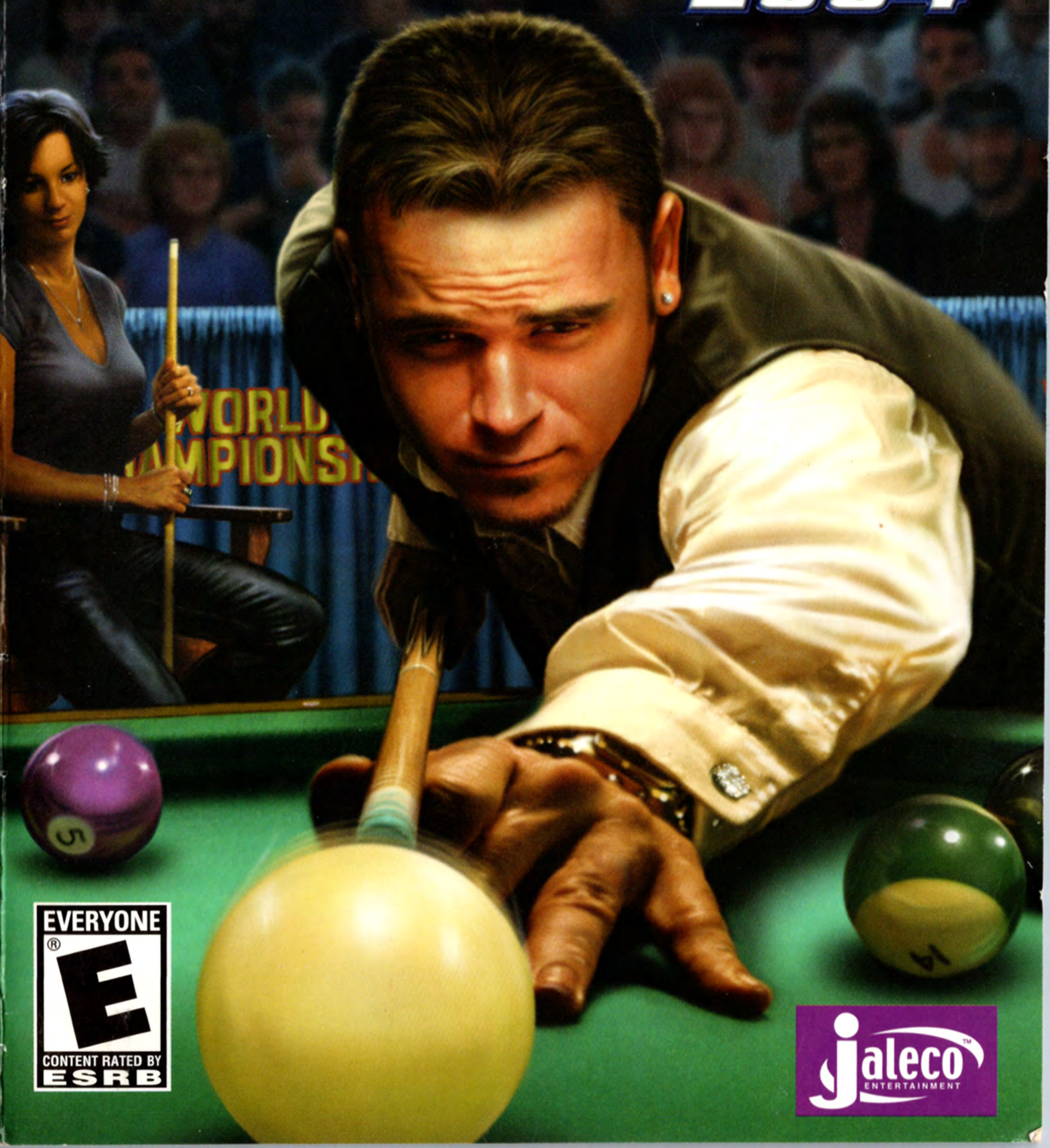


WORLD CHAMPIONSHIP POOL

2004



EVERYONE
E
CONTENT RATED BY
ESRB

jaleco
ENTERTAINMENT

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

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 2 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 2 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 UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- 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.

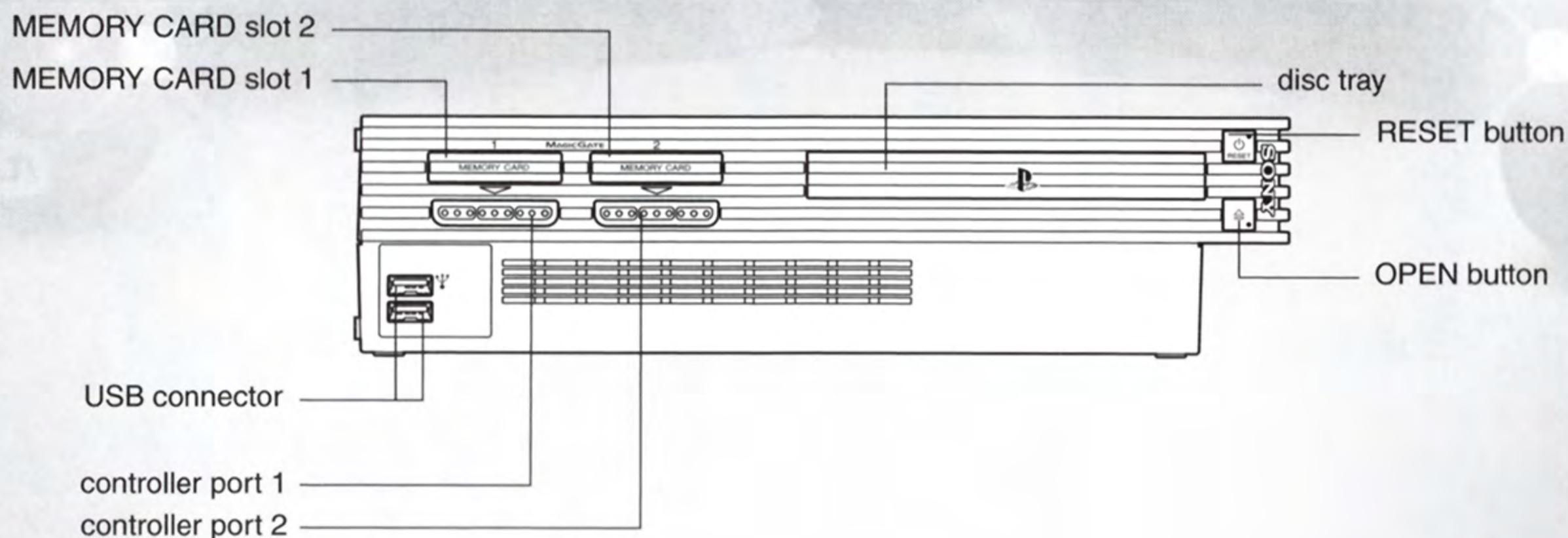
WORLD CHAMPIONSHIP POOL 2004™

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GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the WORLD CHAMPIONSHIP POOL 2004 disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

Network Adaptor (Ethernet/modem) (for PLAYSTATION®2)

In order to play World Championship Pool 2004 online, you must have installed a network adaptor (Ethernet/modem) (for PLAYSTATION®2) on the PLAYSTATION®2 computer entertainment system before playing. Set up the network adaptor according to the instructions included in its packaging.

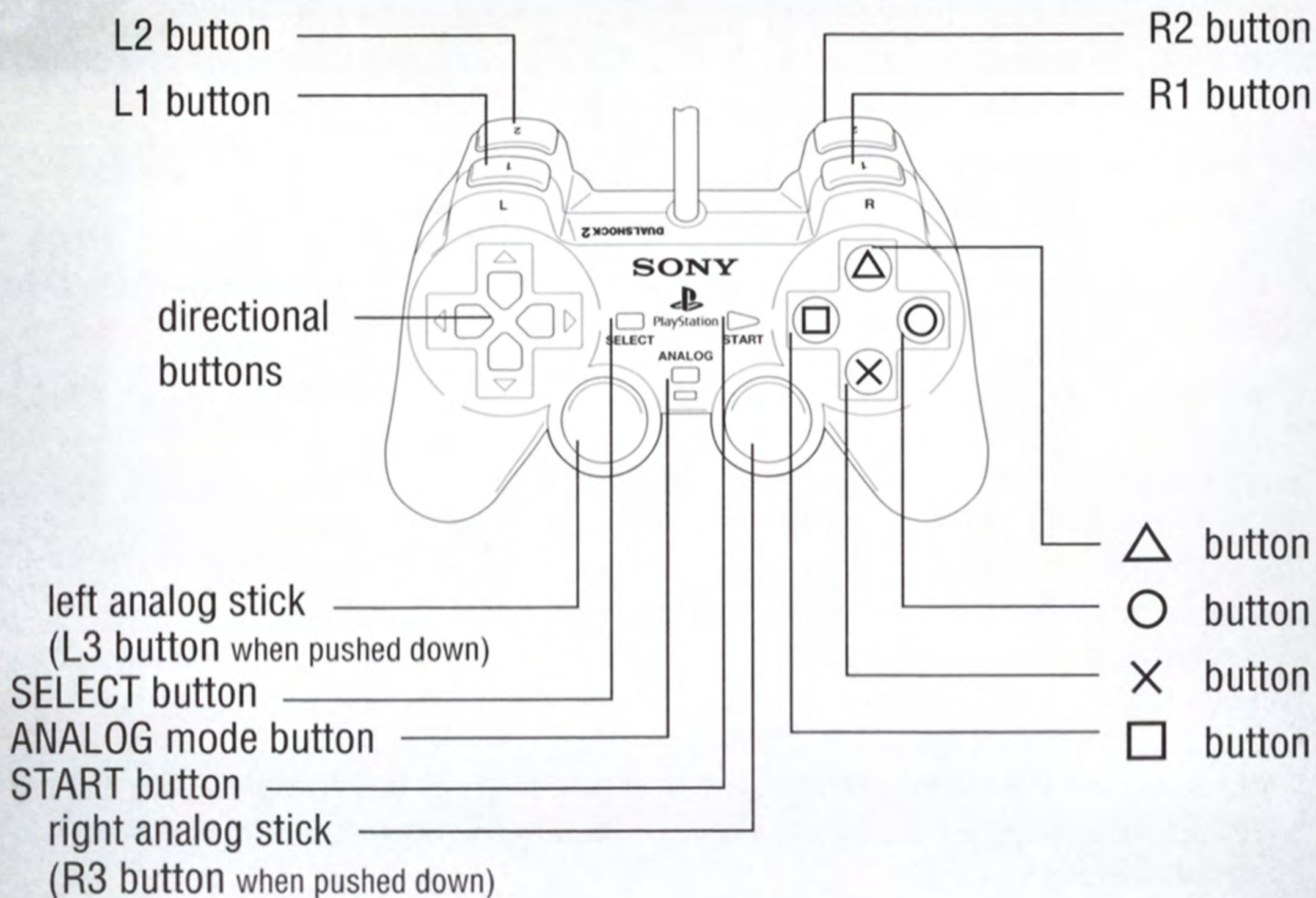
Caution: Unplug the AC power cord on your PLAYSTATION®2 computer entertainment system before adding any networking equipment to the system.

Note: World Championship Pool 2004 can be played over a broadband internet connection (DSL, cable modem or higher speeds) or over a dial-up account. Customers are responsible for internet accounts.

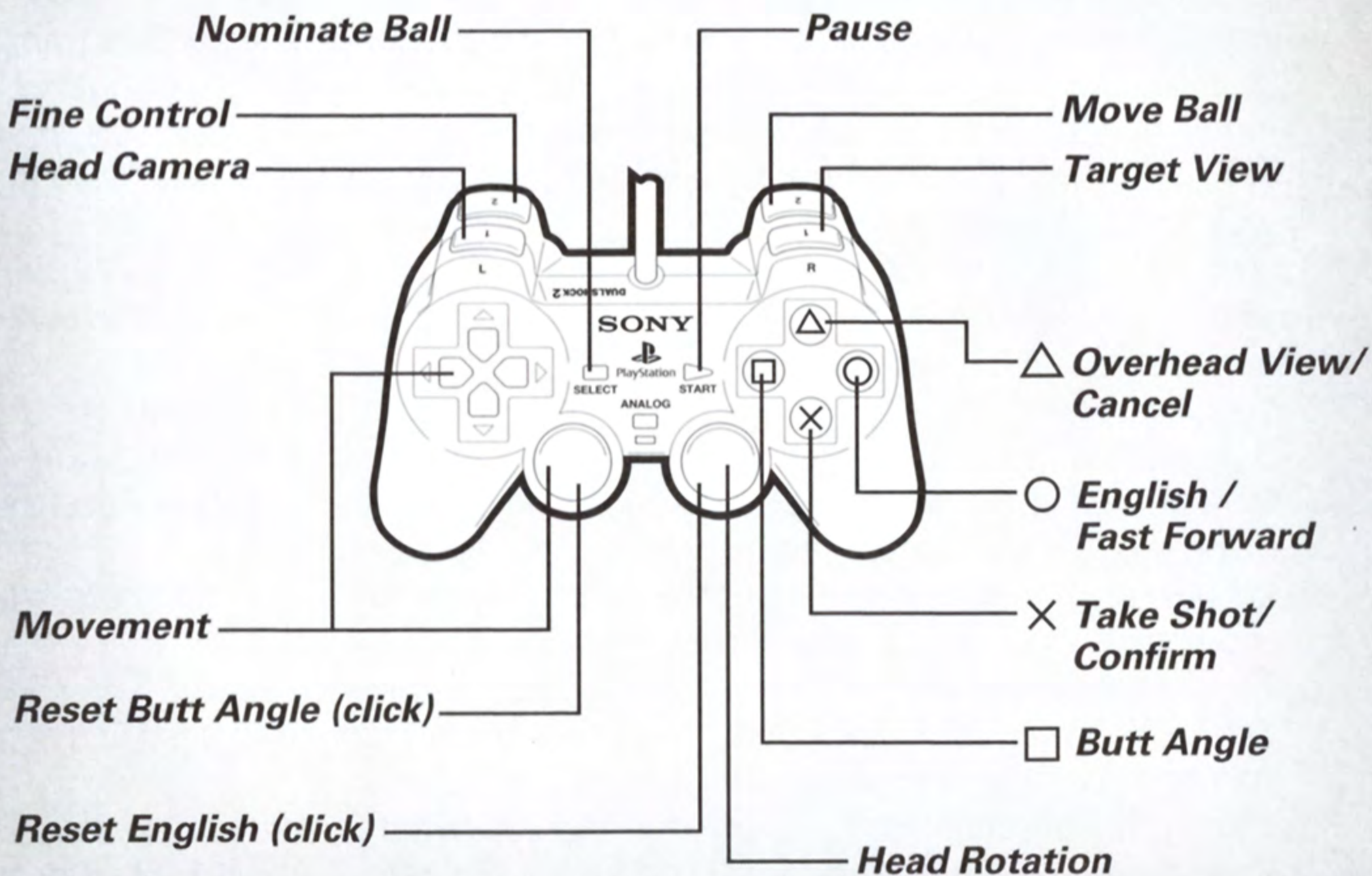


STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



CONTROLS



PLAYING WORLD CHAMPIONSHIP POOL 2004 ONLINE

To play online you will need a memory card (8MB) (for PLAYSTATION®2) with a valid network configuration. See "Creating a Network Configuration" for instructions.

CREATING A NETWORK CONFIGURATION

NOTE: If you already have a valid network configuration using the PLAYSTATION®2 Network Adaptor Start-Up Disc or network start-up application for another online PLAYSTATION®2 game and have the memory card containing that configuration in your PLAYSTATION®2 console, skip this section and start playing World Championship Pool 2004.

NOTE: For more detailed information on creating a Network Configuration, see the PLAYSTATION®2 Network Adaptor Start-Up Disc Instruction Manual.

To Create a Network Configuration using the PLAYSTATION®2 Network Adaptor Start-Up Disc, have your Internet Settings ready for reference and follow the steps below:

- 1.) Make sure a memory card with at least 137 KB free is inserted into MEMORY CARD slot 1 on your PLAYSTATION®2 system.
- 2.) From the Main Menu select ISP Setup. After the network adaptor is detected, you'll have the opportunity to register your adaptor, you may register it now by pressing the button, or bypass the registration by pressing the button.
- 3.) Choose a name for your ISP setting; this can be anything you choose.
- 4.) When asked if you currently subscribe to an ISP, select YES or NO. (If you select NO, you will be taken to a list of Internet Service Providers and their contact information.)
- 5.) Choose which type of connection you have, HighSpeed or Dial-up.
- 6.) If you select the Cable/DSL settings, the next screen you'll be prompted with is the option to set up the connection automatically or manually. It's recommended you use automatic settings.
 - a. If you need to set up the connection manually, make sure you have your IP address and DNS settings from your ISP. Use the directional pad and the button to navigate the keypad to input the IP address and other settings. Press 'Enter' on the keypad to progress to the next setting.
 - b. Once you've set up the network settings, you'll be prompted for a username and password if your ISP uses them.
 - c. Your ISP may require a specific host name if it's acquiring an IP address from a DHCP server. If it doesn't, simply highlight 'NO' and press the button to continue. If it does, highlight 'YES' and enter in the host name provided by your ISP.
 - d. The system will then test the connection. Once it's live, you'll be prompted to save the configuration.
- 7.) If you select the Dial-Up setting, you will be prompted with the informational screen letting you know you'll need your username and password for your ISP account to continue. Press the button to continue.
 - a. You will be prompted with a screen prompting you with the information that additional charges may incur from using long distance numbers, etc, and that you are responsible for any additional charges while incurred using a dial-up connection. Read the full text of the prompt and if you agree, press the button to continue.
 - b. Enter in your primary, and if available, secondary dial up phone numbers. If the area code needs to be dialed, enter it here.
 - c. The next screen asks you if you require special numbers to dial out. If you need to input '7' to access an outside line, for instance, this can be configured here. Otherwise, hit 'NO' and continue with setup.
 - d. You will be prompted for the username and password you connect to your ISP with. Enter these in using the directional pad on the onscreen keyboard, hit enter to save the settings.
 - e. The software will test your network connection. You will be prompted to save the settings.



World Championship Pool 2004 supports Online Gaming through the Gamespy™ network. Select Online Games from the Main menu. Sign in by selecting your network configuration save file stored on your memory card and enter an online username.

Join Match allows you to search for games based on Match type (Any, 9 Ball, or 8 Ball) or any skill (Rookie, Player, or Hustler). The player always has the option of creating the kind of game they wish to play.

Create Match allows players to create a game with custom settings. Once a game has been created the payer will be the "Host" while waiting for an opponent to join.

FAQ/Troubleshooting:

Can I use my AOL account to connect to the Internet with World Championship Pool 2004?

You cannot use an AOL dial-up account with **World Championship Pool 2004**. If you're using a broadband connection supplied by AOL, you should be able to connect as you would a normal broadband connection.

Is there a way to reserve a game just for my friends?

There is no way to reserve a game slot for your friends.

Can I use a standard dial-up account through my generic ISP?

Yes you can. You have to have the proper network adaptor (Ethernet/modem) (for PLAYSTATION®2) and a network configuration (can be set up using your vendor supplied software).

World Championship Pool 2004 will work with most dial-up connections except AOL.

I can't find anyplace to configure my network settings specific for my cable/DSL/modem connection?

World Championship Pool 2004 doesn't support network configuration modification from inside the game. You will have to use your vendor supplied software to modify or setup your network configuration. If you purchased the network adaptor (Ethernet/modem) (for PLAYSTATION®2) use the Network Adaptor Startup Disk to modify or configure your network configuration.

My opponent hasn't taken a shot for 10 minutes now! Did he crash?

No. The game has a heartbeat connection, and will keep connected as long as that connection is maintained. If your opponent loses network connection or somehow disrupted, the game will inform you on your end. If there hasn't been any activity for a while, your opponent has probably just wondered off.

Even though I've loaded my own profile, my character always shows up online as Thorsten Hohmann!

You can change your character to your own character or any other one you may choose by selecting the "character" option in the Online menu.

Port Range:

39200, 13139 (GameSpy ping)

6667 (GameSpy chat - not used but connected)

27900 (GameSpy QR2)





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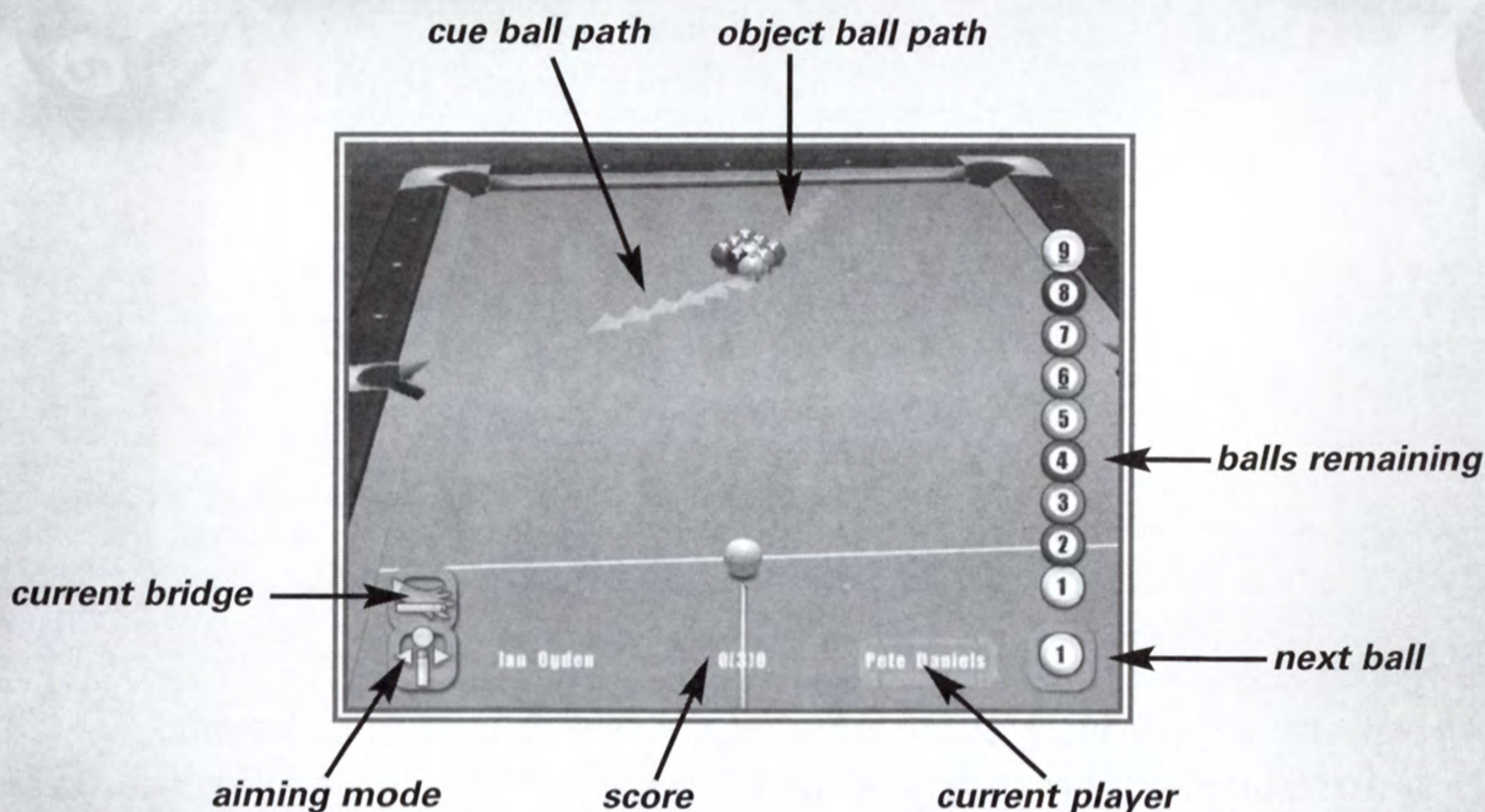
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GAME SCREENS



Looking Around the Table

When a professional pool player approaches the table, they will usually take a look around the table to check out the positions of the balls from different angles. To play like a pro, you should try the same technique.

Overhead View

Hold the \triangle button to check the table from overhead. You can also set up your basic shot in Overhead View. Hold the L1 button to use the Fine Tune mode if necessary.

Target View

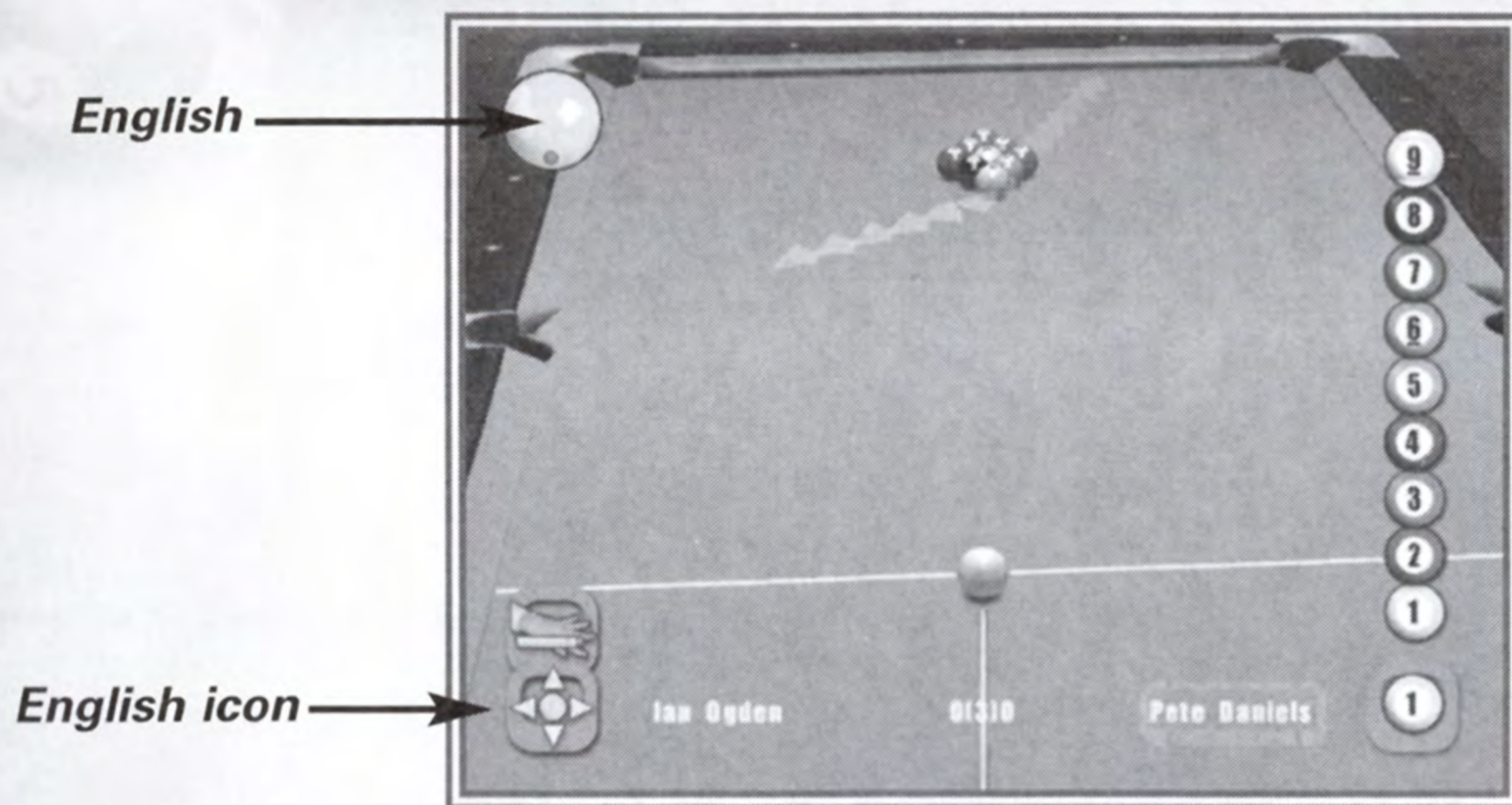
Once you've set up your shot, you can still look around the table using the Target View. Press and hold the L1 button and use the directional buttons or the right analog stick to look around from the target position.

Head View


To look around the table from your player's point of view use the Head View. Press and hold the right analog stick and use the directional buttons or the left analog stick to turn the player's head. This view also allows you to move around the table and check the setup by moving the right analog stick up and down in combination with the left analog stick or directional buttons.



GAME SCREENS



English

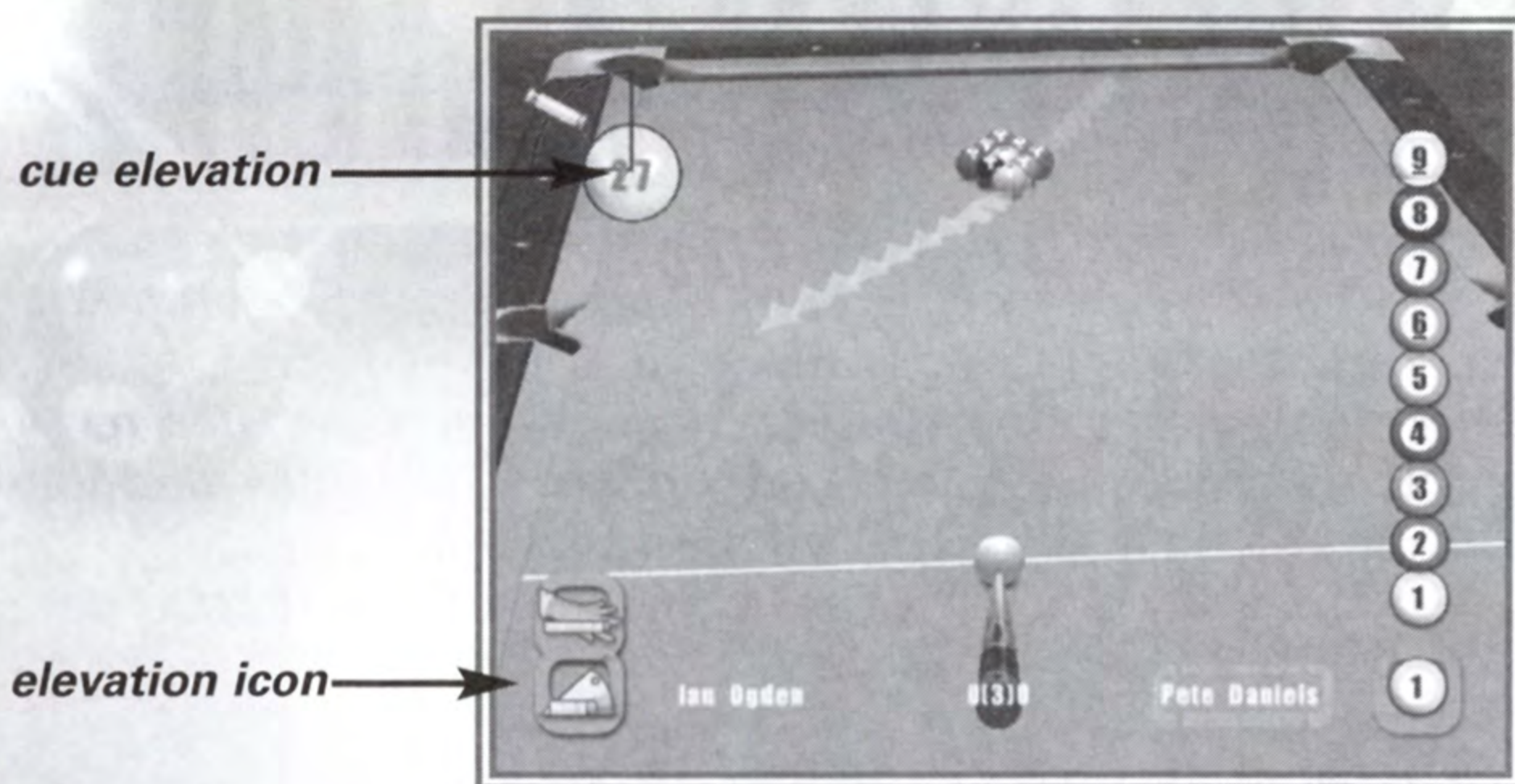
“English” influences the way in which the cue ball behaves. It is the name given to any shot that strikes the cue ball off center. At any time before playing your shot, hold down the  button to enter English mode; a pop-up of the ball appears in the top left of the screen to indicate where your cue will strike the ball.

Using the directional buttons or left analog stick, move the red dot around to define where to strike the cue ball, using Fine Tuning to refine your spin (see Controls). Reset the English by pressing the right analog stick.


Aim for the bottom of the cue ball to draw the ball back, the top to make it follow forward, and the sides to spin the ball. Experiment with different shots!

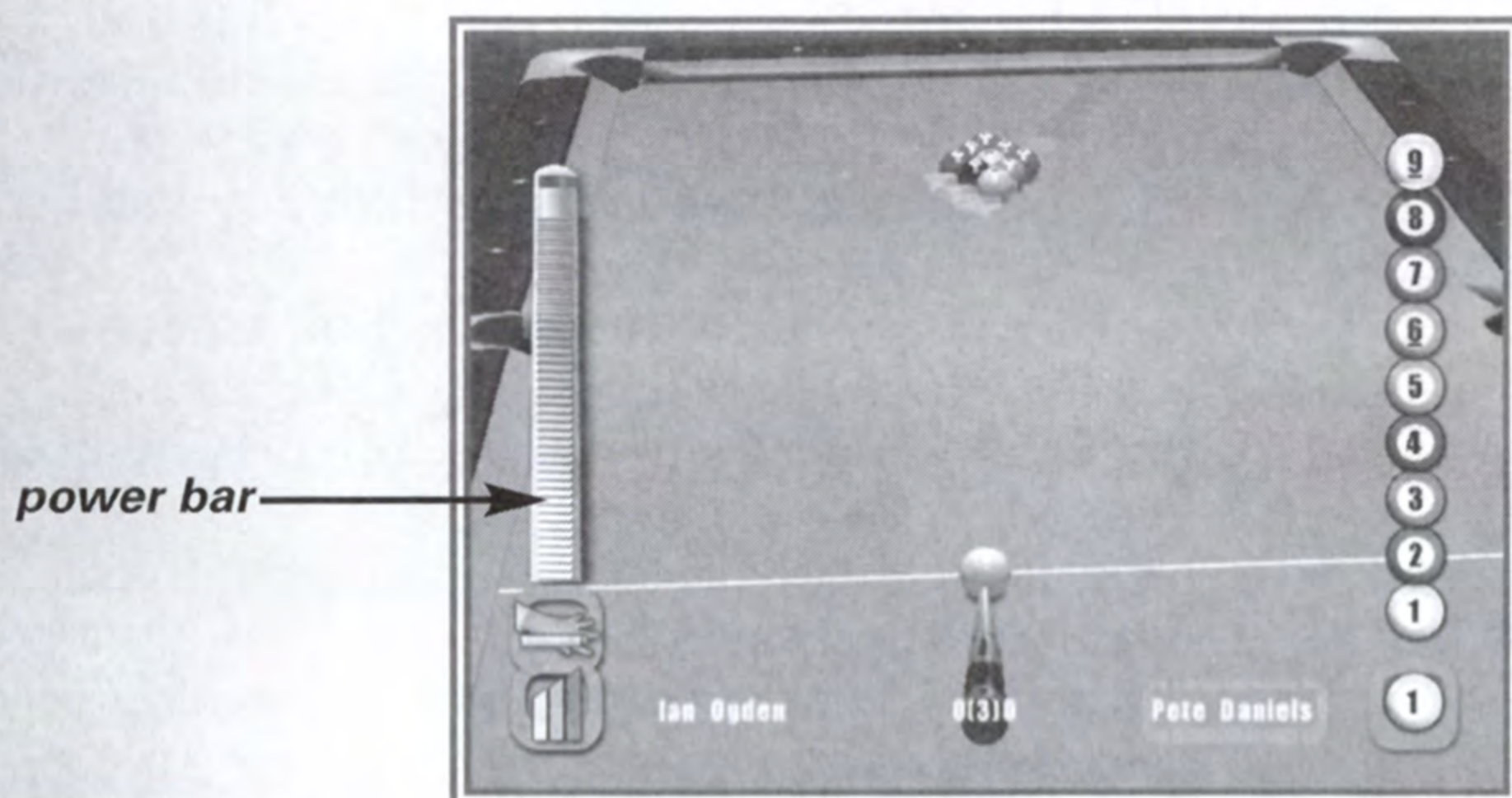
Note: Take care when applying English to your shots as excessive English can lead to unpredictable results. Keep an eye on your aiming aid to see if a successful shot is possible. Also bear in mind that differing combinations of English, i.e. top + right, bottom +left, will produce differing cue ball reactions.








Cue elevation

Press and hold the  button to adjust the elevation of your cue. Using the up and down on the directional buttons or the left analog stick adjusts the angle at which the cue will strike the ball. A pop up of the cue ball in the top left of the screen appears; within it is the relative angle of the cue to the ball. This is useful for adding extra English, difficult cuing situations and jumping the ball.



Power

Once you are ready to take your shot, hit the  button and the power bar will appear; adjust the strength with the directional buttons or the left analog stick then hit the  button again to take your shot. You can also use Fine Tuning (see Controls) to refine the power of your shot. Press the  button to back out of power mode if you want to change your shot.

Can't bring up the power bar? If you see a question mark in the bottom left of the screen, this means you cannot hit the ball in the current situation, try putting English on the ball, or adjusting the cue's angle. Just like in real pool, when you're tight against another ball, or the cushion, it can be tricky to get a clear shot on the cue ball.





AIMING



The Unique Aiming Aid places the skill level of a World Championship Pool 2004 player on par with that of a professional. This is achieved by providing various levels of aiming information for both easy and difficult shots. The Aiming Aid is composed of semi-transparent triangular wedges that light up to indicate the distance a ball might travel along a path if unimpeded by ball or cushion collisions. The difficulty setting adjusts the number of triangles visible.

Cue-ball triangles

A set of blue triangles indicates the path of the cue ball after its first impact with a ball or cushion. The number of cue ball triangles depends on the given difficulty setting and the currently selected cue stick. The effects of cue-ball spin are taken into account when resolving the collision but not when calculating the path towards the collision, i.e. the aid does not show massé shots, and the aiming arrows turn red.

Object-ball triangles

A set of yellow triangles are projected from the ball about to be hit, the object ball. They light up depending on the rough distance the object ball will travel. The number of triangles is affected by the difficulty setting.

Difficulty Levels

The aiming aid can be set to three levels of difficulty and is also dependant on the currently selected cue:

Beginner – Lots of aiming aids, up to 15 triangles depending on the selected cue.

Normal – Medium number of triangles, depending on selected cue.

Advanced – Few or no triangles, depending on selected cue.



RULES



There are many different rules in this game due to all the different games available. Read the onscreen summary of the rules before you play the game, and you can customize the rules in all but Career, Snooker and the Fun Games.

To customize these, go to "Configure Rules" in the set up screens for 8 Ball and 9 Ball matches and tournaments.



GAME MODES

Career Mode

In Career mode, you start out as a 71st ranked professional. The game objective is to win the World Pool Championship.

Load your saved character or, if you haven't already, create a character choosing from the following options:

Player 1:	select this to change your character's name
Head:	alter the appearance of your character's head
Body Type:	choose the sex and body type of your character
Right/Left hand:	choose which hand your character uses to play
Nationality:	choose the nationality of your character
Aiming Aid:	choose the difficulty level of the aiming aid
Edit Appearance:	go to the shop

By playing through complete 8 Ball and 9 Ball season competitions, you must earn a standing of 32nd or better to enter the World Pool Championship.

Keep in mind that winning the World Pool Championship does not mean that you have earned enough points in regular season play to be ranked number one. There is nothing to stop you from playing as many seasons as you want in order to achieve number 1 world ranking.

Between every event the player can consult the ranking table, which shows his or her world ranking. The player will be informed of the points and structure of each of the competitions before selection.

Competition Structure

8 Ball

Tournament Name	Location
European Cup	UK
Professional Q Challenge	UK
Masters Classic	UK
Emily Cool Challenge	UK
Emily 8 Ball Professional	UK
8 Ball Grand Prix	UK
Gerrards 8 Ball Professional	UK
World 8 Ball Pool Championship	UK



GAME MODES

9 Ball

Central City Cup	US
Clear City Open	US
Masters Cup	UK
American 9 Ball Open	US
Tokyo Classic	Japan
Louisville Classic	US
Las Vegas 9 Ball Open	US
World 9 Ball Pool Championship	US

Invitational:

Mosconi Cup	US / UK
-------------	---------

8 Ball

The objective of 8 Ball is to legally sink all of your nominated balls, before sinking the 8 ball. In this game there are three types of balls: solids, stripes and the black 8 ball. Once you've chosen solids or stripes by legally sinking one, sink the rest of those balls before sinking the 8 ball to win. If you are on solids, there will be a 1 ball in the bottom right of the screen on all your shots, if you're stripes, it will be the 9 ball.

Options:

Frames:	number of games played – best of however many you choose.
Select Players:	choose between one and two human players, as well as configuring the difficulty level and the character models.
Table:	choose the color of the cloth and even the type of table once new ones are unlocked.
Ball Set:	choose which set of balls to play with if others have been unlocked.
Location:	choose the venue for your game.
Rules:	displays in-depth rules for the chosen game.
Configure Rules:	change the rules to suit your game.



GAME MODES

9 Ball

In 9 Ball the objective is to sink the 9 ball on a legal shot, by hitting the lowest ball into it or by being on the 9 ball after all the other balls have been sank. Any ball that goes in counts as long as the lowest numbered ball on the table is hit first. If a player fails to hit the lowest numbered ball first, the opponent has ball in hand anywhere on the table.

Options:

Same as 8 Ball Options.

8 Ball and 9 Ball Tournaments

8 Ball and 9 Ball Tournaments are user-definable knockout tournaments, defined using the following criteria:

- | | |
|--------------------|---|
| Number of Players: | choose whether the tournament will feature 4, 8 or 16 players, as well as allowing you to set the number of human and CPU players (any mix is possible) and the CPU difficulty level. |
| Select Players: | choose which characters will participate in the tournament. |
| Frames: | define the number of games which each match is played over; a choice of any odd number between 1 and 17. |
| Location: | choose the location for your tournament. |
| Table: | choose the color of the cloth and even the type of table once new ones are unlocked. |
| Configure Rules: | change the rules to suit your game. |



GAME MODES

Straight Pool

The objective of Straight Pool is to be the first player to reach a pre-defined number of points, anywhere between 10 and 100. A player can sink any ball on the table in any combination, and each is worth 1 point – and the active player remains active until they either miss a ball, foul, or win the game. A foul shot – that is, a shot, which fails to hit any ball, a scratch, or a ball leaving the table – results in a one-point deduction from the offending player's total. Any foul on the break results in a two-point deduction, and three consecutive fouls results in a fifteen-point deduction for the player. On the break, the cue ball and two object balls must hit the cushion. If your opponent fouls, you play from where the ball came to rest. If they scratch, or jump it off the table, it's ball in hand behind the kitchen and you must shoot down the table.

Options:

Winning Score: set the total number of points needed to win the game, configurable in multiples of 10 between 10 and 100.

The rest of the options are the same as 8 Ball and 9 Ball

Snooker

The objective of Snooker is to score more points than your opponent in each frame. Sinking a red ball followed by a differently colored ball of your choice earns points. After all 15 of the red balls have been sunk, the remaining balls must be sunk sequentially in order of value – lowest first.

Yellow	(2 points)
Green	(3 points)
Brown	(4 points)
Blue	(5 points)
Pink	(6 points)
Black	(7 points)

If there is a tie at the end of a frame, the black ball is re-spotted, and play continues until one player sinks the ball. A foul results in the offending player losing the game immediately.

Options:

Select Players: choose between one and two human players, as well as configuring the difficulty level and the character models.

Rules: displays in-depth rules for Snooker.

Table: choose the color of the cloth of the table.



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Trick Shot

First, you'll be prompted to load another character, create a new one, or use your existing player.

Select a trick shot

Initially there is one trick shot unlocked, a trick shot is unlocked whenever you complete one. There are 20 trick shots initially; when these have been completed the Trick Shot Challenge mode is unlocked.

In Trick Shot Challenge you play through each trick shot, in turn, attempting to complete them all within 3 credits, each credit gives 5 continues. For each credit you have left at the end of Trick Shot Challenge, a bonus trick shot is opened for a total of 3 bonus trick shots. This means there is a total of 23 trick shots in the game.

On selecting any one of the unlocked trick shots you will be given the objective when you request the shot demo. You will then be able to play the shot or watch the shot demo again.

The trick shots are as follows:

3 In a Row:

Hit the 1 ball off the cushion to send the 1 and 2 down to the bottom left pocket and the 3 to the bottom right. Hint: use a little backspin and ease off the power.

4 Ball Split:

Aim to hit the 1 and 5 simultaneously, sinking all four balls in the cluster. Hint: hit with some backspin and a medium strength shot.

Awesome U-Turn

Strike the 1 to send it into the bottom left pocket, then come straight back to knock in the 4.

Hint: use plenty of backspin and a strong shot to get the cue ball to curl back.

Back flip

Jump over the cluster and hit the far rail to bounce back and bank the 3 in the corner pocket and the 9 in the middle.

Hint: use a powerful shot with a high cue angle.

Hallucination

Aim straight at the 1 to send it into the middle right pocket, the 4 and 7 to the middle left, and the 3 to the bottom right.

Hint: play it straight and fast.

Massé Machine Gun

A massé shot is used here to sink the 1 in the bottom right before coming back along the wall to bank the 9.

Hint: a high cue angle with plenty of backspin but not too much power.

Butterfly

Aim between the 1 and 5 to send each of the 6 balls into a different pocket.

Hint: lots of power with a hint of top english.



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The Chicane

Here the cue ball comes off the 1 then the 2 to sink the 9.

Hint: hit the 1 left of center with follow through.

Around the World

Strike the 1 ball to bounce it off the bottom rail and into the 4. Meanwhile the cue ball comes off the rail by the 2 to sink both the 2 and the 3.

Hint: use backspin and a hard strike.

Through the Gate

Hit the 1 to send the 8 into the 3 opening the gate allowing the 9 through to the bottom left pocket.

Hint: aim to hit the left hand side of the 1 before the 9.

Ricochét

Bounce off the jaws of the middle pocket to hit the 1 which will send the 9 into the bottom left pocket.

Hint: use backspin and left english to control the cue ball.

Quad Pot

Hit the cue ball straight to sink all four balls.

Hint: aim toward the 7 and hit the cue ball hard.

Rosebud

By striking the 7 send the 9 into the middle right pocket.

Hint: a powerful shot directed at the left hand side of the 7 should do it.

Full Moon

Hit the 1 to send the 9 into the middle left pocket; be careful not to sink the cue ball.

Hint: a hard shot with backspin will do the trick here.

Scrambler

All six balls should go here taking care not to sink the cue ball as well.

Hint: a reasonably strong shot with a little follow through is needed.

Cross Clearance

The 2 and the 4 should go in the bottom left pocket, with the 1 in middle left and 3 in the bottom right.

Hint: use plenty of power and right english.

The Big Win

Win the frame from here by striking the 1 before the 9 to clear a path to the bottom left pocket.

Hint: use backspin and right english to come back off the rail at the right angle.

The About Turn

Hit the 1 to send the 8 back up the table to the top left pocket.

Hint: a strong shot with a bit of backspin may see the 1 go too.



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The Shuttle

Hit the 1 to fire the 2 into the 5 sending the 3 into the 4, clearing the way for the cue ball to go around the table and sink the 9.

Hint: right english is needed here for the cue ball angle.

Ming's Magic

Launch the 1 and 2 across the table to sink the 8 and 9 while the cue ball stays straight and banks the 6 and 7.

Hint: use a lot of top english to keep the cue ball straight.

Turnabout

Hit the 1 with the cue ball which then curls round to sink the 9.

Hint: follow with medium power should see the cue ball turn toward the 9.

Twin Dragons

After the initial impact the cue ball and 1 head to opposite sides of the table sinking balls in both middle and top pockets.

Hint: use backspin and a fair amount of power aiming straight at the top rail.

Two Pairs

Striking the 1 with the cue ball should see all four balls ending in pockets.

Hint: a hard strike with plenty of backspin should do it.

Play Trick Shot

This option allows you to try the trick shot as many times as you want.

Demonstrate Trick Shot

Selecting this will have the AI show you how the shot is done.

Trick Shot Challenge

Make your way through all 23 trick shots.

Quit Trick Shot

This will return you to the main menu, after asking if you want to save your progress.

Bonus Games

The bonus games are available for one or two players.

Target Table

This game is based on 8 Ball. The aim of this game is to win points. Points can be gained by sinking balls, but also by getting the cue ball to come to rest in the high-scoring target zones. The table is superimposed with a target showing the various scoring bands.

Hotspots

The rules of this game are the same as 8 Ball; however players must watch out for the table zones (depicted by superimposed circular areas on the table cloth). The red zones cause the current player to lose their next turn, while the green zones grant the current player an additional turn.



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Countdown

This game is based around 9 Ball. The player has a timer for each shot. The player sets the shot figure, 2 to 17 seconds. An example: An initial time of 10 seconds is selected. Player 1 lines up on his first ball and the timer starts counting down 10, 9, 8 and so on. He has to make the shot before the counter reaches zero. If the player hasn't finished setting up their shot by the time the counter reaches zero, the shot will be taken using whichever parameters are currently selected, i.e. position, English and power. When the player's break ends, the other player takes over.

Clearance

This game is based around 9 Ball. The aim of this game is to clear the table in the shortest period of time as possible. Once achieved, the opponent has to do the same. The winner is the player who is the quickest.

In My Pocket

This game is based around 9 Ball. At the beginning of each visit to the table, a pocket is nominated, indicated by a blue glow. If the player manages to sink a ball in this pocket, either a pocket will be blocked for their opponent – indicated by a red glow – or if they have any blocked pockets of their own, one will be unblocked. Balls cannot be sunk in blocked pockets; they will simply bounce out of the pocket mouth if they go in.

A foul shot also results in a pocket being blocked.

The winner of the game is the first person to block all of their opponent's pockets. If a player legally sinks the 9 ball, all balls are re-racked and blocked pockets remain blocked as another game is played. A foul sinking of the 9 ball results in it being re-racked on the table.

Minefield

Rules in Minefield are the same as 8 Ball, with the added excitement of several circular areas, which fire the balls up into the air if balls cross them, allowing for crazy trick shots.

Unexploded Ball

The rules of Unexploded Ball are the same as 9 Ball with one difference. The lowest numbered ball has a timer which is counting down, and when the counter reaches zero, the ball explodes blasting balls in its vicinity across the table, with unpredictable consequences.

Free Table

In Free Table mode, you can practice your shots for 8 Ball, 9 Ball, straight pool or Snooker. Simply choose your table and away you go!



SHOP

Once your character is created and saved, you can move onto the shop.

Edit Appearance/ Upgrade

Shirts/ trousers: Edit your player's appearance with items you buy.

Tables: As well as buying new colored cloths for the tables, there are also a couple of crazy tables to unlock.

Cues: Different cues have different abilities, so save your money to buy a good cue.

Ball Sets: This allows you to purchase new, unique, sets of balls.

Trophy Cabinet: This shows you the trophies your loaded character has won.



OPTIONS

Credits: Displays the game credits.

Graphics: Character animations: Toggle the character animations on for realism or off for speed between shots.
Subtitles: Toggle the subtitles on and off.

Sound: Music volume: Set the volume of the music between 1 and 10.
Sound effects: Set the volume of the sound effects between 1 and 10.
Commentary: Set the volume of the commentary between 1 and 10.
Referee: Set the volume of the referee between 1 and 10.

Load/ save options:

This allows you to load and save your personally configured settings.

Load Game:

This allows you to load a previously saved Quick Game or Career.

Pause Menu and In-Game Options

Press the START button to pause the game and access the pause menu. The choices shown are dependent upon the game situation – only those relevant to the game will be shown.

Continue: Return to game.

Scores/Standings: Examine the current match standings.

Skip AI Breaks On/Off: Choose to skip watching your AI opponent's shots

Replay History: Replay any of the last five complete shots taken.

Concede Frame/Concede Match: Concede a frame or match during your turn at the table.

Options: Change sound options, as well as turning the subtitles and character animations on and off.

Store Table State: Save the positioning of the balls on the table for later use.

Load Table State: Load in a previously saved table state.

Quit Match: Quit a match without saving. In tournaments or Championships, if you quit during a frame, the game will return to the Tournament screen, allowing you to restart the match.



CREDITS

DEVELOPER:

Blade Interactive Studios

3D Engine

Gary Leach
Huw Lloyd
John C. Ogden
Dan Argent
Ming Tregonning

Maths And Physics Engine

Huw Lloyd

Additional Physics

Jake Gartland

Neural Network AI

Jake Gartland

Main Game Code

John C. Ogden
Ming Tregonning
Gary Leach
Dan Argent
Tony Dillon
James Shephard
Chris Burgess

Frontend Code

Ming Tregonning
John C. Ogden
Dan Argent
James Shephard
Tony Dillon
Chris Burgess

Online System

John C. Ogden
Ming Tregonning

Animation System

Dan Argent
John C. Ogden
Huw Lloyd

Commentary System

Tony Dillon
Chris Burgess

Audio

Matt Hindle

Animation

Pete Daniels

Artwork

Pete Daniels
Andy Seymour
Kenny Wood
Jason Swift Clowes

Trickshots

Chris Burgess
Ming Tregonning

Bonus Games

Dan Argent

Pool Rules System

James Shephard
Chris Burgess

Quality Control

Debbie Jones

Development Manager

Gary Leach

Production

Debbie Jones
Peter Jones

Administration

Alison Kemp

With Thanks To

George Harwood, International
Professional Pool Players
Association (IPA)
Jeff Litchford

Additional Audio:

Voice over:
Michael Smith

Dialog Editing:

Chad Mossholder
Steve Pabst
Michael Smith



CREDITS

PUBLISHER

Jaleco Entertainment – United States

President:
Dick Wnuk

Executive Vice President:
Michael Lomas

Studio Director:
Paul Meegan

External Producers:
Jeff Litchford, Quincy Roach

Director of External Development:
David "Oz" Osborne

Director of Marketing:
Deborah Grauer Moran

National Sales Director:
Gregg Gellman

Public Relations Manager:
Jill Storms

Operations Manager:
Ted Sajdak

Product Marketing Specialist:
Teri Osborne

Internet Design Manager:
Chuck Bush

Credit Manager:
Sheryl Maher

Publishing Assistant:
Jennifer Ochs

Quality Assurance:
Quality Assurance Manager:
Robb Flynn

Quality Assurance Lead:
Matt Kuenning

Senior Quality Assurance:
Jeff Mrochek
Chris Floyd

Senior Tester:
Steve Caywood

Quality Assurance Testers:
Angel Bharathan
Brandon Cullis
Chris Beard
Chris Freeman
Chris Kaminski
Greg Garman
Kevin Fowler
Michael Stamps
Sam Jacir
William Deets
Darin Felckowski

Additional Testing:
Testing Testing 123

Administration:

Director of Finance and Operations:
Michelle Wolf

Operations Manager:
Greg Ekrem

Human Resources Manager:
Jill McCormick

Information Services Manager:
George L. Craft

System Administrator:
Les Barstow

Paralegal/Contract Administrator:
Susan Cullinan

Accounting Generalist:
Joanne Gaskill

Facilities Coordinator:
John Candler

Jaleco Entertainment – United Kingdom

General Manager:
Andrew Chorzelski

**Company Secretary &
General Manager – Finance:**
Adrian Beatty



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Jaleco Entertainment
119 West Tupper Street
Buffalo, New York 14202
USA

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Jaleco Entertainment, 119 West Tupper Street, Buffalo, NY 14202.

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