



PlayStation

®

NTSC U/C

PlayStation®

# pool hustler™



CONTENT RATED BY ESRB

SLUS-00758  
1000459.221.US



**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.

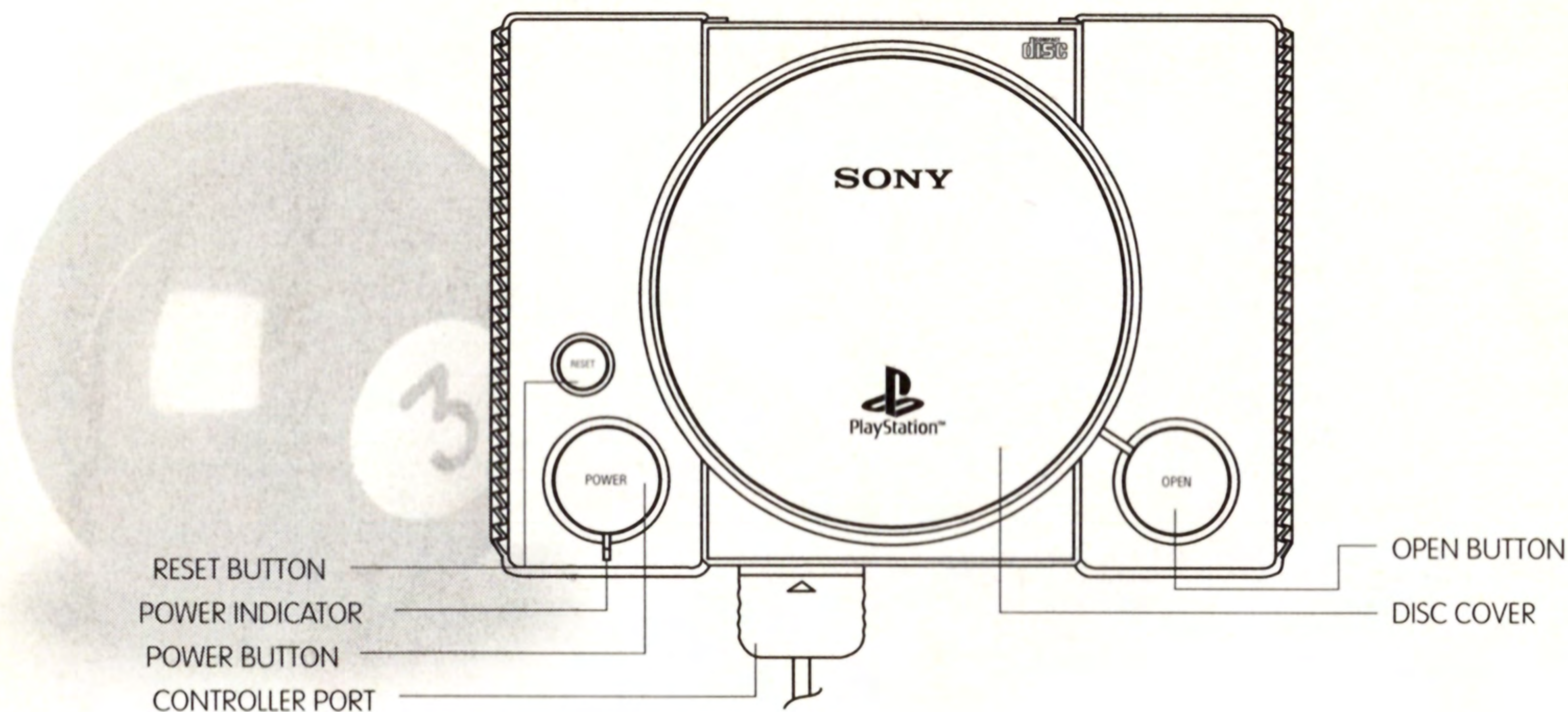
**HANDLING YOUR PLAYSTATION® DISC:**

- 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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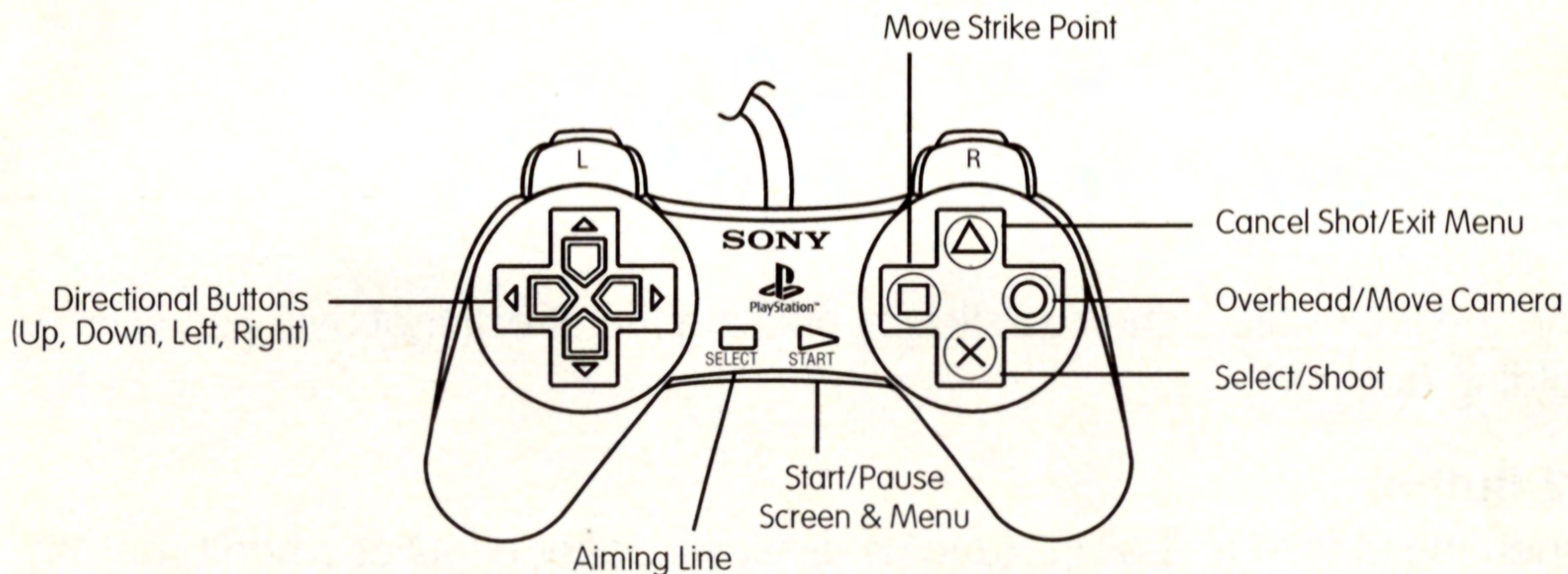
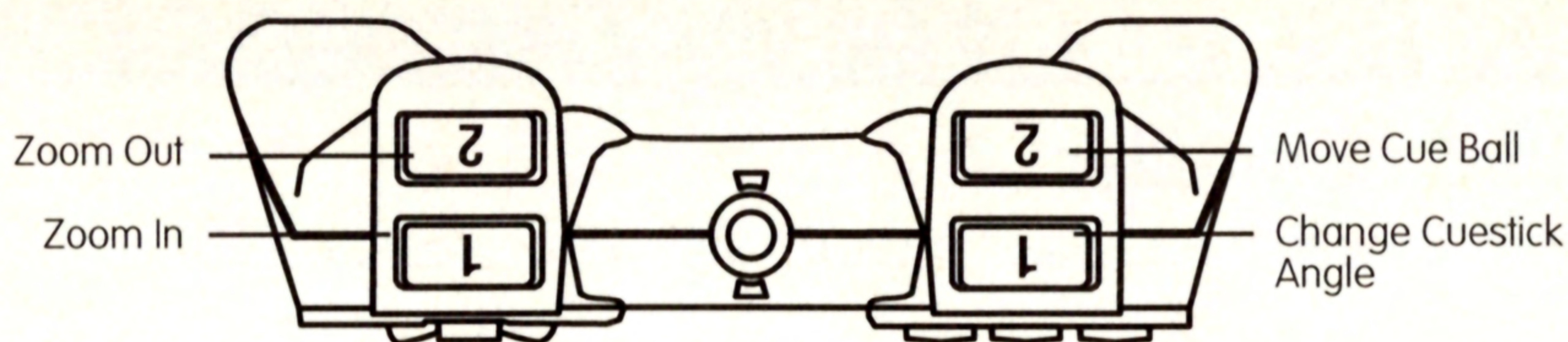
## STARTING UP



- Set up your PlayStation® game console according to the instruction manual.
- Make sure the power is off before inserting or removing a compact disc.
- Insert the Pool Hustler disc and close the disc cover.
- Insert game controllers and turn on the PlayStation game console.
- Follow the on-screen instructions to start a game.

## GAME CONTROLS

The controller configuration is shown here. To select menu options, use the **Directional Buttons** up/down to navigate through the menu options, highlight the option you want to select, and hit the X button to accept.



Note: Pool Hustler supports a number of popular analog controllers. However, this section defines commands only for the standard PlayStation® controller. If you want to play with an analog controller, see Analog Controller, page 5.

## Game Reset

To abort a game in progress, press the START button to pause the game. Choose Quit Game from the menu to return to the Pool Hustler title screen.

# CONTROLLERS

## Standard Controller

A standard PlayStation controller works with Pool Hustler as described below.

### L1 Button

Zoom in when in 3D view mode.

### L2 Button

Zoom out when in 3D view mode.

### R1 Button

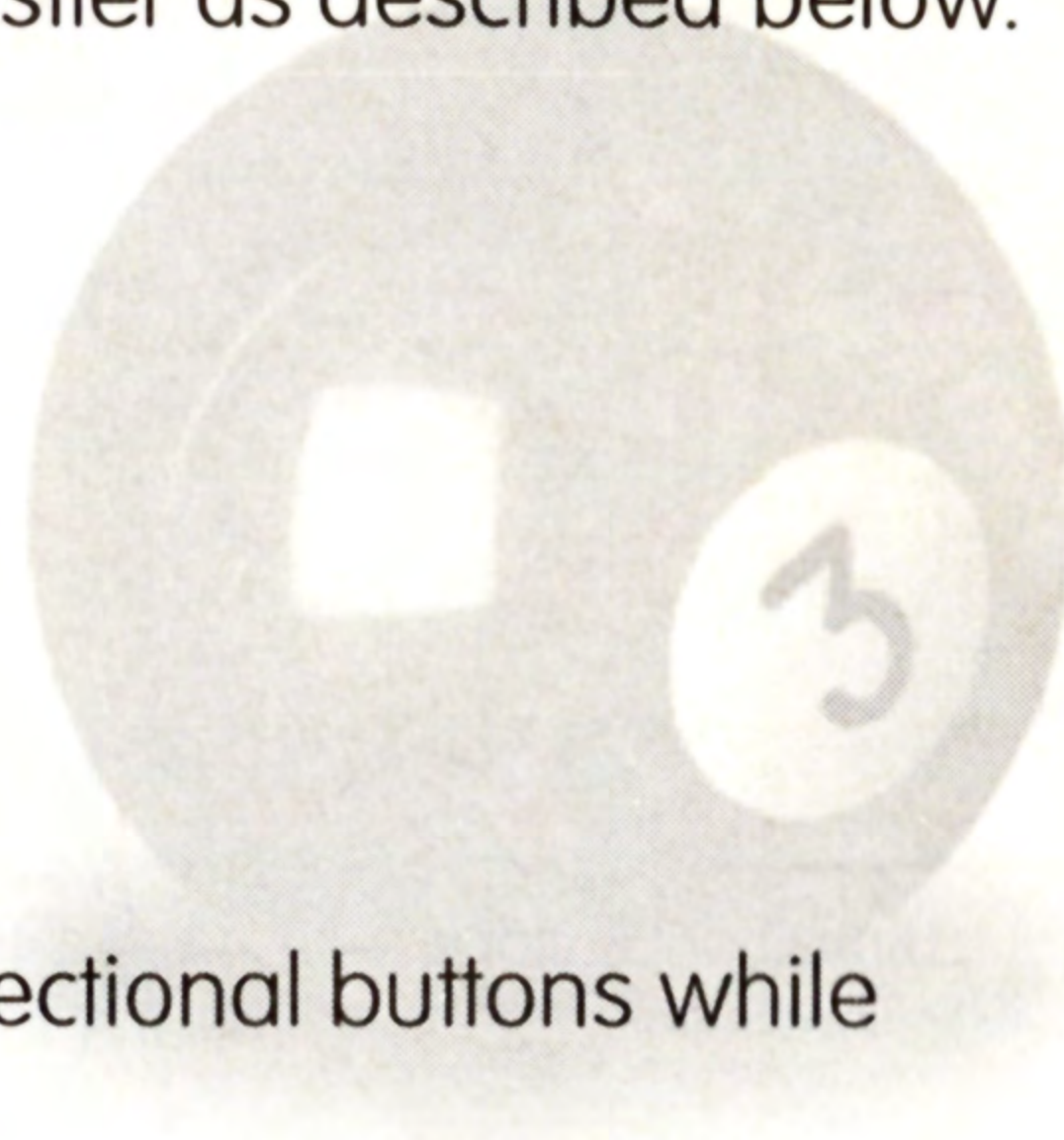
Change the angle of the cue stick by pushing the directional buttons while holding down R1.

### R2 Button

When the message "Ball in Hand" is displayed, after a foul or when breaking, you can move the cue ball by pushing the directional buttons while holding down R2.

## Directional Buttons

Use the directional buttons to move the cursor when calling a pocket and highlighting options. Use the left and right buttons to set the direction of your shot. Use the up and down buttons to set the amount of power used when shooting and to change the viewing angle when in 3D View mode.



## **O Button**

Cycle view modes and shift the viewing area horizontally by using the directional buttons while holding down the O button.

## **△ Button**

Cancel a shot or exit from a menu.

## **□ Button**

Move the Strike Point on the cue ball by pushing the directional buttons while holding down the □ button.

## **× Button**

Execute menu selections, start shooting mode, adjust the power of a shot, and stroke the shot. The longer you hold down the button, the stronger the shot will be.

## **Select Button**

Toggles the aiming line off and on.

## **Start Button**

Activates and deactivates in-game option menus.

## **Analog Controller**

Pool Hustler is designed to take advantage of the analog gamepad as well. You can switch between Standard Controller mode and Analog Controller mode by using the Analog Mode Switch.

- LED Off: Standard Controller mode (no analog input)
- LED On: Analog Controller mode (analog input accepted)

In addition to the functions available with a standard controller, Analog Controller mode allows the following additional functions through the joysticks:

### Left Stick

- Moves the striking point on the cue ball when the □ button is held down.
- Changes the angle of the cue stick when the R1 button is held down.
- Changes the viewing angle in 3D View mode.

### Right Stick

Up and down movements adjust the power used on the stroke. Pressing down on the stick will stroke the shot.

Insert the Pool Hustler CD-ROM into the PlayStation and push the Power button. After a short opening movie clip, the Pool Hustler title screen appears. Press Start to go to the Main menu. Use the up and down directional buttons to choose a menu item and press the X button. The △ button cancels your selection and brings you back to the previous screen.





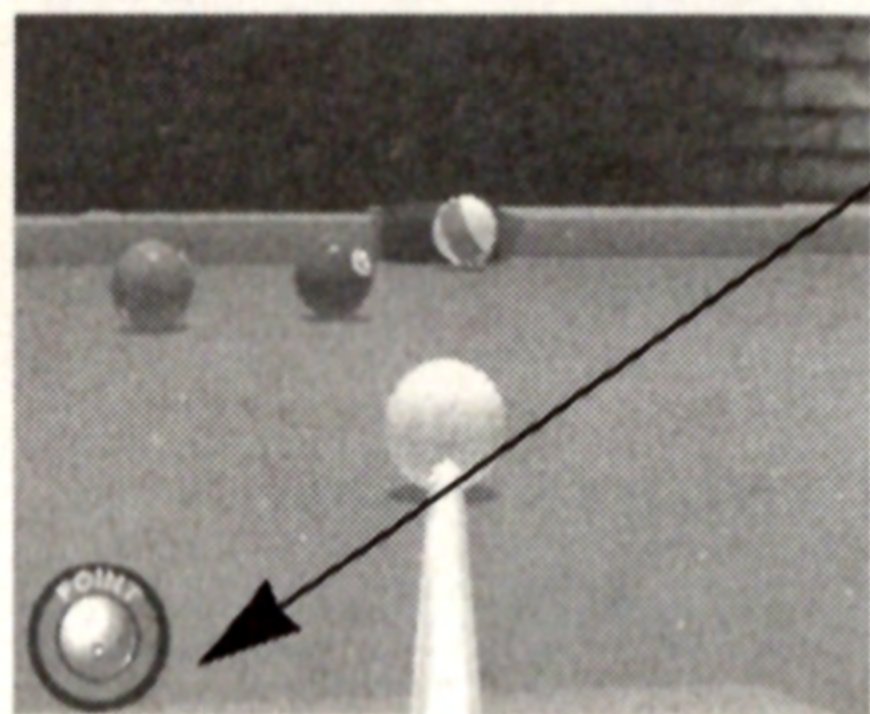
## Loading and Saving Data

You can save and load your current game data using a memory card. Loading and saving operations are available from the Memory Card menu option. Pool Hustler only uses Memory Card Slot 1 for loading and saving data.




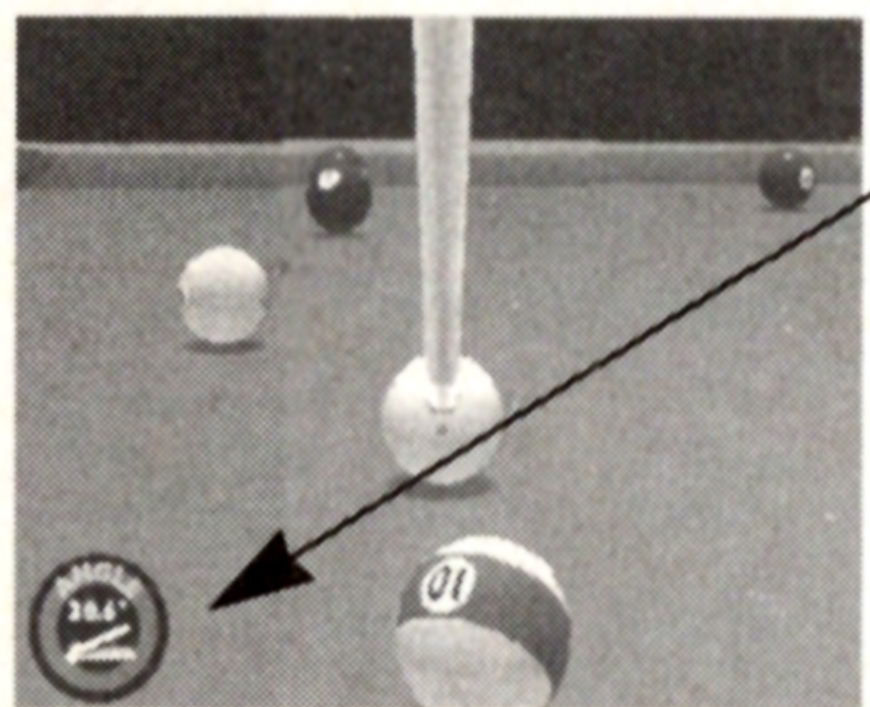
## Playing

The basic elements of game play in Pool Hustler (aiming at object balls and hitting the cue ball) are outlined below:



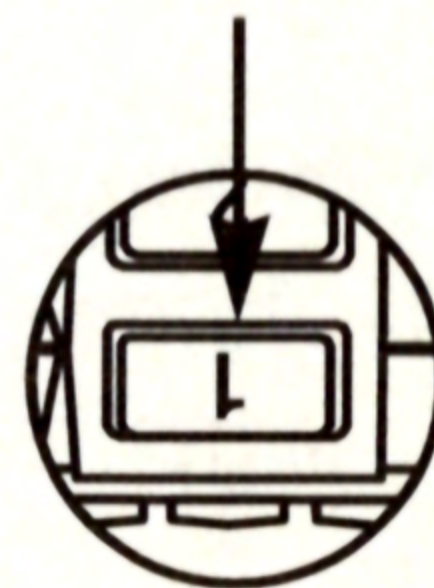
### Strike Point

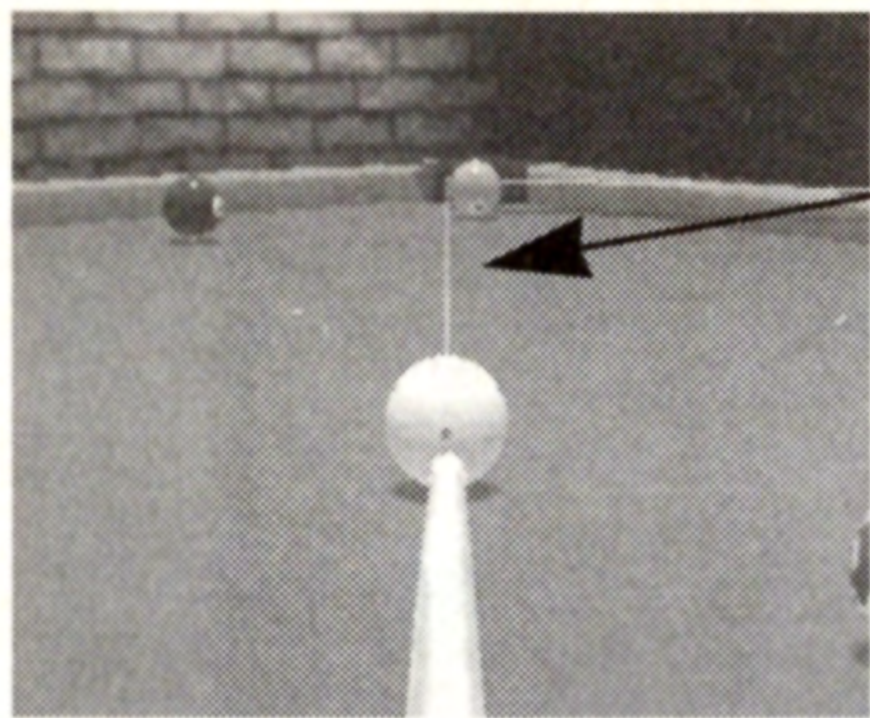
Move the strike point (the point on the cue ball where the cue tip hits) by holding down the  button while using the directional buttons.



### Cue Stick Angle

Change the angle of the cue stick by using the directional buttons up or down while holding down the R1 button.





### **Aiming Line**

You can toggle the aiming line function on and off with the Select button.



## **GAME MODES**

### **Introduction to Game Modes**

#### **Lesson Mode**

This is a pool tutorial designed by a professional pocket billiards player. Lesson mode will give you the knowledge you need to master the game of pool.

#### **Story Mode**

In Story mode, the player plays high-stakes pool against a progressively better series of computer-controlled pool players. The goal is to beat them all and become the pool champion.

#### **Two-Player Mode**

This head-to-head mode pits two players against each other in four different pool games.

## Practice Mode

Practice mode allows you to place balls wherever you want to, and hit them wherever you like.

## Trick Shot Mode

The player tries to master 30 trick shots utilizing massé, English, and other techniques.

## Memory Card

This option allows you to save and load your current game data using a memory card.

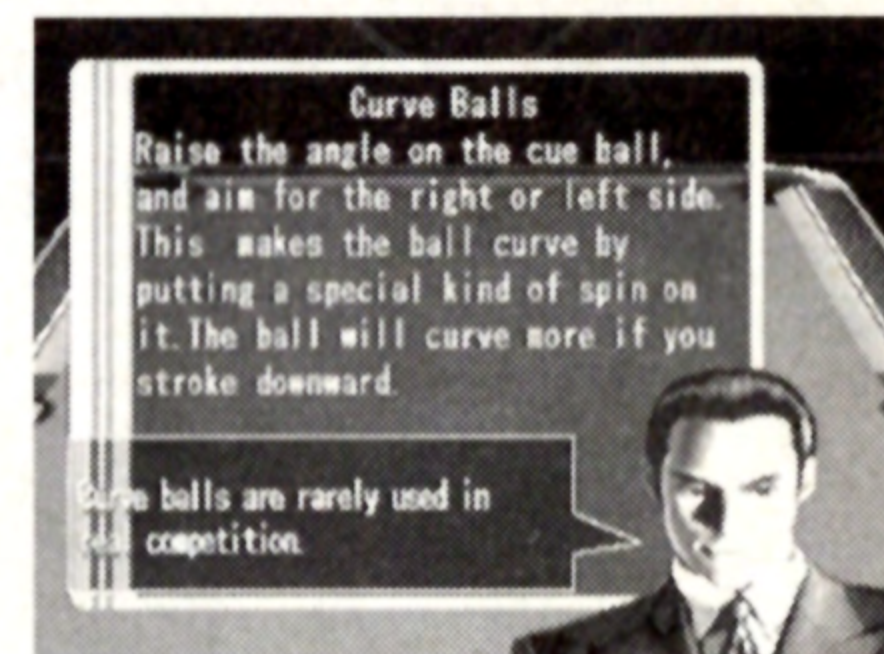
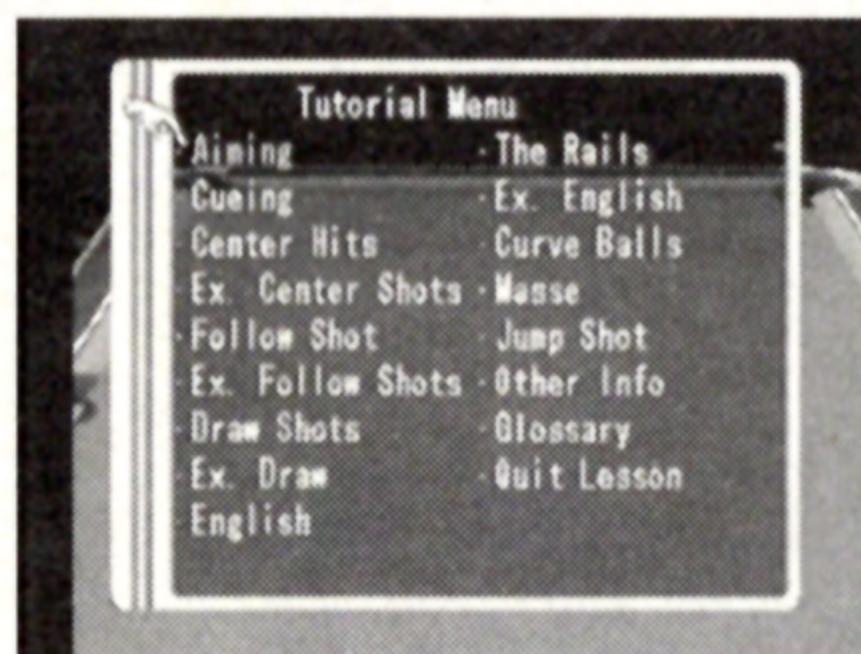
## Options

Allows you to adjust audio preferences, difficulty level, and other game settings.

## Lesson Mode

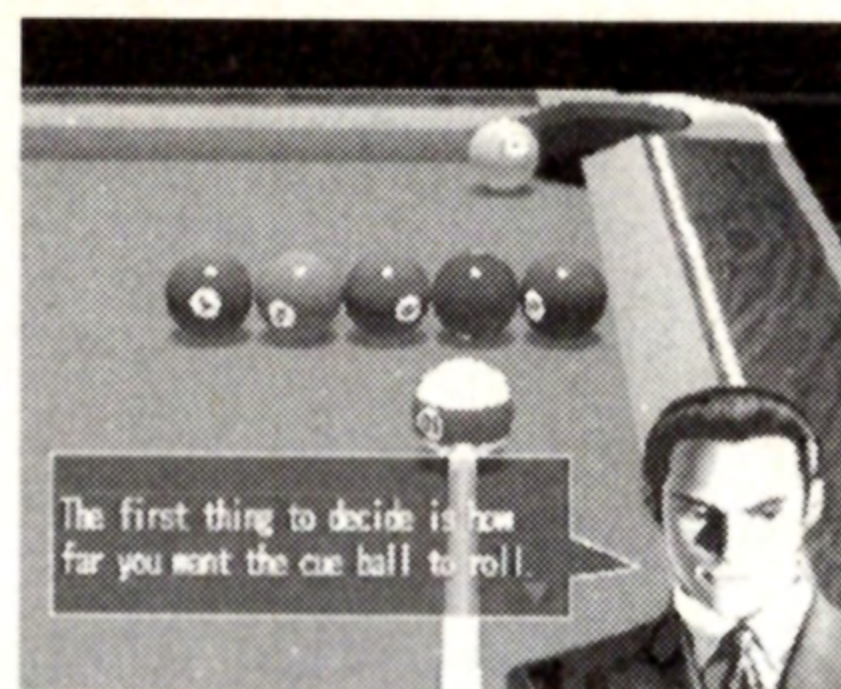
### Tutorial Menu

Select a lesson topic with the directional buttons and press  $\times$ . To end a lesson, select Tutorial Menu or push  $\triangle$  and select YES from the pop-up window to leave Lesson Mode.



## Tutorial Screen

After you have chosen a lesson topic, use the **X** button to advance through the explanatory text.



## Story Mode

In Story mode, you have to win money by playing high-stakes pool while advancing through increasingly difficult stages. The goal is to beat the final opponent, the ultimate pool master.

You advance to higher stages by beating the opponents found in each stage. However, if you do not have enough cash to cover the minimum required fee for a particular stage, you will not be able to play against opponents in that stage. If your cash reserves dip below the minimum required fee for the lowest stage, you won't be able to play anywhere and the game will be over. After the Game Over screen, you will be returned to the title screen. The next time you enter Story mode, your money will be reset to the default minimum amount.

From time to time, your opponent will ask you if you want to bet on your next shot. Select YES or NO, depending on your preference.

Note: Occasionally, the computer opponent might take a few seconds to decide on its shot.



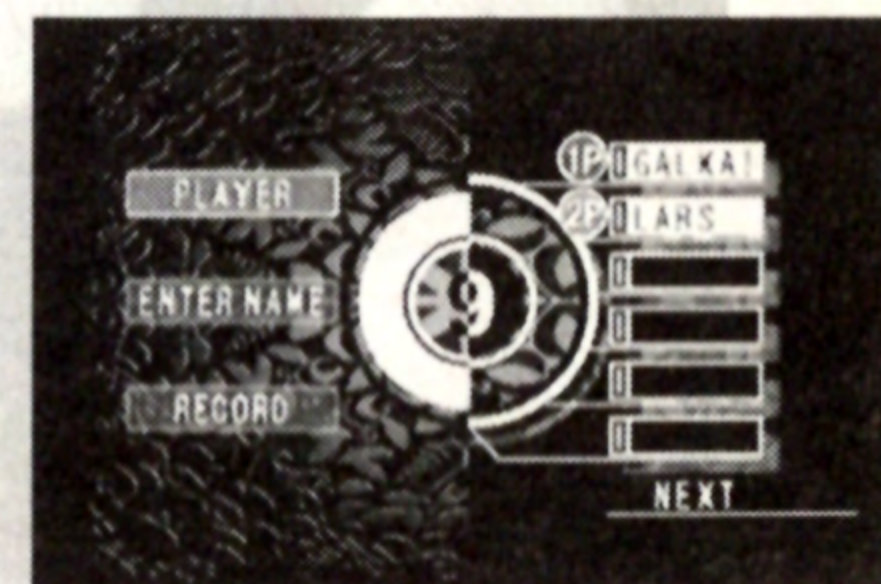
# Two Player Mode

## Player

Choose a name from the list of players registered. Unless there are at least two players already registered, you will not be able to advance past this screen.

## Enter Name

Create new player profiles by entering player names. Use the directional buttons to highlight the characters, and the X button to select them.



## Record

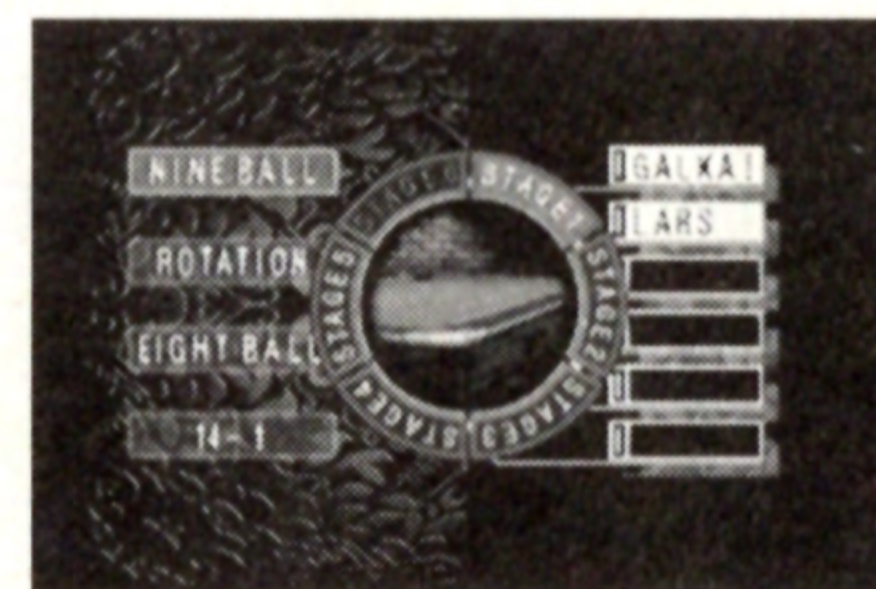
Allows you to view the win/loss record of each registered player.

## Game

Choose from Nine Ball, Rotation, Eight Ball and 14.1 Continuous. For Nine Ball and Eight Ball you can choose the number of matches to be played. For Rotation and 14.1 Continuous you can choose between three target score settings.

## Select Stage

After you select the game to be played, you have to pick a stage. At first, you will only be able to choose between Stages 1 & 2, but as you advance in Story mode, you will be able to choose from more stages in the Two-Player mode.



Note: As you complete the stages in Story mode, make sure to save your game often. This will allow you to play the later stages in Two-Player mode anytime you want to, even if you finish the Story mode and turn your PlayStation off.



## Practice Mode

### Redo

Restores the table to the condition it was in before your last shot. If you have not taken a shot, REDO will have no effect.

### Rack

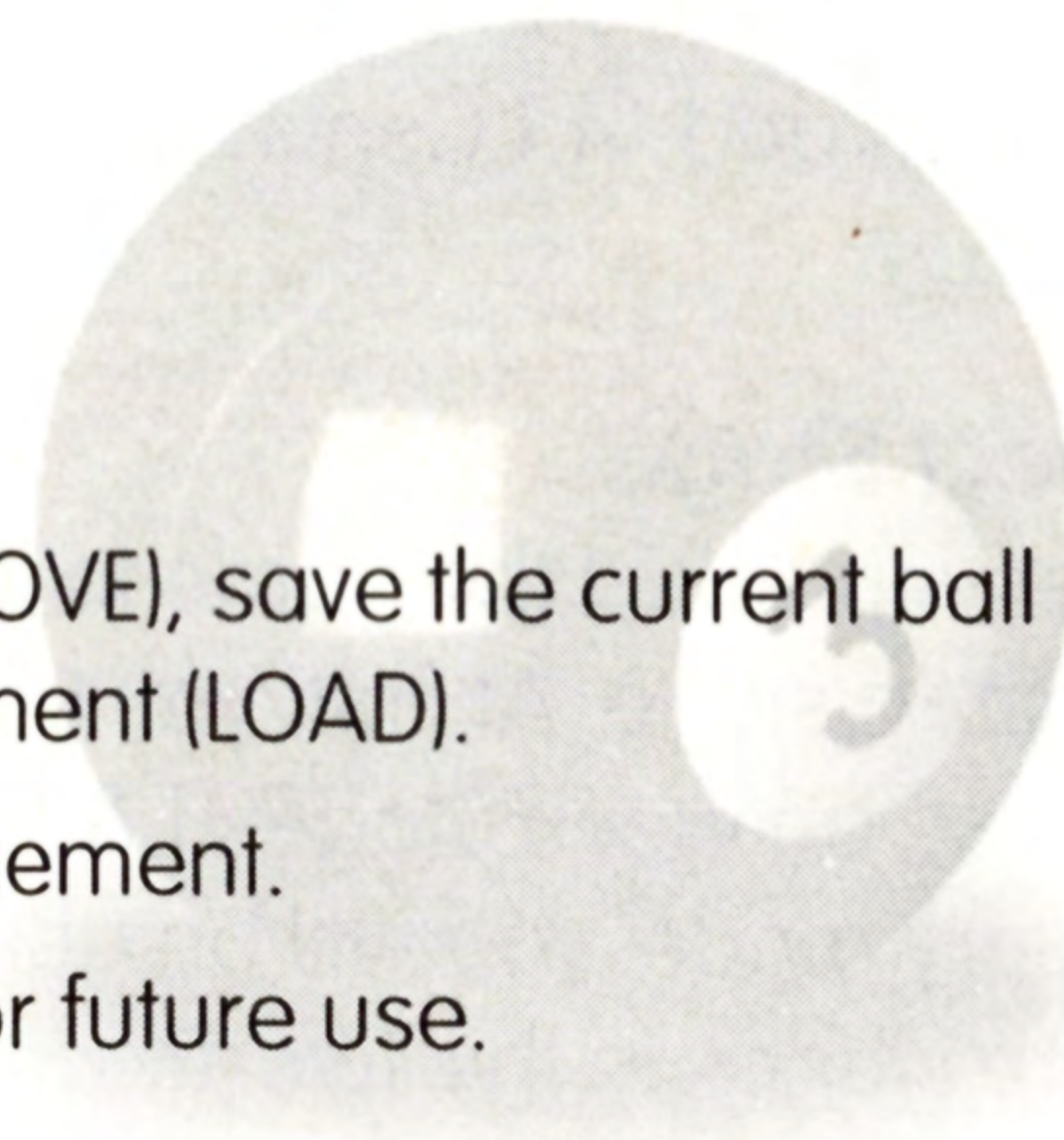
Re-racks the balls on the table.

### Layout

In Practice mode, you can move balls around (MOVE), save the current ball arrangement (SAVE), or load in a saved arrangement (LOAD).

LOAD Recalls a previously saved table arrangement.

SAVE Stores the current table arrangement for future use.



# Trick Shot Mode

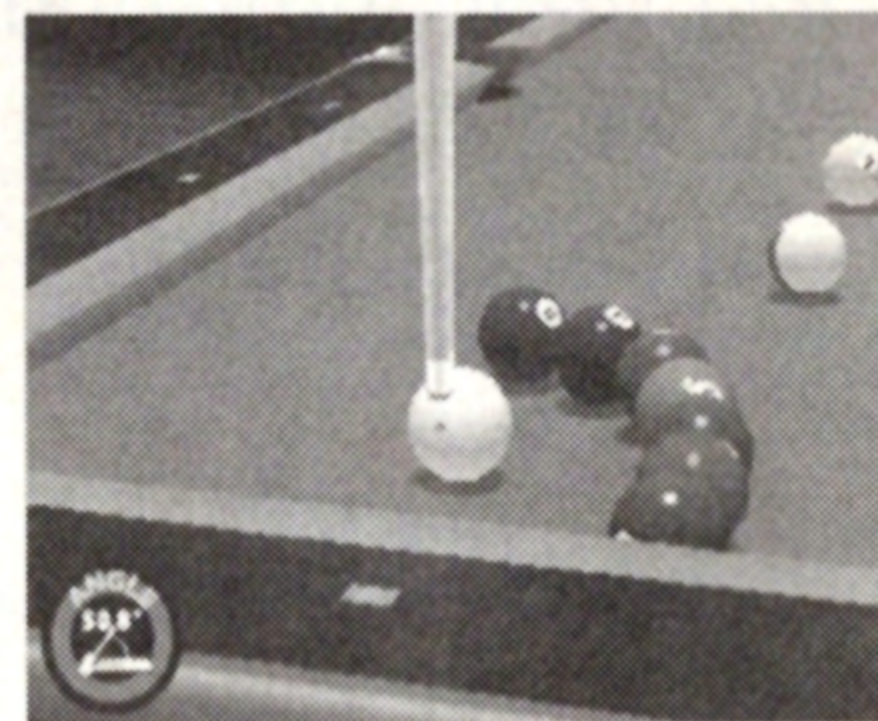
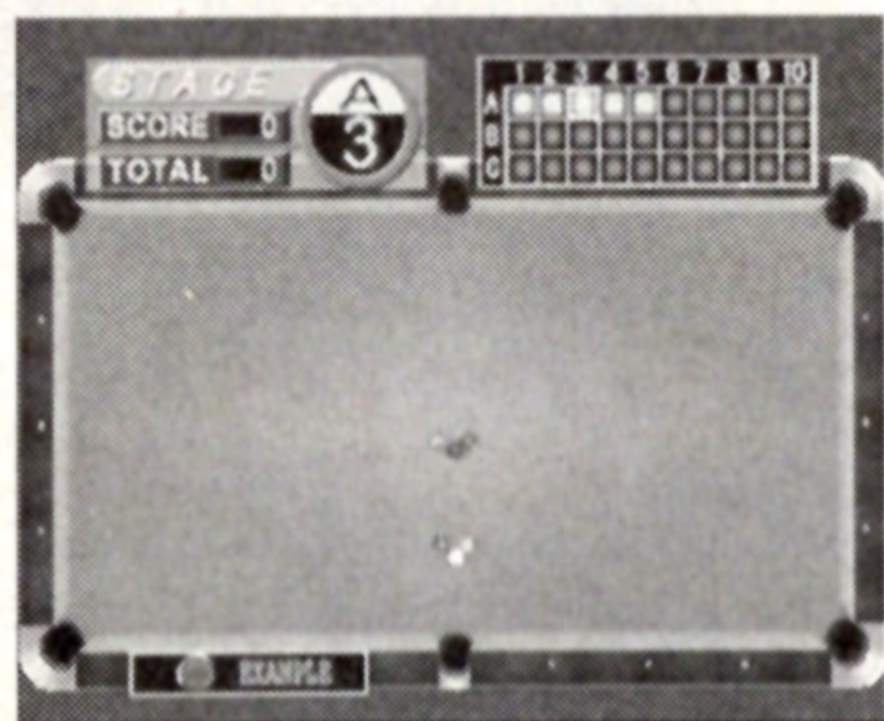
## Stage Selection Screen

At first, you will only be able to choose from Stages 1 to 5. In order to play Stage 6, you have to clear Stage 5; in order to play Stage 7, you have to clear Stage 6, etc.

## Results Screen

If you clear the minimum requirements for the trick shot you are attempting, Pool Hustler will display "CONGRATULATIONS!" There are a total of ten points possible for each shot. If you can duplicate the shot shown in the demo, you will earn the full ten points. Scoring is based on the path taken by the balls, their final position, and other factors.

After you clear all the trick shots, Pool Hustler will show you a movie clip featuring some really difficult trick shots. If you get 250 or more of the 300 possible total points there will be a special treat in store for you.



# In-Game Options

## Camera

Pool Hustler has several camera modes to choose from:

- |          |  |
|----------|--|
| STANDARD | The standard camera view mode.   |
| SWITCH   | Follows the fastest moving ball.   |
| LOW      | Follows the fastest moving ball from the point of view of the cue ball. If the cue ball is the fastest moving ball, it follows the cue ball. |
| MANUAL   | Allows you to manually change the viewing angle.   |

## Replay

Watch your last shot in replay, with VCR-like controls.

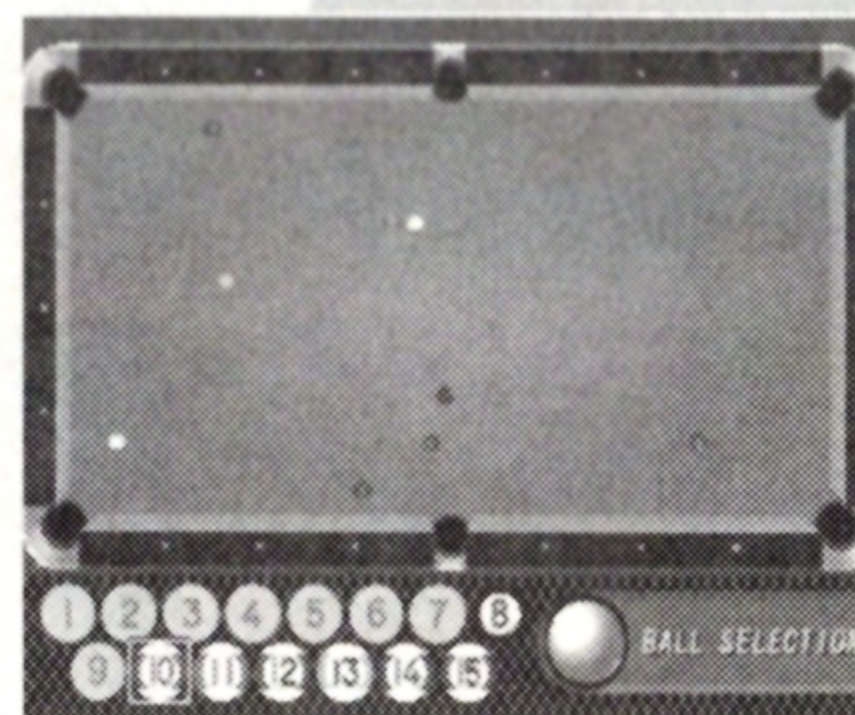


## Quit Game

Quit your current game and return to the Pool Hustler title screen. Note: If you quit a game in Story mode, the money you bet will be lost.

## Exit

Exit the menu and return to the game.





# Options

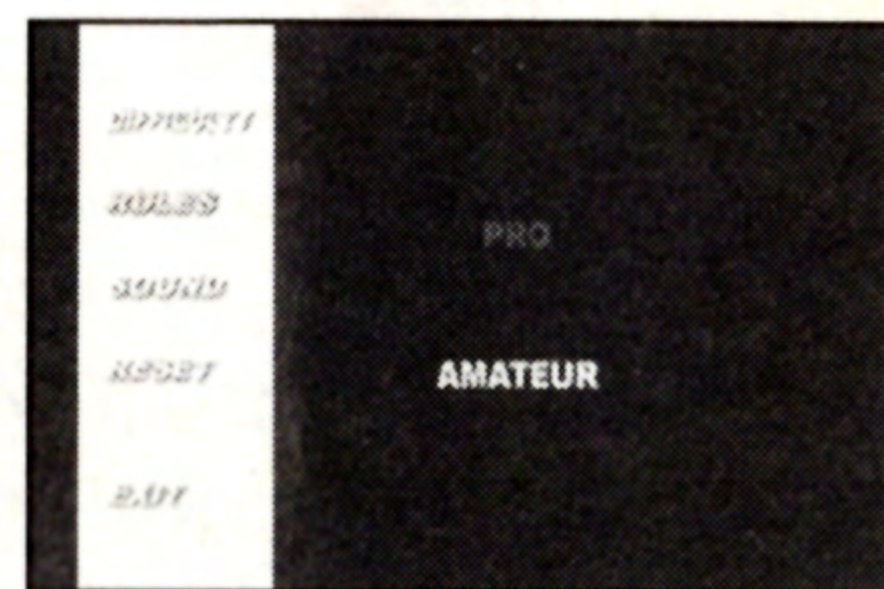
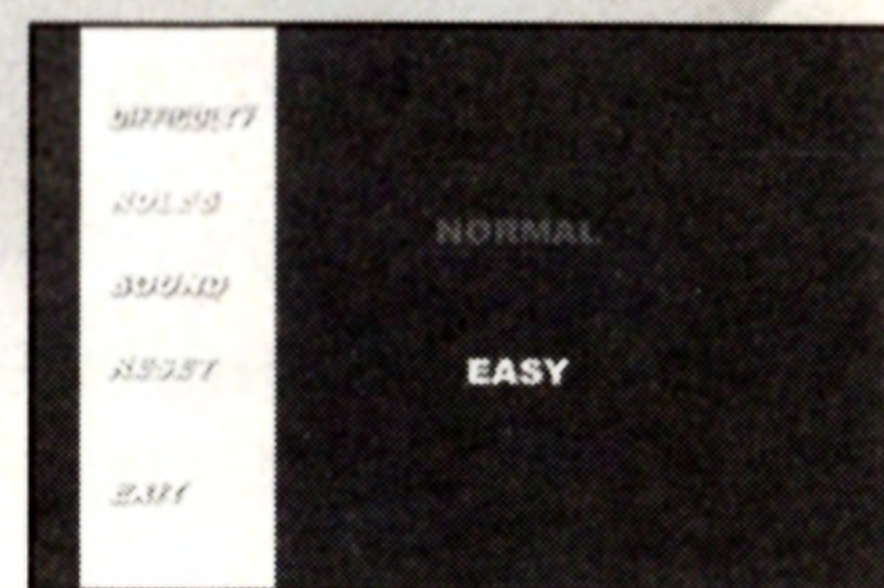
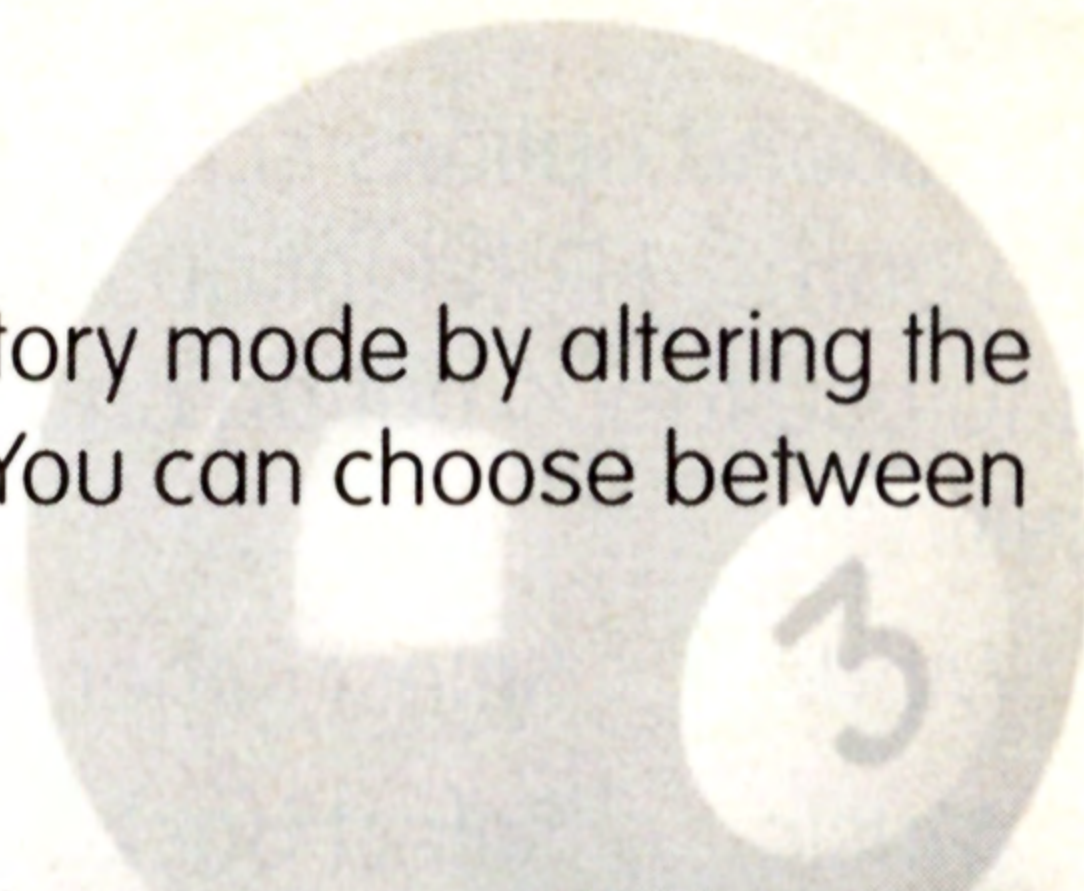
## Difficulty

Allows you to set the difficulty level of the game in Story mode by altering the intelligence of the computer-controlled opponents. You can choose between Normal and Easy.

## Rules

Pool Hustler lets you choose between Pro and Amateur rules. Amateur rules have the following differences from Pro rules:

- |                 |   |
|-----------------|---|
| Nine-Ball       | No three-foul rule in Amateur rules.  |
| Eight-Ball      | Only the 8 ball has to be called.<br>Also, the three-foul rule is dropped in Amateur rules. |
| Rotation        | Shots do not need to be called.<br>Also, there is no three-foul rule in Amateur rules.      |
| 14.1 Continuous | There is no three-foul rule in Amateur rules.   |



## Sound

The sound options screen lets you control various sound-related features of the game. Highlight option items with the up and down directional buttons and use the X button and the right and left directional buttons to adjust settings.

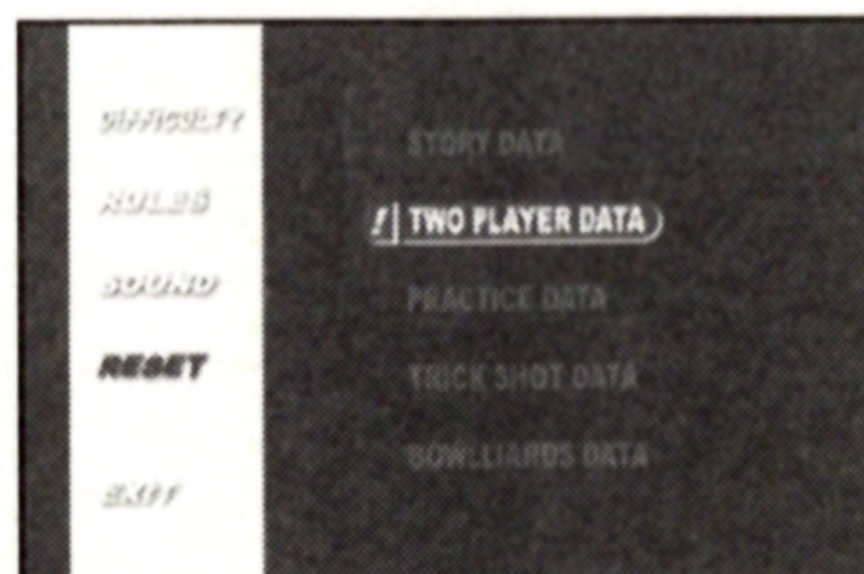
- Mode** Select either stereo or mono sound output.
- Music** Select background music. Use the left and right directional buttons to pick a song title, and the X button to play the song.
- SFX** Set sound-effects for the game. Select an effect with the left and right directional buttons, and press the X button to play the effect.
- Volume** Set the volume level of the background music and sound effects. The volume setting is global; it affects all game modes.



## Reset

Use the reset option when you want to restore a game to its original settings after having loaded in data from a memory card.

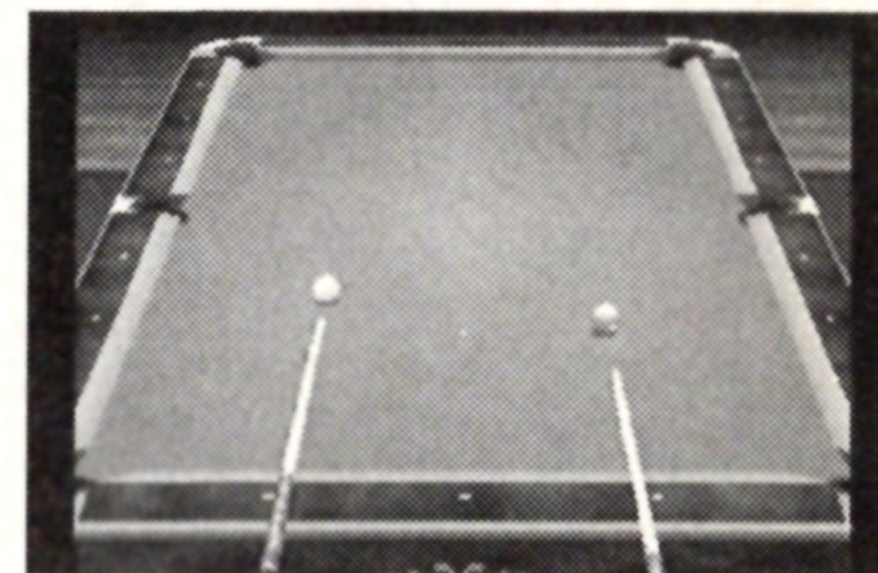
With the directional buttons, choose the game mode that you want to reset to its default settings, then press the X button.



# RULES

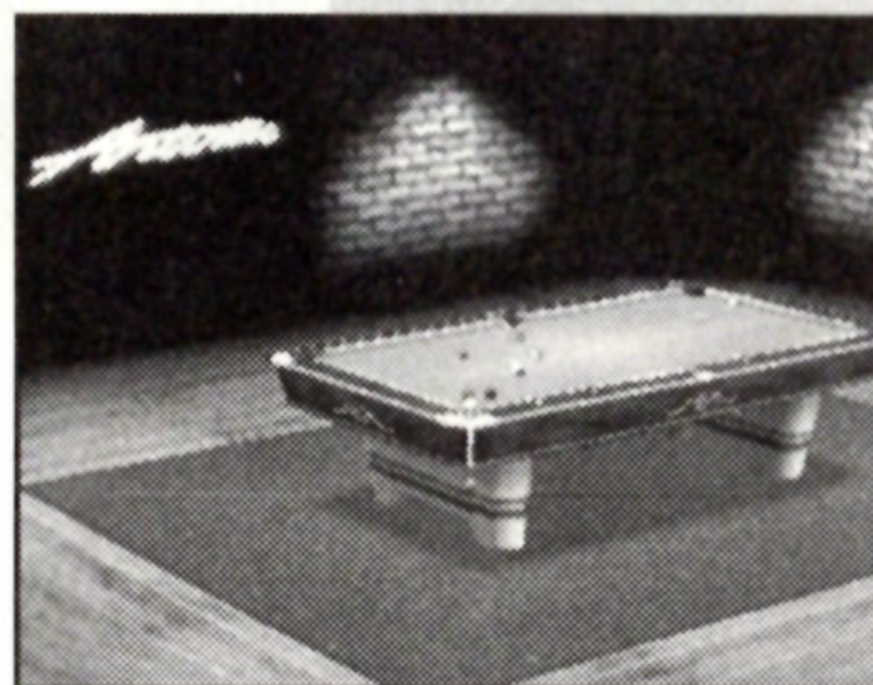
## General Rules

**Lagging for the Break** — Try to hit the cue ball so that it comes to rest close to the head rail. The player whose cue ball stops closest to the rail wins. Note: Unlike official pool rules, the cue ball does not have to hit the foot rail in Pool Hustler



**Break Option** — If you want to break, select BREAK. If you want your opponent to break, select SHOOT NEXT. Normally, you will want to break yourself, except in 14.1 Continuous, where you are usually better off making your opponent break.

**Call Shot** — Call shot is a stipulation that forces players to indicate (or call) the ball they are going to sink, and the pocket they are going to sink it in. As long as they sink the ball the way they called it, any other balls that are pocketed in the shot are also counted.



# Nine Ball

## Rules

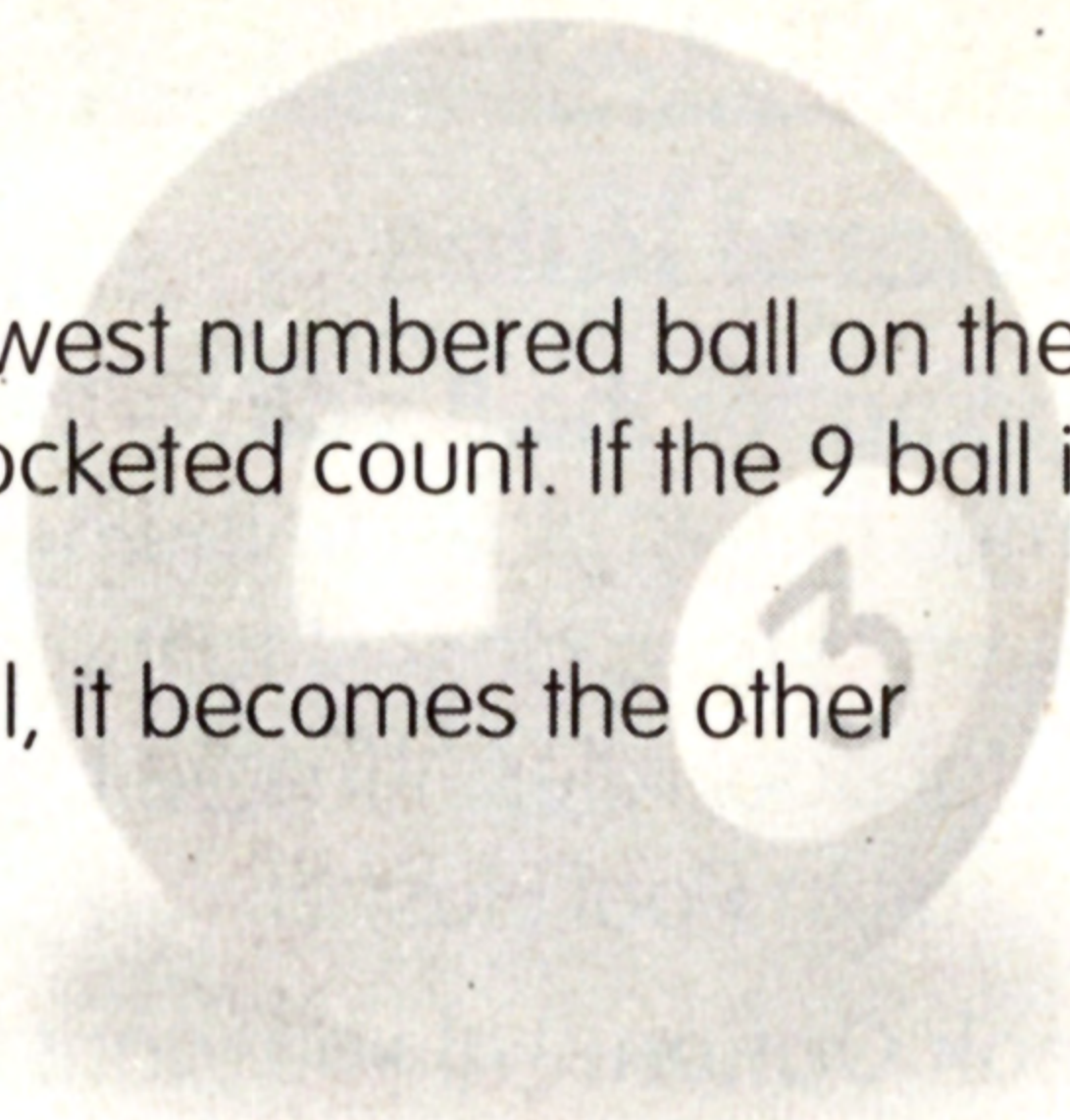
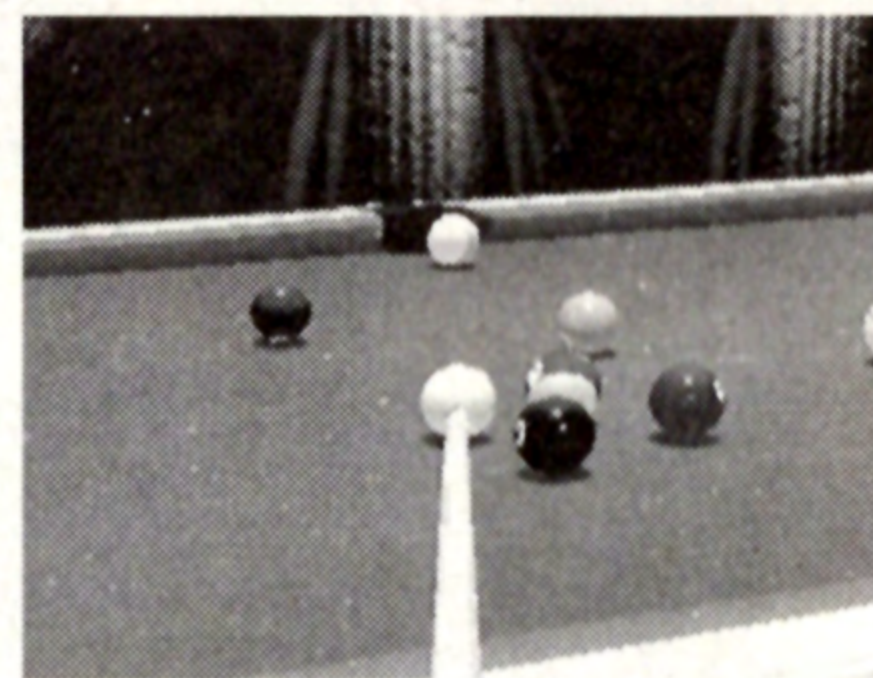
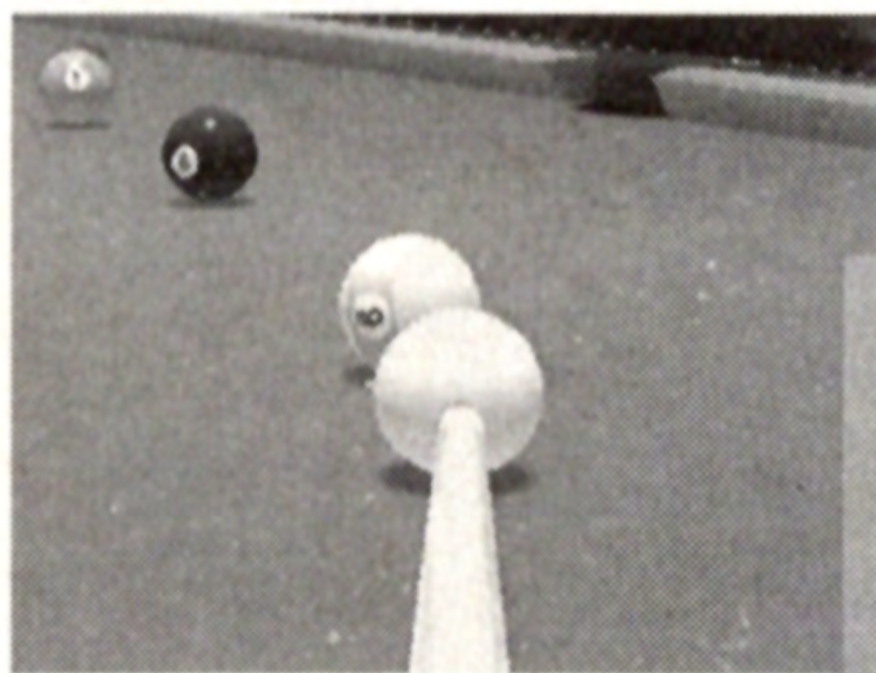
Nine Ball uses balls 1 through 9. As long as the lowest numbered ball on the table is contacted first, any object balls that are pocketed count. If the 9 ball is sunk, the shooter wins the game.

If a player commits a foul, or fails to sink a ball, it becomes the other player's turn.

## Fouls

1. The cue ball does not contact the lowest numbered ball on the table first.
2. The cue ball is sunk, or flies off the table.
3. The cue ball contacts the lowest numbered ball first, but no balls are driven to the rail, and no balls are sunk.

Pro Rules only: If a player commits three fouls in a row, that player loses the game.



# Rotation

## Rules

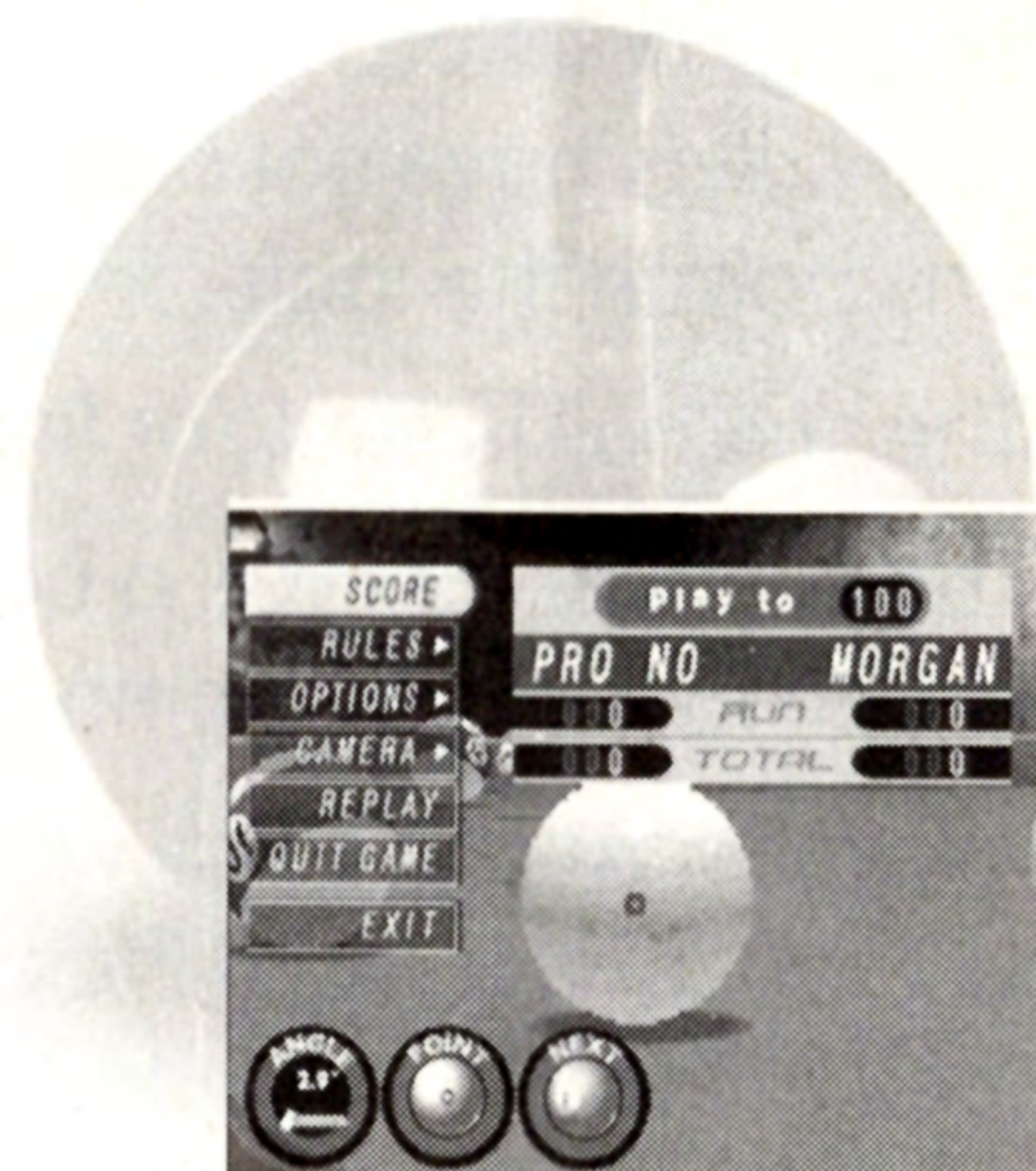
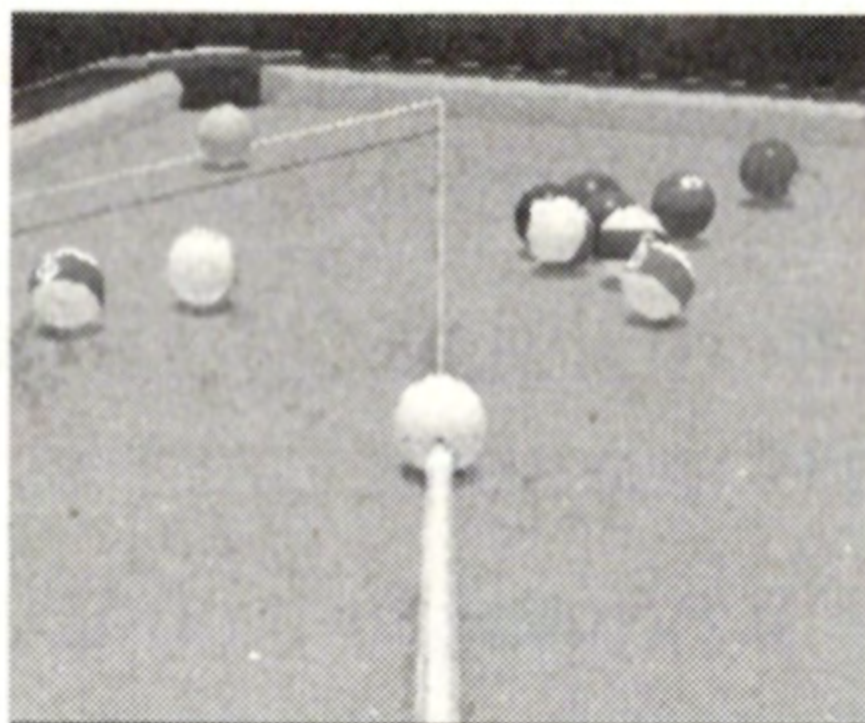
Rotation uses balls 1 through 15. Players shoot at the balls in order, from the lowest to the highest. As long as the lowest numbered ball on the table is contacted first, any object balls that are pocketed count. For each ball sunk, the shooter receives a number of points equal to the number on the ball pocketed. The first player to reach the predetermined target score wins.

If a player commits a foul, or fails to sink a ball, it becomes the other player's turn.

## Fouls

1. The cue ball does not contact the lowest numbered ball on the table first.
2. The cue ball is sunk, or flies off the table.
3. The cue ball contacts the lowest numbered ball first, but no balls are driven to the rail, and no balls are sunk.

Pro Rules only: All shots must be called.



# Eight Ball

## Rules

Eight Ball uses balls 1 through 15. Balls are divided up into two groups: solids (1-7) and stripes (9-15). The player that pockets the 8 ball after sinking all the balls in his or her group wins the game. As the game starts, players can shoot at either stripes or solids, until one of the players sinks an object ball on any shot after the break. At that point, the shooter becomes either stripes or solids, depending on the ball he or she pocketed. After the groups have been set, players must hit balls from their group first as they try to sink all their balls.

Under Pro Rules, all shots have to be called. Under Amateur Rules, players only have to call the pocket they will sink the 8 ball in. If a player commits a foul, or fails to sink a ball from his or her group, it becomes the other player's turn.

## Fouls

1. The cue ball does not contact a ball from the shooter's group first. If stripes and solids have not been determined yet, then the shooter is free to hit any ball on the table.
2. The cue ball is sunk, or flies off the table.
3. The cue ball contacts a ball from the shooter's group first, but no balls are driven to the rail, and no balls are sunk.

If a player sinks the 8 ball without having first sunk all the balls from his group, that player loses the game. If the 8 ball goes in off the break, it is spotted at the foot spot, and the game continues.

Pro Rules only: If a player commits three fouls in a row, that player loses the game.

## 14.1 Continuous

### Rules

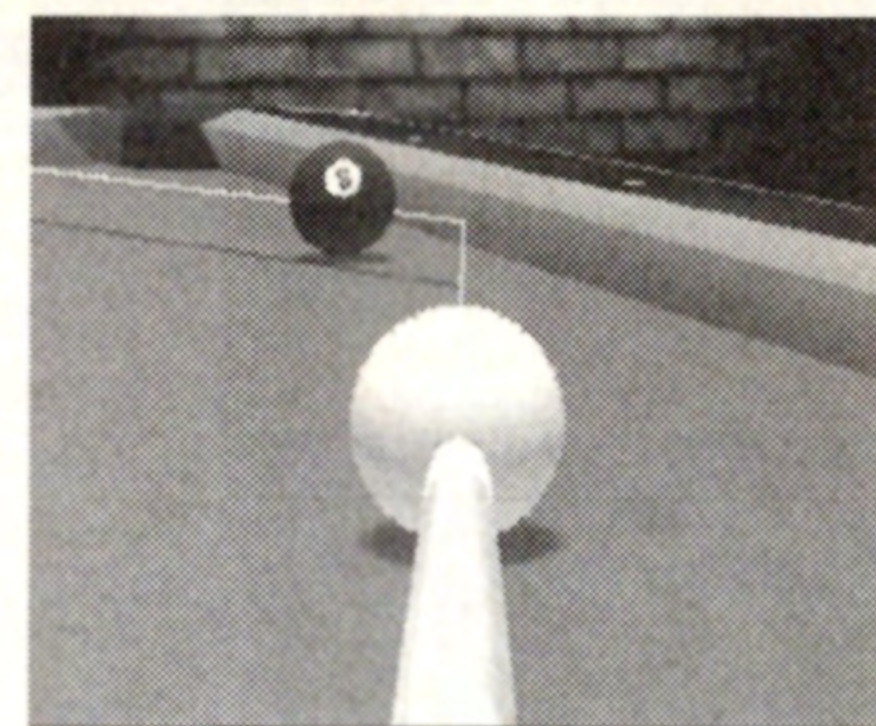
14.1 Continuous uses balls 1 through 15. All shots must be called. The first player to reach a predetermined target score wins. One point is awarded for each ball sunk. If a player commits a foul, or fails to sink the ball he or she called, it becomes the other player's turn.

### Fouls

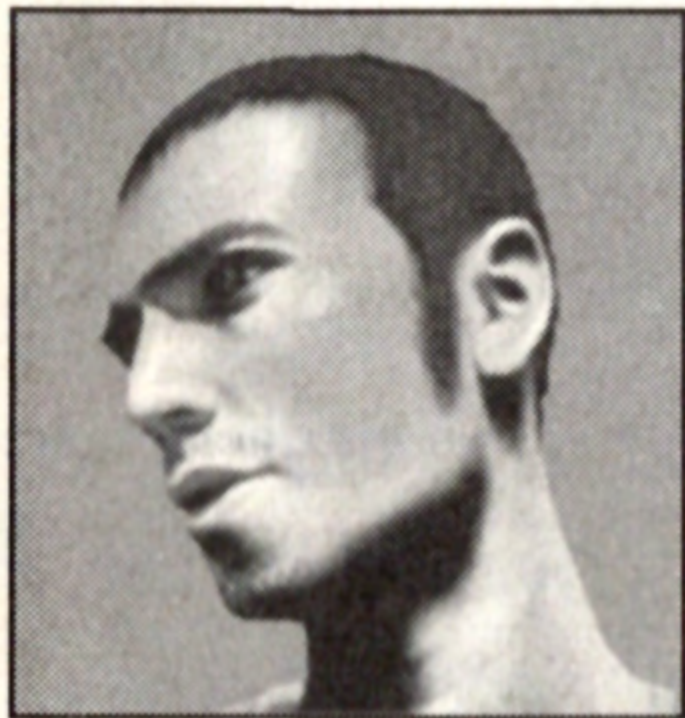
1. On the break, the shooter fails to pocket a ball or drive at least two balls to the rail.
2. The cue ball is sunk, or flies off the table.
3. The cue ball contacts an object ball, but no balls are driven to the rail, and no balls are sunk.

Foul number 1 results in a two point score deduction. Foul numbers 2 and 3 result in a one point score deduction.

Pro Rules only: If a player commits three fouls in a row, an additional 15 points will be deducted from their score.



## STORY MODE CHARACTERS



Name: Joseph  
Nationality: USA  
Age: 29

Born into a traditional working-class family, Joe has faced an uphill battle since childhood. Quick to anger, Joe plays an impatient game of pool. His straightforward style uses center ball hits almost exclusively. He does have raw power though, so be careful not to let him build up steam. If you play him intelligently, you should be able to beat him regularly.



Name: Yung  
Nationality: South Korea  
Age: 22

Yung is a college student from Seoul studying at a university in Central City through an exchange program. With a famous pool player for a father, Yung naturally learned to handle a cue at an early age. Although she doesn't have much power in her stroke, Yung makes up for it with a soft touch on the ball. She also has a good grasp of the fundamentals. She should offer a good challenge.





Name: Elizabeth

Nationality: USA

Age: 37

Liz runs a pool bar in Central City. She dyed her hair bright red after splitting up with her husband eight years ago. It was a messy divorce. A bitter legal battle gave Liz the pool bar she now runs. Her personality and style of play are every bit as wild as her appearance. Watch yourself.



Name: Morgan

Nationality: Jamaica

Age: 60

Having learned to play pool as a way of killing time while serving a 35-year prison sentence, Morgan has a certain disdain for people who take pool seriously. He has a very strange shooting style that might lead one to believe that he is just goofing around. Don't let him fool you – he's playing to win.



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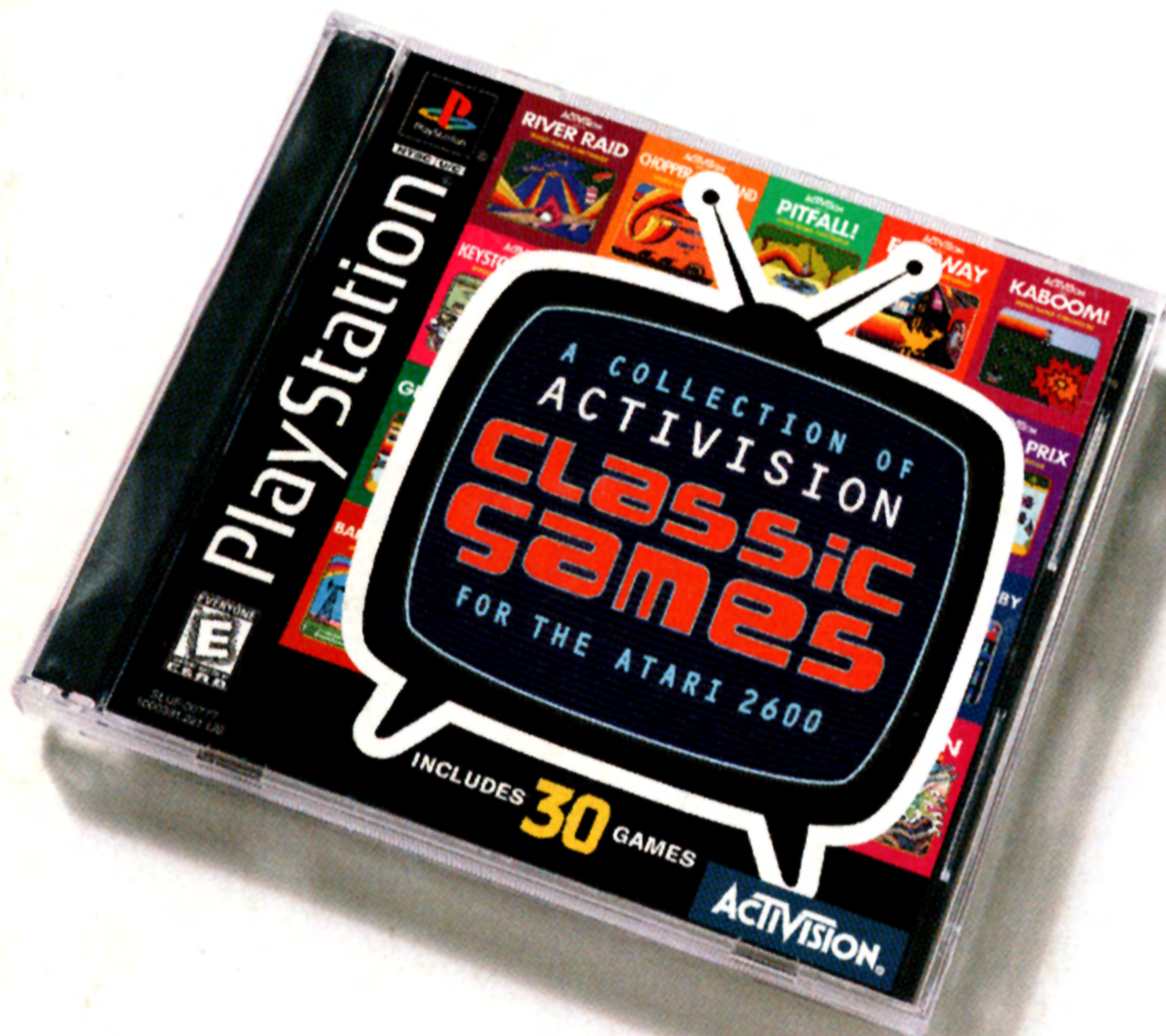
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