STEVE DAVIS SNOOKER

Once the program has loaded the instructions will appear on the screen. Use the 'number' keys to enter your options:

CONTROLS

O = Moves Cursor Left

P = Moves Cursor Right

Q = Moves Cursor Up

A = Moves Cursor Down

Enter/Return executes instructions

Shift/Break space and N = New game

Shift/Break space and R = Retake last shot (one player game)

Shift/Break space and C = Change original shot instruction before playing it.

Colours Wanted

Nominating a colour is done by value (See Rules).

Joysticks

The program is automatically joystick compatable and can be used to replace the O, P, Q, A, and Enter commands.

TO PLAY THE GAME

1) <u>Placing cue ball</u>

Position the cursor in the 'D' then press Enter/Return.

2) <u>Cue ball target</u>

Position the centre of the cursor on the table where you want the centre of the cue ball to travel to then press Enter/Return

3) Power
Set the power using left and right keys then press Enter/Return

4) Spin
Select spin required by using all control keys, this determines where the 'Cue' will strike the cue ball

5) Having selected all the above, Enter/Return plays the shot.

If in the event of a foul shot being played the message 'Play Again' appears. If the player who committed the foul is to play the next shot then type 'Y' for Yes. If not then type 'N' for No.

RULES
Normal Snooker rules apply. A red ball (score 1) is pocketed first followed by a colour (Score as table). The same sequence follows until no reds are remaining, then the colours are potted in this sequence.

Colour		Score
Yellow	Score	2
Green	Score	3
Brown	Score	4
Blue	Score	5
Pink	Score	6
Black	Score	7

For a foul shot, a fixed penalty of 4 for yellow, green and brown or, if blue, pink or black are struck out of sequence then the foul values are 5, 6 or 7 respectively.