are three game types available in Future Pool. Each allows some degree of customisation.

### Solo Game

A game for one player. You will play one table against each computer opponent, increasing in difficulty until you compete against the Future Pool champion, Jace "The Ace" Stockwell. You can select a table and ball arrangement.

### Single Match

For one or two players. You can set up a match between opponents of your choice. The skill of computer opponents is shown in brackets after their name from the poorly skilled Box Car Bob to best player, Jace "The Ace" Stockwell. Note that different computer opponents have different personalities and tactics. You can choose between the different table arrangements, and select how many games to play.

### Kalbooki Tournament

For up to six players. The Kalbooki tournament is a league based championship.

Six players always compete in a tournament. You can select how many of these are human players, the rest will be randomly chosen computer opponents. Each player plays each other in a two table match. Three points are awarded for a win, and one each for a draw.

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In the Game Options you can choose to skip A.I. matches, in which case matches between computer opponents will not be shown (this is useful during tournaments).

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# Table Types

There are five ball arrangements used in Future Pool.

### Dokin

The standard arrangement is called a Dokin. Each player has six balls that start in a symmetrical star arrangement with an 8-ball in the middle.

### Kalbooki

A larger version of the Dokin, the Kalbooki arrangement is traditionally played in the Kalbooki Tournament.

### Tai Kalbooki

An ancient large variation of the Kalbooki, the Tai Kalbooki arrangement features eighteen balls per player.

### Tenjuko

The Tenjuko table features three 8-balls, two of which start near the edge. Tenjuko games are often slower paced and more tactical than the other games because of the danger of accidentally potting an 8-ball. In the closing stages of a game the three 8-balls make for some interesting tactical play.

### Hamzu

The Hamzu table features two 8-balls. As with the Tenjuko table, the winner is the player to pot the last 8-ball after clearing all of the balls of their colour.

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# Opponents

There are sixteen computer opponents of varying skill in Future Pool from the easy to beat Box Car Bob to the best player, Jace "The Ace" Stockwell. Opponents can vary in tactics as well as skill and ability.

When choosing a game, the skill of the opponent is shown in brackets after the game, lower numbers meaning better skill.

## Controls

### Viewing The Table

To pan the camera use the - or + keys, or game controller D-pad left/right or trigger buttons. Press backspace, or D-pad up, to switch view. Press return, or D-pad down, to centre the camera on the bat.

### Aiming Your Shot

Use the mouse, keyboard controls, or game controller to move and aim. For the mouse; left and right will move. Hold the right button and drag, or use the wheel, to aim. On the keyboard, use the left and right arrows to move and comma and period keys to aim. With a game controller, use the left stick to move and the right stick to aim.

The bat is called 'free' when it can move. Normally the bat is only free for the break (first shot). After that it appears at the place where the cue-ball ended on the last turn. Try to position the cue-ball where you would like your opponent to play from next shot.

In the Game Options you can choose when the bat is free to move, and also choose whether the dotted aiming guide is on or off.

### Taking Your Shot

Hold down the left mouse button, right Ctrl, or X or A buttons on a controller to power up your shot. The aiming arrow will extend to indicate the power of the shot; the longer you hold down the button, the more powerful the shot will be.

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Release the button to fire.

If you are holding down the button but want to cancel your shot, press the right mouse button, or the right shift key, or the Y or B buttons on the controller.

## Game Speed

In the Game Options you can select the game speed. When A.I. Plays Fast is selected, computer players will move at five times normal speed.

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# Game Rules

### 1. Players take turns to shoot the cue-ball.

The player to break (shoot first) is chosen at random, after that the break will alternate. Players take turns to shoot and do not stay on the table even if a ball is potted.

### 2. The bat is called 'free' when it can move.

Normally the bat is only free for the break (first shot). After that it appears at the place where the cue-ball ended on the last turn. You can tweak the freedom of movement in the Game Options but note that if a player fails to pot any ball, the bat becomes free to move for the next player.

If you select Random Placement in the Game Options, the bats will start in a random location around the table and cannot be moved.

### 3. Pot all of the balls of your colour, then pot the black 8-ball to win the game.

There are no pockets in Future Pool, simply push a ball to the edge of the table to pot it.

### 4. You will lose if you pot the 8-ball before you pot all of your balls.

You may legally pot the 8-ball in the same shot as you pot

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your last ball provided the 8-ball is potted last. It is possible therefore to pot several remaining balls followed by the 8-ball and win in one shot. If you pot your opponent's final ball in the same shot as winning, the game is drawn and one point is awarded to each player.

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# Rule Notes

Unlike contemporary 8-ball pool, the player's colour is fixed and not defined by the colour of the first ball potted. The red player should always pot the red balls, and the yellow player should always pot the yellow balls.

There are no fouls or illegal shots. You may hit or pot opponents balls without any penalty.

In the Game Options you can elect to turn off 8-balls, in which case the winner is the first to pot their last coloured ball. A game without 8-balls is more action orientated.

The Tenjuko table has three 8-balls and the Hamzu table has two 8-balls. The winner is the player to pot the final 8-ball. These tables make for some interesting tactical play because players must be cautious at the start of a match, and careful not to leave one easy 8-ball at the end.

Potting 3 balls in one shot is called a Moko. Potting 4 balls in one shot is called an Oki. Potting 5 balls in one shot is called a Booki. Potting 6 balls in one shot is called a Kalbooki. Potting 7 balls in one shot is called a Bonto Kalbooki.

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# INFORMATION

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# Credits

### Future Pool

Future Pool was developed by Cornutopia Software.  
Design, programming, graphics and sound by Mark Sheeky.  
Testing and artistic collaboration by Andrew Williams  
French translation by Olivier Behr.  
German translation by Tony Klüver.

### Music

The main theme is "The Dance of Winter" (extract) from the album "The Twelve Seasons" by Mark Sheeky.

The in-game music comprises of special edits of music composed and performed by Mark Sheeky. You can find the full versions of this music on various releases:

Mark Sheeky, The Twelve Seasons (2009)

Mark Sheeky, The Infinite Forest (2010)

Mark Sheeky, Once Upon A Time (2010)

Mark Sheeky, The Love Symphony (2012)

Mark Sheeky, Cycles & Shadows (2014)

Mark Sheeky, Music of Poetic Objects (2019)

### Cornutopia Software

[www.cornutopia.net](http://www.cornutopia.net)

### Email Support

[support@cornutopia.net](mailto:support@cornutopia.net)

## About

### About Cornutopia

All of the Cornutopia games were designed and programmed by me, Mark Sheeky.

I began programming games in the 1980s on my first home computer, a Dragon 32. Game programming became an addiction and obsession, and this continued throughout the 1990s, programming many Public Domain and Shareware games for the Commodore Amiga computer.

My first Windows PC game was Arcangel in 1999, a squad level strategy game, and in 2002 I decided to publish my own games under the name Cornutopia Software.

I gradually transitioned into becoming an artist, and have painted over 500 oil paintings, composed and recorded over 30 albums of music, and written a few books, but game programming was my first passion, and this complex and supremely difficult task remains a solid foundation on which to build a mind.

You can find out more about my artwork, and browse my complete software catalogue on [www.marksheeky.com](http://www.marksheeky.com). Search for Mark Sheeky on Amazon to discover more of my books and music.

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## Other Games

Visit the Cornutopia Software website or search for Mark Sheeky to see more titles. The current Cornutopia games catalogue is:

Thermonuclear Domination  
Arcangel: The Legacy Of Peace  
Roton  
Martian Rover Patrol  
Trax  
Noise Station  
Radioactive  
Breakout Velocity  
Fallout Velocity  
Bool  
Yinyang  
Outliner  
Firefly  
Flatspace  
Taskforce: The Mutants Of October Morgane  
Future Pool  
Gunstorm  
Flatspace II  
Future Snooker  
Gunstorm II  
Flatspace III

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