

# Side POCKET

TM



**DATA EAST**

**SEGA GENESIS**  
16-BIT CARTRIDGE

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## The Sega Genesis Cartridge

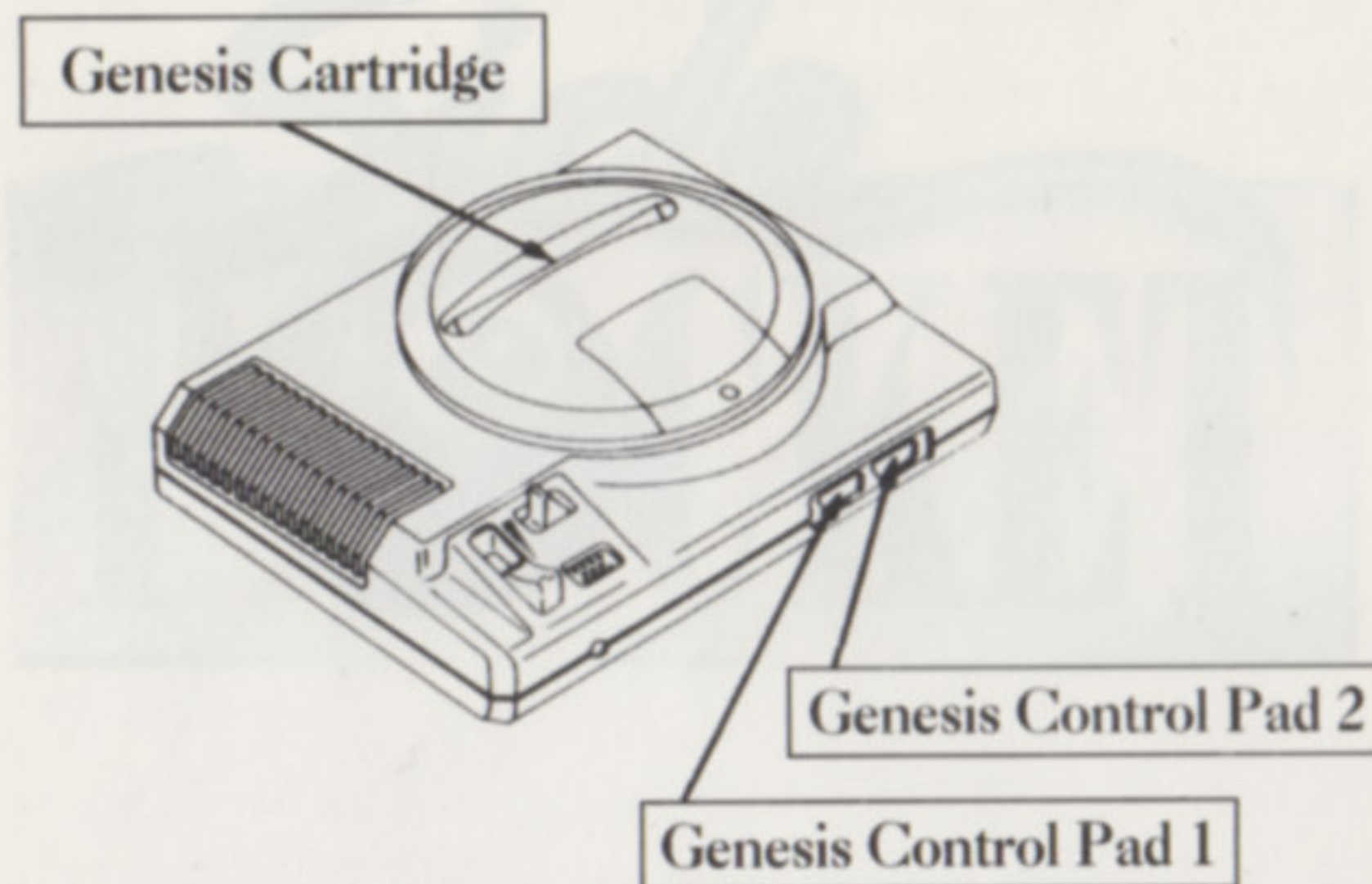
- Use the Sega Genesis Cartridge only in the Sega Genesis video entertainment system.
- Handle with care. Do not submerge in liquids, crush or bend.
- Heat can damage the cartridge. Keep away from direct sunlight or indoor heat sources.

### **WARNING:**

#### **For Owners of Projection Televisions.**

Still pictures and images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large screen projection televisions.

## GETTING STARTED



1. Check the power switch on your Genesis System. Make sure it is OFF before inserting or removing a cartridge.
2. Insert the Side Pocket cartridge into the Genesis System and press it down firmly.
3. Turn the power switch ON. If the screen stays blank, check to see if the cartridge is fully inserted and your system is properly set up.
4. When removing the Side Pocket cartridge, be certain the system is turned OFF.





# Side POCKET

Your motto is simple: "Rack 'Em 'N' Roll 'Em." You don't want to be just another two-bit shark—you desire to be a true master of the game, an athlete using brains as well as skill to dominate your opponents. You want victory so bad you can taste it.

But in each city, the stakes get higher, the trick-shots tougher and the pressure-packed challenges become almost unbearable. Los Angeles. Las Vegas. San Francisco. New York. And then, Atlantic City. But you won't have time to sightsee, you must concentrate on your game if you want to hold a world-class title.

Remember, "Rack 'N' Roll."



This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the Sega Genesis System.

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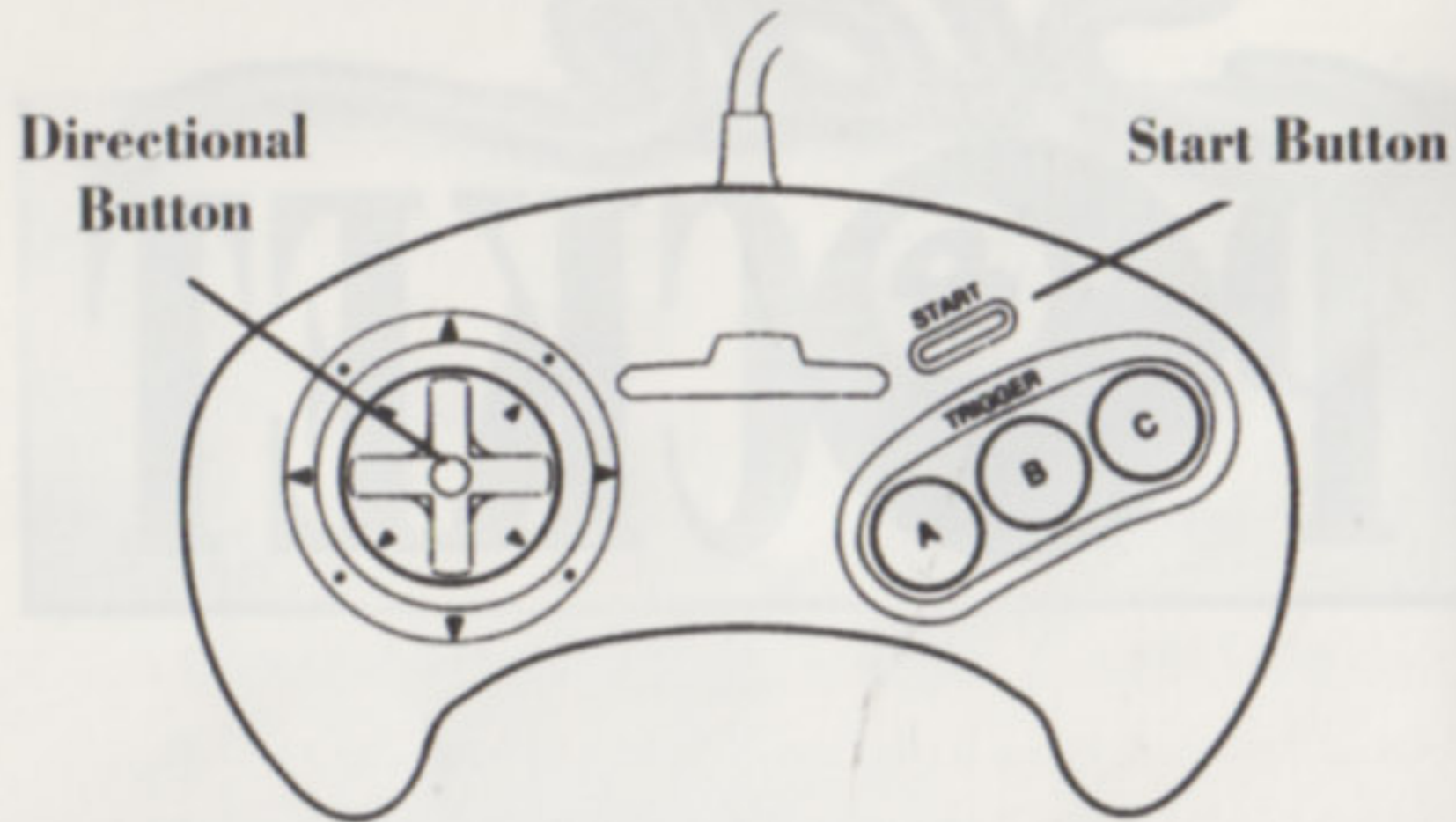
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## THE GAME CONTROLS



### START Button

Press during introduction screens to move to the Main Menu.

Press during the game to bring up the Indicator Window. Press the C Button to select between the two types of Directional Path Indicators. Press START again to accept your choice.

### D Pad

Aim the cue ball by pressing UP, DOWN, LEFT or RIGHT to move the dotted Directional Path.

While holding down the B Button, press UP, DOWN, LEFT or RIGHT to select the type of "English."



### A Button

Press once to draw back the cue stick and begin the Power Meter. Press again to shoot. The strength of your shot is determined by the final position of the spinning coin when you press the A Button the second time.

### B Button

Press to toggle between the colored and the numbered displays.

Note: The B Button is also used to select "English."  
See "D Pad" page 2.

### C Button

Cancels your shot while the Power Meter is moving. You must cancel before you press the A Button a second time, otherwise the shot will be taken.





## GETTING STARTED

1. Press **START** at the Side Pocket introduction screen to get to the Main Menu.



2. Use the D Pad to select a game from the Main Menu. Press **START** to begin. The choices are:

One Player Pocket Game  
Two Player Pocket Game  
Two Player Nine Ball  
Trick Shot Game

Note: To select a two player option, both game controllers must be plugged into the Genesis machine.

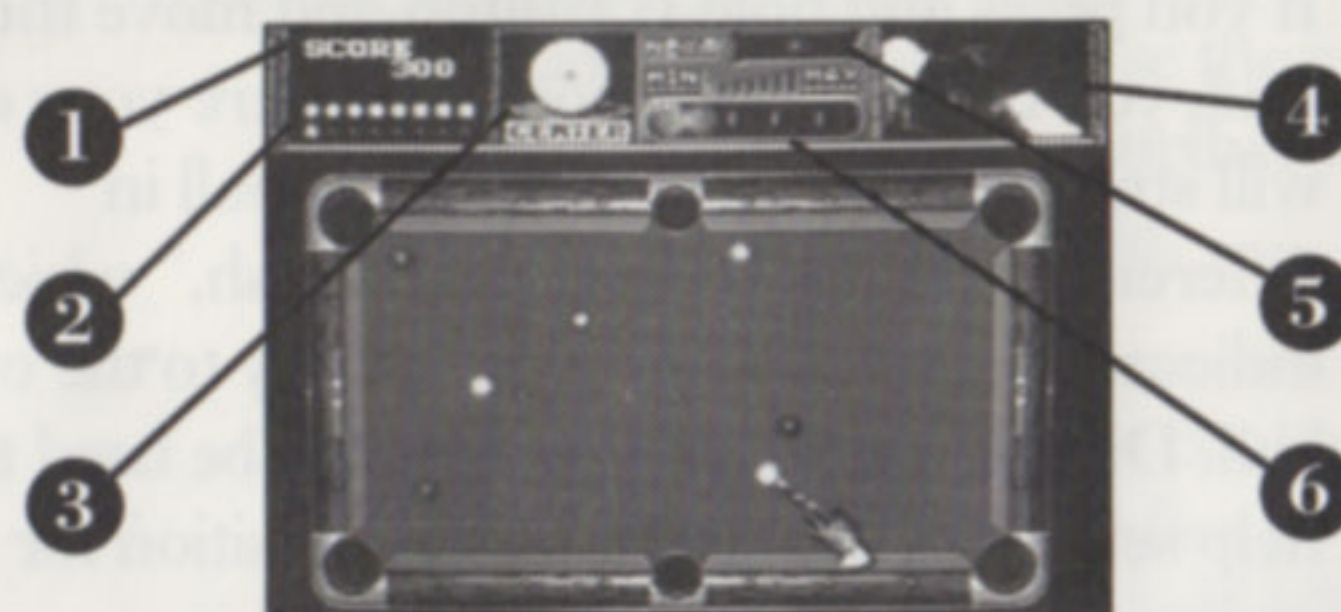
See the "Games" Section for a full description of each game.

3. To preview background music, choose Jukebox. To listen to a song on the Jukebox, press the D Pad **RIGHT** or **LEFT** to move through the list of songs. Press the **A** Button to listen to a song. Press the **C** Button to stop the music. Press **START** to go back to the Main Menu.

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## ON THE FELT



### 1 Score

In all games, the upper left hand corner of the screen displays the current player's score and remaining Stock (see below).

In the Two Player Pocket Game, a flashing crown below the score indicates which player is currently winning.

Note: Stock isn't used in this game—players continue to shoot until the table is cleared.

In the Two Player Nine Ball Game, **WIN** indicates the number of games the current player has won so far.

### 2 Stock

The white dots below the score show how many shots the current player has remaining. Each dot is worth two shots. You lose a dot every time you miss two shots. You also lose a dot if you sink the cue ball. A flashing dot indicates one shot has already been missed.

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### 3 English

If you press and hold B Button and move the D Pad, you can move the position where your cue will strike the cue ball. Hitting the ball in different spots is called using “English,” which indicates the type of spin you’ll apply to the cue ball. Different types of English may be used to help set up the cue ball in a good position for your next shot, or to achieve curved or accentuated paths that wouldn’t otherwise be possible.

You may select six different types of English:

- **Center**  
The cue strikes the cue ball dead center. No English is applied.
- **Follow**  
The cue strikes the cue ball above center, giving it forward spin. After striking another ball, the cue ball will continue to roll forward.
- **Right**  
The cue strikes the cue ball right of center. Right English will cause the cue ball to bounce off a cushion further to the right than it normally would.



- **Left**  
The cue strikes the cue ball left of center. Left English will cause the cue ball to bounce off a cushion further to the left than it normally would.
- **Draw**  
The cue strikes the ball below center, giving it a backwards spin. After striking another ball, the cue ball will begin to roll back towards the point where it started.

- **Masse**  
The cue strikes the ball on top with down-ward stroke. Used primarily for specialty shots, Masse acts like a very intense draw. If hit hard enough at its greatest level, Masse can also “jump” the cue over other balls.

To select Masse, continue to press UP past the highest level of Follow. There are three levels of Masse, each more intense than the previous one.

You can adjust your English in combinations of Draw/Right, Draw/Left, Follow/Right or Follow/Left. The closer you get to the edge of the cue ball, the more intense the English.





#### 4 Player Shooting

Shows the player currently shooting (in two player mode only).

#### 5 Next Ball

After sinking a ball, this displays the next ball that follows in numerical order.

#### 6 Power Meter

The Power Meter indicates how hard you intend to hit the ball—left is minimum and right is maximum power.



## GAMES

### One Player Pocket Game

There are five stages in the One Player Pocket Game, represented by cities. To advance to the second stage, you must meet or exceed the Target Score displayed at the beginning of each stage. When the game begins in Los Angeles, you are given an initial stock of sixteen shots.

These are your targets for each stage:

STAGE	CITY	TARGET
Stage 1	Los Angeles	3,000 Points
Stage 2	Las Vegas	4,000 Points + Trick Shot
Stage 3	San Francisco	5,000 Points + Trick Shot
Stage 4	New York	6,000 Points + Trick Shot
Stage 5	Atlantic City	7,000 Points + Trick Shot

#### Extra Points

There are two ways to gain extra points: sinking balls numerically or consecutively (without missing a shot). The points are tallied and added to your score at the end of each round.

#### Super

Occasionally the word SUPER will spiral up from the table and a ball will begin to flash. If you strike the flashing ball before striking any





others, the cue ball will gain extra momentum and will continue to move around the table for a longer period than usual.

### Bonus

From time to time, a flashing star will appear in one of the pockets. If you sink a ball into that pocket, you'll be awarded extra points, extra stock or an extra trick shot at the end of the stage.

### Zone

When a single ball is left on the table, a blue swirl with the word "Zone" will appear in one pocket. If you sink the last ball into that pocket, you'll be awarded bonus points, a trick shot, or additional stock. If you sink the cue ball in that pocket instead, the table becomes darker and blue fans highlighting the pockets will appear. In this mode, your next shot will carry more power and table friction is reduced, causing the balls to roll for a longer period than usual. If you sink the last ball on this shot, you'll be awarded bonus points, a trick shot, or additional stock.



## Two Player Pocket Game



The Two Player Pocket Game is a five set match. The rules are the same as the One Player Pocket Game except neither player has stock—play continues until the table is clear. After five sets, the player with the most points wins.

If you "scratch" or sink the cue ball, you lose one shot and the cue ball moves back to the right side of the table.

The two players "lag" to see who goes first. Both players will press the A Button to choose how hard they wish to hit their cue ball on the table. The object of the lag is to strike your cue ball hard enough to hit the far (foot) cushion and come back to the near (head) cushion without touching it. The player who manages to get their cue ball nearest the head cushion wins the lag and gets to break.

If the cue ball is sunk during the game, the next player may place the cue ball wherever they like on the right half of the table, then take their best shot.





## Two Player Nine Ball Game

In the Nine Ball Game you have your choice of either a 3-game, 7-game or 15-game series. Each game a player wins counts as a point and the first player to win 2 of 3, 4 of 7 or 8 of 15 wins the series.

The rules of Nine Ball differ from those of pocket billiards. The object is simple: the player who makes the 9-Ball into any pocket wins the game.

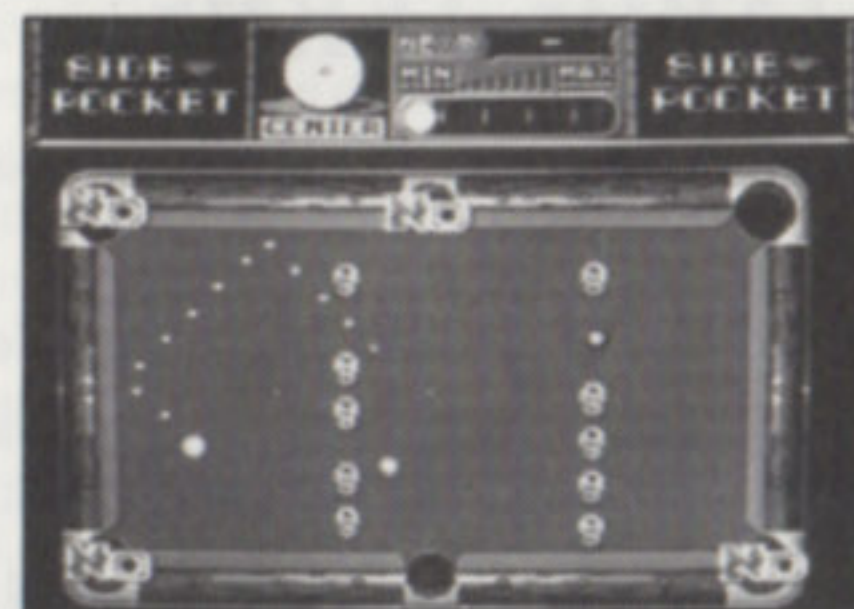
On each turn, however, the player must hit the lowest numbered ball on the table with the cue ball before hitting any other ball. Any ball can be sunk into any pocket on each turn, but the lowest numbered ball must have been the first one hit by the cue ball.

If the player fails to hit the lowest numbered ball first, it is a foul. Three fouls and the player loses the current game.

Players alternate turns after missing a shot, as they did in the Pocket Game. The next player gets to choose the position of the cue ball by moving it using the D Pad. Press the A Button to place the ball.



## Trick Shot Game



In the Trick Shot Game, there are a total of 19 different shots—each represented by one of the blue squares on the screen. By highlighting a square and pressing the A Button, you'll go to the Trick Shot behind that square.

Each trick shot will feature a number of obstacles and blocked-off pockets with a big "No" over them. The object of each trick shot is to make all the balls on the table into any of the open pockets . . . **IN ONE SHOT!**

If you make the shot, the blue square for that shot will be removed from the screen. You must remove all 19 squares to solve the puzzle and complete the game.





## GLOSSARY OF BILLIARDS TERMS

**Break:** The opening shot of a game; used to break up the rack of balls.

**Carom:** Also called a "kiss", as the called ball hits either the cushion or another object ball, then goes into the pocket.

**Cue stick:** The long wooden stick used to hit the white ball.

**Cue ball:** The white ball which is used to hit the colored balls into the pocket.

**Cushion:** The padded sides of a billiards table.

**Foot cushion:** The padded side of the table away from the side of the break.

**Head cushion:** The padded side of the table on the side of the break.

**Object ball:** One of the colored balls on the table.

**Lag:** A shoot-off between two players to see who will break; the player who stops the cue ball closest to the head cushion wins.

**Rack:** The triangular plastic or wooden frame in which the balls are placed in preparation for a break.

**Scratch:** Sinking the cue ball or missing the required object ball.

**Stroke:** Hitting the cue ball with the cue stick.

## Limited Warranty

Data East USA warrants to the original purchaser only that the cartridge provided with this manual and the software program coded on it will perform substantially in accordance with the descriptions in this manual when used with the specified equipment, for a period of 90 days from the date of purchase. If the program is found defective within 90 days of purchase, it will be replaced. Simply return the Cartridge to Data East USA or its authorized dealer along with a dated proof of purchase. Replacement of the cartridge, free of charge to the original purchaser (except for the cost of returning the cartridge) is the full extent of our liability.

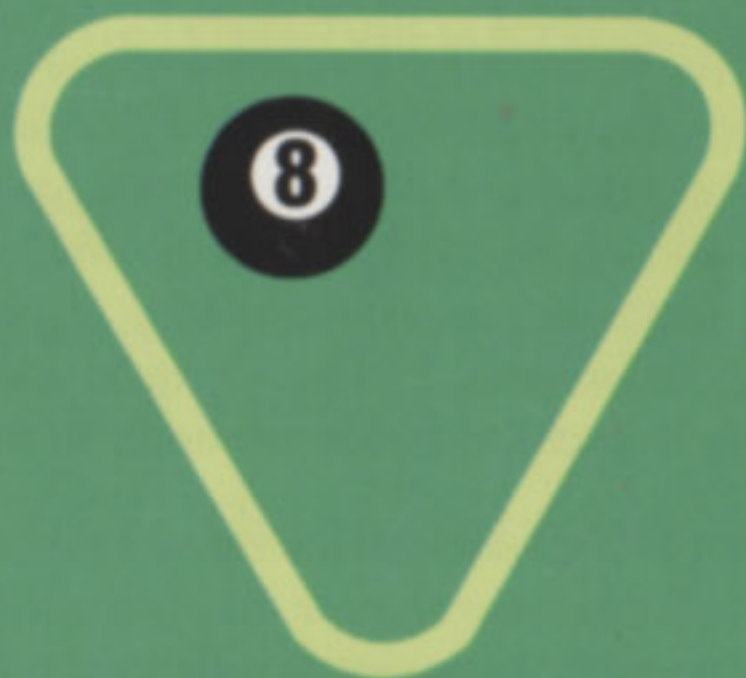
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**Data East USA, Inc.**  
**1850 Little Orchard Street**  
**San Jose, CA 95125**  
**Tel: (408) 286-7074 Ext. 297**  
**Fax: (408) 286-0842**





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Data East USA, Inc.  
1850 Little Orchard Street  
San Jose, CA 95125

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