

MICROPROSE SOCCER

LOADING MICROPROSE SOCCER

ATARI ST/AMIGA

Insert disk A into the internal or first disk drive and switch on your machine.

Under DOS, put the game disk A in drive A. At the A: prompt, type SOCCER

The Game is loaded from the cassette in the normal way. Put the rewound cassette in your tape deck with the chosen game label-side outwards. Turn on the C64 and press SHIFT and RUN/STOP. When prompted, press PLAY on the tape deck and wait. To load from disk-drive, turn on the drive, and for Association Football place disk side A MicroProse Soccer and type LOAD ***,8,1

Note: CI28 machines must be in 64 mode before loading commences. SPECTRUM Place tape in cassette deck and type LOAD "" and press ENTER. The game will now load. On disk, insert disk into drive and press ENTER.

Place tape in cassette drive and press CTRL and small ENTER. On disk, insert disk into drive and type RUN*DISC.

GETTING STARTED

MICROPROSE SOCCER is operated using menus and a highlight bar to select the required option. Move the bar using a joystick in either port, and make your selection by pressing fire. Both Association football, and American rules six-aside football uses the same basic menus as described below. Differences between the game are outlined in the section on Rules of the Game. Once the game has loaded, the Main Menu screen should appear as below, alternating between it, and the credit screen.

QUICK START

Solo players should select MICROPROSE INTERNATIONAL CHALLENGE from the Main Menu; press fire again to bypass the challenge table. Select PLAY BALL and press fire. Now, depending who presses the fire button to start the match, one person plays under the name of Player I and the other, Player 2 This will allow you to start playing immediately, with the minimum of fuss. However, it is advised that you skim through the section on controls as soon as possible, to familiarise yourself with the subtleties of the joystick commands.

OPERATING INSTRUCTIONS

NAME BANK To make proper use of MICROPROSE SOCCER's various options, it is essential that all the players names are first entered into the program. To do this, highlight NAME BANK and press fire. The Name Bank then appears, with another menu

INSERT NAME DELETE NAME EXIT

Player 1 and Player 2 names are used throughout the various leagues unless they are deleted. If you wish to do this, go to DELETE, press fire, then highlight the names you wish removed. Another tap on the fire button deletes the name. Names may be removed in this way at any time during play. For instance, if a player has to finish play early just **DELETE NAME**, and he's removed from all further competitions

Now, select **INSERT NAME**, and press fire. Type in the first player's chosen name (up to 8 characters) and press RETURN. You must now select that player's 1st and 2nd team colours. Using the joystick, pull down to cycle through the colours available, and press fire when the desired one appears. Repeat this process for team's 2nd team strip.

NOTE: The program automatically stops you from selecting colours which are

too close to one another. If your tea's ist strip clashes with that of the opposing team there will be some difficulty in separating the two on-screen; the 2nd strip is thus used to provide a sufficiently contrasting colour to the lst.

The Name Bank also acts as a progress screen, showing at a glance how players are faring in the different competitions. When all of the player's names and strips have been entered, EXIT back at the Main Menu.

CONTROL PANEL

Those who wish to obtain the maximum benefit from the game should now continue on to CONTROL PANEL, which lets you customise the many functions of MICROPROSE SOCCER at your own discretion. Upon pressing the fire button, the ndary menu appears:

> SELECTION MODE - MAN/AUTO WEATHER - DN/OFF (OUTDOOR GAME ONLY) HTHER - DIVIDER (DUTINOR OFFICE OF BANANA POWER - HI/MED/LO
> MATCH LENGTH - 2/4/6/8/10/12 MINS
> REPLAYS - ON/OFF
> COLOUR MODE - COL/9-W
> IN GAME MUSIC - DIV/OFF IN GAME MUSIC DN/DFF SAVE - TAPE/DISK LOAD - TAPE/DISK EXIT

Each option is altered by highlighting, and then pressing fire to cycle through the available choices. Most of these options are self-explanatory. However, here is a brief explanation of their individual functions:

SELECTION MODE During a game, the player under your direct control can be selected automatically, in which case he's always the player nearest the ball; or manually, switching between the current player and the one nearest the ball by pressing the fire button. The latter case allows you to kick the ball on without automatically in the manually of the presence. giving possession to members of you team who may be nearby

WEATHER (OUTDOOR GAME ONLY)

Just like in real life, it rains on MICROPROSE SOCCER matches - complete with thunder and lightning. This has serious effects upon the movement of the ball and players, so if you don't fancy the challenge of playing on a wet pitch in torrential rains set it to DEE. rain, set it to **OFF**.

BANANA POWER Adjusts the strength of the Banana Shot (described in detail later on) between High, MEDium and LOw. Realistic effects are obtained by leaving the setting on MED.

MATCH LENGTH
Matches can be either 2, 4, 6, 8, 10 or 12 minutes in length. It's best to choose Zor 4 minutes for playing in a large league, unless you intend saving your position.

MICROPROSE SOCCER gives a perfect slow-motion replay of every goal scored.

Unless you turn it OFF. COLOUR CODE

If you're playing MICROPROSE SOCCER on a black and white TV, set this option accordingly, and team strips always appear as black versus white for clarity.

IN GAME MUSIC In addition to the sound effects, you may also hear the soundtrack at the press of the button. Music may be fine tuned to your individual SID CHIP by use of + /

SAVE & LOAD Whenever you're in the middle of a league, and want to save your position put a retrieval device (the program already knows which one you have linked up), select the SAVE option and press the fire button. Now enter a file name (up to 9

characters) and press return. Similarly, to restart your game, select LOAD, type in the required filename, and you're all set to kick off again. This option only saves current league standings, not the games in

progress; once you quit a match, it's gone for good.
When you've finished with the Control Panel, EXIT back to main Menu

ADDITIONAL KEYS FI - Swap joysticks. This key will enable you to exchange teams if one player accidentally controls the wrong team at the beginning or half time of the match.

RUN STOP - Pause game. RUN STOP and Q - Quit game.

DEMO GAME

compete, MICROPROSE SOCCER will, play through a demonstration game between two randomly chosen teams. Highlight the option, press fire twice, and sit When you've seen enough, pressing the fire button, moving the joystick or pressing RUN/STOP and Q causes the Main Menu to reappear.

In the event that you want a quick look at the game, but don't want to actually

TWO PLAYER FRIENDLY Select the option and press fire. Another screen appears showing the pending match and who the participants are, with a sub-menu beneath:

RE-SELECT TEAMS PLAYBALL

Should there be two names in the Name Bank, both players are automatically selected to play. However, if the Name Bank selects two players who do not wish to compete, highlight RE-SELECT TEAMS and press fire. The correct names

can now be selected in the normal way.

Once the teams have been sorted out, select PLAYBALL. The match summarry screen is displayed showing the players, in their strip colours, and direction of play It also prompts one person to press fire in order to start the game. If, in your haste to begin, the wrong person presses fire, a tap on the F! key swaps ontrol of the joysticks.

The game can be halted at any time by pressing RUN/STOP and Q. This allows

you to RE-SELECT TEAMS if necessary, or EXIT back to the Main Menu. Once the game is quit, however, it cannot be restarted; selecting PLAY BALL starts a new game from scratch.

At the end of the game, the final score is displayed; pressing fire then takes you back to the Match Pending screen. SOCCER/INDOOR LEAGUE

On selecting this option, the SOCCER LEAGUE table appears showing all the players in the Name Bank, their win differences and current position in the league, alternating between it, and the Pending Match screen with the sub-menu RE-SELECT TEAMS

PLAY BALL EXIT

The SOCCER LEAGUE allows up to 15 players included in the Name Bank to compete against one another in competition. The players taking part in each match are selected using the RE-SELECT TEAMS options, and play is started in the same way as for the TWO PLAYER FRIENDLY.

It is up to those taking part to make a note of who has played who. However

It is up to those taking part to make a note of who has played which however the computer does keep track of the win differences of each player. Starting with O, a win earns I point; a draw results in no change; and a loss, minus I (although win differences never fall below O). Thus the player with the highest win difference at the end of the contest is deemed to be the winner.

The league may be re-entered at any time during play, and the current standings saved to tape or disk. Thus a large league may be continued over several days, if need be.

WORLD CUP/ALL STAR TOURNAMENT
Entering the WORLD CUP TOURNAMENT brings up a list of names, and a secondary menu, thus: START NEW TOURNAMENT RE-SELECT TEAM CONTINUE OLD TOURNAMENT

The names displayed are those currently residing in the Name Bank, and are all Excluded from play until selected. Go to RE-SELECT TEAM and highlight the first participant. On pressing fire the highlight stops glowing and allows you to choose that player's preferred nationality; move the joystick up or down to cycle through the 29 available and press fire to select one. Repeat this process for all those taking part. Once the teams have all been selected, START NEW TOURNAMENT. A world cup table is then drawn up by the computer, with 24 countries represented, including those previously selected to play. Each team is graded according to their apparent talent. This affects their position in the table, since there are four seed levels, and also alters the quality of the computer controlled opposition. For instance, if you're drawn in a group with Oman, Northern Ireland and Mexico, you're onto a winner straight away. Accordingly, if you choose to play as Brazil, you stand a better chance of winning than if

ingly, if you choose to play as Brazil, you stand a better chance of winning than if

NOTE: The tournament table acts just like the real thing - no teams from the same Oceanic group are drawn against each other in the first round.

The table also acts as an itinery for the tournament, telling you which matches

are to be played that day and so on. are to be played that day and so on.

Whenever two non-human controlled teams are drawn together, the final scores are simply displayed. These are carefully calculated scores weighted toward the team of greater prowess. Continually pressing fire cycles through those matches that do not require a human participant.

Draws that DO depend upon a human player (either versus the computer, or another player) are displayed accordingly on the pending match screen. Play is then started in the normal way by selecting the PLAY BALL option, and pressing If, during the tournament, players wish to change teams for political reasons (ie they've been knocked out), or wish to drop out of the tournament (before they

get knocked out), or wish to enter the tournament after it has started (they suddenly fancy their chances), then highlight RE-SELECT TEAM rather than PLAY BALL. Players can then choose a nationality that is still in the championships and not already selected by another player, or be Excluded altogether.

NOTE: Players can only join the Championships as a late entry if their name is already in the Name Bank. is already in the Name Bank

The first round of the World Cup is completed when each team has played three games each. Progress is measured in points, each team receiving 2 for a win, I draw and 0 for a lose. Goal difference is also calculated, enabling tied positions

I draw and 0 for a lose. Local difference is also calculated, enabling the positions to be settled without replays.

The top two teams from each group then go through to the second round, which takes the shape of a sudden death competition. Draws a re made at random, and the six winning teams plus the two best runners-up progress to the quarter finals. The sudden death competition continues through the semi finals and into the final; drawn matches at full time go into unlimited overtime, with the first team to score being the winner

MICROPROSE INTERNATIONAL CHALLENGE

The MICROPROSE INTERNATIONAL CHALLENGE is designed for the solo player, or for people who wish to compete against the computer rather than each

orner. Initially, a high score table appears displaying the level reached and score achieved for each player entered into the Name Bank. This constantly alternates between it, and the Pending Match screen containing a further sub-menu:

RE-SELECT TEAM PLAY BALL

If the Pending Match is okau, select PLAY BALL and continue as usual However, RE-SELECT TEAM allows challengers to be chosen at will from those

players already in the Name Bank.

The MICROPROSE INTERNATIONAL CHALLENGE is a structured league which allows competition against 16 computer-controlled teams of increasingly high standard, taken from World Cup line-up. Every time a team is defeated, your position in the high score table increases; every time you lose, it goes down. However, you cannot go below the bottom of the league, and if a draw occurs, the match is replayed until a result is obtained

The ultimate aim is to progress through all 16 levels, with Brazil being the team to beat. Your curren standings may be saved to tape or disk, and the challenge re-entered at the last level played.

MICROPROSE SOCCER players have a wide range of movements, accessed by joystick commands with and without the fire butto being pressed. With the joystick button un-pressed, the eight joystick positions direct the player around the field accordingly

The control method has three different modes of operation, depending upon The ball is in free play

Your player is in possenssion of the ball The opposition have the ball

a) Guide your player around the pitch in an attempt to capture the ball, using the normal joystick directions. The player automatically gains possession of the ball oncontact, and runs with it until possession is lost. If the fire button is depressed when the player makes contact with ball, it is volleyed a short distance in the direction faced by the player. Here, your player automatically runs and dribbles with the ball, kicking

to not when fire is pressed.

There are a variety of different kicks available, to the player depending upon the position of the joystick and the length of time the fire button is depressed. A short kick is achieved by jabbing the fire button, while a full strength kick is released automatically by holding the fire button down.

Whenever fire is pressed, the joystick no longer controls the direction of the player, but allows the choice of shot to be selected instead. To make a shot, press the fire button and immediately move the joystick to the desired position. Joystick forward - volleyss the ball in straight line
Joystick left/right diagonal - banana shot. Causes the ball to curl left or right,

accordingly. Joystick central - player performs a chip shot Joystick back - player performs a brilliant Pele-style backwards overhead

NOTE: The direction of shot is relative to the direction in which the player was moving immediately before pressing the fire button. For example, with you player moving in a South-West direction, a banana shot curling from left to right is initiated by pressing the fire buttonm and pulling the joystick straight down.

c) If the opposition manage to get hold of the ball, you'll have to try and tackle the player in possession. Whenever your player is close enough, pressing fire causes him to attempt a sliding tackle. This only occurs when your player is moving boursely.

oving however. If your player makes contact with the ball, it is kicked into a free-play situation and can be collect; if the challenge is unsuccessfull, the opposing player merely

retains possession.
NOTE: Attempt NOTE: Attempting sliding tackles in the wet can have unpredictable results!
Whenever an opposing player approaches the goal, a buzzer sounds signalling that you now have control over the goalkeeper. In this case, different rules apply: pressing the fire byutton causes the goalie to dive for the ball as below:

Joystick right – goalie to the right Joystick left – goalie dives to the left Joystick centred - goalie jumps up in the air

Pressing the button releases the ball in a diagonal directionm only. The strength of the kick is determined in the normal way.

THROW-INS Throw-ins may be directed in one of three directions: diagonally left and right, plus forward. The strength of the throw is adjusted as for a kick.

Whenever the goalkeeper gains possession of the ball, play is restarted by a goalkick from the correct section of the goal area. The kick is directed forwards only, and the strength is adjusted as normal

When play is first started, or restarted after half time or a goal, a press of the fire button causes one player to tap the ball to the other, who then has full control over the ball

RULES OF THE GAME For those of you who are unfamiliar with the rules of either version of football included, here is a basic overview of the laws governing play in MICROPROSE

ASSOCIATION FOOTBALL
The following rules are those officially approved by the Referee's Committee of FIFA (the Federation Internationale de Football Association)

The playing area is normally set out on a grassy pitch, described by white markings as defined in diagram 1. Goals are situated at either end and are of a standard size as defined in diagram 2. The ball is also a standard size, being between 27 and 28 inches in circumference, and weighing in at between 14 and

The two teams are each made up of ten players, a goalkeeper and two substitutes. The goalie is allowed to handle the ball when it falls inside the goal area as defined in diagram !

KICK-OFF Play begins by kicking-off from the middle of the centre circle, with both team's players in their own half. The kicking team is decided by the toss of a coin, and the opposing team kicks off at the start of the second half. The ball must first travel at least its own circumference (27 inches) into the opposition's half, and the kicker may not touch the ball again until another plyer has done so. The kick-off is also used to resume play after a goal and is carried out by the opposing team.

SCORING A goal may be scored by any member of either team: one which is affected by a member of the defending team is termed an 'own goal' and the offending player

The ball is termed 'in play' whenever it is positioned within the boundaries of the pitch markings. A bail is only deemed 'out of play' once the whole of the ball has crossed one of the containment lines – either the touch line, or the goal line.

Whenever the whole of the ball crosses either touch-line, a throw-in is awarded against the team whose player last touched the ball. An opposing team member may then throw the ball back into play from behind the touchline, at the point where it crossed the line.

If the defending team kicks the ball across the goal-line outside the goalmouth, a corner is awarded to the attacking team. The ball is placed in the nearest quarter circle and a selected attacking player kicks the ball back into play. Attackers may be as near to the ball as they like, but defending players must be at least 10 yards away from the ball. Should the ball enter the goal-mouth before touching another player, the goal is disallowed. GOAL KICKS

If the ball is kicked across the goal-line (excluding the goal mouth) by an attacking player, the ball is then returned to the defending goalie who kicks it back into play (ie clear of the penalty area). The kick must be taken from the goal area, in the half nearest to the point where the ball crossed the goal-line. Attacking players must all be outsdide the penalty area when the kick is taken. AMERICAN RULES SIX-A-SIDE INDOOR FOOTBALL

The basic rules of indoor soccer are similar to those of Association Football, but there are several differences due to the reduced size of the pitch and the enclosed playing area. The following regualtions are provided by the MISL (Major Indoor

COMPONENTS The indoor pitch is covered by an artificial playing surface, or carpet, and the different regions are marked out with red and white lines; The whole area is set indoors, and the playing area is surrounded by a plexiglass wall eight feet high Coals are situated at either end and are of a standard size. The ball is also a standard size, measuring between 27 and 28 inches in circumference, and between 16 and 14 ounces in weight.

There are two teams, each of six players including the goalkeeper. Both teams are obliged to have 14 players kitted out, ready for substitutions, and even with multiple time penalties, there should be no fewer than four players on the pitch

KICK OFF RILK UFF
Play is started by the visiting team, whio place-kick the ball from the centre
sopt at least half the ball's circumference (14 inches) into the home team's area.
Opposing players must be at least 10 feet from the ball in their own half, and the
kicker may not touch the ball again until it has touched another player. Play is also
restarted in a similar fashion at the start of each quarter, and after goals and
penalty kicks, where the opposing team kicks off.

OUT OF BOUNDS In indoor football, the ball is constantly in play, since there are no boundary lines to be crossed. The ball is only deemed out of play when ittravels high enough to cross the perimeter wall or make contract with part of the building in which the pitch is housed. In bothe cases, play is continued by awarding the opposing team with a free kick (see on), to be taken from the centre of the nearest red line.

THREE LINE VIOLATION

If the ball is kicked into the air towards the opposition's goal and it crosses the three centre lines (two red and one white) without touching the ground or another player, a free kick is awarded to the opposing team. The ball kicked back into play from the centre of the last red line that it crossed.

GOAL KICKS If the attacking team kicks the ball over the end perimeter wall, between the flagoists and over the crossbar, play is restarted by a goal kick. This is a freekick taken from within the goal area in the half nearest to the point where the ball left the pitch. The kick may be taken by any player (not just the goalie), and it must travel completely beyond the penalty area before it touches another player.

Whenever the whole ball crosses the perimeter wall, play is restarted by the taking of a kick-in by an opposing player. The ball is placed on the touchline directly below the point at which the ball crossed the wall, and the ball is kicked back is to play.

If the defending team kick the ball over their end perimeter wall, a corner is awarded to the attacking team. The ball is place on the nearest corner mark and kicked back into play. Again, such kicks are direct and goals may be scored by

EMLYN HUGHES INTERNATIONAL SOCCER

LOADING & CONTROLS

Place the disk in the drive and reset the computer - the program will autoboot. The game is played using one or two joysticks to control the action, but in the strategy section of the game you may use a mouse.

Commodore 64 To load from disk type LOAD**, B and press RETURN, then type RUN. To load from lape hold down SHIFT and press RUN/STOP. The game is played using one or two joysticks.

Type RUN"EMLYN" and press ENTER. The game is played using one or two joysticks.

Spectrum Type LOAD" and press ENTER (disk users should use the loader). After loading choose the controls you wish to use - these instructions assume you are using a joystick. Up to 3 different control methods can be chosen. Before each game the controls are displayed - press SPACE to cycle through the options.

GETTING STARTED

When the game starts you will see a blank screen with a blue menu bar at the When the game starts you will see a blank screen with a blue menu bar at the top, and an arrow which acts as a pointer. If you move the joystick the arrow moves. Move the arrow until the CAME option is highlighted, then press the fire button. A menu will drop down; to start a game move the arrow until the PLAY GAME option is highlighted, then press the fire button again – a friendly match between two computer-controlled teams will follow.

If you want to take part in a match yourself you must first become manager of one of the teams – see Edit Teams in the Strategy & Options section. If you want

to play against a friend each of you must become manager of a team - then set up a friendly between the two teams.

If you've played a computer football game before you'll already know the basic

controls. But for anyone who's playing football on a computer for the first time, here's what you do: You control one player at a time. The player you are controlling at any particular time is indicated by an arrow above his head (and his name is displayed on the scoreboard or at the top of the screen). If your side has the ball, the player with the ball will be highlighted, unless it is a throw-on, a goal-kick, here's what you do: a corner, or a free kick, in which case you will control one of the players waiting to receive the throw or kick. When one team is computer-controlled, and the other controlled by a human player, the computer team always kicks from right to

Move the joystick in the direction you want your player to run and hold it in that direction until he reaches the required speed. If you now allow the joystick to return to the central position he will continue moving in the same direction and at the same speed. To slow down move the joystick away from the direction of movement.

To kick the ball press and release the fire button - the length of time you hold

To kick the ball press and release the fire button - the length of time you hold the fire button down determines the strength of the kick. All actions which are controlled by the fire button are triggered only when you release the button. That's all you really need to know to be able to play, but there are many more controls to learn about as you become more confident and proficient. Don't try to run before you can walk, though!

PLAYER CONTROL ADVANCED TECHNIQUES

To change direction move the joystick so that it points in the new direction. Of course, as in real life you can't suddenly turn round without losing some course, as in real ine you can't student that Pottine without issuing some momentum. If, for example, you move the joystick so that it is pointing in the opposite direction your player will slow down, turn around, then start running again. You'll find that if you move the joystick through 180 degrees yourself, going through all the angles in between (ie, don't pass through the centre), you can change direction much more quickly. The same principle applies to other changes direction. This can give an experienced player a useful edge over a less practised opponent

Sidestepping & Barging
When you're trying to dribble past the opposing defenders you'll often want to sidestep to avoid a tackle. To sidestep move the joystick from the central position at 90 degrees to your direction of movement, and release it instantly (if you hold it too long or pass through the 45 degree angle you'll actually change direction). To barge a player running alongside you use exactly the same control method.

KICKING THE BALL -ADVANCED TECHNIQUES

If you could kick the ball only in the direction you were running it would be very difficult to pass and shoot accurately. Emlyn Hughes International Soccer allows you to control the height and direction of the ball when you kick it – if you

Controlling the Height You can kick the ball at three different heights, determined by where the joystick is positioned when the fire button is released. If the joystick is pointing in the direction that the player is running the ball will stay low. If the joystick is pointing in the opposite direction the kick will be lotted (ideal for lobs and centres), whilst if the joystick is in the central position a 'normal' kick will result, halfway

Controlling the Direction
You can kick the ball in up to five different directions, depending on the options selected before you start playing. If you choose the 1-direction option the ball is always kicked straight ahead. The 3-direction option allows you to kick straight ahead, or at 45 degree angels either side; move the joystick at right angles to the

direction you are running after you press the fire button.

The 5-direction option is the most difficult to use, but by far the most powerful, not least because it allows you to kick the ball at angles not otherwise available. You should aim, therefore, to master this method of kicking as soon as possible.

To access the additional directions move the joystick at right angles to the direction of movement. If you let go of the joystick before the fire button is released, the ball is kicked at an angle of about 20 degrees to the direction of travel (ideal for shots); if the fire button is released before you let go of the joystick the angle increases to about 70 degrees (just right for centres, or when you want to pass the ball out to the wing). While the 5-direction option does not give you access to the 45 degree angles you can always change direction just before shooting or passing

Backheels
To backheel the ball press the fire button and move the joystick backwards (ie, away from the direction you are running), then forwards, while the fire button

Choosing which player you control

When the player you are controlling is not in a good position to get the ball you will usually want to select a different player. There is an automatic reselection option, where the computer will decide which player is in the best position, but manual reselction allows experienced players to use their skill to advantage.

To select a player press the fire button, move the joystick in the approximate direction of the player you wish to select, then release the fire button. If there are two players in similar direction the computer may highlight the wrong one

two players in similar direction the computer may highlight the wrong one repeat the process until the right one is highlighted.

It is not possible to choose another player when the player you are controlling has the ball (since pressing the fire button would make him kick it), or when he is very close to the ball (in which case pressing the fire button might initiate a sliding tackle or diving header). However, with practice, you will find it easy to change control when you pass the ball from the player who made the pass to the player who will register the pass of the player who will be player who will be player who will be player. who will receive the pass – point the joystick in the direction of the pass and

Heading the Ball
To head the ball press and release the fire button. Provided the ball is within range your player will jump up to head the ball. If the ball is too low for a normal will automatically attempt a diving header (diving in the direction he

A diving header results in the ball bouncing off in the direction of the dive, the direction of a normal header depends on the joystick position at the time the all makes contact with your player's head - you can select any of 8 angles, so you can flick the ball or head it backwards if you are skilful enough. Sliding Tackles

Sometimes the ball is just too far away for you to trap it normally, or for a

normal tackle to be effective. In this situation the solution is to slide towards the ball to gain the added yard of pace that you need.

Press and release the fire button to initiate a sliding tackle (the ball must be too low for you to head it, otherwise a diving header will result). If you come into contact with the ball you may succeed in controlling it, or it may break loose. You may even give away a free kick, especially if you tackle from behind, so take particular care when tackling in the penalty area!

Free-Kicks, Corners and Throw-ins
These are handled automatically. The ball is kicked or thrown to the highlighted player either after a few seconds (the time varies) or when the fire button is pressed and released with the joystick central (if the joystick isn't in the middle it will be assumed you are trying to change players). If the goal is in view the player taking a free kick will sometimes take a shot. These can be handled automatically, but if you want to increase your chances

straight ahead the goalkeeper is likely to save it, unless you lob it over his head. CONTROLLING THE GOALKEEPER

of scoring you can take control. Just hold down the fire button (to determine the strength of kick) and move the joystick in the appropriate directions during the run-up, as if you were kicking the ball normally. Of course, if you kick the ball

You can choose between controlling the goalkeeper yourself, or allowing the computer to control him. You only control the goalkeeper when the goal is under threat; to make him dive or gather the ball you must press and release the fire button with the joystick central. Any other joystick movements are interpreted as instructions for your highlighted player as instructions for your highlighted

When two players are playing against the computer the goalkeeper can be controlled by either player. Automatic control of the goalkeeper is recommended for beginners. It is the timing of the fire button release that determines whether or not the goalie has the best chance of saving the shot.

PAUSING THE GAME Pressing the SHIFT key (CAPS SHIFT on the Spectrum CBM key on the C64) halts the action at any time during the game. Press the key again to restart a

paused game.

SUBSTITUTIONS/CHECKING FITNESS LEVELS

During a match the fitness of the players steadily decreases, and may go down suddenly if a player is injured by a bad tackle or awkward fail. If you press Q (B on Spectrum or Amstrad) whilst the game is paused and the ball out of play (for a throw-on, corner, goal-kick or penalty) the menu screen will appear. Many nu selections are unavailable during a game or else only take effect when the

next game is played.

Select the Pick Team option from the Game menu. This looks exactly the same as the Edit Team screen, but you cannot change anything except the positions. If you decide you do not want to make any changes, exit from the menu and select Play Game to continue the match. If you decide to make a substitution (and provided you have not already used your subs) move the pointer to the number of the player you want to take off and press fire. Now move the number until it is over the number of either substitute and press fire again. Exit from this screen by moving to the menu bar and pressing the fire button.

MISCELLANEOUS FEATURES

Press SPACE (up arrow on the C64) to skip the sequences where players are running on or off the pitch, or back to their positions after a goal is scored. Press ESCAPE (T on Spectrum or Amstrad. RUN/STOP on C64) to abort the game.

STRATEGY & OPTIONS SECTION

Emlyn Hughes International Soccer offers a wealth of different game options. All of these options are selected using a simple drop-down menu system.

Some items in the menu are followed by a tick or a cross. These are options you can turn on or off pressing fire or the mouse button. Others display values (or sometimes colours) that you can change moving the joystick left and right mouse buttons). Move the pointer to the option you require and press fire to select it. Sometimes menu options will be shaded or in a different colour. These are options that are not available at a particular time.

CHOOSING YOUR SQUAD

The Edit Teams screen is probably the most important in the strategy section of the game. It allows you to decide who you want in your 16 -man squad for the current season (once the season begins you cannot change any of the squads).

To change the player names move the pointer to the first name you want to change and press fire. Simply type over the old name and press ENTER when you finished entering the new name (press CLR/HOME on C64, ST, or Amiga to

The 'Played by' entry denotes whether the team is computer-controlled or controlled by a human player. Any entry other than COMPUTER gives human control. Normally you should enter the name of the person who controls the particular team.

Picking Teams

clear the old entry).

Picking Teams
You can pick your team using either the EDIT Team or Pick Team options
(although during a competition only Pick Team is available). Suppose that you
want to drop a player, say number ?, and replace him with a player not currently
in the team. Move the pointer to where the number ? is displayed and press the fire button to pick up the number. Now move the number up or down the column to where the replacement player is, and press the fire button to drop the number 7 against his name.

If you allocate a new shirt number to a player who already has a number you automatically pick up his number, which of course you must allocate to another player. Numbers 12 and 14 indicate the two substitutes.

Each player (except for the goalkeeper) has three skill factors, Running Speed,

Defensive Skills, and Attacking Skills. Each skill can be at three different levels, indicated by the number of blue buttons that are lit up the more buttons that are lit the better the skill level. To change the skill levels move the pointer to the

Player Skill Factors

appropriate button and press fire - the number of buttons lit will cycle from 1 to 2 to 3 and back to 1 again. At start of a season all players are fully fit, but during each game the fitness of those players who are playing declines below 75% will start to play well below their normal standard of skill, and you may need to substitute them. Sometimes you may decide to take a chance and play one of your star players even though he

Fitness levels will normally increase in the week between matches, but you may find that players need to be rested for a week or two to regain full fitness. Fitness levels are not taken into account in friendly matches or when Equal Skills is selected, nor do they change during the game – in other worlds players play as if they were fully fit during a friendly, but at the end of the game their skill level will be unchanged.

When you have finished editing the team move the pointer to the menu bar, then press the fire button (on the C54 'double-click' on a blank area of the screen

by pressing the fire button twice in quick succession). This will display a box with

is unfit it may pay off, but it could also be a disaster.

three buttons. Move the pointer to the? button and press fire if you exited by mistake; move to the X button and press fire to exit from editing without any changes being made (ie. if you have made a mess of things!) Press fire when the pointer is on the button marked with a tick if you are happy with the changes you

Exiting After Editing Teams

There are three options a league in which all θ teams play each other once or twice (depending whether the Home θ Away option is selected), a Cup which is a knockout competition between 8 teams, and a Season which gives two separate competions, a league and a cup.

When you start a competition any competition already in progress is abandoned, so if you wish to play both a Cup and a League you must use the Start Season option. If you want to start a new competition and continue the existing one

at a later date use the Save All function to save the start of the competition SAVING THE GAME

The save All option under the Game Menu saves not only all the fixtures and results to date, but all the team details including names, skill levels, and fitness levels, together with the current settings of the various options. Save Team records the data for a particular team only, not option settings, results or fixtures.

DO NOT ATTEMPT TO SAVE ANYTHING TO THE PROGRAM DISK OR TAPE

YOU MUST USE ONE OF YOUR OWN DISK OR TAPES. REMEMBER ALSO THAT YOU MUST LOAD THE PROGRAM BEFORE ATTEMPTING TO RELOAD AN UNFINISHED GAME. If you are using an Amiga or ST the files must be saved to as specially

formatted disk. First format a blank disk in the usual way, then use the Make Data Disk menu option to turn it into a data disk. OPTIONS MENU

Each match can last up to 90 minutes (plus extra time) Duration l or 2 v Computer One or two players can play against the computer Extra time can be played if a Cup game is drawn. Extra Time Otherwise a replau is necessaru

View C vs C Home & Away Matches between two computer teams can be viewed. In a league competition teams can play each other once or twice. If they play twice, then each team plays away once, and at home once. In practice mode the computer-controlled opposition stays in its own half and only offers the minimum of Practice

Skill Level Equal Skills Backheels Kick Direction Auto Goalie Auto Reselect

Points for win

interference. Use this mode to practise the controls. There are 10 different skill levels for computer teams. These skill levels are in addition to the individual player skills. If you prefer, all players can have the highest skill levels Backheels can be allowed or disallowed You can choose to be able to kick in 1, 3 or 5 directions The goalkeeper can be controlled automatically Reselection of players can be manual or automatic

In a league either Z or 3 points can be awarded for a win

COLOURS MENU

On the ST and Amiga you can design the strip that each team wears. To assign a colour click on the colour, then on the box alongside the part of the strip you wish to change. To change one of the selectable colours double click on the colour, then adjust the R. G. and B sliders. Change the flesh tone by clicking on the colour you require. On the Amiga you can choose a national flag or rosette for each team click on the arrows to make your selection, then, if you have chosen a rosette, set

the colours in the same way On the Amstrad the following colours can be changed.

Pitch Colour Initially green; also used as a shirt colour Initially white; also used as a shirt colour Initially pink; also used for stripes on shirts Usually black; also used for players hair, boots etc. Line Colour Flesh Colour

The goalie shirt colours can be swapped with one of the teams On the C54 you can also change the ball colour; the player shirt colours are set using the Team Colours option in the Game menu. On the Spectrum there are only two colours, but either can be changed!

GAME MENU

The following selections are available:

This starts the game shown at the bottom of the screen You can arrange a friendly match between two teams at any time. Move the pointer to the Home team and press the fire button, then choose the Away team Play Match Arrange Friendly similarlu. If the human(s) supposed to be playing in the next Postpone Match match is not available the match can be played at the end of the current week's fixtures. Starts a knockout competition with 8 teams Starts a league competition with 8 teams Start Cup Start League

Starts a season in which both a league and a cup are played.
You can change the names of the teams and the Edit Team players, also their skill levels. However, these cannot be altered once a competition has started This shows which team is currently displayed: move Team

the joystick left or right or use the mouse buttons to change to a different team
A team saved to tape or disk can be loaded Load Team Save team Load All A user-created team can be saved Restores the state of the game previously saved with Save All Saves all the team data, fixtures, results, colours, Save All

DISPLAY MENU

The following displays can be selected Show Teams A list of the 8 teams is displayed with their Managers

(ie. human player or computer). Show Players Show Fixtures Show Results

Show Table

A list of the players in a particular team is displayed Team Identifies which team is displayed. Displays the fixtures for a particular week or team; change the team/week to the one you require Displays the results for a particular week or team; change the team/week to the one you require Shows the league table. Results/fixtures displayed by team...

Soccer Stars Compilation © 1991 EMPIRE SOFTWARE

By Team By Week Week ... or by week Which week is displayed

Unauthorsied publication is prohibted. Kick Off2 © 1990 An∞ Software

Microprose Soccer © 1988 Microprose Software Gazza 2 © 1990 Empire Software

Emlyn Hughes International Soccer © 1990 Audiogenic Software

LOADING

IBM-PC and Compatibles Insert your DOS disk and wait until you see the a: prompt on your screen. The Insert your DOS disk and wait until you see the a: prompt on your screen. Ine game will perform better if you reduce to a minimum the amount of unnecessary memory used, so remove any non-important software installed in your system. Now insert your copy of GAZZA 2 and type GAZZA2 followed by a carriage return. The software will ask you what type of graphics card you have. Once the game has loaded you may select joystick or keyboard control at any stage by hitting I for joystick or K for keyboard. Amstrad PC users may use the Amstrad poystick. but need to select the keyboard option. If you own a faster PC then at any stage you may use the = or - keys to speed up or down the game. Sound effects may be toggled on or off by pressing the 5 key. The game searches for an Ad Lib card and if present will play Ad-Lib sound. There is no special installation procedure required. To Install on hard disk, create a new directory by typing: MKDIR GAZZA. Copy all the files from the game disk into this new directory by typing: CD GAZZA and then COPY A: *.* The game can now be played by typing GAZZAZ

Commodore Amiga

GAZZA 2 will run on any Amiga. Turn on your computer and insert your copy of the game disk at the Workbench prompt. (If you have an A 1000 you should insert your Kickstart disk first.) After a few moments the loading sequence will appear. If you wish to continue with the game before the loading music has completed, press the space bar or fire button. To install the game on to hard disk you need to copy the file called GAZZAZ and all the files in the data directory onto your hard disk. You can do this from Workbench by dragging the GAZZAZ and data icons from the disk onto your hard disk icon. The game may now be run by double-clicking on the GAZZAZ icon or by typing GAZZAZ from a CLI. If you are unsure of any terms, refer to your Amiga manual

Atari 5T GAZZA 2 will run on any Atari ST or STE system with a minimum of SIZk RAM and a colour monitor. The game requires a joystick inserted into port 1. If you wish to play from foppy drive A, put the game disk into drive A and switch on your ST. From foppy drive B, switch on your ST without a disk in drive A. When the desktop appears, double click on the drive B icon. Locate the file LOADER.PRG and double click on it. (To avoid the loading sequence you may click on DAZZAZ.TD5 instead.) If you are working from a hard disk, create a folder on your hard disk (call it whatever you wish) and open a window containing this new folder. Put the master game disk in a disk drive and then drag the disk drive icon into this new folder. To load fromhard disk, boot your ST and hard disk in the usual manner. Then open a window containing the folder where you placed the Amazing Spider–Man disk. Double click on LOADER.PRG (for the full game) or GAZZAZTOS (to bupass the loading sequence.)

Amstrad CPC

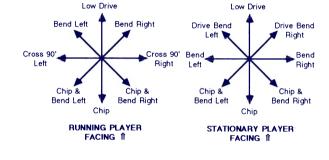
CAZZA 2 on the C-64 and IZ8 can be controlled either with a joystick or from the keyboard. Place your disk into your drive and type LOAD***,8). For cassette put game cassette into cassette unit and ensure that it is rewound. Now press SHIFT/RUNSTOP at the same time and press PLAY on your cassette unit. On both tape and disk versions you will be presented with an options screen.

Spectrum 48/128/+2/+3 To load the game ensure that the tape is rewound and then type LOAD "
After the game has loaded you will see the options screen.

To load the game from tape, insert the tape into your tape drive and press CONTROL and ENTER at the same time. To load from disk insert the disk into the disk drive and type RUN "disc. After the game has loaded you will be presented with joystick or keyboard options before the game starts.

JOYSTICK CONTROLS

The direction of the kick is decided by the joystick direction as shown below. NB: The kick is decided by the Joystick direction at the moment the fire button is



PLAYING GAZZA Z SPEC • AMST • C64

Spectrum & Amstrad

4 - Game Pause 8+9 together - Quit Match 2 - Scanner Off (Spec Only)

Moving the joystick moves the highlighted player in that direction. Pressing fire if the player does not have the ball causes him to tackle. If the player does have the ball then pressing fire initiates a kick. The longer the fire button is held the more powerful the kick as displayed by the power bars at the side of the screen. The power bar wraps around if the button is held for too long.

Commodore 64/128

Came Pause if in free play = - Enter Management Section if at Set Piece

The joustick control is as above but with the following enhancements:- If neither team has the ball and the ball is in the air then pressing fire will cause the player to jump to try and head the ball.

Commodore 64/129 - Extra features

MAIN MENU

moves the highlight Left/Right - Changes the current option. In the case of the Team/Control menus, Left changes the team & Right changes the control

• Level determines skill of computer teams, match length default settings, pitch types available, extra time or penalties. Tournament level will select the

pitch and weather randomly.

• Team Names may be edited via the keyboard. · Continue game only if match has commenced and the teams have not

changed.
• Restart allows you to play a new game with the same teams.

SQUAD SELECTION

The player must pick ID squad members to form his starting line-up (the goalkeeper is selected automatically) and 4 for the subs bench.

• Pick allocates player from chosen squad position (A to T) to highlighted team Copy transfers player from adjacent squad position to highlighted team

position Next moves to next team position.

Drop removes currently highlighted player to squad
 Done fills any empty positions from adjacent squad positions. If the adjacent position is vacant then the user must pick a player manually.

ABBREVIATIONS

 Attributes **(5)**tamina

(A)ttacker (D)efender (M)idfield (R)unning (P)assing (T)ackling

MANAGEMENT DISPLAY Pressing FIRE cycles between management screens for the two teams plus a combined statistics screen.

Player Information - In addition to the 6 attributes each player has a column for injury (1) and booking (B).

I Column: H = Hurt: minor stamina and running reductions.

= In jured: major stamina and running reductions.

B Column: W = Player Warned B = Plauer Booked

NB: If a player is sent off then he will be absent from the list. Tactics/Subs Up/Down - moves the highlight bar.

Left/Right - changes the tactics if selected.

Substitutions are made by highlighting the desired sub, moving the joystick left, then repositioning the highlight over the player to be replaced and moving the

Statistics screen Left/Right - moves the highlight

PLAYING GAZZA Z ST • AMIGA • PC

GAZZA Z is a largely icon-driven football simulation that allows up to 16 players to manage, coach and play for different teams in a European Super-league of 4 divisions. These icons are largely self-explainitory but a full description of each one is given later in the manual (see Icon Description).

The first icon menu that appears contains four icons: Load Saved Came, Add Manager, Play Game and Exit. If the strategy elements are not required then the player(s) can simply play a 1 or 2 player game of fast arcade-quality football by clicking on the Play Game icon (see The Match). However, to fully appreciate the death of the game, the player should attempt to manage and complet his team as

depth of the game, the player should attempt to manage and control his team as well. Once the required number of managers has been entered using the Add Manager icon the main menu will appear.

MAIN MENU

This contains 8 icons and leads off to a number of sub-menus used to control the various features in the game.

• Manager - The manager's role is crucial if your team is to succeed. Whether you are buying and selling players or persuading the bank to lend you money, remember: results are everything!

• Scout - The scout gives you an eagle eye on other teams and players currently

on the transfer market Coach - Another vital component in your success. Not only can you train the players in basic strength and tactical power, but you can create tactics for specific situations (see Tactics Editor).

• Play Game - When you have finished planning your strategy, get your • Advance I Week - When all players have played thier matches, move a step

closer to the end of the season.

Options - Set up the match conditions the way you want them.

 Disk - Load and Save your game position or your tactics set-up Exit - Restart game to reset players or play a simple match!

TACTICS EDITOR

When the coach decides to create new tactics a menu appears that allows him to define what each one of your team is doing at any given situation. In every ninth of the pitch and for every set-piece (attack and defence) you can define someone to take a position, mark a specific opposition player or follow the ball. This is possibly the most complicated and innovative feature in GAZZA 2 and will provide hours of fascination as you strive for the 'perfect' tactics.

This is where the pace really hots up as the supremely fast arcade section transports you into the stadium. The pitch is laid out from left to right and control is indicated by an arrow above the player. This player may kick or tackle depending on whether he is in possession of the ball.

The strength of a kick is determined by the power bar at the bottom of the screen. This increases as the joystick button is held down but wraps around to zero if held too long. The direction of the kick is determined by the joystick layouts

If your controlled player does not have the ball, then pressing the fire button will attempt a sliding tackle. BE CAREFUL, tackling someone without the ball is liable to get you into trouble!

GOALKEEPERS The goalie is automatically controlled by the computer!

SPECIAL NOTES • At half-time you change ends! • Press "S" during a match to make a

Select Team **New Tactics** Play Game ← 🗊 Disk ٧S ? Match Performance Scout £ Trans Market Manage EXIT Exit Menu Money View Squad -

Previous

*** Defence



Throw Ir Goal Kick



Control

##

Post

AND .

Pay Loan

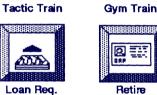


Team '



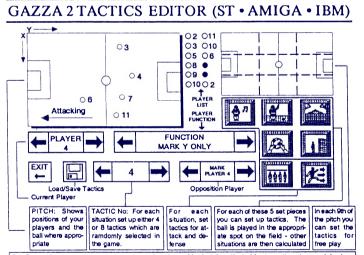












The Player List shows what each player not assigned a position is doing: If a ball is shown then they are following the ball, otherwise they are marking an opposition player.

WHITE = Mark Y only; GREEN = Mark X only; RED = MARK

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KICK

MAIN MENU

SINGLE GAME – A single game can be between a player and the computer or between two players. Two players can team up against the computer. A host of options are available to alter the match conditions and various permutations of the provide enormous variety of Game Play.

THE LEAGUE - There is a league of 8 teams lasting 14 weeks. The league championship requires consistent excellence. 8 players can play in the league which can be saved to be continued later. **THE CUP** – The Cup tournament is played on a knock out basis. If there is no result, extra time is played. If there is still no result, a penalty, a penalty shoot out

decides the winner. INTERNATIONAL FRIENDLY - This option allows you to play a Single match using International sides with their distinct stules of plau

PRACTICE - The OPTION menu sets the conditions for a SINGLE GAME or INT. FRIENDLY. The options must be selected before playing the game

SPECIAL EVENTS- this option is used for loading data discs to be published

ACTION REPLAY - This option is used to edit a file of action replay of goals to create a Golden Goals disc

KIT DESIGN - This option enables design of custom kit for a single game only.

THE OPTIONS

DURATION - 2 x 3, 2 x5, x10 and 2 x 20 The league and cup matches ar 2 x 5 min PITCH - A choice of 4 playing surfaces

Normal - Normal bounce and travel
Soggy - Ball bounce and travel reduced. Player's stamina reduced.
Wet - Increased ball travel and speed. Artificial - High ball bounce. Increased ball speed and travel. Reduced players

WIND - A choice of 4 - OFF, light, medium and strong.

REPLACE TACTICS - Each team can use a total of 4 tactics in a game. These tactics can be replaced by 4 other tactics on the game disc or the data disc containing tactics designed by the Player Manager.

EYTDA TIME and DENALTIES - Ves or No - if the answer is use extra time proportional to the full time match duration is played if the result is a draw after the full time. The extra time is in two halves and the teams change ends at the half time. If the result is still a draw the a sudden death penalty shoot out decides The option is set to No in the league matches and YES for cup SKILL LEVEL - Choice of 5 skill levels - International, 1st, 2nd, 3rd and 4th divisions. The attributes and skills of the players correspond to the division. In a single match, identical squads are presented for both teams, thus ensuring that the result depends on the skill of the players only. The skill level of both teams can be set independently. This facility allows even a novice with an International squad to give an experienced player with 4th division squad a run for his money. There is another special level namely PLAYER MANGER. This option allows a Player Manager team to be loaded along with the current tactics to play against another player or computer at any of the 5 skill levels or play against another

LEAGUE OPTIONS - The skill level at which the league is played can be selected. Choice of 3rd division, 1st Division or International level

GAME SPEED - The speed of the game can be changed. At reduced speed, it is possible to play a very tactical game and see how your tactics actually works and the response of your opponents. There are 3 options: NORMAL, 50% and 25%

 $\mbox{\bf AFTER}\mbox{\bf TDUCH}$ - YES or NO - You may select any of the 24 referees. The referees play a very important part in the game.

THE PLAYERS

Each player on the pitch has a unique mixture of attributes and skills. The attributes are; $\it PACE$ – $\it STAMINA$ – $\it AGGRESSION$ – $\it RESILIENCE$

The unique mixture determines the performance of the player. For instance, a player of great pace but with poor stamina will not perform well as the match nears the end and should be substituted if there is extra time in a cup match Similarly a player with high aggression will go for a ball and if he has good tackling skills will succeed in getting the possession but with low tackling skill is likely to foul the opposition and may even collect a red card if seen by the referee. SELECTING SKILL LEVEL

The skills are: PASSING - SHOOTING - TACKLING

There are 5 skill levels plus a special level;

Player Manager team.

INTERNATIONAL • IST DIVISION • 2nd DIVISION • 3rd DIVISION 4th DIVISION • PLAYER MANAGER

To set the skill level, select OPTIONS in the Main Menu and then select SKILL To set the skill level, select OF ION'S in the Main Ment and then select Skill LEVEL in the Option Menu. One Player or Two players against the Computer - TEAM A Two players against each other. Player 1 - TEAM A: PLAYER 2 - TEAM B The skill level of each team can be set independently thus enabling a novice to play on equal terms with an expert. A novice using a squad of International players with their great pace and shooting accuracy can give a tough game to an expert with 4th division squad. The Player Manager level is selected, you will be asked to insert your P.M data disc in the drive. SELECTING NUMBER OF PLAYERS

I to 4 players can play on the Amiga and ST using a joystick adaptor. Other machines are only for 2 players. TEAM SELECTION screen (see 8.0) provides the opportunity to select number

of players and how they are to play ie. against the computer, against each other

GAME OPTIONS

All the four options are selected via the Main menu; **CAUTION:** Before selecting the DAIME OPTIONS, select the required match conditions from the OPTION menu (See 3.0).

SINGLE GAME – Two players can play against the computer or against each other. One player game is against the computer. 2 players can play against 2 other players. On selecting this menu option, you will be asked Number of players: 1, 2, 3 or 4

 ${\bf SELECT}$ ${\bf TEAM}$ – Screens give you the opportunity to select both teams. The winner of the toss decides whether to play UP or DOWN pitch. The name of the referee is displayed.

TACTICS - Select the tactics for the start of the match using the keuboard. The tactics can be changed any time during the match when the ball is out of play Keys I, Z, 3 & 4 are assigned to Team A and I, Z, 3 & 4 on NUMERIC PAD are assigned to the Team B. Press the key and the players will move to the new tactical positions once the ball comes into play again.

SUBSTITUTIONS - Two substitutions are allowed in a match. Please see 13.0

INTERNATIONAL FRIENDLY - This option allows you to play a single game between any two chosen International teams. On selecting this option, a list of all the countries is presented. Highlight TEAM A and the first country. Press the F.B. to confirm the choice. Repeat the process for TEAM B

THE LEAGUE – The League consists of θ teams and lat 14 weeks. There are 3 skill levels, Third, First and International at which the league can be played. Use the OPTIONS menu to set the skill level. The default skill level is 1st division. When the League option is selected in the Main menu, the league table with the appropriate numbers of teams is displayed. The following options are available.

CHANGE TEAM NAMES - Move joystick up to highlight a team name. Press F.B. and the cursor will flash at the end of the team name. Use keyboard to edit the name. Press the RETURN key. Move the J/S to highlight another team if

SELECTING TEAM TO PLAY - When the table first appears, the letter Copears against all the teams to say that all the teams are Computer controlled. To appears against all the teams to say that all the teams are Comput change the team to J/S ie. play that team in the league, press Fl

LOADING PLAYER MANAGER TEAMS - Player Manager teams can be loaded in the league. To load a team, move joystick to highlight the team you wish to replace with the P.M. team and press F3. Insert your player Manager Data Disc in the drive and press F.B. Repeat the process to load other teams. LOADING PLAYER MANAGER DESIGNED TACTICS - The tactics designed in the Player Manager can be loaded for each team in the league. Move the J/S to highlight the team for which you wish to load new tactics and press F5. Insert P.M. data disc and press the F.B. The teams current tactics directory and the directory of all the available tactics will be displayed. Highlight the tactics you wish to replace in the current directory and press F.B. Move the J/S to highlight

the required tactics in the data disc directory and press F.B. Repeat the process if you wish to replace other tactics. Select DONE when finished. Repeat the process LOAD - This option allows you to load a previously saved league and continu the game. When this option is exercised, none of the options above can be used Insert your data disc with previously saved league in the drive and press F.B.

CONTINUE – Select this option to play the League game. The two teams to play the league match will be highlighted. If both teams and J for control, the computer will allocate JI and JZ to the teams.

Select the league you wish to play and press the F.B.

SAVE - Select this option to save your current league. A good quality FORMATTED disc or blank tape is required to save the league. Insert the disc in the drive and press the F.B. Type the name under which you wish to save the league or use the displayed file name by highlighting it. Move J/S left to select O.K.

QUIT - The league is abandoned without saving and the program returns to The league table is updated after each match.

CAUTION – It is up to players to ensure that there is no duplication of team names. Name duplication may cause the program to crash. You are advised to Save the league at regular intervals. DO NOT LEAVE CAPS LOCK KEY DE-

THE CUP - The Cup tournament is for 8 teams and is on a knock out basis. In case of a draw, there is extra time. If there is still no result, sudden death penaltu shoot out feature is used to decide the result.

TEAM SELECTION

PLAY OPTIONS PLAY OPTIONS

PLAYING AS A TEAM - The player controls the player nearest to the ball.

PLAYING IN POSITION - The player assumes the identity ie. the skills and attributes of one player on the pitch and controls this player right through the match. If the selected player is injured, the player assumes the identity of the substitute. YOU CAN NOT PLAY AS A KEEPER

Amiga & ST: I to 4 players using J/S adaptor. Amiga 0 51: 1 to 4 players using 1/5 adaptor.

TEAM MODE – Two players can team up to play against the computer or other two players. Both players can only play in position.

3 Players – Third player (1/5 3) plays in TEAM MODE with player 1. Position only.

4 Players – Fourth player (1/5 4) plays in TEAM MODE with player 2. Position

only.
I Plauer only - Player I controls Team A using J/S I. He has a choice of either Playing as a tem or playing in position.

2 Players – Two players can play in TEAM MODE against the computer or against each other. In the latter case they may play in position or as a team.

A squad of 16 players with skills and attributes pertaining to the selected skill level are displayed for team A first. The names of the players and their field

positions are shown The computer has already selected the shirt numbers of the players and the substitutes 12 and 14. These are not necessarily the best selections. If you wish to change the selection, move J/5 up or down to highlight a player name and left or right to highlight the shirt number.

ONE PLAYER

PLAY AS A TEAM: Select J.SI Icon. and press F.B Select DONE and press F.B. PLAY IN POSITION: Select J.SI icon and press FB. Move J/S to highlight the player whose identity you wish to assume and press FB. Select DONE. CANCEL PLAY IN POSITION OR CHANGE THE PLAYER: Highlight the selected

TWO PLAYERS

AGAINST EACH OTHER
TEAM A: Player I select J.S.I and press F.B.
PLAY IN POSITION: - As in 822 PLAY AS TEAM: Select DONE and press F.B.
TEAM B. Player 2 select J.S.2 and press F.B then as a Team A

TEAM MODE TEAM A - Players 1 & 2 select J.S.1 & J.S.2 respectively and the players identities.

THREE PLAYERS (J/5 only)

TEAM B: As for 3 players TEAM B: Player 2 select J.S.1. and Player 3 select J.S.3. Follow the procedure for TEAM B: Player 2 select J.SZ. Select DONE to play as team or a player and DONE to plau in position FOUR PLAYERS (J/S only)

SELECTING START TACTICS - The names of the 4 tactics in current use are

TEAM A: As for 3 players TEAM B: Player 2 select J.5.2 and Player 4 select J.5.4 follow the procedure for

displayed. Use the keyboard to select the tactics at Kick Off.

PLAYER CONTROL

MOVEMENT - The player move in all 8 joystick directions.

HEADERS - If the ball is in the air, pressing F.B. will make the controlled player jump. Move the J/S in the direction in which you wish to head the ball when the player is in the air.

BLOCKING TACKLE – The purpose of this tackle is to gain possession of the ball from the opponent and getting possession of the ball as it travels in front of the player. Tackling the player from behind is a FOUL. SLIDING TACKLE - This tackle can be done from any direction. A sliding tackle on an opponent without a ball is a FOUL. If the ball is on the ground, press F.B. to do a sliding tackle. You must touch the ball before touching the opponent to avoid being penalised. A sliding tackle from behind is a foul.

BALL CONTROL

DRIBBLE BALL - The ball travels in front of the player. The distance it travels depends on the speed of the player at the time of contact

SHOOT BALL - Press F.B. AFTER touching the ball will shoot the ball in the direction the player is facing.

PASS BALL - You must STOP the ball before you can pass. Keep the F.B. pressed and move the J/S in the direction you wish to pass and release the F.B. Releasing the F.B. when J/S is centred will take you back into DRIBBLE action. The player will turn in the joystick direction and start dribbling the ball in that direction. He will shoot in that direction if F.B. is pressed. CHIP BALL - If the ball is on the ground, reversing the direction of the J/S will chip the ball

AFTER TOUCH - This option can be activated in the Option Menu. It allows the player to alter the direction of the ball by a small amount after the shooting the ball. The direction must be changed immediately after shooting the ball as the control is only effective for a very short time. After touch can be used to devastating effect with practice. Move the joystick in the direction you wish the ball to go (forward positions of the joystick only) immediately after shooting the

KEEPER CONTROL

The keeper is computer controlled except in the following cases.

DEFENDING A PENALTY - The control is transferred to the main player. The keeper stands in the centre and starts to move as soon as the F.B. is pressed The longer the F.B. is kept pressed, the bigger the movement

TAKING GOAL KICKS - The keeper automatically takes the goal kick unless the player wishes to do so. If the player does not exercise the option quickly, the computer will take control. Move the J/S in the required position before the keeper

A - Hard ahead B - Hard Left E - Medium ahead H - Soft right J - Soft ahead

QUIT MATCH OR PRACTICE - You can quit a single game or Int. Friendly or Practice Mode. A league game or cup match can not be terminated. Press ESC

SET PIECES

corner kick and press the F.B.

STRENGTH OF CORNER KICKS - The duration for which the F.B. is kept pressed to select the type of corner kick determines the strength of the kick. A short tap will do a short kick ie pass to a player near to the corner flag. A hard

penalty taker to put the ball anywhere in the net. The pointer on a bar moves rapidly from left to right indicating the horizontal direction of the ball if hit at that point. Press the F.B. to start the run. The longer the F.B. is kept pressed, the higher the ball will rise. It is therefore possible to hit the top corners of the net or keep the ball on the ground or overshoot the ball. A short to will keep the ball on the ground. During the penalties, the keeper if there is a foul by a defending player within a narrow sector in front of the defended goalmouth

away on each side of the ball stands a player from the team taking the Free Kick. If two players are in team mode, the main player takes the Free Kick and the other controlled player stands on the side nearest to the goal. Press the F.B. to start the The duration for which the F.B. is kept pressed determines the height of the the longer the button is kept pressed, the higher the ball will rise. The strength of kick is randomly computer controlled. There are two distinct J/S controls: BEFORE touching the ball and AFTER touching the ball

Jump Over The Ball Slight Left Bias Slight Right Bias Swerve Ball No Action More Left Bias Straight Kick More Right Bias Swerve Ball Pass Ball To Left Player Pass Ball To The Right Player

Only the player taking the Free Kick has Swerve control of the ball. With practice, he can dip the ball into opposition net or bend the ball round the opposition wall. The controls give infinite control on the kick and with practice, a match winner. If the ball is passed to another player, normal ball controls are resumed if the main player jumps over the ball, in the absence of a controlled player, one of the players next to the ball will take the kick.

THROW IN - The computer automatically throws the ball to the nearest in position to receive the ball. The control can be however assumed by the player. There is an option to do a directed SHORT or LONG throw. Move the joystick in the five forward positions and press the F.B. is not pressed soon, the computer will be a computer will be a computer will be a computer with the computer will be a computer with the computer will be a automaticallu take a throw. The three backward positions are used for the LONG

MAKING SUBSTITUTIONS - When the ball goes out of play, you will be

Tactics employed by each side greatly influences the game play and the results The players move into their tactical positions and provided the tactics have been properly designed, the players are in the position to receive passes, attack and tactics is therefore quite important.

CHANGING TACTICS

SINGLE GAME - There are 8 tactics included on the KICK OFF 2 disc of which
4 are pre selected. A team is allowed to take 4 tactics to a match. Use SELECT
TACTICS in the OPTION MENU to replace any or all four tactics Select Team A or
Team B and the current list of tactics in use will be shown. Insert the Player
Manager data disc in the drive or leave the program disc in the drive. Pres F.B.
to display the Tactics library on the disc. Select the tactics you wish to replace F.B.
Move the J/S to highlight, the new tactics and press F.B. to load the new tactics.

CHANGING TACTICS DURING THE MATCH - You can select the starting tactics to be employed by your team. The tactics can be changed any time during the match as soon as the ball goes out of play.

SUDDEN DEATH PENALTY SHOOT OUT - If after an extra time, there is still no result, a penalty shoot out takes place. Each side takes five penalties in turn. The winner is the team which scored most goals. If the no. of goals remain equal, each side takes a penalty alternately. After both sides have taken their turn, there is a goal difference, the team with the most goals is declared the winner. The shoot

GENERAL

The referees in the game have their own characteristics and competence level Some are more prone than others in disciplinary action. They can give yellow and red cards. The players with lower stamina are prone to get tired and lose pace as well as accuracy. The players are also inclined to time wasting if the winning

Amiga ST Change scanner size X CAUTION - Ensure CAPS LOCK key is not depressed.

PRACTICE

There is option to Practice SKILLS. Press ESC to return to the MAIN MENU.

PRACTICE SKILLS - The option gives the player the chance to learn joystick movements an improve his passing and shooting skills. The skills can be practiced at all skill levels with ONE or TWO players option. The skills are learnt without being harassed by the opposition. In ONE player option, you control the player nearest to the ball. This option allows you to practice One-Two up and down the pitch. The joystick controls of KICK OFF 2 are unique and specially designed for instinctive play. See controls and learn to dribble, pass, shoot, chip and head the ball. Utilise GAME SPEED option to perfect the techniques. Press ESC to quit

ACTION REPLAY

NOTE - You must change the file name for each match otherwise the old

ct ACTION REPLAY in the Main Menu. Select STORE option. You will be

FILE NAME: 8 characters max. (Default: Replay) MATCH DATE: dd/mm/yy (Default: 03/05/90 TEAM A: 8 Characters max. (Default: Anco I) TEAM B: 8 Characters max. (Default: Computer)

PLAYER I NAME: 8 characters max. (Default: Anco)

PLAYER 2 NAME: 8 characters max. (Default: Computer)

SAVING REPLAY ON A DATA DISC - Press FI during the replay to save the

EDITING THE REPLAY - This options allows the editing of the goals to create a GOLDEN GOALS disc. A new FORMATTED disc is required. Only I Golden Goal is save under one file name. Action Replay only works at NORMAL speed. MAKE 'SURE CAPS LOCK KEY is not locked down.

kicks the or throws the ball. Press the F.B. to quickly boot the ball up-field to catch the opposition out of position or to stop the keeper wasting time. C- Hard right F - Medium right - Soft left

CONTROLS – Joystick only –Players 3 σ 4 require joystick adaptor available from all computer stores.

CORNER KICKS - There is a choice of 9 corner kicks. A selection panel appears showing the goal post and the corner flag. The selection panel is actually the face of the ball that the player will kick.

Kicking the ball at the bottom lifts the ball to top bar height. Kicking the ball in the middle takes the ball at mid goal post height. Kicking the ball at the top of the ball keeps the ball low at ankle height. Kicking the ball away from the goal curls the ball in towards the goal. Kicking the ball straight keeps the ball straight Kicking the ball towards the goal curls the ball away from the goal. Once the ball has been kicked normal ball controls apply.

Once the ball has been kicked normal ball controls apply
Look at the scanner to see the positions of your players and select the suitable

kick will take the ball to the player across or out of play.

PENALTIES - The angle and the height of the shot are controlled enabling the

TAKING FREE KICK - The ball is placed where the foul occurred. A few wards

BEFORE AFTER Dip The Ball Dip and Swerve Ball Dip and Swerve Ball

DEFENDING FREE KICK - A wall of players if formed 10 yards (appros.) from the ball in direct path of the ball

SUBSTITUTIONS - You are allowed to make 2 substitutions during the match. You can not substitute a player who has been given a RED card by the referse. Only ONE substitution at a time can be made. KEEPER CAN NOT BE SUB-

asked to make a substitution. The name of one of the players will appear on the screen. Use up and down cursor keys to scan through the players on the field. When the name of the player you wish to substitute appears, press the Space Bar.

TACTICS

defend. Kick Off 2 comes with 8 ready made tactics to be used for 16 bit computers. Amiga & ST have the option to load tactics designed in the Player Manager game to be loaded into Kick Off 2 single games as well in the league games. The team is however allowed to use only 4 tactics during the match. Selecting the right CHANGING TACTICS

LEAGUE GAME - Each team in the league is allocated 4 tactics. The tactics of each team can be replaced by the library of tactics on the program disc or P.M data disc. Follow the procedure as detailed in 7.34.

out continues until there is a goal difference.

margin is small KEYBOARD COMMANDS

KIT DESIGN

The kit colours are set for the 8 bit machines. The kit colours can be changed for the l6 bit machines. The team kit can be changed for a single or Int. friendly match. Each team has two colours allocated. The combination allows plain or striped shirts. A choice of l6 colours is available. The league teams θ Team A θ B are listed. Select the team by highlighting it and press F.B. Select the style and the colours. Since the league team names can be edited, you can have your team & kit for the league.

Action Replay shows the goal scored so that a player can enjoy the glorious moments again. These glorious moments can be saved on a Data Disc and savoured at a later stage. It is also possible to compile a GOLDEN SHOTS disc recording exceptional goals. ACTION REPLAY is not available if the game speed is 50% or 25% or in practice mode. replays will be overwritten

asked the following questions.

The Action Replays will be stored under this file name and will contain the above information and the identity of the team scoring the goal The Action replays is not automatic. To see the Replay, press key R for Normal and S for slow motion. If you wish to save the replays on a disc, insert a PRE FORMATTED data disc in the drive. This disc must be used for only saving Action

replay on the disc. Not available on Cassette versions of the game

STOP BALL - Press F.B. BEFORE touching the ball will stop the ball and give the player total control