

# Championship Pool FAQ Final

by nm14

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Championship Pool  
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 \ 1. Prologue \  
 \ \_\_\_\_\_ \ ~~~~~

Welcome to my walkthrough on Championship Pool for the Nintendo Entertainment System. As part of the NES Completion Project at [www.gamefaqs.com](http://www.gamefaqs.com), I have trained myself at many aspects of this game to provide all of the knowledge that I could. I hope this helps you. E-Mail me if you liked it, didn't like it, or have a question about anything in the guide. I would love to answer at any time. Enjoy the guide.

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 \ 2. Basics \  
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This section, Basics, will cover simple things that you may want to know in the game, probably before starting. I would recommend that you read this section before you take on anybody else, as it well help you tremendously. No in-depth strategies will be found in this section. That will be saved for the Gameplay section. Enjoy.

D-Pad (UP) - Moves the target upward. Upward scroll of categories in menu.  
 D-Pad (DOWN) - Moves the target downward. Downward scroll of categories in the main menu.  
 D-Pad (LEFT) - Moves the target to the left.  
 D-Pad (RIGHT) - Moves the target to the right.  
 A-Button - Press once to show ball pathway. Press twice to shoot ball.  
 B-Button - Press once to show how power meter (more on this later).  
 Start Button - Pauses the game. Selects various options in menu.

-----O-Menu-O-----  
 =====  
 IN-GAME MENU  
 =====

If you press pause while playing a game, a menu will display as shown below:

```

O-----O
|           MAIN MENU           |
|                               |
| Hide/Show Numbers            |
| Game Control                 |
| Actions                      |
| Back to Game                 |
|                               |
O-----O
  
```

Hide/Show Numbers  
 -----

This option essentially allows you to see the numbers on the balls, instead of the colors/design. Personally, I don't see any advantage, as you can always tell stripes from solids, as well as the notorious eight ball. Of course, it is always personal preference, but that's mine.

Game Control  
 -----

Game Control is just a fun bit of options that you can scroll through. They look as follows:

- ```

=====
1. Move Balls Around
2. Set Power
3. Set Spin
4. Zoom In/Out
5. Spot Balls
6. Rerack
7. Jukebox
=====
  
```

Option 1 - Move Balls Around  
 -----

This option essentially allows you to manually move any of the balls around. You can only use this when you are playing for fun (not in a tournament). Personally, I would recommend only doing this when you want to practice difficult shots.

Option 2 - Set Power

-----

Setting the power is the same as pressing the B Button. Basically, it will bring up a meter. Moving the bar towards the left will increase the power on the shot. Moving the bar to the right will decrease the power on the shot. Power is a critical component to the game, so make sure you use it correctly.

Option 3 - Set Spin

-----

Setting the spin of a shot is pretty neat. A display with the pool stick and the cue ball will show up. You can move your stick anywhere on the ball. Make sure you are good at judging spin before you try this in a tournament. For example, hitting on the left side of the ball will spin the shot towards the right. Just keep those little details in mind.

Option 4 - Zoom In/Out

-----

This option is just as it says. The camera angle will zoom in and out. I would strongly recommend that you are able to see the entire pool table at all times. You won't believe how many times mistakes occur because of lack of judgement outside the field of view.

Option 5 - Spot Balls

-----

This just gives you options of highlighting certain balls. Not very crucial really. Use for fun while practicing.

Option 6 - Rerack

-----

This option basically resets the game. It gives you several gametypes that you can choose from, such as 8-Ball, 9-Ball, 10-Ball, 14-1, and 3-Ball.

Option 7 - Jukebox

-----

The Jukebox setting basically deals with the music sector of the game. You can always adjust the music settings, as well as turn the entire thing off. Again, just a personal preference option.

Actions

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Actions are just special things you can do during a game. There are also a few sub-options in this menu, which are shown below.

=====

1. Special Actions
2. View Replay
3. End [Gametype]
4. Return to Game

=====

Option 1 - Special Actions

-----

The only special action available is calling a safety shot. This basically means you are setting your opponent up for a difficult shot. It is important to state this, so that the computer can distinguish between a safety shot and a scratch from not hitting the ball. Just don't forget about this option during tournament play!

Option 2 - View Replay

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This option simply allows you to view the previous shot. Just a neat feature available in most games. Enjoy it.

Option 3 - End [Gametype]

-----

This option simply ends the current gametype that you are playing, releasing you back to the main menu for whatever you decide to do next.

Option 4 - Return to Game

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Yeah...pretty obvious.

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MAIN MENU  
=====

The main menu looks similar to the following:

```
=====
      1. Tournament
      2. Challenge
      3. Party
      4. Freestyle
=====
```

Option 1 - Tournament

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Tournament mode is rather obvious. Basically, you will be sent into a regional qualifying tournament, then into the world championship if you want to complete the entire thing.

Option 2 - Challenge

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Challenge is a good source of practice because it does not count for wins or losses, but still provides an opponent, just like tournament play. I would recommend starting with this before entering a tournament, just to get a feel for how good your enemies will be.

Option 3 - Party

-----

Party games are essentially multiplayer games. You can play with several friends on all the various gametypes in Pool. Pretty addicting once you get into it.

Option 4 - Freestyle

As indicated by the icon, there are no rules in this gameplay. Just have fun and try really insane shots. You have the power to move the balls, so it is really fun to challenge your friends to various shots.

~~~~~  
\ 3. Gameplay \  
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AIMING FOR A SHOT  
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Aiming for a shot is actually easier than you would expect. This is because the game provides the outlined direction that the ball will take upon impact with another ball. So, you don't really have to be very judgemental at all. Just place your target at a certain location of impact, and watch the outlined path that the cue ball will take. Also, watch the path that the impacted ball will take. Make sure that it will land straight into the pocket at all times. Don't try to be quick, just be patient and hit every shot like this. It really makes the game pretty easy.

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POWERING A SHOT  
=====

As mentioned in the menu and control section, there are multiple ways of viewing the power bar. Once you obtain this bar, you can shift it to the left and right, depending on the power you want. So, how much power do you want? Well, let's say the ball you want to hit is very close to another ball. In this case, you want to hit your impact ball very hard, so that the friction around the ball is basically unaffected.

Now, if you are hitting a long shot (half way across the table or more) you are probably going to want to hit a softer shot. This is because the ball is more likely to bounce into the pockets, even if it contacts the edge of the table. Hitting it hard will require perfect aim, which is more difficult from a farther range.

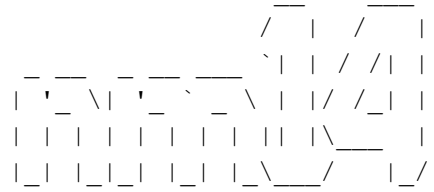
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SPINNING A SHOT  
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Spinning a shot is probably the most difficult part to master. Basically, you will be able to hit the ball at certain spots. Hitting the ball on the left, makes the ball spin to the right upon impact. The same is true, for hitting the ball on the right, except it goes to the left direction. If you hit the ball on the top, you will gain forward spin, allowing the ball to move forward even after an impact has occurred. Finally, if you hit the cue ball towards the bottom, the ball will bounce backwards after the impact.

The purpose of spin is essentially to set your next shot up. This is very crucial in pool. A lot of people forget that making the current shot is only half of a "true" shot. The other half is setting yourself up for the next shot, and spin really enables you to do this.

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 \ 4. Final Words \  
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Well, this is all I can offer you for this game. I have tried my best to cover all the aspects of the game so that your life is a heck of a lot easier. My contributor name is nm14, so be sure to use my other walkthroughs for other games. I hope this has helped you in what you were looking for, and if it has not, I would encourage you to e-mail you. I will always e-mail you back if you ask a worthy question that is not in my FAQ. Remember, you can look in my e mail section for more information. Take care, and g'night from nm14 headquarters!



All of my work can be found at:  
<http://www.gamefaqs.com/features/recognition/32285.html>

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