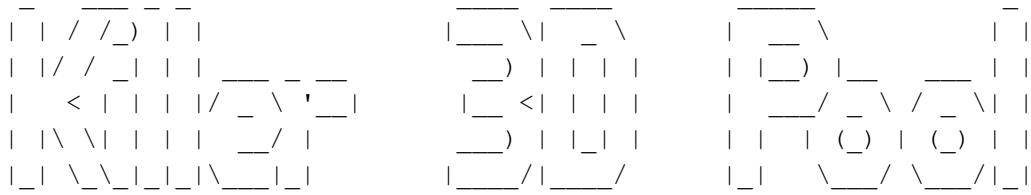


Killer 3D Pool FAQ

by KeyBlade999

Updated to vFinal on Jan 3, 2013



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|           Killer 3D Pool           |
|           An FAQ                   |
|           By KeyBlade999           |
|                                     |
|           File Size: 12.6 KB       |
|           Current Version: Final   |
|           Previous Update: 2:27 AM 12/21/2012 |
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Section Negative One: Donations           **POOL_-1**
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While I do write all of my guides for free, it does take a lot of time and effort to put them together. If you're feeling generous and want to show your appreciation, I am gladly accepting donations. I don't know exactly what the donations will be used for, but just know that you would definitely be helping me make more quality FAQs! Even the smallest donation amounts are appreciated, and are a great way to say how much you appreciate the work I do. If you do decide you'd like to donate, please send the donations through PayPal at the e-mail address listed below. Thank you so very much for considering this!!

keyblade999.faqs@gmail.com

By the way, this is also my contact e-mail, so if you want to contribute something to this or any of my other FAQs, or have a question to ask about one of them, go ahead and use this e-mail.

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Section Zero: Table of Contents           **POOL_0**
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Section One: Introduction

POOL_1

Welcome to another FAQ of mine. This one covers the GameBoy Advance game Killer 3D Pool. As you can guess, it is a game about billiards. You can't really get much simpler than that.

...

Yeah, I don't know much to say about this. But try to enjoy.

Section Two: Version History

POOL_2

Final - First and likely only version of this FAQ completed.
2:27 AM 12/21/2012

Section Three: Legalities

POOL_3

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If you would wish to contact me concerning this or my other FAQs, use this e-mail: keyblade999.faqs@gmail.com, or PM (Private Message) me on the GameFAQs message boards.

Allowed sites for my FAQs	Forever-Banned Sites
GameFAQs (www.gamefaqs.com)	CheatCC (www.cheatcc.com)
Neoseeker (www.neoseeker.com)	www.cheat-database.com
SuperCheats (www.supercheats.com)	Cheat Index (www.cheatindex.com)
	Cheat Search (www.cheatsearch.com)
	www.panstudio.com/cheatstop
	Game Express (www.gameexpress.com)
	Mega Games
	Cheats Guru (www.cheatsguru.com)

Section Four: Basics of the Game

POOL_4

Controls

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- ~~ D-Pad: - Move cursors.
 - Rotate around the ball when targeting.
 - Use Up/Down to lower/increase power, respectively.
 - ~~ A Button: - Confirm selection in menus.
 - Shoot ball.
 - ~~ B Button: - Switch between a 3D first-person view and a top-down view.
 - ~~ L Button: - Hold and use D-Pad to choose where to hit the cue ball.
 - ~~ R Button: - Hold to see a straight-line track of where the ball would go had it been hit in the dead-center of it without obstacles.
 - ~~ Start Button: - Pause/unpause game.
 - ~~ Select Button: - After a scratch, hold and use D-Pad to move cue ball.

A General Game of Billiards

Note that, later on, I'll explain game modes. This is based on what I've seen in typical billiards games; the game modes section will make changes to this.

Each game will begin with a coin toss to determine who breaks -- that is, make the first shot.

Afterwards, we'll assume you do the first shot. (If not, it's a similar concept; you'll just need to wait your turn.) You see that white ball on the table? That is the cue ball, the one you hit with your stick, or cue. Use the D-Pad to move around it and thereby adjust your trajectory, and press A to shoot. Before shooting, you also can...

- Lower or raise its power with Up/Down, respectively.. This is a very vital matter; you may need a ball to bump into something to reach a pocket. If it doesn't hit with just the right amount of power, you screw up.
- Set the amount of spin by using L and the D-Pad. As the cue is to the right of the center of the cue ball, it will move more leftward, and vice versa. You can move the cue up to increase speed with topspin, or down to slow down via backspin.
- If your shot came after the opponent fouled, use Select and the D-Pad to move the cue ball.

Eventually, you'll pocket a ball and, in most games, now have to opt to go for either striped or solid balls. Striped are #1 - #7; #8 - #17 are solid, but #8 is usually not considered until near the end. This "opting" typically will be based upon what you pocketed - pocket a stripe, you have to go for stripes, for example.

Beyond that ... it really depends on the game mode.

There are fouls, however. The circumstances vary, but they often include...

- Pocketing a cue ball, also known as a scratch.

- Not pocketing an object ball (any ball except the cue ball).
- Failing to strike the edge of the table with a ball.
- The first ball fails to hit the proper object ball.

Consequences also can differ, but ALWAYS involve...

- Loss of the fouling player's current turn.
- If resulting from a stroke, pocketed balls don't count and it is invalid.
- Balls may be respotted (put back in proper location) or may not be; depends on the rules of the game.

Individual Game Modes

These are chosen after you opt for 1/2-Player and a character. After this, you will also choose how many games you play

English 8-Ball:
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This mode doesn't seem to differ from the U.S. version, except that the ball you have to pocket is at the top, and varies more than usual.

U.S. 9-Ball:
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Some Notes:

- Played with nine numbered object balls and a cue ball.
- Each shot must hit the lowest-numbered ball on the table first; pockets can be in any order, however.
- Legally pocket the 9-ball to win.

Rules:

- With the break, you must hit the #1 ball AND either pocket a ball or hit four balls into the rail; otherwise, it is a foul.
- With scratches or fouls, the next player can place the cue ball wherever they wish.
- The first ball hit in any shot must be the lowest-numbered ball, or it is a foul.
- Three fouls in a row results in a loss.
- You'll win upon legally pocketing the 9-ball.

U.S. 8-Ball:
.....

Some Notes:

- Game is played with 15 object balls and the cue ball.
- One person must pocket the stripes (#1 - #7) while another pockets the solids (#9 - #15). The choice is made by the person who pockets the first ball.
- After a person has pocketed all their balls, the next goal is the 8-ball.
- First person to LEGALLY pocket the 8-ball wins.

Rules:

- With the break, one ball must be pocketed or four balls must hit the rail.

Otherwise, it is a foul. The next player will opt to take the balls as they are or rebreak.

- If there is a scratch on the break, the balls remain pocketed. The player will get a foul, and the next player will be able to place the cue ball where they wish on the left third of the table.
- If there is a scratch or foul after the break, the next player can place the cue ball where they wish.
- If the 8-ball gets pocketed on the break, it gets spotted.
- After choosing stripes or solids, you must hit your own ball first.
- You continuously shoot until you foul, pocket a ball illegally, or pocket the 8-ball legally for a win.
- You lose upon fouling when pocketing the 8-ball, pocketing the 8-ball with your last object ball, pocketing the 8-ball in an uncalled pocket, or when you pocket the 8-ball but it is not the last ball you have to pocket.

Killer:

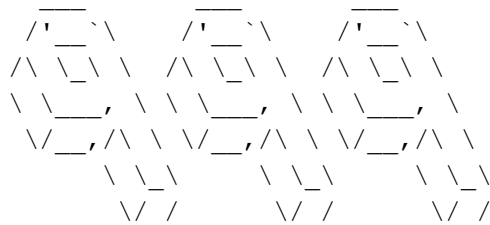
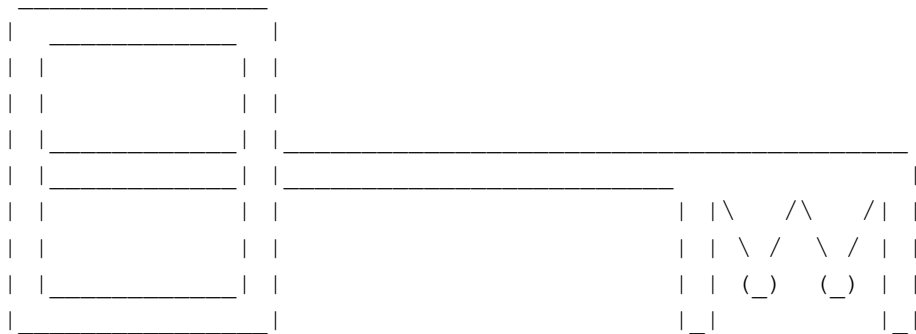
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This mode is unique in that you just shoot to pocket balls. However, you scores are based on fouls - whoever gets eight fouls first loses. Turns always swap, and pocketing balls results in no fouling.

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|                This is the end of KeyBlade999's                |
|                FAQ for the GameBoy Advance game                |
|                Killer 3D Pool.                                  |
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KeyBlade999