## Minnesota Fats Pool Legend FAQ/Walkthrough

by Sir Pobalot

Updated to v1.00 on Sep 30, 2004

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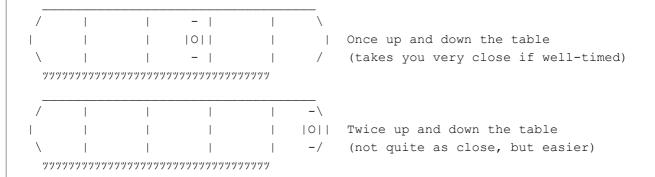
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Welcome to the Minnesota Fats walkthrough and strategy guide.	
This guide contains everything you will need to make your way throug pool simulator on the Genesis. Minnesota Fats is a sequel to the 199 Pocket, and uses a very similar engine. However, many notable improvemade to the dynamics of the balls, providing a far more accurate exp The game is also much larger than Side Pocket, offering a wider rangemodes and options.	game Side vements were perience.
Included in the guide are in-depth walkthroughs for each of the game with strategies and tips on winning at each. Full instructions are geach of the trick shots, except the last two. I haven't worked out he these yet, and would greatly appreciate any input for them.	given for
Ready? Then let's begin!	
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v1.00 - Started: 29th September 2004	
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Please feel free to check out my other great strategy guides, all of be found at www.gamefaqs.com:	which can

Genesis: Phantasy Star IV - End of the Millennium Fantastic Dizzy

Master System: Land of Illusion - Starring Mickey Mouse PC: Constructor \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\* 2 Controls CCNTL \*\ \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\* The controls for Minnesota Fats are very simple, requiring only a three-button control pad. They are as follows: D-Pad: Rotate the cue by one degree Change position cue strikes the ball when holding 'B' A: Accept shot angle - accept shot power В: Press to switch between ball representation (colour/number) Hold and press the D-Pad to change position cue strikes the ball C: Cancel selection START: Switch between shot line marker (dots/circles) \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\* | 3 Playing Guide CPLGD \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\* \*/yyy\\*/yyyyyyyyyyyyyyyyyyyyyyyyy Starting the Game CSTGM The Title Menu has five options, as follows: - Begin a mission-style game and attempt to beat Minnesota Fats Story Mode Tournament Mode - Attempt to win the cup in one of the four Tournaments Versus Mode - Play head-to-head with another player in five different games Trick Game Mode - Test your skills in a wide range of different trick shots - Select the background music for the game

Before a pool game begins, you have to play a lag shot. This is a method of determining who plays first in the game, and is quite simple. All you have to

do is shoot the ball directly up and down the table, trying to get it to finish as close to the top rail as possible (the right). The two diagrams below give an idea as to how hard to hit the cue ball to get it near the rail:



There are two variations of pool in the game - 8-ball and 9-ball. Understanding the rules to the these games is a great advantage when playing. However, this is not a pool rule guide, so I'm not going to explain the full rules of the games here. Instead, I will give a brief overview of how to play the game.

If you are breaking, you begin with the ball in hand. This means you can place it anywhere behind the head string. After an opponent scratches (fails to hit one of their balls or pots the cue ball), you have the ball in hand again. In 9-ball pool, you can place the cue ball anywhere on the table, not just behind the head string.

Once the cue ball is stationary, the cue is displayed and a line is given to show the predicted path of the cue ball (not taking into account any spin or screw put on the ball - explained below). You can rotate the cue by one degree by pressing the D-Pad in that direction. Once you are happy with the angle, it is time to decide how to strike the cue ball (hold down 'B' and use the D-Pad to adjust the strike position).

Hitting the cue ball at different points will cause it to behave in different ways. Hitting the ball on the right side, for example, will make it spin in a clockwise direction while travelling. This will then cause the ball to bounce to the right after hitting a rail. Using spin can help position the ball where you want it to go after striking the cue ball. The various spin options in the game are as follows:

Follow - Put topspin on the ball (it will travel on after striking a ball)

Draw - Put backspin on the ball (it will pull back after striking a ball)

Left - Cause the ball to bounce to the left when it strikes a rail

Right - Cause the ball to bounce to the right when it strikes a rail

Each type of spin has three levels of power - 1, 2 and Full. Using Full Draw, for example, will put a lot of backspin on the cue ball, making it pull back hard. The types can be combined (e.g. 2 Draw and Full Left, or 2 Follow and 1 Right), to give exactly the effect desired. Note that it takes quite a while to get used to the amount of spin needed to achieve the right result.

There are two other types of cue action available - Masse and Jump. Using Masse causes the ball to screw back very hard, and can be used with an edge of left or right to curve the cue ball. Masse takes a while to get used to, and varies greatly in its effect by the amount of power used in the shot. There are two types of Masse available in the game - Low and High. They have pretty much the same effect, but High Masse is a lot stronger than Low Masse. You can also put left or right spin on the Masse to curve the cue ball. This is very risky if you aren't skilled at it, so it is best to get some practice before using it in an critical situation.

Jump is extremely simple - you basically cause the ball to leap from the table and land (hopefully) in a specific spot. This is very useful for reaching a ball that is blocked by others. The distance of the jump depends entirely on the amount of power applied to the shot. Too little power will fail to cause the ball to jump, but too much can make it soar out of the table area. Both Masse and Jump can be accessed by pressing 'up' when at Full Follow.

Selecting this option begins the mission-based game. You have to play through a number of games against different opponents to prove to Minnesota Fats that you are worthy of playing against him. Each opponent has their own play preference, at which you have to beat them. The following sections describe each part of the story, including tips for each opponent.

As soon as you start, you are greeted by Minnesota Fats:

"Welcome to my parlor! I'm Minnesota Fats.

So, you think you can challenge me? Ha Ha Ha!!

I don't waste my time on rookies. Go brush up a bit.

I think this gal Dixie will give you some practice.

Go see if you can beat her in 9-ball.

Hope I see you again."

Your first game is against Dixie Wilson. You must win two of the three rounds of 9-ball to qualify for the next stage of the game.

Dixie is a fairly easy opponent. She will typically play a poor lag shot at the start, giving you a good opportunity to break. As this is 9-ball, your primary

concern should be to pot the 9-ball (yellow stripes).

Dixie will always play the most direct shot to pot the next ball in the nearest pocket, regardless of any other balls in the way. Use this to your advantage by putting her in awkward situations, following which you should have the ball in hand and a much better chance of winning.

Win two of the three 9-ball games to qualify for the next stage.

Minnesota Fats pops back to give you your next challenge:

"Not bad for starters, kid.

Huh, but not quite good enough for me!

Let me call in Jake.

He knows about you.

His speciality is 8-ball.

I'll see you again if you make it. Good luck!"

The next round is against Jake Lewis, in a three-game match of 8-ball. You must win two of the games to pass through.

Jake is only a little more difficult that Dixie, especially considering 8-ball is a generally easier game to play anyway. Just pot balls when you can, and try to put Jake into difficulty if you have no easy shots. It is unlikely that Jake will make more than two or three pots in succession, so you shouldn't have too much trouble winning through to the next stage.

You are starting to impress Minnesota Fats now:

"So, you've managed to make it. Great!
However, you've still got a long ways to go.
I've set up another match for you.
His name is Stubby.
Watch out for his mean 9-ball.
You will have to meet him at the pool hall downtown."

Stubby Wilkins treats you to another game of 9-ball, but he is a much better player than Dixie, so be careful. As usual, you have to win two out of three

games to get into the next match.

After a more difficult lag, your match with Stubby begins. A little more consideration is taken with each of Stubby's shots, and he will occasionally attempt to use the object ball to pot other balls if necessary.

Try to keep in control of the game, leaving Stubby with difficult positions if you have no easy pot yourself. And remember, work towards potting the 9-ball as soon as possible. This is the winning ball, after all.

Once you have two wins under your belt, the fourth stage begins.

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You meet with Minnesota Fats again:

"Don't start thinking you're a hotshot just yet, kiddo. Remember, it's me you have to impress.

I still don't think you're good enough for me.

Go back to the pool hall and find the next match.

Her name is Susan.

She specializes in 8-ball."

The second 8-ball match is a lot more difficult than the first, and you must win two of the three games against Susan Short to qualify for the fifth round.

The lag shot requires far more precision now, as Susan usually manages to get the ball past the head string. A lot more care will need to be taken in this game, as your opponent is more dangerous than Jake was. Don't play for a pot if you are unsure and will be risking giving Susan a chance to sink a few balls.

If you are in trouble and Susan has only the 8-ball left to pot, concentrate more on putting the 8-ball safe before potting one of your balls. Sometimes, this may even require scratching - so long as Susan can't sink the 8-ball in her turn following, it doesn't matter.

After two victories, you are free to move on to the next stage.

Minnesota Fats is beginning to take a shine to you:

"Not bad, not bad at all!

You've come a long way, kid.
Well, let's see if you can beat one more guy.
My Buddy, Clyde, is no ordinary player.
I'll arrange him to meet you at the pool hall.
The game will be 9-ball."

You are getting close to playing Minnesota Fats now. You need only win two games against Clyde Hinkle, at his speciality - 9-ball.

You have to play very seriously, now. Clyde will play very good shots if you miss a pot, clearing a few balls off the table in one visit (perhaps sinking the 9-ball if you're unlucky). You do have the advantage, however, that Clyde will nearly always try to pot the current object ball. This usually gives you a while to get rid of the 9-ball before Clyde can pot all the other balls.

It is quite possible that you will lose the first match or two against Clyde. He is a tough customer, but a little luck is likely to go your way at some point. Just keep playing and you'll soon be sinking the 9-ball in two of the three games. The final match then begins.

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Minnesota Fats returns for the last time:

"Hmmm... looks like you're not as bad as I thought!
I like your style, kid.
Now, let's see if you can really play...
Against me - the famous Minnesota Fats!
That's right, kid.
I'll accept a challenge in 9-ball!"

This is it. You need only win two games in this match to beat Minnesota Fats, and it is not going to be easy.

The lag is extremely difficult now - Minnesota Fats will put the ball right near the top rail nearly every time, and is often unbeatable. Accept that you may have to let him break, then wait for a chance to start playing.

Minnesota Fats is a mean player at 9-ball. He will play shots that you probably didn't even think of, shooting at almost perfect angles and potting balls seemingly regardless of their position. You're only help in this match is that sometimes Minnesota Fats will play a poor shot - often scratching.

Use your opportunities to get the 9-ball as near to a pocket as you can. If you are lucky then Minnesota Fats won't try to pot the 9-ball until the other balls are cleared, so simply bide your time until you can make an easy shot. It may take many attempts, but Minnesota Fats will eventually go down.

"Looks like I've grown a bit old...

Here's a souvenir, kid. This is my favorite stick. I know you will use it more than I would. It's up to you to keep winning. Good luck, kid!!"

The credits roll.

The End

Selecting this option opens another menu with four game choices. The first two are standard 8-ball and 9-ball tournaments, but the other two use different rules and require special tactics. Each tournament consists of eight players (including yourself), and you must win three matches to claim victory. The quarter-final round is fairly simple, the semi-final is more difficult, and the final match is a true test of your pool-playing skills.

The seven opponents are as follows, in approximate order of difficulty:

Dixie Wilson
Jake Lewis
Stilt Wilkins
Pepe Garcia
Stubby Pickens
Susan Short
Clyde Hinkle

(Minnesota Fats does not participate)

The sections below describe each tournament, including tips and strategies on winning through to the cup. Once all tournaments are finished, you will be rightfully crowned as the undisputed champion.

You must beat three opponents at 8-ball to win this tournament.

If you have the break, there are many different ways of ensuring you pot a ball

with the first shot. Probably the simplest method is to place the ball on the head spot and rotate the cue by two degrees either way from central. Play the shot at maximum power and one of the corner balls will go down. If you play at slightly less than full power, you will pot one ball of each type - allowing you to choose which type of ball you wish to play.

As well as trying to pot your own balls, you should take opportunities to put your opponent in difficult positions. If your opponent scratches, you have the ball in hand, giving you a much better chance to make a good run.

Once you have potted all seven of your balls, you must call your shot on the 8-ball. Select the pocket into which you intend to pot the 8-ball, and play it as well as you can. If you pot the ball in any other pocket except the one you select, you foul and lose the game, so be careful. If you are not comfortable playing a pot in the current position, aim to play the cue ball safe. You can always wait until the next opportunity if need be.

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5.2 Nine Ball	CTNBL
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You must beat three opponents at 9-ball to win this tournament.

If you have the break, there are many different ways of ensuring you pot a ball with the first shot. One of these methods is to place the ball on the head spot and rotate the cue by one degree either way from central. Put 1 Draw on the ball and play the shot at maximum power. One of the balls will go down, and the 1-ball (solid yellow) should be in an easy-to-pot location.

The key to winning 9-ball is to pot the 9-ball as soon as you can. However, you must shoot at the balls in number order, from 1-9, so doubling on the 9-ball is the surest way. Aim to get the 9-ball as close to a pocket as possible (using the current ball), then use your next opportunity to sink it. Your opponent usually aims to pot the current ball, so there should be little risk of them potting the 9-ball until the end.

If there are no easy pots, aim to get the cue ball safe by ensuring there is no clear shot to the next object ball. This will increase your chance of the opponent scratching (giving you ball in hand), or leaving the object ball in an easy-to-pot location. Remember - the 9-ball is your main target, so play to pot it whenever you get the chance.

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You must beat three opponents at One Pocket to win this tournament.

This game is very similar to 8-ball, except that you can hit and pot any ball you like. There is one condition - that they are potted in a specific pocket. Before the game starts, the winner of the lag chooses one of the pockets on the left side of the table. The other player has the other one.

A point is scored for every ball that is potted into the chosen pocket. Balls potted into other pockets do not accrue score (unless potted in the other player's pocket, in which case they get a point). Once a player fails to pot a ball into their pocket, all balls they potted into other pockets are reracked, and play passes to the other player.

To win this game, you must pot 8 of the 15 balls into your pocket. If there is no pot available, aim to get some of the balls near to your pocket so as to give you an advantage next time. This game requires a lot of patience, as it may take some time before you get a chance to pot a ball in your pocket. Just avoid leaving balls near your opponent's pocket and you shouldn't have too much trouble winning through.

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You must beat three opponents at Rotation to win this tournament.

This game is very similar to 8-ball, except that you must hit the lowest-numbered ball on the table. It is not necessary to pot this ball, though. In this game, each ball is worth its number value in points (1-15). The aim of the game is to be the first player to reach or exceed 60 points. Obviously, lower-numbered balls do not score as highly, so the best strategy is to double off the low balls onto the high balls and score higher points.

Fortunately, your opponent nearly always aims to pot the lowest-number ball, rather than use it to pot higher ones. This gives you a distinct advantage, as it means you have more time to get the high balls in suitable positions. After all, the first eleven balls are required to score over 60 points (1+2+..+11), but only the last five are needed for the same result (11+12+13+14+15).

Hitting any other ball except the current lowest is a scratch, so use this fact to your advantage. If there are no available high pots, don't waste time and balls by potting the low balls. Instead, concentrate on getting the low ball safe and trying to put higher balls in better locations. This should result in either a scratch from your opponent, or at least another chance to pot a high-scoring ball. As this is similar to 8-ball, remember that you can only put the cue ball behind the head string after a scratch.

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There are seven possible games available in Versus Mode. They can all be played as two-player games, although the first six can be played as single player too. The first four games are exactly the same as the Tournament games, although you have a number of options available to you. This is a good place to practice against computer-controlled opponents in these games. The other three games are unique, but very entertaining. I have explained these games below.

You can choose to play this in Set Tournament or Betting Mode. The latter must be played against a second player, and removes all the other options available. In Betting Mode, each player starts with \$5000. A random stake is placed (from J1000 to J5000), and the winner of the game takes this amount from the loser. Games continue until one player has run out of money, leaving the winner with \$10000 in their side pocket (no pun intended).

If you select Set Tournament, you can choose whether to play against another player or the computer. If the latter, select a difficulty setting (Easy, Medium or Hard). The opponents chosen for each are as follows:

Easy - Stilt Wilkins Medium - Susan Short Hard - Clyde Hinkle

Finally, choose the number of sets in the match (1, 3 or 5). When you are done, select Game Start to begin the match.

This is exactly the same as Tournament Eight Ball, as described above.

You can choose to play this in Set Tournament or Betting Mode. The latter must be played against a second player, and removes all the other options available. In Betting Mode, each player starts with \$5000. A random stake is placed (from J1000 to J5000), and the winner of the game takes this amount from the loser. Games continue until one player has run out of money, leaving the winner with \$10000 in their side pocket (no pun intended).

If you select Set Tournament, you can choose whether to play against another player or the computer. If the latter, select a difficulty setting (Easy, Medium or Hard). The opponents chosen for each are as follows:

Easy - Dixie Wilson Medium - Stilt Wilkins Hard - Stubby Pickens

Finally, choose the number of sets in the match (1, 3 or 5). When you are done, select Game Start to begin the match.

This is exactly the same as Tournament Nine Ball, as described above.

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6.3 On	e Pocket	CVOPK
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You can choose to play this in Set Tournament or Betting Mode. The latter must be played against a second player, and removes all the other options available. In Betting Mode, each player starts with \$5000. A random stake is placed (from J1000 to J5000), and the winner of the game takes this amount from the loser. Games continue until one player has run out of money, leaving the winner with \$10000 in their side pocket (no pun intended).

If you select Set Tournament, you can choose whether to play against another player or the computer. If the latter, select a difficulty setting (Easy, Medium or Hard). The opponents chosen for each are as follows:

Easy - Pepe Garcia Medium - Stubby Pickens Hard - Minnesota Fats

Finally, choose the number of sets in the match (1, 3 or 5). When you are done, select Game Start to begin the match.

This is exactly the same as Tournament One Pocket, as described above.

First of all, choose whether to play against another player or the computer. If the latter, select a difficulty setting (Easy, Medium or Hard). The opponents chosen for each are as follows:

Easy - Dixie Wilson Medium - Pepe Garcia Hard - Clyde Hinkle

Finally, choose the number of points required to win the game (60, 120 or 240). When you are done, select Game Start to begin the match.

This is exactly the same as Tournament Rotation, as described above. However, if playing for 120 or 240 points, it is inevitable that all the balls will be cleared before enough points are amassed (unless playing for 120 points and one player pots all the balls on the table). When this occurs, the balls are reracked and the game continues as normal.

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6.5	14.1 Continuous	CVFOC
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A classic test of ball control, 14.1 Continuous is a game of true skill. The object is to amass a certain number of points before your opponent, a bit like Rotation. However, each shot must be called by nominating a ball and a pocket before taking the shot. If the shot is made successfully, the player is awarded one point and takes another turn. However, if the pot is not made (even if the ball goes in a different pocket or a different ball goes in the nominated one), the turn is over and no points are awarded. The player to reach the selected number of points wins the game.

First of all, choose whether to play against another player or the computer. If the latter, select a difficulty setting (Easy, Medium or Hard). The opponents chosen for each are as follows:

Easy - Pepe Garcia Medium - Stubby Pickens Hard - Minnesota Fats

Finally, choose the number of points required to win the game (15, 30 or 60). When you are done, select Game Start to begin the match.

This game requires pure skill - no flukes are rewarded in 14.1 Continuous. The hit-and-hope strategy is of no use, so don't bother. Simply take each shot as it becomes available, being very careful after each pot to get good position on the next ball. This game can take a while if you are anything less than expert, but it is a fantastic opportunity to practise getting angles and spin correct.

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6.6	Cut Throat	CVCTH
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This unusual game involves three players, each competing to be the last person at the table. The game is virtually the same as Eight Ball, except that each

at the table. The game is virtually the same as Eight Ball, except that each player has possession of five balls (shown at the top-right of the screen). It is the job of each player to pot the other players' balls while protecting their own, as losing all five balls results in disqualification from the game. Hence the name - Cut Throat.

First of all, choose whether to play a single-player game against two computer opponents, or a two-player game against one computer opponent. In either case, select a difficulty setting (Easy, Medium or Hard). The opponents chosen for each are as follows (player 2 is ignored in a two-player game):

Player 2 Player 3
----Easy - Stint Wilkins Dixie Wilson

Medium - Susan Short Pepe Garcia
Hard - Clyde Hinkle Stubby Pickens

Once you have chosen your options, select game start to randomly determine the starting order (there is no lag required in this game). The game then begins.

Playing against two opponents makes this game a little unusual to begin with. Concentrate on potting all the balls of one opponent first, to reduce your adversaries to one. This makes planning your game a lot easier. If there are no pots available, try to get at least one of your balls in a secure location or put the cue ball where it cannot reach any of your balls easily. A great strategy against two computer opponents is to put your balls against the rail and let the others battle against each other. Once they're finished, just move in and clean up what's left.

There are no options available for this, as it can only be played as a two-player game. As soon as it is selected, the game begins.

Player 1 goes first. The aim is to pot all three balls in the fewest number of shots possible. The same player continues (regardless of scratches) until all the balls are potted. Every shot taken scores one point, whether a ball is potted or not. Each scratch adds a penalty of four to the total, and any balls potted during the scratch shot are respotted - so this is best avoided. After the balls are cleared, they are respotted and Player 2 can attempt the challenge. Ultimately, the player with the lowest score wins the game.

A good score to achieve at this is around 3 or 4. You may be lucky and score a 2, but I have yet to see all three balls potted in the first shot. I'm sure there must be a way, so please let me know if you have the method.

This option gives you a chance to try your hand at some dazzling trick shots. There are 48 different setups in total, although only the first sixteen will be available at the beginning. As you complete all the trick shots on the current stage, the next 16 become available.

Each trick shot requires you to pot all the balls on the table in one shot. Some of the setups include cocktail glasses, which must be avoided. If any glasses are knocked over, even if all the balls are potted, you fail the shot. The following sections describe how to perform each trick shot successfully, given in an easy-to-follow format:

The first part tells you how many degrees to move the cue from its initial position, as well as the correct bearing in brackets (000 is straight up).

The second part tells you where to strike the cue ball (Centre, full Follow, full Draw, full Left, 2 Right, 1 Follow + 2 Left, Low Masse, High Masse, Low Masse + Right, Jump, etc.)

Finally, the third part tells you how hard to strike the cue ball. Nearly all shots require the maximum shot power (in many cases, just a little less than this will cause the shot to fail). There are situations, however, where less power is necessary. These are described as 4th Bar, which means to strike the cue ball when the coin is exactly on the 4th bar, just to the left of maximum. Too much power in these circumstances usually results in glass breakages.

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7.1	Stage 1	CTGSA
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The first sixteen trick shots aren't too difficult. Most don't require any special work to be done with the cue ball, and are fairly easy to get right the first time. They are as follows:

Number	Rotation	Bearing	Strike Point	Power
No. 1	17 degrees up	270	Centre	Max
No. 2	1 degree up	089	Centre	Max
No. 3	2 degrees down	270	Jump	Max
No. 4	2 degrees down	232	Centre	Max
No. 5	1 degree up	250	Centre	Max
No. 6	3 degrees down	263	Centre	Max

No. 7	75 degrees down	090	Full Left	Max
No. 8	6 degrees up	045	Centre	Max
No. 9	35 degrees up	300	Centre	Max
No. 10	1 degree up	268	Centre	Max
No. 11	5 degrees left	355	Full Left	4th Bar
No. 12	No rotation	270	Full Draw	Max
No. 13	10 degrees right	151	Centre	Max
No. 14	70 degrees right	063	Centre	Max
No. 15	4 degrees down	263	Full Follow	Max
No. 16	4 degrees up	259	1 Draw + 1 Left	4th Bar

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After completing the first stage of trick shots, the second stage is unlocked. These shots are generally a little more tricky that the first ones, and the later setups require a range of different cue actions. However, these tricks are considerably more spectacular, and worth doing right. They are as follows:

Number	Rotation	Bearing	Strike Point	Power
No. 1	4 degrees left	039	Centre	Max
No. 2	3 degrees up	091	Centre	Max
No. 3	No rotation	030	Centre	Max
No. 4	5 degrees down	316	Centre	Max

No. 5	2 degrees down	274	Centre	Max
No. 6	1 degree down	270	Centre	Max
No. 7	11 degrees down	065	Centre	Max
No. 8	1 degree up	089	Jump	Max
No. 9	11 degrees up	305	Centre	Max
No. 10	3 degrees down	263	Full Draw	Max
No. 11	4 degrees down	269	Centre	Max
No. 12	2 degrees left	000	Low Masse + Left	Max
No. 13	36 degrees up	301	Full Right	4th Bar
No. 14	No rotation	085	Full Draw	Max
No. 15	140 degrees down	195	Centre	Max
No. 16	11 degrees right	164	High Masse + Right	Max

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This is the final set of trick shots (at least, I think it is). I have only managed to complete the first 14 shots, and I would be very grateful if anyone can give me the correct way to finish the last two. Nearly all of these tricks require applying screw to your shots (Masse), and they all must have maximum power to work. They are as follows:

Number	Rotation	Bearing	Strike Point	Power
No. 1	8 degrees down	061	Centre	Max

No.	2	3 degrees down	267	Full Left	Max
No.	3	4 degrees right	322	Full Follow	Max
No.	4	10 degrees right	153	Full Draw + 1 Right	Max
No.	5	3 degrees left	357	2 Draw	Max
No.	6	6 degrees right	167	Low Masse + Left	Max
No.	7	6 degrees right	311	High Masse + Right	Max
No.	8	9 degrees right	000	Low Masse	Max
No.	9	5 degrees left	229	High Masse	Max
No.	10	2 degrees up	111	Low Masse	Max
No.	11	4 degrees up	098	High Masse + Right	Max
No.	12	15 degrees up	071	High Masse + Right	Max
No.	13	7 degrees right	209	High Masse	Max
No.	14	6 degrees down	090	Low Masse + Left	Max
No.	15	Unknown - help appro	eciated		
No.	16	Unknown - help appro	eciated		

At the moment, I don't really have anyone else to thank for helping me make this walkthrough (apart from the creators of Minnesota Fats at Data East and Sega for producing and publishing this excellent game). This is mainly because it was written entirely by myself. I alone have scribed the lengthy methods and strategies. No other resource, save for the ASCII Generator and the Minnesota Fats game itself, has been used in the creation of this guide.

Any additional information or rectification of mistakes will earn credit for their source in future versions. This section will then have some use.

I am perfectly happy for this guide to be used on anyone's sites, so long as my permission is first obtained. Please do not remove, amend or add anything from this guide. If you feel something needs to be changed, please e-mail me at either address below and I will make appropriate adjustments.

If you have any queries or comments about the Minnesota Fats game, any additional information that you wish to add to this walkthrough, or would like to point out any mistakes or errors that you may have noticed while reading, please e-mail me at either of the following addresses:

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I will be happy to answer any questions you may have about the game, and I will credit any help given to improve this walkthrough. Also, if you like my style, and can suggest any other games for which I should write a walkthrough, then drop me a line too.

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