INSTRUCTION MANUAL

AN ARCHER MACLEAN PRODUCTION

JIMMY WHITE'S
WHIRLWIND
S N O O K E R

Virgin

SEGA

MEGA DRIVE

EPILEPSY WARNING

Please read before using this video game system or allowing your children to use it.

Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life. Such people may have a seizure while watching certain television images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures.

If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing.

We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, IMMEDIATELY discontinue use and consult your doctor.

Precautions to take during use

- Do not stand too close to the screen. Sit a good distance away from the television screen, as far away as the length of the cable allows.
- Preferably play the game on a small television screen.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a video game.

WARRANTY

This product is guaranteed for a period required by the law of your country. This does not affect your statutory rights.

Virgin Interactive Entertainment reserves the right to make improvements in the product described in this manual, at any time and without notice. Virgin Interactive Entertainment makes no warranties expressed or implied, with respect to this manual, its quality, merchantability or fitness for any particular purpose.

Contents

Starting Up

1. Set up your Sega Mega Drive as described in its instruction manual. Plug in Control Pad 1. A second player can use the same Control Pad or one plugged in to Control Pad 2. Note that a Sega Mouse (recommended) can be used in place of either Control Pad.

2. Ensure the Power Switch is set to OFF. Then insert the *Jimmy White's Whirlwind Snooker* Cartridge, its label facing towards you, into the Mega Drive and press it down firmly.

3. Push the Power Switch to ON. After a few seconds, the Sega Screen will appear. When the Title Screen is shown you are ready to play *Snooker*!

IMPORTANT! If the Sega Screen doesn't appear, push the Power Switch to OFF. Ensure your Mega Drive is set up correctly and the *Snooker* Cartridge is properly inserted. Then push the Power Switch to ON again. Always ensure the Power Switch is set to OFF before inserting or removing the *Snooker* Cartridge.

The Sega Mega Drive

1
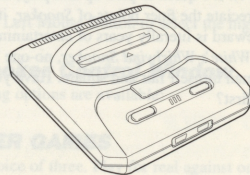
A Word From Jimmy White

"This knocks everything else into touch. The ball movement's fantastic and everything in the real thing is here - in fact there are shots you can do here that you can't do in the real thing. It's like being there, under the light. The only difference is your fingertips don't get to touch the cue or the table."

Introduction

Welcome to *Jimmy White's Whirlwind Snooker*, by far and away the finest console-based snooker simulation in the world (did someone say only?). It's quick to pick up and play, and though it takes time to appreciate the finer points of *Snooker*, it's worth the effort when the reward is literally years of entertainment. In the realms of *Jimmy White's Whirlwind Snooker*, no-one has yet beaten the great man himself fair and square. Have you got what it takes to be the first?

Playing Jimmy White's Whirlwind Snooker Take Control!

Before you begin to play, take the time to familiarise yourself with the movements and functions of the Control Pad or the Sega Mouse.
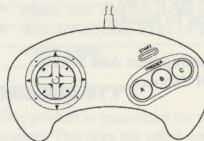
The Sega Mega Drive Control Pad
(This game is also compatible with the sega mouse)

DIRECTIONAL BUTTON (D-BUTTON)
START BUTTON
A BUTTON
B BUTTON
C BUTTON

The Title Screen

When you see the animated Title Screen after the credits, you are ready to play *Snooker*.

- Press the Start Button or a Mouse Button to skip the sequence and call up the Snooker Control window.
  If the Title Screen is shown for approximately one minute, it will stop. The Mega Drive will then provide a demonstration of a game of snooker. Watch it and learn, for many different types of shot are shown.

- Press the Start Button or a Mouse Button to quit the demonstration and call up the Snooker Control window.

Options

The many options in *Snooker* are displayed in panels or 'windows'. When some options are selected, a new window is 'opened' on top of the previous one. To remove or 'close' the new window and return to the previous one, select **CANCEL** when it's shown

Selecting An Option

Options are selected with a Pointer. The option to be selected is highlighted in white.

Using The Control Pad

- Press the D-Button in any direction to move the Pointer.
- Press the A Button to select the highlighted option.

Using The Sega Mouse

A Sega Mouse can be used to move the Pointer, select options and play *Snooker*. Move the Pointer so its tip touches and highlights the desired option.

- Press the Left Mouse Button to select the highlighted option.

The Snooker Control Window

The following options are available:

SNOOKER GAMES

There's a choice of three. Play for real against one of four Mega Drive opponents or a human player, or just practice with a friend.

TRICK SHOTS

Arrange the balls to set up specific situations, trick shots or solve problems. This option also doubles up as a handy single-player practice mode.

DEMO GAME

Watch two Mega Drive opponents battle it out to see how it's done.

OPTIONS

Test the Control Pad or Mouse, or view the best breaks and scores of the day.

HELP

A summary of the controls and functions available is accessible during play but you may wish to recap beforehand.

RETURN TO TABLE

To the layout shown below the Snooker Control window.

Please Note

If the Control Pad or Mouse is not moved in any way for approximately one minute when using the Snooker Control window (or four minutes when using the Trick Shot Editor), the Title Screen will be replayed. The balls will be reset, as seen on the table layout below the Snooker Control window which shows the current state of play. Why? Because the screen can be damaged by an image remaining static for long periods. Note that the Mega Drive will never revert to the Title Screen during a 'real' game - not unless you decide, anyway.

SNOOKER GAMES

A choice of three games is presented. Note that starting a new game of snooker will reset the current table layout.

START TWO PLAYER PRACTICE GAME

Play a single game for fun against a human opponent. Note that you can 'undo' the last shot played, and the Mega Drive can be used to determine the best possible shot (see **An Interactive Introduction To** *Snooker* on page 13).

First, both players' names must be entered. Note that any names entered will be retained for use with other options until you change them.

Entering Names

The 26 letters of the English alphabet are shown but you can only use a maximum of 8 of them. Select **ENTER NAME 1-** then select the desired letters as you would an option (a box shows which letter is to be selected). Select ◀━ to remove the right-most letter shown.

- Press the C Button or select **OK** to enter the name.

Repeat the above process for the second name. If you attempt to begin play without entering names, the highlight will return to the empty **ENTER NAME** prompt and you will have to enter at least one letter.

Note: select a registered name to clear it so you can enter another.

START PRACTICE GAME

Having entered two names and selected this option, a 'coin' is 'tossed' to determine who will break. Select **OK** to begin play.

PLAY GAME AGAINST COMPUTER

Note that you cannot undo the last shot played, nor can you use the Mega Drive to determine the best possible shot. And don't forget to ensure a name has been entered!

SELECT OPPONENT AND START GAME

When this is selected you will be presented with the names of four Mega Drive controlled opponents. At the lower end of the scale we have Tom, and at the top of the tree is Jimmy, as in White. Take your pick. With an opponent chosen a coin is tossed to determine who will break.

START TWO PLAYER GAME

Play a single game for real against a human opponent - but make sure both players' names are entered. With the players' names entered, select **START GAME** to toss to see who will break.

TRICK SHOTS

Before you use the Trick Shot Editor to arrange the balls on the table at your leisure, ensure that you have read and understood how to play *Snooker*. Note that a ball cannot be placed on top of another ball, outside the table, on its cushions or in its pockets.

All the functions available in the other games are available in the Trick Shot Editor. Note that you can also undo the last shot played, and you can use the Mega Drive to determine the best possible shot.

There are two ways to access the Trick Shot Editor:

SELECT PRESET TRICK SHOT

Choose from the selection of 14 different trick shots supplied. Can you 'solve' them? Or will you rely on the Mega Drive to help you figure them out?

PLAY WITH TRICK SHOT

Access the Trick Shot Editor using the table layout shown below the Snooker Control window.

The Trick Shot Editor Icon Control Panel is slightly different. It sports a new function - **CLR** - and a selection of balls to be placed on the table.

The Trick Shot Icon Control Panel

CLR BALLS TO BE PLACED

CLR Clear the table of every ball except the cue ball or reset the balls to the proper game layout. Note that every pack arrangement of the red object balls is unique, just like the real thing. To appreciate this effect, zoom in on the pack and repeatedly reset the table.

- Press the A Button or Left Mouse Button to clear the table.
- Press the B Button or Right Mouse Button to reset the balls.

Placing Balls On The Table

Balls are placed on the table in one of two different ways: in a circle around the Focus Point or in a straight line ahead of it. The letters on the diagrams show the order the balls are placed. The placement defaults to 'A' if the table and thus the Focus Point is moved. Use the Pointer to touch the desired ball from the selection shown in the Icon Control Panel.

- Press the A Button or Left Mouse Button to place the ball in question around the Focus Point as part of a circular arrangement.

- Press the B Button or Right Mouse Button to place the ball in question ahead of the Focus Point in a straight line.
Note that you can only place available balls on the table, and there can never be more balls on the table than the rules allow (see **The Abbreviated Rules Of Snooker** on page 28). Don't forget the **UNDO** function if you make a 'mistake' (see **An Interactive Introduction To *Snooker*** on page 13).

Moving Balls

Use the Pointer to 'touch' the ball to be moved.

- Press the A Button or Left Mouse Button to focus on the ball (pressing the B Button or Right Mouse Button has the same effect but it also lines up the centre of the ball in question with the centre of the cue ball).

- Press and hold the A Button or Left Mouse Button. The Pointer will change to show the ball has been 'grabbed', so press the D-Button or move the Mouse to move the ball.
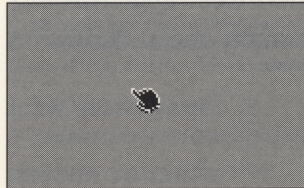
The ball has been 'grabbed'

Removing Balls

'Grab' a ball then, with the A Button or Left Mouse Button still held down, press the B Button or Right Mouse Button to remove the ball from the table.

What Were Those Trick Shot Controls Again?

Move the Pointer to the **INFORMATION** icon on the Icon Control Panel.

- Press and hold the A Button or Left Mouse Button to call up the Trick Shot Control Summary window.

Note that if the Control Pad or Mouse is not moved in any way for approximately four minutes while in Trick Shot Mode, the program returns to the Snooker Control window. This only happens in Trick Shot Mode.

DEMO GAME

To quit the demonstration and return to the Snooker Control window....

- Press the Start Button.

- Press a Mouse Button.

BEGIN DEMO GAME FROM THE START

Watch a complete game unfold before your very eyes.

START DEMO GAME FROM CURRENT LAYOUT

See play begin from the table layout shown below the Snooker Control window. Now you can discover how the game previously in play is handled by Mega Drive professionals. This option can also be used in conjunction with trick shots to see how the Mega Drive would handle them. Simply set up the desired table arrangement, return to the Snooker Control window then select **DEMO GAME** and choose to begin play from the current layout.

OPTIONS

A choice of five is presented. Select **OK** to return to the Snooker Control window.

TEST GAME CONTROLS

View the current state of a Control Pad or Mouse and test the

Buttons. To return to the Snooker Control windows, don't press any Buttons or move the Mouse until the 10-second timer has run out.

TEST SOUND EFFECTS

The names of most of the sound effects used in *Snooker* are displayed. Select a sound as you would any option. Select **OK** to return to the Snooker Control window.

TODAY'S BEST BREAKS

The top 10, as achieved by human players. Note that the breaks are lost when the Mega Drive's Power Switch is turned to OFF, but not when the Mega Drive is reset.

TODAY'S BEST SCORES

As above except these are overall scores from completed games.

QUIT TO TITLE DEMO

So you can't get enough of the Title Screen, eh?

HELP

To save you the trouble of returning to this manual, five informa-tion screens are available. Select **OK** to return to the Snooker Control window. Select **OK** when viewing a HELP screen to return to the HELP menu.

ICON AND SCREEN CONTROL AREAS

An example screen layout summarises how to play.

JOYPAD CONTROL OF GAME

A summary of Control Pad functions.

MOUSE CONTROL OF GAME

A summary of Mouse functions.

COMPUTER AIDED POTTING

Details of using the Mega Drive to calculate and set up shots.

ICON HELP PANEL

An overview of the Icon Control Panel icons and Pointer states.

RETURN TO TABLE

If you left an incomplete game to use the Snooker Control

window, selecting this option will resume play from the point it was abandoned - even if the Mega Drive was thinking. Otherwise, selecting this option puts you in the Trick Shot Editor (using the table layout shown below the Snooker Control window).

What You Can Expect To See In Play

The action is seen through the eyes of the player - except the table can be viewed from almost any angle above the baize, too, either by directly manipulating the table or using the Icon Control Panel.

Note that the table's movement is relative to the Focus Point on the screen, for example, if the table is rotated, it does so about the Focus Point.
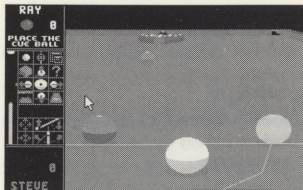
The approximate position of the Focus Point

The Icon Control Panel

This area is packed with small descriptive pictures - 'icons' - of the functions used to play *Snooker*. The functions of the icons are explained in full in **An Interactive Introduction To *Snooker*** on page 13 and **Advanced Play** on page 26.

Note that the Icon Control Panel can be positioned to the far left-hand side of the screen or at the top (where the ZOOM icons are not shown due to a lack of space).

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1. **VIEW Q BALL**
2. **VIEW LINE**
3. **PLAN VIEW**
4. **ZOOM IN**
5. **ZOOM OUT**
6. **VIEW ANGLE (INCREASE)**
7. **VIEW ANGLE (DECREASE)**
8. **CUE LEFT**
9. **CUE RIGHT**
10. **GAME CONTROL**
11. **INFORMATION**
12. **SCREEN TYPE**
13. **CHALK CUE**
14. **TOP SPIN**
15. **BACK SPIN**
16. **SIDE SPIN**
17. **SIDE SPIN**
18. **SET POWER**
19. **TAKE SHOT**
20. **UNDO WINDOW**
21. **PLAYER 1 STATUS WINDOW**
22. **PLAYER 2 STATUS WINDOW**

Selecting An Icon

Using The Control Pad

- Press the Start Button to access the Icon Control Panel from the table (or vice versa). The Pointer will move to the last icon used.
- Press the D-Button in any direction to move the Pointer between icons.
- Press the Start Button to return to the Pointer to the table.
- Press the A or B Button (or both) to select the icon.

To make life a little easier when using a Control Pad to select icons on the Icon Control Panel, press the C Button to move the Pointer between the GAME CONTROL icon and the last function selected.

Using The Mouse

- Move the Pointer so its tip touches the desired icon.
- Press the Left or Right Mouse Button (or both) to select the icon.

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In both cases the icon's function is displayed in the 'UNDO' window, and the icon is highlighted to show that the function is active.

Note that unless otherwise stated, press either the A or B Button (or the Left or Right Mouse Button) to activate the icon's function.

Ssh! The Mega Drive Is Thinking

The Mega Drive opponent may be considering its next move or you may have asked for help with the best possible shot available. Whatever the reason, the Pointer changes to a Clock icon while the Mega Drive is 'thinking'. Note that you cannot select any function other than **GAME CONTROL**.
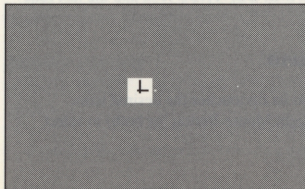
The Pointer shows that the Mega Drive is thinking

To stop the Mega Drive thinking ...

- Press the Start Button.
- Press and hold both Mouse Buttons for approximately half a second.

Whose Turn Is It?

The player's name (shown in the appropriate Player Status Window) is highlighted when he or she is at the table. This window is also used to display messages and to show a player's current break and which ball has been potted.

When balls are potted in real snooker they rarely make much of a noise. When a ball is potted in *Snooker* a 'POP!' sound is heard, just to let you know it's 'in the bag'. The potted ball will be shown next to a small map of the table with the pocket highlighted, just in case the pot occurred out of view.

What's The Score?

Move the Pointer to the **INFORMATION** icon on the Icon Control Panel.

- Press and hold the A Button or Left Mouse Button to call up the Information window. This shows the number of possible points remaining on the table, whether or not any snookers are required, the best break so far, and both players' scores.

What Were Those Controls Again?

Move the Pointer to the **GAME CONTROL** icon on the Icon Control Panel.

- Press and hold the B Button or Right Mouse Button to call up a window showing a summary of the available controls.

Returning To The Snooker Control Window

Move the Pointer to the **GAME CONTROL** icon on the Icon Control Panel.

- Press the A Button or Left Mouse Button to return to the Snooker Control window.

Note that when the GAME CONTROL icon is selected in a Two Player Practice Game or the Trick Shot Editor, the last shot taken

or in action is cancelled and the table is reset to the layout prior to the shot. In any other type of game, the effect of selecting the GAME CONTROL icon will not be performed until the current shot has ended.

An Interactive Introduction To Snooker

Before you attempt to play for real, it's wise to get a feel for the controls and the way the balls work by using the Trick Shot Editor. Select the **RETURN TO TABLE** option from the Snooker Control window. You will be presented with this view of the table ...
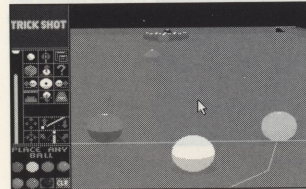
The cue ball is in fact set for a ideal break position (it always is the first time play begins). Now, seeing as you are playing a shot down the table, it's best to position the Icon Control Panel to the left-hand side of the screen.

Select the **SCREEN TYPE** icon to switch the position of the Icon Control Panel from the top of the screen to the far left-hand side. (When playing across the table, position the Icon Control Panel at the top of the screen).
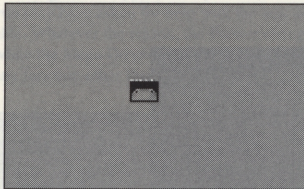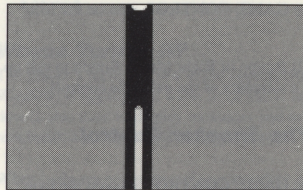

The SCREEN TYPE icon

Now you can take your first shot.

Adjusting The Power Of The Shot

The length of the cue in the box acts as a rough guide to the power of the shot. The shorter the cue, the more powerful the shot. Move the Pointer to the **SET POWER** function on the Icon Control Panel.

The SET POWER function at a suitable setting for a good break

- Press and hold either the A or B Button (or the Left or Right Mouse Button) then press the D-Button up or down (or move the Mouse) to decrease or increase the cue power. Note that the box around the SET POWER function is highlighted in blue.

For a good break, set the power to just below half-way (the message box should read **LOTS OF POWER**).

Cue Impact Point

To play a stroke, the Focus Point must be on the cue ball. When the Focus Point is on the cue ball, a cross is shown on the TAKE SHOT icon, to indicate where the cue's tip will strike the cue ball. The position of the cue tip's impact point affects the movement of the cue ball (as you will see in **Advanced Play: Understanding Spin And Swerve** on page 26).

For the purposes of this demonstration, the Focus Point is already on the cue ball, but when it isn't, simply select either the cue ball on the table or an appropriate icon, say, TAKE SHOT (remember: the shot won't be taken unless the Focus Point is on the cue ball, so don't worry about accidentally taking the shot).

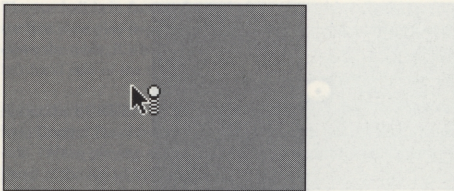## *Taking A Shot*

Move the Pointer to the **TAKE SHOT** icon. The cue is brought into view on the table and strikes the cue ball directly up the screen. Remember the shot can only be taken when the Focus Point is on the cue ball.
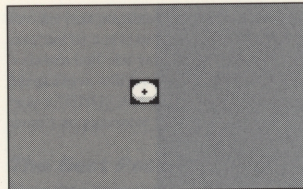

The TAKE SHOT icon

The Pointer changes when a shot is taken and the balls are in motion. Note that not all functions are available while the shot is in play.

The Pointer shows that the balls are in motion

Let's play that same shot again, but with a difference. Access the Icon Control Panel and select the **UNDO** function to reset the table to the layout seen prior to playing the shot.
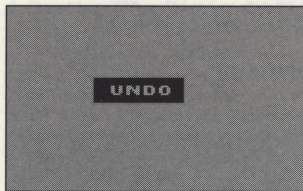
The UNDO function

Getting A Feel For The Cue Ball's Direction

The VIEW LINE function is used to show the direction of the cue ball if it is uninterrupted and no form of spin is applied (this is especially useful for gauging the path of the cue ball when snookered). Move the Pointer to the **VIEW LINE** icon.
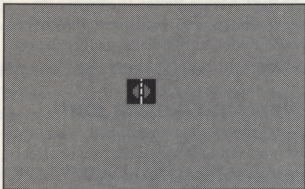
The VIEW LINE icon

- Press the A Button or Left Mouse Button to toggle on and off a single View Line projected from the centre of the cue ball.
- Press the B Button or Right Mouse Button to toggle on and off a double View Line. The second View Line shows the angle at which an uninterrupted cue ball with no form of spin applied will rebound off a cushion.

Mega Drive Assisted Shots

Now here's the cool bit. In the Two Player Practice game or the Trick Shot Editor, you can 'ask' the Mega Drive to either calcu-late the best possible legal shot (depending on the situation, this may not be a pot) or to calculate the parameters necessary to pot a chosen ball. All you have to do is take the shot. (Note that the Mega Drive will try its best, but if a pot is not possible you will hear a 'TING!' and the cue power will be set to zero. Oh, and there's no guarantee the cue ball won't be potted, too.)

The Best Possible Shot

Move the Pointer to the **INFORMATION** icon.

- Press the B Button or Right Mouse Button to ask the computer to calculate and set up the best possible shot (including spin and power requirements).

Mega Drive Assisted Potting (Of Any Ball)

Activate the View Line then move the Pointer to the ball you'd like to pot.

- Press the B Button or Right Mouse Button. The Mega Drive will line up the shot (including spin and power requirements).

Now all you have to do is take the shot.

Follow That Ball!

The view can follow the action from almost any position once a shot has been taken. The most impressive views of all are those following the cue ball, or the first ball it hit, around the table. As soon as the shot has been taken, make sure the Pointer is on the **TAKE SHOT** icon.

- Press and hold the A Button or Left Mouse Button to follow the path of the first ball hit by the cue ball from a position directly behind the cue ball.

- Press and hold the B Button or Right Mouse Button to follow the path of the cue ball from the position the shot was taken.

- Press and hold the A and B Button or both Mouse Buttons to follow the first ball hit by the cue ball from the position the shot was taken.

For a different view as soon as the shot has been taken, move the Pointer to the **VIEW Q BALL** icon.

- Press and hold the A Button or Left Mouse Button to follow the path of the cue ball from directly behind it.

- Press the B Button or Right Mouse Button to increase the angle between the view and the table. Now press and hold the A Button or Left Mouse Button to follow the path of the cue ball from directly behind it.

Focusing The View On The Cue Ball

There are two ways to focus the view on the cue ball: select the cue ball on the table and press the Left Mouse Button, or select any one of the following icons: **VIEW Q BALL**, **VIEW LINE**, **TOP SPIN**, **SIDE SPIN**, **BACK SPIN** or **TAKE SHOT**. Regardless of the Focus Point's position it will move to the Cue Ball.

- Press the A Button or Left Mouse Button to move the Focus Point to the cue ball. A second press of the Button (on the icon or ball) will rotate the view through 180 degrees.

- Press the B Button or Right Mouse Button to move the Focus Point to the cue ball, but from a slightly higher position. A second press of Button will rotate the view through 180 degrees.

Note that if a Button is pressed when the Focus Point is already on the cue ball, the view is rotated through 180 degrees.

Focusing The View On An Object Ball

You may wish to view the table from another position relative to an object ball (any ball other than the cue ball). There are two ways to move the Focus Point to an object ball:

- Move the Pointer to the desired ball and press the A Button or Left Mouse Button. A second press of the Button rotates the view through 180 degrees. Note that the effect of a second Button press is different in the Trick Shot Editor (see **TRICK SHOTS** on page 6).

- When the Pointer's tip is touching an object ball, press the B Button or Right Mouse Button to line up the centre of the object ball with the centre of the cue ball (the view will move behind the object ball). Now if the Pointer is moved to the cue ball, pressing the B Button or Right Mouse Button will line up the centre of the cue ball with the object ball, and the view will move behind the cue ball.

- Press and hold the C Button then press the D-Button to move the Pointer to a ball in the direction indicated.

Lining Up The Cue Ball With An Object Ball

Note this only applies to a real game, ie, not the Two Player Practice Game or the Trick Shot Editor. Activate the View Line then move the Pointer to an object ball.

- Press the B Button or Right Mouse Button. The View Line is automatically adjusted so it runs through the centre of the cue ball and the chosen object ball, and the view moves behind the cue ball. Note that this does not necessarily set up a perfect shot, but it does provide a useful (and repeatable) way of lining up a ball's centre.

Adjusting The Table View

There are two different ways to adjust the view in *Snooker*, both of them available at once so you can use any combination you see fit. The view can be adjusted via icons on the Icon Control Panel or, more conveniently, by using the Pointer directly on the table or balls. In both cases, combinations of Buttons pressed or pressed and held produce different functions. When using the

Pointer on the table, however, the functions depend on whether the Pointer's tip is touching a ball or an empty area of the table.
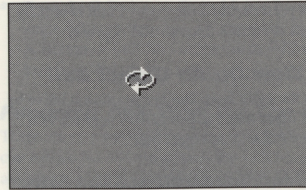
Rotating The Table

Select **CUE LEFT** to rotate the view in a clockwise direction or **CUE RIGHT** to rotate the view in an anticlockwise direction at one of three different speeds.

- Press and hold the A Button or Left Mouse Button to adjust the view at a slow speed.
- Press and hold the B Button or Right Mouse Button to adjust the view at a fair speed.
- Press and hold the A and B Button or both Mouse Buttons to adjust the view at a fast speed.

Alternatively, move the Pointer so it touches any area of the screen other than the Icon Control Panel or a ball.

- Press and hold down the A Button or Left Mouse Button. The Pointer will change.

The Pointer shows that the table can be rotated

You can now rotate the table in a clockwise or an anticlockwise direction.

- Press the D-Button left or right for fast rotation.
- Press the D-Button or up or down for slow rotation.

Alternatively, use the Mouse to 'draw' a circle around the Focus Point. The closer the Pointer is to the Focus Point, the faster the table rotates. And, in the case of the Mouse, the faster it's moved, the faster the table rotates.

Tilting The Table

Select either side of the **VIEW ANGLE** icon to increase or decrease the angle between the view and the table.

To look down on the table, increase the view angle (this is especially useful for raising the view and forming a bridge over balls when the shot is blocked). To look up from the table, decrease the view angle. As is the case when rotating the table, the view is adjusted at one of three speeds.

Alternatively, move the Pointer so it touches any area of the screen other than the Icon Control Panel or a ball.

- Press and hold down the A and B Button or both Mouse Buttons. The Pointer will change.

The Pointer shows that the table can be tilted - and rotated!

You can now tilt (and rotate) the table by pressing the D-Button up or down (to increase or decrease the view angle) or using the Mouse (with both Buttons pressed) to 'draw' a circle around the Focus Point (this is effectively a combination of the CUE LEFT, CUE RIGHT and VIEW ANGLE functions). The closer the Pointer is to the Focus Point, the faster the table rotates. And, again, the faster the Mouse is moved, the faster the table rotates.

Zooming In And Out

Select **ZOOM IN** or **ZOOM OUT** to adjust the view's magnification at three different speeds.

Alternatively, move the Pointer so it touches any area of the screen other than the Icon Control Panel or a ball.

● Press and hold the B Button or Right Mouse Button. The Pointer will change.
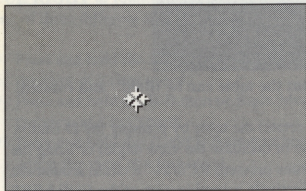
The Pointer shows that the view can zoom in or out

● Press the D-Button left to zoom out from the table at a slow speed.
● Press the D-Button right to zoom in on the table at a slow speed.
● Press the D-Button up to zoom in on the table at a faster speed.

● Press the D-Button down to zoom out from the table at a faster speed.

● Move the Mouse forwards or backwards to zoom in on or out from the table. Note: the faster the Mouse is moved, the faster the speed of the zoom.

Remote Views

Select **PLAN VIEW** to view the table from a remote position above it. There are eight different views available: four of the table's width (when the Icon Control Panel is positioned at the top of the screen) and four of the table's length (when the Icon Control Panel is positioned to the side).

● Press the A Button or Left Mouse Button to show the first plan view.

● A second press of the A Button or Left Mouse Button shows a plan view of the table rotated through 180 degrees.

● A third press of the A Button or Left Mouse Button shows a closer plan view of one end of the table.

- A fourth press of the A Button or Left Mouse Button shows a closer plan view of the other end of the table.

- A fifth press of the A Button or Left Mouse Button shows the first plan view again, and so on.

- Press the B Button or Right Mouse Button to 'record' the plan view shown and return to the original view seen before PLAN VIEW was selected. Now when the B Button or Right Mouse Button is pressed the last plan view seen before using the PLAN VIEW function is restored.

Note that if a recorded plan view is shown and the A Button or Left Mouse Button is pressed, the next plan view is shown. If the B Button or Right Mouse Button is pressed when a new plan view is shown it will be recorded. With two plan views recorded, pressing the B Button or Right Mouse Button will flick between them. Select **TAKE SHOT** to return to the main view of the table.

What Do You Mean, NO?

When 'NO' is shown on the TAKE SHOT icon the shot cannot be taken even though the Focus Point is on the cue ball. The cue could not possibly strike the cue ball from the angle in question because it is blocked by another ball or a cushion. Simply adjust the view until 'NO' disappears.
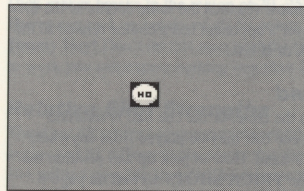
NO, you can't take the shot from here

General Features

The following apply to games only, not the Trick Shot Editor.

Fouls

Any Player who breaks the rules of snooker is penalised accordingly. One of two types of Foul window will be displayed.

- The first Foul window show the player who committed the foul, the penalty for fouling and the foul itself. Select **OK** to continue play.

- The second Foul window features the same details as the first only the fouling player's opponent has a choice related to the penalty. Select the **A** or **B** box.

Cue Ball In-Hand

When you first come to the table, or the cue ball is returned to play after a foul, the cue ball may be played from anywhere within the 'D', ie, it's in-hand. How to pick up and position the cue ball is detailed in the **TRICK SHOTS** section on page 6.

Nominate A Colour

With a red ball potted, you must indicate which colour ball you will attempt to pot next. This ball will appear in your Status Window:

Nominate a colour

Simply move the Pointer to the desired ball on the table and press the A Button or Left Mouse Button.

TINK!

That's the sound heard if a function is selected but cannot be performed.

Game Over

When a game is won a panel shows everything you need to know.

- Press any Button to return to the Snooker Control window.

Playing Advice

- The cue is shared between players so remember to check its power setting before you take a shot.

- Don't forget to chalk your cue before playing any shot that involves spin, otherwise your chances of miscuing are increased. Note that you will never need more than three dabs of chalk.

- If you find yourself stumped by a particular shot within a real game situation, try this for size... Return to the Snooker Control window and access the trick shot editor. You have abandoned your game but now the shot can be played in a more flexible environment. You could even use the Mega Drive to show you how the shot should be taken (see **Mega Drive Assisted Shots** on page 17).

The Mega Drive Opponents

Here's a quick low-down on the breaks you can expect to see from the four opponents controlled by the Mega Drive. It's worth bearing in mind that the lower intelligence opponents are more than capable of performing fouls and miscues. They have even been known to lose the cue ball to a pocket!

Tom typically makes breaks of around the 10-15 mark.
Dick makes breaks in the region of 20 -25 points.
Harry can rack up breaks of 40-50 points.
Jimmy Hey! Don't let this man near the table! When Jimmy gets to work you can expect nothing less than 140 breaks!

Relative Shot Strengths

There are 88 settings of cue power in total (and with 23,040 angles and 81 different spin points that makes for a staggering 164 million possible shots!). The relative strengths of the graduations of cue power are shown here. Note that the distances given are approximate and assume the cue ball encounters no other balls on its travels and that no form of spin is applied to it.

ZILCH POWER The cue ball travels approximately half its diameter.
LOW POWER The cue ball travels approximately the distance of two balls.
MEDIUM POWER The cue ball travels approximately three quarters the length of the table.

LOTS OF POWER The cue ball travels approximately four and a half times the length of the table.

Advanced Play

Understanding Spin And Swerve

It makes sense to plan ahead in snooker. Don't play every shot as if it was your last; consider where the cue ball will end up on the table after your shot has been taken. This is where spin can come in handy.

Access the Trick Shot Editor if you aren't already using it. Select **CLR** to clear the table. Place an object ball on the table then move it to the centre. Line up the centre of the cue ball with centre of the object ball (see **Focusing The View On Any Other Ball** on page 19). You are now ready to play a straight shot - and learn about spin and swerve into the bargain.

Play the shot with, say, MEDIUM POWER. Note the way the cue ball pretty much stops in its tracks once contact has been made with the object ball. Select **UNDO** to return the table layout to its previous state.

Using Chalk

The chalk improves the cue tip's grip on the cue ball to minimise the possibility of miscuing, especially when playing a shot with spin. The greater the spin applied, the more chalk is required (there is still a remote chance of miscuing though). A squeaking sound indicates that chalk is being applied.

Note that in *Snooker* you do not need any chalk when playing a straight shot with no spin applied, and you can chalk the cue before or after spin is applied.

Top Spin

Select **TOP SPIN** to move the cue tip's impact point from the centre of the cue ball to the top. The higher the cue tip's impact point on the cue ball, the greater the top spin applied to it. For the purpose of this demonstration, set the top spin to maximum. Apply three dabs of chalk then take the shot.

As you can see, the cue ball does not stop after making contact with the object ball. Instead, the effect is a follow through shot where the cue ball follows the ball it hit. Now that's all very well for straight shots when you get them.

But what happens when the cue ball has to hit the object ball at an angle? Let's find out ...

Select **UNDO** ready to replay the shot. Move the cue ball to the right. Use the View Line to ensure the cue ball will hit the object ball but at an angle. Now take the shot. You can see the angle at which the cue ball leaves the object ball once contact is made.

Select **UNDO** and this time set the top spin to maximum. Apply three dabs of chalk and take the shot. With top spin applied, the cue ball still follows the object ball only to a lesser extent. Note that top spin is never passed on to the balls hit by the cue ball. All top spin is removed from the cue ball when it hits a cushion.

Back Spin

Select **BACK SPIN** to move the cue tip's impact point from the centre of the cue ball to the top. The lower the cue-tip's impact point, the greater the back spin. Set the back spin to maximum. Apply three dabs of chalk then take the shot.

As you can see, the cue ball does not stop after making contact with the object ball. Instead, the effect is a screw back shot

where the cue ball appears to rebound off the ball it hit and shoot off in the opposite direction.

And what happens when the cue ball hits the object ball at an angle? With back spin applied, the cue ball still screws back from the object ball only to a lesser extent. Note that back spin is never passed on to the balls hit by the cue ball. All back spin is removed from the cue ball when it hits a cushion.

Side Spin

A cue ball with side spin applied behaves quite differently to one under the influence of top or back spin. The extent of the effect of side spin depends on the power of the shot and how long the cue ball has been in motion. Note that side spin is never passed on to balls hit by the cue ball.

We can see the effect of side spin when a cue ball hits a cushion. Clear the table and activate the double View Line. Adjust the view so the two View Lines overlap. If the shot were taken now, the cue ball would bounce straight back in the direction from which it came.

Set the left-hand or right-hand side spin to maximum.

- Select the left-hand **SIDE SPIN** icon to move the cue tip's impact point from the centre to the left of the cue ball. The further left the cue tip's impact point, the greater the left-hand side spin applied to it.

- Select the right-hand **SIDE SPIN** icon to move the cue tip's impact point from the centre to the right of the cue ball. The further right the cue tip's impact point, the greater the right-hand side spin applied to it.

Chalk the cue and take the shot. The cue ball hits the cushion and rebounds in the direction of the side spin. As you can see, the effect of side spin on an object ball when hit at an angle by the cue ball is slightly different.

Swerve Shots

They are surprisingly easy to perform and often useful. All that's required is a combination of full top or back spin and full side spin. The severity of the swerve depends on the strength of the shot. It also helps if no other ball gets in the way of the cue ball.

Clear the table as before. Set the top spin and right-hand side spin to the maximum, and set the cue power anywhere between a third and a half of the maximum. Chalk the cue and take the shot. The swerve to the left should be obvious. An equivalent swerve to the right would be achieved with top spin and left-hand spin set to the maximum.

The Abbreviated Rules Of Snooker

These rules concern the fundamental aspects of play. They serve as an introduction to snooker and *Jimmy White's Whirlwind Snooker*, but in no way should they be considered 'complete'. Omissions have been made where the rules are inappropriate or automatically enforced in *Jimmy White's Whirlwind Snooker*, for example, in real snooker, the player is required to keep one foot on the floor at all times - that obviously does not apply here.

Requirements

1 English Billiard Table
21 'Object Balls'
1 Cue Ball (White)
1 Cue

Elements Of An English Billiard Table

It's rectangular and has six pockets and cushions around the edge. The line at the bottom of the table is known as a Baulk-line, the area behind it the Baulk, and the semi-circle described in the Baulk, the 'D'. Four spots are marked on the table, one at the top (sometimes called the Black Spot), a second in the centre of the table (the Centre Spot), a third (known as the Pyramid Spot) between the top cushion and the Centre Spot, and a fourth in the middle of the Baulk line.

The Object Balls

There are 15 Reds (1 point each) and 6 Colours: 1 Yellow (2 points), 1 Green (3 points), 1 Brown (4 points), 1 Blue (5 points), 1 Pink (6 points), 1 Black (7 points). Before play begins, the object balls are arranged as follows: the black ball is placed on the Black Spot, the pink on the Pyramid Spot, the blue on the Centre Spot, the brown on centre of the Baulk-line, the green on the left-hand corner of the 'D' and the yellow on the right-hand corner. The reds are packed together as a triangle between the pink and the black, as close to the pink as possible without touching it.

Some Snooker Terms

Ball On Any ball that can be hit by the cue ball without committing a foul is considered 'on'.

Break Successive pots made in one turn.

In-Hand The cue ball is 'in-hand' when brought to the table, either at the beginning of a game or because it was potted. When the cue ball is in-hand it can be played from any position within the 'D'.

Pot When no foul has been committed and a ball enters a pocket it is considered 'potted'.

Snooker When a direct stroke in a straight line cannot be made because the cue ball will hit an object ball not on before an object ball on. A common tactic used by players in a losing position with insufficient points on the table is to attempt to snooker the opponent in the hope a foul will be incurred and compensation will be given.

Stroke The cue ball is struck with the tip of the cue.

Turn A visit to the table to perform at least one stroke.

How To Play

The objective is to clear the table of all balls and score the most points. For the opening player's stroke the cue ball is in-hand, bearing in mind that the red balls are on.

A player who pots a 'ball on' continues to play until no balls are potted, there are no balls remaining, or a foul is committed.

Points are scored by potting red and colour balls alternately. Potted colour balls are replaced on the table as close to their original positions as possible. When there are no red balls remaining, the colour balls must be potted in ascending order of point value, from yellow through to black, and they are not replaced.

There is a maximum of 147 points on the table to pot. Higher scores are rare but possible through fouls.

Fouls

- Pocketing the cue ball.
- Pocketing an object ball not on.
- The cue ball does not hit a ball on.
- The cue ball hits a ball not on before hitting a ball on.

Following a foul, the offending player's opponent is awarded four points compensation (more if the offence was committed on a colour of greater value) and plays on. If the cue ball is snookered, the opponent may choose to play on or nominate the offending player to return to the table.

Unsportsmanlike Conduct

No player shall interfere with his opponent or the Mega Drive and its associated peripherals.

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Credits

Game Design, Programming,
Sound Effects & Graphics ....ARCHER MACLEAN
Producer For Virgin Interactive
Entertainment.....................................IAN MATHIAS
Music ....ALLISTER BRIMBLE
                                     MICHAEL POWELL
Quality Assurance ....TONY HINDS,
                                     JOHN MARTIN,
                                     ALON MALKA
Project Coordinator   DAVID MILLER
Logistics Manager ....CATHERINE SPRATT
Manual Layout....................................DEFINITION
Manual Text ....GARY PENN

HANDLING THIS CARTRIDGE
This Cartridge is intended exclusively for the Sega Mega Drive System.

For Proper Usage

- Do not immerse in water!
- Do not bend!
- Do not subject to any violent impact!
- Do not expose to direct sunlight!
- Do not damage or disfigure!
- Do not place near any high temperature source!
- Do not expose to thinner, benzine, etc!

- When wet, dry completely before using!
- When it becomes dirty, carefully wipe it with a soft cloth dipped in soapy water!
- After use, put it in its case!
- Be sure to take an occasional recess during extended play!

Warning: For owners of projection televisions. Still pictures or images may cause permanent picture tube damage or mark phosphor of the CRT. Avoid repeated or extended use of video games on large screen projection televisions.

Virgin