BANK SHOT
ELECTRONIC POOL

For 1 or 2 players/Ages 8 to adult

Rules ·c 1980 Parker Brothers, Beverly, MA 01915. Printed in U.S.A.

BANK SHOT™ is an electronic pool game with the fun and excitement of conventional pool built right in. But BANK SHOT is electronic; so it's pool like you've never played before. With its built-in "cue stick," electronic balls of light and realistic "cushion" rebound, it's really a whole new way of playing pool.

BANK SHOT challenges you with three different games:

Straight Pool

Solitaire. Try to sink 3 racks of balls in as few shots as possible.
Two-Player. You and your opponent decide how many points it takes to win—10, 20, 30 points or more. The first to sink that number of balls is the winner.

Poison Pool

This 2-player game features a "poison" ball—a "blinking" ball—as part of the rack. To win, sink the "poison" ball after all the others.

Trick Shots

Set up an almost endless variety of shots and try to make them. First try ours, then invent some of your own.

TECHNICAL INFORMATION ABOUT BANK SHOT

Before playing, please read this section carefully.

1 Proper Care

The game's electronic circuitry is very delicate. Therefore:

- Never take BANK SHOT apart.
- Don't drop or jolt BANK SHOT.
- Take care not to get BANK SHOT wet.

The buttons on BANK SHOT are sensitive, too. When pressing one, touch it *lightly.* Pressing hard is unnecessary and can damage the game.

2 Batteries

BANK SHOT can be made completely portable if you power it with batteries. To do this, you'll need 6 AA-size batteries. *Use only ALKALINE BATTERIES; they will work much better than regular carbon batteries.*

3 Battery Installation

a) The battery cover is the printed area on the bottom of the game.

b) To remove the cover, place your thumb onto the ribbed space marked PRESS. While pressing down, slide the cover about 1/2" in the direction of the arrow. Then lift the top of the cover toward you.

c) Install your batteries *exactly* as shown (+ and −) on the floor of the battery compartment. IMPROPER INSTALLATION OF BATTERIES MAY PERMANENTLY DAMAGE YOUR GAME.

4 Battery Removal

To avoid battery leakage—and consequent damage to the game—

- Always remove the batteries when storing the game for long periods of time.
- *Immediately* remove any batteries that you suspect to be defective.

5 Battery Replacement

All batteries must eventually be replaced. Therefore, if you ever find that your game is not working properly, you probably need new batteries. With weak batteries, for example, there may be no light or sound when you turn the unit on. Or, as you're playing, one or more extra balls may suddenly appear.

6 AC Adaptor

With a 9-volt AC adaptor you can run BANK SHOT on house current instead of batteries. However, not all 9-volt AC adaptors will work properly with BANK SHOT. Parker Brothers offers an AC adaptor which is specifically designed to be used with BANK SHOT. The adaptor we offer is listed by Underwriters' Laboratories and meets all child-related safety standards.

You may order this adaptor (item #3212) by sending your name, address and a check or money order for $8.95 to: Parker Brothers, P.O. Box 609, Salem, MA 01970. *Or* use the convenient order form provided.

CAUTION: This adaptor is different from any adaptor we have offered before; and it is the *only* adaptor we recommend for use with BANK SHOT. If you already have a MERLIN™ adaptor (item #3210) or a WILDFIRE™ adaptor (item #3211), *do not* use either one with BANK SHOT; the game will not function properly.

However, the BANK SHOT adaptor (item #3212) *can* be used with these other Parker Brothers electronic games: MERLIN, WILDFIRE and SPLIT SECOND.™

SELECTING A GAME

1 Turn the game ON, and a blinking ball of light will appear. You are now ready to select a game.

2 To select a game, repeatedly press the SELECT button until the correct number of (steady) lights appear. (Figure 1)

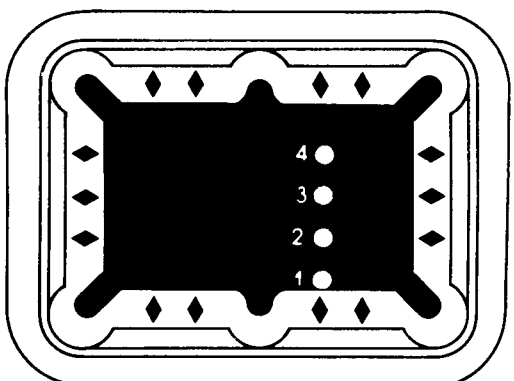


Figure 1.

Straight Pool	
Solitaire	1 light
Two-Player	2 lights
Poison Pool	3 lights
Trick Shots	4 lights

3 Press the CUE UP/SHOOT button *once*, and you're ready to begin.

HOW TO SHOOT

Once you select a game, you're ready to aim the cue stick and shoot the cue ball. The best game to play when learning how to do this is Solitaire Pool (Game #1).

Select Solitaire Pool. Then press CUE UP/SHOOT and the cue ball and rack of balls will appear. (Figure 2) The *cue ball* will appear brighter than the other balls.

Aiming. Press the AIM button once, and two balls of light will appear in front of the cue ball. This is the *pointer,* which shows the direction the cue ball will travel when it's hit. Each time you press AIM, the pointer moves clockwise around the cue ball. (Figure 3) Try pressing AIM. Repeatedly press it until the pointer is pointing in the direction you want the cue ball to go.

Angle. Once you've aimed, you may adjust—to the left or right—the path the cue ball will travel. This lets you either hit a ball at a different angle or hit a ball you couldn't hit otherwise. Press the ANGLE button once and the pointer will angle to the right. Press ANGLE again and the pointer will return to a straight-ahead position. Press ANGLE a third time

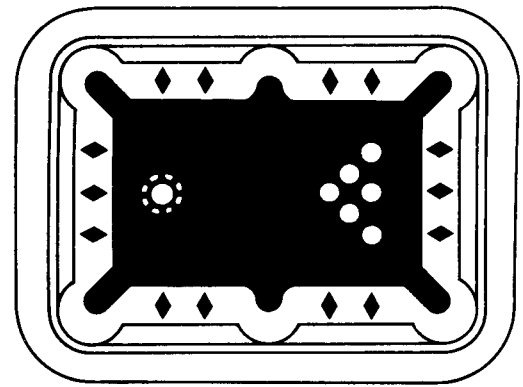


Figure 2.

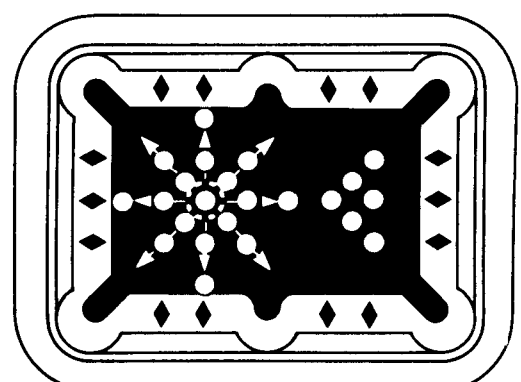


Figure 3.

and the pointer will angle to the left, and so on. (Figure 4) Remember, however, that you don't have to use the ANGLE button on every shot.

Note: When you aim the pointer in certain directions, one of its lights may seem to disappear. Don't worry. The light has merely gone off the edge of the "table". *However, if both pointer lights should disappear, it is best not to shoot in that direction.* (Figure 5)

Shooting. After you aim the cue ball, you're ready to shoot. To do so, press CUE UP/SHOOT *twice.*

1 When you press CUE UP/SHOOT the first time, two balls of light will appear behind the cue ball. These two lights represent the *cue stick.*

2 To shoot, press CUE UP/SHOOT again and *hold the button down. The longer you hold it down, the faster the cue ball will travel.* There's a range of speed from very slow to very fast. To shoot the cue ball at full speed, hold the button down until the accompanying "shooter tone" stops. The more you play, the easier you'll find it to gauge and control the cue ball's speed.

Note: If you want to re-aim after cueing up, just press AIM. Then, after you've finished, press CUE UP/SHOOT.

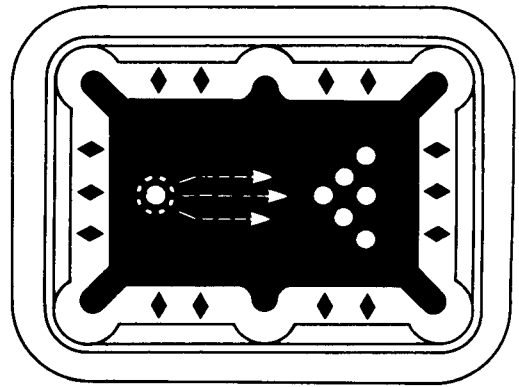


Figure 4.

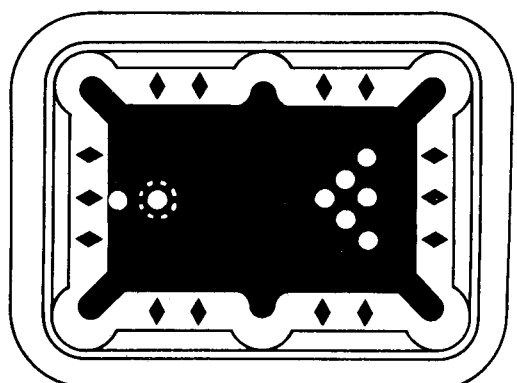


Figure 5. Depending on the cue stick's position, one or both of its lights may be off the table.

BASIC SHOTS

Now that you know how to aim and shoot, it's time to learn the basic shots you'll need in order to play well. However, all these shots take practice. Don't expect to sink them every time you try.

Straight Shot. To make this shot, both the cue ball and the ball you want to sink must be in line with the "pocket." (Figure 6) *Note:* It's best to shoot softly if there are a number of balls between the ball you want to hit and the pocket.

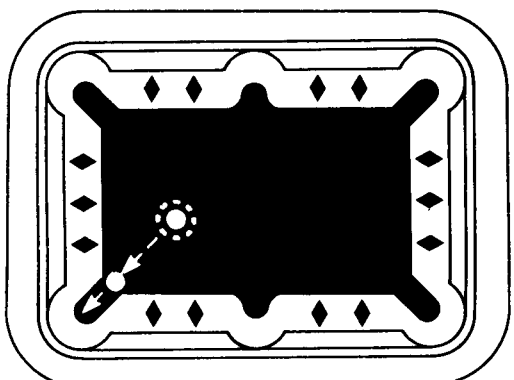


Figure 6.

Angle Shot. To make this shot, you must do two things. First, aim the cue ball to hit your intended ball at an angle, not head-on. Second, shoot the cue ball *at full speed. This will always make your ball go off at a 45° angle.* (Figures 7a and 7b)

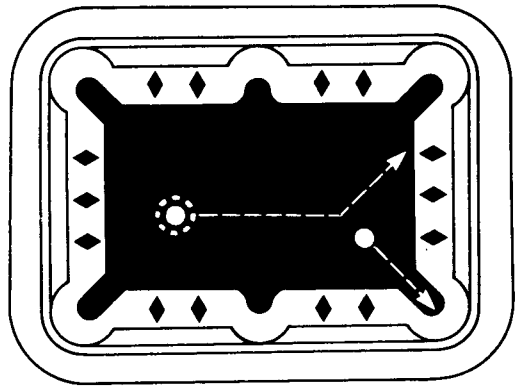


Figure 7a. Simple angle shot

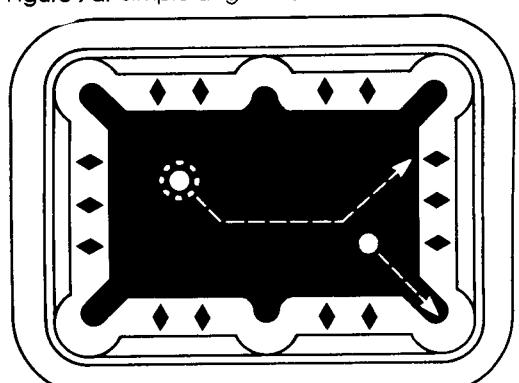


Figure 7b. Angle shot using angle button

Finesse Shot. To make this shot, first aim the cue ball as you would an angle shot. But then shoot the cue ball *at less than full speed.* To do this, release the SHOOT button before the "shooter tone" stops. *The slower speed will always make your ball go off at a 90° angle.* (Figures 8a and 8b)

As its name implies, a finesse shot requires a deft shooting touch. It might take a little practice before you know just when to release the SHOOT button.

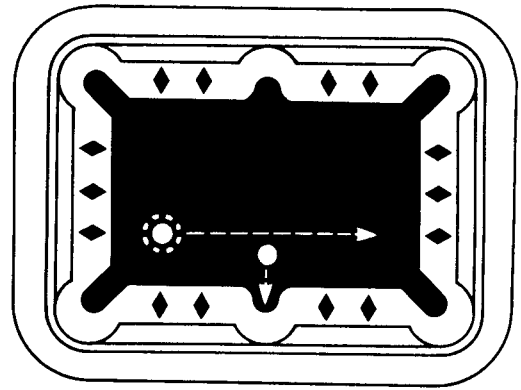


Figure 8a. Simple finesse shot

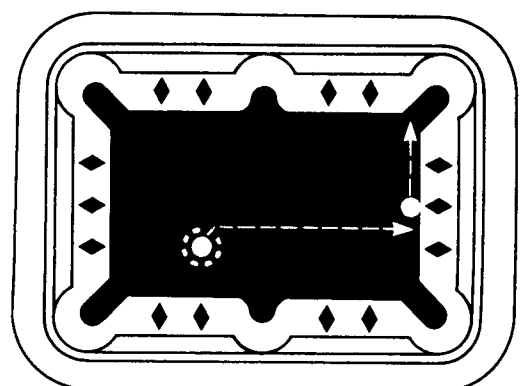


Figure 8b. Finesse shot using angle button

Cushion Shot. To make this shot, aim so that the cue ball and/or any other ball rebounds off one or more cushions. (Figure 9)

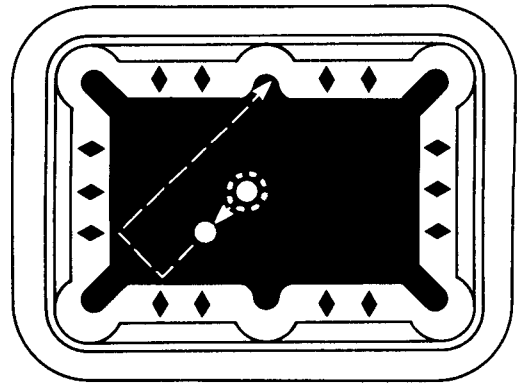


Figure 9.

Combination Shot. To make this shot, aim the cue ball so that more than one ball is hit. (Figure 10) But remember, the more balls you use in a combination shot, the more difficult the shot becomes.

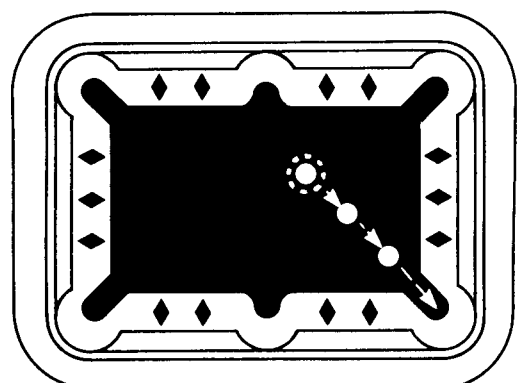


Figure 10.

SPECIAL FEATURES

Backspin. Whenever the cue ball *directly* hits another ball, the cue ball will return 0, 1, 2 or 3 ball lengths. This effect is called "backspin." To make the cue ball return 3 ball lengths, shoot it at full speed. To make it return 0, 1 or 2 lengths, shoot it at less than full speed. (Figure 11)

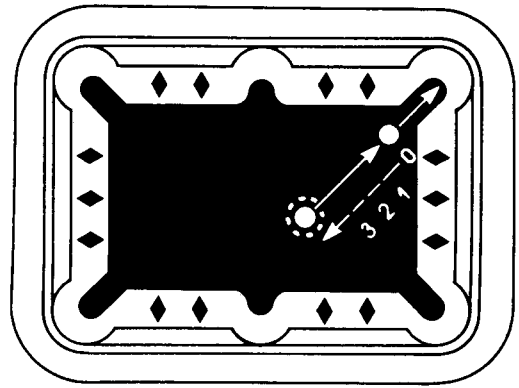


Figure 11.

Scratching. "Scratching" is sinking the cue ball. Whenever you do so, press the BALL UP button *once*, and the cue ball will reappear—directly behind the imaginary "break line." If you like, you may then move the cue ball anywhere behind this line by pressing the BALL UP or BALL OVER buttons. (Figure 12)

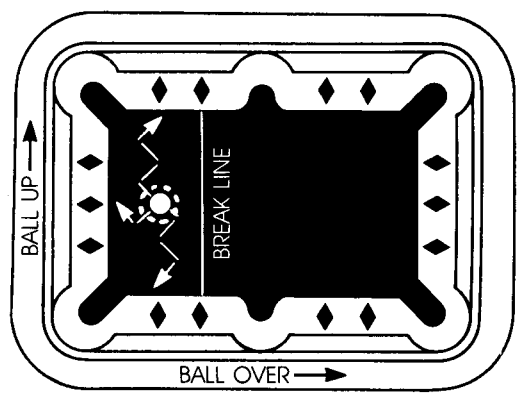


Figure 12.

THE GAMES

Straight Pool (Solitaire)

Object

To sink 18 balls in as few shots as possible. The balls will appear as 3 consecutive racks of 6 balls each.

Preparation

1 Turn the game ON. Then press SELECT *once* so that one ball of light appears on the table.

2 Press CUE UP/SHOOT. Both the cue ball and the first rack of balls will appear.

Playing

1 To start the game, shoot the cue ball into the rack, thus breaking up the balls. To do so, first AIM the cue ball in the direction of the rack. Then press CUE UP/SHOOT *two times*—the first time to get the cue stick to appear; the second time to shoot. (Figure 13)

2 After you break the rack, continue shooting until you sink the first six balls. The second rack will then automatically appear, followed by the third.

Note: Whenever a new rack appears, the cue ball will stay where your last shot left it. However, should the rack appear *over* the cue ball, the cue ball will automatically return to the "break position."

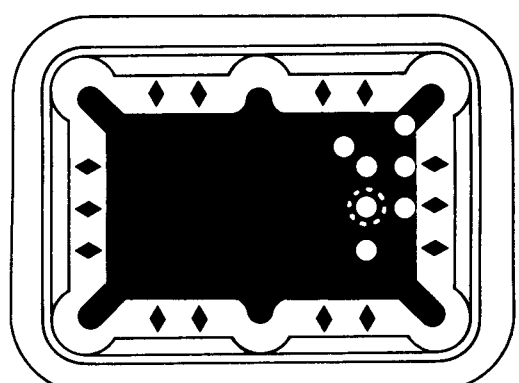


Figure 13. Possible positon of balls after break shot

Scoring

As soon as you sink the 18th ball, your final score will appear on the table. It will appear as balls of light. Each ball of light on the left-hand side stands for 10 shots; each ball of light on the right-hand side stands for a single shot. (Figure 14)

BANK SHOT keeps track of every shot you take. If you want to check your score during the game, press SCORE and hold the button down.

Note: Whenever you "scratch," one penalty shot is added to your score.

For a new game

If you want to try a new game—or if you want to play Solitaire Pool again, press CUE UP/SHOOT. Then press SELECT and choose the game you want.

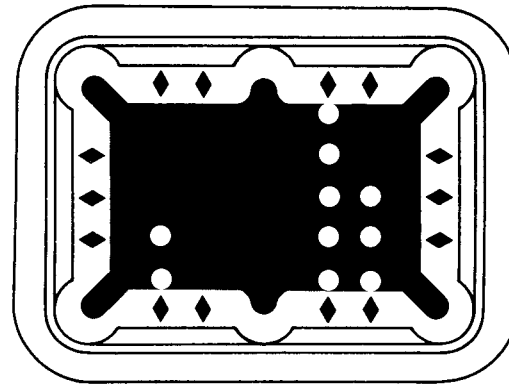


Figure 14. Score = 28 points

Straight Pool (2 players)

Object

To be the first player to sink a predetermined number of balls.

Preparation

1 Turn the game ON. Then press SELECT until *two* balls of light appear.

2 Press CUE UP and a ball of light will appear on the left-hand side of the table. You've just set BANK SHOT for a 10-ball game. The winner, in other words, will be the first to sink 10 balls. If you and your opponent agree on a 20-ball game, press SELECT again. For a 30-ball game, press SELECT a third time, and so on up to a 90-ball game.

3 Once you've selected the game length, press CUE UP. Both the cue ball and first rack of balls will appear. In addition, a blinking light will appear in the upper side-pocket. This light shows that it's Player 1's turn.

Playing

After breaking up the rack, play either until you fail to sink a ball or until you "scratch." Either event will produce a blinking light in the lower side-pocket, showing that it's Player 2's turn.

After each rack is cleared, another will appear until one player sinks all the balls agreed upon at the start of the game. *Note:* As in Solitaire Pool, the cue ball will stay where it is at the start of each new rack, unless the rack appears over it.

Winning

As soon as one player sinks all the balls agreed upon at the start of the game, a lighted "arrow" will point to that player's side-pocket. To see the final score, press SCORE. Press it once and Player 1's score will appear. Press it again and you'll see Player 2's score. Along with each player's score, his or her pocket light will blink.

a) If you want to check the scores during the game, press SCORE once for Player 1's score; then press it again for Player 2's score.

b) A player's score will indicate the number of balls sunk, *not* the number of shots taken.

c) If you sink a ball when you "scratch," you score a point for that ball even though you must end your turn. If, however, you sink the *last* ball when you "scratch," your opponent automatically wins the game.

For a new game

If you want to try a new game—or the same game—press CUE UP/SHOOT. Then press SELECT to choose the game you want.

Poison Pool (2 players)

Object

This game features a "poison" ball—a blinking ball—as part of the rack. To win, be the first player to sink the "poison" ball *after all the others have been sunk.*

Preparation

1 Turn the game ON. Then repeatedly press SELECT until *three* balls of light appear.

2 Press CUE UP/SHOOT. Both the cue ball and the rack of balls will appear. One ball—the "poison" ball—will blink throughout the game.

Playing

After breaking up the rack, play either until you miss a shot or until you scratch. Then pass the game to your opponent for his or her turn. Alternate in this way until one of you sinks the "poison" ball.

Winning

As soon as one player sinks the "poison" ball, the game automatically ends. However, if you sink the "poison" ball too soon, you immediately lose.

Note: Because of the nature of this game, "scoring" isn't really necessary.

For a new game

When the game ends, you may immediately press SELECT to choose a new game.

Trick Shots

Object

To set up—and then sink—all sorts of trick shots.

Preparation

1 Turn the game ON. Then repeatedly press SELECT until *four* balls of light appear.

2 Press CUE UP/SHOOT and the cue ball will appear on the left-hand side of the table. You may now move the cue ball anywhere on the table by pressing the BALL UP and BALL OVER buttons. You can press these buttons either singly or in combination. (Figure 15)

3 You may place up to six balls onto the table. To place a ball onto the table, do the following *in the proper order:*

a) By pressing the BALL UP and BALL OVER buttons, move the cue ball to the spot of the table where you'd like to place a ball.

b) Press SELECT/SCORE *once*. This automatically places a ball beneath the cue ball.

c) Move the cue ball away by pressing BALL UP or BALL OVER. The ball you've just placed will stay where it is.

If you want to move (or remove) a ball you've already placed, first position the cue ball over it. Then press SELECT/SCORE once. This removes the ball from the table.

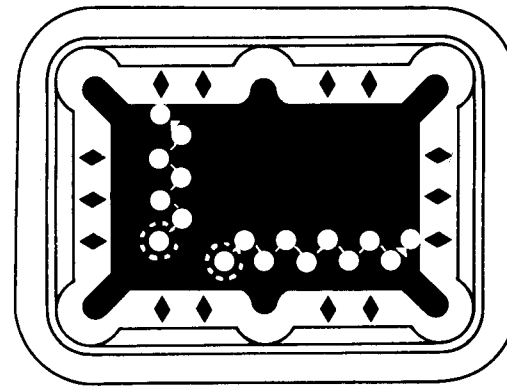


Figure 15.

Playing

Once you've placed all the balls you want, position the cue ball, aim and shoot in the usual way. If the trick shot doesn't work, don't worry. Just reset the shot and try again. After all, practice makes perfect.

For the same game

First, sink the cue ball into any pocket. Then press SELECT/SCORE once. You are now ready to play Trick Shots again.

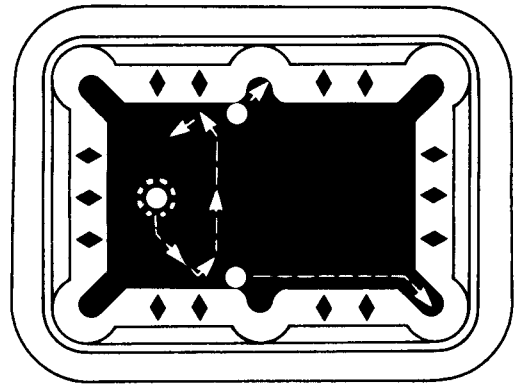
For a new game

First, sink the cue ball. Then press CUE UP/SHOOT once. You may now select any game you like.

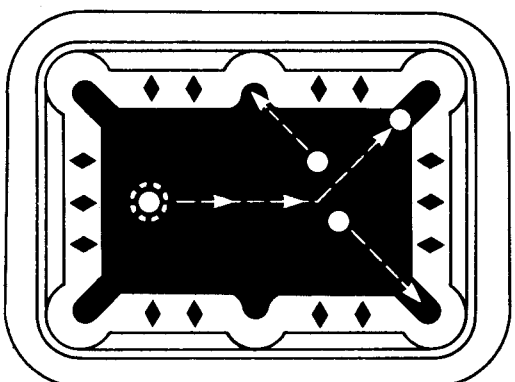
TRICK SHOTS

For great fun and a genuine challenge, there's nothing like trick shots. But trick shots are practical, too. Many times during regular games the difference between winning and losing may rest on your ability to make a trick shot of some kind.

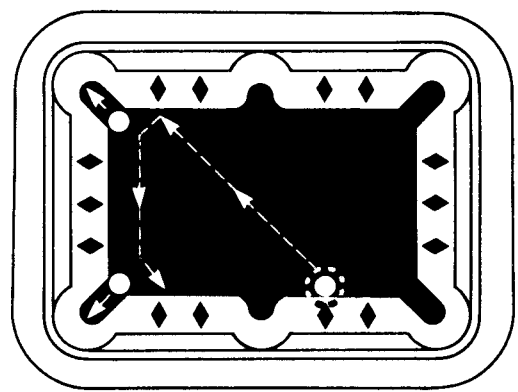
Here are some trick shots we've discovered. Practice each one until you think you've mastered it. Then try to develop some of your own.



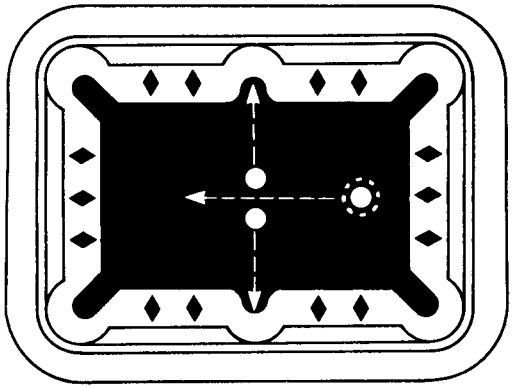
TRICK SHOT—ANGLE RIGHT
(Shoot with Full Speed)



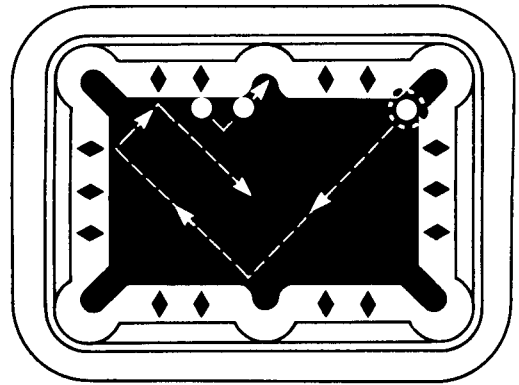
TRICK SHOT—3 BALLS SUNK
(Full Speed)



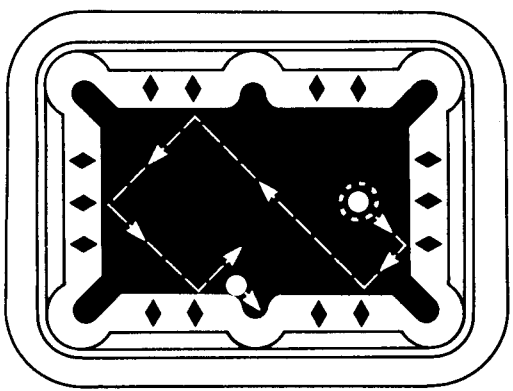
TRICK SHOT
(Full Speed)



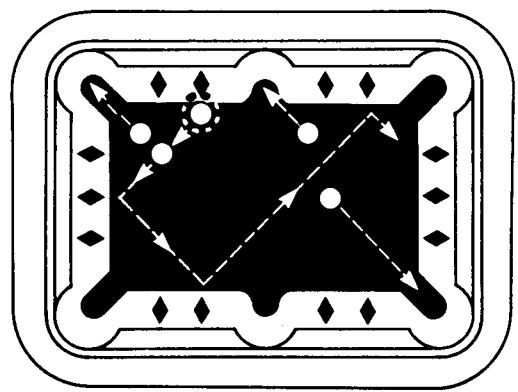
TRICK SHOT
(Shoot with less than Full Speed)



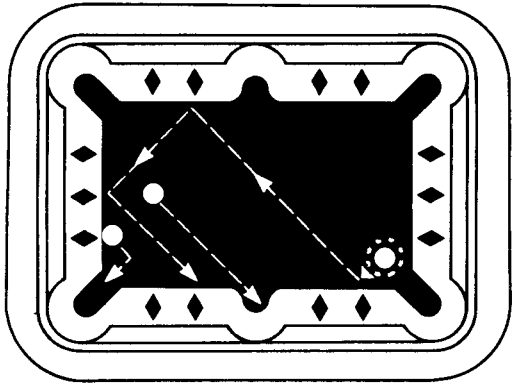
TRICK SHOT—DOUBLE KISS
(Full Speed)



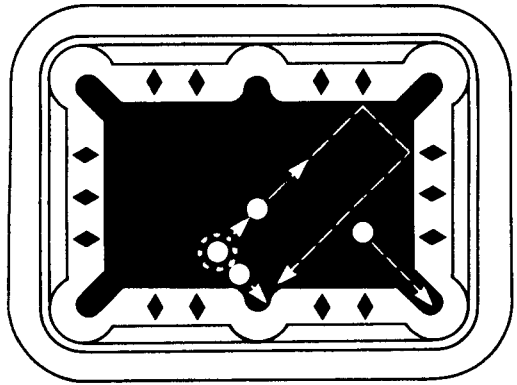
TRICK SHOT—5 BANK
(Full Speed)



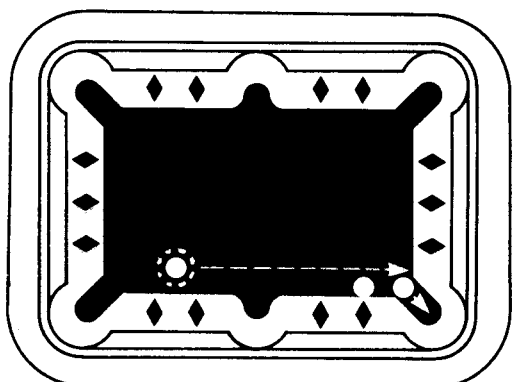
TRICK SHOT—3 BALLS SUNK
(Full Speed)



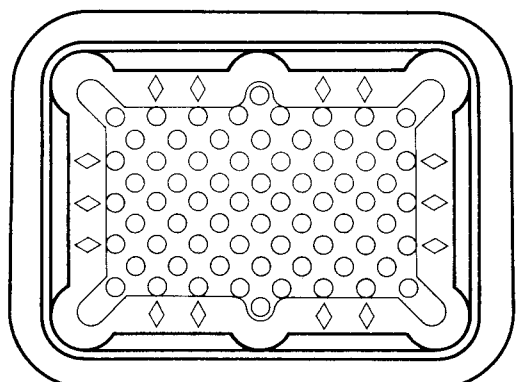
STRAIGHT DOUBLE KISS
(Full Speed)



TRICK SHOT—3 BALLS SUNK
(Full Speed)



TRICK SHOT—DOUBLE KISS
(Full Speed)



Make copies of this diagram.
Then invent your own trick shots.

180-DAY LIMITED WARRANTY

Parker Brothers warrants this product against defects in material or workmanship for a period of 180 days from the date of purchase, and agrees to repair or replace it with a new or repaired unit without charge, or will refund the purchase price at Parker Brothers option.

CONDITIONS

1. Proof of the date of purchase: The retail sales receipt or other proof of the date of purchase must be provided.

2. Proper Delivery: The product must be shipped, prepaid, or delivered to PARKER BROTHERS, 190 BRIDGE STREET, SALEM, MA 01970, ATTENTION: CONSUMER RESPONSE DEPARTMENT for servicing, either in the original package or in a similar package providing an equal degree of protection. PLEASE INSURE THE PACKAGE WHEN MAILING.

3. This warranty does not cover damage resulting from accident, misuse or abuse, lack of reasonable care, the affixing of any attachment not provided with the product, loss of parts, or subjecting the product to any but the specified voltage. The product must not have been serviced or repaired by anyone other than Parker Brothers.

EXCEPT TO THE EXTENT PROHIBITED BY APPLICABLE LAW, ALL IMPLIED WARRANTIES MADE BY PARKER BROTHERS IN CONNECTION WITH THE PRODUCT, INCLUDING THE WARRANTY OF MERCHANTABILITY, ARE LIMITED IN DURATION TO A PERIOD OF 180 DAYS FROM THE DATE OF ORIGINAL PURCHASE; AND NO WARRANTIES, WHETHER EXPRESSED OR IMPLIED, INCLUDING THE WARRANTY OF MERCHANTABILITY, SHALL APPLY TO THIS PRODUCT AFTER SAID PERIOD.

SHOULD THIS PRODUCT PROVE DEFECTIVE IN WORKMANSHIP AND MATERIAL, THE CONSUMER'S SOLE REMEDY SHALL BE SUCH REPAIR, REPLACEMENT OR REFUND AS IS HEREIN ABOVE EXPRESSLY PROVIDED; AND UNDER NO CIRCUMSTANCES SHALL PARKER BROTHERS BE LIABLE FOR ANY LOSS OR DAMAGE, DIRECT OR CONSEQUENTIAL, ARISING OUT OF THE USE OF, OR INABILITY TO USE, THIS PRODUCT.

SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS, OR THE EXCLUSIONS OR LIMITATIONS OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS OR EXCLUSION MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS AND YOU MAY ALSO HAVE OTHER RIGHTS WHICH VARY FROM STATE TO STATE.

www.handheldmuseum.com



We will be happy to answer questions about BANK SHOT.
Write to: Parker Brothers, P.O. Box 1012, Beverly, MA 01915. Attention: Consumer Response Department.