



NTSC U/C

PlayStation®



SLUS-00864

Ultimate 8 Ball™

14 Different Games

Eight Ball • Nine Ball • Cut Throat • Trick Shots • And More



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.


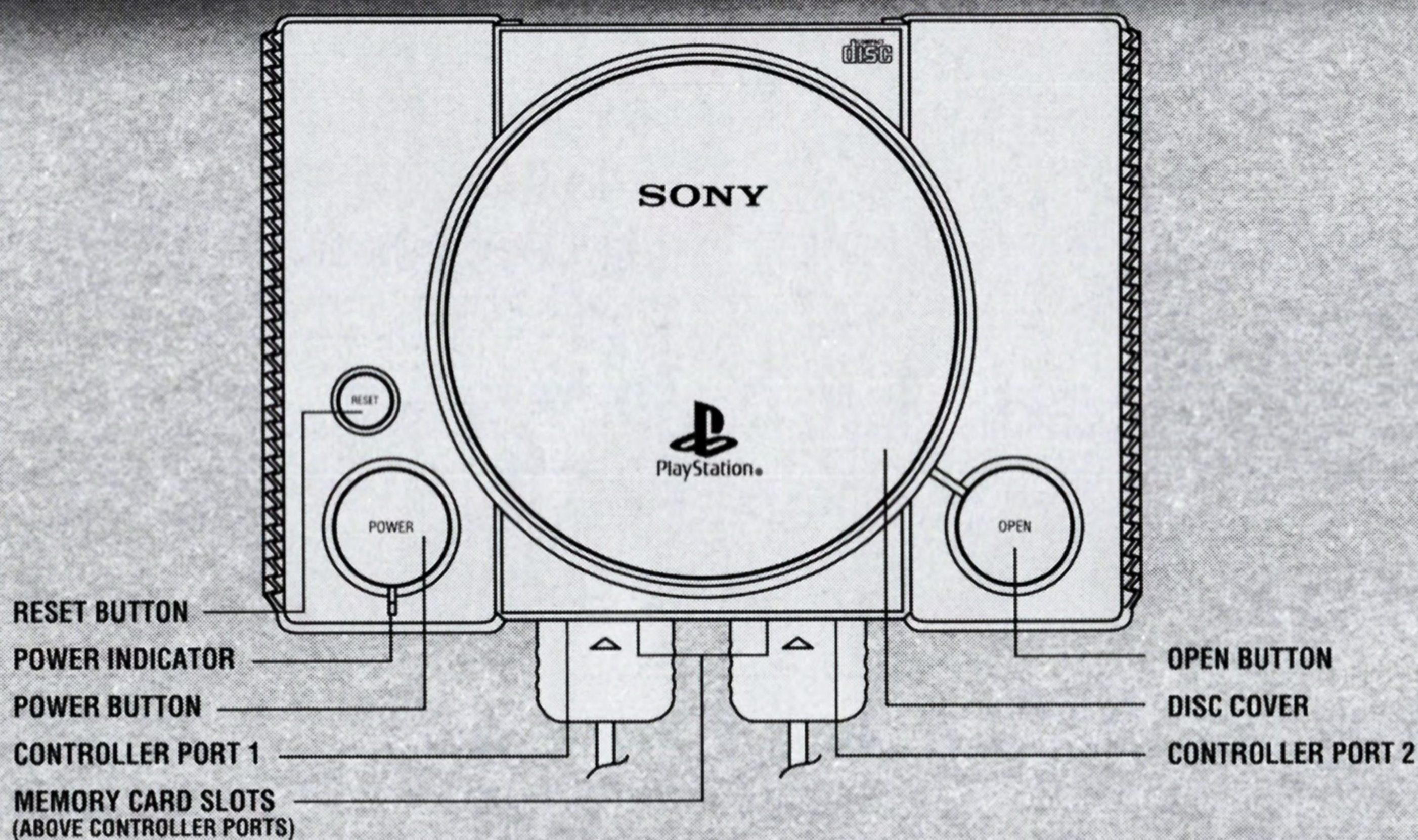


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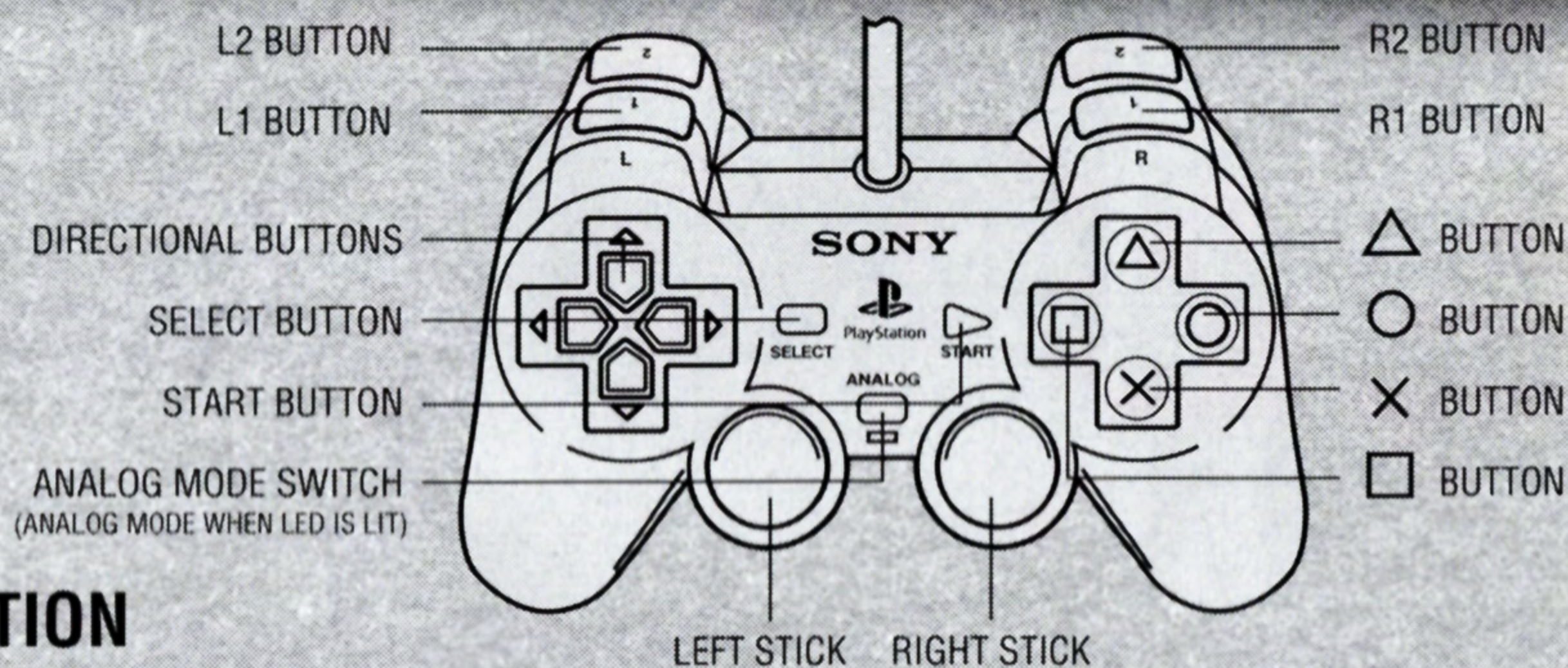
GETTING STARTED



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 **Ultimate 8 Ball** disc and close the Disc Cover. Insert game controllers and turn on the PlayStation® game console. Follow on-screen instructions to start a game.

Memory Cards - Do not insert or remove Memory cards or other peripherals once the power is turned on. A Controller must always be inserted into Controller port 1 in the Console while playing **Ultimate 8 Ball**. Make sure there are enough free blocks on your Memory card before commencing play. This game requires one free Memory card block to store the game data. Refer to the instructions supplied with the Memory card for more details. Only Memory card slot 1 or Memory card slot 1-A in the Multi tap will be used.

Controllers - This game can be played using a Controller plugged into either Controller port 1 or Controller port 2 of the PlayStation. The Mouse can also be used as an alternative to play the game. If you wish to use a Multi tap, ensure that it is connected to Controller port 1 of the PlayStation and player one's Controller is connected to Controller port 1-A of the Multi tap before the power is turned on.



DEFAULT CONFIGURATION

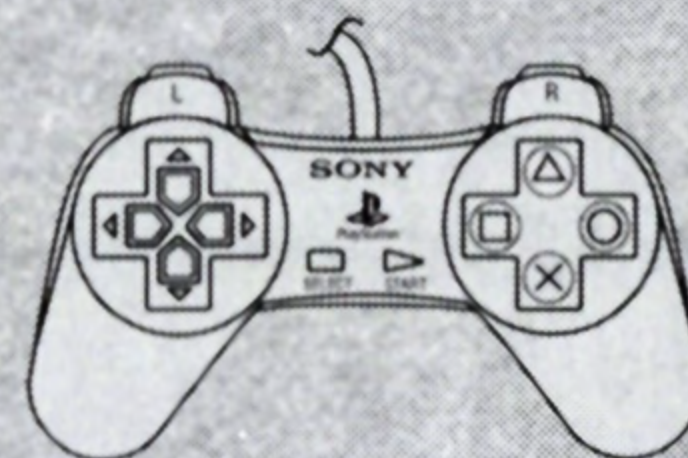
Aim/Adjust	Directional Button
Top View	△ Button
Butt Angle	□ Button
English	○ Button
Shoot	× Button
Camera Zoom	L1 Button
Fine Tune	L2 Button
Next Ball	R1 Button
Ball in Hand	R2 Button
Pause	Start Button
Play Options	Select Button

Analog Control

Aim/Adjust	Left Stick
Camera Zoom	Right Stick

Mouse

Adjust	Move the Mouse
Aim	Right Mouse Button
Shoot	Left Mouse Button

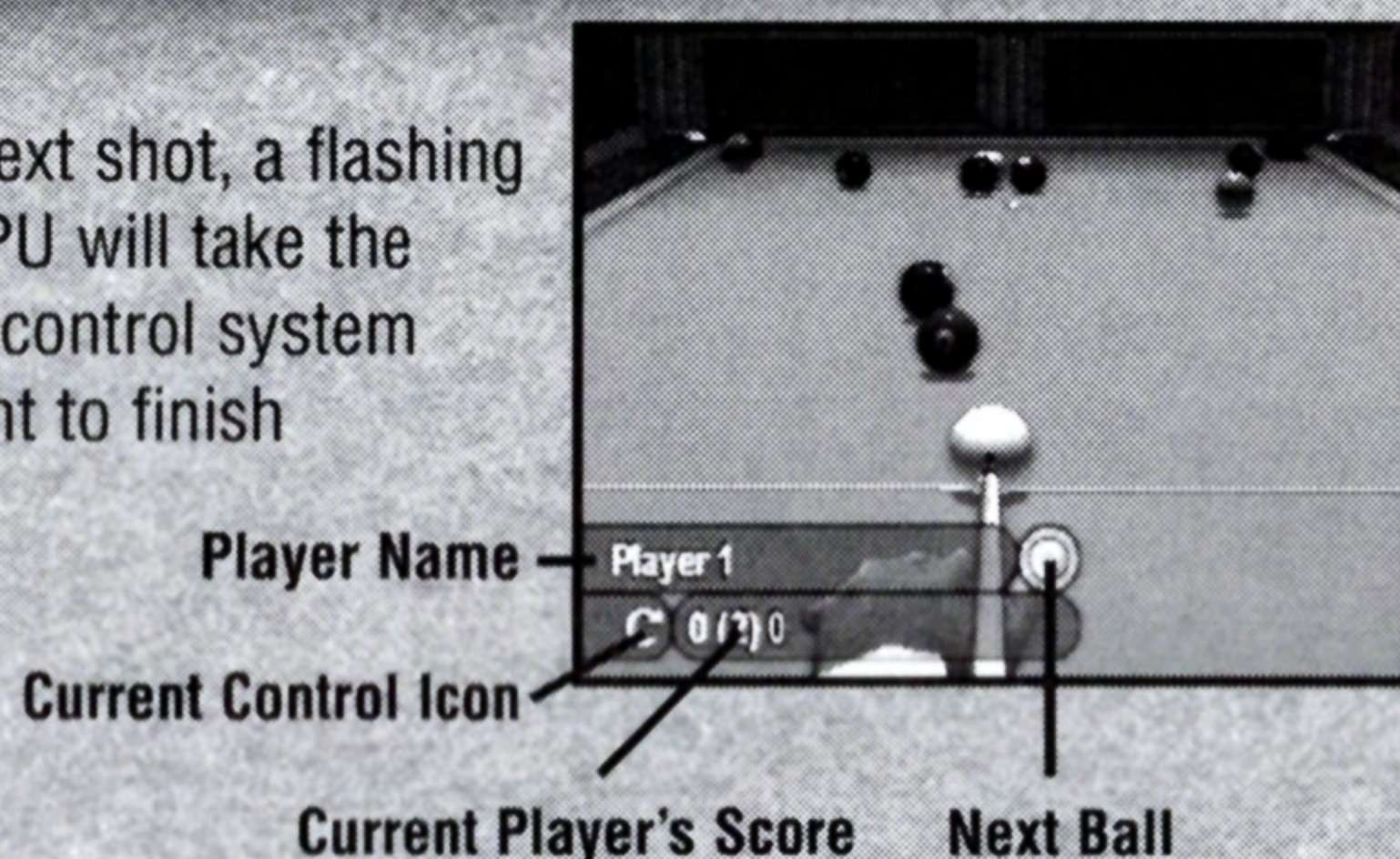


NOTE: You may have a controller that looks like this, if so please follow the digital instructions outlined below.

In *Ultimate 8 Ball*, the Mouse operates differently than the other Controllers. During the game, all of the control icons will be displayed on the screen. Highlight an option using the Mouse pointer, then select it by pressing and holding the Left mouse button. Continue holding the Left Mouse button in order to use the selected action. Once the Left Mouse button has been released, this action will be disabled again. In order to shoot the ball, the player will be presented with a shooting meter just as if he was using a standard controller.

THE GAME DISPLAY

While you're waiting for the CPU players to calculate their next shot, a flashing bar will be displayed. The bar will then disappear and the CPU will take the shot. During the game, details about your progress and the control system will be displayed on the screen: The CPU may take a moment to finish calculating his or her shot.



Player Name - Shows the name of the player currently taking a shot.

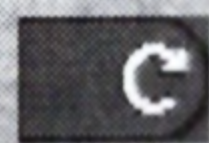
Current Control Icon - Indicates the current control being used by a human player.

Next Ball - Indicates the color of the target ball.

Player's Score - Indicates the score for the current player, including point totals and the number of games won in the match.

Lining up the Shot

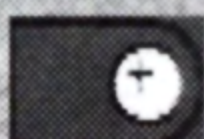
To help set-up and take a shot, a comprehensive set of controls is provided to you. As you press and hold a control button, an icon will be displayed on the screen (the Current Control Icon). Releasing the control button will exit the control mode and return to the default Aim/Adjust mode. To help learn the controls and play the game better, try playing in the School Of Pool mode first.



Aim/Adjust - Ultimate 8 Ball will automatically switch to the Aim/Adjust control as default. As you look down the cue, press Left or Right on the Directional Button to aim left or right. Adjust the vertical point of vision by pressing Up/Down on the Directional Button.



Overhead View - Press and Hold the Overhead View button to see a bird's eye view of the entire table, showing the positions of all of the balls. While holding the button, you can adjust your aim by using the Directional Button.



English (spin) - The black dot on the cue ball marks the point where the cue stick will strike the cue ball. To apply spin to the cue ball, press and hold the English button, then use the Directional Button to move the strike point on the cue ball.



Butt Angle - Hold the Butt Angle button, then use the Directional Button to adjust the angle of the cue stick against the ball.



Zoom/Peek - To get a better look at the table, press and hold the Zoom/Peek button, then use the Directional Button to make the adjustments.



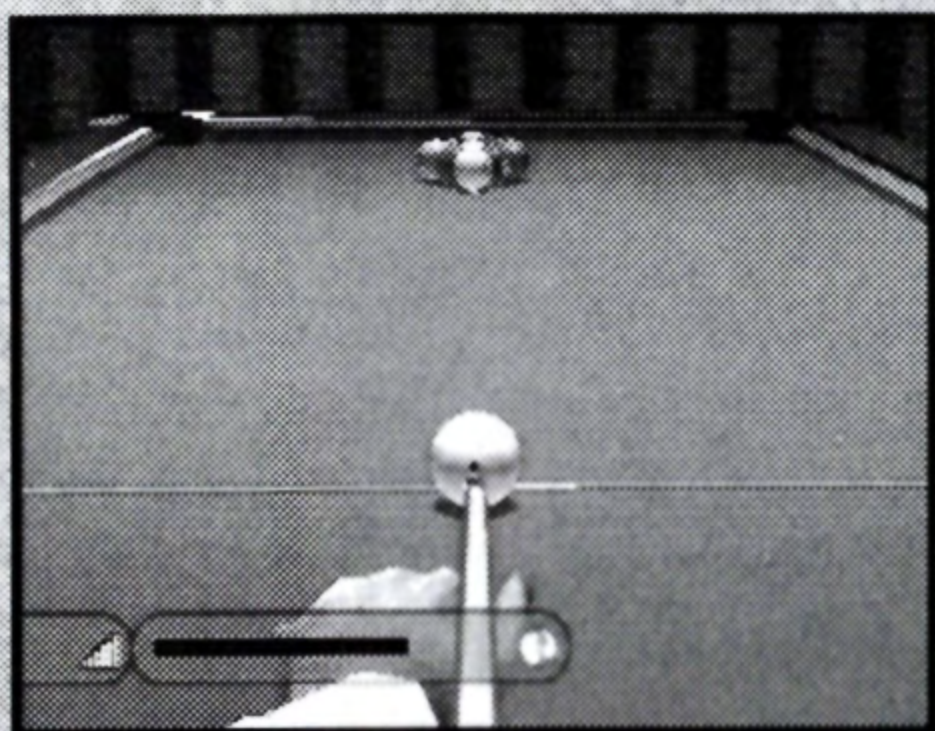
Move Ball - At certain points in the game (such as before the break or after a foul), reposition the cue ball by pressing and holding the Move Ball button. Change the ball position by using the Directional Button.



Next Ball - Toggle the aim from one ball on the table to the next. Quickly target a different ball by pressing Left/Right on the Directional Button. Since the Next Ball button targets the center of each ball, you still need to aim your shot.



Fine Tune - Slow down the operating speed of the control system to provide greater accuracy and precision. By pressing and holding the Fine Tune button, any other action will become more sensitive and precise.

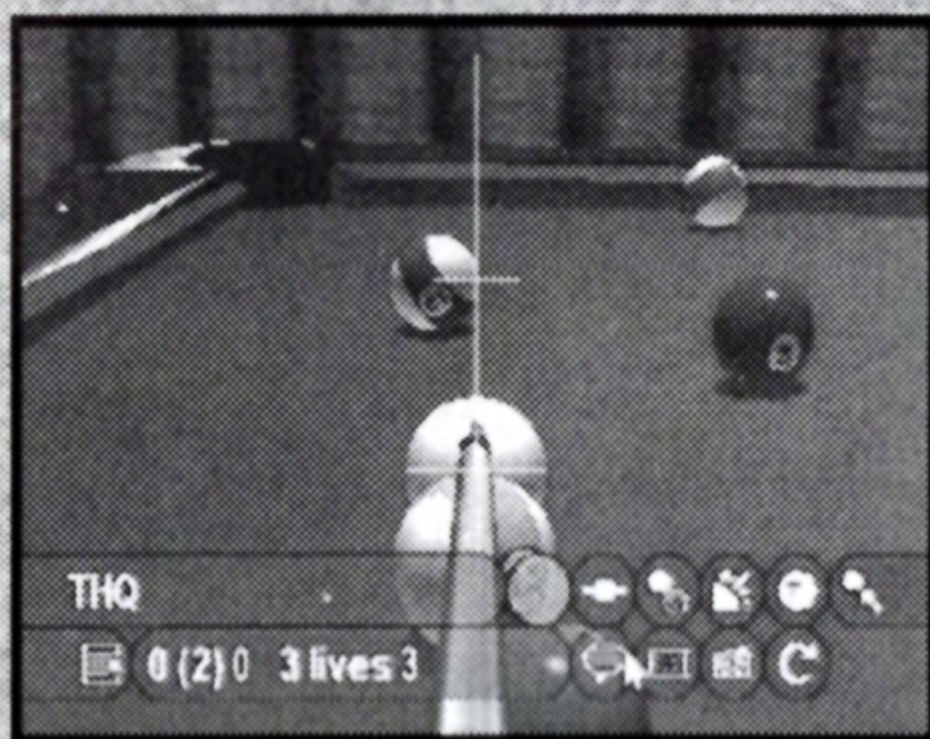


Striking The Cue Ball (Controller)

Once the shot is set up, you will be ready to set the power level and strike the ball. Press and Hold the X Button to show the Power Meter. The black bar shown indicates the amount of power that will be applied to the shot.

Adjust the maximum strength of the shot by holding the X Button, then pressing the Directional Button Left/Right to change the size of the black bar. The larger the meter, the stronger you will hit the cue ball. Once adjusted, the power meter's strength will remain the same for the next shot. This allows you to find a comfortable power level to suit your style of play.

Release the X Button to see the multi-colored power meter begin to move. The size of this power level will dictate the actual power of the shot, but it will never move beyond the maximum size of the black bar. By pressing the Overhead View button, you can stop the moving power meter and return to the default Aim/Adjust control. To take the shot, tap the X Button as the power level reaches the desired strength. The closer the power level gets to the right, the harder the shot will be.

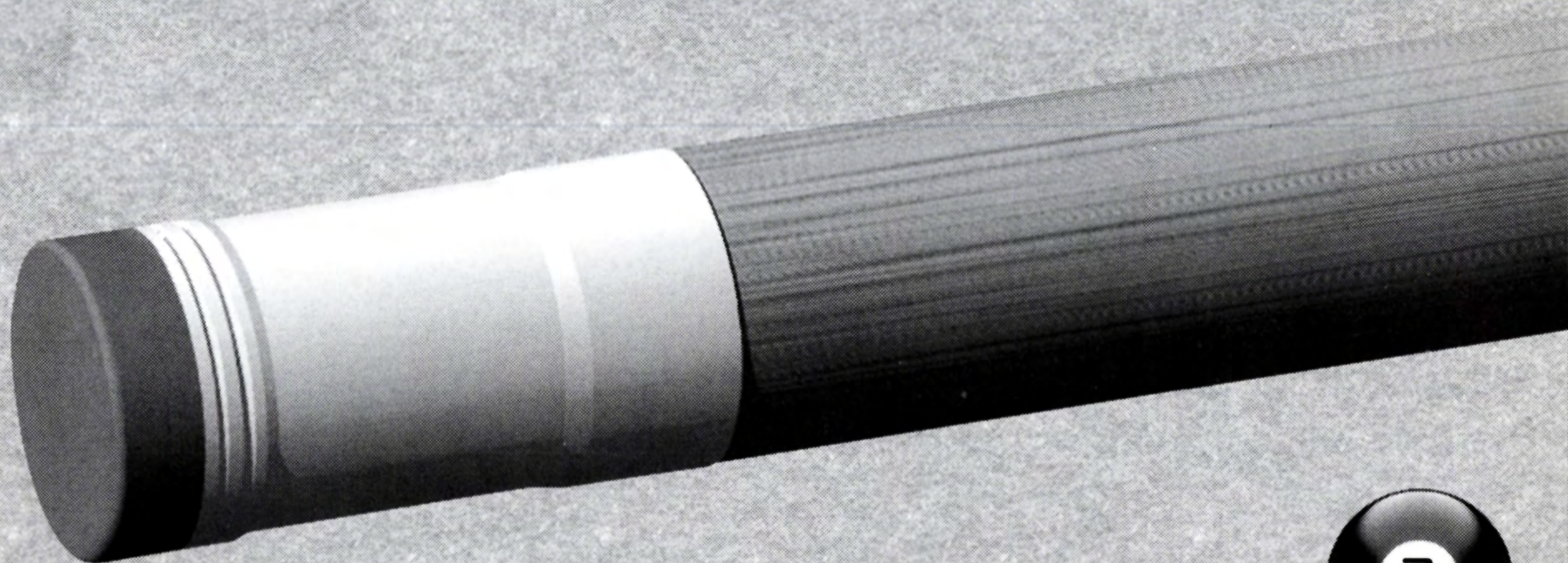


Striking The Cue Ball (Mouse)

Using the PlayStation Mouse, all of the control icons will appear on the screen. Simply move the cursor over the icon and select it using the Left Mouse button. Hold the button down and move the mouse to the desired position. Let go of the Left Mouse button to return to the Aim/Adjust mode. To shoot the ball, select the Shoot icon and adjust/use the shooting meter as detailed above.

Post Shot Camera

After taking a shot, the player can move the game camera around to view the table by using the Directional Button, or can press the Overhead View button to view the entire table. This will allow you to track all of the balls on the table until they stop moving.



MAIN MENU

The Main Menu contains a series of options for starting the game and adjusting the game settings. To operate the the menus, press Up/Down on the Directional Button to highlight an option, then press the X Button to select.

Other menu options will display Left/Right arrows to indicate how they can be adjusted. Press Left/Right on the Directional Button to change the settings to suit your own preferences. To exit out of a menu at any time, press the Triangle Button.

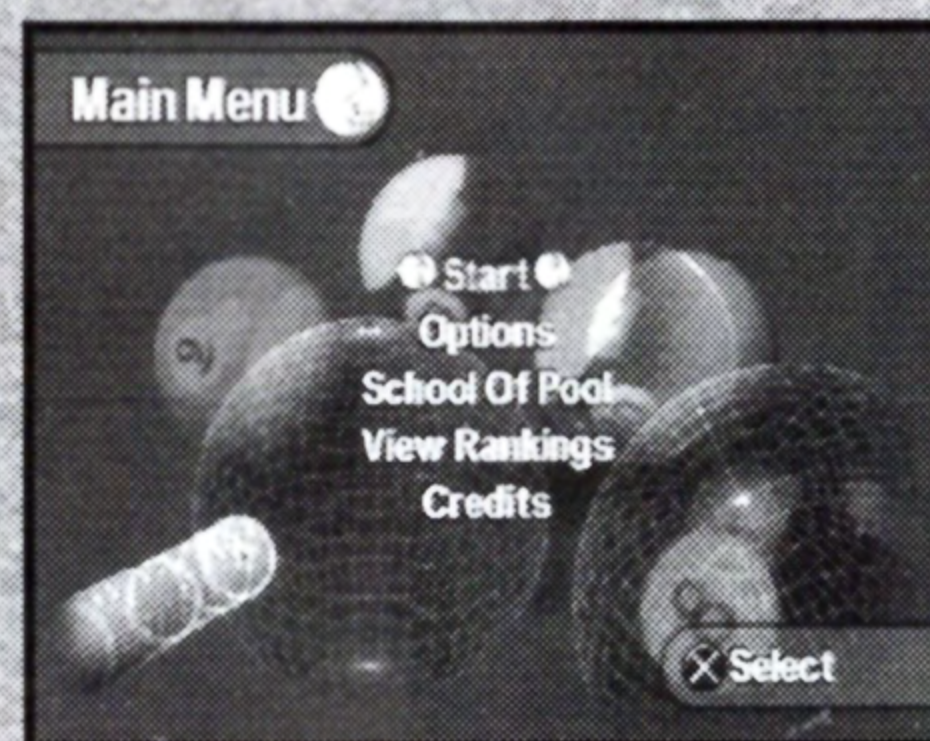
Start - Select START to Load a Game, to set up a Match or Tournament, or to play the main One-Player Hustle mode. (See Page 9)

Options - Choose OPTIONS to Save Data, Adjust Volumes and Screen Position, and to edit your Character. (See Page 10)

School of Pool - Select SCHOOL OF POOL to launch the in game Tutorial. Here, play through an extensive Tutorial, read more about the Game Rules, Practice your shots, or learn how to make famous Trick Shots. (See Page 16)

View Rankings - Check out the current Hustle Mode rankings and see how you match up with the Computer Opponents. Press the Directional Button Left/Right to select a new character's statistics. The game will keep track of statistics for all 16 Players, in addition to the Computer Opponents.

Credits - Find out who created and developed *Ultimate 8 Ball*.





Before starting a new game, select the style of game to be played. Each style of game will have adjustable features including the number of players, the style of table, the location, and the game rules. The options will change according to the current game style.

QUICK START

The Quick Start option allows you to start a match without setting the game options. Simply select the number of human players and the difficulty setting to jump into a game. For a game against a randomly selected CPU opponent, there are three different skill levels available: Easy, Medium or Hard. Medium and Hard will be unavailable until you have qualified for the tougher skill levels in the Hustle game mode. You don't have to complete the entire Game Grid to unlock these Quick Start modes.

HUSTLE

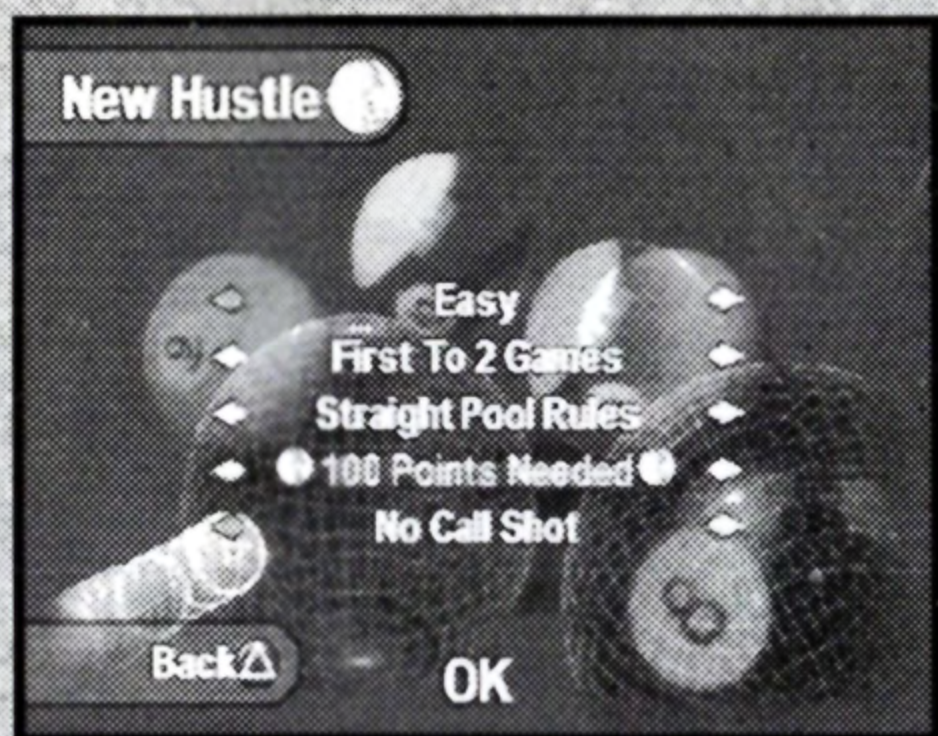
Hustle is a one-player game to compete against all of the CPU players. The aim of Hustle is to beat at least one CPU player from each of the four levels until you finally earn the chance to play against Philly Joe, the reigning champion.

Change the difficulty settings in the New Hustle options first. By changing the difficulty to Easy, Medium, or Hard, **Ultimate 8 Ball** will adjust the overall skill levels of the CPU players accordingly.

By selecting Easy, you can select the Game style and Rules that will be played against all of the CPU opponents. In the Medium and Hard settings, the CPU players will expect to play the game on their terms with their own choice of game rules. Also, the CPU opponents will use the rare table designs in the Hard difficulty setting.

For further details about the different game rules available, refer to the QUICK REFERENCE RULES on page 22.





Hustle Options

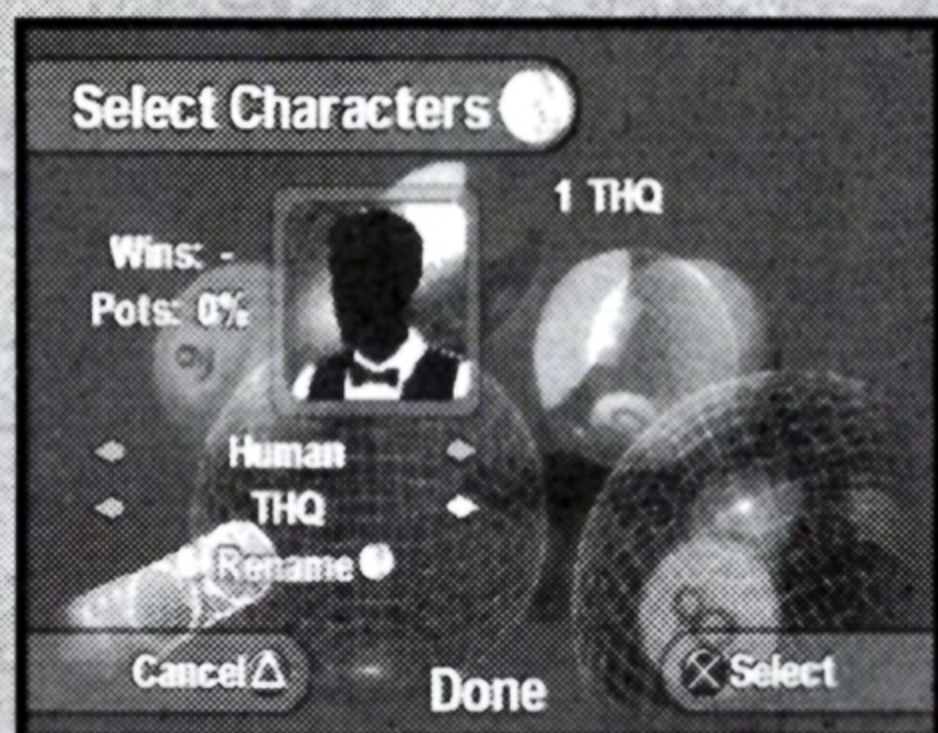
Number of Games - Set the number of games needed in order to win the match.

Game Rules (Easy only) - Select your favorite game to challenge every opponent with.

Points Needed (Straight Pool only) - Set the number of points required to win each game.

Ball Set (8 Ball only) - Choose between a Solid/Stripe set or a Solids only set of balls to be used throughout the Hustle Mode.

Call Shot (8 Ball U.S. and Straight Pool) - While playing a match with the Call Shot option on, you will have to specify a target ball and pocket before each shot.



Character Select

Once the New Hustle options have been determined, edit your character using the Select Characters screen. Highlight and select your player name from the list by pressing Up/Down on the Directional Button and pressing the X Button (the default name will be shown as Player 1).

Using the Players option, press the Directional Button Left/Right to choose any one of the human controlled characters. Odd numbered characters are Male, while the Even numbered characters are Female. Also, a different colored shirt differentiates between each player.

After selecting the player you will use, select the Rename option to customize your name. The Enter Character Name screen displays a full list of the alphabet. To enter a new letter, highlight a letter from the list and press the X Button. If you wish to enter a space, press the Circle Button. To delete a letter, press the Square Button. Once you are satisfied with the new name, highlight and select OK or press the START Button to confirm and exit. Now select OK and press the X Button to continue.



Controller Select

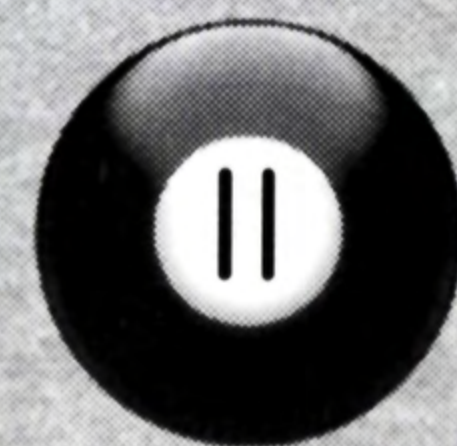
When you have finished defining your character, the Select Controllers menu will allow you to adjust the button configuration for your Controller. Highlight and select a Controller Port from the list shown by pressing the Directional Button Up/Down and press the X Button. You can now select between 4 different button configurations (Configuration 1 is listed in the manual). Also, if you are using the Dual Shock™ Analog controller, you can turn the Vibration function On or Off. Once the Controller Settings have been changed, select DONE at the bottom of the screen and press the X Button. Now select OK and continue to the Game Grid.



The Game Grid

The game grid allows you to select an opponent for the next match. Each row of the grid represents a different skill level: Amateur (bottom row), Professional, Expert and Master. When you start a new Hustle, you will only be allowed to select an opponent from the lowest level: Amateur. Press Left/Right on the Directional Button to toggle between the available opponents. As you do this, the current player's grid square will be highlighted and the game's terms will be displayed.

By defeating an opponent, new options will be revealed in the game and new opponents will be available to compete against. These new opponents, locations, and table sizes will become available to use in the Quick Start, Match and Tournament modes! Once a new character has been revealed in Hustle Mode, press Up/Down on the Directional Button to move between the different tiers of players. All Hustle Mode gains (opponents, tables, environments) must be saved with the game options data to remain available in other game modes.



Game Credits

You begin Hustle Mode with 3 Game Credits, as shown above the Game Grid. These can be won and lost according to your performance in each match.

By winning a match, you will earn one extra credit. A credit will only be awarded when you defeat a player for the first time. By losing a match, one credit will be deducted from your total. If you lose all of your credits, you will be disqualified from the Hustle Mode and will have to start over - choose your opponents carefully!

Hustle Tips

You don't have to play against all of the new opponents. In the beginning, play against opponents from the lower levels to earn their credits. This will build up your credits, which you will need to compete against the tougher opponents in the higher levels of the grid. At least one player from each skill level must be beaten before you will have the chance to play the undisputed champion, Philly Joe.

MATCH

Compete in a single match against up to 16 opponents of your choice, either Human Controlled players or CPU players. You can define all of the game options for this match including the location, rules and game difficulty.

Match Options

Number of Players - Set the number of players to compete against (select games only).

Number Of Games - Set the number of games needed in order to win the match.

Location - Select a location for the competition. As you select different locations, the available tables will also change. To access further locations and tables, play through the higher levels in Hustle mode.

Table Size - Choose a table from those available at the current location.

Game Rules - Select your favorite set of rules. Refer to the SCHOOL OF POOL section in the game for further details about the different rules.

Points Needed (Straight Pool only) - Set the number of points required to win each game.

Ball Set (8 Ball, Speed Pool, Ten Pin Bowling) - Choose between a Solid/Stripe set or a Solids only set of balls to be used.

Call Shot (8 Ball U.S., Straight Pool, Ten Pin Bowling, Cut Throat) - While playing a match with the Call Shot option on, you will have to specify a target ball and pocket before each shot.

Balls In Rack (Speed Pool) - Choose whether you would like to sink 9 balls or 15 balls on the table.

Character Select

Once all of the options have been modified, the Select Characters screen will allow you to select and adjust the opponents. The total number of competing players will vary according to the current game rules. Select a character for each of the available player positions in the match and decide whether they will be Human Controlled or Computer Controlled players. (See Page 10)

Controller Select

When you have finished defining your character, the Select Controllers menu will allow you to adjust the button configuration for your Controller. (See Page 11)

TOURNAMENT

Compete in a single elimination competition against up to 16 different Human or CPU opponents. Tournament mode plays in the same way as the Match mode, except that it involves more players competing over several games to determine an outright winner. Use the Number Of Players option to determine how many competitors will be included in the tournament. The remaining game options operate in the same way as Match mode.



LOAD GAME



The Load Game menu will allow you to reload and continue from a previously saved game. By selecting LOAD GAME, a list of saved game files will show which games are available to restore. The slots that say "Empty" are currently unused and free for a new save game file.

Highlight and select the game to restore by pressing Up/Down on the Directional Button, then the X Button. Once selected, details about the saved game will be displayed. To continue and load the data, highlight and select the LOAD option. To cancel the current selection, highlight and select the Back To Game List option or press the Triangle Button.

Adjust Volumes

To adjust the game volume levels, press Up/Down on the Directional Button to select either General SFX or Music Volume. Now press Left/Right on the Directional Button to decrease or increase the volume to the appropriate level.

Adjust Screen Position

Press Up/Down/Left/Right on the Directional Button to adjust the screen on your monitor, then press the X Button to confirm. Press the Triangle Button to cancel the changes.

Character Setup

Up to 16 human controlled players can be stored at one time, each with his/her own name, settings and statistics. This information is stored with the Hustle or Tournament data, not with the game options data. To select a player, press Up/Down on the Directional Button to scroll through the player list, then press the X Button to select. When selected, you can view their personal statistics, reset the character, or change the name.

The Reset Character option will return the current player's name and statistics to the default settings. By selecting CHANGE NAME, you will be able to customize the current player's name. (See Page 10)

Save Data

The Save Data option will store all of your Hustle Mode gains (tables, environments, opponents) and the game options data. To store this information, highlight and select the Yes option. To cancel the action, highlight and select No or press the Triangle Button. The next time you load the game, the Hustle Mode gains and game options will automatically reload and return to the stored settings.



The School Of Pool will introduce you to the game of Pool, providing advice and an opportunity to practice before entering the competitions. There are several options available to help improve your general skills and knowledge.

Interactive Tutorial

The Interactive Tutorial allows you to practice and view specific game situations. Before you go to the table, select the type of shot you want to learn:

Basic Potting - Potting a single ball.

Positional Potting - Pocket a ball while positioning the cue ball for the next shot.

Advanced shots - Learn advanced techniques like "English" and Bank Shots.

Once the appropriate tutorial has been selected, highlight and choose a shot from the list to present the set-up options. Each set-up provides three options to help improve your technique:

View Description - A general explanation of the table set-up and the techniques required to complete the shot.

Watch Shot - The CPU will demonstrate how the shot should be played.

Play Shot - This option gives you the chance to practice the shot over and over until you accomplish the task.

Game Rules

To view the in-depth game rules for a particular game, press the Directional Button Up/Down to highlight the game, then press the X Button. Once you've read the text on the screen, you can press the Directional Button Down to advance to the next page of text. Pressing Up on the Directional Button will scroll back to the previous page. You can use the QUICK REFERENCE RULES on page 22 for a quick glance at the rules.

Trick Shots

Practice specific trick shots to help learn ball control, which may even prove to be useful when stuck in tight situations! Each type of trick shot provides three options:

View Description - A general explanation of the table set-up and the techniques required to complete the shot.

Watch Shot - The CPU will demonstrate how the shot should be played.

Play Shot - This option will give you the chance to practice the shot over and over until you complete the trick.

Practice

This option will provide an unlimited amount of time to practice, starting with a specific number of balls in the rack. Set the number of balls you wish to use, then select OK to set-up and play the table.

Quit

The Quit option will exit the School Of Pool tutorial and return to the Main Menu.

PLAY OPTIONS

To bring up the play options, press the SELECT button.

Push Out

Immediately after a Break Shot, the player will be allowed to have a free shot, with no restrictions, by using the Push Out rule. This pertains to either player, whoever has the shot after the break (if the player sank a ball on the break shot, he/she may opt to use the Push Out).

Pass Shot

Once the Push Out has been taken, the Pass Shot option will be available. The player may decline the shot, forcing the opponent to take the shot.

Undo Push Out

This will cancel and undo the Push Out.

Call Shot

When the Call Shot option is on, the player must specify a target ball and the target pocket. Use the Directional Button to toggle through the available balls, then press the X Button to select. Finally, select a target pocket by using the Directional Button to toggle through the pockets then press the X Button to select.

View Score Sheet

View the score sheet for the current match.

Undo Last Shot

After a mistake, undo the last shot and play it over again.

Re-rack

Rack the balls to begin shooting on a fresh table.

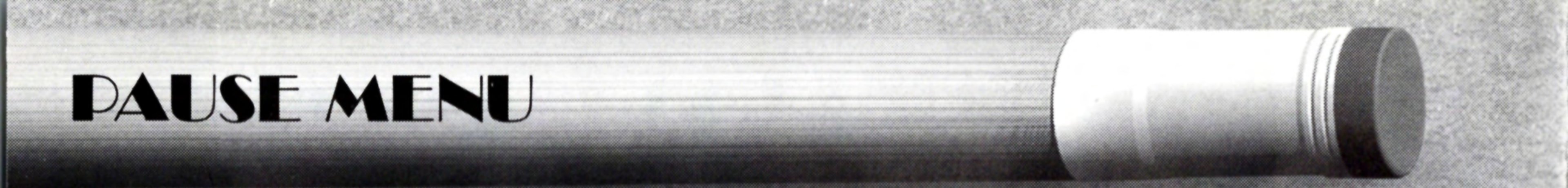
Training Lines

With this option on, a line will be displayed for every ball on the table. These lines show how every ball will react to the current shot. Also, when this option is enabled, the shot meter is locked to a pre-set strength. Hold the Shot button and press Left/Right to adjust the power of the shot (the lines will adjust accordingly).

Re-Position Balls

Adjust the ball positions to practice a shot of your choice. Use the Directional Button to highlight a ball on the table, press and hold the X Button, and move the highlighted ball with the Directional Button. Once the ball is in the correct position, release the X Button. Now you can move another ball, or press the Triangle button to exit.

PAUSE MENU



To access the following options, press the START button to pause the game.

Continue

Exit Pause mode and return to the game.

Adjust Volumes

Adjust the volume levels of the sound and music. For further details about these levels, refer to the Options Menu section on page 15.

Replay Last Shot

View a TV style replay of the last shot played.

Quit Game

Use the Quit option to abandon the current match and return to the Main Menu.

At the end of the match, the final results will be displayed and you will be given several options:

Next

This will either move on to the next stage of the competition or return to the Main Menu, depending on the type of game being played.

Save

Save current game data such as match statistics, player set-up, and your current position within an on-going opposition within an on-going Hustle or Tournament.

Rematch

Depending on the game mode, you might be given a Rematch option. This will allow you to restart the match, without returning to the Main Menu first.

QUICK REFERENCE RULES



Eight Ball (US Rules)

Object - The player must pocket all the balls of their group before proceeding to the 8-ball to win.

Break Shot - On the break, the player must either pocket a numbered ball or drive at least four numbered balls to a cushion. Failure to do so is a breaking violation. The incoming player has the option of playing from the current position or re-breaking himself.

Other Rules - Each player is given stripes or solids, determined by a player pocketing a ball. The choice of stripes or solids is not determined on the break, even if balls are pocketed from one or both groups, but in normal play. When a stripe and solid are pocketed on the same shot, the first ball to fall will define the player's group.

Eight Ball (UK Rules)

Object - The player must pocket all the balls of their group before proceeding to the 8-ball to win

Break Shot - The break is taken with cue ball in hand, within the English style "D". On the break, the player must either pocket a numbered ball or drive at least two numbered balls to a cushion. Failure to do so is a foul break. The incoming player then has a choice of continuing from the current position with two shots, or having the balls re-racked and breaking, again with a free shot.

Other Rules - Each player is assigned a ball group (Stripes/Solids, or 2 sets of unnumbered solids)

Nine Ball

Object - Any player legally pocketing the 9-ball will win the game, even if the 9-ball goes in from the break or as a combination shot (hitting the lowest ball first).

Break Shot - Nine object balls, numbered one through nine, are racked in a diamond shape with the one ball at the top of the diamond, the nine ball in the center of the diamond, and the other balls in random order.

Other Rules - The player must hit the lowest numbered ball first then any ball can be pocketed. As long as the lowest ball is hit first, the balls can be pocketed in any order.

Ten Ball

Object - Any player legally pocketing the 10-ball will win the game, even if the 10-ball goes in from the break or as a combination shot (hitting the lowest ball first).

Break Shot - Ten balls, numbered one through 10, are placed in a triangle rack. The rear row of balls is removed with the 1-ball on the foot spot, and the 10-ball in the center of the row-of-3 (the other balls may be placed randomly in the rack).

Other Rules - The game utilizes the same rules as Nine Ball.

Six Ball

Object - Any player legally pocketing the 6-ball will win the game, even if the 6-ball goes in from the break or as a combination shot (hitting the lowest ball first).

Break Shot - Place the balls in a triangle rack with three rows, putting the 1-ball on the foot spot, the 6-ball in the center of the rear row, and the other balls placed randomly in the triangle.

Other Rules - Six Ball utilizes the same rules as Nine Ball, with the difference being the amount of balls that need to be pocketed.

Three Ball

Object - Any player legally pocketing the 3-ball will win the game, even if the 3-ball goes in from the break or as a combination shot (hitting the lowest ball first).

Break Shot - For Three Ball, use a triangle rack of two rows, with the 1-ball on the foot spot.

Other Rules - Played with the same rules as Nine Ball, the game is won by legally pocketing the 3-ball, which can be at any stage of the game, even from the break.



Straight Pool (14.1 Continuous)

Object - To win, one of the players must reach a pre-determined target score.

Break Shot - The player must either pocket a ball or cause the cue ball to contact a ball and then a cushion as well as causing at least two object balls to contact a cushion. Failure to do so is a breaking violation and the offender's score is assessed a two point penalty.

Other Rules

- The player may shoot and pocket any ball on the table.
- By legally pocketing a ball, the player will score one point.
- When the fourteenth ball of a rack is pocketed and only one ball remains, the balls are then re-racked leaving the "foot spot" vacant.
- By scratching the ball or causing a different foul, a point is deducted from the player's score.
- If a player makes three successive fouls, then an additional penalty of 15 points is removed from the score and the foul record is reset. This can result in negative scores.
- Balls pocketed on a foul shot are not scored and are re-spotted.
- Straight Pool is usually played with the Call Shot Rules though this is optional.
- If the Call Shot Rules are used, it is a foul to pocket a ball from the break that has not been "called" to go into a pocket.

Rotation

Object - A player must reach a high enough score so that it is impossible for the opponent to win. Similar to Straight Pool, the player receives points for pocketing balls, but instead of only receiving one point per ball, the player receives the face value for each pocketed ball. In a Two-Player game, the score to reach is 61 points. In case of a tie, the last player to pocket a ball wins since it is impossible for the opponent to accumulate a greater score.

Break Shot - A standard triangle rack is used, placing the 1-ball on the foot spot, the 2-ball on the right rear corner, the 3-ball on the left rear corner, and the 15-ball in the center. All other balls are placed entirely at random.

Other Rules - The player must hit the lowest numbered object ball, though he can pocket any other ball using a combination shot (similar to Nine Ball).

Speed Pool

Object - Speed Pool is a single player game, with the player racing against the clock to pocket the balls in the quickest time possible.

Break Shot - The player can choose either a Nine-ball or a Fifteen-ball rack, though only the times from the Fifteen-ball rack will be recorded.

Other Rules

- The timer starts when all the balls have stopped moving after the break shot.
- The timer stops when the final ball is pocketed.
- Fouls cause a 5 second penalty to be added to the player's time.
- If the player scratches, then the 5 second penalty is applied and the player has cue ball in hand, anywhere on the table.

Killer

Object - Killer involves the players taking turns to pocket any ball on the table. Each player begins the game with 3 lives. If the player misses a shot, then he loses a life. By losing 3 lives, the player is out of the game. The last player with lives remaining wins the game.

Break Shot - The player must strike the rack and cause 2 balls to contact a cushion. No lives are lost on the break.

Other Rules

- Once the shot is complete (pocketing a ball or not) the next player takes a turn.
- If the last ball is pocketed and more than one player remains, the balls are re-racked.
- The last player who made a shot takes the break shot, with no loss of life on a missed shot.
- Since it is a UK based game, the "D" is used for spotting the cue ball on the break and after a scratch.
- It is a foul to jump the cue ball off the bed of the table with the intention of causing the cue ball to pass over an object ball.

Ten Pin

Object - Ten Pin is a game that applies the scoring concepts of bowling to the game of pool, using ten balls and the cue ball. The player completes ten frames to accumulate a score.

Break Shot - In each frame, the player makes a free break. If any balls are pocketed on the break, they are removed and spotted on the table. The opening break takes place at the start of every frame.

Other Rules

- After the break, the player has two tries to pocket as many balls as possible.
- If all the balls are pocketed in the first try, then the frame is a “strike”.
- If all the balls are pocketed in the second try, then it’s considered a “spare”.
- A strike in the tenth frame earns two extra shots, and a spare earns one extra shot.
- If the player fails to pocket a ball, he moves onto the second try.
- Once the second try is lost, the player moves on to the next frame.

Bank Pool

Object - To win, the player must pocket eight balls in a 2-player game, five balls in a 3-player game, and four balls in a 4-player game.

Break Shot - The starting player must make at least two object balls contact a cushion. No balls may be scored on the opening break. If any balls are pocketed on the break, they are spotted on the table and the breaker continues shooting.

Other Rules

- Each shot must bank an object ball into at least one cushion before the ball is pocketed.
- Call Shot Rules are generally mandatory, with “straight-in” shots being illegal.
- To legally pocket a ball, it must be cleanly banked off a cushion.
- Rebounding of the object ball in the jaws of the pocket before dropping is not considered a valid cushion impact.
- Incidental contact with the cushions adjacent to the designated pocket is not considered valid impact.
- Multiple cushion impacts are legal.
- Combination shots are also legal, but the pocketed ball must still hit a cushion.
- Only the designated object ball is credited to the shooter, with any other pocketed balls being spotted on the table.

One Pocket

Object - The first player to score eight object balls in his target pocket wins the game. Only two of the six pockets are used for legal scoring (the two corner pockets on the foot end of the table). One pocket belongs to one player, while the other pocket is the target of the opponent.

Break Shot - The starting player must choose one of the corner pockets on the foot end of the table as his target pocket. He must then pocket an object ball into his targeted pocket on the break. If not, then the cue ball must contact an object ball and, after contact, at least one object ball must contact a cushion.

Other Rules

- To score a point, an object ball must fall into the player's target pocket on a legal stroke.
- Once pocketed, it is scored as one ball for the shooter.
- Any ball pocketed in the opponent's target pocket counts for the opponent's score, unless the cue ball should scratch on the same shot.
- Balls pocketed in the four non-target pockets are "illegally pocketed balls" and will be spotted on the table.

Cut Throat

Object - Legally pocket all of the opponent's balls before they pocket your group of balls. The game is played with either 3 or 5 players. Once a player's group of balls has been pocketed, he is eliminated from the game. The game ends when there is only one player left.

Break Shot - The starting player must make a break causing at least three object balls to contact the cushion. All balls pocketed on a legal break remain pocketed.

Other Rules

- In a 3-player game, each player has five balls of the same color.
- In a 5-player game, the players each have three balls of the same color.

NOTES



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