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MICROPROSE SOCCER

LOADING MICROPROSE SOCCER

ATARI ST/AMIGA
Insert disk A into the internal or first disk drive and switch on your machine.

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

C64/128
The Game is loaded from the cassette in the normal way. Put the reound 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 ***B**)

Note: C128 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**.

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

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-a-side 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 1 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 below.

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 9 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 1st 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 1st.

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 secondary menu appears:

SELECTION MODE - MAN/AUTO
WEATHER - ON/OFF (OUTDOOR GAME ONLY)
BANANA POWER HIDE/LO
MATCH LENGTH 24/48/96/12 MINS
REPLAYS - ON/OFF
COLOUR MODE - CO/B-W
IN GAME MUSIC - ON/OFF
SAVE TAPE/DISK
LOAD TAPE/DISK
EXIT

Each option is altered by highlighting, and then pressing fire to cycle through the menu choices. Most of these options have an 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 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 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 2 or 4 minutes for playing in a large league, unless you intend saving your position.

REPLAYS
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 +/- keys.

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 file name, and you're all set to kick off again.

NOTE: 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
F1 - 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

In the event that you want a quick look at the game, but don't want to actually compete, MICROPROSE SOCCER will, play through a demonstration game between two randomly chosen teams. Highlight the option, press fire twice, and sit back and watch.

When you've seen enough, pressing the fire button, moving the joystick or pressing **RUN/STOP** and **Q** causes the Main Menu to reappear.

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
EXIT

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 are selected in the normal way.

Once the teams have been sorted out, select **PLAYBALL**. The match summary 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 F1 key swaps controls 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 beneath:

RE-SELECT TEAMS
PLAY BALL
EXIT

The SOCCER LEAGUE allows up to 16 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 the computer does keep track of the win differences of each player. Starting with 0, a win earns 1 point; a draw results in no change; and a loss, minus 1 (although win differences never fall below 0). 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
EXIT

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 again. 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 you represent Cameroon.

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 itinerary for the tournament, telling you which matches 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 towards the teams' greater prowess. Continually pressing fire cycles through those matches that do not require a human participant.

Draus 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 fire to start the match.

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), then go to **RE-SELECT TEAM** 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.

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, 1 draw and 0 for a loss. Goal difference is also calculated, enabling tied 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. Draus 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 other.

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
EXIT

If the Pending Match is okay, 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 current standings may be saved to tape or disk, and the challenge re-entered at the last level played.

CONTROLS
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 whether

- The ball is in free play
- Your player is in possession 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 on contact, 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.

b) Here, your player automatically runs and dribbles with the ball, kicking it only 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 - volleys 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 kick.

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 button 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, 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 unsuccessful, the opposing player merely retains possession.

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 button causes the goalie to dive for the ball as below:

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

The goalie also has a higher priority in ball collection; any contact with the ball gives him possession over the other players.

CORNERS
Pressing the button releases the ball in a diagonal direction 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.

GOAL KICKS
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.

KICK-OFF
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 SOCCER.

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

COMPONENTS
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 29 inches in circumference, and weighing in at between 14 and 15 ounces.

TEAMS
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 1.

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 15 own circumference (27 inches) into the opposition's half, and the kicker may not touch the ball again until another player 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 called a variety of names.

OUT-OF-BOUNDS
The ball is termed 'in play' whenever it is positioned within the boundaries of the pitch markings. A ball 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.

THROW-INS
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.

CORNER
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 goal 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 be all outside 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 regulations are provided by the MISL (Major Indoor Soccer League) of America.

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. Goals 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.

TEAMS
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 per team.

KICK OFF
Play is started by the visiting team, who place-kick the ball from the centre spot 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 it travels high enough to cross the perimeter wall or make contact with part of the building in which the pitch is housed. In both 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.

KICK-INS
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 into play.

GOAL KICKS
If the attacking team kicks the ball over the end perimeter wall, between the flagposts 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.

CORNERS
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 the kicker.

EMLYN HUGHES INTERNATIONAL SOCCER

LOADING & CONTROLS

Atari ST and Amiga
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 tape hold down **SHIFT** and press **RUN/STOP**. The game is played using one or two joysticks.

Amstrad CPC
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 5 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 top, and an arrow which acts as a pointer. If you move the joystick the arrow moves. Move the arrow until the **GAME** 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 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, 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 is controlled by a human player, the computer team always kicks from right to left.

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 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

Turning
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 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 in 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 wish.

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 lofted (ideal for lobes and centres), whilst if the joystick is in the central position a 'normal' kick will result, halfway between the other two.

Controlling the Direction
You can kick the ball in up to five different directions, depending on the options selected before start playing. If you choose the I-direction option the ball is always kicked straight ahead. The 3-direction option allows you to kick straight ahead, or at 45 degree angles 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 27 degrees (just right for centres); and when you press 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 is held down.

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 resselection option, where the computer will decide which player is in the best position, but manual resselection allows experienced players to use their skill to advantage. To select a player press the fire button, move the joystick in the appropriate 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 - 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 receive the pass - point the joystick in the direction of the pass and press fire.

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 header he will automatically attempt a diving header (diving in the direction he is running).

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 sliding tackle 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 treated as you are trying to change players). If the goal is in view the player taking a free kick will sometimes take a shot.

Penalties
These can be handled automatically, but if you want to increase your chances 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 straight ahead the goalkeeper is likely to save it, unless you lob it over his head.

CONTROLLING THE GOALKEEPER

You can choose between controlling the goalkeeper yourself, or allowing the computer to control him. You only control the goalkeeper when the goal

GAZZA 2

LOADING

IBM-PC and Compatibles

Insert your DOS disk and wait until you see the a prompt on your screen. The 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 J for joystick or K for keyboard. Amstrad PC users may use the Amstrad joystick, 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 S 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 GAZZA2.

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 A1000 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 GAZZA2 and all the files in the data directory onto your hard disk. You can do this from Workbench by dragging the GAZZA2 and data icons from the disk onto your hard disk icon. The game may now be run by double-clicking on the GAZZA2 icon or by typing GAZZA2 from a CLI. If you are unsure of any terms, refer to your Amiga manual.

Atari ST

GAZZA 2 will run on any Atari ST or STE system with a minimum of 512K RAM and a colour monitor. The game requires a joystick inserted into port 1. If you wish to play from floppy drive A, put the game disk into drive A and switch on your ST. From floppy 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 GAZZA2.TOS 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. Load the hard 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 GAZZA2.TOS (to bypass the loading sequence.)

Commodore 64

GAZZA 2 on the C-64 and 128 can be controlled either with a joystick or from the keyboard. Place your disk into your drive and type LOAD * * * 61. For cassette put game cassette into cassette unit and ensure that it is rewound. Now press STOP/PAUSE at the same time and press PLAY your cassette unit. On both tape and disk versions you will be presented with an options screen.

Spectrum 48/128/2/+3

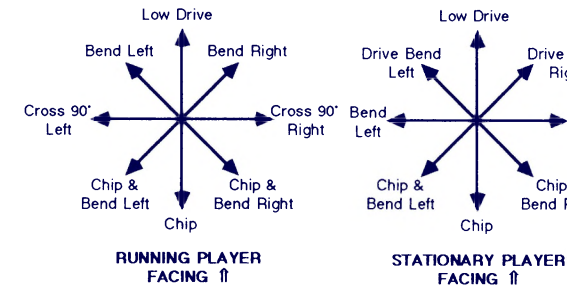
To load the game ensure that the tape is rewound and then type LOAD *. After the game has loaded you will see the options screen.

Amstrad CPC

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 released.



PLAYING GAZZA 2 SPEC • AMST • C64

Spectrum 6 Amstrad

- 1 - Game Pause
- 2 - Quit Match
- 3 - Scanner On
- 4 - 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

- 1 - Game Pause
- 2 - Enter Management Section if at Set Piece

The joystick 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 64/128 - Extra features

MAIN MENU

Up/Down - 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 or computer level, 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 10 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 position.
- 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

- Player Classes (A) Attacker (M) Midfield (D) Defender (G) Goalkeeper (S) Striker (F) Forward (K) Kicking (P) Passing (T) Tackling (C) Control Ball

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 (I) and booking (B).

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

- B Column: W = Player Warned B = Player 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 joystick right.

Statistics screen Left/Right - moves the highlight.

PLAYING GAZZA 2 ST • AMIGA • PC

GAZZA 2 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-explanatory 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 Game, 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 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 9 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 joystick out and go for it!
- Advance 1 Week - When all players have played their matches, move a step closer to the end of the season.
- Options - Set up the match conditions the way you want them.
- Exit - Load and Save your game position or your tactics set-up.
- Restart - 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.

THE MATCH

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.

KICKING

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 layout given.

TACKLING

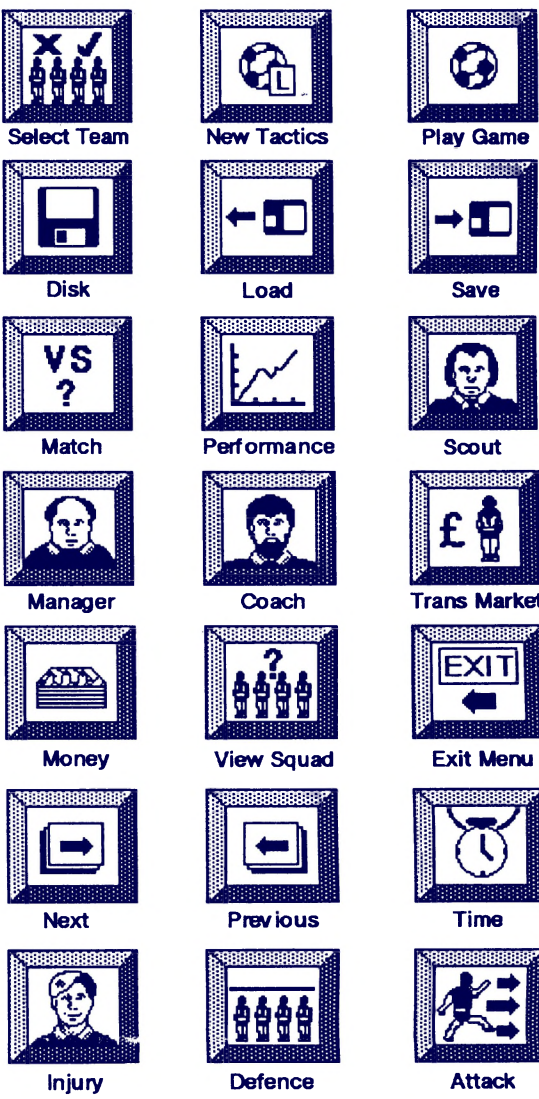
If your controlled player does not have the ball, then pressing the fire button will attempt a sliding tackle. BE CAREFUL, tackling someone without the ball is liable to get you into trouble!

GOALKEEPERS

The goalie is automatically controlled by the computer!

SPECIAL NOTES

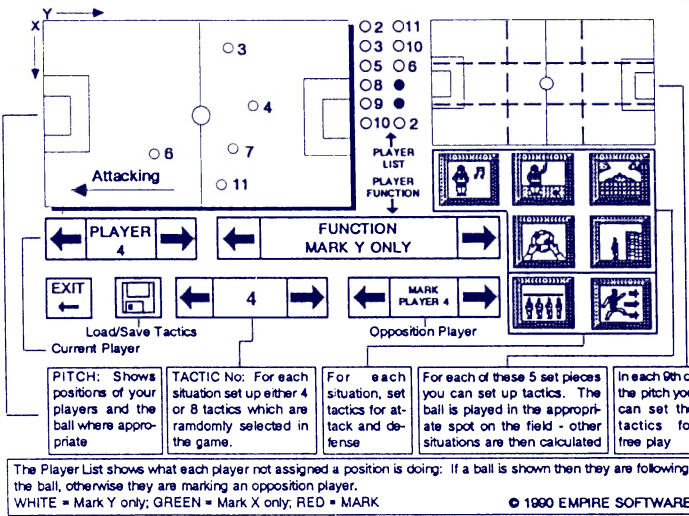
- At half-time you change ends!
- Press "S" during a match to make a substitution!



GAZZA



GAZZA 2 TACTICS EDITOR (ST • AMIGA • IBM)



KICK OFF 2

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 options 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 styles of play.

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 at a later date.

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 x 5, x10 and 2 x 20. The league and cup matches are 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 stamina.

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.

EXTRA TIME AND PENALTIES - Yes or No - If the answer is yes, 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 result. The option is set to No in the league matches and YES for cup tournament.

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 an additional level named LEAGUE MANAGER. 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 Player Manager team.

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 select your tactics actually works and the response of your opponents. There are 3 options NORMAL, 50% and 25%.

AFTER TOUCH - 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: **PACE** - **STAMINA** - **AGGRESSIVENESS** - **RESILIENCE**

The skills are: **PASSING** - **SHOOTING** - **TACKLING**. 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 an expert tacking skill 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

There are 5 skill levels plus a special level;

INTERNATIONAL • 1ST DIVISION • 2nd DIVISION • 3rd DIVISION
4th DIVISION • PLAYER MANAGER

To set the skill level, select OPTIONS in the Main Menu 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 PM data disc in the drive.

SELECTING NUMBER OF PLAYERS

1 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 80) provides the opportunity to select number of players and how they are to play ie. against the computer, against each other etc.

GAME OPTIONS

All the four options are selected via the Main menu; **CAUTION:** Before selecting the GAME OPTIONS, select the required match conditions from the OPTION menu (See 30).

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.

SELECT 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 keyboard. The tactics can be changed any time during the match when the ball is out of play. Keys 1, 2, 3, 4 are assigned to Team A and 1, 2, 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 130 for more information.

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 8 teams and last 14 weeks. There are 3 skill levels, Third, First and International at which the league can be played. Use the OPTIONS menu to select the skill level. The skill level is set 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 required.

SELECTING TEAM TO PLAY - When the table first appears, the letter C appears against all the teams to say that all the teams are Computer controlled. To change the team to J/S ie. play that team in the league, press F1.

LOADING PLAYER MANAGER TEAMS - Player Manager teams can be loaded in the league. To load team, move joystick to highlight the team you wish to replace with the PM 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 PM 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 for other teams.

LOAD - This option allows you to load a previously saved league and continue 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. Select the league you wish to play and press the 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 J1 and J2 to the teams.

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 OK.

QUIT - The league is abandoned without saving and the program returns to the MAIN menu. 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-PRESSED**

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 penalty shoot out feature is used to decide the result.

TEAM SELECTION

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 50 ST: 1 to 4 players using J/S 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 (J/S 3) plays in TEAM MODE with player 1. Position only. **4 Players** - Fourth player (J/S 4) plays in TEAM MODE with player 2. Position only.

1 Player only - Player 1 controls Team A using J/S 1. He has a choice of either playing as a team 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 is 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/S up or down to highlight a player name and left or right to highlight the shirt number.

ONE PLAYER

TEAM A - **PLAY AS A TEAM**: Select J/S1 icon, and press F.B. Select DONE and press F.B. **PLAY IN POSITION**: Select J/S1 icon and press F.B. Move J/S to highlight the player whose identity you wish to assume and press F.B. Select DONE. **CANCEL PLAY IN POSITION OR CHANGE THE PLAYER**: Highlight the selected player and press F.B.

TWO PLAYERS

AGAINST EACH OTHER **TEAM A**: Player 1 select J/S1 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/S2 and press F.B. then as a Team A **TEAM MODE** **TEAM B**: Player 1 0 2 select J/S1 0 J/S2 respectively and the players identities. Select Done.

THREE PLAYERS (J/S only)

TEAM A: As for 3 players **TEAM B**: Player 2 select J/S1 and Player 3 select J/S3. Follow the procedure for TEAM MODE. **TEAM B**: Player 2 select J/S2. Select DONE to play as team or a player and DONE to play in position.

FOUR PLAYERS (J/S only)

TEAM A: As for 3 players **TEAM B**: Player 2 select J/S2 and Player 4 select J/S4. Follow the procedure for TEAM MODE.

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

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

PASS BALL - You must STOP the ball before you can pass. Keep the F.B. pressed until the J/S is 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 ball.

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.

A - Jump up **B** - Dive top left corner **C** - Dive top right corner
D - Dive mid left bar height **E** - Catch ball **F** - Dive right mid bar height
G - Dive left ground **H** - Dive right ground **J** - Stop

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 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.

A - Hard ahead **B** - Hard Left **C** - Hard right
D - Medium left **E** - Medium ahead **F** - Medium right **G** - Soft left
H - Soft right **J** - Soft ahead

CONTROLS - Joystick only.

-Players 3 0 4 require joystick adaptor available from all computer stores.

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 key.

SET PIECES

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 hits 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.
Look at the scanner to see the positions of your players and select the suitable 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 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 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.

TAKING FREE KICK - The ball is placed where the foul occurred. A few yards 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 in the position nearest to the goal