

Nintendo®

GAME BOY™

DMG-SW-USA



**INSTRUCTION BOOKLET**



LICENSED BY



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ASSURANCE THAT NINTENDO HAS  
APPROVED THE QUALITY OF THIS  
PRODUCT. ALWAYS LOOK FOR  
THIS SEAL WHEN BUYING GAMES  
AND ACCESSORIES TO ENSURE  
COMPLETE COMPATIBILITY WITH  
YOUR GAME BOY SYSTEM.



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*Please read this instruction booklet to ensure proper handling of your new game and then save the booklet for future reference.*

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## **Cautions During Use**

- 1.** If you play for a long period of time, take a 10 or 15 minute break every hour or so.
- 2.** This equipment is precision-built. Do not use or store it under conditions of extreme temperature, or subject it to rough handling or shock. Do not disassemble the unit.
- 3.** Do not touch the connectors or let them come into contact with water, as this can cause malfunction.
- 4.** Do not wipe this equipment with volatile solvents such as thinner, benzene or alcohol.
- 5.** Store the Game Pak in its protective case when not in use.



## ***RACK 'EM UP!***

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With your Game Boy turned off, insert the *Side Pocket* cartridge into your Game Boy label-side down. Then turn your Game Boy on and press *A BUTTON* once you see the Data East logo.

Press *SELECT BUTTON* to select between a one-player or two-player game (two-player games require a second Game Boy game pak and a Game Link™ cable) and then press *START BUTTON* to make your choice.

Use *CONTROL PAD LEFT* and *RIGHT* to select a 9-Ball or Pocket game then press *A BUTTON* to make your choice. This same process then lets you select from the game's two tunes or no music at all.



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These are your basic controls throughout the game:

**Control Pad:**

Aims the direction of the cue-ball.

**A Button:**

Shoots the cue-ball.

**B Button:**

Alternates ball-illustration between number and outline.

**B Button Together with Control Pad:**

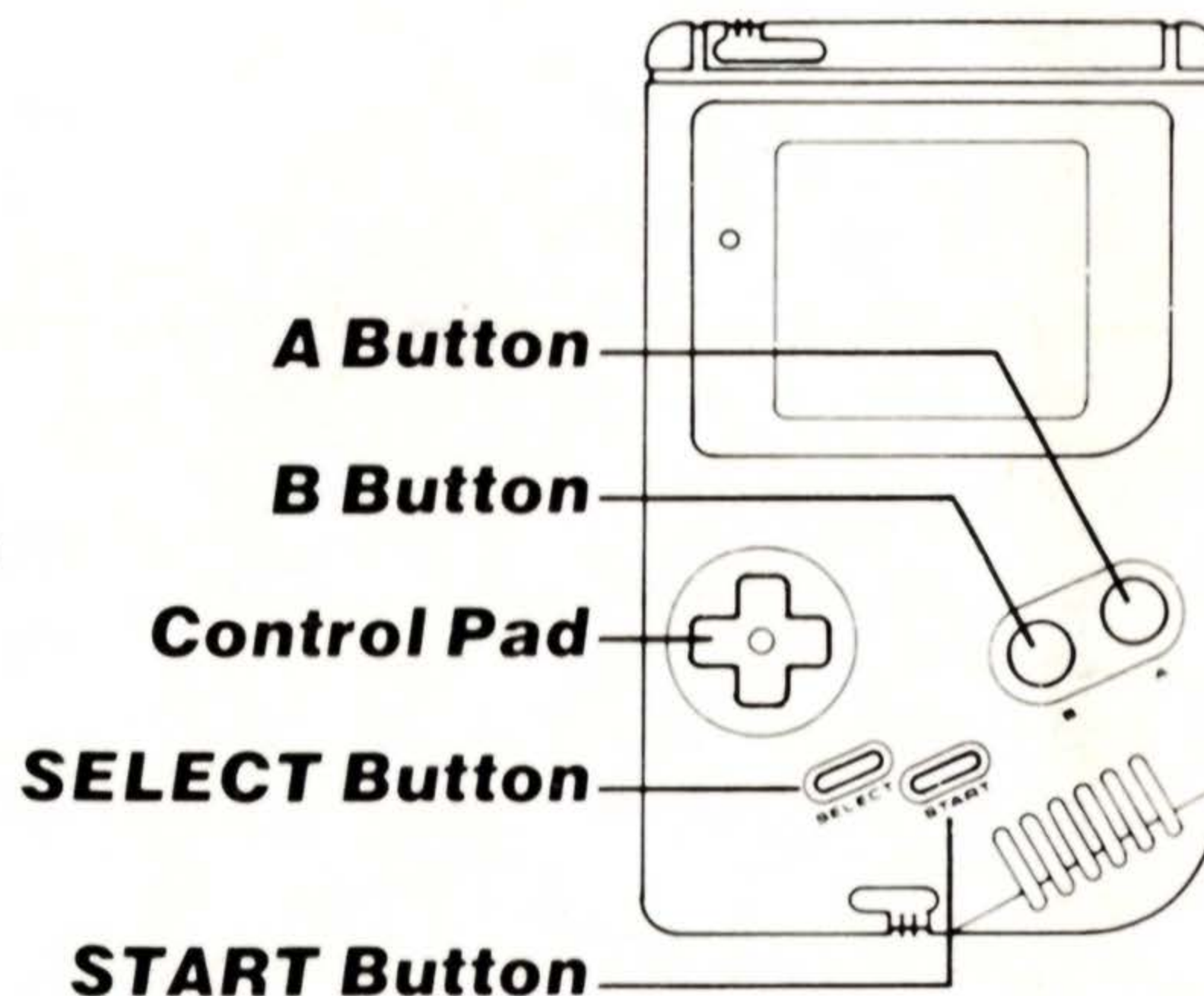
Sets "English" on cue-ball.

**Select Button:**

Selects the type of game you wish to play.

**Start Button:**

Starts game. Pauses game during play.





# GRAB A CUE!

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## ***“English” Indicator:***

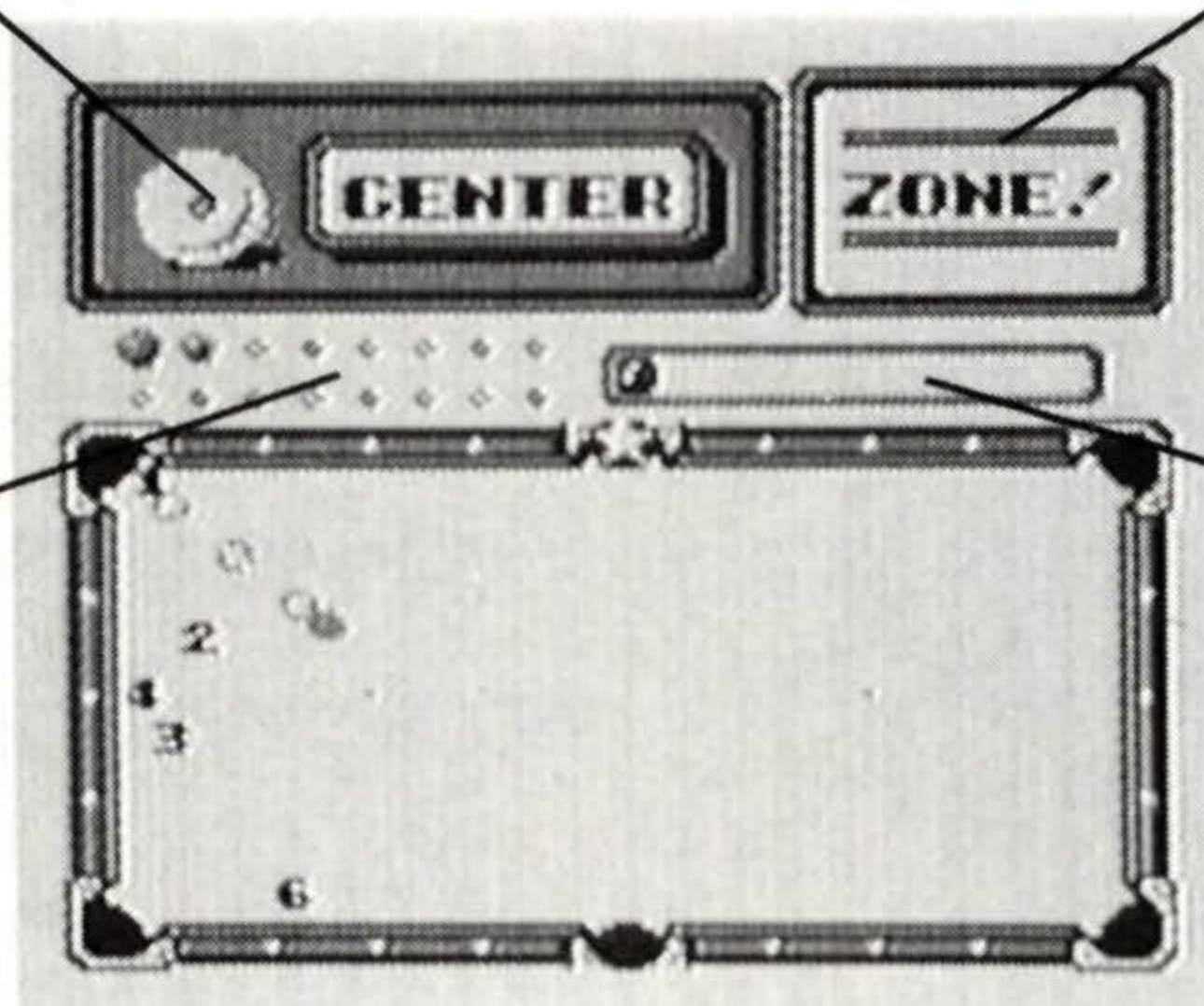
Shows the spot where you will strike the cue-ball.

## ***Information Screen:***

Game information — balls made, ball you should pocket next, etc.

## ***Remaining Balls:***

(Pocket Play Only)  
Indicates how many chances you have remaining to clear the table during Pocket Play.



## ***Power Indicator:***

Controls how hard you strike the cue-ball.



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## ***“English”***

Press and hold *B BUTTON* and move *CONTROL PAD* in any direction to determine the spot where the cue-ball will be struck by the cue-stick. Striking the cue-ball dead-center will stop the cue-ball as soon as it strikes a target ball. Striking the cue-ball anywhere above this center point will have the cue-ball continue forward and “Follow” the target ball after hitting it. Struck below its center point, the cue-ball will “Draw” or return to you — opposite the direction of the target ball — after hitting it. Choosing a point to the right of the center point will have the cue-ball deflect to the right after hitting a cushion. Naturally, to the left of center, will have the cue-ball deflect to the left after striking a cushion.

The closer you move the spot to the edge of the ball, the more “English” you’ll place on the cue-ball. Combining Follow or Draw with right or left can help you hit exactly the shot you’ll need. In addition to



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“English,” there will be times when you’ll actually need to hit down on top of the cue-ball to hit the perfect shot. This is called “Masse” and may be accomplished by holding down *B BUTTON* and pressing *CONTROL PAD UP* five times — past “Follow.” You may then continue in the same manner to choose “Masse” levels one, two or three.

### ***Direction***

Once you’ve selected where you’ll strike the cue-ball, use the *CONTROL PAD* to aim your shot. The flashing line of balls indicates the direction the cue ball will follow when hit — not accounting for “English.”



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## ***Target Balls***

In all the games described later in this document, your cue-ball must strike the lowest numbered target ball on the table before hitting any other target ball. Thus, the cue-ball will automatically aim at the lowest-number left on the table. By pressing *B BUTTON* you alternate your view of the target balls from numbers to filled circles, so that you can better determine how the cue-ball will strike the target balls.

## ***Power***

To shoot the cue-ball, press *A BUTTON* to start your swing. The Power Indicator will move from left to right. Press *A BUTTON* again to stop the Power Indicator and strike the cue-ball. The further to the right you stop the Power Indicator, the harder you will strike the cue-ball.



# **ONE PLAYER GAMES**

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## **9-Ball**

The object of 9-Ball is to sink the 9-ball as soon as possible. But you must always strike the lowest-numbered target ball on the table with the cue-ball before it hits any other ball. If you do not strike the lowest numbered ball first or if you do not hit any balls at all, you “Foul” and the shot does not count — this is called a “Table Scratch.” If during your shot the cue-ball goes into any of the pockets, this is also “Scratch” and again does not count.

One-player 9-Ball is a practice mode and does not track points. In addition, any time you “Scratch” the game lets you place the cue-ball anywhere on the table you like. After a “Scratch,” press *CONTROL PAD* in any direction to move the cue-ball on the table. Once it's where you'd like it, press *A BUTTON* to set it down. You'll then be asked if the ball is “OK?” where it is. Press *A BUTTON* for “Yes” and *B BUTTON* for “No.”



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## ***Pocket Play***

You will begin Pocket Play at the Club Class Level and try to work your way past City Class, State Class and World Class Championships — each requiring the amount of points shown on the screen before you begin Pocket Play.

You accumulate points by sinking target balls. Bonuses are awarded for sinking balls in a row without missing one or making them in numerical order — the more you make the bigger your bonus. As in 9-Ball, you must strike the lowest-numbered ball first. But unlike 9-Ball, you are only allowed a certain number of chances to clear the table of target balls. The “Remaining Balls” section of the game screen — just below the “English Indicator” — will tell you how many chances you have remaining.



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You begin the game with five balls shown in this Remaining Balls section. A Table Scratch in Pocket Play will lose you half-a-ball. Every time you shoot and do not make a ball — any ball — it also costs you half-a-ball. A Scratch — cue-ball in any pocket — costs you a full ball. You must sink all the target balls on the table before you lose all your Remaining Balls to clear the table. On your way to clearing the table, you will occasionally see a flashing star in one of the pockets. Making a ball into one of these “Bonus Pockets” will either earn you more points or add to your Remaining Balls.

After clearing a table, you will have a chance at a Bonus Stage before moving on to the next table. There are three possible Bonus Stages:



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- Single Ball Shot:*** Make the one ball on the table with one shot and receive points or add to your Remaining Balls.
- Trick Bonus:*** Make all the balls on the table with one shot and you'll add five balls to your Remaining Balls.
- Class-Up Trick:*** If your score exceeds the necessary class-clear points (except for City Class), make all the balls on the table with one shot and advance to the next Class.



## ***TWO-PLAYER GAMES***

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### ***9-Ball***

Rules for two-player 9-Ball are the same as for one-player. However, a “scratch” of any kind will turn the table over to your opponent for his or her shot. The first to make the 9-Ball wins the game. You will be given the option of choosing a match of three, five, or seven games. Before the game, you will determine which of you will go first by banking the cue-ball off the far side of the table and bringing it back to the cushion near you. The closest to this cushion goes first.

### ***Pocket Play***

The object of two-player Pocket Play is to sink all of your balls or to destroy all of your opponents pockets. Each of you will play on your own table — as you do in the one-player game. But each time you sink a target ball, the pocket which it went into will get blocked off on your opponent’s table. If you make a ball into a pocket that is already blocked on your opponent’s table, then you’ll block the two pockets around it as well. But remember, your opponent can also block the pockets on your table by making his or her shots.



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You can also get back your pockets after they've been blocked. Each time you make a shot, you'll get back as many as three pockets. By figuring out the game's pattern in giving back your pockets, you can plan your shots to get back the pockets you need most.

In this version of Pocket Play, you do not need to shoot at the target balls in any numerical order — just make what you can. If you Scratch or put a target ball into a pocket that's blocked, the table will reset to its layout before that shot.



# **LIMITED WARRANTY**

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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 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.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED. ALL IMPLIED WARRANTIES, INCLUDING THOSE OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, IF APPLICABLE, ARE LIMITED IN DURATION TO 90 DAYS FROM THE DATE OF PURCHASE OF THIS PRODUCT.

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