



NTSC U/C

PlayStation®



SLUS-01289
01289



BILLIARDS™



WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNOFFICIAL PRODUCT:

The use of unofficial products and peripherals may damage your PlayStation game console and invalidate your console warranty.

HANDLING YOUR PLAYSTATION DISC:

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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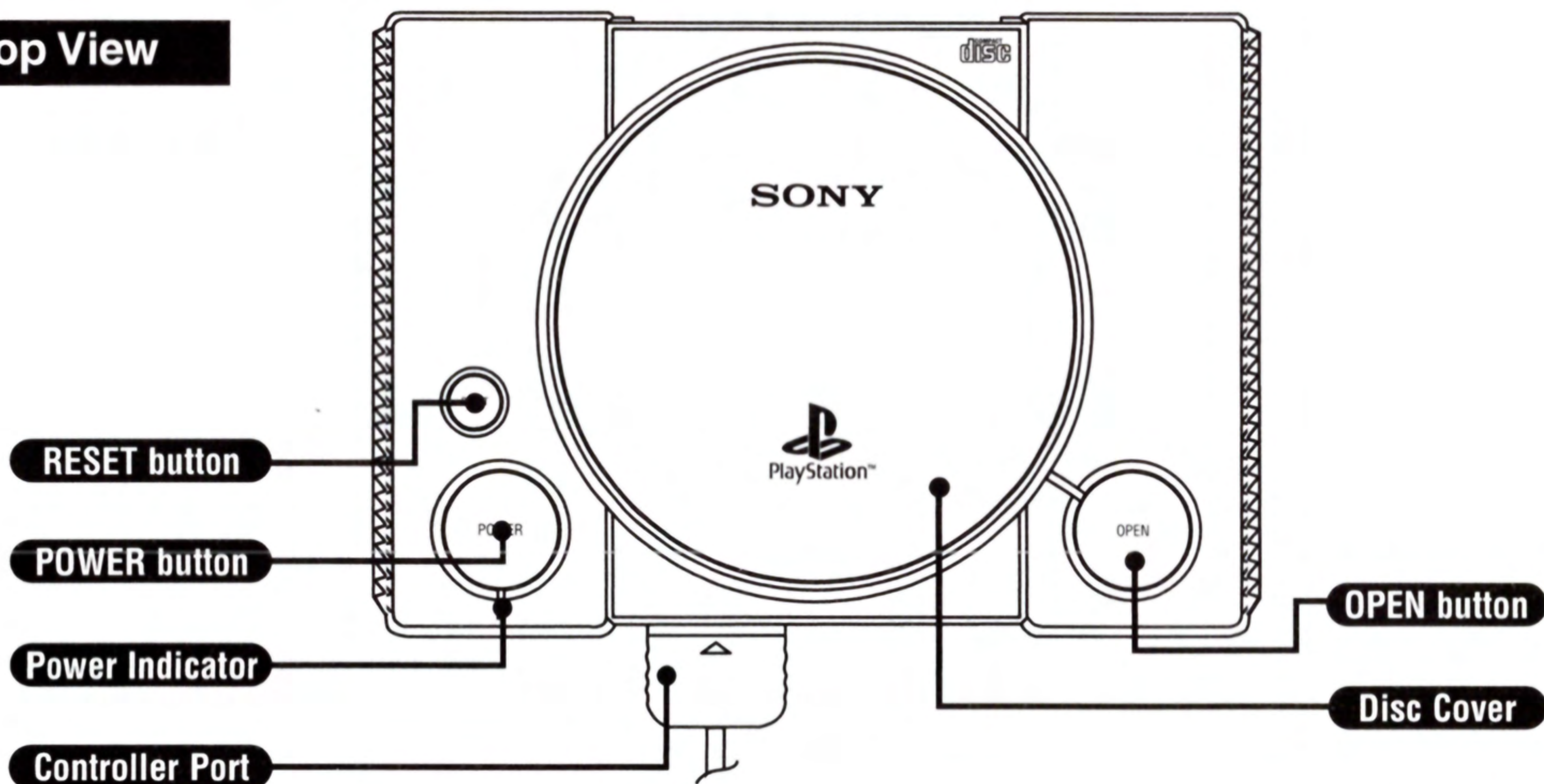
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GAME RULES

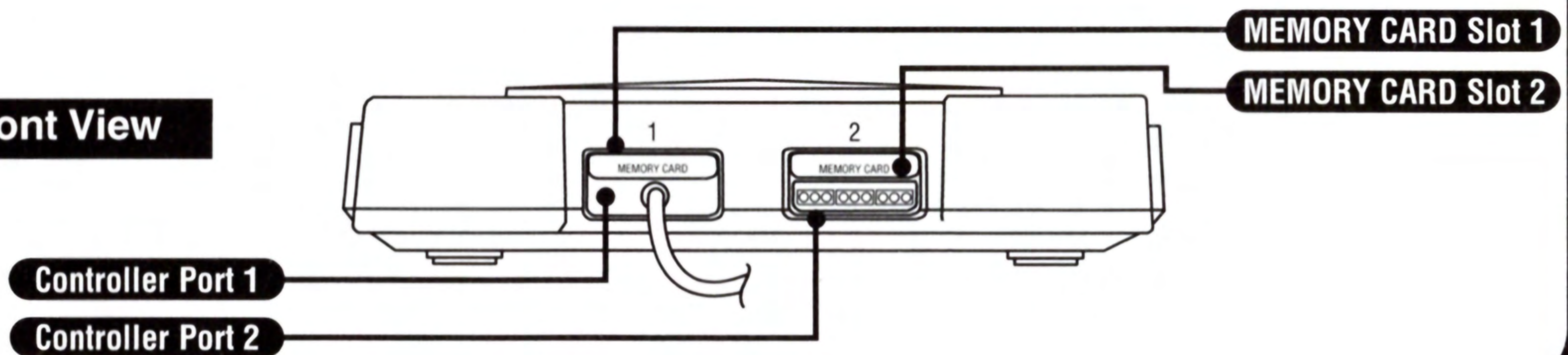
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CONSOLE INSTRUCTIONS

Top View

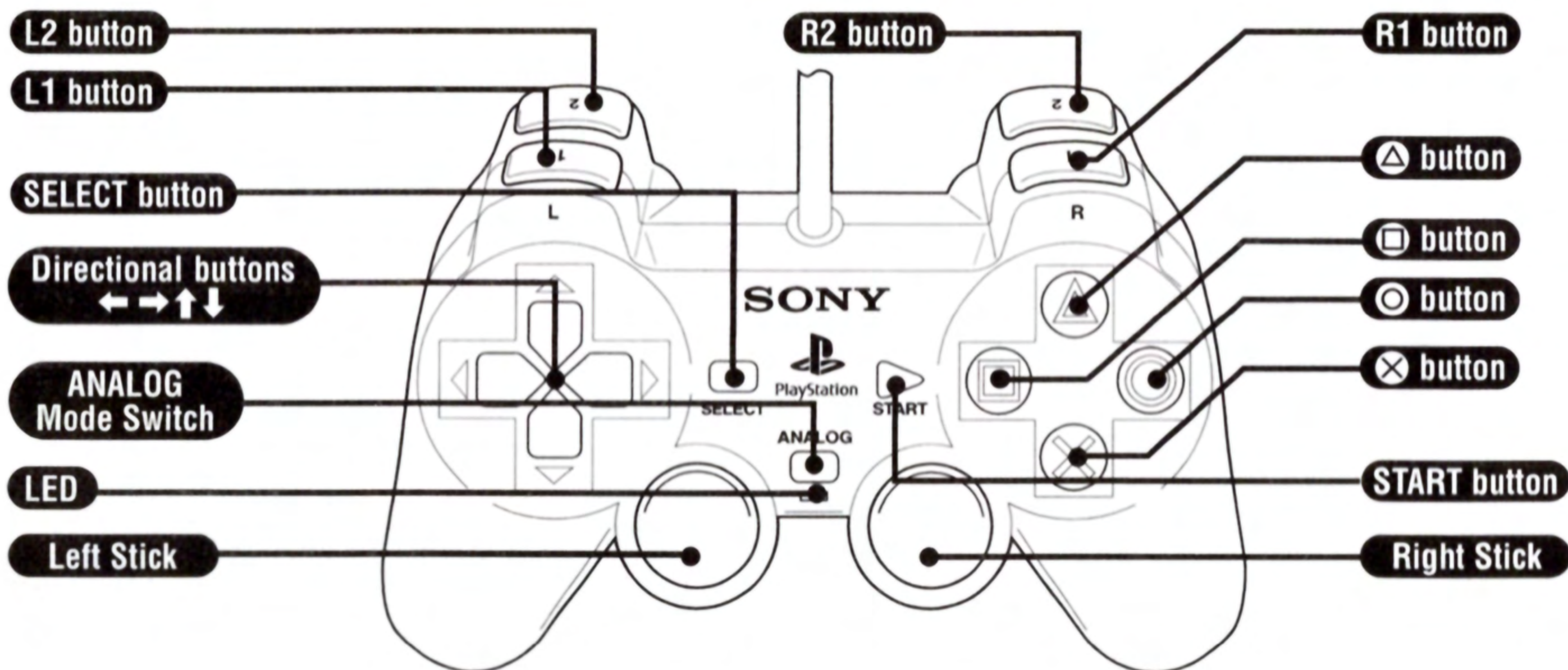


Front View



Set up your PlayStation game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the BILLIARDS disc and close the disc cover. Insert game controllers and turn on the PlayStation game console. Follow on-screen instructions to start a game.

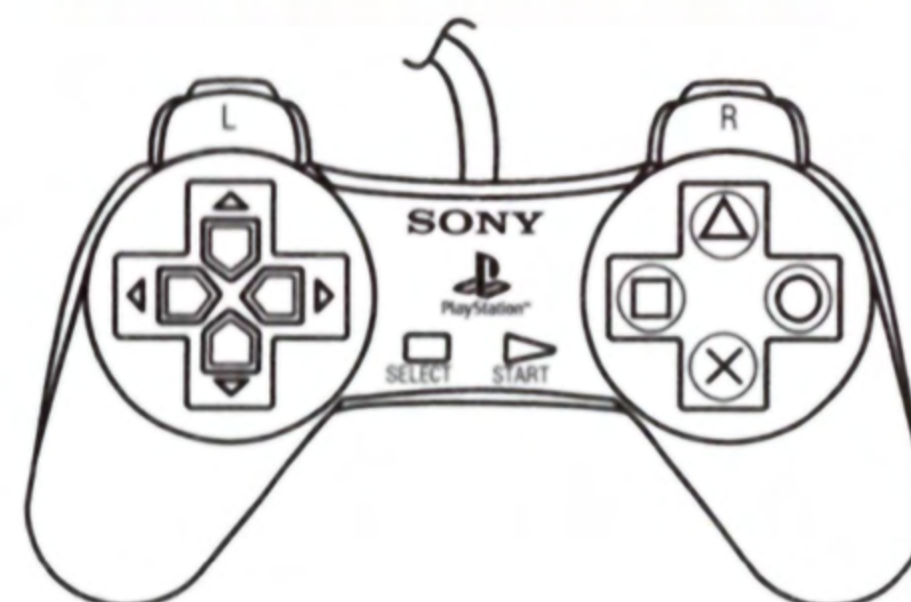
DUALSHOCK™ analog controller



	Menu	Game Screen		
		(Shot Direction)	(Camera)	(Shot mode)
Directional buttons ← →	Highlight menu selections	Change shot direction	Move camera left/right	
Directional buttons ↑ ↓	Highlight menu selections	Change viewing angle	Move camera forward/backward	
○ button	View game rules	Adjust the angle of the cue ball (with Directional buttons)	Rotate camera angle (with Directional buttons)	
△ button	Cancel selection	Change the position of the cue ball (with Directional buttons)		Cancel shot selection
□ button		Change the position of the cue tip on the cue ball (with Directional buttons)	Rotate camera angle (with Directional buttons)	Adjust shot strength
× button	Confirm selection	Engage shot mode		
START button		Display Pause menu		
SELECT button		Switch to top view		Switch to top view
L1 button		Zoom in	Move camera down	Rotate shot direction to the left
R1 button		Zoom out	Move camera up	Rotate shot direction to the right
L2 button		Display ball numbers		
R2 button		Enable/Disable Camera mode		

Note: To quit a game, press the START button to pause the game and select EXIT to return to the Mode Select screen.

Regular Controller



Note: Compatible only in Digital mode.

You may have a controller that looks like this, if so please follow the digital instructions outlined above.

STARTING THE GAME



START

Begin a new game.

DATA

Save/load game data. The following data will be saved to the Memory Card:

- Cleared CPU Character data.
- Cleared Trick Shot data.

TUTORIAL

This mode provides some basic game descriptions/examples. If this is your first time playing the game, it is recommended that you start here.

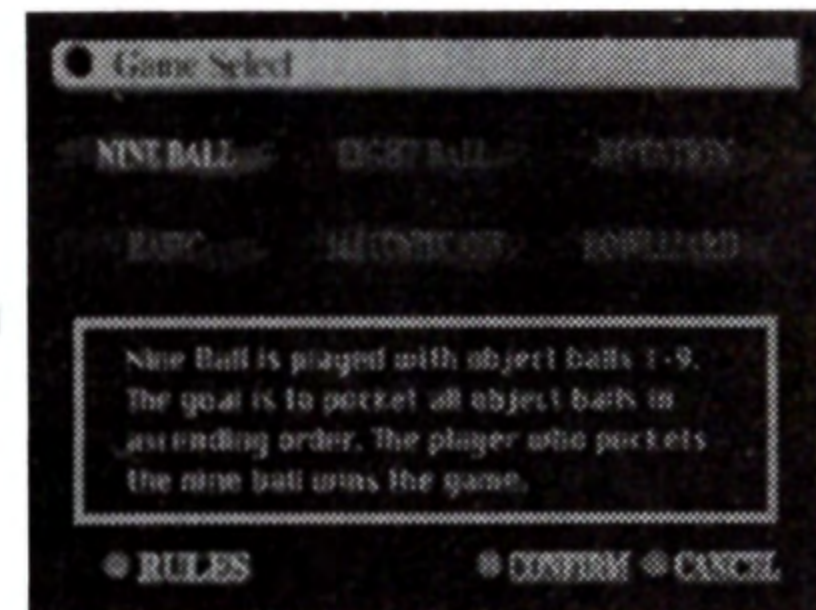
The two available game modes are Pocket Game and Trick Shot.

- **Pocket Game** - Select from six different billiard games.
- **Trick Shot** - Select from a variety of tricks, the objective is to sink all balls arranged on the table in one shot.

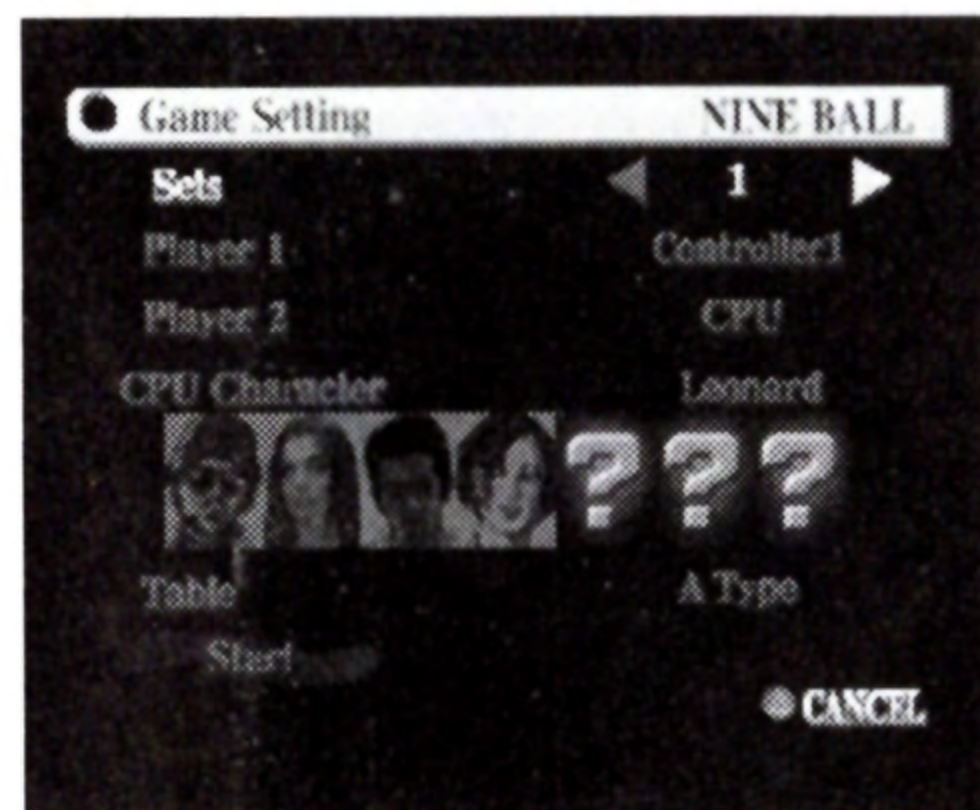


POCKET GAME

Select from six different billiard games. Highlight the game you want to play, press the **○** button to view the rules and the **✕** button to begin the game.



NUMBER OF SETS/FRAMES/POINTS



Nine Ball, Eight Ball and Basic: Select the number of sets to be played.
Rotation and 14.1 Continuous: Select the number of points needed to win.
Bowliard: Select the number of frames to be played.

PLAYER 1

Set the controller to be used by Player 1.

PLAYER 2

Set the controller to be used by Player 2. If CPU is selected here, you will compete against a CPU character.

TABLE

Select from three different table types here.

CPU CHARACTER

If CPU is set for Player 2, you may select the character that will be challenged.

START

Once all selections are complete, confirm them here and the game begins.

**PAUSE MENU****REPLAY**

Replay the most recent shot.

CAMERA

Select the camera angle that will be used when watching shot replays.

BG

Turn background graphics ON/OFF.

GUIDE

Change trajectory display. Select from Line, Ball, or Off.

SOUND

Select from Stereo or Mono sound settings.

QUIT GAME

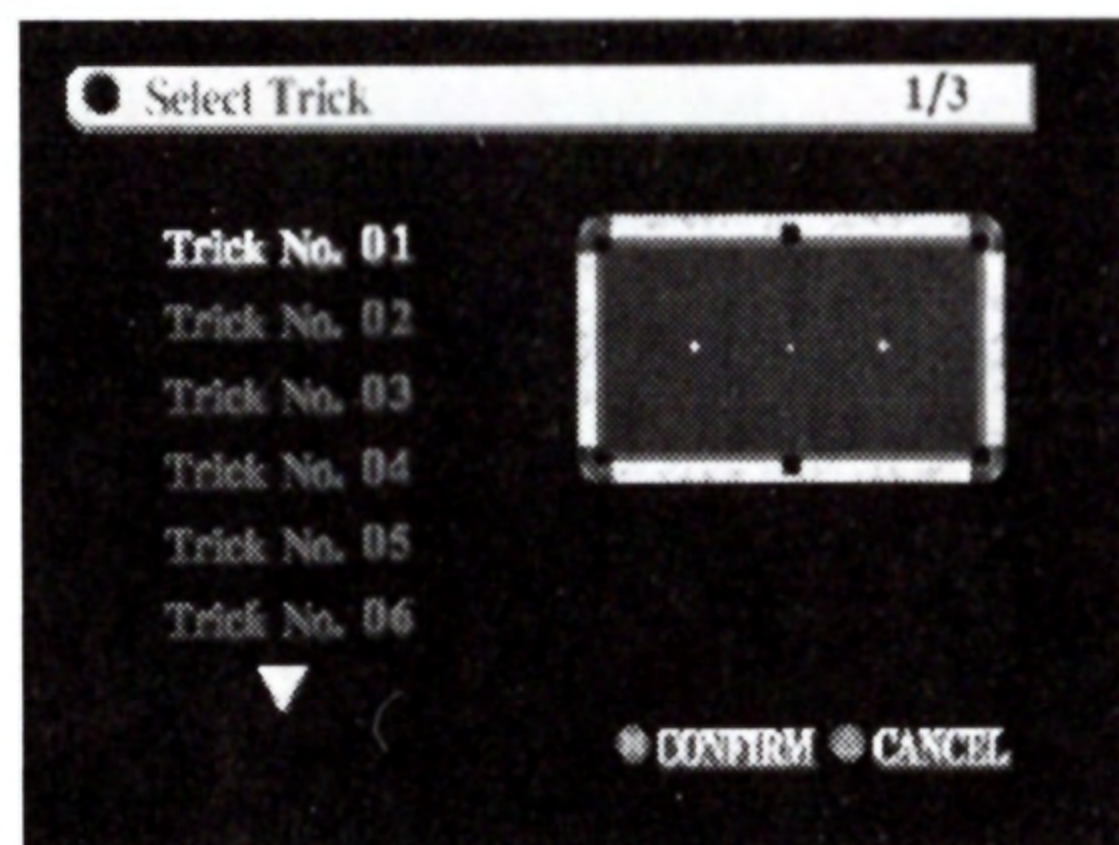
Exit the current game and return to the title screen.

EXIT MENU

Return to the game in progress.

TRICK SHOT

Select a Trick Shot from the available list.

**CONTINUE**

Attempt a Trick Shot again.

SETTING

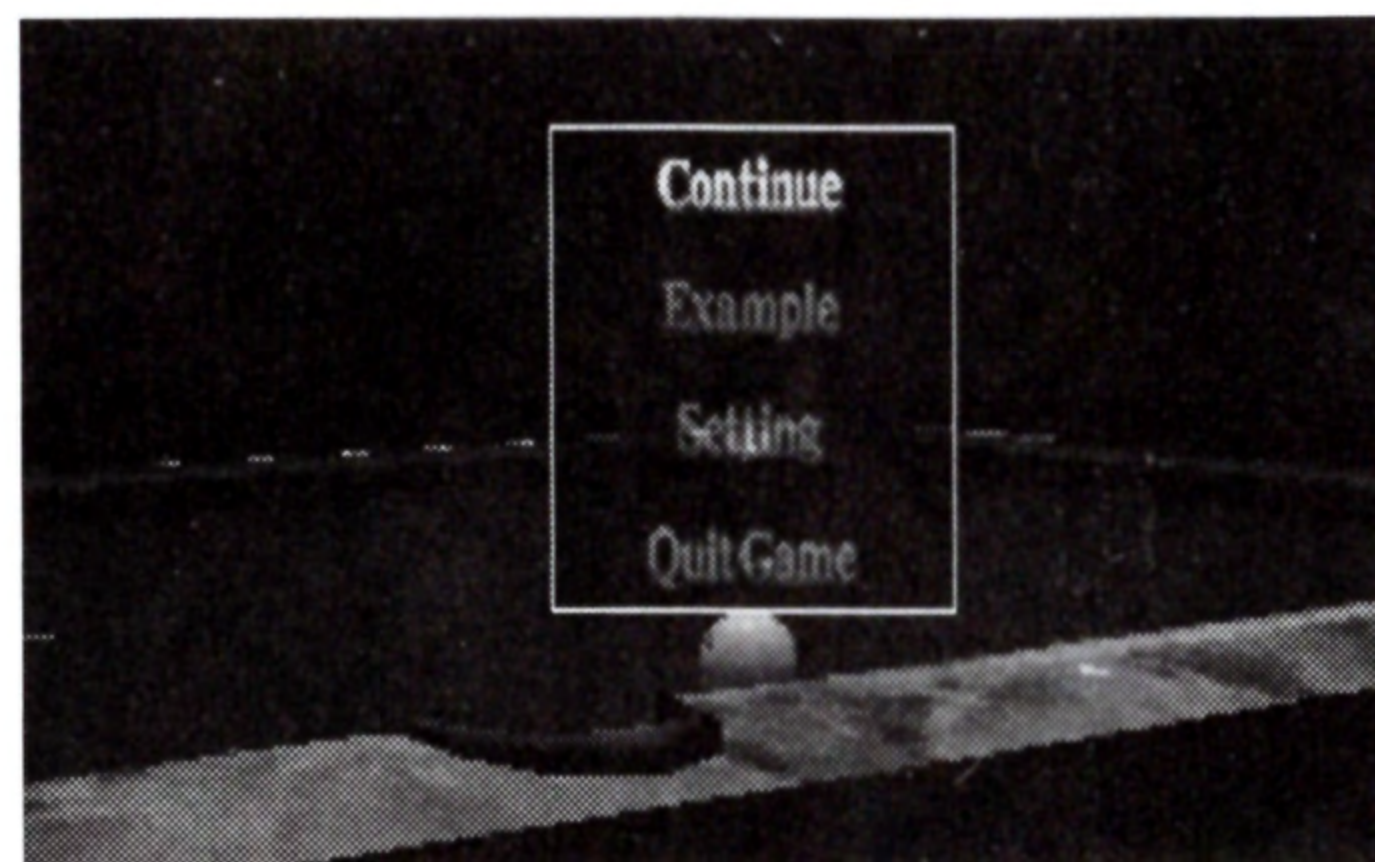
Return to the Trick selection screen.

EXAMPLE

View a demonstration of how to successfully complete the Trick Shot you are attempting.

EXIT

Return to the title screen.



GAME SCREEN

Select from six different billiard games. Highlight the game you want to play, press the **○** button to view the rules and the **×** button to begin the game.

BASIC FUNCTIONS

Shot Direction Setting:

Use the **←→** directional buttons to set the direction of the shot. (*)

Cue Tip Setting:

Use the directional buttons, while holding down the **■** button, to adjust where the point of the cue tip will strike the cue ball.

Cue Angle Setting:

Use the **↑↓** directional buttons, while holding down the **○** button, to adjust the angle of the cue.

OTHER FUNCTIONS

START button: Access the Pause menu.

↑↓ Directional buttons:

Change viewing angle.

L1 button: Zoom in.

R1 button: Zoom out.

CAMERA

R2 button: Enable/Disable the camera mode.

R1/L1 buttons: When in camera mode, these buttons will shift the camera Up/Down.

(*) **Note:** On the break shot and after fouling, the cue ball's placement on the table can be changed by pressing and holding the **▲** button while pressing the directional buttons.

SHOT MODE

Once a shot is lined up as desired, press the **×** button to enter the shot mode.

L1/R1 buttons:

Adjust shot direction further, once in shot mode.

■ button:

Press to switch between the Normal and Hard shot power settings. The blue meter indicates the Normal setting; the red meter indicates the Hard setting.

× button:

Press to confirm the shot power setting. The further the blue/red meter is to the right, the harder the shot.



COMMON FUNCTIONS

(Available in both the Shot Direction and Shot modes.)

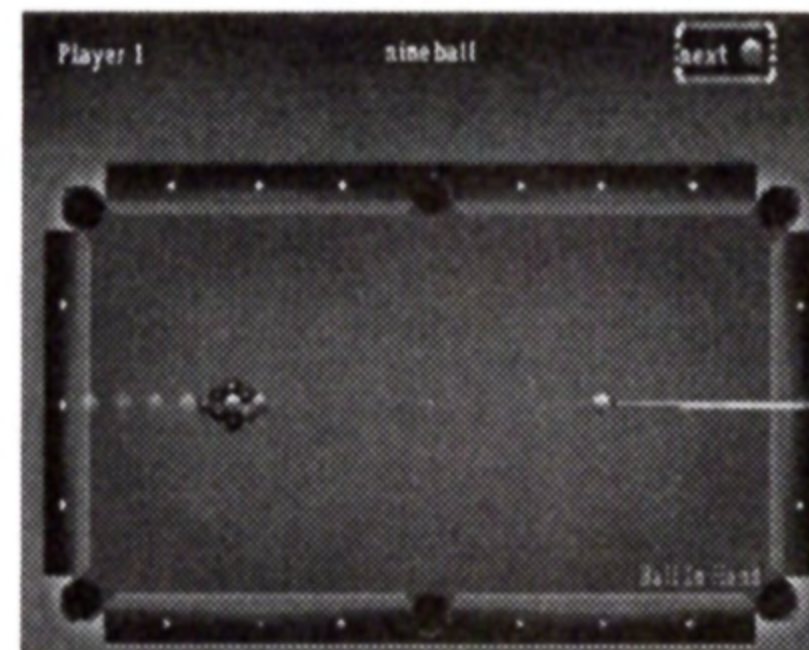
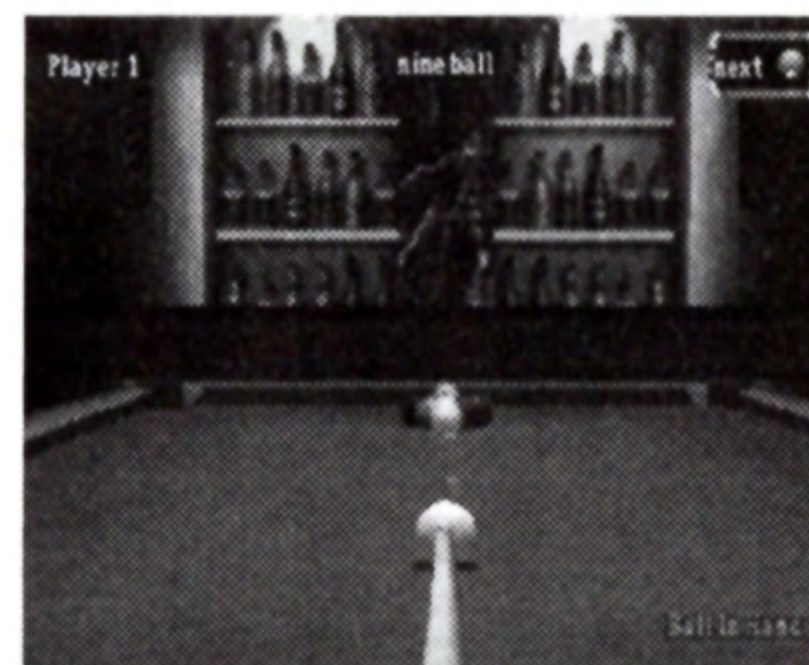
SELECT button:

Switch to top view.

Note: The camera option is not available when viewing the table from the top.

L2 button:

Display ball numbers.



NINE BALL This game is played with object balls 1-9. Pocket the object balls from the lowest number to the highest number. The player who pockets the 9-ball wins the game.

Rules:

Pocket the object balls from the lowest number to the highest. Random object balls may be pocketed on the same shot that the lowest numbered ball is hit, but this only applies if the lowest numbered ball was hit first.

Fouls:

A foul will be called if:

- On each shot, the lowest numbered object ball is not hit first.
- The cue ball is pocketed (scratch).
- The cue ball is hit off the table.



EIGHT BALL Eight Ball is played with object balls 1-15. These balls are divided into two groups: 1-7 (Solids) and 9-15 (Stripes). The player who sinks all of their group and then the 8-ball is the winner. The first pocketed ball determines whether a player is shooting for either solids or stripes.



Rules:

The first pocketed ball determines whether a player is shooting for either solids or stripes. If the eight ball is pocketed on the break, it is returned to the table and the game continues.

Fouls:

A foul will be called if:

- On each shot, the player does not hit one of their group (stripes/solids) first.
- The cue ball is pocketed (scratch).
- The cue ball is hit off the table.

ROTATION This game is played with object balls 1-15. Points received by a player correspond directly to the number on the ball. The first player to reach the set number of points wins. If all balls are pocketed, and no player achieves the set number of points, the game continues until someone does.

Rules:

On each shot, the cue ball must hit the lowest numbered object ball first. Other object balls may also be pocketed on the same shot, without penalty, provided the lowest numbered object ball was hit first.

Fouls:

A foul will be called if:

- On each shot, the lowest numbered object ball is not hit first.
- The cue ball is pocketed (scratch).
- The cue ball is hit off the table.



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GAME RULES

BASIC

Basic is played with object balls 1-15. The first player to sink eight balls wins the game.

Rules:

On each shot, the cue ball must hit the lowest numbered object ball first. Other object balls may also be pocketed on the same shot, without penalty, provided the lowest numbered object ball was hit first.

Fouls:

A foul will be called if:

- The cue ball is pocketed (scratch).
- The cue ball is hit off the table.



14.1 CONTINUOUS

14.1 Continuous is played with object balls 1-15. The first player to reach the agreed upon number of points wins the game.



Rules:

Each player scores one point per ball, and may sink the balls in any order. If no player has reached the agreed upon score, with only one ball remaining on the table, that ball is left where it is and the remaining fourteen balls are setup again.

Fouls:

A foul will be called if:

- The cue ball is pocketed (scratch).
- The cue ball is hit off the table.

BOWLLIARD

Bowliards is played with object balls 1-10. The rules for Bowliards are very similar to those of an actual bowling game.

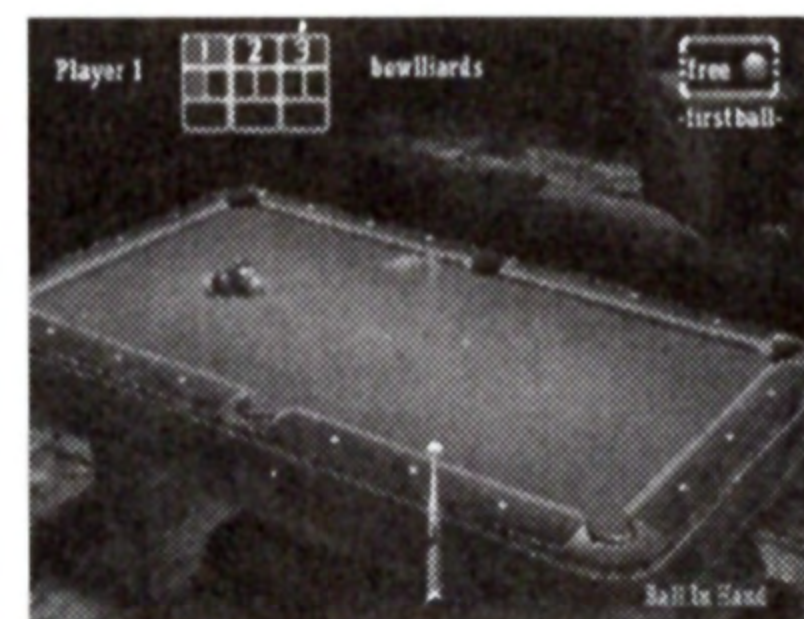
Rules:

The break shot up until the first foul/scratch is considered the first frame. The second frame is the period immediately after the first foul/scratch up until the next foul/scratch.

Fouls:

A foul will be called if:

- The cue ball is pocketed (scratch).
- The cue ball is hit off the table.



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Authentic 3D Billiards – “Everything except Chalk”



SPORTS



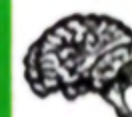
FIGHTING



ACTION



ADVENTURE



PUZZLE



ROLE PLAY



SIMULATION



- **Three games to choose from: Nine Ball, Eight Ball, and Rotation.**
- **Camera angles include top of table and regular view.**
- **Adjust angle of the cue for your best read on the shot.**
- **Practice mode included so you can perfect difficult shots.**

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