

Virtual Pool Mobile © Tutorial Symbian Series 60 3rd Edition

Install Virtual Pool Mobile by download the .SIS file to your phone using Nokia PC Suite or the software that came with your phone. This document and the .SIS file have been unzipped to the \vpMobile folder on your PC.

Virtual Pool Mobile for Symbian Series 60 3rd Edition is self-signed. If you have not enabled installation of self-signed applications you must do so before installing. To do this follow these instructions.

- 1) Press Menu Key
- 2) Select Tools
- 3) Select App. Mgr. (this may take a while to load)
- 4) First entry should be 'App. Downloads' (Earth icon)
- 5) Press Left Soft Key. (Options)
- 6) Select 'Settings' from the pop-up list.
- 7) First entry should be 'Software Installations' and it will probably say 'Signed Only'
- 8) Change this selection to 'All'
- 9) After installation is complete, you might want to change back to 'Signed Only'.

After installation press the Menu button on the phone. Select the 'Applications' Icon, you should see the Virtual Pool Mobile icon. Select this icon using the circular Directional Key Pad (D-Pad) and then press the center of the D-Pad.

Virtual Pool Mobile will launch and you will see the Main Menu.



Pressing Up and Down on the D-Pad will change the selection in the menu. Pressing the center of the D-Pad will select the item. Our tutorial begins in Career Play, so if 'Career Play' is not already selected (white instead of gray), press Up or Down on the D-Pad to select Career Play. Once Career Play is selected, press the center of the D-Pad to select. This will bring up the Career Select dialog.



For the tutorial we will be playing the Demo career. Press the right Soft Key to start the career. Since this is the first time the career has been played, you will see a movie with 'Curly' explaining how the career mode works. Once the movie has completed, you will see the Career Map dialog. This is where you select which room to play in. Since the career has just started, your only option will be the Garage. Press the right Soft Key to select the room.



When the room is selected, you will see a list of players that are willing to play. In this list you can see their skill level, how much they wish to bet and how many games they will give you (Spot). Make sure to select a player who is not betting more than you have or are willing to risk. Press Up and/or Down on the D-Pad to change the selected player. The selected player will be drawn in white in the list and the picture and bio are displayed at the top. Once you have selected a player press the right Soft Key to start the game.



The player that gets to break is selected randomly. If it is your break, you will see a scene similar to the one below. To hit the ball, press and hold down the center of the D-Pad. While you are holding down the key, the cue will stroke back. When you release the key, the cue will stroke forward and hit the ball. The longer you hold down the key the further back the cue strokes, thus the harder it will hit the ball.



The game you are playing is called 'Six Ball'. This is a 'Low Ball' game in which the goal is to pocket the balls in order (1,2,3,4,5 and 6). You must hit the lowest ball on the table first. If the lowest ball on the table is hit first then any ball that is pocketed is allowed. For example, if you hit the 1 ball and the 3 ball happens to go in, it will still be your turn. Since the goal is to make the 6 ball, keep a sharp lookout for situations in which you can hit the lowest ball on the table but also cause the 6 ball to be pocketed.

If the lowest ball is not hit first, or the cue ball is pocketed, this is a foul and the opposing player gets 'Ball In Hand'. In this situation they can place the cue ball anywhere on the table for their next shot. If your opponent fouls, then you will get 'Ball In Hand'. This is noted at the top right of the screen by the text, 'Aim/Ball in Hand'. You can press the 'Send' key and then use the D-Pad to move the cue ball around the table. Once you have the ball in the desired position, press the '#' key to return to Aim/Shoot mode.

Use the Right/Left part of the D-Pad to adjust your Aim. Pressing Up/Down on the D-Pad will adjust the pitch of the view. Pressing the 4,5,6 and 7 keys will change the position of the cue tip on the cue ball. This allows you to apply spin to the cue ball. For example, to hit a 'Draw' shot where the cue ball will move backwards after it hits the object ball, press and hold the '6' key. As you are holding the key, you will see the cue tip move down the ball. Left English is the '7' key and top English is the '5' key. Shown below are cue tip positions for 'Draw' and Left English.



At any time you can press 'Soft Key 2' (the narrow key next to the bottom left of the screen) and this will bring up the In-Game Menu. From this menu you can quit the game, get help or change settings. If you select this menu by accident, just select 'Resume' press the center of the D-Pad and the game will continue.



Continue making the balls in order until the 6 ball is made. If you win the game, the money bet is added to your wallet. Your goal is to beat 'Big T', the room boss for the Garage. It will take a few games, but once you earn enough money you will be ready to take on 'Big T'. Once you beat 'Big T' another movie will play and Curly will explain what to do next. As you move up into the other rooms the opponents will get tougher and the bets will get higher. Manage your money and your game well or it will take a long time to meet Curly for the big match!

To change the key mapping, select 'Settings' and then 'Controls'. The following dialog will appear. Use the up/down arrows select the key to modify. Use the right/left arrows to modify the mapping.



For more information and support visit www.celeris.com