

STEVE DAVIS SNOOKER

CONTROLS

Joystick only – Port 1

S = Sound on/Sound off

OPENING SCREEN

- | | |
|--------|--|
| Start | begins the game |
| Select | changes player 1 and 2 to the computer option and vice versa |
| Option | enters the edit mode |

If none of the above keys have been pressed the computer will enter the demonstration mode. To exit this mode press the reset key. Pressing reset at any time in the game will return the game to the opening screen.

EDIT MODE

- | | |
|--------|--|
| Start | return to opening screen |
| Option | plays one shot in the edit mode and returns you to the edit mode |

To select a ball, move the cross over the ball then press and hold down the fire button while you move the ball to its desired location. Release the fire button and the ball will stay where it is.

N.B. The cross will not allow you to release one ball on top of another.

If you move the cross and ball to the cushion at the top of the table and release the fire button the ball will be deleted from the table.

After re-arranging the table you can move from the edit mode to the play mode with the edited screen. However, at least one red must be left on the table.

PLAY MODE

If a computer has been selected for one or more of the play options the computer asks for the skill level for which to play on. Moving the joystick up or down varies the skill level. Table speed has three options, fast, normal or slow, again this is controlled by the joystick.

AT THE TABLE

- a) To play, position the white cue ball in the "D". Press fire.
- b) Then move the "+" to the ball you have selected to hit and position it at the point of contact you decide will offer you the best shot. Press fire.
- c) Select the spin you require. Press fire.
- d) Select the power you require.

To execute the shot press fire.

After potting a red you will be asked to select a colour. Move the "+" over the colour you require and press fire, the colour you select will be shown on the bottom of the screen. During match play if your opponent commits a foul shot you can request them to play. The computer will always choose to play itself. Your decision is made using the joystick and pressing fire.

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.

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

For a foul involving the yellow, green or brown a fixed penalty of 4 is incurred.

If blue, pink or black are struck out of sequence the foul values are 5,6 or 7 respectively.

PLEASE NOTE

Due to the limitations of the computer it is not possible to show an all black ball so the black is represented by a white circle.