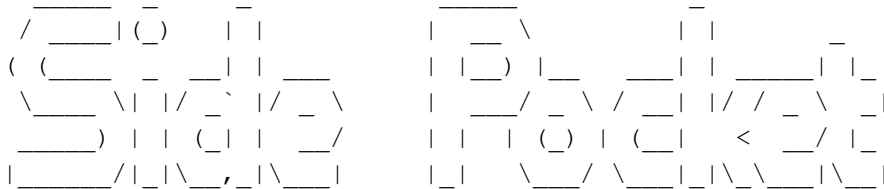


Side Pocket FAQ

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.



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|               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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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 Title]	[CTRL+F Tag]
-1. Donations	**POOL_-1**
0. Table of Contents	**POOL_0**
1. Introduction	**POOL_1**
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Section One: Introduction **POOL_1**

Welcome to another FAQ of mine. This one covers the SNES game Side Pocket. As you might guess, it is a game about playing billiards. You can't really get much simpler than that, and yet, you also can't really get a much more addicting and popular type of game.

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. 3:12 AM 12/25/2012

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.

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Allowed sites for my FAQs	Forever-Banned Sites
O-----O	O-----O
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)
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Section Four: 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.

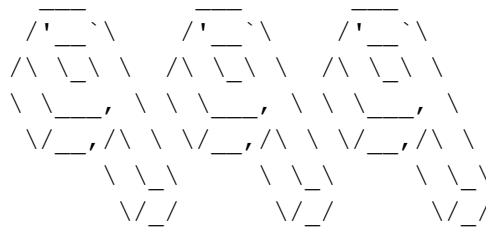
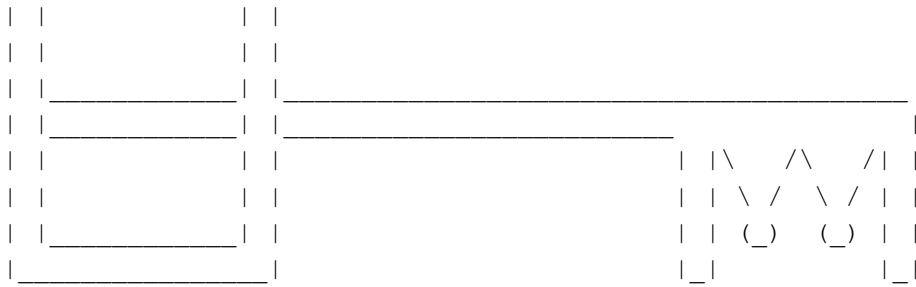
Beyond that ... it really depends on the game mode.

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.
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KeyBlade999

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