

Forget the innuendos, this is Snooker on the go! Pocket Snooker replicates the tension and thrill of the game itself with a great simulation of the game.

The game contains 5 dice



TO START THE GAME

Flip a coin to decide who breaks. The person that breaks throws the IN PLAY DICE.

SAFE = The cue ball is safe, their opponent plays the IN PLAY DICE.

LEAVE CHANCE = You have left your opponent a good chance to pot. Opponent can go for a pot by playing the CHANCE DICE or play safe by continuing with the IN PLAY DICE.

LEAVE TRICKY POT = You have left your opponent a difficult chance to pot. Opponent can go for a pot by playing the TRICKY POT DICE or decline the pot and continuing the IN PLAY DICE.

SNOOKER = You have snookered your opponent. Your opponent plays the SNOOKER DICE.

PLAYING THE CHANCE POT DICE

You have a chance of potting the ball. If you are potting a colour, throw the BREAK BALL DICE at the same time to see which colour you are potting.

If you throw:

Perfect Position/In the Middle/Pot in Position = you potted the ball and are in a perfect position to continue the break.

You can throw the CHANCE POT DICE again to continue the break.

Pot Out of Position = you potted the ball but have left yourself a tricky next shot. To continue the break throw the TRICKY POT DICE.

Miss = you missed the easy pot. Unbelievable! The ball is safe. Your opponent throws the IN PLAY DICE.

PLAYING THE TRICKY POT DICE

A player can go for a difficult pot but there is a greater risk, or if they don't want to attempt they can throw the in play dice. If you are potting a colour then throw the BREAK BALL DICE at the same time to see which colour you are potting.

If you throw:

Pot in Position - great shot, you potted it and are now in position. For your next shot you can throw the CHANCE POT DICE.

Pot Left Tricky Pot – you potted it but have left another tricky shot. Continue the break by throwing the TRICKY POT DICE or play safe by throwing the IN PLAY DICE.

Miss Left Easy Pot – you have missed the pot and let your opponent in. Opponent can play the CHANCE POT DICE to start a break or play the IN PLAY DICE.

Miss Left Tricky Pot – you have missed the pot and left your opponent a difficult chance. Your opponent can play the TRICKY POT DICE to start a break or play the IN PLAY DICE if they turn down the chance.

Foul – you potted the white. Your opponent gets 4 points, or if you were going for a colour they receive the amount of points for that colour, i.e. Blue: 5, Pink: 6, Black: 7.

For further information how to play the game and watch the video and all Pocket Sports game go to:

pocketsportsgames.com/pages/resources



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BREAK BALL DICE

You throw the BREAK BALL DICE when you are going for a colour during a break to see what colour you are taking. If you pot the ball, you score Brown 4, Blue 5, Pink 6, Black 7

SNOOKER DIE

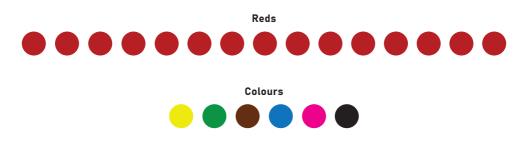
You are Snookered!

Miss = you missed. Your opponent gets foul points. Normally this is 4 but if you are down to the last three balls these are Blue 5, Pink 6, Black 7. Your opponent has the opportunity to make you throw the SNOOKER DICE again or they can choose to throw the TRICKY CHANCE POT or IN PLAY DICE.

Hit = you hit the ball:

Hit Safe = you've left the ball safe, so your opponent plays the IN PLAY DICE
Hit Left Pot = you've left a chance, your opponent can play the CHANCE POT DICE
Hit Left Tricky Pot = you've left a tricky chance, your opponent can play the TRICKY POT DICE or IN PLAY DICE.

Using the enclosed COUNTERS, the scoresheet below will help you keep scores and keep track of the amount of reds and colours that have been potted.



Player A

10	20	30	40	50	60	70	80	90	100
0	1	2	3	4	5	6	7	8	9

Player B

10	20	30	40	50	60	70	80	90	100
0	1	2	3	4	5	6	7	8	9

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