

Ultimate 8 Ball
Instruction Manual
written exclusively for

Cheat Code Central
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<http://www.cheatcc.com/>

by
iFlAB

Ultimate 8 Ball

--- An I.f.L.a.b. document ---

Note: Lots of fluff left out of this doc. Most of it is fairly straight forward. Quick Reference Rules can be viewed in the game.

<X> = X Button
<C> = Circle Button
<S> = Square Button
<T> = Triangle Button

- Page - 1

Table Of Contents

Getting Started.....2	QUICK REFERENCE RULES
Controls.....3	Eight Ball (US Rules).....22
The Game Display.....4	Eight Ball (UK Rules).....22
Main Menu.....8	Nine Ball.....22
Start Menu.....9	Ten Ball.....23
Quick Start.....9	Six Ball.....23
Hustle.....9	Three Ball.....23
Match.....12	Straight Pool.....24
Tournament.....13	Rotation.....24
Load Game.....14	Speed Pool.....25
Options Menu.....15	Killer.....25

School of Pool.....16	Ten Pin.....25
Play Options.....18	Bank Pool.....26
School of Pool Options...19	One Pocket.....27
Pause Menu.....20	Cut Throat.....27
End of Match.....21	Notes.....28

- Page - 3

Controls

Default Configuration

Aim/Adjust	Directional Button
Top View	<T> Button
Butt Angle	<S> Button
English	<C> Button
Shoot	<X> Button
Camera Zoom	L1 Button
Fine Tune	L2 Button
Next Ball	R1 Button
Ball in Hand	R2 Button
Pause	START Button
Play Options	SELECT Button

Analog Control

Aim/Adjust	Left Stick
Camera Zoom	Right Stick

Mouse

Adjust	Move the Mouse
Aim	Right Mouse Button
Shoot	Left Mouse Button

In Ultimate 8 Ball, the Mouse operates differently than the other Controllers. During the game, all of the control icons will be displayed on the screen. Highlight an option using the Mouse pointer, then select it by pressing and holding the Left Mouse button. Continue holding the Left Mouse button in order to use the selected action. Once the Left Mouse button has been released, this action will be disabled again. In order to shoot the ball, the player will be presented with a shooting meter just as if he was using a standard controller.

- Page - 4

The Game Display

Player Name - Shows the name of the player currently taking a shot.

Current Control Icon - Indicates the current control being used by a human player.

Next Ball - Indicates the color of the target ball.

Player's Score - Indicates the score for the current player, including point totals and the number of games won in the match.

Lining up the Shot

To help set-up and take a shot, a comprehensive set of controls is provided to you. As you press and hold a control button, an icon will be displayed on the screen (the Current Control Icon). Releasing the control button will exit the control mode and return to the default Aim/Adjust mode. To help learn the controls and play the game better, try playing in the School Of Pool mode first.

Aim/Adjust

Ultimate 8 Ball will automatically switch to the Aim/Adjust control as default. As you look down the cue, press Left or Right on the Directional Button to aim left or right. Adjust the vertical point of vision by pressing Up/Down on the Directional Button.

- Page - 5

Overhead View

Press and Hold the Overhead View button to see a bird's eye view of the entire table, showing the positions of all of the balls. While holding the button, you can adjust your aim by using the Directional Button.

English (spin)

The black dot on the cue ball marks the point where the cue stick will strike the cue ball. To apply spin to the cue ball, press and hold the English button, then use the Directional Button to move the strike point on the cue ball.

Butt Angle

Hold the Butt Angle button, then use the Directional Button to adjust the angle of the cue stick against the ball.

Zoom/Peek

To get a better look at the table, press and hold the Zoom/Peek button, then use the Directional Button to make the adjustments.

Move Ball

At certain points in the game (such as before the break or after a foul), reposition the cue ball by pressing and holding the Move Ball button. Change the ball position by using the Directional Button.

Next Ball

Toggle the aim from one ball on the table to the next. Quickly target a different ball by pressing Left/Right on the Directional Button. Since the Next Ball button targets the center of each ball, you still need to aim your shot.

Fine Tune

Slow the operating speed of the control system to provide greater accuracy and precision. By pressing and holding the Fine Tune button, any other action will become more sensitive and precise.

- Page - 6

Striking the Cue Ball (Controller)

Once the shot is set up, you will be ready to set the power level and strike the ball. Press and Hold the <X> button to show the Power Meter. The black bar shown indicates the amount of power that will be applied to the shot.

Adjust the maximum strength of the shot by holding the <X> button, then press the Directional Button Left/Right to change the size of the black bar. The larger the meter, the stronger you will hit the cue ball. Once adjusted, the power meter's strength will remain the same for the next shot. This allows you to find a comfortable power level to suit your style of play.

Release the <X> Button to see the multi-colored power meter begin to move. The size of this power level will dictate the actual power of the shot., but it will never move beyond the maximum size of the black bar.

By pressing the Overhead View button, you can stop the moving power meter and return to the default Aim/Adjust control. To take the shot, tap the <X> Button as the power level reaches the desired strength. The closer the power level gets to the right, the harder the shot will be.

- Page - 7

Striking the Cue Ball (Mouse)

Using the PlayStation Mouse, all of the control icons will appear on the screen. Simply move the cursor over the icon and select it using the Left Mouse button. Hold the button down and move the mouse to the desired position. Let go of the Left Mouse button to return to the Aim/Adjust mode. To shoot the ball, select the Shoot icon and adjust/use the shooting meter as detailed above.

Post Shot Camera

After taking a shot, the player can move the game camera around to view the table by using the Directional Button, or can press the Overhead View button to view the entire table. This will allow you to track all of the balls on the table until they stop moving.

- Page - 8

Main Menu

Start - Select START to Load a game, to set up a Match or Tournament, or to play the main One-Player Hustle mode. (See Page 9)

Options - Choose OPTIONS to Save Data, Adjust Volumes and Screen Position, and to edit your Character. (See Page 10)

School Of Pool - Select SCHOOL OF POOL to launch the in game Tutorial. Here, play through an extensive Tutorial, read more about Game Rules, Practice your shots, or learn how to make famous Trick Shots. (See Page 16)

View Rankings - Check out the current Hustle Mode rankings and see how you match up with the Computer Opponents. Press the Directional Button Left/Right to select a new character's statistics. The game will keep track of statistics for all 16 Players, in addition to the

Computer Opponents.

Credits - Find out who created and developed Ultimate 8 Ball.

- Page - 9

Start Menu

Before starting a new game, select the style of game to be played. Each style of game will have adjustable features including the number of players, the style of table, the location, and the game rules. The options will change according to the current game style.

Quick Start

The Quick Start option allows you to start a match without setting the game options. Simply select the number of human players and the difficulty setting to jump into a game. For a game against a randomly selected CPU opponent, there are three different skill levels available: Easy, Medium or Hard. Medium and Hard will be unavailable until you have qualified for the tougher skill levels in the Hustle game mode. You don't have to complete the entire Game Grid to unlock these Quick Start modes.

HUSTLE

Hustle is a one-player game to compete against all of the CPU players. The aim of Hustle is to beat at least one CPU player from each of the four levels until you finally earn the chance to play against Philly Joe, the reigning champion.

Change the difficulty settings in the New Hustle options first. By changing the difficulty to Easy, Medium, or Hard, Ultimate 8 Ball will adjust the overall skill levels of the CPU players accordingly.

By selecting Easy, you can select the Game style and Rules that will be played against all of the CPU opponents. In the Medium and Hard settings, the CPU players will expect to play the game on their terms with their own choice of game rules. Also, the CPU opponents will use the rare table designs in the Hard difficulty setting.

- Page - 10

Hustle Options

Number of Games

Set the number of games needed in order to win the match.

Game Rules (Easy only)

Select your favourite game to challenge every opponent with.

Points Need (Straight Pool only)

Set the number of points needed to win each game.

Ball Set (8 Ball only)

Choose between a Solid/Stripe set or Solids only set of balls to be used throughout the Hustle Mode.

Call Shot (8 Ball U.S. and Straight Pool)

While playing a match with the Call Shot option on, you will have to specify a target ball and pocket before each shot.

Character Select

Once the New Hustle options have been determined, edit your character using the Select Characters screen. Highlight and select your player name from the list by pressing Up/Down on the Directional Button and pressing the <X> Button (the default name will be shown as Player 1).

After selecting the player you will use, select the Rename option to customize your name. The Enter Character Name screen displays a full list of the alphabet. To enter a new letter, highlight a letter from the list and press the <X> Button. If you wish to enter a space, press the <C> Button. To delete a letter, press the <S> Button.

- Page - 11

The Game Grid

The game grid allows you to select an opponent for the next match. Each row of the grid represents a different skill level: Amateur (bottom row), Professional, Expert and Master. When you start a new Hustle, you will only be able to select an opponent from the lowest level: Amateur.

Press Left/Right on the Directional Button to toggle between the available opponents. As you do this, the current player's grid square will be highlighted and the game's terms will be displayed.

By defeating an opponent, new options will be revealed in the game and new opponents will be available to compete against. These new opponents, locations, and table sizes will be used in the Quick Start, Match and Tournament modes! Once a new character has been revealed in Hustle Mode, press Up/Down on the Directional Button to move between the different tiers of players. All Hustle Mode gains (opponents, tables, environments) must be saved with the game options data to remain available in other game modes.

- Page - 12

Game Credits

You begin Hustle Mode with 3 Game Credits, as shown above the Game Grid. These can be won and lost according to your performance in each match.

By winning a match, you will earn one extra credit. A credit will only be awarded when you defeat a player for the first time. By losing a match, one credit will be deducted from your total. If you lose all your credits, you will be disqualified from the Hustle Mode and will have to start over - choose your opponents carefully!

Hustle Tips

You don't have to play against all the new opponents. In the beginning, play against opponents from the lower levels to earn their credits. This will build up your credits, which you will need to compete against the tougher opponents in the higher levels of the grid. At least one player from each skill level must be beaten before you will have a chance to play the undisputed champion, Philly Joe.

MATCH

Compete in a single match against up to 16 opponents of your choice, either Human Controlled players or CPU players. You can define all of the game options for this match including the location, rules, and game difficulty.

Match Options

Number of Players

Set the number of players to compete against (select games only).

Number of Games

Set the number of games needed in order to win the match.

Location

Select a location for the competition. As you select different locations, the available tables will also change. To access further locations and tables, play through the higher levels in Hustle Mode.

Table Size

Choose a table from those available at the current location.

Points Need (Straight Pool only)

Set the number of points needed to win each game.

Ball Set (8 Ball, Speed Pool, Ten Pin Bowling)

Choose between a Solid/Stripe set or Solids only set of balls to be used throughout the Hustle Mode.

Call Shot (8 Ball U.S., Straight Pool, Ten Pin Bowling, Cut Throat)

While playing a match with the Call Shot option on, you will have to specify a target ball and pocket before each shot.

Ball in Rack (Speed Pool)

Choose whether you would like to sink 9 balls or 15 balls on the table.

- Page - 13

Character Select

Once all of the options have been modified, the Select Characters screen will allow you to select and adjust the opponents. The total number of competing players will vary according to the current game rules. Select a character for each of the available player positions in the match and decide whether they will be Human Controlled or Computer Controlled players. (See Page 10)

TOURNAMENT

Compete in a single elimination competition against up to 16 different Human or CPU opponents. Tournament mode plays in the same way as the Match mode, except that it involves more players competing over several games to determine the winner. Use the Number Of Players option to determine how many competitors will be included in the tournament. The remaining game options operate in the same way as Match Mode.

- Page - 16

School Of Pool

The School Of Pool will introduce you to the game of Pool, providing advice and an opportunity to practice before entering the competitions. There are several options available to help improve your general skills and knowledge.

- Page - 18

Play Options

To bring up the play options, press the SELECT button.

Push Out

Immediately after a Break Shot, the player will be allowed to have a free shot, with no restrictions, by using the Push Out rule. This pertains to either player, whoever has the shot after the break (if the player sank a ball on the break shot, he/she may opt to use the Push Out)

Pass Shot

Once the Push Out has been taken, the Pass Shot option will be available. The player may decline the shot, forcing the opponent to take the shot.

Undo Push Out

This will cancel and undo the Push Out.

Call Shot

When the Call Shot option is on, the player must specify a target ball and the target pocket. Use the Directional Button to toggle through the available balls, then press the <X> Button to select. Finally, select a target pocket by using the Directional Button to toggle through the pockets then press the <X> Button to select.

View Score Sheet

View the score sheet for the current match.

- Page - 19

School Of Pool Options

Undo Last Shot

After a mistake, undo the last shot and play it over again.

Re-rack

Rack the balls to begin shooting on a fresh table.

Training Lines

With this option on, a line will be displayed for every ball on the table. These lines show how every ball will react to the current shot. Also, when this option is enabled, the shot meter is locked to a pre-set strength. Hold the Shot button and press Left/Right to adjust the power of the shot (the lines will adjust accordingly).

Re-Position Balls

Adjust the ball positions to practice a shot of your choice. Use the Directional Button to highlight a ball on the table, press and hold the <X> Button, and move the highlighted ball with the Directional Button. Once the ball is in the correct position, release the <X> Button. Now you can move another ball, or press the <T> Button to exit.

- Page - 21

End Of Match

At the end of a match, the final results will be displayed and you will be given several options:

Next

This will either move onto the next stage of the competition or return to the Main Menu, depending on the type of game being played.

Save

Save current game data such as match statistics, player set-up, and your current position within an on-going opposition within an on-going Hustle or Tournament.

Rematch

Depending on the game mode, you might be given a Rematch option. This will allow you to restart the match, without returning to the Main Menu first.

- Page - 22

Quick Reference Rules

Not entered. Read them from within the game. They are more extensive there.

Once again I send greets out to the fellows in #AW!

- iFlAB

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