

Archer Maclean Presents

POOL PARADISE



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.

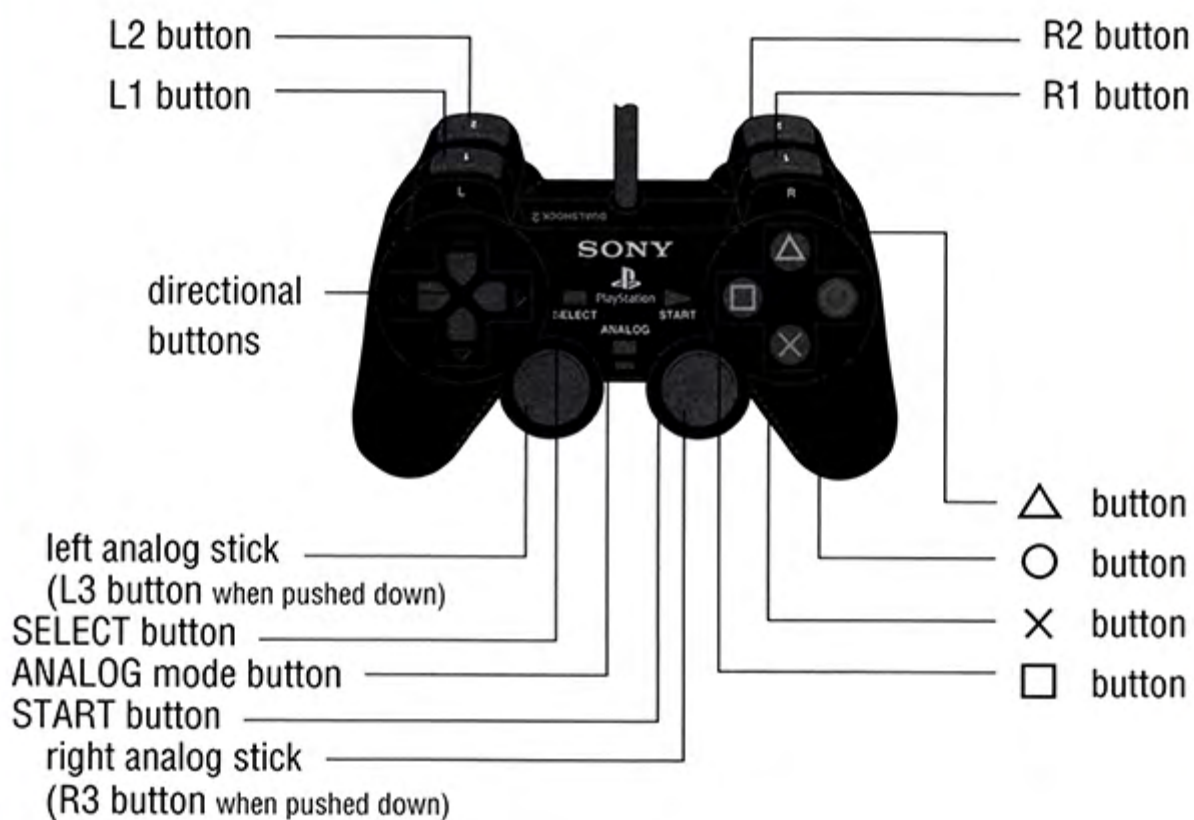
POOL PARADISE

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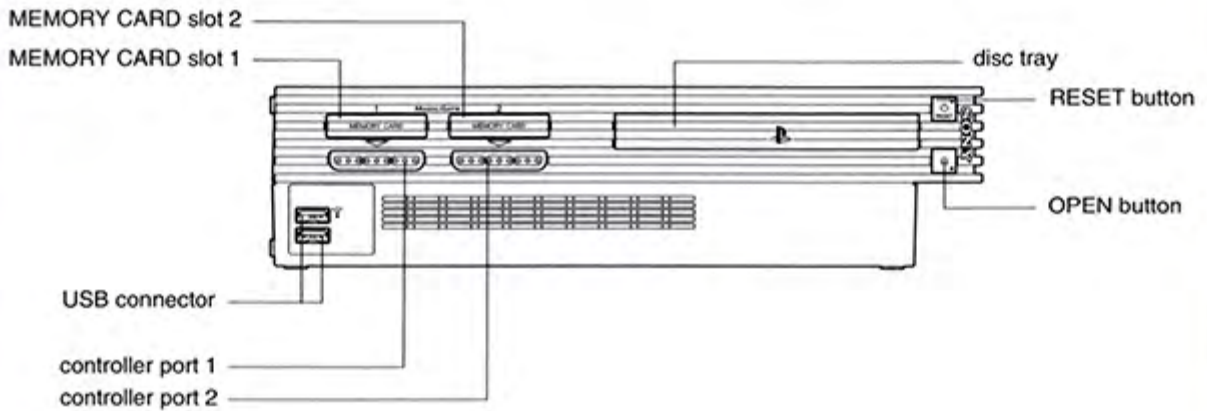
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Starting up

DUALSHOCK[®] 2 ANALOG CONTROLLER CONFIGURATIONS



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 POOL PARADISE 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.

Introduction

Welcome to paradise, Pool Paradise - gathered on this beautiful tropical island are some of the world's best players...and you!! Your task is to reach the top of the leader board by beating them at various game types to prove you're the true pool champion.

New game

When you first start the game you'll be presented with the following choices: 1 or 2 player. Choose whether you are going to play a 'one player' game or a 'two player' game.

Sign in

This area allows you to choose one of the 8 nametags, which effectively act as 'save slots'. If an empty slot is chosen, you will create a new character (save game) from scratch. If a used slot is chosen, that character is 'loaded' as Player 1.

Passport Selection

Choose one of the 12 pre-generated character passports to represent you in the game, the player's name can be edited to anything you want and will then appear alongside your chosen picture on your selected name tag.

Loan Shark

As you've arrived on Pool Paradise completely broke, you're going to have to pay a visit to the local 'bank' to make a withdrawal if you want to take part in the competition. Should you lose all your money or spend it foolishly in the shop then you may have to return to the Loan Shark. Don't make a habit of it though!



Map Plinth (Menu)

The Pool Paradise Island is navigated via a 3D menu system, Use the map to go to different locations around the island. Some of the destinations will have to be unlocked by winning games and buying in the shop with your winnings. Each area has a specific purpose as follows:

Reception

This takes you back to Reception where you can start a new game or edit an existing player.

Competition

This takes you to the Big Hut, where the competition games are played.

Practice

This takes you to the practise table at the far end of the beach. Use this mode to practise your pool skills.

Crazy Tables (locked)

This takes you to a large hut where you get to play a game of pool on crazy shaped tables, if any are available that is!

Darts (locked)

This takes you to the Dart Board, where you can play a game of darts.

Shop

This takes you to the Shop, where cues and accessories can be purchased. There may also be a few extras there, if you look hard enough!

Dropzone (locked)

Takes you down to the end of the pier for a bit of nostalgia.

Coconut shy (locked)

Takes you to coconut canyon for a blast at the traditional coconut shy with added bang!

Skeepool (locked)

Takes you to the traditional funfair game.


Competition Mode – The Big Hut

This is Pool Paradise's bar room where all the competition games take place. Your mission is to reach No. 1 in the rankings. You'll start at the bottom of the ladder and will only be able to afford to play the lowest ranked players initially. As you win and your career earnings rise so will your rankings. Stakes become very high for games at the top of the ladder so be careful, losing is going to send you tumbling down!

Tournaments

While playing in the competition side tournaments may be offered to you. These only feature one rule type, i.e. UK 8 ball. These are not compulsory, but are a useful way to gain money and trophies. Each tournament requires an entry fee, which is lost if you should fail to win. So, you feeling lucky?

Side Betting

Fancy making some more money? Of course you do! Occasionally your competition opponents may offer you a 'side bet' on a specific shot. To check the offer just press the  button when the bet icon (dollar sign) appears above the opponent's picture. The bet can be checked for the amount of money offered and what ball and pocket are nominated. Then either decline or accept the bet.

Money

What does money buy? Happiness-everyone knows that! But it can also buy you lots of funky things that are available in the island's shop. Use your winnings to purchase them, but don't spend too much too soon or you'll never get up the rankings-and that's where the big money is! Well, then you'd better start earning some money in the competition and then you'll be able to buy them.

Practice Table



If you don't want to risk losing any money, then this is the place for you! Pick a rule type and an opponent and away you go. Should you wish to retake a shot on the practice table, enter the pause menu and select the 'undo shot' option.

Crazy Tables



This is the hut where all of the funky tables on the island can be found. Fancy playing pool with a whole new twist? Well then you'd better start earning some money in the competition and then you'll be able to buy them. Access to the tables can be purchased from the island's shop. Once purchased the covers come off and the table becomes playable.

Darts

This cleverly crafted tree allows for a nice game of darts!



501 and 301

Players alternate throwing 3 darts at the board. Each player must reach zero in the fewest number of throws possible. The players must reach zero or 'check out' by throwing a double with the last shot. For example, if the player has 28 remaining then they must throw double 14. The player may also throw a bullseye to check out if they have 50 points remaining. If the player scores more than the required points, they will 'bust'. The score will then be reset to the score they had before they commenced their turn.

Round the clock

Each player must shoot one dart into numbered segment. This must be done in numerical order from 1 – 20, 25 and Bullseye. The first player to go 'round the clock' is the winner!

Note. Hitting doubles and triples will skip you one and two numbers respectively. For Example, hit a double 9 and you'll skip 10 and go straight to 11.

Controls

- Target - left analog stick
- Throw - X button
- Look Left - L1 button
- Look Right - R2 button

Shop

Lots of bargains are to be found at the island's favourite store.
OK, it's the only store!



Sub-games

Here you can buy access to the sub-games that are scattered around the island.

Gadgets

Pick up some useful little things for you to play with.
Toys for the boys!

Cues

Here you can purchase a number of different cues.

Crazy Tables

Purchase some very strangely shaped tables. They give a whole new dimension to the game of pool!

Baizes

Buy some cool custom cloth for the competition and practice tables. Once purchased, select them in your inventory and apply them to the table.

Dropzone



Where do old arcade games go to retire? Why, Paradise Island of course! A vintage shoot-em up from a bygone era!

Dropzone Controls

Move - directional buttons or left analog stick

Shoot - X button

Cloak - □ button

Smart bomb - △ button

Coconut Shy

Knock as many coconuts off as you can within the time limit. The cannon fires and reloads automatically, so all you need to do is to move it left and right and change its elevation!

Coconut Shy Controls

Target - left analog stick or directional buttons

Sleepool

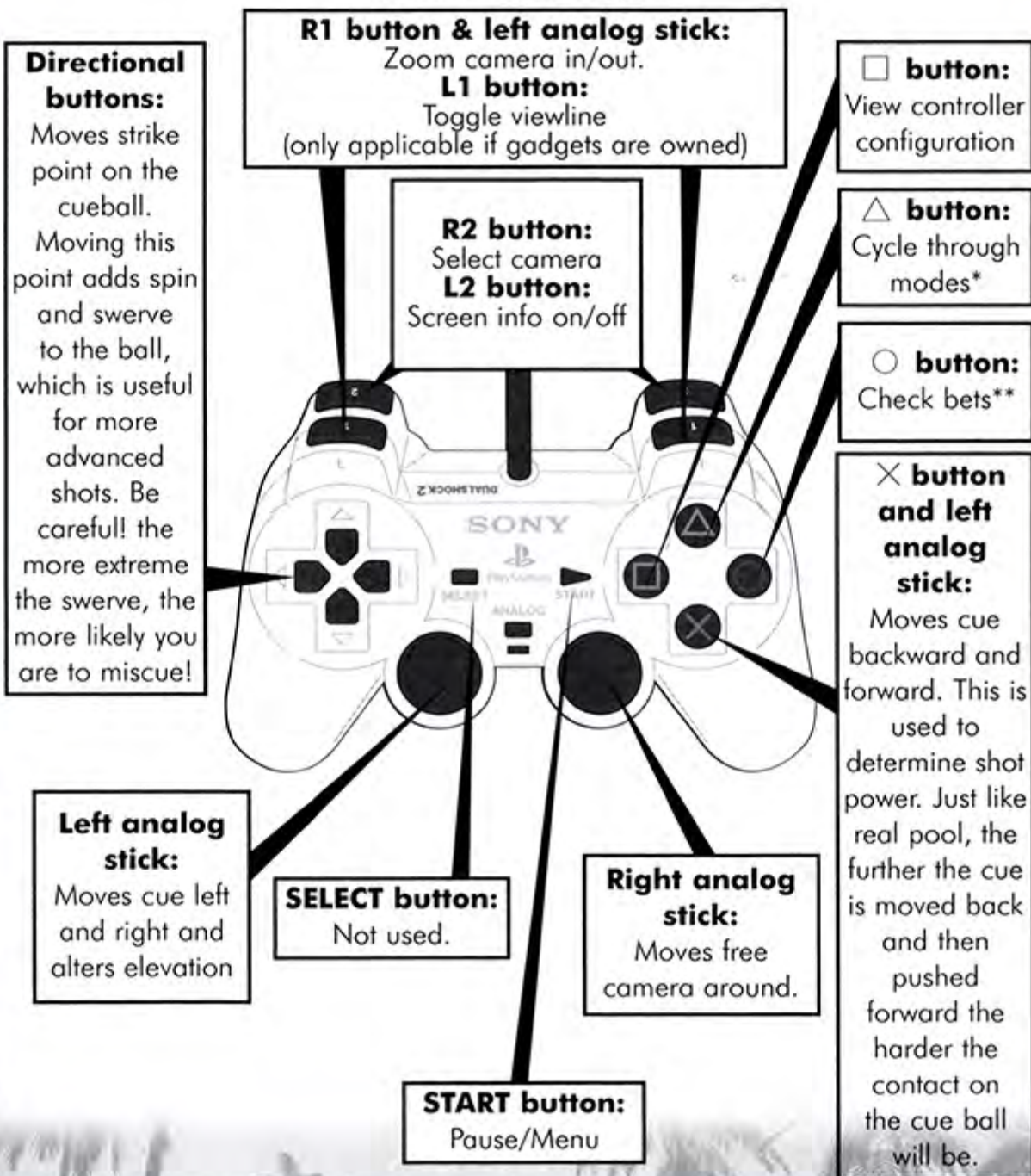
Shoot the balls up the ramp and into the scoring zones. Use your skill and timing to set the direction and power. Try to get the best score you can before the time limit runs out.

Sleepool Controls

Set direction - directional buttons or left analog stick

Set power/shoot - X button

Pool Controls



* Cycle through the following modes.

Shot aiming: Take a shot or rotate cue around cue ball.

Ball movement: Position cue ball when you have 'cue ball in hand'.

Viewing: Use the directional buttons to move around and have a close look at the balls and table.

Nominating: Use the directional buttons and × button to 'call' a ball and a pocket.

** In practice mode, press to undo shot or hold to re-spawn balls.

Pause Menu

Within the Pause Menu are the following options:

Inventory

Check out what you own and select items you want to use.

Save Game

Save your progress through the game! All saves are made in MEMORY CARD slot1.

Jukebox

Select your music choice.

Options

- Audio options:** Adjust Music, Sound Effects and Ambient sound volumes.
- Video Options:** Adjust screen position.
- Game Options:** Switch off in game animations and camera fly-through's.
- Control Options:** Invert X and Y-axis for cue and camera movement.
-

Quit

- Abandon Match:** Concede the whole match.
- Abandon Frame:** Concede the current frame.
- Convert to Trick Shot:** Put the game into free-play mode. Move the balls around and see what crazy shots you can pull off. Note that you will automatically forfeit the match if converting to Trick Shot..

Note: You will automatically forfeit the match if converting to Trick Shot.

Replays

- X button:** Play / Pause.
- △ button:** Rewind to the beginning.
- button:** Change replay speed (tap to cycle through speeds).
- Left analog stick:** Manual control of replay speed.

Note: Cameras can be used normally during replays.

Pool Rules

This section of the manual is aimed to give the player an overview of pool and the different rules observed for each game. For further information, visit the Billiard Congress of America website at www.bca-pool.com.

General Rules

Each game type requires that a winning ball is legally pocketed (or potted), a certain number of points are scored, or more points are scored than the opponent at the end of the match.

All game types require that four balls hit the rails or a legal ball is pocketed on break, unless otherwise stated. On subsequent shots, the cue ball or an object ball must hit the rail, unless otherwise stated (pocketing a ball also counts as hitting a rail).

Some games require that a called shot (player nominates the ball and pocket in which they intend to shoot) be announced prior to shooting. On games where this is necessary (14-to-1 Continuous, for example), Pool Paradise will auto-nominate a shot based on the aiming of the cue unless told otherwise by the player. Where called shots are not required, the player may optionally nominate the ball and the pocket.

Illegal shots result in the incoming player accepting the table as-is, being awarded 'Cue ball in hand,' or being awarded 'Cue ball in hand behind head string.' If the player is awarded 'Cue ball in hand,' the cue ball may be placed anywhere on the table. If awarded 'Cue ball in hand behind head string,' the cue ball may be placed anywhere in the kitchen (i.e., the area between the head of the table and the head string).

In UK 8 Ball, the incoming player is awarded a free shot. The free shot continues until the player fouls or misses a shot resulting in the current player continuing their visit as normal. The incoming player also has the option of 'Cue ball in hand behind head string' after a foul.

There is also a 'Three consecutive fouls' rule for particular games. This is incurred when a player makes three consecutive fouls, which immediately results in the loss of the frame.

Pool Paradise features 11 pool variants. These are as follows:

6 Ball, 9 Ball & 10 Ball

The object of the game is to legally pocket the Game Ball (6 Ball, 9 Ball or 10 Ball, depending on the game type).

Each time the player shoots, they must hit the lowest numbered ball on the

table and pocket a ball in order to continue their visit. If the lowest numbered ball is hit first and results in the Game Ball being pocketed, then this is counted as a win.

Any foul results in 'Cue ball in hand.' Illegally pocketed balls or balls jumped off the table are all spotted, except in 9 Ball. All three of these games use the 'Three consecutive fouls' rule.

8 Ball (UK)

The object of the game is to legally pocket the 8 Ball.



On the break, the player is required to drive two balls to the rails or pocket a legal ball. Each player uses a group of seven balls (reds or yellows) that are nominated once a color is pocketed. Once all of the player's group of balls have been pocketed, then they may nominate the 8 Ball and the pocket into which they intend to pocket.

Any foul allows the incoming player two visits, the very first shot of which is a free ball. The incoming player also has the option of 'Ball in hand behind head string.' When shooting a free ball, the player may hit and pocket any ball. However, if the 8 Ball is pocketed as part of a free ball, then the frame is lost. The incoming player continues with two visits until a ball is not pocketed (then their second visit commences) or until a foul occurs, resulting in the loss of all visits.

8 Ball (US)

The object of the game is to legally pocket the 8 Ball.

Each player uses a group of seven balls (stripes or spots) that are nominated once a stripe or spot is pocketed (not including balls pocketed on the break). Once all of the player's group of balls have been pocketed, then they may nominate the 8 Ball and the pocket into which they intend to pocket.

Any foul results in 'Cue ball in hand.' Illegally pocketed balls or balls jumped off the table are not spotted.

US 8 Ball is a call-shot game and uses the 'Three consecutive fouls' rule.

14 to 1 Continuous

The object of the game is to score the pre-determined number of points by potting balls. On the break, the player is required to drive two balls to the rails. Any ball is legal, but the player must call the shot in order for a pocketed ball to score a point. Any additional balls pocketed are counted as one point each. The game continues in this fashion until the fourteenth ball is pocketed, at which point all pocketed balls are re-racked and the

remaining fifteenth ball and the cue ball remain where they are on the table.

If a foul occurs, then the offending player suffers a 1-point penalty and the incoming player accepts the table as is, unless the cue ball was scratched. Illegally pocketed balls or balls jumped off the table are all spotted. If a foul is committed on a break, then the player will receive a 2-point penalty. If three consecutive fouls are made, the player suffers a 15-point penalty.

14 to 1 Continuous is a call-shot game.

15 Ball

The object of the game is to score more points than your opponent once all balls have been pocketed. This is generally a minimum of 61 points if no fouls are committed.

On the break, the player is required to drive two balls plus the cue ball to the rails. Any ball is legal and each pocketed ball scores the equivalent ball value.

If a foul occurs, then the offending player suffers a 3-point penalty and the incoming player accepts the table as is, unless the cue ball was scratched. If three consecutive fouls are committed, then the offending player suffers a 15-point penalty plus a 3-point penalty for each foul committed. Illegally pocketed balls or balls jumped off the table are all spotted.

Bowliards



The object of the game is to score more points than your opponent over ten frames, each frame consisting of two innings. Scoring is the same as ten-pin bowling; one point is scored for each ball pocketed on one visit. The perfect score is 300!

The rack consists of ten balls and there is no minimum number of balls required to hit a rail. Any ball pocketed on the break is spotted and the player begins their innings with 'Cue ball in hand behind head string.' The current player keeps trying to pocket balls until they either foul or miss a pocket, at which time their first inning ends and their second begins. If all ten balls are pocketed on the first inning, a strike is scored. Their score is calculated as 10 plus the points scored in the next two innings. If it takes the current player two innings to pocket all ten balls, then a spare is scored. Their score is calculated as 10 plus the points scored in the next innings.

Illegally pocketed balls or balls jumped off the table are all spotted. A one-point deduction is made for scratching. Bowliards is a call-shot game.

Killer

The object of the game is force your opponent to make an error and thus lose a life. The winner is the player with lives remaining at the end of the game.

Using a full rack of 15 balls, the player must make a legal break (i.e., four or more balls contacting the rails or a ball is pocketed). Each player is allowed one attempt to pocket a ball. If a player misses or fouls, then a life will be lost. All balls are legal.



Rotation

The object of the game is to score more points than your opponent once all balls have been pocketed. This is generally a minimum of 61 points if no fouls are committed.

Each time the player shoots, they must hit the lowest numbered ball on the table and pocket a ball in order to continue their visit. Each pocketed ball scores the equivalent ball value. Rotation uses the 'Three consecutive fouls' rule.

Switchball



The object of the game is to legally pocket the 8 Ball.

This game has been developed for Pool Paradise and is based upon the US 8 Ball rules, with the only difference being the Switchball.

If the Switchball is pocketed, then players exchange the group of balls they pocket, (i.e., the player potting the solid group will have to pocket the stripe group after the Switchball is pocketed). Once the Switchball is pocketed, it is re-spotted. Otherwise, all rules are the same as US 8 Ball.

Credits

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