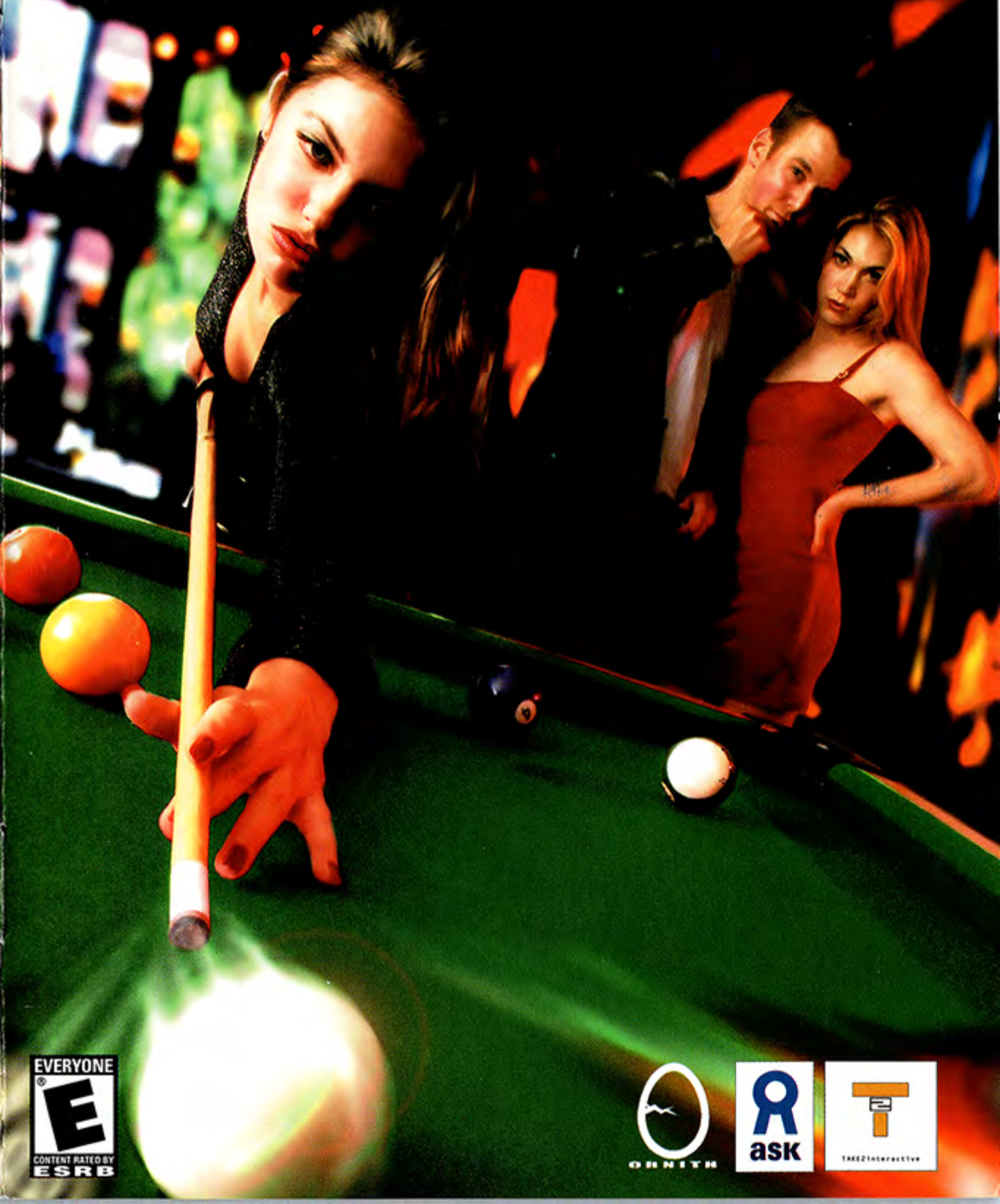


Q-Ball

BILLIARDS MASTER



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.

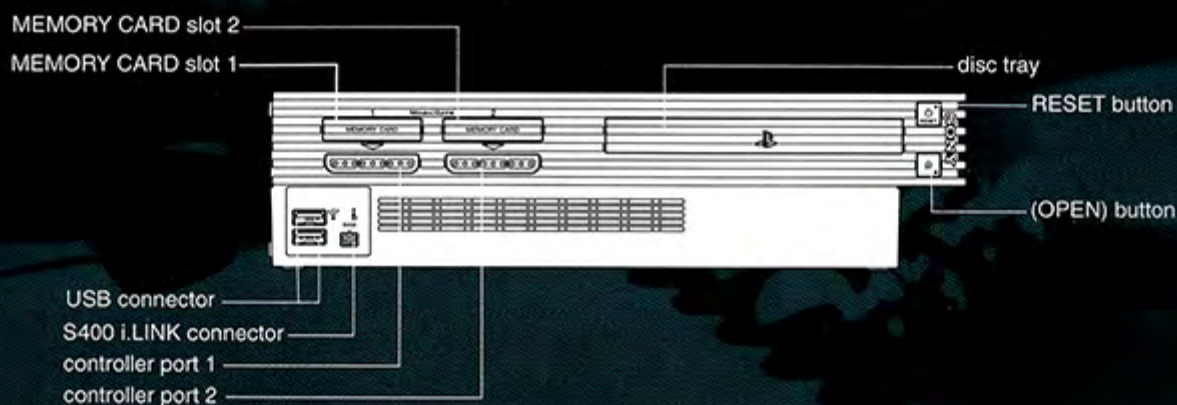
HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- **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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getting started

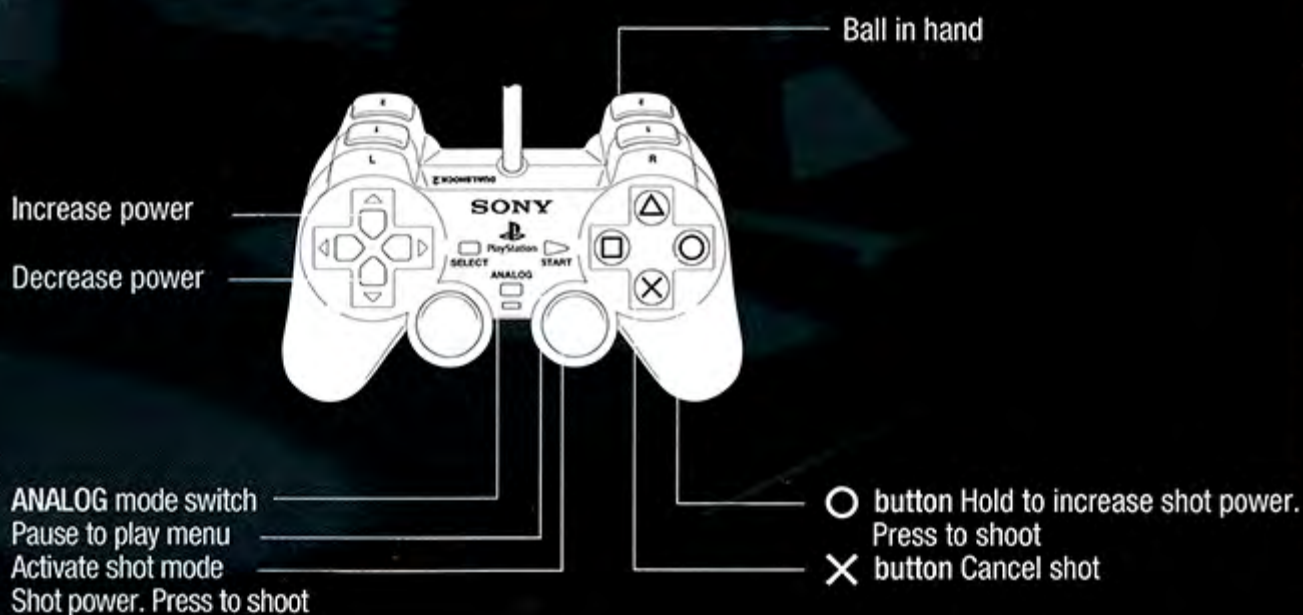


Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the Q-Ball Billiards Master 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.

game controls

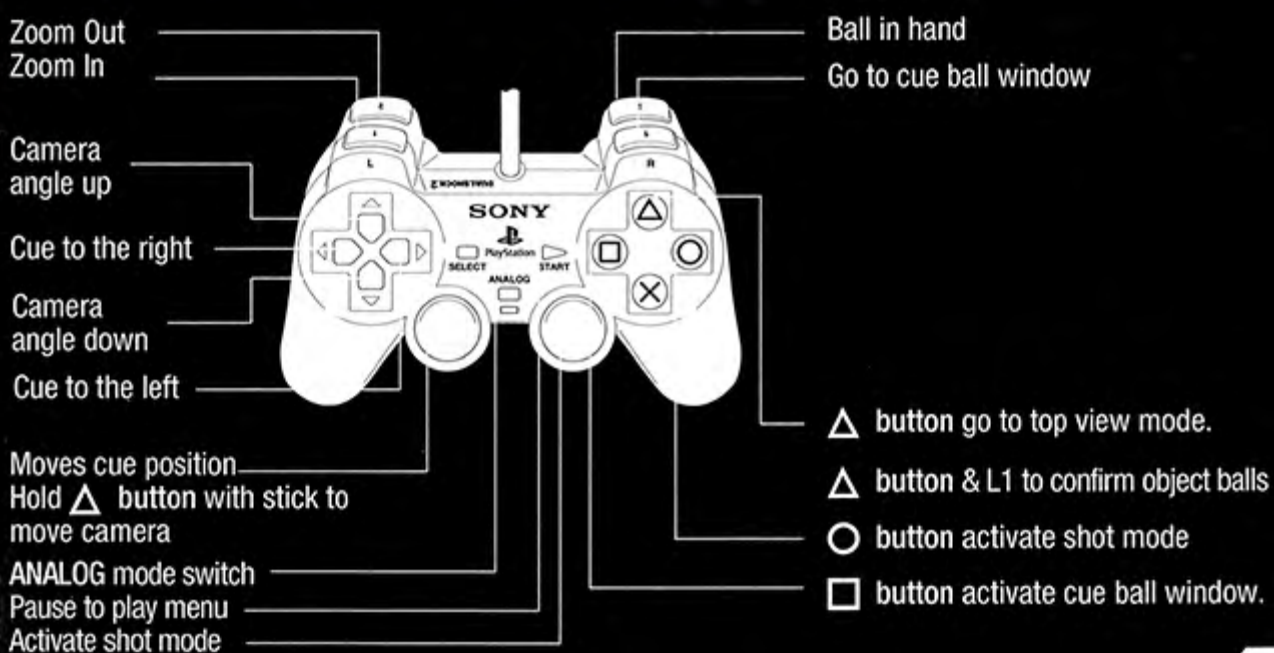
Shot mode

DUALSHOCK™2 ANALOG CONTROLLER CONFIGURATIONS



Adjust Angle Cue stationary

DUALSHOCK™2 ANALOG CONTROLLER CONFIGURATIONS



GAME OVERVIEW

TITLE SCREEN

At the title screen, press the **START** button to display game modes.

GAME MODES

BILLIARD LESSONS

Easy-to-understand billiard lessons given by Yoshikazu Kimura, a professional billiard player, beginning with the basics and progressing to advanced techniques. There are 10 lessons in total.

VS. PLAYER GAME

Play against another game player, Q-Ball Original characters, or Q-Ball's Professional Player characters. Learn to complete the different "Bingo Combinations" in unique Bingo System.

There are some additional games and ranks which become available only when certain conditions are met.

FROZEN GAME

Puzzle-like Q-Ball original game. This game has 50 stages total.

FREE PLAY

Position the balls freely and shoot them without any restrictions.

SAVE/LOAD

Save or load game data. PlayStation2 Memory Card (8MB) is required. Memory Card must be inserted into MEMORY CARD slot 1.



SCREEN DISPLAYS



POWER GAUGE

Indicates the shot power once shot mode is activated.



MINI SCORE

Displays the score and shooter on the right side of the screen. In Eight Ball, the solids and stripes are also indicated.



CUE BALL WINDOW

Displays the exact contact point on the cue ball. Press button to display the window indicating the cue ball display. Press and hold the button and use directional button to adjust the contact point on the cue ball. Press button plus the button to reset the contact point to the center.



CUE ANGLE WINDOW

Press the R1 button to display the window indicating the cue angle. Change the cue angle using the Left Analog Stick (DUALSHOCK™ 2) and/or the directional buttons.

billiards lesson

CALL SHOTS

Left analog stick or directional buttons to select object ball. Press the **O** button to confirm.

Left analog stick or directional buttons to select pocket. Press the **O** button to confirm.



THE FOLLOWING IS EACH GAME MODE IN DETAIL.

BILLIARD LESSONS

Try to clear lessons 1 thru 10 featuring Supervisor Yoshikazu Kimura. Choose a lesson using the UP/DOWN directional buttons or the left analog stick and press the **X** button to confirm. Press **Δ** button to go back to the title screen.



STARTING A LESSON GAME

Choose a lesson in the Index screen to start a mock game. Pass the game following the instructions displayed. To read about theories and dynamics of billiards, press the **START** button and select an item such as **DETAILS** from the menu displayed.



PLAY MENU SCREEN

Press the **START** button to display the menu. Choose one of the following options. Press the **Δ** button to go back to the previous screen.

- | | |
|----------------|--|
| Details | Learn detailed theories and dynamics of billiards. |
| DIC (glossary) | Look up the descriptions of the terms used in the lessons. |
| Option | Select in-game music tracks. |
| Quit Game | Go back to Lesson 1-10. |
| Exit | Exit the menu. |

GLOSSARY OF BILLIARD TERMS

Select **GLOSSARY OF BILLIARD TERMS** from the index. Select a term using the UP/DOWN directional buttons and press the **X** button to confirm. Use the **RIGHT** Directional button to move to the description. The descriptions can be displayed by using the UP/DOWN directional buttons as well. Press the **Δ** button to go back to the previous screen.

vs player game

VS. PLAYER GAME

You can play against another game player or computer opponents. When you're playing against computer opponents and you win a game, the appropriate panel of the Q-Ball (Bingo Grid) changes.

THE FLOW OF THE VS. PLAYER GAMES

Enter Your Name

Use the in-game keypad to enter your name. Select a letter and press the **X** button to enter the letter into the slot.



Directional button

Move the cursor to select a letter.

X button

Enter the selected letter or confirm a control selection.

L1 button

Move the cursor in the name slot to the left.

L2 button

Move the cursor in the name slot to the right.

START

Move the letter selection cursor to OK.

ADVANCED SETTINGS

When you finish the Name Entry, the window for advanced settings is displayed. Select an item using the UP/DOWN Directional button and press the **X** button to confirm. Press the **Δ** button to go back to the Name Entry screen.

My Room

Select a room.

My Cue

Select a cue.

Rename

Redo the name entry.

Delete

Delete the registered data.

Select CANCEL or OK and confirm when a message is displayed.

GAME SELECTION

To play against computer opponents, press the **LEFT** Directional button after you've entered your name, selected your room, and cue. This will bring you to the Bingo mode where you'll be able to select a Normal Rank computer opponent. To play against another game player, you need to have at least two names entered. Press the **RIGHT** Directional button to access the Bingo Mode.

VS. PLAYER GAMES (CHALLENGE YOUR FRIEND OR COMPUTER OPPONENT)

Note: In-game rules are available in the Bingo Menu and are found on the pool table display

vs player game

on the right of the screen. **ANALOG mode button On:** scroll through the rules with the **RIGHT** Analog stick. **ANALOG Mode button Off:** scroll down with **□** button and scroll up with **○** button.

Lagging for Break: In most games players lag for break to determine who goes first. Two players each hit a ball. The player whose ball stops closest to the head rail (this is the starting cushion), without touching the headrail, wins. If both players fail to hit the foot rail (the further cushion), lagging is repeated. If both players hit the headrail after hitting the footrail, lagging is repeated.

1. U.S. NINE BALL

Balls numbered from 1 to 9 are used in this game. The lowest-numbered ball on the table must be hit first. The player who pockets the 9 ball wins the game. The first player to win the predetermined number of games wins the match. The number can be set differently for each game and/or player.

Texas Express Mode: This is the default rule applied. Object balls pocketed by foul shots will not be returned to the table.

Lagging: To decide who starts first, both players lag for break.

HOW TO WIN

The player who pockets the 9 ball wins the game. Other object balls can be used as a means of pocketing the 9 ball. A player automatically loses the game upon committing three consecutive fouls.

2. INTERNATIONAL NINE BALL

Balls numbered from 1 to 9 are used in this game. The lowest-numbered ball on the table must be hit first. Point(s) are given upon pocketing the balls 3, 5, 7, or 9 (called "score balls"). Each score ball is worth 1 point, except for the 9 ball, which is worth 2 points. A score ball pocketed in one of the side pockets earns double points. If the ball pocketed was not the lowest-numbered one on the table, it will be returned to the foot spot. The game ends when the 9 ball is pocketed. The player with the highest score at the end of all the predetermined number of games wins. The score ball settings can be changed; select one of the following options: "9", "5, 9", "5, 7, 9", and "3, 5, 7, 9".

Lagging: To decide who starts first, both players lag for break.

HOW TO WIN

The player with the highest score at the end of all the predetermined number of games wins. Also, a player automatically loses the game upon committing three consecutive fouls.

3. EIGHT BALL

Balls numbered from 1 to 15 are used in this game, which are divided into two groups: solids (1 to 7), and stripes (9 to 15). A player must pocket all the seven object balls in his/her own ball group prior to pocketing the 8 ball. The player who pockets the 8 ball with a call shot wins the

vs player game

match. The call shot rule can also be applied to all the object balls instead of only to the 8 ball.

Lagging: To decide who starts first, both players lag for break.

HOW TO WIN

The player who pockets the 8 ball with a call shot subsequent to pocketing the seven group balls wins the game. Also, the player who wins the predetermined number of games wins the game. However, if a player does one of the following, he/she automatically loses the game:

1. Scratches when pocketing the 8 ball with a call shot.
2. Makes the 8 ball jump off the table (excluding the break shot).
3. Pockets the 8 ball before pocketing all the other object balls in own ball group.
4. Sinks the 8 ball into a pocket other than the one called.

4. ROTATION

Balls numbered from 1 to 15 are used in this game. Always hit the lowest-numbered ball on the table first. The number on the pocketed object ball equals the points scored. The first player who scores the predetermined point total wins the game. The call shot rule can also be applied to this game.

Lagging: To decide who starts first, both players lag for break.

HOW TO WIN

The number on the pocketed object ball equals the points scored. The first player who scores the predetermined number of points wins the game.

5. STRAIGHT POOL

Balls numbered from 1 to 15 are used in this game. Call your shots and pocket the balls. Each ball is worth 1 point; the first player who scores the predetermined number of points wins the game. Points are deducted when a foul is committed. When 14 of the object balls are pocketed, the pocketed balls are brought back on the table and re-racked, leaving the last one on the table. The game can also be played without the call shot rule. Tip: When pocketing the 15th object ball, try to break the re-racked balls with the shot. (The last object ball, by the way, is called "key ball".)

Lag For Break Straight: Pool To decide who starts first, two players each hit a ball. The player whose ball stops closest to the head rail wins. The winner forces the opponent to break.

HOW TO WIN

Each ball is worth 1 point; the first player who scores the predetermined number of points wins the game. In case of a foul, point(s) are deducted from the offending player's score. Three consecutive fouls cause an additional deduction of 15 points.

Safety Break: In Billiard Master, any shot can be considered a safety break as long as it is not a foul. Call your shot and break the rack. The break shot must satisfy one of the following conditions:

1. at least two balls (the cue ball and/or the object balls) are driven into cushions,
2. at least 1 object ball is pocketed.

A failure to meet one of these conditions constitutes a foul, and two points are deducted.

special games

TWO-PLAYER SPECIAL GAMES

Occasionally, you will see the numbered panels in the Bingo Table. When you collect six of these panels with the same number, new games will be added to the Vs. Player Mode. The additional games include Bowlliard, Random Six, and Carrot. Carrot, Random Six and Bowlliard are playable in Versus Mode and you cannot play against computer opponents.

1. BOWLLIARD

Balls numbered from 1 to 10 are used in this game. Pocket all the object balls. Pocketing all the object balls without a miss is a strike. Pocketing all the balls on the second cue is a spare. If a shooter misses twice before pocketing all the object balls, the shooters frame ends. The player with the highest score at the end of all frames wins the game. The call shot rule can also be applied.

SCORING METHOD

The player with the highest point total at the end of 10 frames wins the game. In case of a strike, the points scored by the first and second cues of the next frame will be added to the total points. In case of a spare, the points scored by the first cue of the next frame will be added to the total points. As is the case with bowling, there is an extra cue in the last frame.

FOULS

1. The cue ball missed the object ball.
2. Subsequent to the cue ball hitting an object ball, none of the balls (including the cue ball) hit cushions or was pocketed.
3. The player scratched.
4. You hit the cue ball with something other than the cue tip.

2. RANDOM SIX

Balls numbered from 1 to 6 are used in this game. The object balls can be pocketed in any order; the player who pockets the last object ball wins the game. This is a game for beginners, but the call shot rule can also be applied.

HOW TO WIN

The player who pocketed the last object ball wins the game.

3. CARROT

Balls numbered from 1 to 3 are used in this game. Points are given by stroking the cue ball so that it either:

1. Hits two or more object balls and pockets at least one of them
2. Hits three object balls.

The number of points given differs depending on the way the object ball is pocketed. The first



special games

player who scores the predetermined point total wins the game.

HOW TO PLAY

- 1. Lagging:** To decide who starts first, both players lag for break.
- 2. Shooting:** Place one ball each on the foot spot, center spot, and head spot, and aim at them from behind the head string. Points are scored when the cue ball either:
 1. hits two or more object balls and pockets at least one of them, or
 2. hits three object balls. The pocketed balls are automatically returned to the empty spots on the table. If the cue ball is positioned on one spot and two object balls are on the other two, the cue ball is replaced by the remaining object ball and returned behind the head string.
- 3. Chance Shot:** Hitting two object balls will not score points unless at least one of them is pocketed, but the shooter will be given another shot. On the chance shot, however, the shooter must hit two or more object balls and pocket at least one of them, or hit three object balls to continue the turn.

SCORING METHOD AND HOW TO WIN

1 Point:	The cue ball hits more than two object balls and pockets one of them.
3 Points:	The cue ball hits three object balls and pockets one of them.
4 Points:	The cue ball hits more than two object balls and pockets two of them.
10 Points:	The cue ball hits more than two object balls and pockets three of them.

PANELS BINGO

A Bingo system is applied when you play against each character in each game. Select a character and billiard game to play. As you defeat characters (Normal and Pro Ranks) you collect panels on a bingo board. Depending on the way you collect the panels, you will receive the following privileges:

VERTICAL BINGO

You will be able to use a computer opponent's cue in both Pro Rank and Normal Rank. To use the cue, select it in the Name Entry screen. If you get all the collectable cues something good will happen!



frozen game

CUE DETAILS

When you bingo the panels vertically in the Normal Rank Mode or Pro Rank Mode against computer opponents, you will receive a right to use those players' cues. Each cue has different characteristics. Find the one that works best for you.

CUE NO.	SHOT POWER	"ENGLISH"	STRIKE POINT AREA
1-8	Medium	Medium	Medium
9	Medium	Medium	Medium
10	Strong	Medium	Medium
11	Medium	Medium	Strong
12	Strong	Strong	Medium
13	Medium	Strong	Large
14	Strong	Medium	Medium
15	Strong	Strong	Medium
16	Medium	Strong	Large
17	Strong	Medium	Medium
18	Medium	Strong	Large
19	Weak	Weak	Small
20	Weak	Very Strong	Very Large
21	Very Strong	Weak	Small

HORIZONTAL BINGO

You will be able to set the game's rule options.

FIND 4 IDENTICAL ILLUSTRATED PANELS IN THE BINGO PANEL

When you play against a Professional Player character and win the game, the professional you defeated will be registered in the Pro Rank Mode.

FROZEN GAME

The objective of the game is to pocket an object ball (called "snag ball") and bring the cue ball as close to another object ball as possible to score points. There are 10 stages in each of the five sections. As you advance through the stages, it becomes more difficult to control the cue ball. Some stages do not have snag balls.



THE FLOW OF THE FROZEN GAME

Choose FROZEN GAME in the Game Mode screen to display the screen shown above. Use

frozen game

the directional buttons to select a section and press the **X** button to confirm. Press the **O** button to display the instruction on how to play the game.

1. **Stage Display:** Displays the table layout of each stage.
2. **Contact Point on the Cue Ball:** Gives a hint as to where the contact point on the cue ball should be in order to clear the stage.
3. **Section:** Displays the game section currently being selected.
4. **Mode:** Displays the play mode currently being selected.
5. **Left/Right Directional button:** Choose a section and start the Section Play.
6. **Right Directional button:** Select OFFICIAL at the right end and press the **X** button to start the Official Play.
7. **Up Directional button:** Go to the One Stage Play
8. **Down Directional button:** Display the score of the currently selected game.

STAGE INSTRUCTION SCREEN

After a play mode is selected, the screen shown on the left is displayed. Press the **X** button to start the game, or press the **Δ** button to go back to the menu selection.

1. **Tips to Clear the Stage:** Displays the tips on where and how to shoot in order to clear the stage.
2. **Object Ball:** The closer the cue ball is to the frozen ball, the higher the score you earn.
3. **Snag Ball:** The 11 ball (red striped ball). The snag ball can be pocketed in any pocket.
4. **Frozen Ball:** The 14 ball (green striped ball).

GAME SCREEN

Press the **Δ** button to go back to the Top View. Press the **START** button to display the Play Menu. To quit the game, select **QUIT** in the Play Menu.

1. **Hi-score: Shows the highest score.**
2. **1P 2P:** In the One Stage Play, the highest score within the play is displayed. In the Section Play and Official Play, the total score of each play is displayed. Scores are registered when a game is finished.

POINTS SCREEN

The closer the cue ball is to the frozen ball, the higher the points you earn. If the cue ball makes contact with the frozen ball, you will score 100 points. The distance is calculated by the diameter of the ball; for every ball length 10 points will be deducted from 100. (i.e. if the cue ball stops two ball lengths away from the frozen ball, you score $100 - 20 = 80$ points). It is a foul if 1) the snag ball is not pocketed first (only in the stages with snag balls), or 2) the cue ball or frozen ball is scratched.

frozen game / free play

PLAY MENU SCREEN IN FROZEN GAME

Press the Start button to display the menu. Use the UP/DOWN directional buttons to select a menu item and press the X button to confirm. Press Δ button to go back to the previous screen.

Help	Display tips to clear the stage.
Option	Set options such as simulation level and cue limit.
Camera	Set the camera.
Replay	Run the VTR replay of the last shot.
Quit	Quit the game.
Close	Exit the menu.

FROZEN GAME CAN BE PLAYED IN THE FOLLOWING WAYS:

ONE STAGE PLAY

Press the UP Directional button in the Section Selection screen to select a stage and press the X button to start the game. HI-SCORE is displayed in the center of each stage.

SECTION PLAY

Choose a section number to start the Section Play. There are 10 stages in each section, which you will play in succession. Use the DOWN Directional button to display the score.

OFFICIAL PLAY

Select OFFICIAL in the Section Selection screen and press the button to start the game. In this play, two stages are automatically selected from each section. Press the DOWN Directional button to display the score.

SETTING OPTIONS

Players	Set the number of players.
Try	Decide how many times to play. (Not available in One Stage Play)
Start Game	Start the game.
Cancel	Cancel the settings.

FREE PLAY

In Free Play, you do not lag for the break. Additionally, there are no rules. Position the balls on the table freely and pocket them in any way you would like.

FREE PLAY SCREEN

At the beginning, the balls are arranged in the Eight Ball formation. Shoot them in any way you like. The position of the cue ball can be changed at any time using the R2 button and directional buttons.

free play

PLAY MENU SCREEN IN FREE PLAY

Press the **START** button to display the menu. Select a menu item with the **UP/DOWN** directional buttons and press the **X** button to confirm. Press the **Δ** button to go back to the previous screen.

Undo	Redo the last shot.
Arrange	Change the positions of the object balls on the table.
Option	Set options such as simulation level and cue limit.
Camera	Set the camera.
Replay	Run the replay of the last shot.
Close	Exit the menu.

ARRANGE RACK

Rack the object balls using the **Δ** button. Select from predetermined sets of rules. In the Move Balls screen, press the **SELECT** button to display the Ball In/Out screen. Select a ball using the directional buttons, and press the **X** button to move the ball.

ARRANGE MOVE

Change the positions of the object balls on the table. In the Top View screen, select the ball to be moved using the directional buttons, and move it with the **R2** button + directional buttons in either Top View or 3D View. In the Top View screen, the object ball's number can be displayed with the **L1** button.

ARRANGE KEEP

You can keep the current ball arrangement. Select a file to keep. By saving it to a PlayStation 2 Memory Card (8MB) into MEMORY CARD slot 1, you can keep the data even when the power is turned off.

ARRANGE CALL

You can call the saved ball arrangement onto the table. Select one of the files you saved previously.

save / load

SAVE/LOAD

TO SAVE / LOAD A GAME

Insert a PlayStation 2 Memory Card (8MB) into Memory Card Slot 1. Select SAVE/LOAD in the Game Mode screen and press the **X** button. Use the **LEFT**/**RIGHT** directional buttons to select **SAVE** or **LOAD** and press the **X** button to confirm. To go back to the Game Mode screen, select **EXIT** and press the **X** button, or press the **Δ** button.

CONFIRM SAVING

When saving new game data into a PlayStation 2 Memory Card (8MB), a message is displayed to confirm the saving operation. Select **YES** and press the **X** button to continue. If the Q-Ball data already exists in the PlayStation 2 Memory Card (8MB), a message is displayed to confirm whether or not to overwrite the pre-existing data. Select **YES** and press the **X** button to continue (the pre-existing data will be erased). To go back to the previous screen, select **NO** and press the **X** button, or press **Δ** button. If a PlayStation 2 Memory Card (8MB) is not inserted in the Memory Card Slot 1, there's a prompt stating "There is no Memory Card (8 MB) (PlayStation 2) in MEMORY CARD slot 1."



options / game setting

THE PLAYSTATION 2 MEMORY CARD (8MB) DOES NOT HAVE ENOUGH SPACE

Insert a PlayStation 2 Memory Card (8MB) into MEMORY CARD Slot 1. Select SAVE/LOAD in the Game Mode screen and press the X button. Use the LEFT/RIGHT directional buttons to select SAVE or LOAD and press the X button to confirm. To go back to the Game Mode screen, select EXIT and press the X button, or press the Δ button.

CONFIRM LOADING

If there is no Q-Ball game data in the PlayStation 2 Memory Card (8MB), it goes back to the previous screen. If the game data exists, a message is displayed to confirm the loading operation. Select YES and press the X button to continue. (If you select YES, the current game data will be lost). To go back to the previous screen, select NO and press the X button, or press the Δ button.

WHEN USING A NEW PLAYSTATION 2 MEMORY CARD (8MB)

If you use a new PlayStation 2 Memory Card (8MB) and choose to save, a message is displayed to confirm the formatting operation. Select YES and press the X button to continue. If you do not want to format the new Memory Card, select NO and press the X button, or press the Δ button to go back to the previous screen.

OPTION

You can change the game's detailed settings. Set the game options such as Sound, Clear History, and Game Setting. Select an item using the directional buttons and press the X button to confirm. Press the Δ button to go back to the Game Mode screen.

SOUND

Test and set the volume of in-game music tracks and Sound Effects (SE).

CLEAR HISTORY

In Billiard Lessons, Vs. Player Game modes and Frozen Mode, Q-Ball will remember the player's progress in these modes until the console is turned off. This mode offers to clear the recent gameplay History if the player wishes to start over.

GAME SETTING

1. GUIDELINE DETAIL

Choose one of the three options (low, medium, high) to set how the cue ball path-line should be displayed.

2. SIMULATION LEVEL

When set to HIGH, throw and deflection effects caused by English are simulated. When set to NORMAL, these effects are not taken into consideration.

3. CUE LIMIT

Set whether to limit the cue angle. When set to YES, the cue angle becomes limited when rails and object balls are in the way.

4. CALL SHOT

Select whether to apply the call shot rule to the following games:

Rotation, Eight Ball, Straight Pool

camera modes

CAMERA MODES

To enable the Camera, you must press start and select Camera from the options and press the X button. This option can be accessed in Free Play, Vs. Player, and Frozen Game. You can set the camera in various ways. Use the directional buttons to select one of the camera modes below and press the X button to confirm. Press the Δ button to go back to the Play Menu screen.

1. STANDARD

Shows the entire table after a shot is delivered. Zooms into the object ball at the moment it is being pocketed.

2. MANUAL

Camera can be moved freely by the player after a shot is delivered. directional buttons change the direction of the camera and vantage point.

L1 button = Zoom in.

L2 button = Zoom out.

Δ button + R1 BUTTON. The camera will pan to the right when changing the vantage point.

Δ button + R2 BUTTON . The camera will pan to the left when changing the vantage point.

3. FIX

Records the camera angle used when the Play Menu was displayed and goes back to the same angle after a shot is delivered.

4. RESTLESS

Follows the fastest moving ball on the table.

5. TOP NEAR

Follows the fastest moving ball in the Top View mode.

6. OLD DAYS

Displays the objects as if through an old-fashioned projector. The entire table is shown after a shot is delivered.

7. SWING

Pans the camera to the left and right, following the balls at the moment of impact.

Q-ball characters

NORMAL RANK CHARACTERS

RANKING ABRAHAMS: USA / AGE 34

Cheerful and outgoing; he does not fuss over small details. He is a powerful shooter, but his span of concentration is short. He has a firm grasp of the fundamentals, however, he becomes unstoppable once on fire. If it happens, you are in trouble. There is nothing you can do except pray that his concentration will be exhausted soon.

NATALIE BALTIMORE: USA / AGE 21

Young, beautiful, and brilliant. The extremely well calculated shots she delivers explicitly reflect her strategic nature. With an unsurpassed ability to think ahead, she allows no one to take advantage of an unguarded moment. However, she is the least powerful player in the lineup.

TON VINH KIEM: VIETNAM / AGE 26

A black sheep in the world of billiards, who pulled himself out of a dissipated, almost-gangster-like life. In those days, he was the king of hustling, bleeding the local young gang members dry. The word "theory" cannot be found in his book, nor can the word "basics". He plays like a shotgun, blasting through competition with force.

RUTH SKINNY: ENGLAND / AGE 17

Born to an upper-class family of England, he grew up playing with billiard equipment since his infancy. At the tender age of 17, his youth does not seem to prevent him from competing squarely against veterans. Unfortunately for him, however, his family was too indulgent with him. Once in a pinch, his mental frailty betrays him. Assail him at that moment. He's not as powerful as he seems.

ELI GOLDING: BRAZIL / AGE 19

She is neither a powerful nor strategic player. However, she turns into a brilliant player at critical moments. Her resilience and outstanding ability to do the impossible are almost supernatural. Her staying power is high despite her fragile appearance.

Q-Ball characters

PROFESSIONAL RANK CHARACTERS

JETHRO MADISON: USA / AGE 30.

Starting to play at the age of 17, Jethro became known as the best amateur player in history. Now an all-around Q-Ball Pro with substantial stamina and techniques, he is not easily bent at times of crisis.

NICK JERICHO: USA / AGE 30.

Immediately upon joining the Q-Ball Pro Rank at the age of 23, Mr. Jericho won Billiard Master's Professional Championship, giving the public a powerful impression of his coming of age. He continued to win many tournaments in the following decade, earning a nickname "Young Jericho". He later stepped onto the World stage and is highly regarded as a "tough-hearted player." Steady at all times, he does not have any particular weakness and waits patiently for the opponent's mistakes.

HEATHER HUNTINGTON: USA / AGE 25.

Learning to play at the age of 18, Heather turned pro in '90. She does not budge even an inch against male opponents. Do not take her lightly by any means, or you are going to be sorry. However, she occasionally makes careless mistakes; make sure to seize those opportunities.

ANDY SIEGEL: ENGLAND / AGE 31.

Turning pro in '96, Andy gained popularity with his explosive performance. An aggressive player, he is difficult to defeat once he gets on a roll. His ups and downs are rather drastic, however. Be careful not to give him the initiative of the game.

THEODORE "BUZZ" FLETCHER: USA / AGE 50.

A year after turning pro at the age of 20, Buzz won the Q-Ball Professional Championship and held the title for four years consecutively. He turned his eyes to the world after playing in American games and started attending tournaments held in various countries. He is an all-around player in all styles of play, but you might have a chance of victory if you succeed in turning the game into a test of endurance.

TAKE 2 INTERACTIVE: NYC

Executive Producer
Technical Producer
VP Business Development
Producer
Assistant Producers
Tester
Take Two Production Team

Sam Houser
Gary Foreman
Jamie Leece
Steve Robert
Tim Beggs, Ashton V. Fletcher III
Josh Rose
Terry Donovan, Chris Mate, Jamie King, Jennifer Kolbe, Kevin Gill, Mike Snyder, Jeff Castaneda, Paul Yeates, Neil McCaffrey, Adam Davidson, Christine Lagna, Kurt Miller, Brian Weber
Chris Shioya, JBL Localization
Brandon Rose, Phill Santiago
Desiree "Skippy" Mintz, Mikel "Delores" Sherwood, Dan Moditch
Robb Alvey, Steve Estes, Dan Moditch

Localization
Technical Support
Models

Special Thanks

JAPAN STAFF

Supervisor
Original Concept
Game Design

Main Programmer
Sub Programmer
Art Work
Modeling & Texture
Character Design
Composer

JPBA Yoshikazu Kimura
Shingo Nakano
Tomonori Katsuno, Termuitsu Fujito,
Seiji Waniguchi
Seiji Waniguchi
Keiji Chibata, Kengo Hitomi, Tatsuyoshi Yokome
Takeshi Nagato, Terumitsu Fujito, Naoko Tokieda
Shingo Nakano, Kaai Ichimoto
Takeshi Nagato
Tomoyuki Hikasa (Infoarts),
Jun Washida (Dentaku)
Manual of errors artists
Tomohito Sumita
Toshihiro Senoo
Hideo Sugiyama, Takashi Fukukawa,
Tsuneaki Kanazawa, Rie Takashima, Kazunari Yorita

Sound Effects
Advisor (Carrot)
Advisor (Frozen)
QA

Shogakukan Staff

Akiito Yamashita, Hiroyukii Tamane, Mitsuo Hayakawa, Hajime Hasegawa, Yasushi Ide, Katsumi Ota, Teruo Akimot, Kunio Takayama
Tokunori Akabane, Isao Hidaka, Masanobu

Shogakukan Production Staff

Producer
Executive Producer

Takuro Masanori Takeuchi
Taleshi Natsukawa, Eiichi Himeno
Shuhei Amaya

Japan Pocket Billiard Association
Nippon Billiards Association

Developer
Publisher

Ornith Inc. C.P.D.
ASK Co., LTD., Shogakukan Inc.,
Shogakukan Production Co., LTD.

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