

## LOADING INSTRUCTIONS: (Commodore 64/128)

Cassette - Press shift and RUN/STOP keys together and then press PLAY on the cassette player.

- Disk - Type LOAD""",8,1 and then press RETURN

The program will load and run automatically. Once the game has loaded, after pressing the SPACE bar, you will be asked to select Practice Mode (Key 1) or Tournament (Key 2).

### Game Controls

Player 1	Player 2
Joystick (port 1)	Joystick (port 2)
Keyboard (as shown on screen)	Keyboard (as shown on screen)

The Fire key or button allows you to shoot, pass, change player or control the goalkeeper.

### Practice Mode

Allows you to increase your skills in ball control and penalty saving and taking. You must use the joystick in port 1 for this section.

### Ball Control

Movement of the player is controlled by the joystick. If you are correctly positioned pressing the fire button with joystick direction up kicks the ball into the air with the player's left toe or knee. Similarly pressing the Fire button with joystick down activates the right foot or knee. If the ball is at the correct height pressing the Fire button with no direction selected enables the player to head the ball. The current score and best score is indicated on screen. The ball may bounce on the ground but if it is permitted to come to rest the current score is reset. Press "Q" to return to practice menu.

### Penalties

You may choose to attack or defend the goal. Six balls are taken with the number of balls kicked, goals and saves indicated on screen along with the kick strength.

### Taking Penalties

Move the joystick rapidly from side to side to maximise kick strength. During the last moments of your approach to the ball select the ball direction with the joystick. A low kick strength results in a slow moving ball which lifts into the air. The greater the kick the straighter and truer the ball moves.

### Saving penalties

Select the direction in which you wish to dive using the joystick and time the dive with the Firebutton. Alternatively you may simply stand your ground.

## MEXICO '86 WORLD CUP

You will be asked to select the number of players up to 8. Each player can choose a team and country from 10 teams.

The logic of the game allows you to run and pass the ball just like the real game. In general you will control the player nearest the ball. This player is indicated by a change in the colour of his shirt. If you wish to change control to another player press the Fire button and control will pass to the player nearest to the ball. Players shirt colours are as authentic as possible with cyan used as a compromise for green shirted teams. If your two teams have the same shirts then the second team assumes on all black strip.

The goalkeeper can dive to save a goal by pressing the Fire button. He will automatically dive in the direction of the ball under computer control.

In addition the music may be turned ON/OFF by pressing F3/F1.

The game may be paused by pressing F5 and restarted with F7.

The progress of the tournament is tabulated at the end of each game.

If you leave the computer unattended it will automatically default to a demonstration mode which may be interrupted by pressing the SPACE bar which returns you to the Title Screen.



## LOADING INSTRUCTIONS: (Commodore C16)

Please note that the game is loaded in two separate parts.

SIDE ONE: Play World Cup Mexico '86

SIDE TWO: Penalty Practice + Ball Control

### WORLD CUP MEXICO 1986 : SIDE ONE

#### Loading

Type LOAD and press RETURN and then press PLAY on the cassette player. The screen will go blank, until the title page is displayed and then you will be instructed to press the SPACE bar.

#### Playing the Game

On loading you will be given the option of 1 or 2 players, as A or B. Eight teams are displayed and the player(s) choose their team(s).

The teams are then sorted into rounds. If there are two players then they will play each other in the first round. Press the SPACE bar to get the score for the computer-controlled matches. At the end of the World Cup winner is shown before returning to the menu.

When you enter the playing mode the players will run out of the tunnel with yellow jerseys for Player 1 and blue jerseys for Player 2 regardless of countries represented.

The Game controls are as follows:

Player 1 : z - left x - right ; - up / - down space shoot or pass ball  
Joystick port 1 with Fire button as pass or shoot.

Player 2 : Joystick in port 2.

The logic of the game allows you to run and pass the ball just like the real game. If you do not have the ball then the space bar or Fire button will change the player you are controlling to the player closest to the ball. You will recognise this player by the change in his strip.

The game can be paused by pressing the 1 key on the keyboard.

### PRACTICE MODE : SIDE TWO

Insert Side Two type LOAD and press RETURN then press play on the cassette unit.

When loaded you will be given the option:

- 1) Penalty Practice
- 2) Ball Control

Press the key number to choose the option.

#### Penalty Taking

You will have 3 attempts at scoring a penalty. Toggle keys z and x (or joystick left and right) to run. The faster you toggle the more power you have in the shot. Just before the ball is released press SPACE (or Fire button) to kick the ball. At this point, the direction in which the ball is aimed is determined by pressing the z key for left or x key for right (or joystick left and right). The trajectory of the ball depends upon the direction kicked and the speed of the player as he kicks.

#### Ball Control

A clock count down 6 computer minutes (real time about 30 seconds) during which time you must zig zag around bollards. You are able to run faster if you are not dribbling the ball i.e. if you kick the ball in front of you move faster. The controls in this section are as follows:

z - left x - right ; - up / - down SPACE - kick  
Usual joystick movements plus fire for kick.

# WORLD CUP CARNIVAL

*World Cup Carnival is an authentic simulation of the Mexico 1986 World Cup including practicing playing skills and a league table of results. Please read these instructions carefully before loading and playing the game.*

If you run into a bollard you will stop dead. If you run the wrong side of a bollard you will be disqualified.

When your time runs out you will be informed how many times you have run up and down the course.

Once you have mastered Penalties and Ball Control you may then proceed to play the World Cup '86 (CLEAR THE MACHINE BY SWITCHING THE COMPUTER OFF AND ON) INSERT SIDE ONE OF CASSETTE.



## LOADING INSTRUCTIONS: (Amstrad)

### Loading Cassette

Type TAPE if you are using a 464, 664 or 6128 or you have a disk drive connected. Press CTRL and small ENTER keys together then press PLAY on cassette and any key.

Loading Disk : Type RUN "MEXICO 86" and press ENTER.

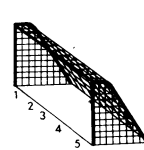
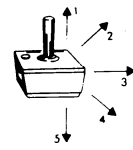
The game loads in two parts (A) Practice Mode (B) Main football game.

The games are played as follows after you have passed the appropriate A or B keys.

Practice Mode (Joystick only)

#### Penalty Taking

At the top of this screen is a panel of numbers. On the left is your score for the current 6 attempts. To the right, the numbers represent the angle of the kick. In this section you have 6 attempts before you are given your total score and returned to the menu. After each go you can return to the menu when 'Q' to quit else continue' appears, by pressing Q. To start, toggle the joystick left and right to build up speed. When your man is about to reach the ball press fire to kick. If you press fire too early or too late you will be disqualified this go. When kicking the ball the angle increases until you release the Fire Button. While this is happening you choose the direction in which you want to kick the ball, e.g.



Releasing Fire button will kick the ball. If the angle gets to 90° you are disqualified.

#### Ball Control

In this case, the score at the top of the screen represents the number of kicks with the Hi-Score at the bottom. To start walk up to the ball then stop and press fire. From now on you must keep the ball moving. Missing the ball ends this go. You can either just kick the ball pressing fire, knee the ball and fire and left on the joystick or head the ball. Heading the ball is automatically done if you are directly below the ball. When you miss the ball you are given the option to return to the menu (press q) or have another go.

#### Saving Penalties

Here the layout and scores etc. are exactly the same as taking penalties. When the computer takes it's shot simply move left and right to dive towards the ball.

## WORLD CUP MEXICO '86

Firstly you will be asked to select the number of players up to 8. Each player must choose his team from a selection of 10 teams.

The player nearest the ball (generally) is the one you control in the white shorts. The logic of the game allows you to run and pass the ball just like the real game.

### Game Controls

Player 1 : Joystick (0) and fire to shoot or pass or cursor keys to shoot or pass.

Player 2 : W - up X - down A - left D - right S - shooter pass or joystick (1) and fire to shoot or pass.

When you enter the playing mode the players will run out of the tunnel with the appropriate colour jerseys.

In general you will have control of the player nearest the ball and to indicate which player this is his shorts will change colour. The goalkeeper can be controlled by the joystick Fire button if using joysticks or the shoot key if using keys. The program will control the direction of the goalie who will dive in the direction of the ball.

In addition may be turned off by pressing the 2 key.

The game can be paused by pressing the 1 key.

If the computer is left unattended for a while it will automatically switch to the Demonstration Mode. this can be interrupted by pressing the SPACE bar which returns you to the title screen.

## LOADING INSTRUCTIONS: (Spectrum 48/128K)

Type LOAD "" and press ENTER then press PLAY on the cassette player. When the game has loaded you will be presented with a menu screen as follows:

Keys 1, 2 and 3	change joysticks
Key 4	starts the World Cup Program
Key 5	starts the Training Option
Key 6	starts the Practice Mode
Key H	displays a HELP menu

### Game Control

Joystick or Keyboard may be used to control the players.

Keyboard controls are as follows:

Player 1	Player 2
Up - I Down - Q	Up - Ø Down - O
Right - S Left - A	Right - K Left - J
Kick - Bottom Row	Fire - Bottom Row

In addition the following keys may be used:

R - Pause off/on	H - Instructions	Caps Shift + T - Abort game.
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## WORLD CUP MEXICO '86

Firstly select the number of players using the 5 and 8 keys and ENTER.

Then select the teams using 6 and 7 keys and ENTER.

The HELP page explains most of the actual gameplay.

You control the player nearest the ball.

The goalkeeper and kick-offs are controlled automatically.

The logic of the game allows you to run and pass the ball just like the real game.

If after full time is reached it is a draw, then the game goes into extra time and the first team to score the next goal is the winner.

The Training Mode allows you to play a one match game without entering the World Cup League Table. You can play either another player or against the computer.

### Practice Mode

This accesses another menu. Options are:

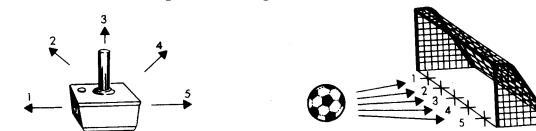
1 - Taking Penalties	3 - Ball Control
2 - Saving Penalties	4 - Main Menu

The last item returns you to the main menu screen. The other options are:

#### Taking Penalties

To gain speed, toggle the joystick left/right. This will make the man run towards the ball, the faster you toggle the joystick, the quicker he will run.

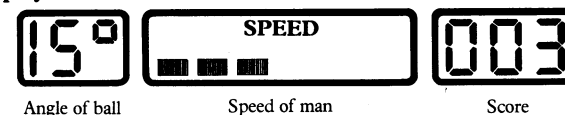
When he has reached the ball, press fire and the angle at which the ball will be kicked will increase until the button is released. Moving the joystick whilst the button is pressed will aim the cursor at the part of the goal that the ball will be kicked (fig 1)



Once the ball has been kicked the goalie will automatically try to save it (and usually does) if you score then a point will be added to your score.

A message will be displayed at the right of the Billboards after you've kicked the ball. These are 'you missed the ball', 'over' 'saved' or 'GOAL!!!!' No message is displayed if your shot doesn't even reach the goal.

#### Fig 2 - Display



Angle of ball

Speed of man

Score

#### Saving Penalties

Basically the same as taking penalties except the computer takes the kicks and you try to save them. Once the computer has kicked the ball you may move the goalie in one of eight saves. Not moving the joystick (move 8) the goalie stays on the spot and does not move.



It is possible to save any conceivable shot. 'Goal', 'saved' etc. printed as in taking penalties. Once you dive, you cannot change direction.

After six shots at goal have been taken, in both taking and saving penalties, the score will flash. If you press fire, then you'll get another six goes, otherwise you'll go back to the menu.

After each goal attempt, press fire to restart.

#### Ball Control



To start, walk up to the ball and kick it. Only the score is used on this section, the angle and speed are ignored.

Keep the ball in the air for as long as possible. When the ball hits the ground press fire and the score will flash.

If you press fire again, then you will have another attempt, otherwise you return to the main menu.

*Now it's your chance to take part in Mexico 1986 World Cup; so take a breath; run out on the field and give it all you've got!*



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Programmed by AS Designs.