

One more game.

SIDE POCKET x DEFAISTRE



Play the exploration

A familiar pool room, newly drawn

The 1992 Mega Drive / Genesis edition supplied the visual and rules reference: a top-down six-pocket table, five American city stages, an arcade score chase and trick shots. The web version interprets those cues with its own physics, layouts and audio.



A night-time pool hall



A six-pocket table



A reinterpreted title mark

The new art follows a deep green, walnut and warm-ivory palette. Historical game imagery was used as reference, not shipped as a game asset.

Ten pieces, one visual world

Scenario generated ten game assets: the club room, table, title mark, ball sheet, player portrait and five city backdrops. The production notes preserve the prompts, job IDs and asset IDs. Six generations were copied into the Side Pocket project; the remaining four city images were generated there.



LOS ANGELES BACKDROP



BALL SHEET



TITLE MARK

01

Historical research and art direction

02

Scenario image generation

03

PNG originals to optimized WebP

04

Layered Canvas and interface

Pixel art meets billiard physics

A TypeScript engine advances billiard physics at a fixed 240 Hz. Canvas draws the generated table and ball art while the interface handles aiming, power, spin, scoring and saves. Five modes include a solo city tour, two local duels, 19 original trick-shot layouts and free practice.



THE ORIGINAL WEB ENGINE

SIMULATION

Fixed 240 Hz step

RENDERING

Canvas with Scenario art

CHALLENGES

19 new trick-shot layouts

SOUND

Three original synth loops

The source project records 41 passing rule and simulation tests, including 100 simulated breaks and a replayed solution for each of the 19 trick shots. Browser checks covered keyboard and touch flows, pause, persistence and responsive layouts. These are source-project checks, not a claim that every device has been tested.

From a digital table to the real one

Four real DEFAISTRE billiards appear below the game with local optimized product photography. Product links open the official store with campaign attribution; the game pauses before the visit. Prices and stock remain on the store so the exploration does not publish stale offers.



DEFAISTRE CLUB PRO / OFFICIAL PRODUCT IMAGE

FOUR REAL PRODUCTS

- 01 Club Pro
- 02 Convertible Black
- 03 Convertible Walnut
- 04 Club 6 ft

[Explore DEFAISTRE tables](#)

This is an independent homage and concept prototype. Side Pocket and the original game belong to their respective rights holders. The concept does not announce a SEGA or Data East partnership. The illustration, code, music and new trick-shot arrangements are specific to this web adaptation.