



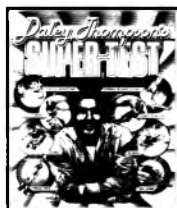
on
128



The Neverending Story
© Neue Constantin Filmprodukt
GmbH 1984



Yie Ar KUNG-FU
Konami ©



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THE NEVERENDING STORY

Loading

Insert the game tape into your tape deck, select Tape Loader from the main menu on the Spectrum 128 (for further instructions consult the section on loading in your manual), and press play on the tape deck. The game will now load automatically. When it has finished loading the credits page will appear and the theme tune will begin to play. Press space to enter the game properly. The computer will now ask you whether you want to restore an old game or not. If you do then press the "Y" key and then follow the procedure for loading as below. If you wish to start a new game then press "N".

Saving/Loading a Game:

Insert the tape you wish to use into the tape deck and then follow the on-screen instruction.

The Story

The computer game follows the main theme of the film and is set in "Fantasia", a world of the imagination facing extinction by the "All consuming Nothing", eroding its very fabric and condemning it to oblivion. It is in desperate need of a hero from the "Real World", someone to believe in it and thus renew its life.

That someone is a small boy, Bastian Balthazar Bux, who discovers a dusty old book on the shelves of an antique bookshop. The title is "The Neverending Story" and it chronicles the ever changing fortunes of the people of "Fantasia". Bastian takes the book and blowing the dust from its jacket reveals the front cover depicting "Auryn" the silver and gold medallion symbolizing the strength of "Fantasia". On reaching school he avoids his teachers, climbs into an abandoned attic and setting himself down on an old rug begins to read the compelling tale. The many peoples of "Fantasia" are gathered to seek audience with their Empress, but are dismayed to find her ill and weak. "Cairon", the physician gives them encouragement, telling of a hero, a small boy from the plains by the name of Atreyu - the only person who can find the saviour of "Fantasia". In the game you take the part of Atreyu and only through your endeavours will the Kingdom be restored to its former glory!

The main characters that you will encounter are listed below and you must judge whether they will help or hinder your quest.

The Three Travellers -

Rockbiter, Teenyweeny and Nighthob, these three friends are on

their way to the Ivory Tower, home of the Empress, to see her.

Gmork the Werewolf -

The main servant of the "Nothing". He will use all his powers to catch the one person who can stop his master from destroying "Fantasia" - so don't dawdle.

The Empress -

The eternal, ever youthful, ruler of Fantasia. She lives at the very top of the Ivory Tower.

Morla - The Ancient One -

The oldest inhabitant; Morla is an enormous earth covered tortoise who lives in the "Swamps of Sadness".

The Gnomes -

Engywook and Urgl, live in the Southern Lands.

Falkor -

The Luckdragon, a huge white dragon who will lend assistance to anyone who carries Auryn.

Artax -

The faithful steed of Atreyu.

The Game

"The Never Ending Story" is a graphic text adventure with illustrations for some locations, some "Events" and all objects. Experienced Adventurers may not wish to read the following explanation but for all others it will enhance the understanding and enjoyment of the game.

If you haven't played an adventure game before, don't be put off, it's not difficult and will give hours of enjoyment. You are embarking on a voyage of discovery with problems to solve, obstacles to avoid, characters to meet and an ultimate goal (in this case to save Fantasia from the "Nothing").

The computer will describe to you, in words, your current location, the characters and any objects that are there. Once you have decided what to do (in this game you take the role of the hero, Atreyu) you instruct the computer by typing in your request in a limited form of English. The format of the words that the computer understands is explained later in "The Language", but it has been deliberately kept simple to allow more room for game data. If the computer can understand what you have typed it will perform the required action and describe the results to you.

The game is split into three parts which must be played in order, you cannot begin Part II until you have completed Part I and so on. The three sections are divided up by storyline and any objects that you are carrying when you finish a part will be retained for possible use in the next one. It is important to remember this if you come

across an object, but can find no use for it in the current part. The use of graphics in this game is quite different to some adventure games. Firstly every object has a small illustration; up to five can be carried at one time and they will be displayed at the top right-hand of the screen. If at any time, you have a companion with you (either Falkor or Artax) then their picture will appear at the bottom of the object display area. Larger illustrations for locations or depicting events appear in the top left of the screen and approximately one third of these are of the "Event" type. It should be noted that none of the graphics are designed to replace the text but to enhance it!



The Language

You control Atreyu by instructing the computer in a restricted form of plain English, however there are a few simple rules to bear in mind:-

- (i) Every instruction must have a verb. Some of the "verbs" that the computer understands are not strictly English verbs, so it is helpful if you regard a "verb" as a word which causes an action.
- (ii) Some "verbs" need a "noun" to operate on - e.g. GET AURYN "Get" is the verb and "Auryn" is the noun.
- (iii) The program will pick out the words it "understands" from a sentence and if it finds a word that isn't in its vocabulary, the computer will tell you what it is.
- (iv) If you wish to type in more than one sentence at a time you can separate them with the word "and" e.g. Get the apple "and" go East.
- (v) You need only type the first three letters of a word for it to be understood. The following is a list of "Verbs" (Action Words) which the computer will understand.

Acceptable "Verbs"

INVENTORY	NORTH	NORTH EAST	EAST	PULL
SOUTH EAST	SOUTH	SOUTH WEST	WEST	GO
NORTH WEST	UP	DOWN	DROP	BLOW
ATTACK	LIGHT	ENTER	IN	

OUT	READ	REMOVE	TAKE	GET	LOOK	LOCK
OPEN	CUT	UNLOCK	CLIMB	FLY	EAT	SAY
CLOSE	TIE	FASTEN	HIT	SMASH	RIDE	

Special Verbs

WAIT - Use if you want to just let time pass.
PAUSE - To Pause the game. If you leave the game unattended without doing this "Time" will still continue.
SAVE - To save the current state of play.
LOAD - To restore a saved game.
QUIT - To end the game in progress.
We wish you many hours of enjoyment with "The Neverending Story".

Here are the most commonly used words to get you started.

GET/DROP - INVENTORY -

For picking up or dropping an object. This instruction displays in text format a list of the objects that you are carrying. (You can also see this on the objects illustration display).

Look (or L)

To look around. This re-displays the description of the current location (it is done automatically if you move to a new location).

North (or N) North East (or NE) East (or E) South East (or SE) South (or S) South West (or SW) West (or W) North West (or NW)

These are movement verbs that are used most often. You can type just the direction or place the word "Go" in front, (it makes no difference). Of course the program will only let you move in a specified direction if it is possible.

Time

If you spend too long contemplating your next move (and the game is not on pause), then "Time" will pass and anything which you have typed in will be acted on.

General Advice

- (i) Draw a map - Unless you have an unusually good memory it will be enormously helpful to chart your progress. Everything you come across in the Adventure will have a use - you only have to find out what it is!
- (ii)

DALEY THOMPSON'S SUPERTEST 128

Daley Thompson's Supertest is a twelve event game. You have three lives and must pit your skills and agility against the computer and the clock. Failure to "qualify" in any of the events will forfeit a life.

LOADING

Position the cassette in your tape recorder with the printed side upwards and make sure that it is rewound to the beginning. Ensure that the connection lead goes from EAR socket on the recorder to the EAR socket on the Spectrum and that the MIC socket is disconnected.

Select Tape Loader from the main menu on the Spectrum 128 (for further instructions consult the section on loading in your manual). Now press PLAY on the recorder. The screen message should appear and the game will load automatically. At the end of the loading process follow the screen instructions. The screen menu will now appear with 3 types of joystick options or user redefinable keys for control.

CONTROLS

The game can be controlled by keyboard or joystick and most interfaces are compatible. The keyboard controls are user-definable and are selected by an on-screen menu. Upon selecting your choice of controls the "lettering" will appear; this enables you to input your initials before commencing. Use the left and right controls to move the pointer and press fire to select the chosen letter.

To enter your name upon finishing place the pointer on the end letter (a lower case "e") and press fire or leave your controls alone. Both will result in your name being entered and the game will restart.

EVENTS

1. Rowing
2. Penalties
3. Ski-Jump
4. Tug O'War
5. Triple Jump
6. 100m Sprint
7. Javelin
8. 110m Hurdles
9. Pistol Shoot
10. Cycling
11. Spring Board Diving
12. Giant Slalom

ROWING

Wait for the starting pistol! Use continuous left/right movement to increase your speed. You are racing against both the clock and your CPU opponent. You must beat the clock to qualify but coming in first gives extra bonus points.

PENALTIES:

Your player will run towards the spot, use alternate left/right keys to build up the power for the shot.

When the ball is reached, press fire to kick.

The direction of the ball is determined by the timing of the kick and the angle is altered by the length of time that the fire button is depressed.

You have 5 shots and to qualify you must score 3 goals.

Hints

The goalkeeper will respond to save the ball - but he is susceptible to the same kind of shots that score in a "live" game.

SKI JUMP

The pistol signals the gate to open and you begin to ski down the slope. You must use this period to increase your energy store (continuous left/right movement) enabling the jump to be sustained for a longer time.

As you reach the end of the slope press the fire button to enable the skier to leap into the air (the nearer to the end of the slope the better).

As your man touches down on the snow press the fire button again but be careful, good timing is all - important to avoid a nasty fall!

You have 3 chances to qualify.

TUG O'WAR

First choose your opponent (point with the cursor hand and press fire to select).

To qualify you must select an opponent with matching ability (or above) as indicated on the screen.

Now to do "Battle" - Use continuous left/right controls to increase the overall power and drag your adversary over the boundary!

You have 3 chances to qualify.

TRIPLE JUMP

Co-ordination is the key to success in this event, use left/right controls to gain the maximum approach speed - and press the fire button as close to the take off line as possible. For each part of the jump keep the fire button pressed to increase the angle of the trajectory and release as close to 45° as possible. Your score is a combination of the correct speed, angle and distance.

100m SPRINT

Wait for the starting gun - you're off; now alternate the running controls for maximum speed in this sprint against time. Only one chance to qualify in this test of speed.

JAVELIN

Use the running controls to gain speed then press fire before the line. Keep the fire button pressed until an angle of 45° is obtained.

110 m HURDLES

Wait for the starting gun then press the left and right controls

alternately to run. When a hurdle appears press fire to jump.

Hint

Try to anticipate the hurdles.

PISTOL SHOOT

The game is designed to test finger co-ordination and fast response is required particularly as you reach more difficult skill levels.

Wait until one of the six targets turns towards you, aim the sight using the two running keys (one vertical, one horizontal), and fire at the red cross-wires at the centre. Points are awarded for accurate shooting (600 for a bullseye). There are three chances to qualify and you are allowed 10 shots per qualification round.

Hint

It is easier if you move the sight diagonally towards the target allowing more time for fine correction.

CYCLING

Wait for the starting gun - you're off; now alternate the running controls for maximum speed in this sprint against time. Only one chance to qualify in this test of stamina.

SPRING BOARD DIVING

You are allowed 3 attempts at each dive. When ready press the fire button to begin bouncing (to gain more height press again as you touch the board). The diver springs 3 times before diving off; when repeated left/right control action will make him somersault.

Cease movement when the diver is about to enter the water, head first for maximum score.

Four judges give marks (0-9) for:-

- (a) Take off
- (b) Number of somersaults
- (c) Dive finish
- (d) Overall grace

Hint

On take off (bouncing) pressing the fire button at the lowest position gives maximum points and also extra height for more somersaults.

Overall grace depends on the position of entry into the water.

GIANT SLALOM

Wait for the green starting light.

Push off - you have a short run to increase your speed until the first flag appears (use left/right control alternately). Now press fire button to transfer control to skier's movement guiding him down the course, through the sets of flag poles, by using the appropriate left or right controls. To complete the run correctly you must pass through all gates in a specified time.

You have 2 chances to qualify.

Hint

Skating directly down the slope will give you maximum speed, sharp turns will cut your pace dramatically, as will contact with the flag poles. Avoid any objects on the side of the slope as these can prove fatal.

When you complete all the tests the day restarts and you can compete again at a more difficult level.

GOOD LUCK

Written by Paul Owens and Jonathan Smith.

PRODUCED BY JON WOODS

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Yie Ar KUNG-FU™

THE GAME

Yie Ar Kung-Fu is a test of skill development in the traditional Martial Arts. It features Oolong in his attempt to become a Grandmaster in the ancient skills in honour of his father, a kung-fu master before him.

Your ultimate goal is to become a grand-master but to achieve this you must defeat a variety of opponants each more deadly than the last. They are armed with differing skills and weapons and must be overcome with a combination of 16 different attack moves.

The controls are by means of joystick or keyboard (which is user definable) and the game has a one or two player option.

The fun and excitement of Kung-Fu is about to begin as you face your foe. Your honourable opponants are...

BUCHU – A huge kung-fu fighter who can attack by flying through the air.

STAR – A beautiful girl warrior who is expert at throwing deadly stars or SHURIKEN.

NUNCHA – Master of the NUNCHAKU – beware his reach.

POLE – Attacks with the ancient rod or BO.

FEEDLE – An unarmed gang of vicious Kung-Fu experts.
CHAIN – Skilled in the art of fighting with a deadly chain.
CLUB – ...This fighter is armed with a shield to deflect your blows and a club to strike back.
FAN – Another female adversary, this time an exponent of the NINJAFAN.
SWORD – Sword carrying apponant, a firesome and deadly foe.
TONFUN – Skilled in the art of fighting with flailing sticks or TONFA.
BLUES – The Kung-Fu master himself, has all the skills and moves of Oolong, but faster. If you can win this final battle you truly will become a Grand Master.

LOADING

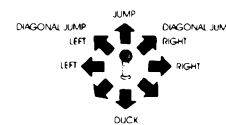
Position the cassette in your tape recorder with the printed side upwards and make sure that it is rewound to the beginning. Ensure that the connection lead goes from the EAR socket on the recorder to the EAR socket on the Spectrum and that the MIC socket is disconnected. Select Tape Loader from the main menu on the Spectrum 128 (for further instructions consult the section on loading in your manual). Now press PLAY on the recorder. The screen message should appear and the game will load automatically. At the end of the loading process follow the screen instructions.

CONTROLS

Oolong is controlled as follows:

Joystick control plus FIRE button creates the attack moves. SPACE bar switches between KICK and PUNCH.

JOYSTICK

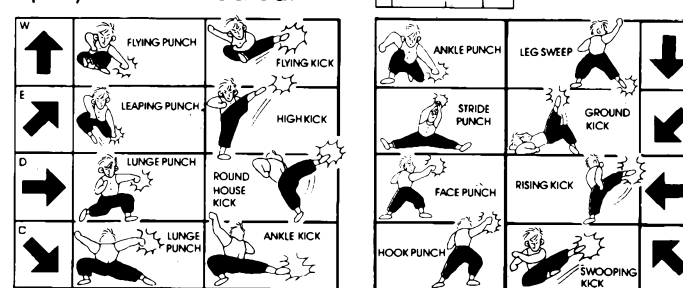


KEYBOARD

Key controls without the FIRE key pressed emulate the joystick controls. The keyboard control substitutes are indicated on each move as the KEY LETTER, but can be redefined if required. The S key represents FIRE.

CAPS SHIFT – Pause **SPACE** – Restart
ENTER – Return to Menu.

When KO meter reaches 0 player is knocked out



INTERNATIONAL MATCH DAY

Welcome to International Match Day, the soccer arcade game, it is no ordinary soccer game but a 3-D action arcade style game where you control the action.

The game is seen from a 'camera eye' view. The camera automatically scans the pitch. Each team has its own colour strip (in the normal game this is white shirt, white shorts and yellow socks for team 1 and yellow shirts, yellow shorts and white socks for team 2) and is made up of a goalkeeper, defenders, midfield players and attackers. During the game, each player moves into position according to the standard football rules (ie according to which side has possession, where the ball is, what position he plays in etc.)

You have control of the player in possession of the ball or that player who is best placed to tackle or intercept the ball. This player is indicated on-screen by his socks turning the colour of the rest of his strip. With this player you can dribble, tackle, pass, head, block, trap, take corners and throw-ins and perform virtually all of the skills of real football.

LOADING

Position the cassette in your tape recorder with the printed side upwards and make sure that it is rewound to the beginning. Ensure that the connection lead goes from the EAR socket on the recorder to the EAR socket on the Spectrum and that the MIC socket is disconnected. Select Tape Loader from the main menu on the Spectrum 128 (for further instructions consult the section on loading in your manual). Now press PLAY on the recorder. The screen message should appear and the game will load automatically. At the end of the loading process follow the screen instructions.

1 DRIBBLING

Whilst your player is in possession of the ball, dribbling is automatic. The ball is always a short distance in front of your player in whichever of the eight possible directions you move him.

2 PASSING

To pass the ball use the kick control key (or the FIRE button if you are using a joystick). The ball will go in the direction you are facing. There are two types of pass: along the ground and through the air. To pass along the ground you must be stationary when you kick. If you are moving the ball will fly up and bounce along the ground. This pass will be the longer of the two types.

3 RECEIVING

This encompasses blocking, trapping or deflecting the ball, heading the ball etc. To successfully gain possession of the ball, you must judge its path and time your interception, so that the ball arrives at your feet. This is most important if you wish to trap a bouncing ball. It is important to keep your eye on the shadow which is always directly beneath the ball. Notice how the shadow shrinks as the ball rises and grows as it falls. To accurately trap a bouncing ball you must place your feet on the spot where you estimate the ball and shadow will meet (ie. where the ball hits the

ground). If you intercept a bouncing ball too early it will be deflected off your legs, body or head. How the ball then bounces depends on the relative speed and direction of ball and player on contact. Such deflection can, of course, be used to great advantage. In particular heading the ball on can gain much ground quickly.

4 GOALKEEPER

You will automatically gain control over your goalkeeper at the appropriate time – this is indicated by him crouching. You then have the option of making a diving save to the left or right by using the appropriate 'direction' control with 'kick/fire'.

5 SET PIECES

These include corner kicks, centres and goal kicks. It is possible to control set pieces very accurately by proper use of the controls, in addition to being able to kick or throw the ball in different directions 'SP' SPACE move 'up' 'hard'. You have three levels of strength: soft, normal and hard. To vary the strength of kick from soft to hard the general rule is: Press keys/joystick to move your player forwards gives a hard kick/long throw etc. Press keys/joystick to move your player backwards gives a soft kick/short throw etc. The direction of the kick/throw/header can be changed by using the controls that would normally move the player in that direction as you press the kick/FIRE button. To fully appreciate the very high degree of control you have over the ball requires much practice. Practice combined with accurate timing produces the most skillful players.

THROW-IN

When the ball leaves the field and crosses either touch line, a member of the appropriate team automatically crosses over to take the throw. You now control this player who will take the throw when you press the kick (or fire) button. You can throw towards one of nine possible positions.

CORNER-KICK

Corner kicks operate in a similar way to throw-ins, the ball travelling towards one of nine positions. Note that with the three 'soft' kicks the ball runs along the ground.

GOAL-KICK

Goal kicks operate in a similar way to corner kicks with the three 'soft' forms running along the ground.

KICK-OFF

As in the rules of association football, at a centre the ball must travel forwards across the line. A 'soft' centre to the left or right will therefore move slightly forward of the centre line.

OPTIONS

When the program has successfully loaded you will be presented with the MAIN MENU which reads as follows:

Notice that the first line is highlighted in white and has a SYMBOL SHIFT key along side. By referring to the on-screen instruction 'Press ENTER to select' if you now press ENTER you will start the normal one player versus the computer game.

Match Day offers three game play options:
 Play International Match Day (1 player game)
 Play International Match Day (2 player game)
 Play International Match Day Special
 In International Match Day Special you can compete with your friends and with or without the computer in a three stage International Cup Competition.

Before starting a match you will probably need to set up the various game options. Amongst other things, these options allow you to change the length of each match, alter the team colours, change the control keys, select a joystick and set up the game so you and your friends can compete in the International Cup Competition.

These options are altered by using the following 'Menus':
CHANGE MATCH DETAILS **CHANGE TEAM NAMES**
CHANGE TEAM COLOURS **CHANGE GAME CONTROLS** **SET HANDICAP**
 On each menu the options can be altered by using the following keys:
 SS SYMBOL SHIFT move 'down' ENT ENTER for use on-screen CS CAPS SHIFT exit from menu SP SPACE move 'up' instructions
 These four keys are used throughout and with a little practice enable the game options to be changed quickly and easily.

CHANGE MATCH DETAILS

To access this menu press SYMBOL SHIFT until this choice is highlighted. Notice that the SS marker on the screen moves to indicate your current choice. When you have highlighted 'Change Match Details' press ENTER to go to the menu. You will see four options:

Length of Each Half **Number of Players** (Cup only)
Difficulty Level **Computer Opponent** (Cup only)
Length of Each Half: In a standard football match play lasts for 45 minutes each way. In International Match Day you can vary the actual time for each half to 5, 15 or 45 minutes. Note that during the match the on-screen clock will always run from 0-45 and 45-90 minutes.

If there is a draw after 90 minutes then two 15 minute periods of EXTRA TIME are played. The actual length of each period of extra time is proportional to the 'Length of Each Half' which is selected.
Difficulty Level: When you play against the computer in a one player game you can select one of three levels of skill for your opponent:

Amateur **Professional** **International**
 In the Cup competition the computer begins the quarter finals at the level set here. The computer difficulty increases by one in the semi-finals and by one again in the finals. This means that a Cup-Final against the computer is always played at International standard.

Number of Players (Cup Only): Up to eight persons can take part in the Cup competition. A random draw decides the quarter final stage and matches are played and replayed if necessary to find the four semi-finalists. These are then randomly drawn and the two games played out to decide the finalists.
Computer Opponent (Cup Only): If less than eight persons are contesting the Cup competition then you have the option of letting the computer make up the remaining teams. If 'Computer Opponent' is set to 'YES' then the cup draw will, whenever possible, match a player with a computer controlled opponent. If it is set to 'NO' then player is drawn against player and any 'spare' player will be given a 'bye' into the next round. Use SS to highlight the Match Detail you wish to alter. The use SP to step along the options as required. When you have set up the Match Details to your satisfaction press CS to return to the Main Menu.

CHANGE TEAM NAMES

You can type in any name you wish for the eight Cup teams with the 'Change Team Names' menu. To do this go to the Main Menu and use SS to highlight the

The attack moves are illustrated above and the KO meters for you and your opponent indicate the state of play at each level. You have 5 lives to begin your task...GOOD LUCK!

STATUS and SCORING

On screen scoring indicates your current score the high score and number of lives you have remaining. Bonus life is awarded at 20,000 points and the score for each move is as follows.

FLYING KICK	2000	ANKLE PUNCH	1500
FLYING PUNCH	2000	STRIDE PUNCH	1500
ROUND HOUSE KICK	500	LEAPING PUNCH	1500
LUNGE PUNCH	500	LUNGE PUNCH	1000
LEG SWEEP	500	FACE PUNCH	500
GROUND KICK	1000	ANKLE PUNCH	1000
RISING KICK	1500	SWOOPING KICK	1000
HOOK PUNCH	1500	HIGH KICK	1000

HINTS and TIPS

- * Seek and attack each opponent's weak point.
- * Remember Oolong can jump over his foes and put them offguard.
- * Try hit and run tactics and keep your distance from armed opponants.

'Change Team Names' option. Now press ENTER. You can now re-type the team name (using DELETE CAPS SHIFT AND 0 as necessary). Finish by pressing ENTER.

Note 1: If a single match is played the team names are the first two in the 'Change Team Names' menu.
Note 2: (Competition only). For clarity, computer controlled opponants are written on a red background, players teams are on a blue background.

When you have changed all the names you wish, press CS to return to the Main Menu. This menu, along with the next ('Change Game Controls') is available at the start of every game. To test it, start a single player game by selecting the top option

– 'Play International Match Day (1 Player Game)' – from the main menu. The display will now show the current match scoreline and team strips. Note that the team which appears on the left of the screen has its goal of the left end of the field.

You will also see the following menu:

KICK-OFF CHANGE GAME CONTROLS **CHANGE TEAM COLOURS SWAP CONTROLS**
 To change the team colours firstly highlight this option (by pressing SS – SYMBOL SHIFT) and now press ENTER. You can now use SS to select from a choice of field, line, backboard and team strip colours and SP the change the border colour.

When you have changed the colours to suit your taste press CS (CAPS SHIFT) to return to the 'start of the game' menu. You will notice that the SS marker has returned to the kick-off option. If you now wish to alter the game controls, press SS until this choice is highlighted. Now press ENTER

CHANGE GAME CONTROLS To control your team player you can use any key on the keyboard or any joystick.

There are five 'player' controls: UP, DOWN, LEFT, RIGHT and KICK (also used to make goalkeepers DIVE and take THROW-INS).

There are also two PAUSE GAME keys. Pressing both PAUSE GAME keys together during the match produces the following on-screen message:
 CS to Abort International Match Day. Any other key to continue game.
 If the game aborted is a cup match then the following rules apply.

1. If the match is against the computer, the computer will go through to the next round (on the assumption that the person wishes to leave the competition if he aborts the game).
2. If the match is against another player then the current scoreline stands unless it is a draw in which case one of the players is randomly chosen to go through to the next round.

Note: You must choose separate keys for 'PAUSE'. To change a particular control, use SPACE to highlight the appropriate symbol and press ENTER. If you are redefining a key you will be presented with the ZX Spectrum key layout. Use SYMBOL SHIFT and SPACE to change the flashing key to the one you want and finish with ENTER. If you are selecting a joystick use space to highlight your choice and finish with ENTER.

Notice that the controls as currently selected are printed out in the two bottom 'STATUS' lines. When you have defined the controls to your satisfaction press CS to return to the match.

Notices that the 'STATUS' line is reproduced at the bottom of the screen. The last option on the 'Start of Game' menu allows you to simply swap the controls for each player. This is particularly useful in two player games if you only have one joystick.

As stated this menu will be presented at the end of each period of the game. For now, with the 'Kick-Off' option highlighted, press ENT to start the game.

SET HANDICAP? If you wish to set a handicap you can increase either score before the match starts. Use the SPACE BAR to select the team. ENTER key to increase the score and SYMBOL SHIFT to decrease the score. When you have completed the score adjustments press CAPS SHIFT to return to the match. The game will then start with the score adjusted.
SHOOT TO WIN!