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Stage 5: The yellow ball acts as the 2nd player's cue ball. The players alternate turns after they take their shot and either don't hit another ball and pots it or if a foul is made. The camera detection checks if the players' cue ball collides with the red and the yellow ball in the 1 slot. The STD output displays in a separate window when it is how many points are scored, if a foul or canon is made and other information needed.

Stage 6: There are 6 pockets on the table which are black circle shapes. If any of the other balls collide with these pockets, depending on the ball that collide it counts as either a score or a foul. The players score if they knock the red or opposing player's cue ball into the pockets. More scores if the players gain a canon. The balls are placed accordingly as the 2 player cue balls are on opposite sides of the table with the red ball at the centre of the table. The balls for the pockets are set in each corner and 1 in the centre top and 1 in the centre bottom of the table.