

Future Snooker

Future Snooker

A Game of Skill

by
Mark Sheeky



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of outer space.

Let us begin.



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OVERVIEW

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Welcome

Future Snooker is a futuristic game related to snooker. Players take turns to fire a glassy cue-ball at a cluster of balls, scoring points for each ball knocked off the table. The winner is the player with the most points when the table is cleared.

This manual includes a quick guide as well as more detailed information on how to play the game. Select an option from the left menu to continue.

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Quick Guide

Use the mouse, an X-Box 360 style game controller, or the arrow keys and the return key to use the menu. You can press the Esc key (or BACK on a game controller) to go to the previous menu or screen.

Use the mouse, keyboard controls, or the game controller to move and aim. By default, mouse left/right will move, and you can aim using the wheel, or holding the right button and dragging the mouse left./right.

The bat is called 'free' when it can move. Normally the bat is only free for the break (first shot). After that it appears at the place where the cue-ball ended on the last turn.

Hold down the left mouse button, right Ctrl on the keyboard, or the X or A controller buttons to power up your shot. Release the button to fire. The right button, right Shift, or Y or B buttons will cancel the shot you are currently holding.

To pan the camera use the - or + keys, or game controller D-pad left/right or trigger buttons. Press backspace, or D-pad up, to switch view. Press return, or D-pad down, to centre the camera on the bat.

Knock the balls of the indicated colour (eg. 'Red On') off the edge of the table to pot them. If you pot or hit the wrong ball you will end your turn.

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IN DEPTH

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Main Menu

Use an X-Box 360 style game controller, or the arrow keys, and the return key to use the menu. Press Esc, or use BACK on the controller, to visit the previous page.

Those with slower computers might benefit by setting balls as isohedrons in the Video Options menu.

Select Start Game from the Main Menu to begin a game.

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Game Types

There are three game types available in Future Snooker. Each allows some degree of customisation.

Solo Game

A game for one player. You will play one table against each computer opponent, increasing in difficulty until you compete against the Future Snooker champion, Zak "The Mac" McKay. You can select a table and ball arrangement.

Single Match

For one or two players. You can set up a match between opponents of your choice. The skill of computer opponents is shown in brackets after their name from the poorly skilled Windy Withers to best player, Zak "The Mac" McKay. Note that different computer opponents have different personalities and tactics. You can choose between the different table arrangements, and select how many games to play.

Tournament

For up to six players. The tournament is a league based championship. Six players always compete, you can select how many of these are human players, the rest will be randomly chosen computer opponents. Each player plays each other in a two table match. Three points are awarded for a win, and one each for a draw.

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In the Game Options you can choose to skip A.I. matches, in which case matches between computer opponents will not be shown (this is useful during tournaments).

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Table Types

As in snooker, the red balls are worth one point and are never replaced when potted. The yellow, green, brown, blue, pink and black balls are called the 'colours' and are worth two, three, four, five, six and seven points respectively. Coloured balls are put back on the table if potted, except when being cleared at the end of a game. In the Video Options you can choose whether the basic, one point ball, appears red or grey.

There are four ball arrangements used in Future Snooker:

Ooma

The standard arrangement is called an Ooma. Six red balls form a ring in the middle, surrounded by the colours.

Palooma

A larger version of the Ooma, the Palooma arrangement features twelve red balls.

Radial

The largest table, the Radial arrangement features fifteen red balls. The protective ring of reds makes this table difficult at the start of the game. Like a real snooker table the maximum break on this table is 147.

Triform

The Triform arrangement is the smallest. The closely packed colours can be difficult to clear them at the end of the match.

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Opponents

There are sixteen computer opponents of varying skill in Future Snooker from the easy to beat Windy Withers to the best player, Zak "The Mac" McKay. Opponents can vary in tactics as well as skill and ability.

When choosing a game, the skill of the opponent is shown in brackets after the game, lower numbers meaning better skill.

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Controls

Viewing The Table

To pan the camera use the - or + keys, or game controller D-pad left/right or trigger buttons. Press backspace, or D-pad up, to switch view. Press return, or D-pad down, to centre the camera on the bat.

Aiming Your Shot

Use the mouse, keyboard controls, or game controller to move and aim. For the mouse; left and right will move. Hold the right button and drag, or use the wheel, to aim. On the keyboard, use the left and right arrows to move and comma and period keys to aim. With a game controller, use the left stick to move and the right stick to aim.

The bat is called 'free' when it can move. Normally the bat is only free for the break (first shot). After that it appears at the place where the cue-ball ended on the last turn. Try to position the cue-ball where you would like to play from next shot.

In the Game Options you can select when the bat is free to move, and also choose whether the dotted aiming guide is on or off.

Taking Your Shot

Hold down the left mouse button, right Ctrl, or X or A buttons on a controller to power up your shot. The aiming arrow will extend to indicate the power of the shot; the longer you hold down the button, the more powerful the shot will be.

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Release the button to fire.

If you are holding down the button but want to cancel your shot, press the right mouse button, or the right shift key, or the Y or B buttons on the controller.

Game Speed

In the Game Options you can select the game speed. When A.I. Plays Fast is selected, computer players will move at five times normal speed.

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Game Rules

1. Players take turns to shoot the cue-ball.

The player to break/shoot first is chosen at random, after that the break will alternate.

2. The bat is called 'free' when it can move.

Normally the bat is only free for the break (first shot). After that it appears at the place where the cue-ball ended on the last turn. You can tweak the freedom of movement in the Game Options, from allowing full movement for every shot, to no movement at all (not even during the break), but note that in all circumstances, if a player fails to pot any ball, the bat becomes free to move for the next player.

3. Hit a ball off the table to pot it.

There are no pockets in Future Snooker, simply push a ball to the edge of the table to 'pot' it.

4. First, hit and pot one or more red balls.

When a red is 'on' you must strike a red ball first, and pot one or more reds. Avoid potting any other colours or your turn will end. Red balls are worth one point. You can choose to make red balls appear grey in the Game Options.

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5. Then pot a coloured ball of your choice.

Yellow, green, brown, blue, pink and black are known as the 'colours'. When a colour is 'on' you must strike a coloured ball first, and pot just one colour. The yellow ball is worth two points. The green ball is worth three points. The brown ball is worth four points. The blue ball is worth five points. The pink ball is worth six points. The black ball is worth seven points.

6. Play continues red, then colour, then red until all of the reds are gone, then pot each colour in the specified order.

When potting the final colours, you must strike the required colour first and pot only that colour.

7. When the table is clear, the player with the most points wins.

8. If you fail to pot any ball, the bat is free to move for the next player.

Potting only the cue ball does not count as potting a ball. There are no other penalties or fouls but you will end your turn if you hit or pot the wrong type of ball.

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Rule Notes

Unlike contemporary snooker there is no colour nomination. You can legally hit one colour and pot a different one in Future Snooker.

The number of points scored in one turn is called the 'break'. A succession of red and black followed by the final colours before any other balls have been potted will produce a maximum break.

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INFORMATION

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Credits

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Future Snooker was developed by Cornutopia Software.
Design, programming, graphics and sound by Mark Sheeky.
Testing and artistic collaboration by Andrew Williams
French translation by Olivier Behr.
German translation by Tony Klüver.

Music

The main theme is "The Dance of Spring" (extract) from the album "The Twelve Seasons" by Mark Sheeky.

The in-game music comprises of special edits of music composed and performed by Mark Sheeky. You can find the full versions of this music on various releases:

Mark Sheeky, Animalia (2004)

Mark Sheeky, The Infinite Forest (2010)

Mark Sheeky, Cycles & Shadows (2014)

Fall in Green, Who is Afraid/She Floats (2018)

Marius Fate, The Modern Game (2019)

Mark Sheeky, Tree of Keys (2019)

Mark Sheeky, Music of Poetic Objects (2019)

Cornutopia Software

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About

About Cornutopia

All of the Cornutopia games were designed and programmed by me, Mark Sheeky.

I began programming games in the 1980s on my first home computer, a Dragon 32. Game programming became an addiction and obsession, and this continued throughout the 1990s, programming many Public Domain and Shareware games for the Commodore Amiga computer.

My first Windows PC game was Arcangel in 1999, a squad level strategy game, and in 2002 I decided to publish my own games under the name Cornutopia Software.

I gradually transitioned into becoming an artist, and have painted over 500 oil paintings, composed and recorded over 30 albums of music, and written a few books, but game programming was my first passion, and this complex and supremely difficult task remains a solid foundation on which to build a mind.

You can find out more about my artwork, and browse my complete software catalogue on www.marksheeky.com. Search for Mark Sheeky on Amazon to discover more of my books and music.

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Other Games

Visit the Cornutopia Software website or search for Mark Sheeky to see more titles. The current Cornutopia games catalogue is:

Thermonuclear Domination
Arcangel: The Legacy Of Peace
Roton
Martian Rover Patrol
Trax
Noise Station
Radioactive
Breakout Velocity
Fallout Velocity
Bool
Yinyang
Outliner
Firefly
Flatspace
Taskforce: The Mutants Of October Morgane
Future Pool
Gunstorm
Flatspace II
Future Snooker
Gunstorm II
Flatspace III

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