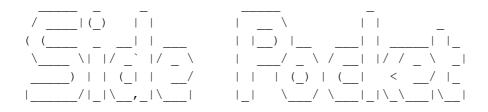
Side Pocket FAQ

by KeyBlade999

Updated to vFinal on Jan 3, 2013

This walkthrough was originally written for Side Pocket on the SNES, but the walkthrough is still applicable to the NES version of the game.



| Side Pocket | An FAQ | By KeyBlade999 | File Size: 11.5 KB | Current Version: Final | Previous Update: 3:12 AM 12/25/2012 |

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e-mail address listed below. Thank you so very much for considering this!!

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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| As you might guess, it is a o | ne. This one covers the SNES game game about playing billiards. You and yet, you also can't really gef game. | can't really |
| Yeah, I don't know much to sa | ay about this. But try to enjoy. | |
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Section Four: Basics of the Game

POOL_4

4. Basics of the Game **POOL_4**

Controls

~~ D-Pad : Move cursors.
~~ A Button : Cancel decisions.

~~ B Button : Confirm decisions.

~~ X Button : N/A.

~~ Y Button : Hold and use D-Pad to adjust where the cue hits the cue ball.

~~ L Button : Slowly rotate targeting cursor counterclockwise.

~~ R Button : Slowly rotate targeting cursor clockwise.

~~ Start Button : Pause/unpause and also show pocketed balls and next one.

~~ Select Button: N/A.

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' sections will make changes to this.

For now, we shall assume that 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 smaller white circles going from it show the trajectory of the cue ball when shot.

First, you may want to use Y and the D-Pad to adjust where the cue will hit the ball. Depending on where the hit is in relevance from the direct center - you can see a diagram at the top - a few effects occur. You can go...

- Higher up, to induce topspin, making the ball go farther
- Lower down, to induce backspin, making the ball stop easier or roll backward
- To the left, to make the ball go to the right
- To the right, to make the ball go left
- Dead center, to make the ball go straight and normal

Eventually, you'll pocket a ball and, in most games, now have to opt to go for either striped or solid balls. In this game, you'll need to press the B Button before confirming the trajectory to see which is which.

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.

The Game Modes - Pocket

Pocket is a bit different. It can be played with one or two human players.

There are no real rules, except that you need to make all of the balls go into the pocket, except the cue ball, in as few shots as possible. You begin with 12 shots. If you pocket a ball, that shot does not count against the running total. Sometimes, you can also get extra shots and/or points by putting a ball into a star-covered pocket. The end ball is worth many points. After this set, you get some bonuses based on consecutively-pocketed balls and balls pocketed in the order the game tells you to. The "next" ball is at the top.

Once you put the original set in, then you can put in a bonus shot. The better you do overall with the original set and bonus (one stage), the more points you will get.

In the next stage, the number of shots carries over and it repeats again, but it's harder. The game ends when you run out of shots.

The Game Modes - 9-Ball

Note that this can only be played with two human players.

Some Notes:

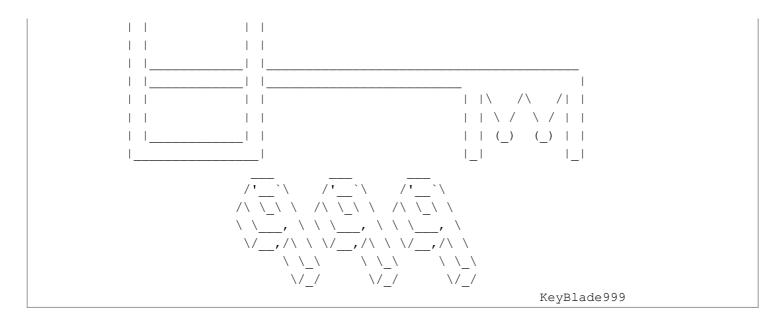
- Played with nine numbered object balls and a cue ball.
- Each shot must hit the lowest-numbered ball on the table first; pockets can be in any order, however.
- Legally pocket the 9-ball to win.

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.
- You'll win upon legally pocketing the 9-ball.

The Game Modes - Trick Shot

That's all this mode really is - you making exceptionally hard shots.



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