

THE HUSTLE

Detroit Streets™



ACTIVISION®

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.

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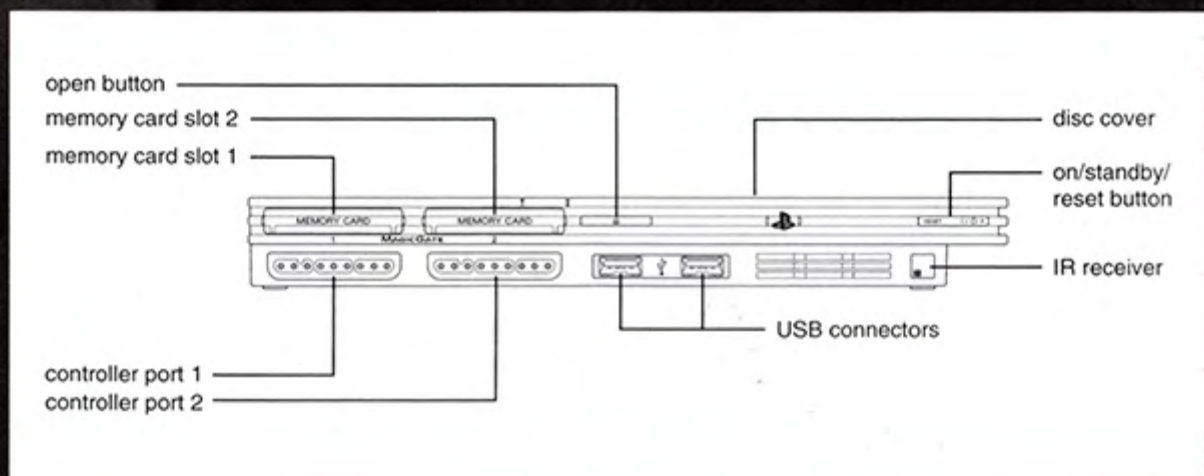
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GETTING STARTED*



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 Hustle: Detroit Streets 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.

Memory Card (8MB)(for PlayStation®2)

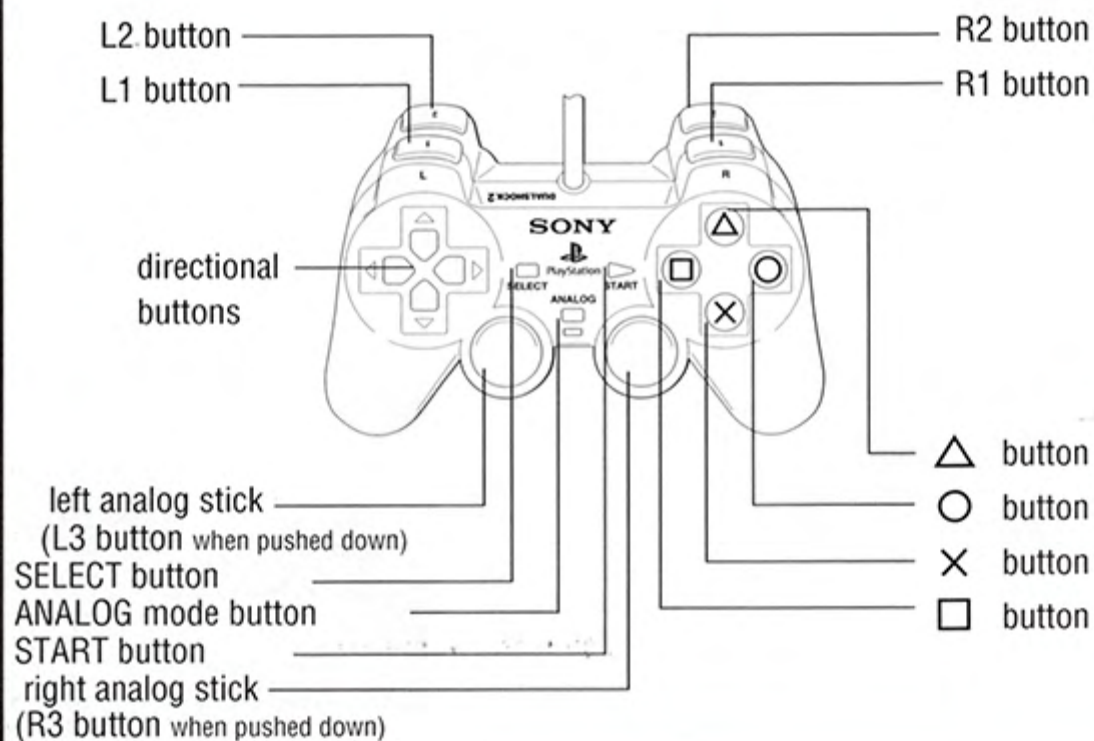
To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

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CONTROLS

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



These are the in-game controls in The Hustle: Detroit Streets.

MENU NAVIGATION

← / → / ↑ / ↓	Highlight Menu Item
← / → / ↑ / ↓	Change Menu Item (indicated by arrows)
X	Select Menu Item
△	Back

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GAME CONTROLS

← / →	Aim
↑ / ↓	Adjust camera elevation
△ (hold)	Overhead view
L1 button	Camera zoom toggle
R1 button	Opposite table view angle
□ (hold) + ↑ / ↓	Adjust cue elevation
L3 button	Cancel cue elevation
○ + ← / → / ↑ / ↓	Add English to the cue ball
R3 button	Cancel English applied to the cue ball
R2 button (hold) + △ + ← / → / ↑ / ↓	Move cue ball (when ball in hand)
SELECT button	Ball and pocket nomination toggle
← / → / ↑ / ↓	Ball/Pocket nomination select
L2 button + any cue control	Fine Tune
×	Play Shot
×	Skip FMV
↑ / ↓	Adjust Shot Power
×	Confirm
× / ○ (hold)	Fast Forward (two speeds)
L2 button (hold) + ← / → / ↑ / ↓	Aftertouch
× + ← / → / ↑ / ↓	Reposition ball (practice table only)

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STARTING A GAME

From the Main Menu you can create a new profile, load an existing profile, or continue with your most recently saved progress.

CREATING YOUR PROFILE

When you first enter the game you have to create a profile.

1. From the Main Menu, select "Create Profile".
2. Next, set your character's psychological profile by answering the questions on screen. This will affect how your character responds to intimidation during the game. When finished, select "Continue".
3. Now you need to give your profile a name. You will play through Story Mode as Jack Swift and Kat Stone, but your profile name will be used in multiplayer games and as an identifier of save data.
4. You need to select whether to start autosaving from this point. If turned on, autosaving will save your progress after every match. If you choose not to autosave at this point you will have a chance to turn it on later. If you choose to start autosaving you will need to select a save position on your memory card (8MB) (for PlayStation®2). Next time you start *The Hustle: Detroit Streets*, your profile will be auto loaded so that you can continue your progress.
5. Finally, you will select your mode of play. To play through the story of *The Hustle: Detroit Streets*, select "Story Mode". To challenge friends or foes at a trick shot or game of pool, select "Multiplayer/Online" (see page 20 for details).

When *The Hustle: Detroit Streets* saves data, two save files are saved to the memory card (8MB) (for PlayStation®2). The first save file is the "Profile" save, which saves your progression through the game. The second save file is the "INFO" save, which is used for auto loading your "Profile" save file during the game's boot up sequence. If either of these files do not exist the game will not auto load saved game progress.

STORY MODE

HISTORY

Click... "you're listening to Detroit 101 still Michigan's number 1... where we're gonna be bringing you another non-stop-block-of-rock, right after the news..."

Awake.

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An opening eye – reddened and weary surveying the room, impatient for focus. The ears grappled to make sense of the place. The sound of a not-too-distant freeway eventually permeated the early morning fog in his brain, giving the room context; the flapping, stained blinds which failed to exclude the bright outside world merely hastened the conclusion. Another motel. He let out a heavy sigh; somewhere between relief and disappointment.



He turned attentively to the radio before extending a clumsy hand to slam it off, sending it crashing to the floor in the process. He lay back and looked at the jaundice of a thousand cigarettes on the cancerous ceiling and blew out his cheeks.

It was only at this point that Jack realized he hurt. His head hurt, his ribs hurt and it seemed as if every bit of his body – ego included – was a sea of pain.

Jack groaned audibly as he remembered the night before. For one brief moment he was riding high: he had taken all Philadelphia had to give and come out on top. Hell, he'd even taken Al DeMarco for big money. Jack's lesson of the day was that no one played Al for a sucker. Jack was on his way out of town but they say a fool and his money are soon parted and Jack felt the fool right now. The thugs that beat the crap out of him were certainly Al's parting gift.

A wry smile briefly crossed Jack's lips as he considered that they at least didn't get all his dough.

Jack, perched on the edge of the bed, removed what bills remained from his jacket pocket and organized them into piles according to their worth. A little over \$300. It seemed a pretty crummy payback for the last 2 years.

He scooped the bills up, stuffed them into his jeans, and lay down, looking at a new, wretched ceiling in a whole new city. Detroit had been a surprisingly easy choice. Jack knew that Al DeMarco's arms stretched across the whole of the East Coast, but he also had plenty of influence on the West too.

Jack guessed that's where Al would be looking for him; but trying to second-guess a guy like DeMarco was nigh on impossible. Al knew how the human mind worked – he could sense fear and weakness – and those became his currencies of choice. Those were DeMarco's 'ins', and once Al was 'in', he didn't leave until there was nothing to take away. No, Jack had needed somewhere non-descript, somewhere that no-one would predict. Somewhere forsaken. Somewhere that might be only a few miles away, and yet would to all intents and purposes be another planet. Somewhere Detroit. Jack had always loved cars.

Downtown Detroit could not be considered a particularly inviting place: not exactly your average Joe's top ten but then Jack wasn't your average Joe. This was his time, and now this was going to be his place. The thought excited Jack.

Jack peered through the blinds across the street and there it was just waiting for him; Motor City Pool. He had a big day ahead of him. He was back on The Hustle.

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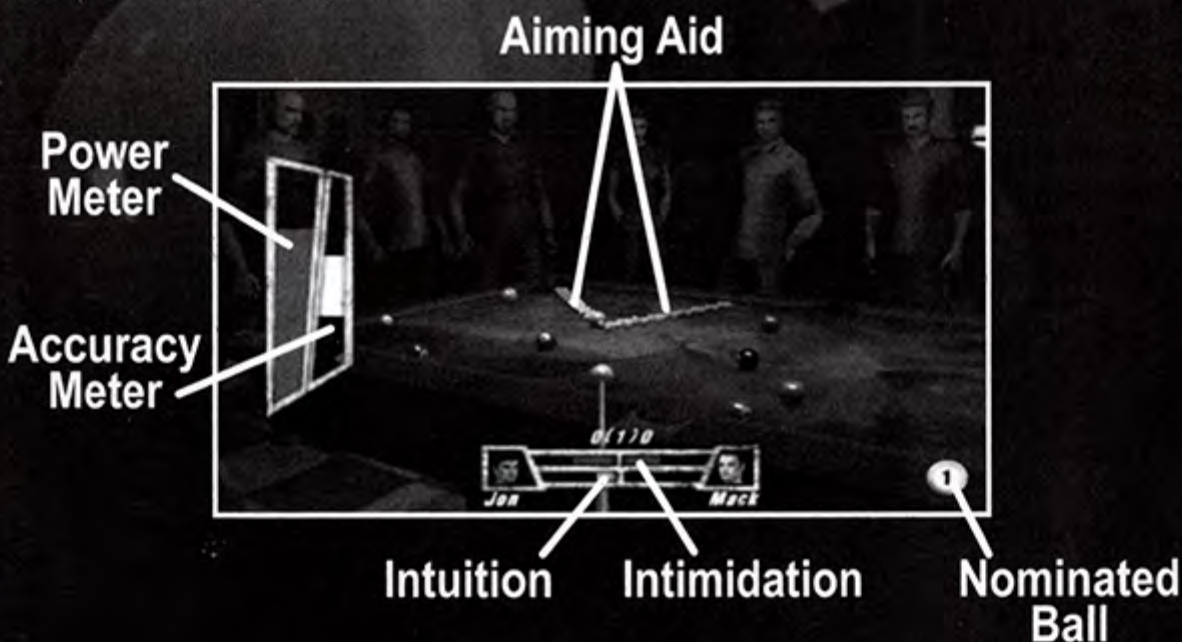
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INTRODUCTION

You're playing through the story of Jack Swift and Kat Stone. Kat's a hard-nosed cop following her only lead in an undercover mission to take down Santo Marcussi. Jack Swift is that lead, a blundering hustler making his way around the bars and pool halls of Detroit. You follow Jack's efforts as he travels to new venues and faces new challenges. With every venue comes new opponents, each with their own strengths and weaknesses that will test every aspect of your game such as accuracy, speed, and willpower. Clues and leads to catching Marcussi reveal themselves in every pool hall, and following Jack seems to be your best bet.

You start the game playing as Jack Swift in the downtown pool hall Motor City Pool. As far as respect goes, you're the lowest of the low, a total unknown. You'll need to start playing and winning if any of the big guns are going to bat an eyelash at you. Since you're new to the joint, you are asked if you'd like to participate in the tutorial. If you accept, you are coached through the finer points of the game, and have many opportunities to learn about the various shot types. If you opt not to partake in the tutorial, or when you complete it, you are immediately challenged by Russ, a regular of Motor City Pool. Like Russ, there are many other people in each venue that are looking to make easy money off newcomers. When you're not playing in a match, you can look around the pool table and see many people of varying skill levels waiting for a game. You can either challenge them straight up, or in some cases, they may challenge you to a specific game. The more games you beat your opponent in, the more they want to prove themselves.

GAME SCREEN



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PLAYING A BASIC SHOT

The first step in taking a shot is to line up the nominated ball in an open line to a pocket by using the Aiming Aid. As you target a ball on the table, the Aiming Aid demonstrates what is likely to happen to both the target ball and cueball including their estimated distance of travel after the impact of your shot. The yellow and blue arrows show the path of the object ball and cueball after impact. The solid arrows indicate the approximate distance each ball will travel.

NOTE : The Aiming Aid will take cue angle and English into account when displaying the path of the balls. Applying a large amount of English will cause the Aiming Aid to only focus on the path of the cue ball from its starting position.

As you take your aim on the table, the Aiming Aid shows which ball you are currently targeting. Move your aim around the table until the Aiming Aid appears on the ball you want the cueball to hit. As the game progresses, or if a new ball is nominated, the Nominated Ball Icon changes to reflect the ball being played for.

You can now fine tune the accuracy of the shot by holding the Fine Tune button and pressing the left or right directional button. In some cases you may find it easier to set up your shot in Overhead View. Hold the Δ button to switch to Overhead View and adjust your shot in either regular or Fine Tune mode.

When you are ready to play your shot, display the Power Meter by pressing the X button. By pressing the directional buttons to adjust the Power Meter, you can set how hard or soft you will strike the cue ball, and you can use Fine Tune to set the Power Meter with greater accuracy.

NOTE : The length of the Aiming Aid will reduce as more power is added, simulating the difficulty of retaining accuracy when more power is used on a shot.

Now that you've set the appropriate power, you are ready to take the shot. Use the Accuracy Meter and attempt to press the X button while the moving marker is in the white zone. Hit the white zone and your shot will go off as planned, but miss the white zone and your shot will become less accurate.

NOTE : The white zone will change size depending on the power of the shot. More power reduces the size of the bar, while less power will increase it.

USING INSTANT SHOT

Another way to strike the ball is by using the Instant Shot feature which allows you to get a greater feel for the game of pool and lets you play the game at a much faster pace. Once the Aiming Aid has been properly lined up, just pull back on the right analog stick and you will see the cue pull back on screen. The amount you pull back on the stick sets the power of the shot. When you are happy with the power push the right analog stick forward to strike the ball. Pushing forward while the marker is in the white zone of the Accuracy Meter will lead to more accurate shots.

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ADDING ENGLISH

English affects the way the cue ball behaves and is achieved by striking the cue ball off-center. The further off-center the cueball is struck, the more English is applied on the ball.

You can display the English Icon at anytime before playing your shot. Hold the **O** button and use the directional buttons to determine where you will strike on the surface of the cueball. Use the Fine Tune button to refine your English.

NOTE: To cancel any English you've applied, click the R3 button.



	TOP	Strike above center on the cueball to cause it to roll further after impact (follow through). The higher you aim, the more the cueball will roll on.
	SCREW	Aim low to apply screw. If properly applied, the cueball will roll back after impact.
	SIDE	Aim left or right of center to add side English in that direction. This is sometimes the only way to reach a tricky ball.

NOTE: Combinations of different spins (e.g. top + right, bottom + left, etc) will produce different cue ball reactions.

CUE ELEVATION

Changing the cue elevation allows you to play several advanced styles of shot (see Other Shot Types). Display the Cue Elevation Icon by holding the **□** button, and adjust the elevation of your cue by pressing the directional buttons.

NOTE: To cancel any Cue Elevation you've applied, hold the R button and click the L3 button.

	LOW	Keep the cue angle low for a shot that behaves normally.
	HIGH	Adjust the cue angle higher to perform incredibly complex shots.

OTHER SHOT TYPES

STUN - To play a stun shot, strike the cueball hard just below its center. This will make the cue ball skid across the felt rather than allowing it to roll. Shooting in this way means that most of the cueball's energy is transferred to the target ball at impact, sending the target ball off at high speed and bringing the cueball to a dead stop.

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JUMP - The jump shot is very useful for getting out of tight situations. It also looks spectacular when played well. To play a jump shot you will need a very high cue elevation and lots of power. The shot actually pushes the cueball into the table and makes it bounce back up. The Aiming Aid will display the path of the ball in the air but you will have to use your own judgment on where it goes when it lands back on the table.

SWERVE - The swerve shot is one of the most useful skills in the advanced player's arsenal. It causes the cueball to travel in an arc across the table rather than in a straight line. Unfortunately the consequences of this shot can be difficult to predict. To play a swerve, set a high cue elevation and add plenty of side English in the direction that you want the path of the cueball to bend.

RESPECT

Progression in the game is a function of respect. Initially you have none, but it can be maximized by pulling off hard shots and winning games. As you gain respect in the various pool halls, the level of intimidation from the crowd will decrease, making it easier for you to make more complex shots.

INTIMIDATION AND INTUITION

There are two bars displayed at the bottom of the screen, one indicating how intimidated you are by the crowd and the other reflecting your own intuition. The red bar in between the two players is the Intimidation Bar. This shows the balance of power between the two players during the match. By sinking balls, each player will sway the bar in their favor, and equally, missing shots will switch the balance in favor of the opponent.

NOTE: This bar directly affects the speed of the marker on the Accuracy Meter. The more intimidated you are, the faster the marker will move, making shots harder and piling on more pressure.

The green bar is a measure of Intuition, and every time a ball is sunk the bar increases slightly. More spectacular shots such as bank shots or jump shots will add more to the bar. You can use up Intuition points by using Aftertouch or by employing Dead Eye's advice.

AFTERTOUCHE

If you have enough Intuition points you can invoke Aftertouch, a unique ability which adds a tremendous amount of spin to the cueball. To invoke Aftertouch, hold down the L2 button after you've taken your shot and use the directional buttons to add spin to the cueball, directing it where you want. With a bit of practice you can soon learn to break apart a pileup of balls or pull off spectacular shots.

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DEAD EYE'S ADVICE




Dead Eye is a retired pool pro that you can call on in moments of need, providing you have enough intuition. If you're faced with a situation that you simply don't know how to get out of, call on Dead Eye and he will show you which shot to play and how to play it. You'll then get a chance to practice it before being returned to your in-progress match.

NOMINATING BALLS/POCKETS

In some pool games you have to nominate the ball and pocket before every shot. The game usually does this for you by determining the most applicable pocket based on the ball you are aiming for. If you wish to play a different shot or if the game can't decide which pocket you're aiming for, you can press "Select" to override the automatic selection and select the ball and pocket yourself. Once Select has been pressed, use the directional buttons to choose a ball and press the X button to nominate it. Next, use the directional buttons to nominate a pocket and press the X button to confirm your selection.

BOSS CHARACTERS

In order to be invited to a new venue, you have to take on and beat the local pool hall champ. Most of these pool sharks won't even consider challenging someone who hasn't proven themselves, especially those without enough cash. It's up to you to play the lower level characters, earn their respect, and swipe enough money to buy new threads and match the bets of the more skilled opponents. The better you do, the more likely it is you will be challenged by the local pool pro. Best the pro in every game they challenge you to, and you'll be invited to the next chapter in Jack's tale. Here's just a taste of who Jack is up against...

	Aleya	Aleya is the first pool veteran you'll face. She's a tough customer with an amazing talent for Snooker. Steele will take notice if you can beat her at her own game.
	Steele	Steele is a regular of Cage, the second pool hall Jack will be invited to. Unlike his pool skills, Steele's attitude is as bad as they come.
	Chief	As his nickname suggests, Chief is the police chief of the 14th Precinct. He's a no-nonsense guy who has zero tolerance for jail rats.

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





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PAUSE MENU

During a match with an opponent, you can press the START button to access the pause menu. The following options are offered to you during this time:

Resume Game	Returns you to the game
Abandon Game	Quits the current match. Note: you will lose the bet and possibly some respect
View Offer	Check which side bets are available to you
Raise Bet	Suggest to your opponent that the wager be increased
Dead Eye	Ask Dead Eye for shot advice (costs intuition)
Notebook	Check your progress
Replay	Watch a replay of one of the last five shots
Options	Options menu

NAVIGATION MENU

	Map	The Map option allows you to jump between the venues you've unlocked. You can also access the shop and head back to your hotel room.
	Multiplayer	Start or join a multiplayer game or edit your multiplayer character here.
	Play Match/ Challenge	Challenge or be challenged by an opponent to a game of pool.
	Practice Table	Practice any currently unlocked game type or participate in the tutorial.
	Spectator Mode	Watch others compete and bet on their games.
	Gambling	Gamble in various card games to earn extra cash.
	Notebook	View your notes on each venue and opponent.
	Load/Create Profile	Create a new profile or load an existing one.
	Options	Change game options.
	Challenge Run	Try to beat the Challenge Run.

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PRACTICE TABLE

The practice table allows you to practice playing pool with no opponent. You can choose the rule-set that you wish to practice and then play as long as you need. There is also an option to reposition the balls on the table so you can set up particular shots that you wish to practice.

TUTORIAL MODE

The tutorial is a great place to learn the basics of the game. Here you have the chance to learn the controls and the different shots at your disposal. A coach will explain how to play the game and on-screen prompts such as arrows that show you the best lines of play will tell you how to use the controls to pull off each shot he explains. During the training session the coach will set up different shots for you to attempt, giving you a taste of everything you'll need to excel in proper matches.

SPECTATOR MODE

Spectator mode allows you to sit back and watch two other players in action from any angle around the table. You can also place bets with other members of the crowd on each shot and also the result of the match.

GAMBLING GAMES

In each venue there is a video gambling game where you can take a break from pool and try to make a bit of extra cash. The games available include:

- **VIDEO HIGHER & LOWER**
- **VIDEO POKER**
- **VIDEO BLACKJACK**
- **VIDEO ROULETTE**
- **VIDEO SLOTS**

NOTEBOOK

The notepad contains a record of all the venues that you have played in and all the opponents you have played against. It contains a record of your respect in the different venues, a won/played record against each opponent, and a record of your current cash total.

OPTIONS

Video Options	Adjust graphics
Sound Options	Adjust sound and volume levels
Credits	View the credits of The Hustle: Detroit Streets
Done	Return to Navigation Menu

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CHALLENGE RUN

After beating the boss character in a particular venue, the Challenge Run menu option will be unlocked. This gives you a chance to prove your true muscle by playing through each of the 21 challenge games in that venue. Completing the challenge run is a true test of your pool playing ability.

SHOP AND MOTEL

The Shop and the Motel are your two havens away from the smoky air of the pool halls. In the Shop you can purchase new clothing from any of the previously visited venues. If you simply want to change into another set of gear you already own, head back to the Motel and visit your closet. From there you can change into any clothing you've already purchased, plus try on clothing you have yet to buy in the shop. Use the directional buttons to scroll through clothing types, and the X button to make your selection.

POOL RULE SETS

You will start out playing the majority of your pool games as 8 or 9 Ball, but opponents will try and trip you up by challenging you to different rule sets. Once unlocked, you can then challenge opponents to those games. Different rule sets have different ways of betting such as per frame, per ball, per point, so make sure you maximize your risk vs. reward.

8 Ball

The aim of 8 Ball is to pocket the black ball after potting all the balls in a nominated set, either solids or stripes. When the first ball is made (whether from the break or on a subsequent shot), that set is assigned to the player who made the pot. From then on, that player must only play for that set, and the remaining set is assigned to their opponent. A foul results in the opposing player being given an extra shot. If you pot the 8 ball while balls from your nominated set are still on the table, you automatically lose the game.

9 Ball

The goal of 9 Ball is to pot the number 9 ball. There are three ways of achieving this:

- Pot the 9 ball from the break-off to win the game (A Break Ace)
- From the break, pot the balls in number sequence (the ball you must aim for is shown by the Nominated Ball icon) until you finally pot the 9 ball
- Play for the nominated ball, causing it to strike and pot the 9 Ball (a combination shot)

Following each successful shot, the player must then aim for the next lowest-numbered ball. By sinking the next ball in succession, your turn continues, but if you scratch or don't pocket the correct ball, it becomes your opponent's turn. A foul results in the opposing player being given a "ball in hand" meaning they can place the cueball anywhere on the table before taking their next shot.

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6 Ball

6 Ball plays identical to 9 ball with two main exceptions:

- 6 balls instead of 9, and legally pot the 6 ball to win
- A foul gives the opponent "ball in hand" behind the baulk line

10 Ball

10 Ball also plays identical to 9 Ball with two main exceptions:

- Ten balls instead of nine, and legally pot the 10 ball to win
- A foul gives the opponent "ball in hand" behind the baulk line

3 Ball

The aim of 3 Ball is to pot the 3 balls using as few shots as possible. In each frame the 3 balls are racked up and the first player pots them as the number of shots used is recorded. The balls are then re-racked and the other player pots them. The player that potted the 3 balls using the least shots wins the frame. Fouls result in 1 additional shot being added to the score. A tie results in a re-rack.

Straight Pool

Straight pool is a nomination game. Before playing each shot, players must nominate the ball and the pocket they are aiming for. Balls can be potted in any order and each is worth 1 point. The first player to reach 20 points wins the frame. When 1 ball (plus cueball) is left on the table, the remaining balls are re-racked until someone reaches the 20 point mark. Play passes to the opponent after a miss or a foul, with a foul losing the player 1 point, or 2 points if on a break.

Bank Pool

Bank pool is a nomination game where the object ball and pocket are nominated before each shot. Potted balls are only scored if the object ball rebounds off a cushion before being potted (rebounds off pocket jaws do not count). Each ball counts as 1 point, and the first person to reach 8 points wins the frame. Any balls potted, other than the object ball, are re-spotted.

Rotation Pool

Rotation pool is a points-based game where each ball has a point value of its number, 1-15, and the aim is to outscore the opponent. The cueball must always make contact with the lowest numbered ball first, but any ball can be potted with the player scoring the point values of the potted ball(s). A foul results in the opponent being given "ball in hand" behind the baulk line. The player can choose to play or make the opponent who fouled return to the table and play with "ball in hand". Any illegally potted balls are re-spotted. If a frame ends in a points tie, the player who potted the last ball is given the win.

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Bowliards

This game is played with 10 balls and the scoring mimics the style of 10 pin bowling. The aim of the game is to outscore the opposing player. Each ball is worth 1 point with 1 point deducted for a foul. At the start of each visit to the table, the player is given a free break with no conditions attached. The player then takes their next turn with a "ball in hand" behind the baulk line. The player plays until there is a foul or miss, and that score is recorded as the first bowl. The cueball is again re-spotted behind the baulk line and the player plays until he fouls or misses, this score represents the second bowl. The balls are then re-racked and the other player takes his turn. If a player clears all the balls on his first turn then it's a strike. If he clears them all over the 2 turns it's a spare.

Snooker

Snooker is played with fifteen unnumbered, solid red object balls, six object balls of other colors that are also unnumbered (called colored balls) and a cue ball. On the break, the player has "ball-in-hand" and must strike a red ball first. The winner is determined by points: red=1, yellow=2, green=3, brown=4, blue=5, pink=6 and black=7. Depending on the foul, opponents will gain 4 points or the number of points the ball fouled is worth. A red must be sunk before a color, until there are no reds left. When there are no reds left on the table, the colored balls must be sunk in point order. Fouls can result from a red ball not being hit on the break, the cue ball being sunk, or multiple object balls of the same type (red or color) being sunk in a row.

TRICK SHOTS

After playing an opponent in several pool games they may challenge you to a trick shot. Trick shots range from easy to very difficult, requiring the player to use all of the skills they've learned at the table.

EASY

SPLIT 'EM

You are aiming to sink the 1 and 2 balls in the bottom corner pockets. Try shooting slightly to the left of the 1 ball and both should go straight in.

DOWN AND OUT

The goal in Down and Out is to sink all 4 balls. Aim towards the 14 ball in hopes of sinking it in the middle pocket. Play the shot with a lot of power, an elevated cue angle, and a back English. If hit correctly, the cueball will sink the 12 and 13 balls in the corner pockets, strike the 14 sending it straight into the side pocket, and spin back to sink the 15.

CHAIN GANG

The object here is to pocket the 1 ball in the corner bag and get the cueball to finish in the market area where it started. Try playing the cueball so that it hits the 15 ball at the end of the line with a thin contact. This will allow the cueball to come

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back up the table towards the market. The contact with the 15 will push the 1 ball at the other end of the line into the corner bag.

IN THE BOX

The balls are forming a box with one end open, and you have to get the cueball to stop inside the box. The one rule is that the cueball must hit the bottom rail before it enters the box.

DON'T TOUCH ME

You are aiming to make the 8 ball come off the rail and drop into the bottom right bag. Play straight onto the 8 ball but make sure that you do not disturb the 1 ball or you will fail the challenge.

DOWN THE LINE

Here you are going to sink the 8 ball in the middle right bag. You must, however, play the cueball at the bottom rail and use right English to make it bounce back on itself towards the 2 ball which will send the 8 ball into the middle bag off the 1.

ANGLES

The object in Angles is to pocket the 8 ball in the bottom right corner bag. Play the cueball straight at the 8 ball sending into the rail. It will rebound off 4 rails in total before dropping into the pocket.

WHAT A MESS

Your aim is to sink the 8 ball in the bottom left bag. Trying playing the cueball directly at the 10 ball with full power and watch the shot unfold!

TUNNEL VISION

In Tunnel Vision, the goal is to sink the 8 ball in the corner bag. Send the cueball into the tunnel of balls so it travels through and sinks the 8.

MEDIUM

BARRIERS

The aim is to sink the 15 ball that's over the corner pocket. You'll have to play off 2 rails in order to get to it though.

CAGED PAIR

You are aiming to sink both the 1 and 2 balls in the corner pocket. Play this shot with a lot of power and aim for the 8. If you hit it right, it should bounce back off the adjacent ball and clip into the 2, sending both the 1 and 2 balls into the pocket.

LONG CORRIDOR

Play to sink the 1 in the corner bag and cannon the cueball off the 1 to pot the 8 in the other corner. You'll need to use a lot of power and back English on the ball and the line of balls is there to guide the cueball in the right direction.

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ESCAPE

You're aiming to sink the 3 ball in the middle bag closest to it, but you have to get it through the balls that are in the way. Using about 3/4 power, aim at the 2 ball with the cueball cannoning into the 3. The balls will clear a path for the 3 to drop into the bag.

EVIL ARC

This one may require a few attempts to get right. You need to sink the 8 in the corner pocket but the 2 ball is in its way. Try striking the cueball so it cannons off the first ball in the arc and into the 1 ball. The 2 ball at the other end of the arc will move out of the way leaving the path clear for the 8.

FROZEN BLUE

In Frozen Blue, you're going to scratch to clear this shot. Aim to clip the 1 ball as you sink the cueball in the far corner pocket. This will send the 1 ball up the table to sink the 8 in the corner. Meanwhile the 3 will go along the bottom cushion and sink the 9 in the other corner. If done correctly the blue 2 ball should hardly move.

HOWZAT

This one is easier than it looks. You are going to sink the 8 in the middle bag. However, there is a ball in the way. Simply aim directly for the 1 ball with good power. The ball blocking the 8 ball's path will be pushed out of the way leaving an easy path to the bag for the 8.

QUADS

There are four balls on the table, each needing to sink in different bags. With full power aim the shot so the cueball hits the 1 and cannons across the table into the red 3 ball. When played correctly all 4 balls will drop neatly into the two corner and two middle bags.

SHOT POT

The aim here is to play the 1 ball off the bottom rail so it comes back up the table past the line of balls and drops in the top corner bag. You will have to play very close to the other balls but you must not touch them.

SIDE SHOT

The object here is to sink the 8 ball in the middle bag. Try sending it straight into the 3 ball.

TRIANGLE

Aim the cueball to hit both the 3 and 4 balls simultaneously sending them towards the corner bags where they will, if played correctly, sink the 1 and 2 balls.

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ZIG ZAG

The goal of Zig Zag is to sink the 8 ball in the corner pocket it is positioned over. To do this you'll need to play off two rails, but without using some right English on the ball you'll never make it.

HARD

ALL GONE

In All Gone, your task is to sink the 1 and 2 balls into the bottom bags but this time the cueball must also be sunk. Try to play the shot with full power and aim slightly left of the center of the 1 ball.

BANK BALL

The object here is to pocket the 8 ball in any bag. Try playing the cueball off the rail to sink it.

GREAT ESCAPE

The 8 ball is trapped but it must be sunk in the middle bag. Aiming at the green 6 ball, play the shot with full power to free and sink the 8.

BOUNCE BACK

The aim of Bounce Back is to sink the 8 and 9 balls in the corner and middle bags respectively. With full power and a high cue angle, try to play a jump shot straight over the two balls in the middle of the table. The cueball will come back off the rail and hit the two balls simultaneously sending them to sink the 8 and 9 balls.

RICOCLET

Attempt to sink the 15 ball in the middle bag. Play the shot nearly straight on with a medium amount of back so the cueball cannons off the 15 and sinks the 1 in the corner bag.

CHALLENGE GAMES

When you've proven your worth by running an opponent into the ground, and after you've beaten whatever Trick Shot they tried to throw your way, you'll be asked to partake in their Challenge Game. Challenge Games are unique versions of regular pool rule sets with some added twists such as only having a certain time limit to pocket each ball or having your balls nominated by your opponent. As each Challenge Game is encountered, be sure to read the in-game rules for an explanation of how to play.

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MULTIPLAYER/ONLINE

Character Edit

The multiplayer character edit feature allows you to completely customize your look before starting or joining a game. You can edit your gender, hair and facial features as well as pick from an entire wardrobe of clothing to wear. Additionally, as you progress through the single player Story Mode, additional characters and clothing are unlocked and available to you.

Multiplayer

The Hustle: Detroit Streets supports hot seat play with a single controller. Each player will then be prompted to load their profile or create one from a boss character. Once chosen, a setup screen appears allowing you to customize the game you'll play. Choose done and get ready for some head to head play!

CONNECTING YOUR PLAYSTATION®2 CONSOLE FOR NETWORK/ ONLINE PLAY

A broadband Internet connection and Network Adaptor (Ethernet/modem) (for PlayStation®2) are required for online play.

The Hustle: Detroit Streets is compatible with network configuration files from other PlayStation®2 online games. To play online, you will need to have a network configuration file saved on your memory card. You can use the Network Adaptor Start-Up Disc to set up your network connection. Please refer to the instructions that came with your Network Adaptor Start-Up Disc.

CONNECTING TO GAMESPY®

To join or host your own head-to-head games select "Online" from the Multiplayer/ Online menu. The game will automatically search for the required network configuration file (refer to the Connecting Your PlayStation®2 Console for Multiplayer/ Online Play section for details). You'll next be prompted to select a network configuration file from those found on the memory card. Once a file has been chosen, you'll be asked to input your GameSpy® login credentials. If you do not already have a GameSpy® login, you can create one here.

CONFIGURATION OF YOUR HOME ROUTER/FIREWALL

A router is a network device that directs network traffic from your computer(s) or video game console when they are sharing a single internet connection. More often than not, routers used for home networks have a firewall built into them. A firewall will look at the traffic going through the router and determine if it is allowed through or not. Routers and firewalls can be configured numerous ways but commonly they are configured to not allow "unsolicited" traffic from the internet to your computer(s) or video game console.

Activision does not support the use of routers or firewalls for multiplayer online play. However, because of the increasing use of routers and firewalls in the home network environment, we have provided the following information for advanced users to assist them in customizing their home network settings in order to accommodate multiplayer online play.

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In order to configure a router using Network Address Translation (NAT) or a firewall, consult the user guide for your router to enable PORT FORWARDING settings as specified below. Forward or route all traffic onto the following ports to the IP address of your PlayStation[®]2.

The Hustle: Detroit Streets uses UDP port# 27901, 27900, 6500 and 3658
The Hustle: Detroit Streets uses TCP port# 28910 and 6667

The Hustle: Detroit Streets supports NAT, but this process may delay connections. For the best results, do not run The Hustle: Detroit Streets behind a router or firewall.

CUSTOMER SUPPORT

ONLINE SUPPORT

INTERNET:

support@activisionvalue.com
or <http://www.activisionvalue.com>

OTHER CONTACT METHODS

FAX

(952) 918-9560, 24 hours day

MAIL

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Contact a customer service representative between the hours of **1:00 P.M. AND 4:00 P.M. (CENTRAL TIME) MONDAY, 10:00 A.M. AND 4:00 P.M. (CENTRAL TIME) TUESDAY THROUGH THURSDAY, EXCEPT HOLIDAYS.**

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ADDITIONAL NOTE: The information in this manual was correct at the time of going to print, but some minor changes may have been made late in the product's development. All screenshots for this manual have been taken from the North American version of this product, and some screenshots may have been taken from pre-completion screens that differ slightly from those in the finished product.

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