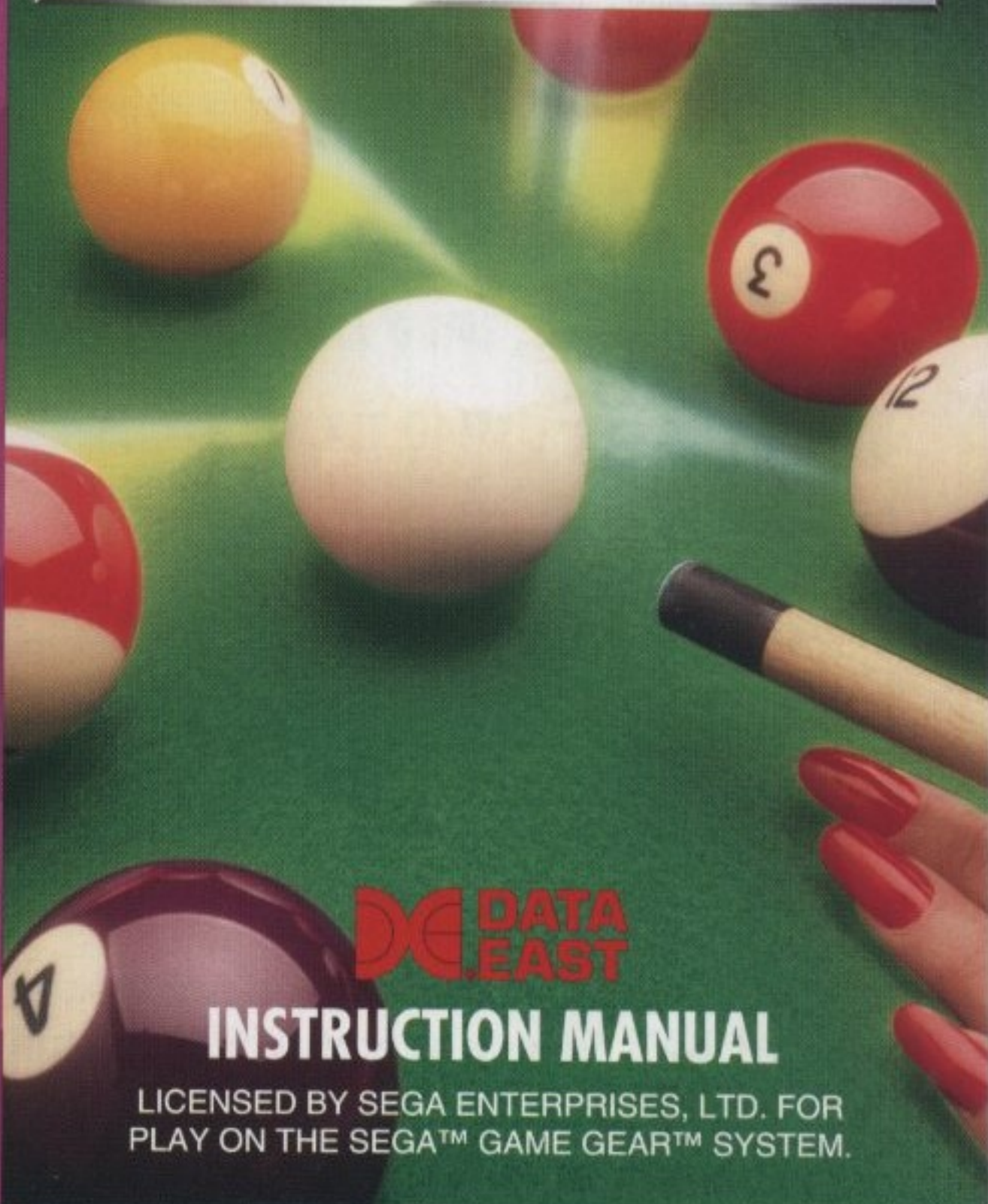


SEGA™

GAME GEAR™



Side POCKET



INSTRUCTION MANUAL

LICENSED BY SEGA ENTERPRISES, LTD. FOR
PLAY ON THE SEGA™ GAME GEAR™ SYSTEM.



DATA EAST USA, INC.
1850 LITTLE ORCHARD STREET
SAN JOSE, CA 95125

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WARNING: READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.



Data East USA, Inc.
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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™ GAME GEAR™ SYSTEM.

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HANDLING YOUR CARTRIDGE

This Cartridge is intended exclusively for the Sega™ Game Gear™ System.

Do not bend it, crush it, or submerge it in liquids.

Do not leave it in direct sunlight or near a radiator or other source of heat.

Be sure to take an occasional recess during extended play to rest yourself and the Sega cartridge.



GETTING STARTED

1. Set up your Sega Game Gear System as described in its instruction manual. For two-player games, use the Gear-to-Gear Cable™ (sold separately) to connect the Game Gear units.
2. Make sure the power switch is OFF. Then insert the Side Pocket cartridge into the Game Gear unit.
3. Turn the power switch ON. In a few moments, the Side Pocket Title screen will appear.
4. If the Title screen doesn't appear, turn the power switch OFF. Make sure your system is set up correctly and the cartridge is properly inserted. Then turn the power switch ON again.

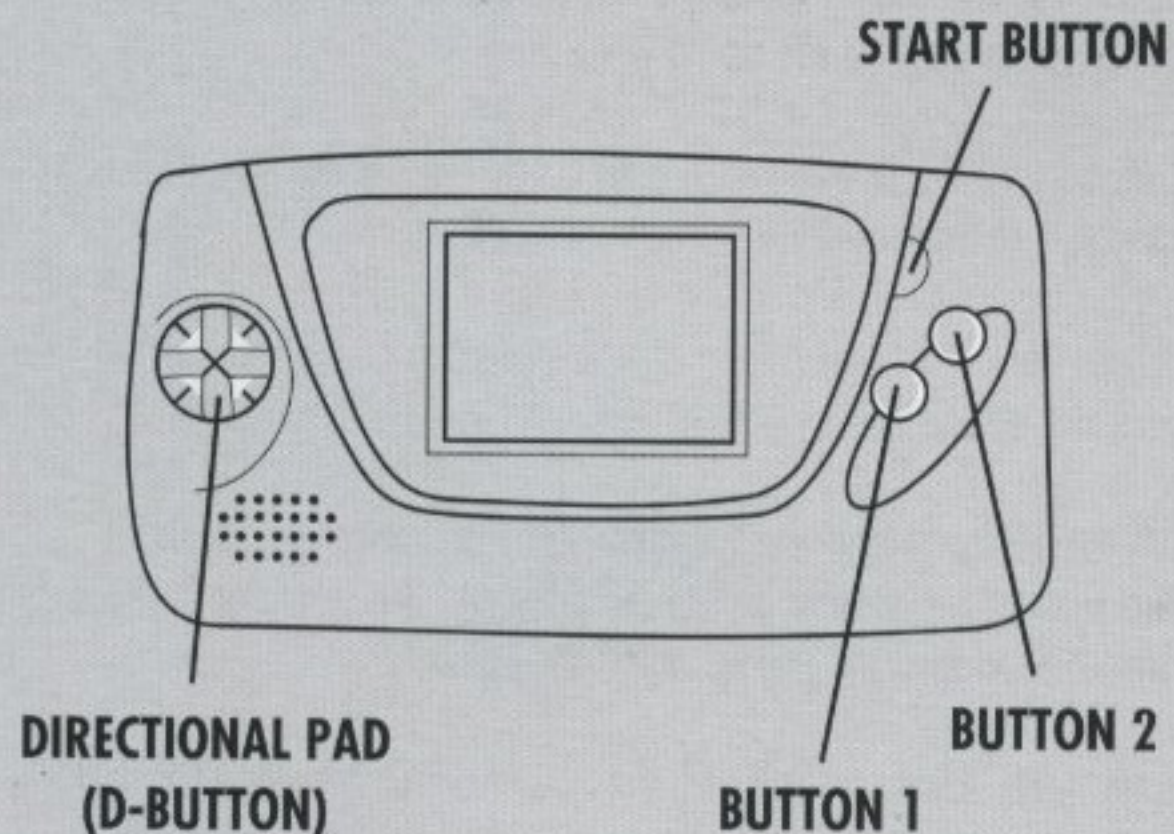
Important: Always make sure the power switch is turned OFF before inserting or removing the Sega cartridge.

From the Title screens, press the Start Button to begin play.

RACK 'EM UP!

Rack up some intense portable pool action with 9 Ball or World Championship games for 1 or 2 players. Turn the tables with hot trick shots as you shoot your way through the biggest pool halls. Be a pool shark wherever you go!

CONTROLS

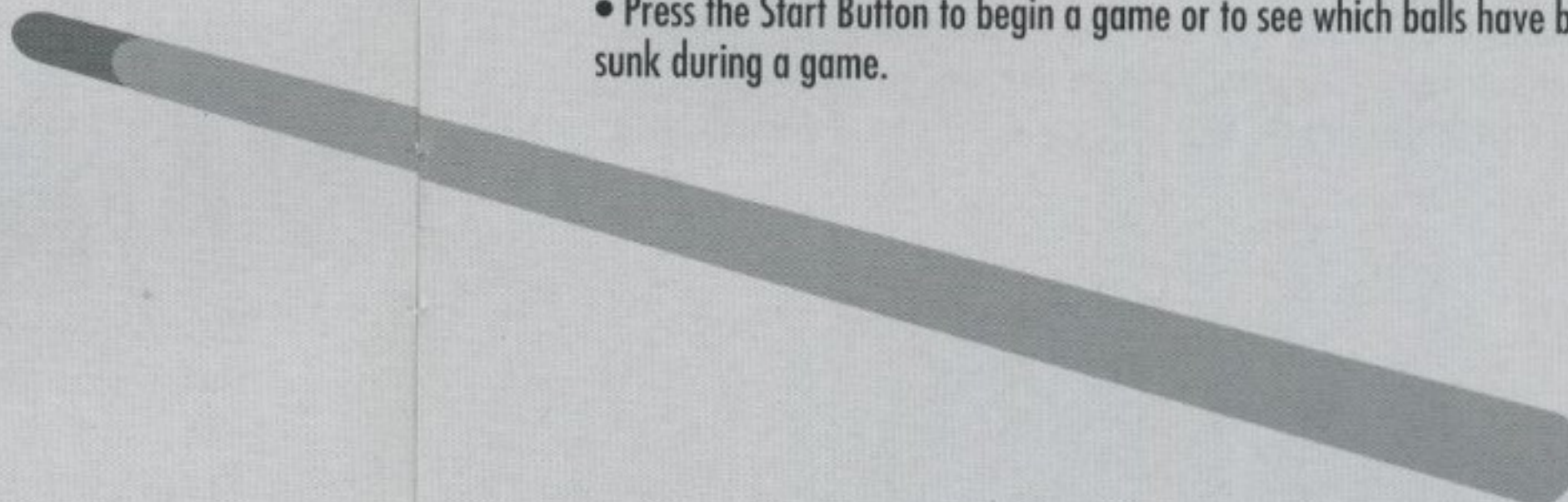
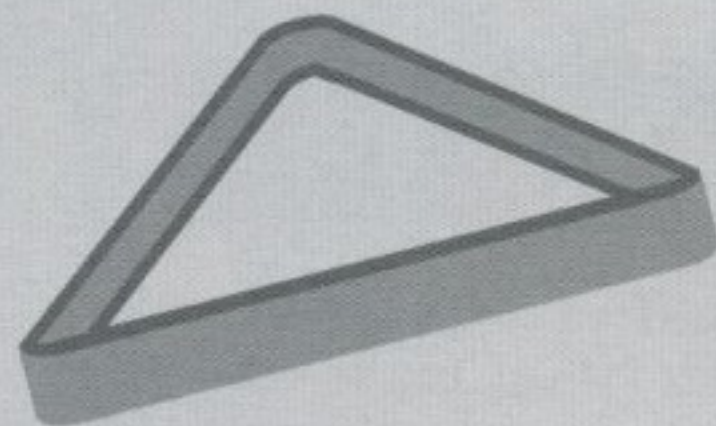


DIRECTIONAL PAD
(D-BUTTON)

BUTTON 1

BUTTON 2

START BUTTON



D-Button: Use to position your cue stick around the cue ball.

Button 1: Hold down and move the D-Button to select where your cue stick will strike the ball.

Button 2: Once your shot is lined up, press Button 2 to start increasing the Power Meter – the higher the Meter goes, the harder you will hit the cue ball. Press Button 2 again to shoot when the Power Meter has reached the desired strength.

- Move the D-Button to aim the Directional Path indicator towards object balls.
- In the case of a Free Ball, use the D-Button to move the ball to the desired position, then press Button 2. To confirm the ball position, press Button 2 again, to reposition the ball, press Button 1.
- Press the Start Button to begin a game or to see which balls have been sunk during a game.

THE GAMES

- **1-Player 9 Ball Game:** The most popular way of playing billiards. The object of this game is to sink the 9 Ball into any pocket – however, you must first hit the lowest-numbered ball on the table. This game is easy to play, since no scoring is involved. This is also a good way to practice your shots, or for multiple players to play, alternating turns.
- **1-Player Pocket Game:** Become the World Champion by earning points and moving up through 5 shark-infested stages.
- **2-Player 9 Ball:** Same rules as 1-Player 9 Ball, but the first one to sink the 9 Ball wins.
- **Trick Shot Game:** Now it's time to show your stuff! Try your hand at 19 trick shots, from simple to nearly impossible!
- **Class-Up Trick Stage:** Points are tallied at the end of each stage. If you reach the set points for a level, you will move to the Class-Up Trick Stage, where you must sink all of the trick shot balls in one shot to advance to the next class. Make the trick shot and move up to the next class. If you miss the trick shot, you will remain in the same class.

1-PLAYER 9 BALL

To complete this game, sink the 9 Ball in any pocket. But first you must hit the lowest-numbered ball on the table with your cue ball. If you fail to hit the low-ball first, the shot is a Foul. If you sink the cue ball or fail to sink the 9 Ball, the shot is a Scratch.

- **Free Ball:** On either a Foul or a Scratch, the cue ball becomes Free, and can be placed anywhere on the table for the next shot. (See Free Ball, page 5.)
- **Safe Shot:** If the player hits the low-ball, but then fails to sink any ball, the shot is considered Safe and the word "Safe" will appear on the screen. After a Safe shot, the cue ball remains where it is for the next shot.
- **Taking turns:** If multiple players are taking turns on 1-Player 9 Ball, they should alternate turns at a Safe or at a Free Ball.



1-PLAYER POCKET GAME

Become a World Champion by conquering 5 classes and becoming a master pool shark! The objective of this game is to sink all of the balls on the table. But *how* you sink the balls is important and makes a difference in your score. Each class has a point level that you must reach in order to master it. Chalk up and go for it!

- **Stock:** You begin with a Stock of 5 balls, but you will need more to score enough points to win your class. You receive more balls by sinking a ball in the Bonus Pocket or the Zone Hole Pocket. You can have a maximum of 16 balls at a time. You lose half a ball each time you miss a shot (fail to sink a ball). You also lose a ball if you Scratch (sink the cue ball). The game ends if you lose all of your balls.

- **Bonus Pocket:** Occasionally, a flashing star will appear in one of the pockets. If you sink a ball in this Bonus Pocket while the star is flashing, you will receive additional balls or extra points.

- **Zone Hole Pocket:** Once it appears, sink a ball in the Zone Hole to receive 1-5 extra balls.

- **Super Ball:** If the word "Super" appears on your screen and a ball begins to flash - that's right, that's the Super Ball. If your cue ball hits the Super Ball, the cue ball will pick up extra momentum and cruise around the table for longer than usual. This could be handy!

- **Points:**

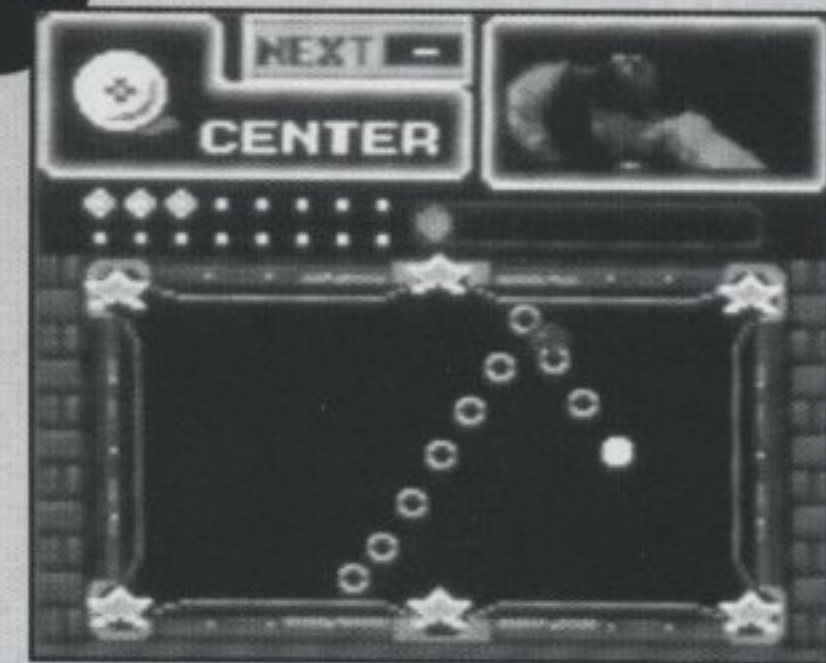
Sink a ball	100 points
Sink multiple balls on a shot	500 points per ball

2-PLAYER 9 BALL GAME

The rules for this game are basically the same as for 1-Player 9 Ball (see page 7) except that players alternate turns on a Missed Shot (no ball is sunk), a Foul, or a Scratch.

- **Series:** You have a choice of a Best-of-1, Best-of-3, or Best-of-5 game series.

- **Lag:** In 2-player 9 Ball, players Lag to see who breaks. Each player strikes the cue ball hard enough to hit the far (foot) cushion and come back to the head (near) cushion without touching it. If the cue ball fails to hit the foot cushion, it is a Foul. The player who comes closest to the head cushion wins the Lag and gets to break. If both players Foul, or if both cue balls stop at the same distance from the head cushion, players Lag again.



**Do You Wake Up
In A Cold Sweat?**



**Are You Ripping
the Hair Out
of Your Head?**



(Why Haven't **You** Called Yet?)



**Tear Yourself Away
From the Game
and Call Now!!!**

1-900-454-5HELP

must be over 18 years of age
touch tone only
call cost based on touch tone input
maximum charge \$.85/min

LIMITED WARRANTY

Data East USA, Inc. Data East warrants to the original purchaser of this Data East product that this Game Cartridge is free from defects in material and workmanship for a period of ninety (90) days from the date of purchase. This Data East product is sold "as is" without expressed or implied warranty of any kind, and Data East is not liable for any losses or damages of any kind resulting from the use of this product. Data East agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, the Data East product. Send product postage paid, along with dated proof of purchase, to the address shown below.

This warranty shall not be applicable and shall be void if the defect in the Data East product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE DATA EAST ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL DATA EAST BE LIABLE FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE DATA EAST SOFTWARE PRODUCT.

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