

# REAL POOL™



## **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.

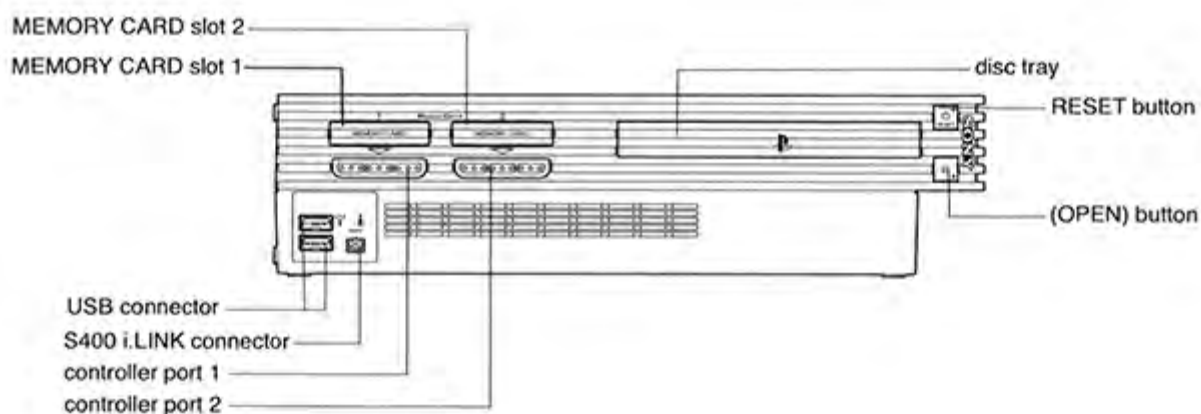
## **HANDLING YOUR PLAYSTATION 2 FORMAT DISC:**

- 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.

# Table of Contents

Getting Started . . . . .	2
Controlling Your Game . . . . .	3
Introduction . . . . .	4
Starting a Game . . . . .	5
Mode Select . . . . .	6
Loading and Saving Your Game . . . . .	7
Carom Games . . . . .	8
Pocket Games . . . . .	10
Tournament . . . . .	14
Puzzle . . . . .	15
Setting Up A Game . . . . .	16
In-Game Options . . . . .	17
The Mechanics of Pool . . . . .	18
Credits . . . . .	23
Technical Support (U.S.& Canada) . . . . .	24

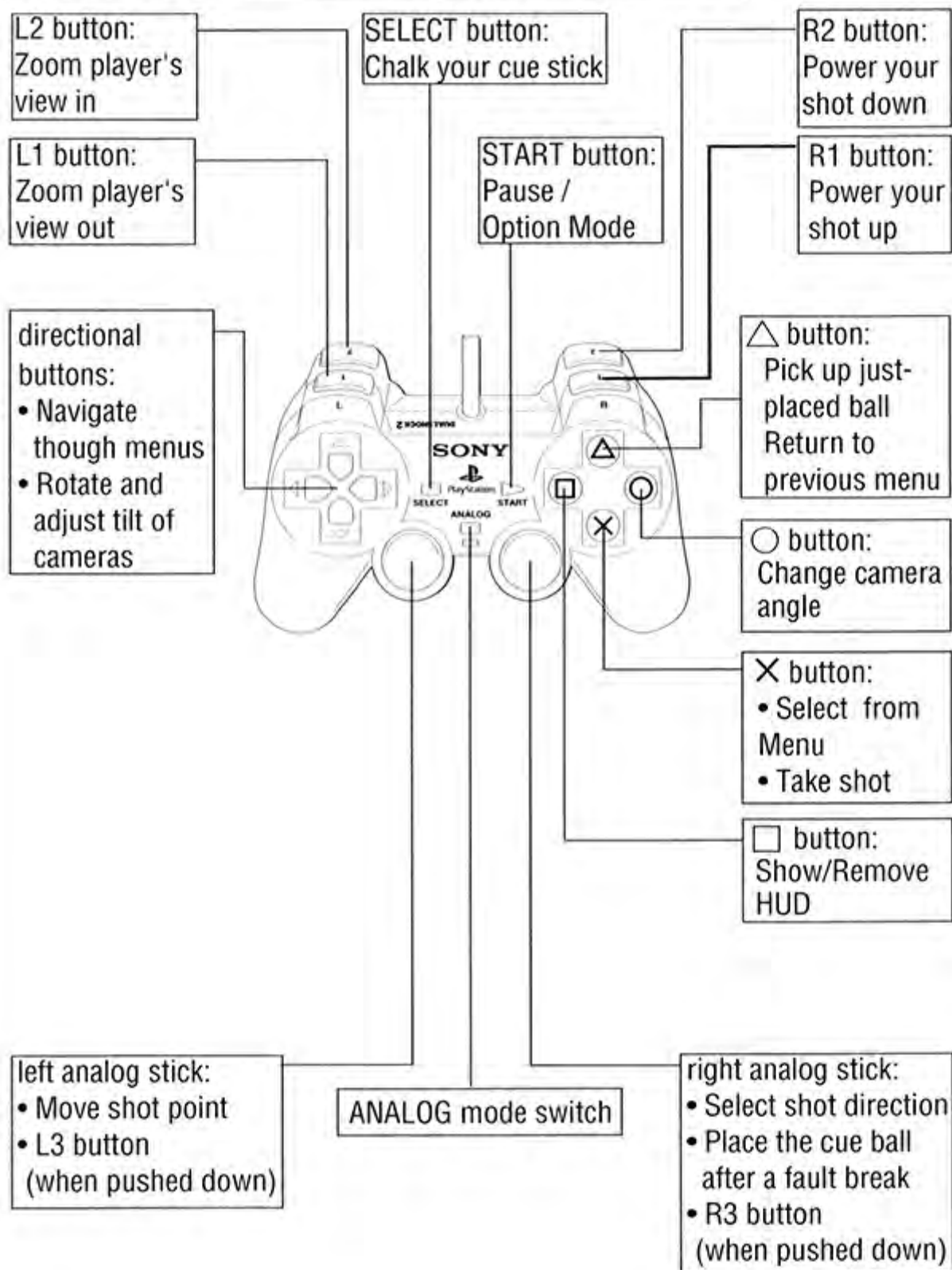
# Getting Started



Set up your PlayStation<sup>®</sup>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 REAL POOL 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.

# Controlling Your Game:

## DUALSHOCK™2 ANALOG CONTROLLER CONFIGURATION



**Note:** Please make sure that your DUALSHOCK™2 analog controller is set to digital mode (Red LED is lit).

**Note:** The L3 & R3 buttons are not used for this game.

# Introduction

Billiards started about six hundred years ago as an outdoor lawn game of nobles and kings in Europe. Shakespeare mentioned billiards in his play, *The Tragedy of Antony and Cleopatra*, which often leads people to believe that billiards originated in Egypt. Billiards became an indoor game fairly early on in its development, and the playing surface, or table, started to evolve into something we recognize today.

Billiards started to become very popular and spread throughout the Western world. In the 1860s, billiards tournaments often got bigger headlines in America than the Civil War battles did! By early part of the 20th century, tuxedo-clad world-class players were household names.

Billiards went into a decline during the Depression, and the smoke-filled pool hall, populated by hustlers and desperate people seemed to be the common image. Then Paul Newman starred in a movie called *The Hustler*, and things changed. The movie helped kill off the pool hustler sub-culture and more people began to enjoy the game. When *The Color of Money* was released in 1986, billiards really entered a boom time. That movie, the sequel to *The Hustler*, showed billiards to be a glamorous and exciting sport. It's even on track to become an Olympic sport in 2008 or 2012. From its exclusive beginnings over six hundred years ago, billiards has become a favorite game of just about everyone!

## The Difference Between Billiards and Pool

Billiards and pool do not mean the same thing, although they are often used interchangeable in America. Generally, billiards refers to any cue sport game, including carom, snooker and pool. Pool refers to the pocket billiards games, where you are trying to sink the balls into the various pockets. Carom games are played on tables with no pockets. The general idea there is to hit some combination of balls and cushions with your cue ball. Snooker is played on a special table with 22 balls; it's most popular in Britain.

Whatever you call it, and whichever type of game you like to play, billiards adds up to hours of real fun. So grab your cue stick (or your controller) and get ready for some **Real Pool!**

(See *The Complete Idiot's Guide® to Pool & Billiards* by Ewa Mataya Laurance and Tom Shaw. 1999 Alpha Books for more information).

# Starting a Game

Once you have started REAL POOL (see page 2 for more information) and viewed the title screens you will see the main menu. You will be able to choose from these options:





**New Game:** Select this option to start a brand new game. You'll need to do this when you start REAL POOL for the first time.

**Load:** Use this option to load previously-saved Tournament and Puzzle mode information. To save a game, you need to have a 8 MB MEMORY CARD (For PlayStation 2) for the PlayStation 2 inserted into MEMORY CARD (For PlayStation 2) Slot 1. Real Pool requires 150KB of free memory on your MEMORY CARD (For PlayStation 2) in order to save a game.

**Warning:** Never remove the MEMORY CARD (For PlayStation 2) or turn the PlayStation 2 power OFF when loading or saving a game.



# Mode Select

When you select New Game from the Main Menu, you will be asked to enter your name. Use the directional buttons to choose the letter-balls, and press the  button to make your selection. If you change your mind, the  button will erase the rightmost letter. Your name can be up to eight letters long; when you are finished, select END and press the  button again to move to the Mode Select menu. Use the directional buttons to move between the items, and the  button to make your selection. Your choices are:

**Carom:** Since Carom games do not involve pocketing balls, emphasis is placed in the skillful hitting of the balls on the table. You can select between five different Carom Billiards table games, along with a practice mode.











**Pocket:** A Pocket table is the “standard” six-hole pool table. You can choose from a variety of different pool games as well as a practice mode.


**Tournament:** Select this option to start a tournament or continue game. (See page 14 for more information.)

**Puzzle:** Real Pool has a selection of various pool table puzzles for your enjoyment. (See page 15 for more information on the puzzles.)












# Load and Saving Your Game

When you start a new game of Real Pool, you'll have the option to load previously-saved Tournament and Puzzle mode progress. Real Pool will keep track of up to four different saved games with the status of tournament rounds won and puzzles solved. You can load previously-saved game information when you start up Real Pool. After you press the  button you will come to the Main Menu. Press  to highlight LOAD and then press the  button. Press the  button again to bring up the game selection screen (or abort the loading process by pressing  to highlight NO and then pressing the  button.) Use  and  to select the saved game you'd like to load and press the  button. Once "Game Loaded" appears on the screen, press the  button one more time to go to the Mode Select screen (page 6) and choose your game!

At any point, you can press the  button to return to the previous menu screen.

**Warning:** Never remove your MEMORY CARD (For PlayStation 2) while loading or saving a game.

You will be given an opportunity to save when you leave Tournament or Puzzle mode. A save game menu will appear. If you'd like to save your game information, press the  button. This will bring up a confirmation menu. Press the  button again to move on to the save screen, or highlight No and press the  button to exit. Use  and  to highlight the save slot you'd like to use and press the  button to save your game. If you have selected a screen that already has a saved game, you will be asked if you want to overwrite it. Once you have saved your game, press the  button until you are back at the initial save menu, press  to select Exit and press the  button to return to the Mode Select menu.

# Carom Games

When you select this mode from the main menu, you will come to a sub-menu featuring a variety of different Carom table games, along with a practice mode. A Carom table doesn't have any pockets; the object is to shoot your cue ball and hit a certain number of other balls and bumpers. Use **↑** and **↓** to move between the menu choices and press the **⊗** button to make your selection. Here's a description of the different games and modes you can play:

## Four Ball

In this game, four balls are on the table: Two red balls and two cue balls (white and yellow.) The player who wins the break goes first and uses the white cue ball; the other player uses the yellow cue ball. The object is to hit two other balls with your cue ball. You gain a point on every shot that you successfully do that. You also get to shoot again. If you don't make a point, your opponent gets to shoot. You'll play until one of you reaches a predetermined number of points.

## Three Ball

This is the most popular version of Carom billiards. It is like Four Ball, but there is only one red ball on the table. Your object is to strike the other two balls on the table with your cue ball, just as in Four Ball.

## One Cushion

To score a point in this game, you need to set up your shots so that the cue ball hits a cushion before or between the two other balls in the same shot. Again, you can keep shooting until you fail to score a point, at which time your opponent begins his turn. This game is also played to a predetermined number of points.

## Four Ball Classic

Four Ball Classic uses the same rules as Four Ball, but the scoring is different. You can earn two points for hitting a red ball and the other cue ball, three points for hitting two red balls, or five points for hitting all three balls.

## Free (Four Corners)

Free (Four Corners) follows the same rules as Three Ball *except* for one difference. There are “restricted areas” on the table, located in each of the four corners. The cue ball must still hit the other two balls on the table to earn a point. However, a player is not allowed to earn a second consecutive point if the two object balls remain inside one of the restricted areas.


To earn the second consecutive point, the player must hit one or two object balls out from the restricted area so that normal Three Ball rules will prevail.

## Carom Practice

Pick this menu item to practice your Carom shots. This is a great way to brush up on your bank shots!



# Pocket Games

Pocket games are played on a traditional six-hole pool table. When you select Pocket from the main menu, you'll move to a sub-menu that will allow you to pick from nine different pocket games and practice modes. Use the directional buttons to move around the menu, and press the  button to make your selection. The games and modes you can pick are:

## 8-Ball

A standard rack of fifteen balls and a cue ball are used in this game. The fifteen balls are split into three groups: Stripes (ball numbered 9 through 15), Solids (the balls numbered 1 through 7) and the 8-ball. (This game is also known as "Stripes and Solids.") Your object is to sink all of the Stripes or Solids, and then the 8-ball. You will only be sinking one of the groups of balls. You are assigned to either Stripes or Solids when you sink a ball from that group. If a ball from each group is sunk on the break (or any other shot), the first ball pocketed will determine your group. Your opponent will be assigned the other group. If your opponent is the first to sink a ball, he will be assigned the group matching the ball he sunk, and you will be assigned the other group.

You must sink all seven of the balls from your group before attempting to sink the 8-ball. You lose the game if you sink the 8-ball before you have finished off your group. Once you are prepared to try to sink the 8-ball, you must call the pocket you are aiming at. If you sink the 8-ball in the wrong pocket, you lose the game. You win by sinking the 8-ball into the called pocket.

You can keep shooting as long as you sink a ball from your group. If you fail to pocket a ball, the play will pass to your opponent. You will commit a foul if you do not hit a ball from your group before you hit another ball. Otherwise, the play is as standard pool.

## 9-Ball

9-Ball is played with a rack of nine balls (numbered from one to nine) plus the cue ball. The cue ball must always hit the lowest numbered ball on the table first, or the shot is a foul. In the event of a foul or a scratch (a scratch is when the cue ball falls into a pocket), the shooting player's turn ends and the other player can

place the cue ball anywhere on the table before taking his turn. (If the only ball left on the table is the 9-ball, the cue ball will be placed at the head spot and the 9-ball will be placed at the foot spot, instead.) If the shooting player fails to sink a ball, the other player gets a chance to shoot. 9-Ball matches are played in the normal set-match format. The player who sinks the 9-ball wins.

## **Bowliards**

Bowliards brings the excitement of bowling to your pool table. You play Bowliards with a rack of ten balls (numbered from one to ten) and the object of the game is to sink a chosen ball (the object ball) into a selected pocket.

Each player's turn is called a "frame" and each frame is composed of two "shots." A shot will last until the player fails to sink a ball, as per the rules above. However, failing to sink a ball on the break will **not** end the shot. One point is awarded for each ball sunk during the frame. If a player sinks all of the balls on his first shot, it is a Strike; the player will receive 10 points plus the totals from the next two shots. If a player takes both shots to sink all of the balls, it is a Spare, and he will score 10 points plus the total from the next shot. The players move through their frames in rotation. A game consists of ten frames and the player with the highest score at the end of the game wins.

A player will commit a foul if he doesn't hit the object ball first or if he sinks the cue ball. If the player scores no points on his first shot, a "G" will appear on the scorecard to indicate a "gutter ball." A foul or scratch immediately ends the shot.

## **Rotation**

In Rotation, you must aim your shots so that they hit the lowest-numbered ball on the table first. You don't need to sink that ball; you just need to make sure that the cue ball strikes it before it hits any other ball. You'll score points every time you pocket a ball, equal to the number on the ball (so sinking the 1-ball is worth one point, and sinking the 15-ball is worth fifteen points!) Rotation games are played to a certain number of points, set before the game begins. If you fail to sink a ball, your opponent will get to shoot. If you hit a ball out of order, it is a foul. Your turn ends, and your opponent may place the cue ball and take his turn.

## 14.1 Continuous

This game is played with fifteen numbered balls and the cue ball. The object is to sink a called ball into a specified pocket; the balls can be sunk in any order desired. Each time a player does that, he earns a point and may continue his shot. If he also pockets other balls during the shot, he'll earn an extra point for each additional ball he pockets. However, if he fails to put the called ball into the specified pocket while putting another ball into a pocket, the uncalled ball is returned to play at the foot spot on the table.

In addition to the normal methods of fouling in pocket pool, a player will also commit a foul if he fails to hit the called ball first. A player will lose one point every time he commits a foul. In addition, if a player commits three consecutive fouls, he is assessed an additional fifteen point penalty. If a player scratches, his opponent may place the cue ball anywhere on the table before starting his turn.

### Basic

There are fifteen numbered balls on the table in the Basic game. The first player to pocket eight balls wins. The balls can be pocketed in any order, in any pocket. All other normal rules of pocket Billiards are in effect. This is the simplest form of pocket Billiards, perfect for casual gamers.

### One Pocket

This variation requires that the breaking player pick one of the pockets at the foot end of the table. His opponent is assigned the other hole at the foot end. Each time a ball is sunk in one of those holes, the appropriate player scores a point. The game is played until one player scores eight points. Balls that are knocked into any other pockets are returned to the table on the foot spot.

General Pocket Billiards foul rules are used. If a player commits a foul, he loses one point and has one ball placed on the foot spot. His opponent can then place the cue ball anywhere on the table before starting his turn.

## 5-9

5-9 is played with nine numbered balls on the table. The cue ball must strike the lowest numbered ball on the table first, or it is a foul. Points are only scored for sinking the 5- or 9-ball; one point for the 5-ball and two points for the 9-ball. In addition, a player will score double points if he knocks the point-scoring ball into a side pocket. If a player pockets the 5- or 9-ball while there is a lower-numbered ball on the table, the 5- or 9-ball is returned to the table at the foot spot. However, the player still scores the appropriate number of points.

In the event of a foul, the other player may place the cue ball at any point on the table before starting his turn. A predetermined number of sets of 5-9 are played, and the player with the most points at the end of the sets wins the game.

## Practice

A full rack of fifteen balls is placed on the table. You can practice your breaks and shots in this mode, without having to worry about an opponent or anything other than the normal pocket billiard rules. This is the best way to perfect your game.



# Tournament

When you enter the Tournament mode, you are starting on the path towards proving that you are the master of pool. A tournament is made up of a number of different pool games, played against eight different computer-controlled opponents. As you advance in the tournament, your opponents will become more skilled (and harder to beat!)

You will play a variety of different pocket billiards games in the tournament. You'll play one game of 8-Ball, three games of 9-Ball, Rotation and Basic Pool. You'll always face the same progression of games and opponents when you start a new tournament. You'll need to master a wide variety of pool games to defeat your opponents and win the tournament!





# Puzzle

Test your pool skills against a number of challenging pool puzzles! There are twenty-five different table shapes with over 40 different puzzles to twist your mind and your shooting abilities. Use the directional buttons to move among the different puzzles and press the **X** button to make your selection.

Each puzzle will take place on one of twenty-five specially-designed billiards table. Your objective is to sink all of the solid balls using a certain number of shots (or less). Striped balls are used to make things more challenging; they are there to act as blocks, and if you sink any of them, you'll lose the puzzle. You'll be able to place the cue ball anywhere you'd like before you take your first shot.

All of the puzzles are solvable, but many of them may take some thought (or a bit of luck) to win. Spend a little time before you take your first shot looking at the board to try to figure out just what you should do. Good luck!








# Setting Up A Game

You'll have some options to set when you go to start a **Carom** or **Pocket** game. First, you need to decide if you are playing against the computer or another player. Use ← and → to switch between the two options. Once you have that decision out of the way, use ↑ and ↓ to move between the various game options in the right-hand column. If you are playing against another human player, you'll only be able to adjust the **Set Match** slider (if applicable.) As with all of these menus, use ← and → to adjust the values.




If you are playing against the computer, you need to set the difficulty level. You can set the computer's overall level of skill by adjusting the **Computer Level** slider, or you can adjust your opponent's attributes: **Skill** (The CPU player's overall skill level), **Intelligence** (The CPU player's ability to pick the best shot), **Challenge** (The CPU player's aggressiveness and tendency to attempt tough shots), **Concentration** (The CPU player's ability to focus under pressure), and **Luck** (Good old-fashioned luck) individually by moving those sliders around. No matter what type of opponent you're playing, you'll need to press ↓ to highlight **Start Game** and press the ⊗ button to begin your game.

If you are starting a **Tournament** game, you'll have the opportunity to start a new game or continue a saved one. There are no options (other than selecting the puzzle you want to try) when starting a **Puzzle** game.



# In-Game Options

You can access an Options menu during a game by pressing the  button. Use  and  to move between the selections, and press the  button to make your choice. The  button will return you to game play. From this menu, you can make the following selections:



## Rules

This selection will display the rules for the pool game you're currently playing. Use  and  to move between the instruction screens, and press the  button to return to the Options menu.



## Jukebox

You can choose which musical track to play and set the music on Shuffle (plays tracks in a random order) or Repeat All (plays the tracks through in order, repeatedly). Press the directional buttons to move around and the  button to make your choice. The  button will exit this sub-menu.

## Music

Press  to turn the music on and  to turn the music off.

## Vibration

 and  will toggle the vibration function on or off.

## Instructions

This will bring up a brief primer on the mechanics of making shots in **Real Pool**. Use the same controls as in **Rules**, above, to move around.

## Quit Game

Select this menu option to exit your current game.

# The Mechanics of Pool

No matter what type of pool you're playing, it all comes down to hitting your cue ball in a precise manner so that the other balls you hit behave just as you want them to. It's never that easy, of course. But if you spend some time practicing, you'll find you make consistently some pretty difficult shots. This section has some information that should get you on your way to consistent play.

## Glossary

Pool terminology can be confusing, so here's a list of some common terms and their meaning:

**Bank:** Bouncing a ball off a cushion.

**Banking:** A method for determining which player starts the game.

Both players strike a ball from behind the head string, aiming toward the foot spot end of the table. The player whose ball rebounds and returns closest to the cushion on the head side of the table starts the game.

**Break:** A shot used to start a newly racked pocket billiards game.

**Calling shots:** Specifying which ball you will shoot into which pocket.

**Center spot:** A marked point at the center of the table.

**Corner pocket:** A pocket located in one of the four corners of the table.

**Cue ball:** A white ball that players strike directly with their cue.

**Cushion:** A triangular shaped rubber material lining the inside of the billiards table. Cushions on the lengthwise sides are referred to as the long rails, while those on the widthwise sides are called the short rails.

**Diamond:** Marks located at equal intervals on top of the table's outer frame. Sometimes called points.

**Foot spot:** A point on the foot line at which the ball in the apex of the rack is placed.

**Head spot:** A point on the head string.

**Head string:** A line behind which the cue ball is placed for a break. Also referred to as the 2 point line, since it is an imaginary line drawn between the second diamond marks on the head end of the table.

**High numbers:** Object balls numbered 9-15 Also known as Solids.

**Low numbers:** Object balls numbered 1-7. Also known as Stripes.

**Object ball:** Any ball other than the cue ball. Object balls used in Carom billiards are red, while those used in pocket billiards are numbered from 1 to 15.

**Rack:** Short for the triangle rack and meant to indicate group of object balls positioned at the start of a game. The positioning of the object balls in a rack differs according to the rules of a game.

**Safety:** A shot employed when a player is in a difficult shooting situation to forego scoring points and put the other player in a disadvantageous position.

**Scratch:** A foul that occurs when the cue ball falls into a pocket.

**Serve:** The first shot in a game of Carom Billiards.

**Service ace:** Winning the game on the first break.

**Side pocket:** A pocket located in the center of one of the long rails or cushions.

## Using Your Pool Cue

You use your pool cue to hit the cue ball and make your shots. To effectively use your pool cue, you need to know how to set the power and angle of your shot, along with how to apply spin, draw, and fade to the cue ball.

### Setting the Power Level



Pool is a game of finesse. You need to hit the cue ball just hard enough, and no harder. You can control the power through the use of the power meter. Press the **R1** button to increase the power of your shot and the **R2** button to decrease the power. Knowing how to judge the power of your shots is one of the most important skills you can develop. There is always the tendency to hit the cue ball too hard, which will often cause you to miss the shot or have other consequences.

Cultivate a delicate touch; it will serve you well!

## Aiming

You need to pay careful attention to lining up your shots if you want to sink them with any regularity. Real Pool will help you figure out the angles (to a certain extent). When you go to aim your shot, you'll see a line extending from the cue ball to



some bumpers. This line shows you the path the cue ball would take **if it did not hit any other balls**. Once the cue ball hits a ball, it will be deflected and not follow that path. Use the right analog stick to move the cue stick around the cue ball. Move the right analog stick to the left or right to rotate the stick, and move it up and down to change the elevation. If you need to make a jump shot, move the cue stick up. The higher the angle of cue, the more the ball will jump. It will take you some practice to master this technique.

Don't overlook the usefulness of moving the camera while you are setting up your shots. The directional buttons will rotate the camera around the table and the **L1** and **L2** buttons will zoom the camera out and in, respectively. The **○** button will change the camera's position. Take some time and move the camera around to see all of the possibilities before you line up and take your shot.

If you're not sure you have the correct angle to make the shot you want, press the **○** button to go to one of the other four camera angles. Then continue to modify the camera angle using the directional buttons and/or the **L1** and **L2** buttons. You can then use the right analog stick to nudge your shot aim while maintaining the specific angle you've set.

While using the cueball camera view, if you don't press the **○** button prior to moving the right analog stick, the camera will automatically "center" on the cue stick, following its movement, and making precise adjustment difficult.

## Controlling The Cue Ball

**Where** you hit the cue ball matters just about as much as **how** you hit it. You can control the spin and even make the cue ball curve, depending on exactly where you aim the tip of your cue stick. The left analog stick will control your point of aim on the cue ball. Again, practice is the key to success.

## **No Spin**

If you hit the cue ball dead center, it will roll straight towards your point of aim, with no variations. However, if you strike the cue ball off-center, its behavior will change, as detailed below. Putting spin on the ball will decrease your shot's power (and thus the distance the balls will travel.)

## **Topspin**

Otherwise known as a "follow shot," topspin causes the cue ball to spin forward. You can get this effect by aiming the tip of your cue stick above center on the cue ball. This will cause it to move forward after striking an object ball, generally following it.

## **Backspin**

This is also known as a "draw shot." When the tip of your cue stick strikes the cue ball below center, the cue ball will spin backwards as it moves forward. If a cue ball with backspin hits an object ball, it will move back towards the player.

## **Sidespin or "English"**

When the cue ball is struck to the right or left, it will begin to spin sideways, while moving forward. As a result, the cue ball doesn't go right where you are aiming. You'll need to practice some to learn when you should apply sidespin to a shot.



## Special Shots

In addition to spin, there are two other types of special shots: Massé and Jump Shots. Both of these shots are used more in carom Billiards than in pocket Billiards.

### Massé

This shot is used when it is not possible to hit an object ball normally, such as when two object balls are next to the cue ball and nearly aligned with it. By striking to the side of the cue ball with the cue stick raised nearly perpendicular to the table, the ball will spin and move in a curve, allowing you to avoid the closer ball.

### Jump Shot

You can use this type of shot to jump the cue ball over a ball that's between it and the object ball you'd like to hit. Raise your cue stick in an angle about 30° to 40° above the table and strike the cue ball. It should jump about the length of a ball, and may cause your object ball to jump, depending on how it is struck.

## Fouls

Here are some common fouls in Billiards. If a player commits a foul, his turn ends and his opponent may place the cue ball anywhere on the table before beginning his turn.

### Common Pocket Billiards Fouls

- If the player must hit a particular object ball before he hits any other balls, and the cue ball hits that ball and any other ball at the same time.
- If the cue ball falls in a pocket.
- If neither the cue ball nor the object ball hits a cushion after a shot.
- If the cue ball fails to hit any ball.
- If a ball jumps off the table.

### Common Carom Billiards Fouls

- If a ball jumps off the table, it is a foul.



# Credits

## Infogrames Entertainment, S.A.

**Director of Marketing for Sports and Racing:** Laddie Ervin

**Associate Product Marketing Manager:** Aurelie Guerin

**Producer:** Alex V. Cabal

**Product Marketing Manager:** Melissa Farmer

**Package Design:** Bill Fitts

**Manual:** Bruce Harlick

**Creative Services:** Sheryl Knowles, W.D. Robinson, Masanori Shimozato

**Corporate Communications:** Erica Krishnamurthy, Meridith Braun, Mika Kelly

**Engineering Services:** Luis Rivas, Ken Edwards, Sandra Jackson

**Third Party Relations:** Joy Schneer, David Costello

**QA Manager:** Tom MacDevitt

**Lead Tester:** John Hart

**Special Thanks To:** Steve Allison, Nathalie Cagossi, Nicolas Di Costanzo, Mieko Murakami, Steve Ackrich, Stacy Lawrence, Moye Daniel, Chris Curtis, Kathie Tompkins, Cecelia Hernandez, Scott Mora, Scott McCarthy, Rick Fish and Jeff Loney.

## Produced by Takara Co., Ltd.

Shinichi Suzuki

Akihiko Kimura

## Developed by Astroll Co., Ltd.

Junichi Mizutari

Kenichi Yanagihara

# Technical Support (U.S. & Canada)

## Assistance Via World Wide Web

Get current technical information at the Infogrames, Inc., web-site at: <http://www.infogrames.com>, 24/7 and access our FAQ documents, (Frequently Asked Questions), our Hints/Cheat Codes if they're available, and an E-Mail area where you can get help and ask questions.

## Help Via Telephone

Call Infogrames, Inc.'s Tech Support at 425-951-7106. We have an Interactive Voice Response and Faxback system that's available 24/7. We will have automated support, our FAQ documents such as gameplay tips, information on Control Keys, possible cheat code combination keys, instructions for finding secret screens and/or additional game levels if they exist. Live support is available M-F, 8:00 AM until 6:00 PM (PT). We may be closed on major holidays. You can send faxes to: (425) 806-0480, or write to the address below.

If you encounter what may be determined to be a defective product issue such as your game freezing at the beginning or during gameplay, no display, etc., the automated system will tell you our product return and replacement options.

## Product Return Procedures

If you encounter a defective product issue, you must call Tech Support at 425-951-7106. If we agree, we will issue you a Return Merchandise Authorization Number. Make sure you include this RMA# , along with your full name, address and your phone number within your return in case we need to call you. Any materials not containing this RMA# will be returned to you. Your mail should be sent to:

Infogrames, Inc.  
Attn: TS/CS Dept.  
13110 NE 177th Place  
Suite # B101, Box 180  
Woodinville, WA 98072-9965

## Warranty Policy In The United States & Canada

If our technicians determine that the product storage medium is found to be defective within ninety (90) days of original purchase, (unless otherwise provided by applicable law), Infogrames, Inc. will replace the item free of charge, to the original purchaser, if the item is accompanied by the original dated receipt and packaging. If you do not have the original receipt, or if the warranty period has expired, Infogrames, Inc. will replace the product storage medium for a nominal fee.

# END-USER LICENSE AGREEMENT

PLEASE READ CAREFULLY. BY USING THIS SOFTWARE, YOU ARE AGREEING TO BE BOUND BY THE TERMS OF THIS END-USER LICENSE AGREEMENT ("LICENSE"). IF YOU DO NOT AGREE TO THESE TERMS, DO NOT USE THE SOFTWARE AND PROMPTLY RETURN THE DISC OR CARTRIDGE IN ITS ORIGINAL PACKAGING TO THE PLACE OF PURCHASE.

- 1. Grant of License.** The software accompanying this license and related documentation (the "Software") is licensed to you, not sold, by Infogrames North America, Inc. ("INA"), and its use is subject to this license. INA grants to you a limited, personal, non-exclusive right to use the Software in the manner described in the user documentation. If the Software is configured for loading onto a hard drive, you may load the Software only onto the hard drive of a single machine and run the Software from only that hard drive. You may permanently transfer all rights INA grants to you in this license, provided you retain no copies, you transfer all of the Software (including all component parts, the media and printed materials, and any upgrades), and the recipient reads and accepts this license. INA reserves all rights not expressly granted to you by this Agreement.
- 2. Restrictions.** INA or its suppliers own the title, copyright, and other intellectual property rights in the Software. The Software contains copyrighted material, trade secrets and other proprietary material. You may not delete the copyright notices or any other proprietary legends on the original copy of the Software. You may not decompile, modify, reverse engineer, disassemble or otherwise reproduce the Software. You may not copy, rent, lease, sublicense or distribute the Software. You may not electronically transmit the Software from one computer, console or other platform to another or over a network. Any attempt to transfer any of the rights, duties or obligations hereunder is void.
- 3. Termination.** This License is effective until terminated. You may terminate this License at any time by destroying the Software. This License will terminate immediately without notice from INA if you fail to comply with any provision of this license. Upon termination, you must destroy the Software.
- 4. Disclaimer of Warranty on Software.** You are aware and agree that use of the Software and the media on which it is recorded is at your sole risk. The Software and the media are provided "AS IS." Unless otherwise provided by applicable law, INA warrants to the original purchaser of this product that the Software storage medium will be free from defects of materials and workmanship for ninety (90) days from the date of purchase. This warranty is void if the defect has arisen through accident, abuse, neglect or misapplication. **INA EXPRESSLY DISCLAIMS ALL OTHER WARRANTIES, EXPRESS OR IMPLIED, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE. INA DOES NOT WARRANT THAT THE FUNCTIONS CONTAINED IN THE SOFTWARE WILL MEET YOUR REQUIREMENTS. NO ORAL OR WRITTEN INFORMATION OR ADVICE GIVEN BY INA OR ANY INA-AUTHORIZED REPRESENTATIVE SHALL CREATE A WARRANTY OR IN ANY WAY INCREASE THE SCOPE OF THIS WARRANTY. SOME JURISDICTIONS DO NOT ALLOW THE EXCLUSION OF IMPLIED WARRANTIES, SO THE ABOVE EXCLUSIONS MAY NOT APPLY TO YOU.**
- 5. Limitation of Liability.** **UNDER NO CIRCUMSTANCES, INCLUDING NEGLIGENCE, SHALL INA BE LIABLE FOR ANY INCIDENTAL, SPECIAL OR CONSEQUENTIAL DAMAGES IN CONNECTION WITH THE SOFTWARE, INCLUDING THOSE THAT RESULT FROM THE USE OF OR INABILITY TO USE THE SOFTWARE, EVEN IF INA HAS BEEN ADVISED OF THE POSSIBILITY OF THOSE DAMAGES. IN NO EVENT SHALL INA'S TOTAL LIABILITY TO YOU FOR ALL DAMAGES, LOSSES AND CAUSES OF ACTION (WHETHER IN CONTRACT, TORT OR OTHERWISE) EXCEED THE AMOUNT PAID BY YOU FOR THE SOFTWARE. SOME JURISDICTIONS DO NOT ALLOW THE LIMITATION OR EXCLUSION OF LIABILITY FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATION OR EXCLUSION MAY NOT APPLY TO YOU.**
- 6. Miscellaneous.** This license shall be governed by and construed in accordance with the laws of the State of California, USA, exclusive of its choice of law and/or conflicts of law jurisprudence; and, in respect of any dispute which may arise hereunder, you consent to the jurisdiction of the federal and state courts of Santa Clara County, California. If any provision of this license is unenforceable, the rest of it shall remain in effect. This license (including any addendum or amendment to this license which is included with the Software) constitutes the entire agreement between you and INA with respect to the use of the Software and the support services (if any) and they supersede all prior or contemporaneous oral or written communications and representations with respect to the Software or any other subject matter covered by this license.



1-2 Players

Memory Card (for PS2) - 8mb MB

Analog Control

VibrationFunction

**TAKARA** COMPACT disc

Infogrames, Inc. 5300 Stevens Creek Blvd. Suite 500 San Jose, California 95129

Real Pool TM ©Takara Co., Ltd. 2000. All rights reserved. Published under license by Infogrames Entertainment S.A. Infogrames is the trademark of Infogrames Entertainment S.A. Real Pool is a trademark of the WizardWorks Group, Inc., an Infogrames, Inc. company. Used by permission. All other trademarks and trade names are properties of their respective owners. Licensed for play on the PlayStation 2 computer entertainment systems with the NTSC U/C designation only. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION 2 CONSOLES WITH THE NTSC U/C DESIGNATION. U.S. AND FOREIGN PATENTS PENDING.

**EVERYONE**

Visit [www.esrb.org](http://www.esrb.org) or call  
1-800-771-3772 for Rating  
information.