



NTSC U/C

PlayStation



SLUS-01374

# VIRTUAL POOL 3



**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:**

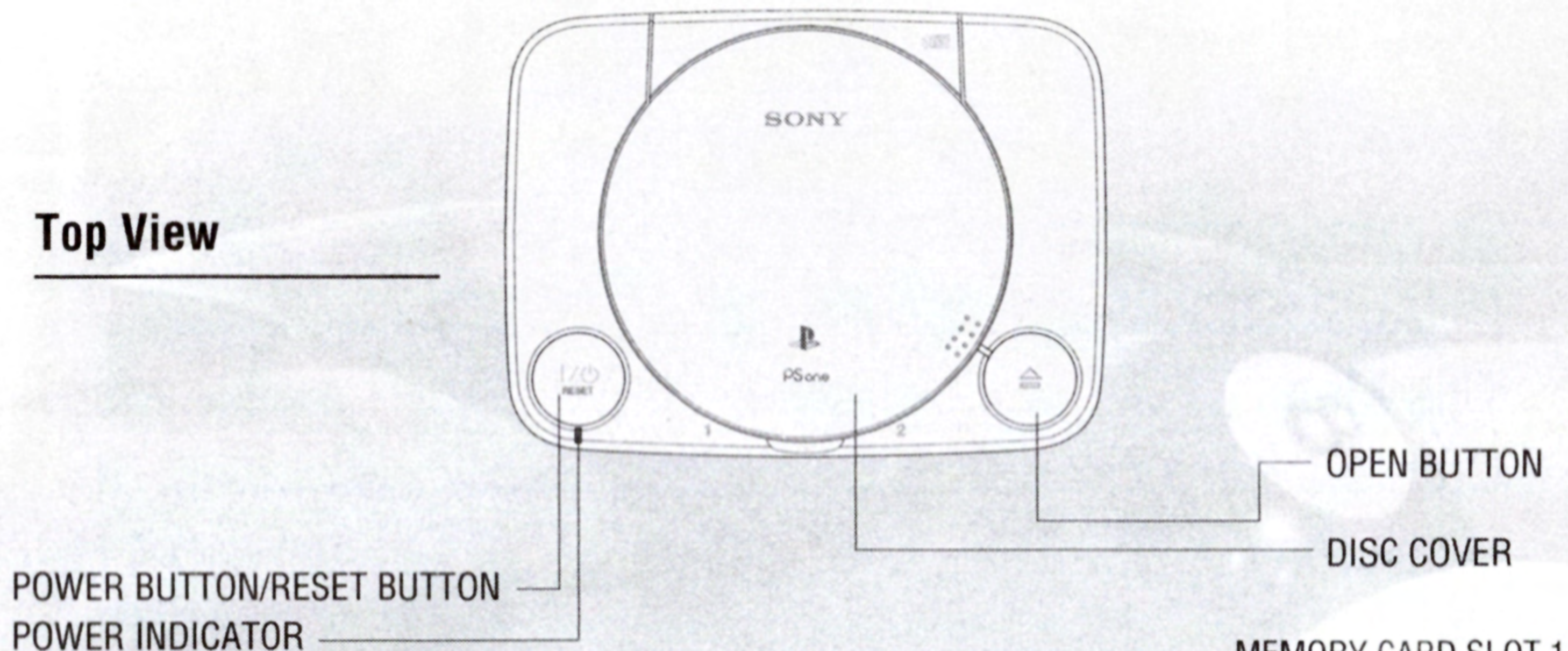
- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc 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.

# TABLE OF CONTENTS

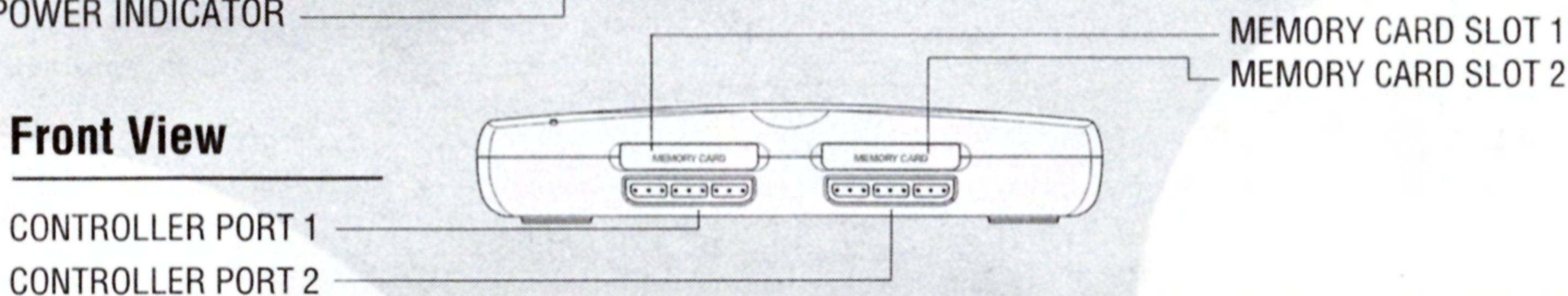
Startup Information.....	2
DUALSHOCK® analog controller.....	3
Title Menu.....	9
Create a Player.....	9
Quick Play.....	10-11
Career Play.....	12-13
Tournament.....	14
Trick Shots.....	15
Settings.....	15
In Game Menu.....	16-18
Special Feature: Tracking & Force.....	19
Credits.....	20
Warranty.....	21

# STARTUP INFORMATION

## Top View

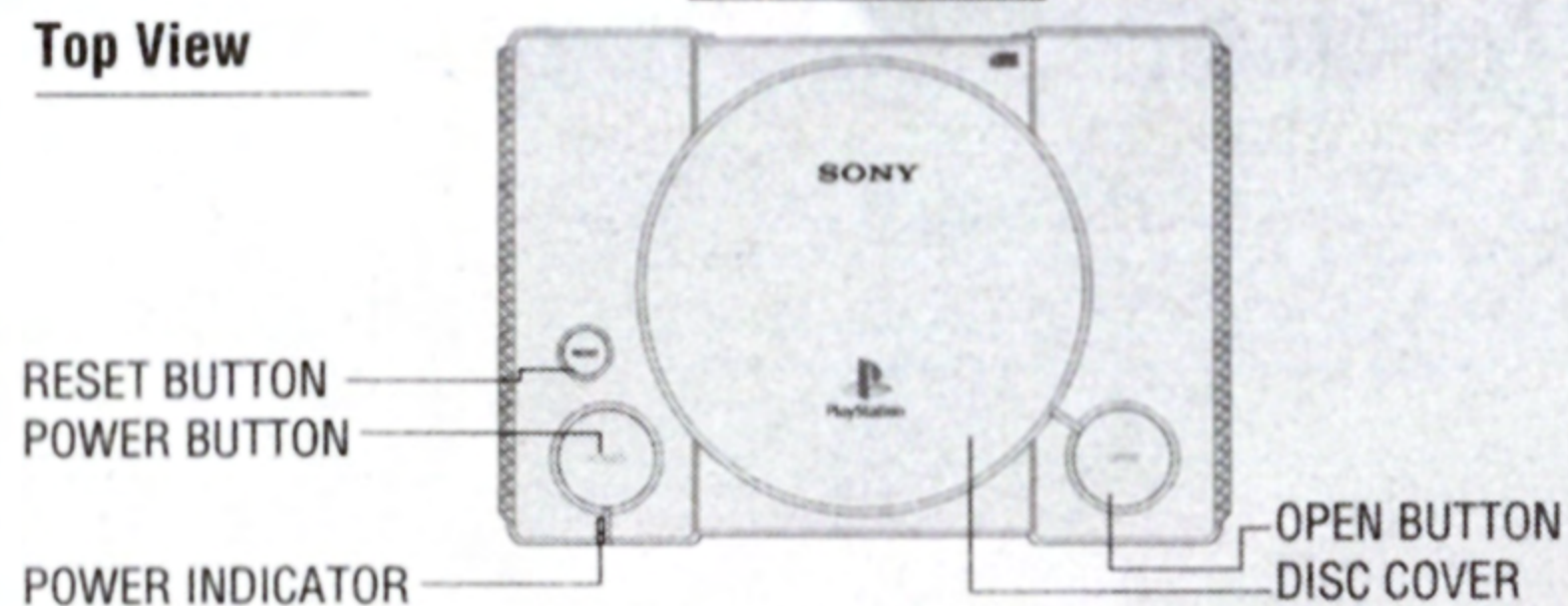


## Front View

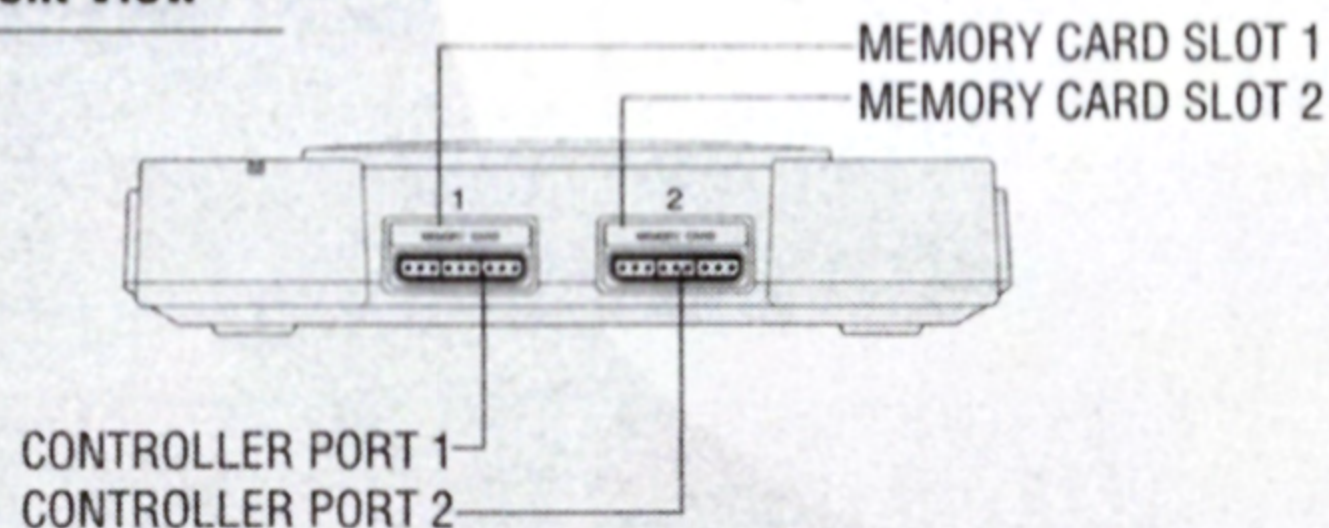


**Note: You may have a console that looks like this.**

### Top View

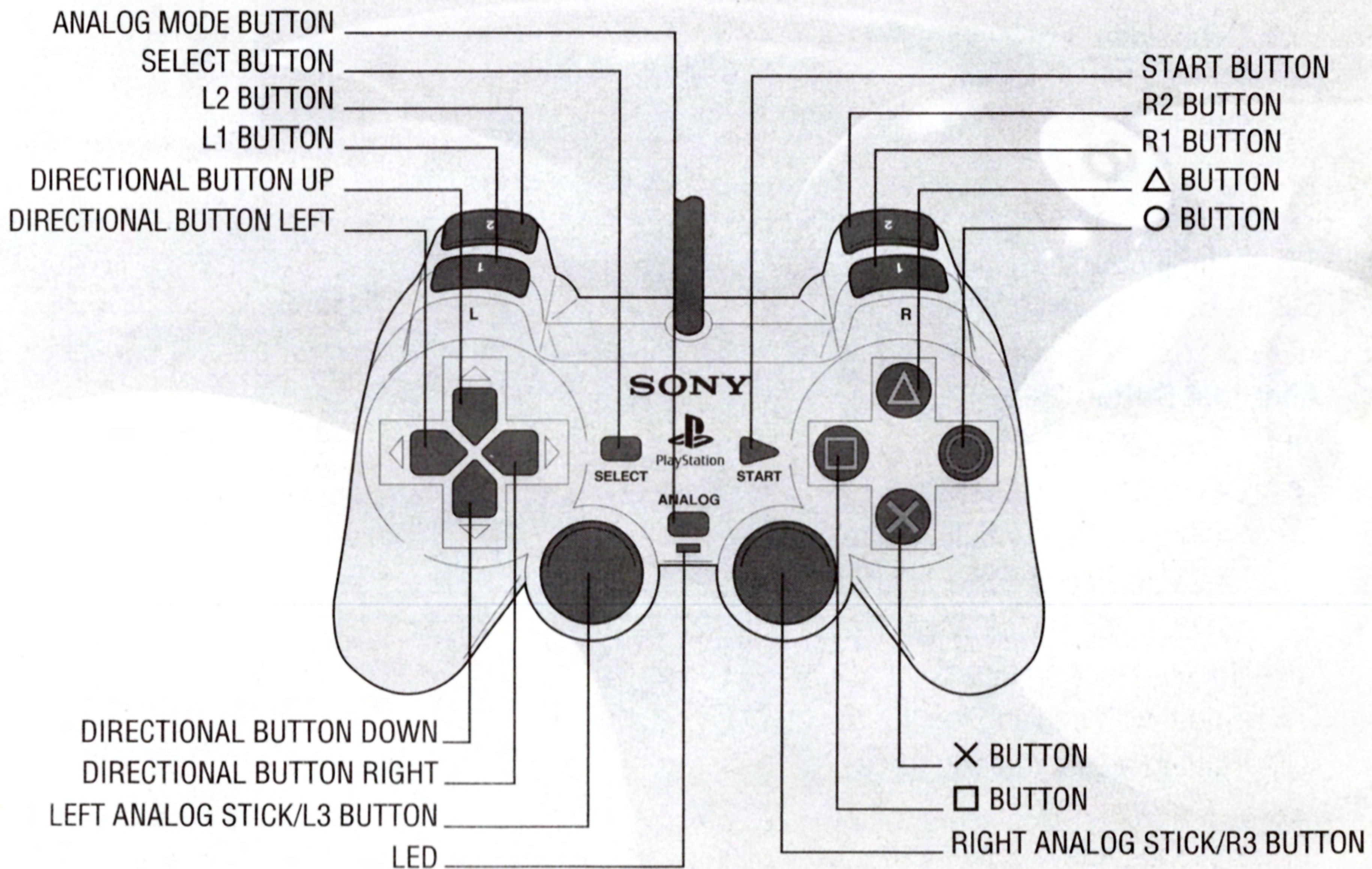


### Front View



Set up your PS one™ or 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 Virtual Pool 3 disc and close the Disc Cover. Insert game controllers and turn on the game console. Follow on-screen instructions to start a game.

# DUALSHOCK<sup>®</sup> analog controller



# BASIC CONTROLS

## Primary Button Map

R1 = Hold to move ball

R2 = Hold to move viewpoint

L1 = Flip to Alternate button map

L2 = Toggle Fine Tune/Amplify

△ = Hold to Move Cuetip (English)

○ = Hold to Zoom

× = Hold to Shoot/Zip to end of shot

□ = Aim Mode/Snap to Overhead

Start = Enter In Game Menu

## Alternate Button Map

R1 = Select ball to move

R2 = Undo/Replay Last shot

L1 = Flip to primary button map

L2 = Cycle Replay Rate

△ = Hold to Adjust Cue Angle (Raise butt)

○ = Toggle Tracking Lines

× = Shoot with tracking force

□ = Hold to adjust tracking force

In Game Controls Mapped to the Controller

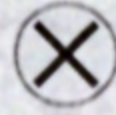

Aim= directional buttons or left analog stick

# BASIC CONTROLS



## **Aim Mode:** Button

Every shot will start in Aim Mode. By pressing the directional buttons or moving the left analog stick you can line up your cue in the direction you wish to shoot. When you are satisfied with your aim, you can push the Shoot Button to take the shot.


## **Shoot:** Button

When you have lined up your shot, push and hold the  button. While holding the  button, the action of your cue stick is controlled by pushing up and down on the directional buttons or the left analog stick. When using the directional buttons or left analog stick the speed in which the stick travels and the resulting velocity of the cue ball is related to how far back the stick is pulled. So, for a soft shot, the stick should only be pulled back for a short distance, while a hard shot will require a greater distance.

## **Snap To Overhead View:** Button (while in Aim mode or while shot is playing)

To go to an overhead view of the table, push the  button. The overhead view will remain as long as you hold the  Button.

## **Zip to the End of the Shot:** Button (while shot is playing)


After hitting the cue ball, you can zip to the end of the shot at any time by pushing the  Button. This will move all the balls on the table to the places they would have ended up if the shot had continued to play.

## **Move Cue Tip (Apply English):** Button

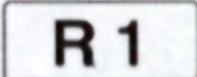
To apply 'English' rotation to the cue ball, push and hold the Triangle button while moving the directional buttons or the left analog stick. A small dot, which indicates the contact point on the cue ball, will move in response to the movement of the directional buttons or left analog stick.

# BASIC CONTROLS

## **Zoom:** Button

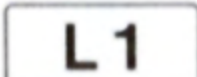
To Zoom closer or farther away, push the directional button or the left analog stick up or down while holding the  Button.

## **Move Cue Ball:**

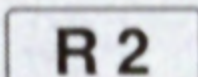
After a foul or before a break (or in Practice/Setup Shot Mode), you may be able to move the cue ball around the table. To move the cue ball, use the directional buttons or left analog stick while holding .

Note: Alternate Functions are indicated by '(ALT)' in this manual

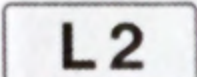
## **Flip To Alternate Button Map:**

Several less-frequently used controller options are available by pushing . This re-maps the buttons on your controller to these other options. When you are in the Alternate Button map, this is indicated by 'ALT' on the bottom status area.

## **Move View Point or go to View Mode:**

You can enter view mode by pushing the  button. This view will allow you to move all around the table by using the directional buttons or the left analog stick and will not affect your aiming.

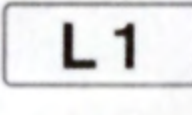
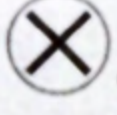
## **Toggle Amplify/Fine Tune:**

You can adjust the sensitivity of you controller on the fly by toggling between Normal, Amplify and Fine Tune. Typically you will use Amplify on breaks and other hard shots while using Fine Tune to carefully aim difficult shots. Pushing  will cycle through all these modes. If you are in Fine Tune or Amplify mode, it will be shown on the bottom status area.

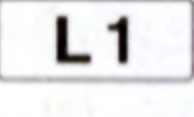
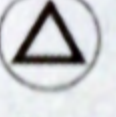


# BASIC CONTROLS

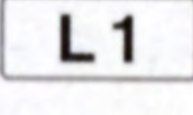

## (ALT)Shoot with Tracking Force:

If you have the tracking lines turned on, you can complete the shot exactly as shown by the lines by pushing  and the pushing . The shot will be taken with the exact amount of force shown by the tracking lines.

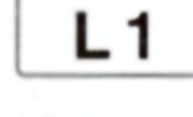

## (ALT)Raise Butt:

For some advanced shots you may wish to use Masse by raising the butt of the cue. To do this, press  and then push and hold the  button. Use the directional buttons or left analog stick to increase or decrease the stick angle. An angle indicator will appear in the bottom status area.

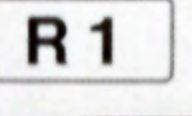
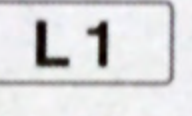
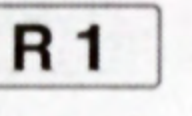
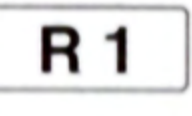
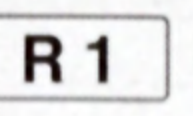
## (ALT)Toggle Tracking Lines:

If you are in Practice/Trick/Setup Shot Mode, you can turn tracking lines on. Press  and then the  Button to turn the tracking lines on. To turn them off, repeat the procedure.

## (ALT)Vary Force of Tracking Hit:

If you have tracking lines on, you can adjust the force shown by pressing  and then pushing and hold the  button while moving the directional button or left analog stick up and down. Pushing up will increase the force shown, pushing down will decrease the force.

## (ALT)Select a Different Ball To Move:

If you are in Practice/Trick/Setup Shot Mode, you can move any ball on the table. Push  and an indicator will appear over the currently select ball. Now press  and push and hold  while using the directional buttons or left analog stick to move the indicator over the ball you wish to move and then release . The newly selected ball can now be moved using  and the directional buttons or left analog stick.

# BASIC CONTROLS

## **(ALT)Cycle Replay Rate:**

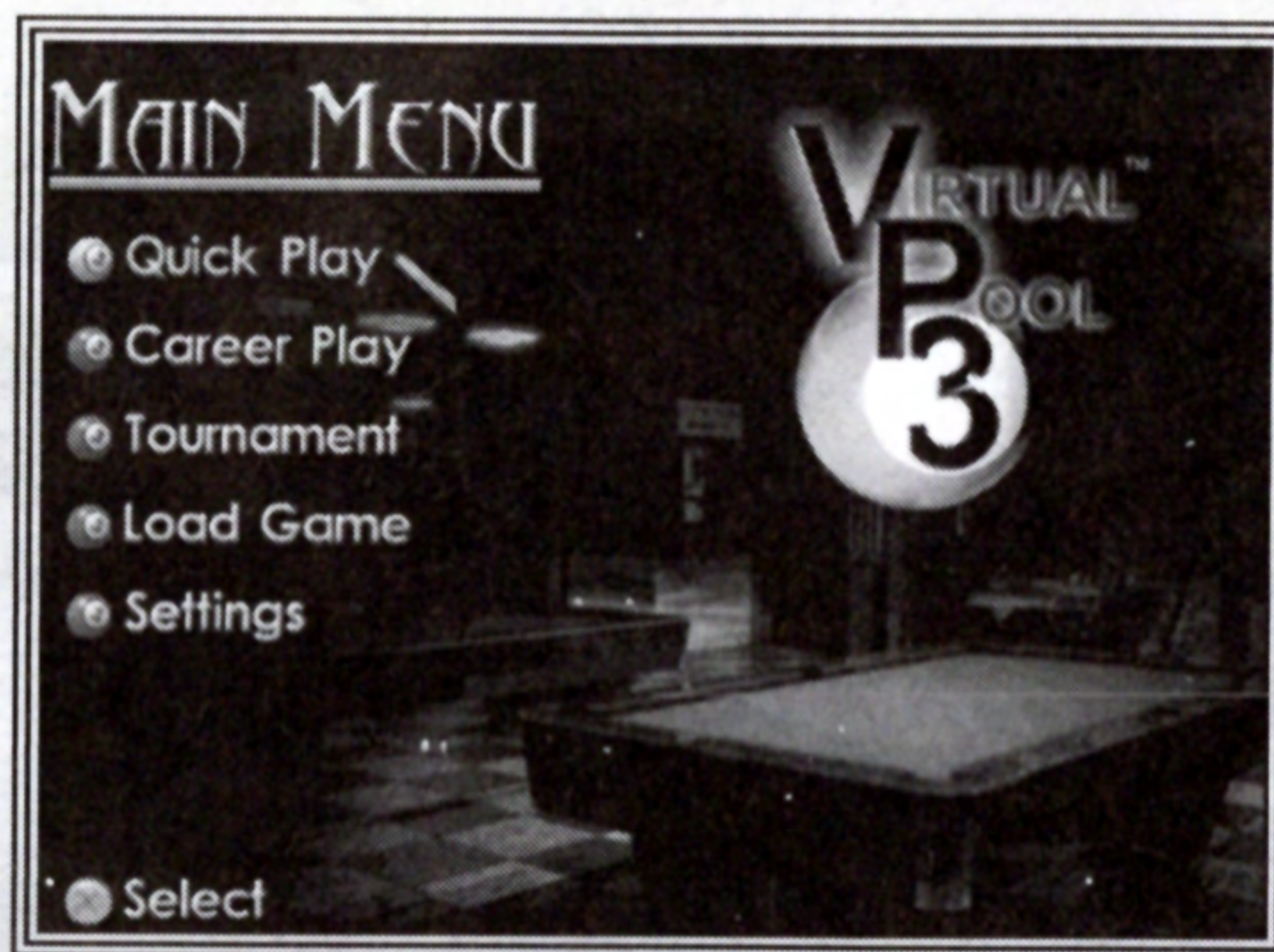
If you wish to change the replay rate, push  and the Push . This will cycle through the replay rates of 1/8, 1/4, 1/2 and normal speed. Replay rate is displayed in the upper status area.

## **(ALT)Undo/Replay Shot:**

To undo a shot, press  and push . The balls will move back to the positions they were in before the shot. To replay the shot, repeat the button presses and the shot will play at the current replay rate. Note: During the shot action, you can undo by pressing . Undo/Replay is only available in Practice/Trick/Setup Shot Mode.

## TITLE MENU

After the game boots up, the Main Menu screen will appear. While you are in the menus, you can use directional buttons to move around and the  $\otimes$  button to select different items.



## CREATE A PLAYER:

Use the directional buttons to highlight a character. Press the  $\otimes$  button to enter that character. For a Space, use the blank cell to the right of the '9' character. To delete a character, use the '<' character at the far right on the bottom row. When you are finished entering the name for your player, press the START button to continue and save your player.



# QUICK PLAY

**Quick Play:** Select the Quick Play option from the main menu. Once in Quick Play settings use the directional buttons to select your game settings.

1. **Game:** Press (X) to choose type of game play. Press the (△) button to cancel. Choose from the following: 10-ball, 9-ball, 8-ball, 6-ball, Straight, Rotation.
2. **Location:** Choose 6 different 3D environment locations. Press (X) to continue or (△) to cancel. You may play in rooms that have been previously unlocked in Career Mode.
3. **Match Length:** Select the number of matches by pressing the directional buttons up or down. The maximum number of matches is 50. Please note that this option is only available if playing against a computer or human opponent.
4. **Point Goal:** For a Straight Pool Game Only: Adjust the point total for the match by pressing the directional buttons up or down. Please note that this option is only available if playing against a computer or human opponent.
5. **Opponent:** Here you can select from three different opponents: Computer, Human, and None (solo).



## QUICK PLAY

**Computer:** Once you have chosen your game settings and selected computer opponent, press the START button to continue. This will bring you to the Select Player screen. Here you can choose to start the game with a default player, create a player, or delete a player. After selecting who to play with it will bring you to the Select Opponent screen, where there will be the list of Computer opponents to choose from. To select your opponent use the directional buttons to scroll up and down until the player's name that you'd like to play is highlighted. Once you have chosen your opponent press the START button to begin play.

**Human:** Start the game with a default player, create a player, or delete a player. Once you have made your selection for Player 1 and Player 2 press START button to begin play.

**None:** Here you can choose to start the game with a default player, create a player, or delete a player. Once you have made your selection press the START button to play. This option will also allow you to enter Trick/Setup mode.

### Trick/Setup Shot Mode:

You can place the cue ball wherever you want by pressing and holding the **R1** and then moving the directional buttons or left analog stick to move the ball into position. While in Move Mode, a cursor will appear over the selected ball. To select a different ball to move, press **L1** (for ALT mode) and hold the **R1**, move the cursor over the ball you want to move, and then release the **R1**. The cursor will lock to the nearest ball, which you can then move by holding the **R1** as described above. You can add or remove balls from the table by pressing the START button to access the In Game Menu and then selecting Ball Status (Spot/Pocket). To re-rack the balls, press START to enter the In Game Menu and then select 'Re-Rack'.

# Career Play

In Career Play, you start playing in the Garage for chump change. You're a lowly minnow in an ocean of pool sharks. To advance to the next pool location and players with more skills and larger wallets, you must beat "Big T", the Boss of The Garage. Each pool location will have a boss that you have to work up to and beat. Your goal, and final reward, is to play and beat Curly at his private beach house. Even if you think you can beat him, his bets are way out of your league, for now...

If you already have a career in progress, it should appear within the Career window. Each career is labeled by the player's name, the game they are playing, and the difficulty level of the career.

If you want to start a new career, highlight the New Career option and press  $\otimes$ . This will take you to a menu to select your player, type of game and level of difficulty.

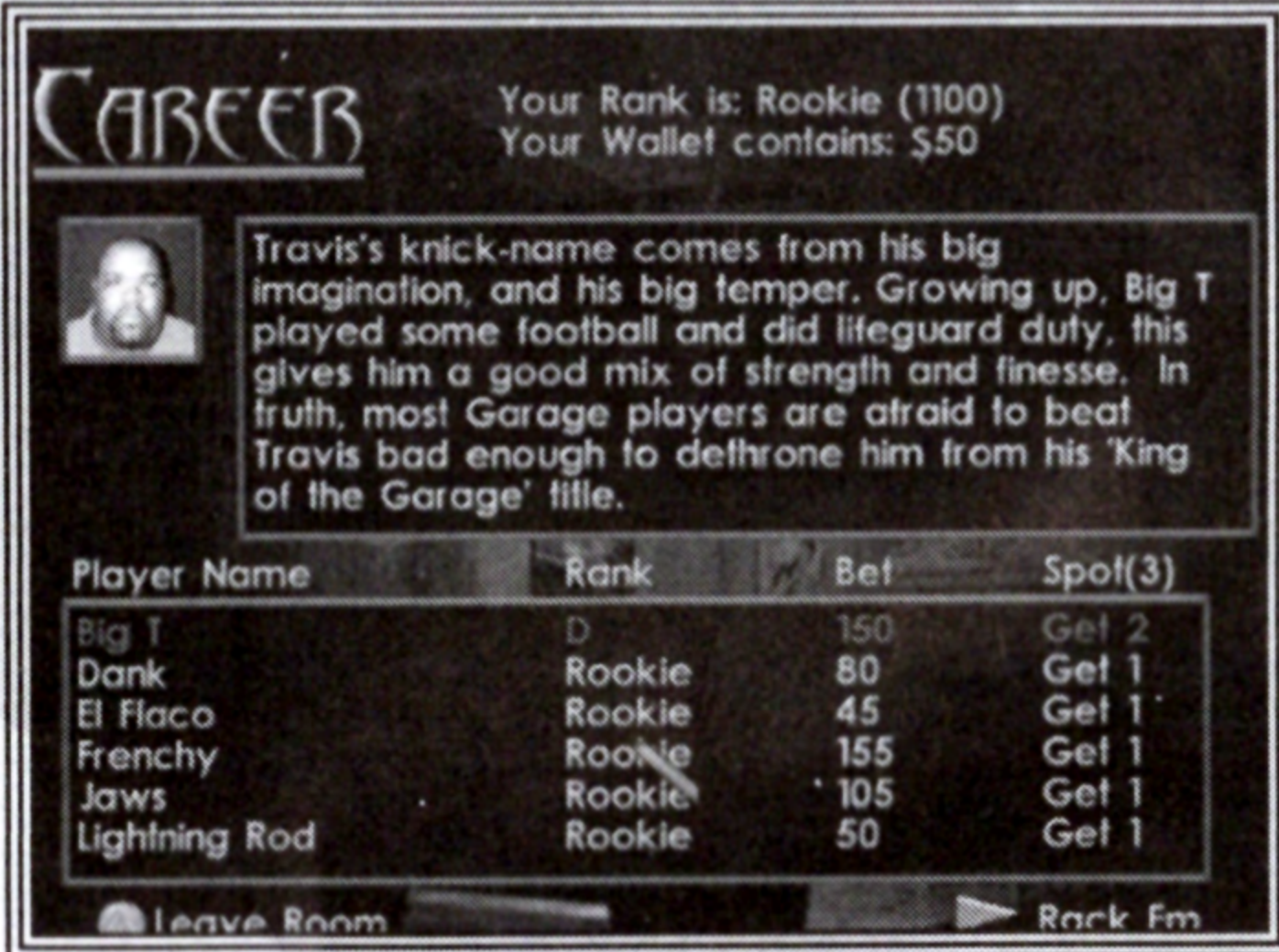
Once you've set up your career, press START to save. Then go to the Career Play Menu. Select your career with  $\otimes$  and press START to continue. After an intro from Curly, the Career Map will then appear.




# Career Play

Use the directional buttons for locations and press  to select.

Select from the opponents in the room based on the amount of money you've earned so far. You start with \$50 so your opponents are only going to be able to make small wagers. Once you have enough loot, select to play the location's boss, and if you defeat him, you'll be able to select the next location and move on.



**CAREER** Your Rank is: Rookie (1100)  
Your Wallet contains: \$50

 Travis's knick-name comes from his big imagination, and his big temper. Growing up, Big T played some football and did lifeguard duty, this gives him a good mix of strength and finesse. In truth, most Garage players are afraid to beat Travis bad enough to deltrone him from his 'King of the Garage' title.

Player Name	Rank	Bet	Spot(3)
Big T	D	150	Get 2
Dank	Rookie	80	Get 1
El Flaco	Rookie	45	Get 1
Frenchy	Rookie	155	Get 1
Jaws	Rookie	105	Get 1
Lightning Rod	Rookie	50	Get 1

Leave Room      Rack Em

**Put Current Career on Hold** - Selecting this option will temporarily stop your career. You can come back and resume a career by selecting the Career Mode option from the Main Menu, and selecting your career name from the menu.

The computer players have photos, background info, Rank, their Wager, and the handicap they're willing to give you or take to play against you, or Spot Games. 'GET 1' means that you have a game lead on your opponent. Get zero means that you don't get a lead.

# TOURNAMENT:

Selecting the Tournament option from the Main Menu will bring up the Tournament Play Menu. If you'd like to play a set of games in a tournament against a number of computer opponents, this is where you'd set that up.

1. **Game:** Select the type of game and press (X). Press (△) to cancel.
2. **Location:** Press (X) to select from 6 different 3D environment locations. Press (△) button to cancel.
3. **Match Length:** Select the number of matches to play by using the directional buttons. The maximum number of matches is 50.
4. **Point Goal:** For Straight Pool Game Only: Adjust the point total for the match.
5. **Field Size:** Choose between 4, 8, 16, or 32 players in the Tournament.
6. **Field Strength:** Choose between Weak, Average, and Strong players.
7. **Handicapping:** This creates a tournament that handicaps players by giving games to the weaker player. If you are a weaker player than your opponent, you will start the match with one or more games won. If you are stronger player, your opponent will get games. If you and your opponent are about equal both players start with zero games. This feature allows you to play opponents lower or higher than your rating.





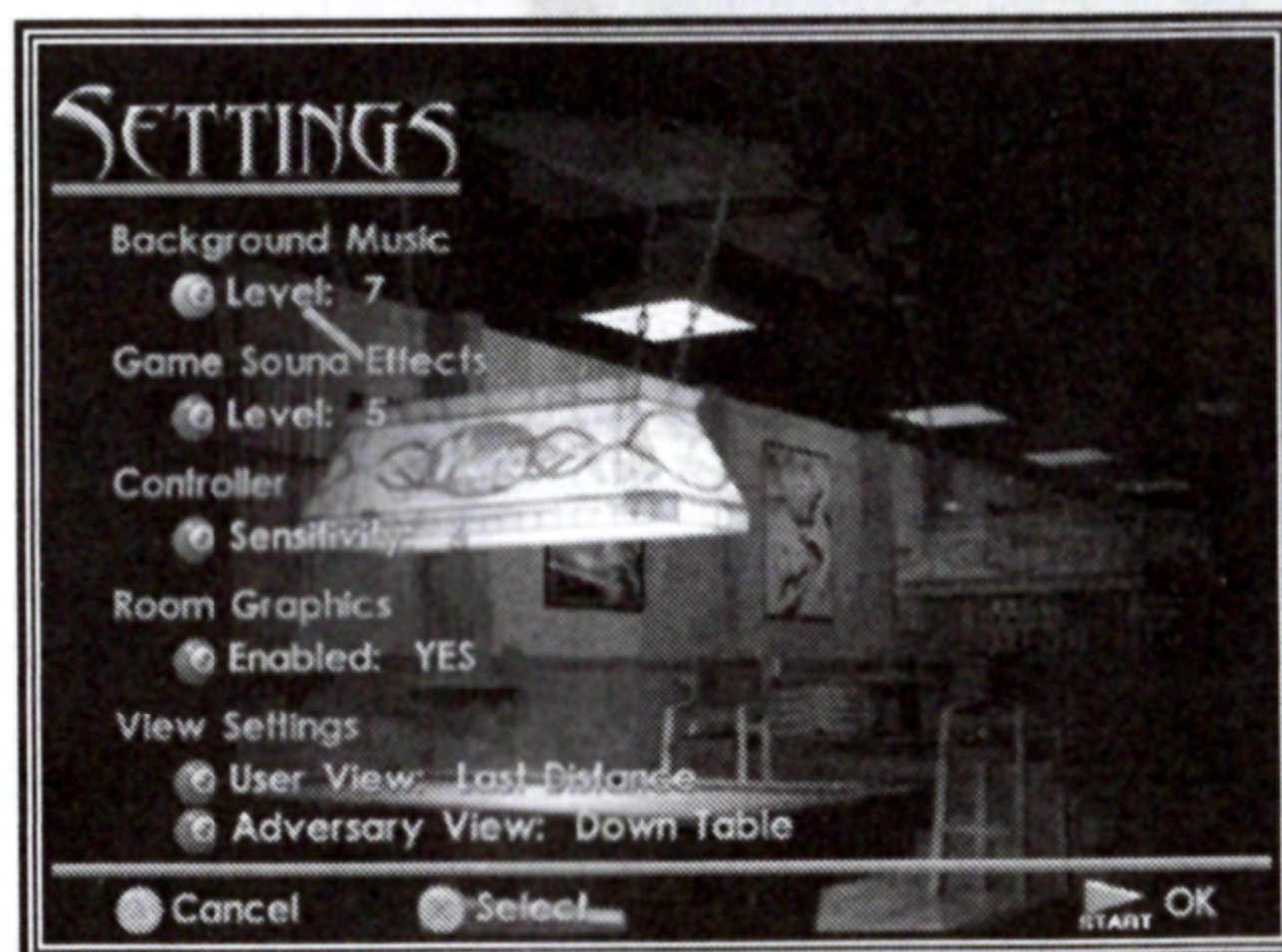
# TRICK SHOTS

There are two types: Trick Shots and Practice Drills. Select the type of game to load. Once you select the type of game to load, the box will fill with the games of that type to load. Use the directional buttons, select the game you wish to load. Press START to load the game.




# SETTINGS

Here you can change background music, game sound effects, controller sensitivity, room graphics, and view settings.



# IN GAME MENUS

**Settings:** Here you can change background music, game sound effects, controller sensitivity, room graphics, and view settings.

**Ball Status(Spot Pocket):** To add or remove balls from the table, select Ball Status. This will allow you to see the status of the balls. From here you can move balls on or off the table. The balls shown on the left are 'on' the table, and the balls on the right 'off' the table. Use the direction buttons to select the ball you wish to change . Press the  button to change the status.

**Re-Rack:** Selecting Re-Rack will rack the balls according to the game type you selected.

**Controller Map:** This allows the user to see the configuration of the controller.

**Quit Match:** End current game

# IN GAME MENUS

## Quick Play menu

**Settings:** This menu is the same as it appears from the main menu.

### Save Game

**Miscall:** If you hit the ball in the wrong pocket, either forget about it and win, or select Miscall. (Note, this is only valid in 8-ball with the 8-ball).

**Resign:** If you decide that you wish to resign from the current match, choose this option and the match will end. Please note that by doing so, you will lose anything that was at stake during the match.

### Controller Map

### Quit Match

## Career Play menu

**Settings:** This menu is the same as it appears from the main menu.

**Put Career On Hold:** Use this option if you wish to stop playing the match. However, just as in real life, your opponent is not going to wait around for you so you will lose the match and the bet.

### Miscall

### Resign

### Controller Map

### Quit Match

# IN GAME MENUS

Tournament mode menu

Settings

Miscall

Resign

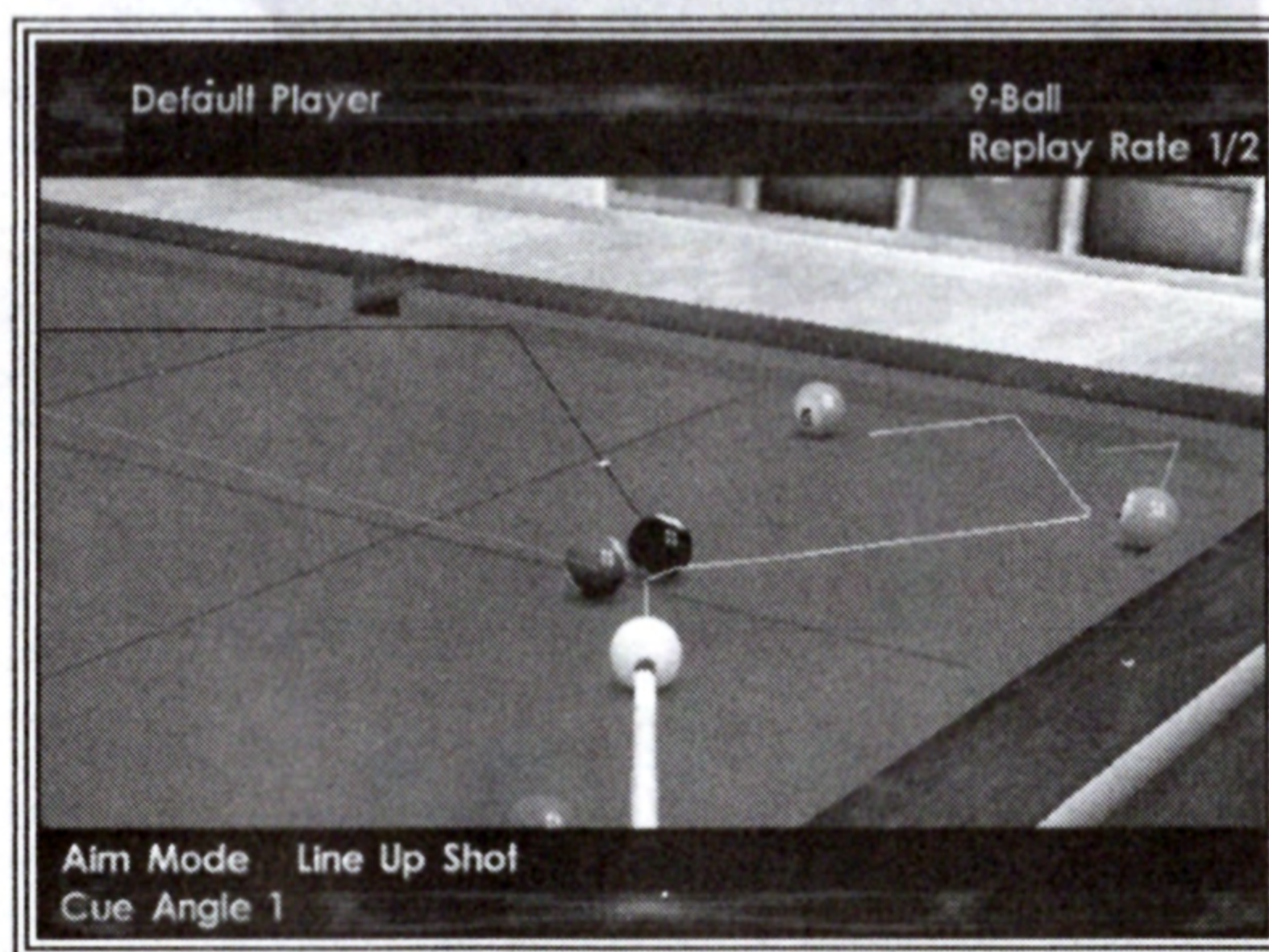
Controller Map

Quit Match

## SPECIAL FEATURE: TRACKING AND FORCE

**Tracking and Force:** Have you ever wished that you could tell exactly what those ricocheting balls are going to do before you take the shot? In Virtual Pool you can do just that. Tracking lets you see the projected paths of the balls, depending on how you're about to strike them. Press **L1** and **○** button to turn Tracking on - colored lines will appear, showing where the balls will roll. The colors of the lines correspond to the colors of the balls. As you move the directional buttons or left analog stick to adjust the aim, the Tracking Lines will shift in response. Just like in real pool, how hard you hit the balls makes a difference as to where they'll end up. You can change the force setting by pressing **L1** and holding down the **□** button and either moving the left analog stick or the directional buttons up and down will vary the force. If you would like to shoot with that force, press **L1** and the **×** button.

If you shoot the shot in the usual way, the balls may not follow the same paths because the force may be different. Moving the cue tip on the cue ball or changing the cue angle also affects the tracking lines. Tracking is not available during computer or human opponent play.



# CREDITS:

## Celeris Credits

Steve Chaplin	Director, Game Design
Brian Vance	Music and SFX
John Garber	Art

## RCP Designs Credits

Jeff Brown	Programming, Game Design
------------	--------------------------

## Special Thanks

Mike DiMotta	Imperial Billiards
Dan Janes	Joss Cues
Evan Clarke	Schon Cues
Joel Shapiro	Viking Cues
Joe Porper	Creative Inventions / Porper Cues
Brenda Chaplin	Steve's Better Half
Candace Brown	Jeff's Better Half

## XS Games Credits

Executive Producer: Ron Rivkin  
Project Manager: Trevor Grossman  
Director of QA: Rene A. Zelada  
Lead Tester: Hulls Charles Jr.  
Creative Director and Manual Design: Cindy K. Mui

Package Design: Moore Designs

# WARRANTY

**LIMITED WARRANTY** - XS Games warrants to the original purchaser of this software product, for a period of ninety (90) days from the date of original purchase (the "Warranty period"), that under normal use, this medium on which this computer program is recorded is free from defects in materials and workmanship. This software program is sold "as is" without express or implied warranty of any kind and XS Games is not liable for any losses or damages of any kind resulting from use of this program. This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in this software product has arisen through abuse, unreasonable use, mistreatment or neglect.

**WARRANTY CLAIMS** – To make a warranty claim under this limited warranty, please return the product to the point of purchase accompanied by proof of purchase, your name, your return address, and a statement of the defect, or send the disk(s) within 90 days of purchase to: XS Games, 8800 Global Way, West Chester, OH 45069. Include a copy of the dated purchase receipt, your name, your return address, and a statement of the defect. XS GAMES or its authorized dealer will, at our option, repair or replace the product and return it to you (postage prepaid) or issue to you a credit equal to the purchase price.

To replace defective media after the 90-day warranty period has expired, send the original disk(s) to XS Games at the above address with a check or money order for \$15.00.

The foregoing states the purchaser's sole and exclusive remedy for any breach of warranty with respect to the software product.

**LIMITATIONS** – This warranty is in lieu of all other warranties and no other representations or claims of any nature shall be binding on or obligate XS Games. Any implied warranties applicable to this software product, including warranties of merchantability and fitness for a particular purpose, are limited to the ninety (90) day period described above. In no event will XS Games be liable for any special, incidental, or consequential damages resulting from possession, use, or malfunction of this XS Games software product.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

**NOTICE** – XS Games reserves the right to make improvements in the product described in this manual at any time and without notice. This manual and the software described in this manual are copyrighted. All rights are reserved. No part of this manual or the described software may be copied, reproduced, translated, or reduced to any electronic medium or machine-readable form without the prior written consent of XS Games, 8800 Global Way, West Chester, OH 45069, ATT: GAME MANAGEMENT.

XS Games LLC, 8800 Global Way, West Chester, OH 45069.  
©2003 XS Games LLC.



Licensed by Sony Computer Entertainment America for use with the PlayStation game console. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION GAME CONSOLES WITH THE NTSC U/C DESIGNATION. U.S. AND FOREIGN PATENTS PENDING.



[www.xsgames.biz](http://www.xsgames.biz)