

MICROPROSE SOCCER

LOADING INSTRUCTIONS

CBM 64/128

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.

SPECTRUM

48 SPECTRUM

Place cassette in drive with chosen game. Label-side outwards type "LOAD" and press enter, then play on tape deck.

128K SPECTRUM CASSETTE

Place tape in deck side 1 face up for outdoor side 2 face up for indoor game. Press enter and play on tape deck.

Player 1 v Player 2

Keyboard 1 v Keyboard 2

464 AMSTRAD

Place cassette in drive with chosen game label-side outwards, press CTRL and Little Enter. Start the tape and press ENTER.

Player 1 v Player 2

Keyboard 1 v Keyboard 2

GETTING STARTED (C64/128)

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 games 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.

MICROPROSE INTERNATIONAL CHALLENGE
WORLD CUP TOURNAMENT
SOCCER LEAGUE
TWO PLAYER FRIENDLY
DEMO GAME
CONTROL PANEL
NAME BANK

PLEASE SELECT YOUR FAVOURITE OPTION

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 twice to begin the match. You will now play under the name of Player 1 against the first team in the challenge, Oman.

If there are two players, you should select TWO PLAYER FRIENDLY from the Main Menu, 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 8 characters) and press RETURN. You must now select that player's 1st and 2nd team colours. Using the joystick, pull down to cycle through the colours available, and press fire when the desired one appears. Repeat this process for team's 2nd team strip.

NOTE: The program automatically stops you from selecting colours which are too close to one another. If your team'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 players' names and strips have been entered. EXIT back at the Main Menu.

SPEC/AMS

LOADING AND SAVING GAMES

Tape save: highlight the save option on the menu, mark the tape position, push record and play together and then press fire to select the save option.

Tape load: get your tape ready and then select the load option.

Each option is altered by highlighting, and then pressing fire to cycle through the available choices.

Most of these options are self-explanatory. However, here is a brief explanation of their individual functions.

SELECTION MODE

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

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 - HI/MED/LO
MATCH LENGTH - 2/4/6/8/10/12 MINS
REPLAYS - ON/OFF
COLOUR MODE - COL/B-W (C64/128)
IN GAME MUSIC - ON/OFF (C64/128)
SAVE - TAPE
LOAD - TAPE
EXIT

CONTROL SELECTION (SPEC/AMS)

You may select your controls by cycling from Keyboard 1 - Keyboard 2. You will be able to use the Sinclair joystick as well. Note: Kempston joystick will be selected automatically if you have one plugged in. Amstrad owners: you can use normal joystick or keys.

ADDITIONAL KEYS

T - Pause game
T + R - Quit game

KEYBOARD CONTROL

The Keyboard controls are as follows and work identically to the Joystick.

KEYBOARD 1

Fire Z
Up Q
Down A
Left W
Right E

KEYBOARD 2

Fire M
Up O
Down L
Left U
Right I

AMSTRAD KEYBOARD 2

Fire FULL STOP
Up P
Down L
Left O
Right I

CONTROLS

MICROPROSE SOCCER players have a wide range of movements, accessed by joystick commands with and without the fire button 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 the 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 a 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 the shot is relative to the direction in which the player was moving immediately before pressing the fire button. For example, with your 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 collected; 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 fire for the ball.

Joystick right - goalie dives to the right

Joystick left - goalie dives to the left

Joystick centred - 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 other players.

CORNERS

Pressing the button releases the ball.

THROW-INS

Throw-ins may be directed in one of three directions, diagonally left and right, plus forward.

GOAL KICKS

Whenever the goalkeeper gains possession of the ball, play is restarted by a goalkick from the correct section of the goal area. To indicate goalkeeper is in possession a net will appear in top left corner of screen.

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.