

WORLD CUP SOCCER ITALIA'90

**ENGLISH INSTRUCTIONS
& ITALIANO ISTRUZIONI**

INTRODUCTION

Arcade action brings the realism of World Class Soccer to your personal computer in this direct translation of the super high-energy Coin-op Arcade game, "World Cup Soccer '90".

The latest in state-of-the-art sports simulation, "World Cup Soccer Italia '90" kicks all other soccer games off the pitch with:

- real-to-life animation designed and programmed by professional cinema animators!
- superb multidirectional scrolling, so smooth and fast it can make you dizzy just watching it!
- accurately simulated Free Kicks, Goal Kicks, Corner Kicks, and Throw Ins
- close-up views of the goals from the perspective of either the attacker or the Goalkeeper which allow you to make accurate shots on the goal and spectacular saves
- Two-Player Simultaneous Action or Single Player against the computer
- virtually every feature contained in the full Arcade game, including multiple difficulty levels.

KICK OFF!

STARTING GAME PLAY: OPTIONS

The first menu which appears is the Select Game Parameters screen. This allows you to change preset options for volume, game time, game level, audio off/on, and one- and two-play modes. These options vary depending on the version you have. Move the joystick up and down to highlight an option to be changed, and move the joystick left and right to actually scroll through selections within options. To exit the screen with the current options active, press the Fire button.

At the start of the Game screen (which you will return to at the end of each game), you can re-select one- or two-player modes, or save your high score after you finish a game. If you want to

change previously set options dictated in the screen above, choose Restart Game.

If you select Restart Game at the above menu, you will view several game options: Volume, Game Time, Game Level, Audio off/on, and One-Player and Two-Player choices. All are fairly explicit. The lowest difficulty (game) level is 1, the highest is 5, the lowest volume is 1, the highest is 5, and so on.

Move the joystick up and down to highlight an option to be changed, and move the joystick left and right to actually scroll through selections within the option. To exit the screen with the current options active, press the Fire button.

After a One- or Two-Player game is indicated, each player will be given a choice of teams to represent. Use the joystick to highlight your choice, and press Fire to begin game play (or just wait and the computer will accept the current choice highlighted and initiate the kickoff).

GAME CONTROLS

In Amiga, Atari ST and Commodore 64 versions, use one joystick for one player, two joysticks for two players. In the IBM, Spectrum/Amstrad versions, keyboard controls may optionally be used.

JOYSTICK

Move the stick to move the player you control directionally around the field. If you are controlling the current ball player, you may dribble the ball in the direction you want to go by running with the ball at your feet.

ATTACKING

If your team controls the ball, pressing the fire button will cause the ball player (if he's the one you're controlling) to kick the ball (or the ball player will throw the ball if a Throw In is indicated). If you have control of another attacking player, pressing the fire button will switch your control to the player with the ball.

DEFENDING

If your team is not in possession of the ball, pressing the fire button will switch your control to the defending player closest to the ball. If you already control him, then pressing the button will initiate a tackle attempt by that player.

SOCCER BASICS

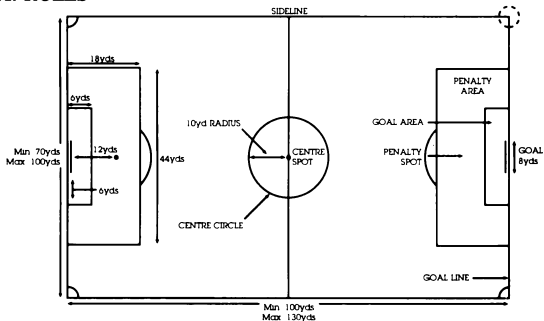
The field of play for soccer is a rectangle which may have a size varying from 100 to 130 yards long, and from 70 to 100 yards wide. The only stipulation on the size, within these ranges, is that the field may not be square.

The object of the game, of course, is to score more goals than your opponent during the course of a game. A diagram of the field is shown below.

In real life, a soccer game consists of two equal periods of 45 minutes each. Of course, in World Cup Soccer '90 the outcome of a match is determined much more quickly.

A soccer team consists of eleven players, one of which must be the goalkeeper.

THE FIELD OF PLAY 7 DIMENSIONS BY F.I.F.A. RULES



THE KICKOFF

At the beginning of each half, the kickoff takes place in the middle of the field from the centre spot. The ball must travel in a forward line as a pass to one of the player's teammates. The kickoff also puts the ball back in play after a goal has been scored.

GAME PLAY

For the most part, each player moves the ball with his feet, dribbling with the ball at his feet, passing the ball to his teammates or shooting at the goal.

When the ball is passed to a player (or a player intercepts the ball), he may stop it with his feet (or another part of his body other than his hands or arms) by "trapping, or controlling" it. Sometimes when the ball is passed to a player, he may not want to keep it, but may pass the ball as soon as it reaches him. This may be done by deflecting the ball with his feet, or another part of the body such as the head.

GOALS AND THE GOALKEEPER

A goal is scored if the ball travels completely over the goal line, between the goal post and under the crossbar.

The Goalkeeper is the only player who can handle the ball (and this is only within the confines of the Penalty Area). The most spectacular "saves" are accomplished by talented goalkeepers as they throw themselves in between the goal and the ball.

OUT OF PLAY

A ball is out of play only if it clears either the side lines or goal lines. Depending on the circumstances, a ball travelling out of play (but not into the goal) may be put back into play in one of three ways.

THROW IN

When the ball is deflected out of play on either side of the playing field, the game is restarted by a throw-in from a player on the opposing team from the person who last touched the ball. The ball must be thrown with both hands, from behind the head in a continuous motion. The player's feet must remain behind the line and in contact with the ground until the ball leaves the player's hands.

CORNER KICK

If you last touch the ball when it travels beyond your goal line or your opponent last touches the ball when it travels beyond his goal line the game is restarted by a corner kick.

GOAL KICK

If you kick the ball beyond your opponents goal line or your opponent kicks the ball beyond your goal line the game is restarted by a Goal Kick.

FREE KICK

A Free Kick is normally awarded for a foul play. There are two types of free kick, indirect and direct.

INDIRECT FREE KICK*

An indirect free kick (from which you cannot score directly) is awarded for the following infractions:

1. Obstructions - deliberately blocking and opposing playing as he is running toward the ball*
 2. Ungentlemanly conduct *
 3. Offside *
 4. A fair charge - but not within playing distance of the ball (a fair charge is when a player comes into contact with an opponent with the side of his body, shoulder-to-shoulder)*
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5. Playing the ball twice by the same player at a restart (A player cannot pass or throw the ball to himself at a Throw In, Goal Kick, Kickoff, Free Kick, Corner Kick, or Penalty Kick)*
- * World Cup Soccer Italia '90 does not include indirect kicks

DIRECT FREE KICK

A direct free kick (from which the kicker may score directly) will be awarded for the following fouls:

1. Tripping
2. Kicking or attempting to kick an opponent
3. Charging in a violent or dangerous manner *
4. Hand ball (hitting, touching, or blocking the ball with the player's hand or arm)*
5. Punching or attempting to punch a player *
6. Holding a player*
7. Pushing a player
8. Charging a player in the back
9. Jumping at a player*

* These incidents will not occur in World Cup Soccer Italia '90

If a foul which would normally result in a direct free kick occurs within the Penalty Area, a Penalty Kick is awarded. This is a one-time shot at the goal during which all defensive players must stand behind the ball and outside the penalty area. As you might guess, this shot has a very high rate of success.

A player who fights or who makes a dangerous tackle may receive a yellow or red card. The yellow card means that the player has been cautioned, and that if the action is repeated he will be removed from the game. A red card means automatic dismissal from the game. Once a player has been removed from the game in this manner, his team may not substitute another player but must play "short". i.e. with fewer than 11 players.

LOADING INSTRUCTIONS

AMIGA Insert disk in Drive A. Program will load and run
Controls Joystick only

ATARI ST Insert disk in Drive A. Program will load and run
Controls Joystick only

IBM PC Boot your system in the usual manner.
Then load A> SOCCER
Program will load and run

Controls

Player 1 KEYBOARD cursor keys and also JOYSTICK

up left	7	up	8
up right	9	left	4
right	6	down left	1
down	2	down right	3
shoot	5 (see Attacking/Defending)		

Player 2 KEYBOARD

upleft	Q	up	W
up right	E	left	A
right	D	down left	Z
down	X	down right	C
shoot	S (see Attacking/Defending)		

CBM 64

Disk Load "*", 8, 1 and press ENTER.
Program will load and run

Tape Hold down SHIFT key and press RUN/STOP.
Press PLAY on the tape.
Program will load and run

Controls Joystick only

AMSTRAD

Disk	RUN "DISC"
Tape	464: Press CTRL and small ENTER key 6128: Type TAPE and press RETURN. Press CTRL and small ENTER key
Controls	Controls will be shown on screen

SPECTRUM

Spec + 3	
Disk	Insert disk and press RETURN. Program will load and run
Spec + 2	
Tape	Insert tape and press RETURN> Program will load and run
Spec 48K	Type load " and press ENTER. Program will load and run
Controls	Controls will be shown on screen

DID YOU KNOW

- just a few World Cup First and Unusual Happenings

1. Probably one of the most incredible occurrences in the history of the World Cup is the dispute between Argentina and Uruguay in the very first World Cup final in 1930. It is said that the two teams could not agree on whether to use an Argentinian or Uruguayan ball. A compromise was met whereby they used a Uruguayan ball in the first half and an Argentinian ball in the second.
 2. The only country, to date, to elect not to defend their title was Uruguay in the second World Cup series in 1934 due to domestic problems and the poor European support from the 1930 tournament.
 3. The only team ever to be completely selected and instructed to enter the World Cup by their ruling monarch (King Carol) was
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Rumania in the 1930 Tournament.

4. The first England player to score a hat trick in a World Cup qualifying home international was Newcastle's Jackie Milburn in 1949 against Wales. England won 4-1. In that same match Stan Mortenson scored the first England World Cup Goal and went on the score England's first final series goal of the 1950 tournament against Chile.

5. The first country to win the World Cup outright was Brazil in the 1970 series. They won the Jules Rimet Trophy permanently by winning the cup for the third time. Had they not beaten Italy, their opponents in the final, Italy themselves would have taken the trophy home permanently. The trophy was stolen just before the 1966 Tournament but was later found under a bush by a dog called Pickles. Some time after the 1970 final that same trophy was stolen from the Brazilian Football Federation's office never to be seen again.

6. The Brazilian manager, Mario Zagalo, who had played in both the 1958 and 1962 finals was the first man to play for and manage a World Cup winning team.

7. Scotland were eliminated in the 1974 series even though they had not lost a game. It was on goal differential.

8. Hungary were the first team to have a hat-trick scored by a substitute. Their unfortunate opponents were El Salvador who lost 10-1. The highest recorded score is 12-0 to West Germany against Cyprus in 1969.

9. The fastest goal scored in a World Cup was by England's Brian Robson in 27 seconds against France.

10. The most goals scored in a World Cup final were 3 by England's Geoff Hurst in 1966.

11. To-date no team has failed to score in a World Cup final. Who knows what 1990 will bring.

12. The highest number of goals scored in a World Cup qualifying match are thirteen by New Zealand against Fiji. Unfortunately Fiji managed to score no goals at all.

13. The mascot for the 1990 World Cup Tournament is called Ciao (pronounced Chow), an Italian word commonly used as a greeting. The name was arrived at by a ballot conducted by the Italian football pools.

14. The largest footballing nation in the world is the USSR with over 4 million registered players.

THE WORLD CUP STORY 1930 - 1990

To set the scene - it's 1904, we're in Paris and around the table are the representatives of the seven original member countries of FIFA (Federation International de Football Association). They are from Belgium, France, Denmark, Holland, Spain, Sweden and Switzerland. They are there to establish FIFA's constitution. The discussions are fierce but at last the constitution is formed with one of the main rules being their exclusive right to organise a world soccer tournament. However, we must move on some sixteen years before any further action. Then at a meeting in Antwerp, FIFA's Congress prompted by two Frenchmen, Jules Rimet, the President - hence the name of the cup - and Henri Delaunay, the Secretary, accepted in principle the idea of such a tournament.

We move on a further four years to a meeting held in Paris in 1924 which was concurrent with that year's Olympic games where yet more details were discussed. Two years later, M Delaunay spoke out about their dissatisfaction. The fact was that in the Olympic soccer tournament, many countries were not represented by their best players (who were professionals) and the Olympic Tournament was purely an amateur event. Obviously the principles associated with the Olympics could not truly provide a wholly representative world soccer tournament. So, at the 1928 FIFA Congress it was finally agreed to stage a four-yearly World Cup. One year later, at a meeting in Barcelona in 1929 it was resolved that out of the five aspiring nations of Sweden, Holland, Italy, Spain and Uruguay the latter should

play host to the first World Cup Tournament.

Bearing in mind the period we are talking about - Uruguay was some three weeks by steamer from Europe - and the present population of the whole country is only some two and a half million people, Uruguay seems a strange choice.

The deciding factors were that Uruguay were the reigning Olympic soccer champions and had been since 1924; they would pay for all the entrants' travel and hotel expenses in full and that they would build a new stadium, specifically for the finals, in the capital Montivideo.

At last, the World Cup was under way. The French sculpture, Lafleur, was commissioned to design a solid gold cup and the date of the first series is fixed - 13 July 1930.

The Story continues

THE FIRST WORLD CUP, Uruguay 1930

It was almost the end of May 1930 with the first World Cup only two months away and not one single European country had entered and the main Centenario stadium is only half finished. The European countries that had also bid for the chance to stage the World Cup had not entered, upset at not being chosen as the venue. England, Wales, Scotland and Northern Ireland had not been eligible to enter as they were no longer members of FIFA after withdrawing in 1928 due to a disagreement with the other members.

At the last minute France and Belgium entered the competition only after it looked as though the whole philosophy of FIFA and a true World Cup competition would be in ruins.

Also entering were Yugoslavia, Rumania (their whole team being selected by their ruler - King Carol), USA, Mexico, Argentina, Brazil, Paraguay, Peru and naturally the hosts Uruguay. The competition was on.

The first players to enter the field of battle were France and Mexico. France won 4-1. In their next game France were not so lucky. After a strongly fought match they were beaten 1-0 by

Argentina. Argentina, Uruguay, USA and Yugoslavia went through to the semi-finals. Argentina vs USA and Uruguay vs Yugoslavia. Unusually enough both the South American teams beat their opponents by an identical undeniable margin 6-1. The First World Cup final was played. Argentina vs the hosts Uruguay. Thousands of Argentinians poured across the bordering River Plate to attend the match. After a dispute over whose ball to use (honestly, it's true) the game began. Argentina, in the lead at half time by 2 goals to 1, could not hold on to their lead in the second half when Pedro Cea scored the equaliser in the 55th minute. The winning goal was scored by Castro in the last minutes of the game. The true thrill and tension of this competition had been firmly established.

That evening Montivideo erupted in celebration and the day was declared a national holiday.

This first World Cup tournament saw the very first player to be sent off. It was De La Casas of Peru in their first World Cup match against Rumania in group 3. Rumania won 3-1.

THE SECOND WORLD CUP, Italy 1934

Under Mussolini's fascist dictatorship the 2nd World Cup competition was to be played and proved full of surprises.

Uruguay, the title holders, decided not to defend their title (the only reigning champions to ever do so); Argentina not entering afraid that they would lose valuable players to other wealthy professional teams. In fact the scorer of an equalising goal for Italy in the 82nd minute of the match was Argentinian.

Not one single non-European country progressed beyond the first round to be in the final sixteen clubs to compete. A sudden death eliminator being played prior to the competition proper swiftly reduced the entrants from an overwhelming 32 to a manageable 16.

The final between Czechoslovakia and Italy was the first World Cup final to go in to extra time, the score line being Italy 2

Czechoslovakia 1, with the final goal being scored in the 97th minute by Schiarvio.

Italy played hard throughout the competition. So hard in fact that Pizzioli, playing in the second round at Florence against Spain, sustained what is probably the first broken leg in the history of the World Cup.

THE THIRD WORLD CUP, France 1939

The move towards war in Europe had already begun. Hitler had declared Anschluss and joined with Austria. There was civil war raging in Spain. Argentina again declined to take part, as did England.

As in 1934, a sudden death knock-out competition reduced the number of entrants, and, with the addition of Sweden being allowed through, the final group totalled 15 consisting of Italy, Norway, Belgium, France, Holland, Czechoslovakia, Brazil, Poland, Cuba, Rumania, Switzerland, Germany, Hungary, Dutch East Indies and Sweden.

In the first round Germany lost to Switzerland after a replay of a previously drawn match, resulting in a crushing defeat for Germany of 2 goals to 4 in Switzerland's favour.

The second round saw the defeat of the host nation to Italy before a 58,000 crowd and, in Bordeaux, a stormy game between Brazil and Czechoslovakia resulted in a draw with two Brazilian players and one Czech being sent off with two of their team being left with broken bones. The replay was a lot quieter with the result going to Brazil, 2-1.

Sweden beat Cuba by a resounding 8-1 and Switzerland lost to Hungary 2-0.

In the semi-finals Italy beat Brazil and Hungary beat Sweden. The third final in the history of the World Cup was to be played. After only six minutes on 19 June 1938 Italy were in the lead. Hungary immediately equalised. Eight minutes later Italy scored again and added another just ten minutes before half

time. In the second half Hungary closed the gap with a cracking goal by Sarosi, but it wasn't enough and minutes before the final whistle blew, Piola scored his second and Italy's fourth goal sealed Hungary's fate. Italy 4, Hungary 2.

THE FOURTH WORLD CUP, Brazil 1950

Naturally, due to the 2nd World War and its aftermath, we jump some 12 years before the fourth World Cup competition can be played. In 1946 the four home countries re-join FIFA allowing entry to the Cup competition.

Brazil was the chosen venue.

Many countries pulled out through dispute or the results of the aftermath of war. These included Scotland who wouldn't go unless they could go as British champions (which they weren't), and Argentina who were in dispute with Brazil, Turkey, France, Czechoslovakia and Portugal. The final tally for participating teams was only 13. Most of the games were weighted in Brazil's favour with 5 of their 6 matches being played in Rio to a fanatical home audience while the other entrants were forced to travel thousands of miles to play their games in outlying districts of Brazil.

To further complicate matters the thirteen teams were split into 4 separate pools, two of 4 teams, one of three teams and one of only two teams.

Unfortunately England were knocked out of the 2nd pool when Jackie Milburn, after scoring with a superb header, was ruled offside by the Italian referee, although a Spanish defender was clearly between Milburn and the goalkeeper. Spain went on to win 2-1.

Pool 3 began with Italy (the team sadly depleted by the loss of the Torino team in an air crash in 1949), meeting the Olympic champions Sweden. Sweden, managed by an Englishman (George Raynor), beat Italy with a fairly convincing 3 goals to 2.

The teams that survived the first 4 pools were Uruguay, Brazil, Sweden and Spain. Uruguay beat Sweden and Brazil won their match against Spain. The final was not in truth a World Cup final due to the structure of the qualifying matches and the number of teams not able to play. It was merely a final pool decider. Having said that, the game itself was superb. The attendance was some 199,845 - the highest ever recorded. The confidence of the home team was demonstrated by the official address prior to the match describing Brazil as "The Champions". The end result, however, was not to be to their liking.
Uruguay 2, Brazil 1.

THE FIFTH WORLD CUP, Switzerland 1954

This Tournament was significant in the fact that a number of Eastern bloc countries were permitted entry. In addition South Korea entered for the first time.

General British opinion was that it looked as though Hungary were set to be the winners having beaten England once in 1953 at Wembley by a humiliating 6-3 and then repeating the event by an even more devastating 7-1 in Budapest in May 1954.

However, throughout the tournament, exciting football was to be seen including the stunning victory of Brazil over Mexico by 5 goals to nil, Hungary against the inexperienced South Korea with an embarrassing 9-0 victory, and England versus Belgium. In this game, England took the lead to 3-1 fairly early. Complacency set in and Belgium struck back to end the game in a 4-4 tie.

During the tournament it was never apparent that West Germany would make it to the final having been beaten by several of the teams before, including their final opponents, Hungary.

A well-played final resulted in a win for West Germany against Hungary.

The final scoreline being West Germany 3, Hungary 2.

THE SIXTH WORLD CUP, Sweden 1958

Sweden, up until 1958, had been a staunch supporter of non-professional sport. As a result of this attitude, after the 1950 World Cup tournament, many of their top players (winners of the 1948 Olympics) were lured away by rich clubs from other countries. However, 1958 saw dramatic changes in Swedish attitudes allowing those players to return and, once again, wear their national strip.

Surprising early eliminations included Uruguay and Italy. Italy losing to a well-motivated Northern Ireland captained by the legendary Danny Blanchflower.

The final fourteen teams to get through the preliminary rounds were grouped into four pools with a British home country appearing in each group, much to the annoyance of the other countries. English players of note to be included in the squad were Bobby Robson, Tom Finney, Billy Wright and Bobby Charlton.

Startling football was very much the order throughout this tournament with a surprising emergence of Sweden (with England manager George Raynor guiding them) as a real footballing force defeating, en route to the final, Hungary, Mexico, Russia and West Germany with a rather mundane nil nil draw against a tardy Wales.

The final against Brazil in Stockholm was to be something completely different.

Fielding the superb talents of Pele, Brazil were in no mood to be toyed with. Concerned over the fanatical behaviour of the Swedish fans in previous matches, the World Cup organisers banned cheer leaders from the pitch. As a result the Swedish fans were slightly more orderly than they had been.

Sweden gained an early lead but Brazil were not to be deterred. The final scoreline was Brazil 5, Sweden 2.

THE SEVENTH WORLD CUP, Chile 1962

After two successive European venues, it was decided a South American country should be chosen.

This tournament saw only England make the final pool out of the four home countries.

The holders, Brazil, were tipped to be the favourites, and did not disappoint those who had taken odds.

However, the other final team was something of a surprise. Czechoslovakia had a shaky start in group 3, luckily coming second with a not too impressive result. Out of playing three games they won one, lost one and drew one, but they got through to the quarter finals, beating a startled Hungary 1-0. They then went through the semi-finals beating an even more surprised Yugoslavia 3-1 to the final with Brazil.

The tournament overall was marred to some degree by the behaviour of the Chilean fans in their attitude towards Italy and during the game between Italy and Chile a violent element emerged. As a result this game was named "The Battle of Santiago".

The final almost proved to be an even bigger shock for the Czech fans. Masopust put Czechoslovakia into the lead in the sixteenth minute. The hysteria was short-lived when Brazil equalised within the next few minutes. Brazil went on to notch up another two goals. The end result Brazil 3, Czechoslovakia 1.

EIGHTH WORLD CUP, England 1966

Again England were the only home country as hosts to make the final four groups.

All the home country teams were faced with such heavy competition in the early qualifying rounds. The saddest of all being Northern Ireland who obtained 8 points which would have been sufficient to easily win any of the other groups but not enough for the group they were in.

The tournament began with England against Uruguay. The

game was not exactly awe-inspiring with the Uruguayans preventing England from gaining any momentum in the forward line. It resulted in a 0-0 draw. Luckily this initial game was not indicative of the whole tournament or the final match result.

Uruguay's next game was against France where a completely different attitude took over the Uruguayan team. Uruguay played a hard, fast-moving game with a substantial defence. Although having given a penalty away for a rather dubious tackle, Uruguay succeeded in re-establishing their credibility. England, meanwhile, were progressing through the ranks with notable wins against Mexico, France and the infamous game against Argentina. A rather brutal attacking side, Argentina persisted in vicious tackling and arguing with both referee and linesmen resulting in two players being asked to leave the pitch. But these tactics were to prove useless with England snatching a 1-0 win with a classic header by Geoff Hurst.

West Germany, however, were doing equally well. Drawing one and winning two games in the qualifying group, providing a crashing defeat of Uruguay (4-0) in the quarter finals and the semi-final against USSR is probably best forgotten. Both teams were overly enthusiastic in their tackling which resulted in some unnecessary clashes, Germany 2 USSR 1.

In the final at Wembley, the breath-taking drama epitomised by this tournament, flowed from the pitch. It looked as though the English team had won. But then the German team equalised in the dying minutes of injury time. Extra time saw even more drama as England's Geoff Hurst struck the bar with the ball bouncing down, the Russian linesman gave the goal. Viewed from other angles it looked as though the ball in fact did not cross the line. And then in the dying stages of extra time Geoff Hurst smashed another into the back of the West German net, making him the first player to score a hat-trick in a World Cup final. England 4, West Germany 2.

THE NINTH WORLD CUP, Mexico 1970

The high altitude and intense heat experienced at the Mexico tournament did little to prevent a superb rebirth of attacking football.

Again, only England qualified out of the home countries.

Played in the same format as the eighth World Cup competition, four groups of four teams lead to the quarter finals.

England struggled to meet their 1966 form and were knocked out at the quarter-finals by West Germany 3 goals to 1 after having had a convincing lead of 2-0.

The tremendous heat and lack of oxygen at such altitudes obviously had an effect on the European teams with tempers rising in many of the matches. But this did not prevent such crushing defeats of teams like Belgium by the USSR (4-1) and Mexico by Italy (4-1).

Brazil, the winners of this tournament notched up convincing wins throughout this competition with startling displays by Pele, Tostao and Rivilini.

The final, between Italy and Brazil, playing at the Aztec stadium, proved to be a difficult game for Italy playing what can only be described as an unimaginative display of defensive one-to-one play. Whereas the Brazilian team entertained the crowd with fast imaginative play, utilising the wings to superb effect and moving the ball throughout the midfield. The final goal in this 4-1 win for Brazil was fittingly scored by the captain, Carlos Alberto. It sealed the fate of Italy and gave the Jules Rimet Trophy a permanent home in Brazil.

THE TENTH WORLD CUP, West Germany 1974

This year saw a change in the structure of the first round games with the semi-finals being dispensed with.

A new beginning heralded by a brand new trophy. The FIFA World Cup Trophy. Commissioned by FIFA and cast by an Italian sculptor, the trophy stands over 20" in height and weighs

in at eleven pounds.

For the first time since England rejoined FIFA they failed to qualify. Scotland was the only home country to go through to the finals. For the first time the African nation of Zaire and the East German team competed.

West Germany, as the hosts, and Brazil, as the Cup holders, were included in the final 16 teams automatically.

The tournament kicked off with a rather mundane match resulting in an even more uninspiring 0-0 draw between Yugoslavia and Brazil. A more memorable game was Scotland against Brazil where the character of Billy Bremner and his skilful play made their mark. In the early stages it looked as though Brazil were set to win the tournament, but the ever-resourceful Bremner held the Scottish team together. The result, a 0-0 draw meant that both teams were in danger of not qualifying for the following stages of the competition. Yugoslavia hammering Zaire 9-0 meant that Scotland required a win or draw against Yugoslavia, but a draw would only do if Brazil did not beat Zaire by more than one goal. It is this cliff-hanging excitement that makes the World Cup what it is. Sadly the 1-1 draw for Scotland and a 3-0 win for Brazil meant that Scotland were out on goal difference. They were the first team ever to be out of a World Cup competition after not losing a game.

Holland, with the magic talents of Johann Cruyff, emerged to be a dominating force throughout this competition as did their final opponents, West Germany.

Right from the start of the final, Holland went into the attack and after a few minutes of play Cruyff was brought down by Hoeness resulting in a powerful penalty goal by Neeskens, a 1-0 lead for Holland, and a German player hadn't touched the ball. This was the tenth final but the first one in which a penalty was awarded.

This display by the Dutch team was not enough to contain the West German power and after a penalty, awarded to West

Germany, the score was level. This effort, obviously spurred on by the home crowd, enabled Germany to score another and seal the fate of a somewhat despondent Holland. West Germany 2, Holland 1.

THE ELEVENTH WORLD CUP, Argentina 1978

In the same way that England couldn't find their previous World Cup form, such was the fate of West Germany.

Yet again England failed to qualify and for a second time Scotland were the only representatives of the home countries. The well-established pattern again presented itself with the first match between West Germany, the Cup holders, and Poland resulting in a tedious 0-0 draw.

Iran and Tunisia made their debut. Holland dealt with Iran in their group 4 meeting while Tunisia looked like beating West Germany who only managed to hold Tunisia to a goalless draw. Scotland, sensitive at the general press reports about the team's morale and Willie Johnston being sent home after failing a routine dope test, saw their chances of success quickly ebb away with the final humiliation of being beaten 3-1 by Peru. The most outstanding match of this tournament had to be the virtual re-run of the 1974 final between Holland and West Germany. West Germany took the lead early on in the game with a cracking goal by Abramczik, but Haan quickly equalised with a 10-metre powerhouse shot. The game, evenly played by both teams with startling football on both sides, is belied by the 2-2 result.

Unfortunately West Germany were edged out of the competition by Austria 3-2, but Holland went through to the final against the hosts Argentina. In a rather violent final match with Holland playing against Argentina's fanatical home crowd and the referee, who awarded over 50 free kicks against them, Holland had an uphill struggle. They attempted to muster their forces but

to no avail, and went down 3-1 but only after extra time had provided Argentina with the last two goals.

THE TWELFTH WORLD CUP, Spain 1982

For the first time the World Cup Tournament was increased from 16 finalists to 24 after much pressure from emerging footballing nations.

The resultant 52 matches and the laborious 2nd round groupings, created even more goaless draws and the amazing situation where Italy made it to the final by winning only two of their previous five ties when Cameroon were eliminated having not lost a game.

The home countries were more successful this year, fielding England, Scotland and Northern Ireland.

The first game was in Barcelona in front of a staggering 95,000 spectators, between Argentina and Belgium. Breaking the mould of previous tournaments, Belgium won 1-0.

Overall the competition was as exciting as ever with notable games between Italy beating Brazil 3-2 and the 3-3 draw between France and West Germany. Unfortunately for France, they were eliminated by a penalty shoot-out as the competition was too large to allow a replay.

The final in Madrid between Italy and West Germany did not get off to an encouraging start for Italy. In the opening minutes Graziani was injured. Their luck did not improve when Cabrini, kicking a penalty, missed completely - the only player ever to do so in a World Cup Final. It was not until the second half that Rossi opened the Italian account giving Italy the necessary spur to eventually end the match with a scoreline that read Italy 3, West Germany 1.

THE THIRTEENTH WORLD CUP, Mexico 1986

Again the final tournament was to be played in high temperatures to coincide with peak viewing times on television world-wide.

The home countries were well-represented again by England, Scotland and Northern Ireland. New to the World Cup competition were Canada, Denmark and Iraq.

The first game, considered probably the best opening game for years, ended in a 1-1 draw between Italy and Bulgaria.

This spirit was continued through the tournament with Morocco being the first African nation to progress beyond the first round.

The second round Match between England and Argentina with that rather dubious hand-ball goal of Maradona will no doubt go down in history. Having said that, you cannot take away the

superb ball control and imaginative play of that Argentinian. In the final not even the skills of the West German defence could prevent his goal-making performance. The final score of Argentina 3 West Germany 2 is a true reflection of a hard played and well won match.

A key figure in the Argentinian team, Maradona might well thrill the crowds in 1990 but as the World Cup has proven time and time again, you cannot take anything for granted. Between 1988-1990 93 countries have entered the competition, so who knows what will happen.

THE FOURTEENTH WORLD CUP, Italy 1990

The finalists are divided into six groups of four teams, the top two teams from each group qualify for round two, plus four of the third-placed teams with best record, i.e. the highest number of points, or, if equal, goal difference.

The qualifying teams are Italy, USA, Austria and Czechoslovakia in Group A; Argentina, Cameroon, USSR and Roumania in Group B; Brazil, Costa Rica, Sweden and Scotland in Group C; United Arab Emirates, Colombia, West Germany and Yugoslavia in Group D; Belgium, Uruguay, Spain and South Korea; England, Republic of Ireland, Holland and Egypt in Group F.

The chosen stadia for the venues are Palermo, Rome, Naples, Udine and Verona.

The pleasure and unrivalled excitement is here yet again, manifesting the original intention of Jules Rimmet and the philosophy of this tournament with over 93 countries entering the competition, this is truly a World Cup.

RESULTS OF WORLD CUP FINALS 1930 - 1986

1st World Cup - Uruguay 1930

Uruguay	4	Argentina	2
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2nd World Cup - Italy 1934

Italy	2	Czechoslovakia	1
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3rd World Cup - France 1938

Italy	4	Hungary	2
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4th World Cup - Brazil 1950

Uruguay	2	Brazil	1
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5th World Cup - Switzerland 1954

West Germany	3	Hungary	2
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6th World Cup - Sweden 1958

Brazil	5	Sweden	2
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7th World Cup - Chile 1962

Brazil	3	Czechoslovakia	1
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8th World Cup - England 1966

England	4	West Germany	2
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9th World World Cup - Mexico 1970

Brazil	4	Italy	1
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10th World Cup - West Germany 1974

West Germany	2	Holland	1
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11th World Cup - Argentina 1978

Argentina	3	Holland	1
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12th World Cup - Spain 1982

Italy	3	West Germany	1
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13th World Cup - Mexico 1986

Argentina	3	West Germany	2
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ACKNOWLEDGEMENTS

Special thanks to John Robinson and to the journalists too numerous to mention for their imaginative reporting. And of course Jules Rimmet for without his vision none of us would be enjoying the World Cup as we do today.

Produced by Ian Mathias and Terry Haynes

Licenced by OLIVETTI Official Supplier Italia '90

This product is the official computer game for the World Championship Italia '90

MONDIALI '90

INTRODUZIONE

L'azione arcade ti porta tutto il realismo dei Mondiali sul tuo computer, in questa trasposizione diretta della super potente versione arcade a gettone della Coppa del Mondo.

Questo è l'ultimo grido nelle simulazioni sportive che mette fuori causa tutti gli altri modelli di giochi calcistici per merito di:

- Un'animazione dal vero disegnata e programmata da professionisti del cinema!
- Un superbo scorrimento multidirezionale talmente veloce e scorrevole da farti girare la testa solo a guardarlo!
- Calci di Punizione, Rimesse, Calci d'Angolo e Rimesse Laterali perfettamente simulati.
- Primi piani delle porte visualizzati sia dall'attaccante sia dal portiere, che ti permettono di effettuare tiri precisi e parate spettacolari.
- Azione simultanea a due giocatori, o partita contro il computer
- Pressoché tutte le stesse caratteristiche presenti nel gioco arcade completo, compresi i livelli a difficoltà multipla.

CALCIO D'AVVIO!

ISTRUZIONI DI CARICAMENTO

AMIGA

Inserisci il dischetto nel drive A. Il programma si carica e gira da solo.

Controlli Solo joystick.

ATARI ST

Inserisci il dischetto nel drive A. Il programma si carica e gira da solo/

Controlli Solo joystick.

IBM PC

Inizializza il sistema come al solito. Poi digita LOAD A>SOCCER e il programma si carica e gira da solo.

Controlli

Giocatore 1 usa i tasti cursore e anche il joystick.

su sinistra 7

su 8

su destra 9

sinistra 4

destra 6

giù sinistra 1

giù 2

giù destra 3

tira 5 (vedi Attaccare/Difendere)

Giocatore 2 usa la TASTIERA

su sinistra Q

su W

su destra E

sinistra A

destra D

giù sinistra Z

giù X

giù destra C

tira S (vedi Attaccare/Difendere)

CBM 64

Disco:

Batti LOAD"" ,8,1 e premi INVIO. Il programma si carica e gira da solo.

Cassetta:

Tieni schiacciato il tasto SHIFT e premi RUN/STOP. Premi PLAY sul registratore. Il programma si carica e gira da solo.

Controlli

Solo joystick

AMSTRAD

Disco:

Batti RUN'DISC"

Cassetta:

464: Premi CTRL e INVIO piccolo.

6128: Batti I TAPE e premi RETURN. Poi premi CTRL e INVIO piccolo.

Controlli

I controlli sono quelli che appaiono sullo schermo.

SPECTRUM

Spec +3 Disco

Inserisci il dischetto e premi RETURN. Il programma si carica e gira da solo.

Spec +2 Cassetta

Inserisci la cassetta e premi RETURN. Il programma si carica e gira da solo.

Spec 48K

Batti LOAD" e premi INVIO. Il programma si carica e gira da solo.

Controlli

I controlli sono quelli che appaiono sullo schermo.

INIZIO DEL GIOCO: OPZIONI

Il primo menu che appare è quello della videata di Selezione Parametri di Gioco. Questo ti permette di modificare il volume e la durata, accendere/spegnere l'audio e scegliere tra il modulo a uno o due giocatori in tutte le opzioni preimpostate. Tali opzioni variano a seconda della versione di cui disponi.

Per evidenziare un'opzione da modificare, muovi il joystick in su e in giù, mentre muovendolo a destra e a sinistra scorri tra le selezioni nelle opzioni. Per uscire dalla videata con le opzioni in corso attive, premi il bottone di Fuoco.

All'inizio della videata Gioco (a cui ritorni alla fine di ogni partita), puoi riselectare i moduli a uno o due giocatori, oppure salvare il tuo punteggio elevato al termine di una partita. Se vuoi modificare delle opzioni precedentemente impostate, già dette nella videata precedente, scegli RESTART GAME (RIAVVIA PARTITA).

Se scegli "Restart Game" nel menu sopradetto, puoi visualizzare diverse opzioni di gioco: Volume, Durata, Livello, Audio Acceso/Spento, e scelta di modulo a Uno o Due Giocatori. Tutti questi sono abbastanza espliciti. Il livello meno difficile è 1, il più difficile è 5, il volume minore è 1, quello più alto è 5, e così via. Per evidenziare un'opzione da modificare, muovi il joystick in su e in giù, mentre muovendolo a destra e a sinistra scorri tra le selezioni nelle opzioni. Per uscire dalla videata con le opzioni in corso attive, premi il bottone di Fuoco.

Quando indichi una partita a Uno o Due Giocatori, ciascun giocatore ha la scelta delle squadre da rappresentare. Usa il joystick per evidenziare la tua scelta e premi Fuoco per eseguire (oppure aspetta un attimo e il computer accetta la scelta evidenziata effettuando il calcio d'avvio)

CONTROLLI

Nelle versioni Amiga, Atari ST e Commodore 64, usa un joystick per un giocatore e due joystick per due giocatori. Nelle versioni

IBM, Spectrum e Amstrad hai l'opzione di utilizzare i controlli tastiera.

JOYSTICK

Usa il joystick per muovere direzionalmente sul campo il giocatore che stai controllando. Se stai controllando il calciatore con la palla, puoi dribblare nella direzione voluta correndo con la palla al piede.

CALCIA/SCAMBIA/MARCA

*** ATTACCARE**

Se la tua squadra è in possesso di palla, premendo il bottone di fuoco il calciatore con la palla (se è quello che stai controllando) effettua il tiro (oppure effettua una Rimessa, se questa è stata indicata). Se controlli un altro attaccante, premendo il bottone di fuoco effettui lo scambio con il giocatore in possesso di palla.

*** DIFENDERE**

Se la tua squadra non è in possesso di palla, premendo il bottone di fuoco ottieni il controllo del difensore più vicino alla palla. Se questo è già sotto controllo, premendo il bottone di fuoco inizia a tentare una marcatura.

ELEMENTI DI CALCIO

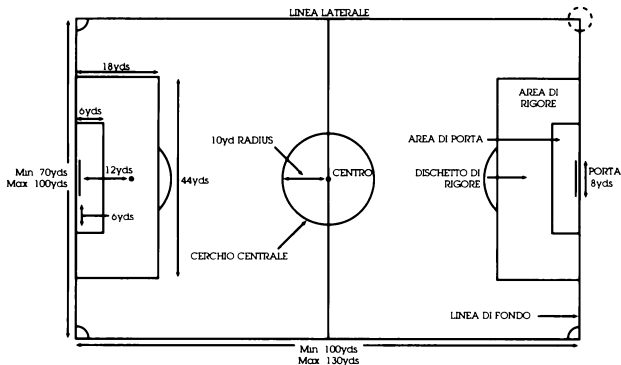
Il campo da calcio è un rettangolo dalle dimensioni variabili tra i 110 e i 130 metri di lunghezza e i 70 e i 100 metri di larghezza. L'unica condizione è che il campo non sia quadrato.

Lo scopo del gioco, naturalmente, è di fare più reti dell'avversario nel corso di una partita. Qui sotto è illustrato uno schema del campo.

Nella realtà, una partita di calcio si divide in due tempi di 45 minuti ciascuno. Ovviamente, nei Mondiali il risultato di una partita viene determinato in modo molto più rapido.

Una squadra di calcio è composta di undici giocatori, uno dei quali deve essere il portiere.

IL CAMPO DA GIOCO E SUE DIMENSIONI SECONDO I REGOLAMENTI DELLA F.I.F.A.



IL CALCIO D'INIZIO

All'inizio di ciascun tempo, il calcio d'avvio viene effettuato dal centro del campo. La palla deve essere passata agli altri compagni in avanti. Il calcio di avvio si effettua anche dopo ogni rete segnata.

IL GIOCO

Per la maggior parte, ogni calciatore muove la palla con i piedi, dribblando con la palla al piede, passandola ai compagni o tirando in porta.

Quando la palla viene passata (o quando viene intercettata), il giocatore può fermarla con i piedi (o altre parti del corpo, eccetto le mani), "stopbandola" o "controllandola". Questo si ottiene rilassando istantaneamente la parte del corpo che viene a contatto con la palla.

Alle volte, quando la palla viene passata ad un giocatore, questo può non volerla trattenere ma passarla subito ad un altro compagno. Questo si ottiene deviando la palla con i piedi o altre parti del corpo come la testa (questo si chiama "colpo di testa").

RETI E PORTIERE

Una rete viene segnata quando la palla passa completamente la linea di porta tra i due pali e sotto la traversa.

Il portiere è l'unico giocatore che può toccare la palla con le mani (ma solo dentro l'Area di Rigore). Le parate più spettacolari sono effettuate dai portieri più dotati con tuffi tra i pali.

FUORI CAMPO

La palla è fuori campo solo quando passa oltre le linee di fondo o laterali.

A seconda dei casi, una palla che va fuori campo può essere rimessa in gioco in tre modi.

RIMESSA LATERALE

Quando la palla finisce fuori dei lati del campo, il gioco riprende con una rimessa laterale di un giocatore della squadra avversaria a quella che ha toccato la palla per ultimo. La palla deve essere lanciata con tutte e due le mani da dietro la testa e in un movimento unico. I piedi del giocatore devono poggiare entrambi a terra dietro la linea laterale fino a lancio avvenuto.

CALCIO D'ANGOLO

Se hai toccato la palla per ultimo, quando questa finisce a fondo campo, o quando lo stesso fa uno della squadra avversaria dalla sua parte, si effettua una rimessa con un calcio d'angolo.

RIMESSA DAL FONDO

Quando mandi la palla oltre il fondo dalla parte avversaria, o

quando un avversario fa lo stesso dalla tua parte, si effettua una rimessa con un Rinvio dal Fondo.

PUNIZIONE

Un Calcio di Punizione viene di norma accordato per un'infrazione delle regole. Ci sono due tipi di punizione, una diretta e una indiretta.

PUNIZIONE INDIRECTA

Un calcio di punizione indiretta (dal quale non si può tirare direttamente a rete) viene accordato per le seguenti infrazioni:

1. Fallo di ostruzione (bloccaggio intenzionale di un avversario diretto verso la palla).
2. Condotta antisportiva*
3. Fuori gioco.*
4. Carica regolare - ma distante dalla palla (una carica regolare è quando un giocatore entra in contatto con un avversario con il fianco o con le spalle).
5. Doppia giocata dello stesso giocatore durante una rimessa. (Un giocatore non può dare la palla a se stesso durante una Rimessa Laterale, una Rimessa dal Fondo, un Calcio d'Avvio, un Calcio di Punizione, un Calcio d'Angolo o un Calcio di Rigore).

PUNIZIONE DIRETTA

Un calcio di punizione diretta (da cui puoi tirare a rete) viene accordato per i falli seguenti:

1. Sgambetto
 2. Calciare o tentare di calciare un avversario.
 3. Caricare in modo violento o pericoloso*
 4. Fallo di mano
(colpire, toccare o bloccare la palla con le mani).
 5. Dare o tentare di dare un pugno all'avversario,*
 6. Trattenere un avversario.
 7. Dare una spinta all'avversario.
 8. Caricare un avversario alle spalle.
-

Se un fallo che comporta una punizione, avviene nell'Area di Rigore, viene accordato un Calcio di Rigore. Questo è un tiro in porta singolo, durante il quale tutti i difensori devono rimanere dietro la palla e fuori della linea dell'Area di Rigore. Come puoi immaginare, questo tipo di tiro ha un'altissima percentuale di successo.

Un giocatore che litiga o che effettua marcature pericolose, può rischiare una carta gialla o rossa. Quella gialla significa che il giocatore è stato ammonito e che se il fatto si ripete viene espulso. Quella rossa significa un'espulsione automatica dal gioco. Una volta espulso, il giocatore non può essere sostituito e la sua squadra deve giocare in stato di inferiorità numerica, cioè con meno di 11 giocatori.

* Questi incidenti non si verificano in Mondiali 90

RINGRAZIAMENTI

Un ringraziamento particolare a John Robinson e alle tante riviste per le magnifiche recensioni, e, ovviamente, a Jules Rimet, senza la cui visione nessuno di noi potrebbe oggi godersi i Mondiali.

Prodotto da Ian Mathias e Terry Haines

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