# *Award* **Winners**

## GOLD EDITION

JIMMY WHITE'S
'WHIRLWIND' snooker

*Elite Plus*

ZOOL

sensible
SOCCER

European Champions

## ENGLISH/FRANÇAIS

# Virgin Games Presents

# JIMMY WHITE's

## 'WHIRLWIND'
## SNOOKER

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## COMMODORE AMIGA

To enjoy this product to the full you will need a Compatible Mouse and a Disk of Little Consequence for the sole purpose of the storage of scores and games.

If your Amiga is turned on, turn it off. After at least 30 seconds, turn on your Amiga. This will remove any virus which may be present and so minimise the risk of infecting and possibly destroying your Jimmy White's Whirlwind Snooker disk. Insert the Jimmy White's Whirlwind Snooker disk into the internal disk drive. The program will load and run automatically. If the mouse is to be used to play Jimmy White's Whirlwind Snooker it must be plugged into its usual hole - ie, the port marked '1 JOYSTICK'. Otherwise, you can use the keyboard.

## IBM PC

Before you can play Jimmy Whites' Whirlwind Snooker you will need to install the game onto your hard disk according to the instructions at the beginning of this Award Winners-Gold manual, entitled Hard Disk Installation.

## COMMODORE AMIGA

Pour profiter pleinement de ce produit, il vous faudra une Souris compatible et une Disquette de sauvegarde pour mettre en mémoire vos scores et vos parties.

Si votre Amiga est allumé, éteignez-le. Attendez au moins 30 secondes avant de la réallumer. Ceci supprimera tout virus potentiel et diminuera donc le risque d'infecter et peut-être de détruire votre disquette "Jimmy White's Whirlwind Snooker".

Introduisez la disquette "Jimmy White's Whirlwind Snooker" dans le lecteur interne de disquettes. Le programme se chargera et se mettra en route automatiquement. Si vous utilisez une souris pour jouer à "Jimmy White's Whirlwind Snooker", il faut la brancher sur l'entrée habituelle, c.a.d. l'entrée '1 JOYSTICK'. Sinon, vous pouvez utiliser le clavier.

## IBM PC

Avant de pouvoir jouer à Jimmy White's Whirlwind Snooker, vous devez installer ce jeu sur votre disque dur en suivant les instructions se trouvant au début du manuel Award Winners-Gold Edition et portant le titre "Disque Dur et Installation".

# CONTENTS

**THE TITLE SEQUENCE**

Jimmy White's
WHIRLWIND
SNOOKER

**OPTIONS**

When you see this title sequence you will know that Jimmy White's Whirlwind Snooker h loaded successfully. To pass this sequence at any time press either of the two mouse buttons any key other than 'Ctrl', 'Caps Lock' or either of the two, 'SHIFT', 'Alt' or 'A' keys.

If the title sequence has not been passed after approximately one minute, the program enters short computer-controlled demonstration mode which serves to show 10 different types of sh Simply press the 'Esc' key to quit this demonstration.

When the title sequence is passed for the first time you will be asked to enter a password.
                              The page number, the line on which the word will be fou and the number of the word itself along the line are given – for example, PAGE 4, LINE WORD 1 is appropriately enough, 'JIMMY'. Use the keyboard to type the password then pr RETURN.

If the password is incorrect you will be given two further chances to get it right. If you enter thr incorrect passwords the game will fail to work, in which case turn off your computer and follo the loading procedure from scratch again. If the password is correct you will be presented wi the GAME CONTROL menu from which play can begin.

◄Jimmy White's Whirlwind Snooker has many options. Most of them are displayed in panel or 'windows' – thus ...

Some options have windows of their own. When such an option is selected, its window is plac on top of the previous one. You can remove – or 'close' – this new window and return to t previous one by selecting CANCEL.

If no key is pressed and the mouse isn't moved in any way for approximately one minute – a

# GAME CONTROL

that's during any selection, too – the title sequence is replayed. Note that the table arrangement shown below the Game Control window will be reset too. Press the 'Esc' key to return to the GAME CONTROL menu from any of its related option windows.

1. **START ONE PLAYER GAME**
   Play for real against one of four computer-controlled opponents including Jimmy himself.

2. **START TWO PLAYER GAME**
   Play for real against a human-controlled opponent.

3. **TWO PLAYER PRACTICE**
   Play for laughs against a human-controlled opponent.

4. **SET UP TRICK SHOT**
   Arrange the balls to set up trick shots or solve problems from any other game mode. You can also create and play the situation of your choice as this option doubles up as a handy single-player practice.

5. **ENTER DEMO MODE**
   Watch two computer opponents play to see how it's done.

6. **DISK FEATURES**
   Save games to disk for later use or load games, scores and breaks from disk.

7. **OPTIONS**
   Remove all saved games and scores from disks. You can also return to the title screen sequence from here.

8. **RETURN TO TABLE**
   Resume play from the table set-up shown below the Game Control panel.

## CHOOSING AN OPTION

**WITH THE MOUSE**

Move the arrow so that it points to the desired option. Press the left-hand mouse button to highlight the option in question thus ...

Pressing the right-hand button selects the highlighted option.

**WITH THE KEYBOARD**

Use the up and down arrow – or 'cursor' – keys to move the highlight up and down through the options. Press the RETURN key to select the highlighted option.

**CANCEL**

Maybe you selected the wrong option or perhaps you changed your mind. Either way, highlight and select CANCEL when it's available to return to the previous menu of options and game state.

You cannot UNDO the last shot played (see PLAYING SNOOKER). You cannot use the computer to determine the best possible shot (see PLAYING SNOOKER). You cannot save the game to disk for later use (see DISK FEATURES). Any worthwhile human-produced scores and breaks will be saved to disk once the game reaches a conclusion (see SAVING SCORES AND BREAKS).

## START ONE PLAYER GAME

**ENTER NAME 1**

Before you do anything else, enter your name – a maximum of eight characters without spaces. You can only use the 26 letters of the alphabet – no other keyboard characters (such as numbers) are available. Well, other than the backspace key for deleting the character to the left of the cursor. If you attempt to begin play without entering your name the highlight will return to ENTER NAME and you will have to enter something. The name is considered entered when the RETURN key is pressed.

## PLAY AGAINST ...

Satisfied with your name? Good. Now choose an opponent (as you can see, the difficulty levels are shown to the right of the names). Highlight and select the desired opponent to begin a one player game (see THE COMPUTER OPPONENTS).

## HEAD OR TAILS ...

◀ Having started a One Player Game, a 'coin' is 'tossed' to determine who will break. The result is shown thus ...

To begin play, select OK – either by pointing to it and pressing the right-hand mouse button or by simply pressing the 'RETURN' key. See PLAYING SNOOKER for details of how to play.

**START
TWO PLAYER
GAME**

You cannot UNDO the last shot played (see PLAYING SNOOKER). You cannot use the computer to calculate the best possible shot (see PLAYING SNOOKER). You can save the game to disk for later use (see DISK FEATURES). Any worthwhile human-produced scores and breaks will be saved to disk once the game reaches a conclusion (see SAVING SCORES AND BREAKS).

## ENTER NAME 1

Both players must first register their names. If Player 1 has entered a name previously, then it is retained. The procedure for entering a new name is the same as detailed in START ONE PLAYER GAME. Both names will be retained for use with other options until they are changed.

## ENTER NAME 2

A name for Player 2 is entered as detailed above.

## START GAME

Highlight and select to begin.

**TWO PLAYER PRACTICE**





### HEAD OR TAILS ...

◄ Having started a Two Player Game, a 'coin' is 'tossed' to determine who will break. The result is shown thus ...

To begin play, select OK – either by pointing to it and pressing the right-hand mouse button or by simply pressing the 'RETURN' key. See PLAYING SNOOKER for details of how to play.

You can UNDO the last shot played (see PLAYING SNOOKER). You can use the computer to pot any ball for you or to determine the best possible shot. You can save the pratice game to disk for later use (see DISK FEATURES). Any worthwhile scores and breaks are NOT saved to disk once the practice game reaches a conclusion.

### ENTER NAME

Two names must be entered (unless they already have been via the two player game option).

### START PRACTICE GAME

Highlight and select this to begin the practice session.

### HEAD OR TAILS ...

◄ Having started a Two Player Practice game, a 'coin' is 'tossed' to determine who will break. The result is shown thus ...

To begin play, select OK – either by pointing to it and pressing the right-hand mouse button or by simply pressing the 'RETURN' key. See PLAYING SNOOKER for details of how to play.

## JIMMY WHITE'S WHIRLWIND SNOOKER

**SET UP TRICK SHOT**



You can UNDO the last shot played (see PLAYING SNOOKER). You can use the computer to determine the best possible shot. You can save the trick shot to disk for later use (see DISK FEATURES). Note that scores are not kept in Trick Shot mode.

### START TRICK SHOT EDITOR

Highlight and select to enter the Trick Shot Editor.

See USING THE TRICK SHOT EDITOR for details of how to use it.

**ENTER DEMO MODE**



Watching two computer-controlled opponents battle it out on the table can prove both absorbing and educational. Press the 'Esc' key during the demonstration to return to the GAME CONTROL menu. Note that while the cue is in motion the 'Esc' key has no immediate effect. You cannot save a demo game to disk. Any worthwhile scores and breaks are not saved to disk.

### BEGIN DEMO GAME FROM THE START

Select this to see a complete game unfold before your very eyes.

### START DEMO GAME FROM CURRENT LAYOUT

Select this to begin play from the layout shown below the GAME CONTROL window. Now you can see how the game that was previously played unfolds in the hands of the professionals. You can also use this feature in conjunction with previously saved games to see how the computer would handle them (certain trick shots can also be used). Load the saved game then quit to the GAME CONTROL menu. Now select ENTER DEMO MODE and choose to begin it from the current layout.

## DISK FEATURES





### LOAD AN OLD GAME FROM DISK

Selecting this option presents you with a choice of 15 'slots' on the disk, each containing a previously saved game. Slots with no title are empty. To load the saved game of your choice simply select a title (using either the mouse or keyboard). Once the saved game has loaded you resume play from it.

If you cannot remember the contents of any of the saved games simply highlight the saved game title in question to view the table arrangement below the panel. Holding down the left-hand mouse button allows you to move the highlight up and down the selection of saved games and view them.

◄ **CANNOT LOAD AN EMPTY FILE**
You cannot load an empty file, so don't try. This is what you are shown if you do.

### SAVE CURRENT GAME TO DISK

Selecting this option presents you with a choice of 15 'slots' on the disk to which games can be saved. Pressing the RETURN key returns you to the Game Control menu. Otherwise, select the desired slot, be it an empty slot (shown as a line of 27 dots) or an existing one to be overwritten, as you would an option. Now use the keyboard to enter a name for the saved game. The name may be up to 27 characters in length. Unlike the player names, saved game names CAN include spaces, numbers, full stops and dashes. The BACKSPACE key removes the last character entered. Press RETURN to register the name and save the game. You will then be returned to the GAME CONTROL menu.

To allow you to distinguish between the four different possible saved game types a three-letter code is added to the title of the game saved. You can see these in a column to the far right of the DISK FEATURES panel.

One Player Games are saved with the extension 1PG.

Two Player Games are saved with the extension 2PG.

Trick Shots are saved with the extension TRK.

Practice Games are saved with the extension PRC.

Note that with a slot highlighted, pressing the RETURN key automatically creates a title for the saved game.

One Player Games will be saved as ONE V [COMPUTER PLAYER NAME] [SCORE].

Two Player Games will be saved as ONE V TWO [SCORE].

Trick Shots will be saved as TRICK SHOT.

Pratice Games will be saved as ONE V ONE [SCORE].

## SAVING SCORES AND BREAKS
When a One or Two Player Game reaches its conclusion, the best human-produced scores and breaks are saved to disk. Note that this is provided a suitable disk is in the computer's internal drive – ie, a disk formatted for the purpose of storing scores and breaks (this includes the Jimmy White's Whirlwind Snooker disk) – and that the scores and breaks are high enough to merit saving in the first place.

## VIEW BEST BREAKS 1PG AND 2PG
◀ Calls up this display of best breaks ...

### VIEW BEST SCORES

◄ Calls up this display of best scores. There is a separate table for each of the four levels of computer opponent and the two player game.

### COPYING SAVED GAMES

Here's a useful means of copying saved games to another disk. Take your save disk and insert it into the computer's internal drive. Use the SAVE option to call up the saved games or scores (this actually loads every saved game from disk). Remove this save disk and insert the disk to which the games are to be copied (ensure that it is formatted). Now use the SAVE option – it will save not only the game in question but the entire selection of saved games to the new disk.

### OPTIONS

◄ The two options which cater for disk management are both used in the same way. If there's a problem erasing data, you will be warned with a 'CLUNK!' sound and this window ...

Select CANCEL to return to the GAME CONTROL menu.

### ERASE ALL SAVED GAMES ON DISK

◄ Selecting this option calls up this window ...

Select YES to remove any saved games on the disk. You will then be returned to the GAME CONTROL menu. Note that this does not affect the rest of the disk.

This option also serves to create save game slots on a small section of a disk not previously used for saving games. Ensure that the write-protect tab is enabled, ie, the hole is closed. Insert the disk into the internal drive then select the ERASE option to create the save game slots on the disk.

### ERASE ALL SCORE DATA ON DISK
◄ Selecting this option calls up this window ...

Select YES to remove any scores and breaks saved on the disk. You will then be returned to the GAME CONTROL menu. Note that this does not affect the rest of the disk.

### QUIT TO TITLE SCREEN SEQUENCE
If you have a hankering to see that pretty swirling whirlwind pattern again, select this option.

**RETURN TO TABLE**

Selecting this option from the outset will take you straight into the TRICK SHOT mode. Otherwise, play will resume from the point at which it was abandoned – even if the computer was thinking.

# PLAYING SNOOKER

## CONTROL DURING PLAY

There are three means to this end – two of them are mouse orientated, the other is via the keyboard. All are accessible at once. As with choosing options, the mouse moves an arrow. By pointing this arrow at an icon and pressing or pressing and holding down the left or right-hand mouse button (or both even) the icon's function is activated. This arrow can also be used directly on the table and balls to activate certain functions.

A mix of mouse and keyboard control is recommended. Author Archer Maclean prefers to use only the icons for applying chalk, fine control of aim and actually taking a shot. Everything else he does by using the mouse directly on the table and balls.

The table is viewed from almost every possible angle via a remote camera which is effectively attached to the end of the cue. The camera 'focuses' on the central point shown here and its movement is relative to this point.

At the top of the screen is a control panel packed with small descriptive pictures of available functions – or 'icons'. These icons are selected by pointing at them with the mouse-controlled arrow and then pressing or pressing and holding down the left-hand or right-hand mouse button or both at once. Some functions behave differently depending on which mouse button has been pressed. Others behave the same regardless of which button is used to activate them. Note that this panel can also be placed down the left-hand side of the screen.

The focal point is the middle of this ball

## JIMMY WHITE'S WHIRLWIND SNOOKER

**WHAT YOU CAN EXPECT TO SEE**

PLAYER 1 NAME — HERON
PLAYER 1 SCORE — 0
PLAYER 1 BREAK

VIEW Q BALL   VIEW LINE   GAME CONTROL

CHALK CUE   TOP SPIN   INFORMATION

SIDE SPIN   TAKE SHOT   SIDE SPIN

SCREEN TYPE   BACK SPIN   PLAN

VIEW

SET POWER — FUNCTION MESSAGE WINDOW or UNDO

ZOOM OUT   VIEW ANGLE

PLAYER 2 BREAK — BREAK   0   ZOOM IN   CUE LEFT   CUE RIGHT
PLAYER 2 SCORE
PLAYER 2 NAME — TOM
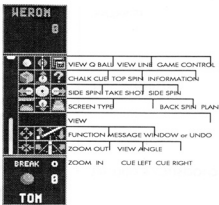
### THE BALLS ARE IN MOTION

To show that a shot is in play and that balls are in motion, the mouse-controlled arrow undergoes a small transformation to look like this ...

Some functions are understandably not available while the shot is being played. The functions that can be used are detailed in CONTROLS.

## THE SNOOKER INSTRUCTION MANUAL

**THE BREAK**

The winner of the toss gets to break first. This player also gets to move the cue ball around the 'D' at the top of the table. Simply use the mouse to point the arrow at the cue ball then hold down the left-hand mouse button the arrow will charge into a black hand to show that the ball has been 'grabbed'. You can now move the cue ball around the 'D' – but NOT outside it or through the three coloured balls in the 'D'. Note that the cue ball is actually correctly positioned for a suitable break – all you have to do is set the power and spin as you see fit.

**POTTING A BALL**

When a ball is potted in real snooker it hardly makes a sound. When a ball is potted in Jimmy Whites Whirlwind Snooker, a 'popping' sound is heard, just to let you know that it has gone in, and this small table appears in the control panel ...



As you can see, the ball potted is shown next to the table 'map' and the pocket is highlighted.

With a red in the bag, so to speak, you must choose a colour to pot, as indicated by this icon in the control panel ...



**CHOOSING A COLOUR**

**THE COMPUTER IS THINKING ...**

Use the mouse to move the arrow to point to the desired colour ball on the table then press the left-hand mouse button. Alternatively, press the equivalent number key (but NOT on the keypad) to choose, eg, key '2' for yellow, key '7' for black.

This clock symbol is shown whenever the computer is thinking. It could be the computer opponent considering its next move or maybe you asked for help with the best possible shot available. Whatever the reason, the mouse pointer is not available while the computer thinks. Press the 'Esc' key if you wish to quit to the GAME CONTROL menu.

## FOUL

◀ Any player who breaks the rules of snooker is penalised accordingly. With the points from the foul awarded to the 'innocent' player, this window is displayed ...

The 'innocent' player now has to choose whether to play a shot as normal or to make the 'guilty' player play again. Point the arrow at the desired letter and press either the left-hand or right-hand mouse button to make a choice. Alternatively, press either 'A' or 'B' on the keyboard.

## TINKI

If a function cannot be performed, it won't be and a 'TINK!' sound will be heard.

**ICON CONTROLS**

Simply use the mouse to move the arrow so it points to the desired function icon then press a mouse button to activate it.

## VIEW Q BALL

◀ You have to be 'on' the cue ball to take a shot. If the TAKE SHOT cue ball icon has a cross on it, you are 'on' the cue ball. Otherwise, press the left-hand mouse button to go straight in close to the cue ball thus ...

◀ A second press of the left-hand mouse button will rotate the view through 180 degrees. Press the right-hand mouse button to go to the cue ball thus ...

Press the right-hand mouse button a second time to rotate the view through 180 degrees. If you are already 'on' the cue ball, the view will be rotated through 180 degrees.
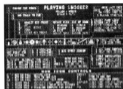
## VIEW LINE

View the direction in which the cue ball will travel if it is uninterrupted and no spin is applied. Note that activating this function takes you to the cue ball if you weren't already 'on' it.

Press the left-hand mouse button to toggle on and off a single view line projected from the centre of the cue ball.



Press the right-hand mouse button to toggle on and off a double view line. The second view line shows the angle at which an uninterrupted cue ball without any spin applied will rebound off a cushion.



## CONTROL

Press the left-hand mouse button to return to the GAME CONTROL menu.
◄ Press the right-hand mouse button to call up this HELP menu ...

## CHALK CUE

Press either the left-hand or right-hand button to apply chalk to the tip of the cue. This is used to improve the cue tip's 'grip' and so minimise the possibility of miscueing. Note that when playing a straight shot – ie, no spin is applied – you do not need any chalk. The greater the spin applied, the more chalk is required (there is still a remote chance of miscueing however).

## TOP SPIN

Press either the left-hand or right-hand mouse button to move the hit point on the cue ball up from the centre to the top. The higher the hit point on the cue ball, the greater the top spin applied. Top spin is also used to swerve the cue ball.                                                            Note that using this function takes you to the cue ball if you weren't already 'on' it.

## SIDE SPIN (left)

Press either the left-hand or right-hand mouse button to move the hit point on the cue ball to the left from the centre. The further the hit point is to the left of the cue ball, the greater the right-hand side spin. Side spin is also used to swerve the cue ball.

Note that using this function takes you to the cue ball if you weren't already 'on' it.

## SIDE SPIN (right)

Press either the left-hand or right-hand mouse button to move the hit point on the cue ball to the right from the centre. The further the hit point is to the right of the cue ball, the greater the right-hand side spin. Side spin is also used to swerve the cue ball.

Note that using this function takes you to the cue ball if you weren't already 'on' it.

## BACK SPIN

Press either the left-hand or right-hand mouse button to move the hit point on the cue ball down from the centre to the bottom. The lower the hit point on the cue ball, the greater the back spin applied. Back spin is also used to swerve the cue ball.

Note that using this function takes you to the cue ball if you weren't already 'on' it.

## TAKE SHOT

◄ Press either the left-hand or right-hand mouse button to call the cue into view and take the shot. The cue ball is always hit directly up the screen. Note that you must be 'on' the cue ball in order to take the shot. This is indicated by a cross in the centre of the TAKE SHOT cue ball icon thus
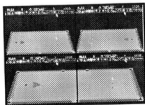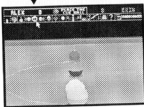


Take Shot Icon

(NO)  Take Shot Icon

The cross shows the point of impact of the cue on the cue ball. If you are not 'on' the
go to it by selecting the TAKE SHOT, VIEW LINE, VIEW Q BALL or SPIN icons

◄ If you are 'on' the cue ball but the shot is blocked from a particular angle, say, by an
or a cushion, then 'NO' is displayed in the centre of the TAKE SHOT cue ball icon.

You cannot take a shot while 'NO' is displayed so move around and up and over th
until the cross reappears. Whenever the cue ball is up against a cushion or behind and
the range of possible impact points is automatically calculated and displayed on t
SHOT cue ball icon as you move around the cue ball. Note that by pressing and holdin
one or both of the mouse buttons as the shot is taken you can actually follow the cu
the first ball it hits (see FOLLOWING THE SHOT). You can also manipulate the tabl
'on' to balls while the balls are in motion.

## SCREEN TYPE

Press either the left-hand or right-hand mouse button to toggle the positioning of the
either above the table or to the side. It's advisable to position the panel at the side whe
up or down the table. Place the panel at the top of the screen when playing across t

## PLAN VIEW



View the table from above. There are eight different views available. With the co
positioned at the top of the screen, the table is viewed from the sides. When the co
is positioned to the left of the screen, the table is viewed from the top and bottom.

◄ Press the left-hand mouse button to call up the first plan view thus ...

◄ A second press of the left-hand mouse button calls up a plan view from the other en
the table ...

◄ A third press of the left-hand mouse button calls up a closer look at one end or sid
table ...

◄ A fourth press of the left-hand mouse button calls up a closer look of the other en
the other end of the table ...

A fifth press of the left-hand mouse button would call up the first plan view again, and so on.

Pressing the right-hand mouse button will take you back to the original 'in-play' view of the table. Pressing the right-hand mouse button a second time however will return you to the last plan view selected with the left-hand mouse button. So, if you find a plan view to your liking and don't wish to step through time and time again with the left-hand mouse button, simply call up the desired plan view (using the left-hand mouse button of course) then press the right-hand mousebutton to 'remember' it. If you end up getting stuck between two plan views, select the TAKE SHOT icon to return to the original 'in-play' view.

## VIEW ANGLE

◀ Increase the angle between the camera and the table, ie, the end or side of the table displayed at the top of the screen is 'lifted up' so that the camera looks 'over' the table thus ...

This is especially useful for raising the view and forming a 'bridge' over balls when the cue ball is blocked.

◀ Decrease the angle between the camera and the table, ie, the end or side of the table displayed at the top of the screen is 'pushed down' so that the camera looks 'along' the table thus ...

Press and hold down the left-hand mouse button to slowly affect the view angle.

Press and hold down the right-hand mouse button to affect the view angle at a 'medium' speed.

Press and hold down BOTH mouse buttons to quickly affect the view angle.

## CUE LEFT

Rotates the table anticlockwise.

Press and hold the left-hand mouse button to rotate the table at a slow speed.

Press and hold the right-hand mouse button to rotate the table at a 'medium' speed.

Press and hold BOTH mouse buttons to rotate the table a high speed.

## CUE RIGHT
Rotates the table clockwise.

Press and hold the left-hand mouse button to rotate the table at a slow speed.

Press and hold the right-hand mouse button to rotate the table at a 'medium' speed.

Press and hold BOTH mouse buttons to rotate the table a high speed.

## SET POWER
Choose the strength of the shot. This ranges from Zilch Power to Lots Of Power. Press and ho
down either the left-hand or right-hand mouse button then move the mouse up and down
decrease and increase the cue power. The length of the cue in its box acts as a rough indica
of the strength of the shot. The shorter the cue, the more powerful the shot. There are 88 s
strengths in total (and with 23,040 possible angles and 81 different spin points, that'
staggering 164 million possible shots). The relative strengths of the determined graduatio
cue power are shown overleaf (the distances given are approximate and assume that the cue
encounters no other balls on its travels, and that no form spin is applied to the cue ball).

◀ **ZILCH POWER**
The cue ball will travel approximately half its diameter.

◀ **LOW POWER**
The cue ball will travel the distance of approximately two balls.

◀ **MEDIUM POWER**
The cue ball will travel approximately three quarters the length of the table.

◀ **LOTS OF POWER**
The cue ball will travel the length of the table approximately four and quarter times.

**INFORMATION**
In a One or Two Player Game or Two Player Practice game, pressing the left-hand mouse button calls up this score information window.



This window shows, from the top, the maximum points available from the balls remaining, whether either player needs any snookers to win, the best break so far, the actual scores in board and traditional slider form – Player 1 is at the top, Player 2 is below. Shown above and below the players' scores are the quantities of balls potted. At the bottom of this window the type of game in play is shown.
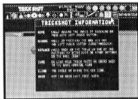
Press and hold down the left-hand mouse button to keep this window on screen.

◄ In Trick Shot mode, pressing the left-hand mouse button calls up this Trick Shot con
summary window ...

## ASK COMPUTER FOR BEST SHOT

Pressing the right-hand button asks the computer to calculate and set up the best possible sh
either a pot or safety. Note that this function is only available in the Two Player Practice or T
Shot options.

## UNDO

When you point to an icon its function is shown here. However, if you point to this window w
playing a Two Player Practice or Trick Shot, the word 'UNDO' is shown. Pressing the left-h
or right-hand button cancels the last shot taken (or in action) and resets the table to
arrangement prior to the shot.

## ZOOM IN

Take a closer look at the action. The camera can zoom in this close ...

## ZOOM OUT

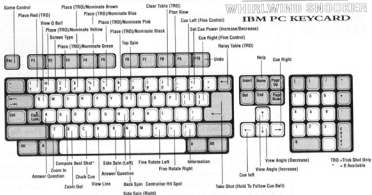Take a step back from the action. The camera can zoom out this far ...

**USING THE KEYBOARD**

| | | | |
|---|---|---|---|
| V | View Line | 4 | Nominate Brown (During Game) |
| H | Side Spin (Left) | 5 | Nominate Blue (During Game) |
| J | Side Spin (Right) | 6 | Nominate Pink (During Game) |
| N | Back Spin | 7 | Nominate Black (During Game) |
| U | Top Spin | 1 | Place Red (Trick Shot Only) |
| M | Centralise Hit Point | 2 | Place Yellow (Trick Shot Only) |
| Z | Zoom In | 3 | Place Green (Trick Shot Only) |
| X | Zoom Out | 4 | Place Brown (Trick Shot Only) |
| Q | View Q Ball | 5 | Place Blue (Trick Shot Only) |
| P | Plan View | 6 | Place Pink (Trick Shot Only) |
| C | Chalk Cue | 7 | Place Black (Trick Shot Only) |
| W | Screen type | 0 | Clear Table (Trick Shot Only) |
| ? | Information | BACKSPACE | Relay Table (Trick Shot Only) |
| S | Compute Best Shot (If Available) | ESC * | Game Control |
| A | Answer Question | + | Set Cue Power (Increase) |
| B | Answer Question | – | Set Cue Power (Decrease) |
| CRSR UP | View Angle (Decrease) | RETURN | Take Shot (Hold To Follow Ball) |
| CRSR DOWN | View Angle (Increase) | F10 | UNDO (If Available) |
| CRSR LEFT | Cue Left | Ctrl | Repeat Previous Key Command |
| CRSR RIGHT | Cue Right | SHIFT | Repeat Previous Key Command |
| { | Cue Left (Fine Control) | Alt | Repeat Previous Key Command |
| } | Cue Right (Fine Control) | Alt | Repeat Previous Key Command |
| 2 | Nominate Yellow (During Game) | A | Repeat Previous Key Command |
| 3 | Nominate Green (During Game) | A | Repeat Previous Key Command |

* Note that when the 'Esc' key is pressed during One Player Practice or Trick Shot the shot last taken (or inaction) is cancelled and the table reset to the arrangement prior to the shot. The point or points acquired from the shot are removed. When playing a One or Two Player Game, pressing the 'Esc' does not have this effect. Whilst balls are moving, and the game waits until the current shot has ended.

# JIMMY WHITE'S
## WHIRLWIND SNOOKER
### IBM PC KEYCARD

Slow Control
Place Red (TRO)
Place Q Ball
Place (TRO)/Nominate Yellow
Screen Type
Place (TRO)/Nominate Green

Place (TRO)/Nominate Brown
Place (TRO)/Nominate Blue
Place (TRO)/Nominate Black

Clear Table (TRO)
Plan View
Cue List (Fine Control)
Cue Power (Increase)
Cue Right (Increase)
Relay Table (TRO)

Top Spin

Cut Q Ball

Cue High

Computer Best Shot
Zoom In to
Answer Question
Chalk Cue
Zoom Out

Side Spin (Left)
Answer Question
View Line

Fine Rotate Left
Fine Rotate Right
Back Spin
Centralise Hit Spot
Side Spin (Right)

Information

Cue Angle (Decrease)

View Angle (Increase)

Cue Left
Cue Shot (Hold To Follow Cue Ball)

TRO = Trick Shot Only
= X Available



## ICON FUNCTIONS USING LEFT-HAND MOUSE BUTTON

| VIEW Q BALL | VIEW LINE (SINGLE) | GAME CONTROL | CHALK CUE | TOP SPIN | INFOR-MATION | SIDE SPIN (LEFT) | VIEW ANGLE (SLOW SPEED) | SET POWER |

| TAKE SHOT | SIDE SPIN (RIGHT) | SCREEN TYPE | BACK SPIN | PLAN VIEW | ZOOM OUT | ZOOM IN | CUE LEFT/RIGHT (SLOW SPEED) | FUNCTION MESSAGE WINDOW OR UNDO |

## ICON FUNCTIONS USING RIGHT-HAND MOUSE BUTTON

| VIEW Q BALL | VIEW LINE (DOUBLE) | HELP | CHALK CUE | TOP SPIN | CALCULATE BEST SHOT | SIDE SPIN (LEFT) | VIEW ANGLE (MEDIUM SPEED) | SET POWER |

| TAKE SHOT | SIDE SPIN (RIGHT) | SCREEN TYPE | BACK SPIN | REMEMBER PLAN VIEW | ZOOM OUT | ZOOM IN | CUE LEFT/RIGHT (MEDIUM SPEED) | FUNCTION MESSAGE WINDOW OR UNDO |

**USING THE MOUSE ON THE TABLE**

This is probably the most 'natural' method of playing Jimmy White's Whirlwind Snooker. As is the case with the icon control, combinations of mouse buttons being pressed or pressed and held down produces different functions. Here, however, the functions depend on whether the arrow is pointed at a ball or an empty area of table.

Move the arrow so it points to any area of the screen other than the icon panel or a ball. Press and hold down only the left-hand mouse button – the arrow will turn into this ...

You can now rotate the table in a clockwise or an anticlockwise direction by using the mouse to 'draw' a circle around the camera's focal point (see WHAT YOU CAN EXPECT TO SEE). The faster the mouse is moved, the faster the table rotates. The nearer the arrow is to the centre of the camera's focal point, the faster the table rotates.

Press and hold down only the right-hand mouse button while pointing at the table – the arrow will turn into this ...

Moving the mouse in a forward direction makes the camera zoom in on the table. Moving the mouse in a reverse direction makes the camera zoom out from the table (see ZOOM IN and ZOOM OUT in the ICON CONTROLS section).

Press and hold down both the left-hand and right-hand mouse buttons – the arrow will turn into this ...

You can now rotate and tilt the table in any direction by using the mouse to 'draw' a circle around the camera's focal point (see WHAT YOU CAN EXPECT TO SEE). The faster the mouse is moved, the faster the table rotates and tilts. The nearer the arrow is to the centre of the camera's focal point, the faster the table rotates and tilts.

Use the mouse to point the arrow at any ball on the table. Pressing the left-hand mouse button puts you 'on' that ball. A second press of the left-hand mouse button while pointing at the ball in question rotates the table through 180 degrees. Note that this has a different effect in Trick Shot mode (see TRICK SHOT). If the ball touched by the arrow is not the cue ball, pressing the right-hand button lines up the centre of the ball in question with the centre of the cue ball and the view is adjusted accordingly.

If either view line is inactive, touching any ball other than the cue ball with the arrow and pressing the right-hand button has a different effect. In a One or Two Player Game, this action lines up the view line to run through the centre of the cue ball and that of the ball which was touched (this does not necessarily set up a perfect shot). In a Two Player Practice game or Trick Shot mode, the computer sets the parameters necessary to ensure that the ball touched is potted. All you have to do is take the shot. Used in conjunction with the UNDO function, this aids the understanding of angles.

**FOLLOWING THE SHOT**

As soon as the shot has been taken you may wish to follow the action. You could use the four plan views. Alternatively, you can enjoy a super-fast and impressive viewpoint as the camera swoops around the table following the cue ball. This is done by immediately holding down one or both of the mouse buttons or by ensuring that the arrow points to the TAKE SHOT icon and the mouse buttons are used as follows ...

Pressing and holding down the left-hand mouse button makes the camera follow the cue ball and the first ball hit by the cue ball from a viewpoint behind the cue ball. The same effect is achieved by pressing and holding down the 'RETURN' key.

## THE SNOOKER INSTRUCTION MANUAL

Pressing and holding down the right-hand mouse button makes the camera follow the angle of the cue ball from the point at which the shot was taken.

Pressing and holding down both mouse buttons makes the camera follow the angle of the first ball hit by the cue ball from the point at which the shot was taken.

Pointing to the VIEW Q BALL icon and pressing and holding down the left-hand mouse button makes the camera follow the cue ball from behind. Alternatively, point to the VIEW Q BALL icon and first press the right-hand button to raise the camera off the table. Now press and hold down the left-hand button to follow the cue ball from behind but at a higher viewpoint.

**USING THE TRICK SHOT EDITOR**

Almost all of the functions available in a One or Two Player Game or Two Player Practice are available within this option. Those which are behave differently or simply do not work are detailed here.

The major difference between Trick Shot mode and the Game and Practice options is that the balls can be placed at your leisure. To move any ball on the table, use the mouse to point the arrow at the desired ball and press the left-hand button to move to it (pressing the right-hand button takes you to the ball but also lines up its centre with that of the cue ball in the process). Press and hold down the left-hand mouse button while pointing to the ball and move the mouse to move the ball around the table. The arrow will turn into this hand to show that the ball has been 'grabbed' ...

It shouldn't come as any great surprise to learn that you cannot place one ball on top of another. You cannot place balls outside of the table, on the cushions or in the pockets either.
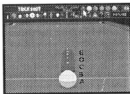
To remove any ball other than the cue ball from the table, grab it (so the arrow becomes a hand) then press the 'DEL' key.

◀ You will notice that there are a few additions to the panel of icons – the collection of coloured balls in particular. These are used to place the balls on the table in one of two ways – either in circular form around the camera's focal point (see WHAT YOU CAN EXPECT TO SEE) thus ...

◀ The letters show the order in which the balls are placed. This defaults to (A) if the table is moved and so the focal point is altered. Alternatively, the balls can be placed in a straight line in front of the camera's focal point thus ...

Use the mouse to point the arrow at one the ball icons. Press the left-hand mouse button to place the ball in question around the camera's focal point. Pressing the right-hand mouse button places the ball in a straight line ahead of the camera's focal point. Pressing the number keys (not on the keypad) – eg, key '1' for a red, key '7' for a black – also places the corresponding balls but in the arrangement last used (the default is the circular pattern). Note that you cannot place a ball if it already exists on the table.

## CLR

Use the mouse to point the arrow at this icon. Press the left-hand mouse button to clear the table of every ball except the cue ball (the same effect is achieved by pressing the '0' key – but not on the keypad). Press the right-hand button to relay the table from scratch. The same effect is achieved by pressing the BACKSPACE key.

**THE SNOOKER INSTRUCTION MANUAL**

### UNDO

Select this function with the left-hand mouse button to reset the table to the layout used prior to CLRing the table or playing a shot. Pressing the 'F10' key has the same effect.

Exiting from the Trick Shot mode to the Game Control menu UNDOes the previous shot or CLRance.

◀ Use the left-hand mouse button to select the INFO icon or press the '?' key to call up this summary of controls ...

**ING THE COMPUTER TO TAKE SHOTS**

If you need a little help potting a ball simply ask the computer to do it for you. First, activate a view line. Now point to the ball you wish to pot. Press the right-hand mouse button to make the computer set the approximate angle and power settings necessary to pot the ball.

**SOLVING GAME PROBLEMS**

If you find yourself stumped when it comes to playing a shot within a game situation, try this for size ... Press the 'Esc' key to exit to the Game Control menu. Now select the Trick Shot option to play the shot in a more flexible environment – ie, you can use the computer to show you how the shot should be taken (see USING THE COMPUTER TO TAKE SHOTS AND ASK COMPUTER FOR BESR SHOT). You can also use the Trick Shot option in the same way to solve saved games.

## A TRICK SHOT TIP



People aren't perfect. Setting up the snooker balls on a real table is open to a very small margin of error. This is reproduced here. The pack of reds is relaid with every new game. To see the effect in action, follow these simple steps from within the Trick Shot option ...

Relay the table by pointing to 'CLR' and pressing the right-hand mouse button. Zoom in on a red ball and adjust the view so that the pack is seen thus ...

Now replay the table. With each press of the right-hand mouse button you will see the reds shuffle slightly as they are relaid. The program never produces the same layout twice.

If the mouse isn't moved in any way and no key is pressed for approximately four minutes during the Trick Shot mode, the program returns to the Game Control menu. Note that this only occurs in the Trick Shot mode.

# GETTING STARTING

Welcome this brief guide to getting started with Jimmy White's Whirlwind Snooker. Before you attempt to play for real we recommend that you get a feel for the controls and the way that the balls work by using the Trick Shot option.

So, select the SET UP TRICK SHOT from the GAME CONTROL menu. You will be presented with this view of the table ...

This is actually a perfect break position - but more of that later. There are three main methods of playing Jimmy White's Whirlwind Snooker. The first is by using the panel of small boxes ('icons') at the top of the screen. Each icon has its own function (some have more than one) which is activated by using the mouse-controlled arrow you see on screen. Move the arrow so that it points to the desired function. Now pressing or pressing and holding down the left-hand mouse button, the right-hand mouse button or both mouse button will activate the function.

The second method of control is the keyboard. The functions are simply activated by pressing the respective key (see the KEYBOARD SUMMARY).

Method Three is to use the mouse to manipulate the table and balls. The keyboard or icons are then used to activate certain functions, such as actually taking the shot. All three methods of control are available at once, so feel free touse any blend you see fit.

Right, your first shot. And seeing as the table's all set for a break, this might as well be it. When you first enter the Trick Shot option (or, indeed, any other option which involves actual play), the cue ball is always positioned for a perfect break. All that's required of the player is to set the strength of the shot.

Use the mouse to move the arrow to point to the SCREEN TYPE icon. Now press either the left-hand or right-hand mouse button to move the panel of icons at the top of the screen to the left-

hand side. (Alternatively, press the 'W' key). This makes setting the cue power a little easier. It also helps generally when playing a shot up or down the table as more of it's shown when the panel's placed vertically. When playing across the table, place the panel in the vertical position.

Point to the SET POWER cue and press and hold down either the left-hand or right-hand mouse button. Move the mouse up and down to adjust power so that the cue's tip is next to the top ◀ of the icon description window thus ...

(Alternatively, you could use the '+' and '-' keys). This is the near-perfect power setting for a healthy break - so let's do it. Point to the TAKE SHOT icon and press either the left-hand or right-hand mouse button to take the shot. (Alternatively, pressing the 'RETURN' key has the same effect). The arrow will change to show that the shot is being taken and will stay that way until the balls are no longer in motion. The cue ball should end up somewhere around here in ◀ the baulk region ...

If the cue ball hit the blue on the way back, that's just luck. Now let's take that shot again but with a difference. Point to the UNDO icon (which is also the icon description window) and press the left-hand mouse button to return the table layout to before the shot (you should hear a popping sound too).

Point to the TAKE SHOT icon again and this time press and hold down the left-hand mouse button to take the shot. The camera view will follow the cue ball and the first ball it. Select UNDO and play the shot again, this time holding down the right-hand mouse button as you play the shot. The camera will now follow the angle of the cue ball. Holding down both buttons while the shot is taken makes the camera follow the angle of the first ball hit by the cue ball. Try it.

A fourth means of following the shot takes you right into the heart of the action. By pointing to the VIEW Q BALL icon and pressing the left-hand mouse button while the shot is being played, you can follow the cue ball from directly behind. (Alternatively, press and hold the 'Q' key or hold down the 'RETURN' key while the shot is played).

With a few practice breaks under your belt, let's try potting a ball - any ball. How about the yellow in the top corner pocket? First, move the brown ball out of the way. Point to the brown ball and press the left-hand mouse button. You should be 'taken' to the brown ball so that it is now the focus of your attention. Still pointing to the brown ball, press and hold down the left-hand mouse button to 'grab' the brown ball. (The arrow should turn into a black hand to indicate that the ball is 'grabbed'.) Use the mouse to move the brown ball out of the way. (This method is used to move any ball around the table in Trick Shot mode).

Select the VIEW Q BALL icon (or press the 'Q' key) to go to the cue ball. To find the yellow ball you need to move the table round a bit. Point to the CUE LEFT/CUE RIGHT icon and press the left-hand mouse button or use the left and right arrow keys on the keyboard to perform the same function.

Alternatively, use the mouse to move the arrow so that it points to a clear area of the table. Press and hold down the left-hand mouse button (the arrow pointer should have changed shape). Now use the mouse to 'draw' a circle around the cue ball and so rotate the table. The faster the mouse is moved, the faster the table rotates.

Still holding down the left-hand mouse button, press and hold down the right-hand mouse button (the arrow pointer should have changed shape again). Now the mouse can be used to turn the table through all sorts of angles. (The angle vertical adjustment function is also available in icon form and via the keyboard - ie, the up and down arrow keys).

Release both mouse buttons and press the right-hand mouse button while pointing the arrow to a clear area of table. Moving the mouse will take you closer to or further from the table. (For further details of using the mouse on the table see USING THE MOUSE ON THE TABLE). (This function is also available in icon form on the vertical panel and via the keyboard - ie, the 'Z' and 'X' keys).
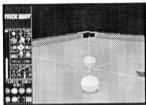
Anyway, back to the yellow ball ... With the yellow ball in sight 'grab' the cue ball it slightly further down the table to make the shot a little easier to take. To help line point to the yellow ball and press the left-hand mouse button. This will line up the c yellow ball with that of the cue ball. Now point to the cue ball and press the right-h button to view the yellow ball again. When lining up a shot it pays to make use of LINE icon. Point to it and press the left-hand mouse button. A single broken view appear thus ...

This view line shows where the shot will send the cue ball. Now you can adjust th angle of contact between the cue ball and the yellow ball by moving the table as befo Then take the shot ...

So the yellow didn't go in, eh? Fortunately in Trick Shot mode (and Two Player Prac matter) you can ask the computer for help. Select the VIEW LINE option but pres hand mouse button instead of the left-hand one. This calls up a double view line, the showing the angle at which the cue ball will rebound from a cushion - provided t normal one (ie, no spin is applied). Now point to the yellow ball and press the right-h button. If it's possible to pot the ball the computer will set up the approximat power necessary to do so. All you have to do is take the shot. Note that the comp actually check to see if the ball will definitely go in - more often than not it does, guaranteed.

You can also use the computer to find the best available shot, be it a safety shot or to the information INFORMATION icon and press the right-hand mouse button. The will think for as long as is necessary. When the computer's finished thinking, you shot.

So there you have it: you should now appreciate how straightforward Jimmy White's Snooker is to play. There's plenty more for you to discover - just don't be afraid to (remember the UNDO function) and above all have fun!

# JIMMY WHITE - PROTECTION GRID

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