

Minnesota Fats Pool Legend FAQ/Walkthrough

by Sir Pobalot

Updated to v1.00 on Sep 30, 2004

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## Minnesota Fats - Pool Legend

For the Sega Genesis / Mega Drive system

Complete Walkthrough and Strategy Guide - By Seb Holt (aka Sir Pobalot)

79 characters per line, approx. 16 pages, 61KB in size

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v1.00 - October 2004

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Master System: Land of Illusion - Starring Mickey Mouse

PC: Constructor

```
*****
**/  / **/
*/      /
|  2      C o n t r o l s                      CCNTL
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```

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
- B: 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)

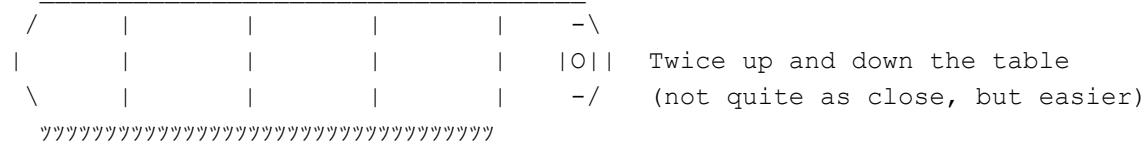
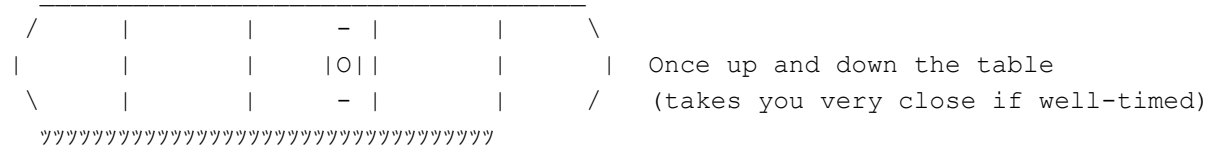
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**/  / **/
*/      /
|  3      P l a y i n g   G u i d e                CPLGD
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| 3.1      S t a r t i n g   t h e   G a m e          CSTGM
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*****
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```

The Title Menu has five options, as follows:

- Story Mode - Begin a mission-style game and attempt to beat Minnesota Fats
- 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
- Jukebox - 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:



```

*****
*/\*/\
| 3.2 Pool Skills CPLSK
*\ */\
*****
  
```

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.

---

```
*****
**/  / **/
*/
| 4      S t o r y   M o d e                      CSTMD
*\
**\  / **\
*****
/  /  /
```

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.

---

```
*****
*/  / **/
| 4.1      Dixie Wilson                          CDXWL
*\  / **\
*****
/  /  /
```

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.

```

*****
*/\**/\
| 4.2      Jake Lewis                                CLKLW
*\_/*\
*****

```

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 than 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.

```

*****
*/\**/\
| 4.3      Stubby Wilkins                            CSTWK
*\_/*\
*****

```

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.

```

*****
*/\*/\
| 4.4      Susan Short                                     CSNSH
*\_/*\_
*****
*/\*/\

```

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.

```

*****
*/\*/\
| 4.5      Clyde Hinkle                                    CCDHN
*\_/*\_
*****
*/\*/\

```

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.

---

```
*****
*/  4.6      Minnesota Fats                                 CMNFT
*\_/*\
*****
*/  4.6      Minnesota Fats                                 CMNFT
*\_/*\
*****
```

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. Your 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

```
*****  
**/ 5 \**/  Tournament Mode CTRMD  
*| 5 |  Tournament Mode CTRMD  
*\  |  |  
**\  /**\  
*****  
~~~~~
```

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.

```

*/ 5.1 **/ Eight Ball CTEBL
*| 5.1 | Eight Ball CTEBL
*\ | |
\ /\

~~~~~
```

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







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.

```
*****  
*/yy\*/yyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyy  
| 6.3      One Pocket                                     CVOPK  
*\_*/\_____  
*****  
yyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyy
```

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.

```
*****  
*/yy\*/yyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyy  
| 6.4      Rotation                                       CVRTN  
*\_*/\_____  
*****  
yyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyyy
```

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.

---

```
*****
*/\*/
| 6.5      14.1 Continuous                               CVFOC
*\ */
*****

```

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.

---

```
*****
*/\*/
| 6.6      Cut Throat                                   CVCTH
*\ */
*****

```

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 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.

---

```
*****
*/\*/\
| 6.7      Three Ball                               CVTBL
*\_/*\
*****
\
```

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.

---

```
*****
*/\**\
| 7      T r i c k   G a m e   M o d e           CTGMD
*\
**\_/**\
*****
\
```





|        |                  |     |                 |         |
|--------|------------------|-----|-----------------|---------|
| 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 |

```

*****
*/\*/\
| 7.2      Stage 2                                CTGSB
*\ */\
*****

```

After completing the first stage of trick shots, the second stage is unlocked. These shots are generally a little more tricky than 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     |

\*\*\*\*\*  
 \*/\*\*\\*\*/\*\\*\*\*\*\*  
 | 7.3 Special CTGSP  
 \* \ / \* \  
 \*\*\*\*\*  
 \*\*\\*\*/\*\\*\*\*\*\*

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   |



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.

```

*****
**/ 9 \**/
*/      9
| 9      C o n t a c t   I n f o r m a t i o n                CCNIF
*\
**\____/ **\
*****

```

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:

- dvarik@aol.com
- pobalot@aol.com

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.