

Overview

Two common types of snooker game are being played today, International snooker and American snooker. Both snooker game requires a set of 15 red balls, and a set of 6 color balls. Each color ball has a point value. The plays are required to pocket the red ball before playing the color ball. When all the red balls are pocketed the players play the color balls in ascending point value order. The player with highest point at the end of the game, wins the game.

Note:Rules and terms defined within this document only applies to this computer snooker game and should not be considered as the actual rules for the snooker game.The rules have been simplified and in some cases modified for the computer play.

Related Topics

[Playing The Game](#)

[Rules of The Game](#)

[Strategy and Hints](#)

[Scoring](#)

Playing The Game

Object of the Game: To score more points than the opponent.

To Start a New Game.

From the Game Menu, Select NEW.

To Set the Game Options.

From the setup menu select the OPTIONS.

To make Computer or Player2 play first.

Uncheck the menu item PLAYER SHOT FIRST in the select menu.

To Place the White Ball.

Point the mouse in the semi-circle area on the table and press the left mouse button.

To Set the Motion Co-ordinates of the White Ball.

Move the mouse pointer to the point the white ball is to move and press the left mouse button.

To Change Speed

Press on the + or - icon to increase or decrease the speed of the shot.

To Set White Ball in Motion.

Press the right mouse button on the table once the Motion Co-ordinate of the white ball is set.

Related Topics

[Overview](#)

[Rules of The Game](#)

[Strategy and Hints](#)

[Scoring](#)

Rules of The Game

The objective of the snooker player is to have more points than the opponent at the end of the game. The game starts with the break (first shot of the game). The player taking the break places the white ball in the semi-circle area of the table and shots to hit the red balls. If a red ball is pocketed, the player plays for the color. On pocketing the color he returns to pocket the red ball. The play alternates between red and color until all red balls are pocketed. The color balls do get replaced if it is pocketed after a red or is illegally pocketed. When all red are pocketed the player plays the color ball in ascending point value. The point values of the color balls are Yellow-2, Green-3, Brown-4, Blue-5, Pink-6 and Black-7. The game ends at the pocket of the black ball or when a player has a large point lead when playing black. If the player is trailing the opponent by large point difference then he can do snooker ie force opponent into committing a foul.

Lose Of Turn

A Player loses his turn if one of the following occurs:

1. Fails to pocket a legal ball. (Legal ball is the ball that the player is required to play).
2. Commits a foul.

Foul and Penalties

A foul is committed if one or more of the following occurs:

1. Failure to make white balls first contact be a legal ball, or fail to make any contact with a ball.
2. Pockets white ball.
3. Pockets a ball other than the legal ball.
4. If the legal ball is color, The first ball making contact with the white is the ball being played.

If any other ball is pocketed than it is a foul.

For any foul committed by a player a penalty point is added to the opponents point total. Penalty points for the snooker(International) and American snooker are as follows:

Snooker(International) The minimum penalty for a foul is 4 points. The penalty increases if the foul was committed on a ball with higher point value. The penalty in this case, is the point value of the ball.

American Snooker The penalty for any foul is 7 points.

Related Topics

[Overview](#)

[Playing The Game](#)

[Strategy and Hints](#)

[Scoring](#)

Strategy and Hints

This section contains helpful hints for playing and defeating the opponent on the computer snooker game.

Do

- . Play an easy ball.
- . Position play, ie, play an easy ball and make the white to come to rest at a position where you can play another easy ball.

Dont

- . Give the opponent an easy shot.
- . Give opponent free points ie avoid taking shots that may cause foul to occur.
- . Disperse red balls. Computer has better chance of winning the game if red is distributed equally on the table.

Related Topics

[Overview](#)

[Playing The Game](#)

[Rules of The Game](#)

[Scoring](#)

Scoring

This section contains information on how the points are allocated in snooker games.

The points are added to players total for pocketing a legal ball. Legal ball is the ball that you are required to play, the computer tells you which ball is legal. Each ball has a point value, the point value for the ball are:

Red	1
Yellow	2
Green	3
Brown	4
Blue	5
Pink	6
Black	7

Penalty point is also added to the opponents point total for any foul committed.

American snooker 7 points for any foul committed.

Snooker(International) 4 points for any foul committed, except when the foul was committed on a ball with higher point value. The penalty point in this case is the point value of the ball.

Related Topics

[Overview](#)

[Playing The Game](#)

[Rules of The Game](#)

[Strategy and Hints](#)



Snooker help Index

The Index lists all the Snooker Help Index Topics.

To learn how to use Help, Choose USING HELP from the help menu.

How to Play

[Overview](#)
[Playing The Game](#)
[Rules of The Game](#)
[Strategy and Hints](#)
[Scoring](#)

Commands

[Game Menu Commands](#)
[Setup Menu Commands](#)

Registration

[Registration.](#)



How to Play

This section contains information on how to play snooker.

[Overview](#)

[Playing The Game](#)

[Rules of The Game](#)

[Strategy and Hints](#)

[Scoring](#)



Commands

This section contains information on the menu commands in Snooker game.

[Game Menu Commands](#)

Game Menu Commands

This section contains information about game menu commands in Snooker game.

New

Start a New Game.

Restore

Restore a saved game from a file.

Save

Save the game in a file.

Exit

Exit Game.

Select Game

To select other games.

Related Topics

[Setup Menu Commands](#)

Setup Menu Commands

This section contains information about the setup menu commands in Snooker game.

Player Shots First

Check this for the player to take the first shot (Player Breaks).
Opponent breaks if this is unchecked.

Table Color

Brings up the dialog screen where you can change the table color.

Options

Brings up the option dialog screen. Here you can

- . Select your opponent.
- . Set the computer skill level.
- . Set pace of game (low pace moves balls in slow motion)

Related Topics

[Game Menu Commands](#)

Registration Snooker and Pool Games

To receive full version of this game plus three other games, fill out the registration form (or write to below address) and send check, money order or cash of \$15 CANADIAN (or \$15 US if from USA or an amount equivalent to \$15 US if from outside Canada & USA) to:

Susil Chandra,
P.O.Box 44553,
Garden Park,
Vancouver, B.C.
Canada, V5M 4R8

(To print this form, click on Print Topic in File Menu.)

Name: _____

Address: _____

City/State: _____

Country: _____ Zip/P.Code: _____

Additional full version games you would receive are:

Dice & Tile - An mathematical addition board game.

Wrap-a-trap - Outwit computers move by setting a trap.

Blocks - A pattern matching game.

