

# TOURNAMENT SNOOKER

Snooker is a two player table-top game. The idea of the game is that each player in turn tries to 'pocket' various balls by hitting them with the cue-ball (white ball) which is in turn hit by the tip of a cue held by a player.

At the beginning of any new game, the balls are automatically placed on the table in their special positions. The player that starts, or 'breaks', must try to hit a RED ball with the cue-ball. A red ball must be the first target ball. If a player misses the red ball, or pots the white ball, or hits any other coloured ball first, or doesn't hit any ball, he has made a 'foul-shot' and the value associated with that ball is awarded to the other player (from a minimum of 4). If the player does not hit a foul-shot or pot a red, then play passes to the opponent. However, if a player pots a red without hitting a foul-shot he may choose another colour ball to pot for a higher score.

COLOUR POTTED	SCORE
WHITE	FOUL SHOT: 4 TO OPPONENT
RED	1
YELLOW	2
GREEN	3
BROWN	4
BLUE	5
PINK	6
BLACK	7

The nominated colour is now the target ball and the same rules for a foul shot apply as above. If the nominated colour is potted, the target ball now reverts to being a red one and the successful player carries on until no red balls are left. Any coloured (not RED) ball which has been potted is automatically placed back on the table in its special position provided there is at least one RED ball left on the table.

When all the red balls have been potted, the coloured balls must then be potted in a special order. This order is one of increasing value; i.e. YELLOW first through to BLACK last.

After all balls have been potted the player with the highest score is the winner.

The score indicated under BREAK is the score accumulated by the player whose turn it is.

### Demo Mode.

After the message of introduction, the program will enter into DEMO mode unless you press a key. The DEMO game is a very intriguing contest between two top class players, and at the same time, it serves to exhibit the program's fine qualities.

The DEMO game can be terminated at any time (except when the balls are moving), by pressing any key. You will then be in PLAY mode.

While in PLAY mode, if a period of two minutes should go by without a key being pressed, then the program will remember the current state of play, and re-enter DEMO mode, restoring the state of play when a key is next pressed.

### Cue Control

There are three keys which control the cue and pressing any of these will bring the cue to the table, if its not already on.

The cue always points to the centre of the cue ball and can be moved around the ball, thereby allowing you to aim in any direction.

The fine adjustment is very, very fine - about 0.17 degree each step. The screen resolution cannot always respond to this degree of accuracy, and so there will be a few occasions when you won't be able to detect the movement of the cue. However, this small adjustment would have been noted by the program.

### Spin Control

The big white ball at the top lefthand side of the display represents the player's view of the cue ball, the dot in the centre being the point at which the ball will be struck by the cue.

If this dot is moved down then the cue will strike the cue ball below the centre so imparting the back spin - the

further down, the more spin. Similarly, moving this dot up will impart top-spin, while moving it to the left or to the right will cause side spin to be added.

### Shooting

The players use separate keys to shoot and so the program can tell which player is about to play. Playing out of turn is not allowed.

To shoot, a player presses his own key TWICE. The strength of the shot will be determined by the length of time between the successive depressions of the key... the quicker the second follows the first the stronger the shot.

After a player has played a foul shot, his opponent may tell him to play again. The program must be 'made aware' of this by pressing SHIFT A otherwise the player will be seen as playing out of turn.

### Nominating a ball

After legally potting a red the player has to nominate a colour ball (there are other situations where you might wish to nominate a ball).

To nominate a ball you press the value of that ball. That is, 7 for black, 6 for pink etc. Press 0 for the white ball.

After pressing the key the appropriate ball will start flashing. While the ball is still flashing pressing any key other than N will complete the nomination.

If you are nominating a red (by pressing 1), then one red will flash. Press N to move to the NEXT red, until you reach the desired one.

### Saving and Loading a Game

You may wish to save a game and return to it at some later date. To do this you press SHIFT S.

You will then be expected to type in a name which must be made up of alphabetic characters only, terminated by ENTER. If you press ENTER without typing in a name then the name SAVEGAME will be used.

To load a game back press SHIFT L. You will again be expected to type in a name and as with the SAVE command, if no name is entered then SAVEGAME is used.

## Practice Mode

In PRACTICE mode you are allowed to do things not otherwise permitted. e.g. you can move or remove any ball. (\*Note that in GAME mode you ARE allowed to move the cue ball if it is 'in-hand'\*). Also, you can retake a shot by RESTORING the balls to the position they occupied before the last shot.

To go into PRACTICE mode press SHIFT P and to return to GAME mode press G. Note that you are allowed to set the table as you wish in PRACTICE mode and then start a game from that position by going into GAME mode. However, the cue ball must be played from the semi-circle.

To move or remove a ball it must first be nominated.

### SUMMARY OF COMMANDS

Q.....Cue course adjust  
CTRL Q.....Cue fine adjust clockwise  
SHIFT Q.....Cue fine adjust anti-clockwise  
\*CURSORS.....Move spin position  
SPACE bar.....PLAYER 1 shoots  
ENTER.....PLAYER 2 shoots  
SHIFT A.....Ask opponent to play AGAIN  
SHIFT C.....CONCEDE  
SHIFT N.....NEW game  
SHIFT S.....SAVE game to tape  
SHIFT L.....LOAD game from tape  
R.....Instant REPLAY of last shot  
SHIFT CURSORS...Move nominated ball  
SHIFT P.....Enter PRACTICE mode  
G.....Return to GAME mode  
SHIFT R.....RESTORE balls  
CTRL R.....REMOVE nominated ball

### NOTE: SPECTRUM 48K

As there is no CTRL key please use SYMBOL SHIFT  
\* 48K SPECTRUM use symbol shift plus cursor keys

### Miscellaneous Notes

You can see an 'instant REPLAY' of the last shot by pressing R. This applies in both GAME and PRACTICE modes.

In PRACTICE mode, a player may use any one of the two shooter keys.

If you position the cue so that you are aiming at a ball, then an enlarged version of this object ball will appear somewhere behind the large white cue ball at the top of the screen.

This object ball will be partly or totally obscured by the cue ball in such a way that you will have a head-on view of the shot you are about to play. Moving the cue will cause this object ball to move accordingly until it moves out of the line of fire or until your aim brings another ball into view.