

WEMBLEY INTERNATIONAL SOCCER

LOADING INSTRUCTIONS

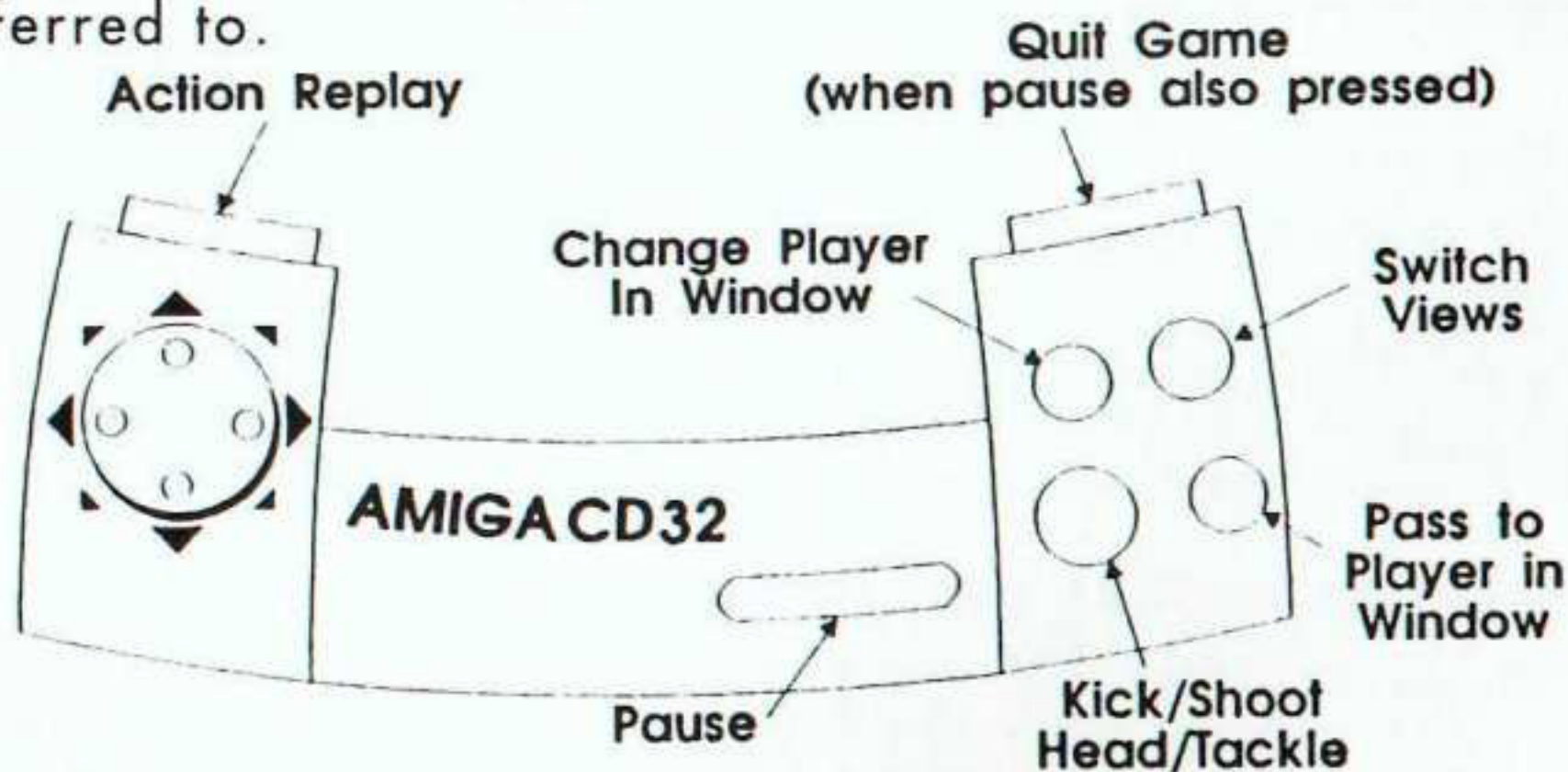
To load the game on a CD-32 place the CD in the drive and press the reset button. On an Amiga 1200, place disk 1 in the drive and reset the computer. Change disks when instructed.

QUICK-START

Select the FRIENDLY icon on AUTO, then OK. Now select the START MATCH icon - and get ready with your joystick!

CONTROLS

You can play using the CD-32 controller (player 1 only), or a standard joystick. The computer will automatically detect which you are using. If you are using a standard joystick use the FIRE button when the RED button is referred to.



When your side has the ball you control the player with the ball; he will run in the direction you move the joystick. If you press the RED button he will kick or pass the ball (see over).

When your side is not in possession you control the player whose number

is shown above his head. Press the RED button for sliding tackle or header the ball (in the direction of the joystick).

Hint: keep the button pressed to slide further; the distance also depends on the pitch conditions.

KICKING/PASSING THE BALL

There are several ways to kick the ball. It's easiest using CD -32 controller, but with practice you will soon be able to use all the options even with a standard joystick.

Pass to player in window

Press and release the BLUE button to pass immediately to the player in the window.

Hint: use the tactics editor to set up some great moves!

To change the player in the window, press the GREEN button, point the joystick at the player you want to pass to, then release button.

Hint: if there isn't a player in the window, pressing the GREEN button will make one appear.

Using a one-button joystick pass to the player in the window with a short button press. To change the player in the window, centre the joystick (don't worry, the player with the ball will keep running), then hold down the fire button; point the joystick to the player you want to pass to, then release the button.

Hint: a player waiting for a pass has an oval 'halo' above his head; look for the players name at the bottom of the window.

Kick/Shoot

Press the RED button to kick the ball in the direction your player is facing. By moving the joystick (at right angles to that direction) you can make the ball go slightly to the left or right.

Using a one-button joystick hold down the button for a least one-fifth of a second; release the button to kick the ball. Make sure the joystick is NOT central.

Hint: hold the button down longer the increase the strength of the kick or shot (up to 1 second maximum).

AFTER-TOUCH

You can make the ball swerve in the air by moving the joystick at right angles to the direction your player is facing immediately after the ball has been kicked (great for fooling the goalkeeper!)

TACTICS

Tactics determine how each team plays. Whether you want your side to play long balls or short balls, defensive or attacking football, there's a ready made set of tactics for you. However, you can also create two sets of tactics of your own (on Amiga 1200 these can be saved to disk).

There are five sets of tactics provided: ATTACKING, DEFENSIVE, CONTINENTAL, BRITISH, and WINGERS. The default tactics for each country can be changed in the TEAMS section of the program.

Each set of tactics comprises 40 possible situations, 20 when you are in possession, and 20 when the opposition have the ball. Four of these are 'set pieces' (kick-off, left corner, right corner, goal kick), the others cover

normal play.

Note the position of the ball, then decide where you want each of your players to be if your side was in possession at that spot. During the game players under computer control will attempt to get the positions you have chosen. Pick up the player by pointing at the number above his head, then pressing the RED button briefly. When the player is in the correct position, press the RED button again to fix him in place.

Now choose three places you would like to pass the ball to. Position the three player outlines (A, B and C) accordingly. When one of your team is at or near one of those positions, and unmarked, he will appear in the window.

Hint: when you are close to the goal, with a clear view of the goal, the computer will automatically offer the option of a shot. Listen out for a repeated 'ping' sound.

SET PIECES

Penalties

Press the RED button, then use the joystick to direct the arrow and control the loft of the kick (pull back to increase the height). Release the button to kick.

Free-Kicks

To control the kick, centre the joystick, then press and release the RED button. When the kick-taker reaches the ball a sight will appear. Hold down the button and move the sight to position the kick (use the scanner for a long kick). Release the button to take the kick.

Alternatively, you can control the player who is to receive the kick. Press the RED button when you are ready for the kick to be taken.

Finally, if you want to take a shot on goal, centre the joystick (don't touch

the buttons). If there's a chance to score the kicker will have a shot - otherwise he'll pass.

Corners/Throw-Ons

You control the player who is going to be the target of the kick or throw; move into position and press the RED button. If you take too long the kick or throw will be taken automatically.

ADVANCED FEATURES

One-Touch football

When you have passed the ball to one of your team, if you press and release the fire/red button before the ball has reached him, he will head or volley the ball instead of bringing it under control. Point the joystick to select a direction - or else keep the joystick central and let the computer choose.

Hint: when you select 'one touch' a number appears above the ball; this is the number of the player who is going to volley the ball. If you select 'one-touch' by mistake press the fire button again to cancel it.

Usually the header or volley will be to a team-mate, but if the goal is within range and you choose the correct direction, the player will shoot or head towards the goal.

Hint: you can select 'one-touch' repeatedly to create entire moves (and set up glorious goals!).

Barging

To barge an opponent who is running along side, centre the joystick, then move it briefly towards the other player (ie at right angles to the direction you are running).

Side-Stepping

To side-step a tackle, centre the joystick, quickly move it at right-angles to the direction you are running, then back again to the centre.

Dribbling

To dribble the ball, briefly centre the joystick, then move it back in the direction you are running. The ball will be tapped a short distance ahead, allowing you to run faster.

Hint: the longer the joystick is centred, the harder the kick - so you could use this technique for short passes, or 'tap-in' goals.

Substitutions

To make a substitution, wait for the ball to go out of play, then pause the game. Now press the YELLOW button (**Q** on the A1200).

Hint: players not only get injured, they also get tired (unless the Equal Skills option is selected); make full use of your substitutes.

VIDEO FEATURES

Replays

Press the TOP LEFT button to enter replay mode (**R** on the A1200). Instant replays allow you to watch that great move, or that fabulous goal, over and over again! Use the joystick to operate the VCR controls at the top right of the screen. To exit from replay mode press TOP LEFT or **R** again.

Hint: during a replay you can view any part of the pitch; press the RED or fire button and use the joystick to move around the pitch. Press the button again to exit.

Scanner

The scanner indicates the position of each player on the pitch.

Change view

To switch from over head to side view, or back again, press the YELLOW button (V on the A1200). You can change views at any time, even during a replay.

COMPETITIONS

You can choose to play in a 24-team World Cup-style competition, or a league of up to 8 teams. Either pick each team individually, or use the 'AUTO' icon, which chooses all the user-controlled teams, plus any computer-controlled teams you have already chosen, then randomly selects the remainder.

Hint: there is no limit to the number of user-controlled teams, so if each team was controlled by a different player, up to 24 players could take part!

Team Selection

There are 16 players in a squad, each player with varying skill levels. On the A1200 (and on the CD-32 or if you have the optional keyboard), you can rename the players if you wish - click on the player name, then edit it. Press HOME to delete the existing name, press RETURN when you have typed the new name.

To exchange two player positions. or to put a new player in the team, select the first player, click on 'SWAP', then select the second player.

Hint: click on UNDO to cancel the last change.

On the A1200 you can save any changes you have made to disk. Click on FORMAT to format a disk before use (remember this will erase any

information already on the disk).

Click on the word COMPUTER to change a team to PLAYER control (or vice versa).

PLAY OPTIONS

Equal/Individual Skills

When EQUAL SKILLS is selected all players in every team have the same skill levels, which are maintained throughout the match (ie they don't get injured or tired). Of course, this isn't very realistic....

View Computer

Turn off if you don't want to watch matches between two computer teams.

Music

Switches music on or off.

Match/Practice Mode

In Practice Mode there is no opposition, only a goal keeper (ideal for practising passing skills).

Normal/Team Play

When two are playing you can choose to be on the same side - select the TEAM PLAY option.

Referee

There are six different referees to choose from - C GUILLERA, D McLEOD, G PETRUZZI, M SCHMIDT, J SVENNISON, and H FOURNIER who range from very strict to extremely lenient. If you select the RANDOM icon, then a referee will be chosen randomly for each match.

VIDEO OPTIONS

Load File

Allows you to load a previously saved replay; pick the filename from the list, then click on LOAD. To save a replay during a game, pause the replay and press F5 (A1200 only); the replay will be saved from that point onwards.

Show Replay

Displays an action replay that you have loaded; use the normal video controls, but use to exit hold down pause and press the TOP RIGHT button (A1200 press **ESC**).

Format Disk

Allows you to format a disk without exiting from the game (A1200 only). Remember that formatting erases any information already on the disk.

Auto Replay

Enables/disables automatic replay after each goal.

Overhead/Side View

Selects the default viewing angle for replays.

MISCELLANEOUS

Quit game

Hold down the pause button and press the TOP RIGHT button (A1200 - press **ESC**).

Speed-up

To skip players running into position after a goal, or at the start or end of a half, hold down the pause button, then press the BLUE button (A1200 - press space).

CREDITS

Designed and programmed by Graham Blighe

Graphics by Richard Smith and Herman Serrano

Front-end by John Heap for Denton Designs

Sound effects by Graham Blighe

Produced by Jeremy Wellard and Peter Calver

The Wembley mark is licensed from Wembley Stadium Limited

Manual and Program 1994 Audiogenic Software Limited