

# **Billiards**

**A Proposal**

## BILLIARDS

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The *Billiards* CD-I is an interactive billiard smorgasboard. *Billiards* provides the pool enthusiast with a variety of options, including a glossary of terms; a history and evolution of the game; instructional playing tips; rules for play; a choice of three pocket billiards games: Straight Pool, Eight Ball, and Nine Ball, each shown from the player's point-of-view; and an exciting and entertaining trick shot motion video presentation. The flexibility of the disc makes it viable for any pool enthusiast, from the beginner to the advanced "pool shark".

- GLOSSARY OF TERMS** From Angle Shot to Triangle, over 100 terms describing the game of billiards are available to the student of pool. Accessing each word's explanation is simplified with a scrollable, alphabetical list of terms.
- HISTORY AND EVOLUTION** Starting in the year 1400, this display chronicles the history of the game in a 3-5 minute narrated slideshow. The evolution of the game, including the transformation of the original game into the popular pastime of today, is incorporated.
- INSTRUCTIONAL TIPS** This informative segment is a 3-5 minute slideshow presentation and is especially helpful to the beginning pool player. The basics of pool are covered, from how to hold the pool cue to applying English.
- RULES FOR PLAY** When playing pool, it is considered the player's responsibility to be aware of all rules. Therefore a basic understanding of these rules is essential to the game. The rules cover the basic parameters of pocket billiards and specifically cover Straight Pool, Eight Ball, and Nine Ball.
- ACTUAL GAMES** When wishing to play, the participant must choose one of the three available games. The player must subsequently decide if he wishes to play against the computer or a second person, after which the game begins. The following series of selections must be made by the player before each shot:
1. the side of the table from which the player will shoot
  2. the ball which the cue ball will strike
  3. the angle at which the cue ball will be aimed
  4. the speed of the shot

The player will see the table from a bird's eye view and the first three decisions will be made from this viewpoint. The speed at which the ball will be hit will be determined from the player's point-of-view.

After the player has made a shot, the viewpoint reverts to the overhead view, thus providing the player with information on how the shot went and how it affected other balls on the table. Each game will be announced by an obnoxious and sarcastic personality in an attempt to recreate the feel of an actual pool tournament. During play, the player must occasionally chalk his cue stick. If the player neglects to do this, the quality of the game will be hampered. The games are scored according to the traditional scoring methods.

**TRICK SHOTS** This section will be presented as partial or full motion video. Examples of some of the amazing trick shots completed by professional pool players are the highlight of this presentation.

The *Billiards* CD-I proves to be an entertaining and informational title for the general public. Pool is certainly a great pastime in American culture, and its popularity will undoubtedly reinforce the playability of *Billiards* on CD-I.