

INSTALLING ACTUA® SOCCER 2 FOR WINDOWS® 95

1. Insert the CD-ROM into the CD-ROM drive, picture side facing upwards.
2. The installation program will automatically load. If the installation program does not load straight away, double click on the MY COMPUTER icon, then double click on the CD-ROM icon. Within the new window you can highlight and select the SETUPEXE icon to install the game.
3. Follow all of the on-screen instructions and click on the NEXT button at the bottom of the window to proceed onto the next stage of the installation. The installation program will require you to select your preferred language from the list, then click on the NEXT button to continue.
4. You will need to select which drive and directory the program is to be installed to. The default destination will be displayed on the screen. If you wish to change the destination drive and directory for your installation, firstly click on the BROWSE button, then locate the correct drive and folder to install the game to, for example d:\ActuaSoccer2. Click on NEXT when you are satisfied with the destination path. If this destination folder does not currently exist, you will be asked if you would like to create it.
5. At this point you must select which type of installation you require. Highlight and select either Minimum, Typical or Network Client Install, then click on the NEXT button to continue.
6. The game will now install into the chosen destination drive and directory. Follow the on-screen instructions until the installation is complete.
7. Once the main installation is complete, DirectX™ v5 will be automatically installed into the system. Follow the on-screen instructions to ensure that this is done correctly.

RUNNING PROGRAMS FROM WINDOWS® 95

If you enter the START menu and select Programs, you will be able to enter the Actua Soccer 2 menu. Within this menu, you can run the game by selecting the ACTUA SOCCER 2 icon. As this runs the game from Windows® 95, it's a good idea to have as few applications running as possible.

UN-INSTALLING FROM WINDOWS® 95

You can un-install Actua Soccer by selecting the UN-INSTALL option within the Actua Soccer 2 menu. You can also un-install the game, by accessing the Add/Remove Programs option from the Control Panels. This allows you to select the Actua Soccer 2 program, then click on the Add/Remove button to complete the un-install.

NETWORK & MULTIPLAYER GAMES

If you only have one copy of Actua Soccer 2, it is still possible to play a Multiplayer game. You must install the game on the HOST machine, then perform a Network Client installation on the other machine(s), returning the CD-ROM into the HOST'S CD drive before commencing play. If each player has a copy of the Actua Soccer 2 CD-ROM, all participating player's must have the game installed on their machines, as either a Minimum, Typical or Network Client installation.

When playing games using an IPX connection, you must ensure that all of the participating machines are using the same Network Protocol Frame Type. This will ensure that the machines can see each other over the network. Within the Network Properties of Windows® 95, The Network Protocol Frame Type should be set to "802.2". Refer to the Windows® 95 documentation for further details.

For Serial or Modem games to operate properly, you are required to enter several settings relating to the connection type. The first time you connect, you will be presented with a dialogue box containing several options:

- Serial** Check your serial and port settings and connect the two computers together using a standard null modem cable. Consult your computer's user manual to find out the correct BAUD RATE.
- Modem** Set-up your Modem Type, COM Port, Baud Rate and check the Ini. String in the Modem Set-Up dialogue box if you are connecting for the first time (consult your modem user guide for the correct set-up). If you use a digital phone network select TONE if it's analogue select PULSE. The player with the CD will always ANSWER and Player 2 will DIAL the Servers Telephone No. Consult your computer's user manual to find out the correct BAUD RATE.

CONFIGURATION OF MOUSE, JOYSTICK, & SOUND DEVICES

You must configure your Mouse Sensitivity, Joystick and Sound devices from within Windows® 95 for them to be operational when playing Actua Soccer 2. To configure these items, highlight and select the relevant icons in the Control Panel within the START menu. Set up the devices within these dialogue boxes, following any on screen instructions carefully.

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Please see the README.TXT file supplied on the CD-ROM for any changes not contained in this manual. This can be accessed by highlighting and selecting the icon titled Readme within the START\Programs\Actua Soccer 2 menu.

MAIN MENU

Before you start to play the game, read the rest of this manual to learn how to set up the game options. The Main Menu allows you to access various options and settings, including the type of competitions and your own personal preferences. These can be operated by highlighting an option using the mouse pointer, then selecting it by clicking the left mouse button.



1) FRIENDLY

This is a one-off match between any two of the teams available in the game.

Friendly Information Screens

A Friendly game presents you with several screens relating to the upcoming match, including; Friendly Screen, Next Match and the Match Results. Refer to the section titled Match Information screens for more details.

After each Friendly game, you will be given the option to either play again with the same teams or exit to the Match Results screen. If you do wish to play again using the same teams, highlight and select the YES option, otherwise select NO to exit.

(2) SEASON

There are two different styles of season game that can be played:

“Season 97/98”

This Season features four divisions, each consisting of 16 teams. These teams compete through a full season of matches with the objective of winning their respective division. At the end of a season the championship winner will be declared. This would be the winning team from the 1st division. The top three teams from the 2nd, 3rd and 4th divisions will be promoted up a division for the following season. The bottom three teams from the 1st, 2nd and 3rd divisions will be demoted.



“Custom”

This type of game allows you to create your own division consisting of between 2 and 20 teams. Firstly, you will need to set the total number of teams that are to play in this division by operating the Number of Teams menu bar in the centre of the screen. You can increase the number of competing teams by highlighting and selecting the UP arrow. This figure can also be decreased using the DOWN arrow. As you adjust this figure, the number of empty slots will change accordingly.

You can now select which teams are to feature in this Custom Season. This is done by highlighting and selecting the teams from the team list to the left side. As you do this, these teams will appear in the Custom column to the right. You can then repeat this process until enough teams have been selected for the Custom season game. To deselect a team, highlight their name within the Custom column, then select them using the right mouse button. It is possible to select teams from both the International and Custom team lists. You can switch between these by highlighting and selecting either INTERNATIONAL or CUSTOM from the top of the screen. There are also several pages to each of these lists. The current page number is displayed above the list. To change pages, you can highlight and select the PREVIOUS or NEXT options. Once you have selected all of the teams, you can highlight and select the DONE icon to continue. Refer to the section titled Match Information Screens, later in the manual for further details about this icon.

Season Information Screens

A Season game will display several screens relating to the matches that have been played and those which are forthcoming. These include; Team Select, Fixture List, Next Match, Match Results and the Week Results. Refer to the section titled match information screens for more details.

Along with the match information screens, the Season competition also displays the Weekly League Tables. These show the current positions and scores of every team in the league. The League Table lists all of the teams in the currently selected division, showing the following information: Number of Matches Played (P), Matches Won (W), Matches Drawn (D), Matches Lost (L), Number of Goals For (F), Number of Goals Against (A) and the Total Number of Points accumulated for the season (PTS). You will be awarded 3 points for a win, 1 point for a draw, but nothing for losing!

(3) CUP

“Default Cup”

Play against the best teams in the world with this 64 team knock out competition.

“Custom Cup”

Create your own Cup competition, with between 4 to 64 teams. Firstly, you will need to set the total number of teams that are to play in this Cup by adjusting the Number of Teams menu bar in the centre of the screen. You can increase the number of competing teams by highlighting and selecting the UP arrow. This figure can also be decreased using the DOWN arrow. As you adjust this figure, the number of empty slots will change accordingly.



You can now select which teams are to feature in this Custom Cup. This is done by highlighting and selecting the teams from the list on the left side. As you do this, these teams will appear in the Custom column to the right. You can then repeat this process until enough teams have been selected for the Custom Cup game. To deselect a team, highlight their name within the Custom column, then select them using the right mouse button. It is possible to select teams from both the International and Custom team lists. You can switch between these by highlighting and selecting either INTERNATIONAL or CUSTOM from the top of the screen. There are also several pages to each of these lists. The current page number is displayed above the list. To change pages, highlight and select either the PREVIOUS or NEXT option. Once you have selected all of the teams which are to feature in this Custom Cup, highlight and select the DONE icon to continue. Refer to the section titled Match Information Screens, later in the manual for further details about this icon.

Cup Information Screens

A Cup game will display several screens relating to matches that have been played and those which are forthcoming. Before starting the Cup, you will need to select the teams controlled by human players within the Team Select screen. Throughout the Cup game, you will also be presented with; Cup Draw, Next Match, Match Results and the Cup Results. Refer to the section titled Match Information Screens for further details of these screens.

(4) PRACTICE

“Penalties”

Taking a good penalty shot can prove to be the deciding factor in a close match. This option gives you the chance to practice taking penalty shots against the oppositions goal keeper. Highlight and select the two teams which are to feature in this penalty shoot-out.

“Game”

Take your team onto the training field to practice those special tactics, without the problems of an opposing team, just their goal keeper! The Practice game allows you to play for an unlimited time. When you are ready to exit, press ESC to enter the In-Game Options menu, then highlight and select Quit. If you choose YES, then the Practice match will finish and display the match results screen. If you select NO, then you will return to the In-Game Options. Once the match is finished, the Match Results screen will be displayed.

Practice Information Screens

A Practice match will present you with the Practice Screen and the Next Match. Refer to the section titled Match Information Screens for more details.

(5) MULTIPLAYER

The Multiplayer option, allows up to eight human players to join in a single match, with each player using their own computer. The computers can be linked using either IPX, TCP/IP, Serial or Modem connections. Ensure you have the correct drivers installed and running before starting a game. Make sure you read the Network & Multiplayer Games section earlier in this manual before proceeding. If you cancel a Multiplayer game, it is advised that you return to the Main Menu before starting or joining a new session. Highlight and select one of the available connection types from the available options.

Starting a Multiplayer Server

The Server is responsible for the set-up and running of a Multiplayer game. There are two different types of Multiplayer Server that can be set up. Highlighting and selecting Dedicated Server Game will allow this machine to act as a dedicated server for Actua Soccer 2. While this machine is operating as a Dedicated Server, you will not be able to use it for a human player. To allow this machine to act as both a Server and a player's terminal, you will need to highlight and select Hybrid Server Game. If you are running the Multiplayer game using either a Modem or Serial connection, then the computer will present you with several settings which need to be entered. Refer to the section titled Network & Multiplayer Games earlier in the manual for further details.

You will then need to enter a name to identify this Multiplayer game. Type a name using the keyboard, then press ENTER to confirm. If you are using the Hybrid Server option, you will also need to enter a name to identify the human player. You will then be presented with the Team Select screen. Highlight and select the two teams that are to feature in this match.

The Multiplayer Game screen will then be displayed, showing the list of currently connected Players and the User Teams. The Server must wait for all of the Remote players to join. As they connect, their names will appear in the Players list. Once all of the Remote players are connected, the Server can assign each player to one of the available teams. Firstly, highlight and select the players name from the Players list. Their name will turn red to indicate that they are selected. Then select an empty position within one of the User Teams. Repeat this process for each Remote player. To remove a Remote player from a team, highlight their name within the User Team list, then select them using the right mouse button.

When all the Remote players are assigned correctly, highlight and select the Start Match option to continue.

Joining a Multiplayer Game

This option allows you to Join an existing Server and be part of an existing Multiplayer game. By highlighting and selecting the Join option, you must then select a Multiplayer Server which you are to join. As you highlight a game from the Session list, you will see the names of the other players appear. When you have decided which game you wish to join, highlight and select it from the Session list.

The computer will then prompt you to enter a name to identify your remote machine. Type a name for this Multiplayer game using the keyboard, then press ENTER to confirm. The Server will then assign each Remote player to a team. Once every player is ready, the Server will start the match.

(6) SCENARIO MODE

This style of match provides you with several scenarios, where you will be given a particular task to complete. These scenarios drop you into the action at a crucial moment of the game and it's your job to bring your team back from disaster!

The Scenario screen presents you with details of the upcoming match. This includes details of the competing teams, the position of your team and the task that lies ahead. Highlight and select the DONE icon to start the scenario. As you complete each Scenario, you will be presented with a new one, featuring a new challenge.




Scenario Information Screens

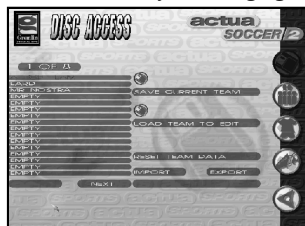
The teams and conditions of the match are automatically selected as part of the scenario, with you in control of the home side. Once you have completed the game you will be presented with the Match Results screen. Refer to the section titled Match Information Screens for further details.

(7) EDITOR

This option will take you into the Editor, where you can create your own custom teams. There are several menu screens available, each with a different selection of Editor options. To access the different screens, you can highlight and select the new icons which appear to the right side of the screen:

Disc Access

 The Disc Access menu will present you with the options for saving and loading your custom team data. You must save your custom team data, otherwise you will not be able to access these custom teams once you leave the Editor. To the left side of the screen is the file list, showing all of the previously saved custom teams. Unused save positions will be labelled as Empty.



Save If you wish to store your custom teams, you can use the Save option to store the information onto the hard drive. Firstly, highlight and select a save position from the file list, where this data is to be stored. If you then highlight and select the Save icon, the game data will be stored into the file list, using the team name as reference. These saved custom teams can now be used within the game by selecting the Custom Team list, in the Team Select menu.

Load If you wish to re-edit previously saved custom teams, you must firstly highlight and select the team you wish to load from the file list, then highlight and select the Load option. This will load the custom team data from the hard drive, back into the Editor.

The options titled Export and Import, can be used to transfer your team data to another computer. This means that custom team data can be shared with other Actua Soccer 2 users.


Export This option allows you to export your custom team, ready to transfer it to another machine. To export your data, highlight and select a custom team from the file list on the left side of the screen, then highlight and select the Export icon. This will store several files onto your hard drive. These can be located within the Actua Soccer 2\Game Data\Export folder: eg. C:\Programs Files\Actua Soccer 2\Game Data\Export. The files located within this folder can then be copied within Windows® 95, using the File and Edit options.

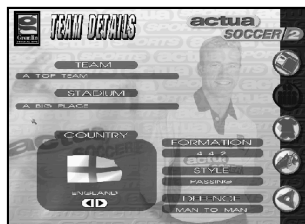
Import Using the Import option, you are able to import previously exported custom team data into a new machine. Copy the exported data into the Actua Soccer 2\Game Data\Import folder on the hard drive, using the Windows® 95 File and Edit options: eg. C:\Programs Files\Actua Soccer 2\Game Data\Import

Once the data is copied into this directory, you can return to the game. Within the Disc Access screen of the Editor, you can highlight and select a position within the file list, where this imported data is to be stored. Highlight and select the Import icon to confirm the selection. The custom team data will then load into the file list and be available from the Team Select menus.

The last option on this screen is labelled Reset Team Data. Highlighting and selecting this will reset all of the options within the Editor to their default settings.


Team Details

 This menu screen presents several options which allow you to adjust the overall set up of the team. The first options available on this screen allow you to enter the team name and home stadium name. By highlighting and selecting the Team option, you will be presented with a flashing cursor which allows you to type a new team name using the keyboard. You can enter the name of your home stadium, by highlighting and selecting the Stadium option. Below this is the option to select your home country. Highlight and select either of the arrows to cycle through the available countries.



It is also possible to set the default tactics used by the team. These options allow you to adjust the Formation, Passing Style and the Defence of your team. Refer to the Tactics Screen section later in the manual for further details.

Kit Design


 The current style and colour of the team kit is indicated by the player to the left of the screen. You can toggle through the different styles of kit, by highlighting and selecting either of the arrows underneath the kit diagram. There are six kit designs that can be selected; Plain, Halves, Hoops, Stripes, Checks and 'Ajax'.

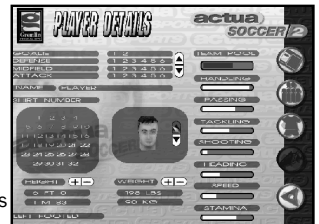
There are six parts to the kit which can be individually coloured. You can select which part of the kit is to be edited, by highlighting and selecting one of the options under the kit diagram. These are Shirt Colour 1, Shirt Colour 2, Sleeves Colour 1, Sleeves Colour 2, Shorts and Socks. Shirt Colour 2 and Sleeves Colour 2 are not available when you have selected the Plain shirt design. Sleeves Colour 2 is not available when using the 'Ajax' kit design. For each of these parts, it is possible to adjust the intensity of the Red, Green and Blue colours. Highlight and select the + option to increase the intensity of the selected colour. To decrease the intensity of a colour, highlight and select the - option. As these values are set higher, the intensity of that particular colour will increase and the kit display will change accordingly. If you highlight and select the + or - options using the right mouse button, then the intensity value will change in increments of five. If you use the right mouse button to select the different parts of the kit, you will notice that you can select more than at a time. This means that you can select several parts together and change all of their colour values in one action.



The colour of the shirt number can also be changed, by highlighting and selecting the new colour from the list, next to the number diagram. There is also an icon labelled Reset, which will cancel any changes you have made and return the kit to its default settings.

Player Details

 This screen allows you to edit individual players within the team. Firstly, you will need to highlight and select a player to edit. You can select any member of your squad by highlighting and selecting their number from the team line-up, or by using the UP and DOWN arrows. The entire team is divided into the different positions; Goalies, Defenders, Midfielders and Attackers.



Below the player selection is the player's name. By highlighting and selecting this option, you can type a new name using the keyboard. The player's shirt number can be changed by highlighting and selecting the new number from the list. This player's current number is highlighted in yellow, while the numbers which are coloured white are unused and available. The grey numbers are already assigned to the other team members, but highlighting and selecting one of these will swap the number with the current player.

The head image can be changed by highlighting and selecting either the UP or DOWN arrows. There are several other personal details which can be altered. It is possible to adjust the player's Height and Weight. This is done by highlighting and selecting either the + or - options. As you do this, you will see these values change accordingly. At the bottom of this screen is the option to adjust the player's better striking foot. Highlight and select this option to toggle through the available settings.

To the right of the screen are several menu bars that allow you to adjust the skill ratings for the currently selected player. This includes Handling, Passing, Tackling, Shooting, Speed, Stamina and Heading. These each display an indicator bar showing their current level. By highlighting and selecting a specific point on one of these menu bars, you can adjust the relevant level. The indicator bar will move accordingly to show the new level. As you adjust these skill levels, you will notice that an indicator bar labelled Team Pool will also move. This Team Pool represents the total number of extra skill points that can be shared out between your team members. Be careful to share them among your team carefully, as this supply of extra skill points is limited.

Exit the Editor

Once you have completed all of the changes, you can exit the editor screens by highlighting and selecting this icon. Remember to save all of the changes using the Disc Access icon before you start playing a game. If you switch the machine off and return later, you will have to use the Disc Access icon to load all of your custom teams back into the Editor. Refer to the information concerning the Disc Access icon, earlier in the manual. Your new custom teams will now be available from the Team Select menus within Practice, Friendly, Custom Season and Custom Cup modes.

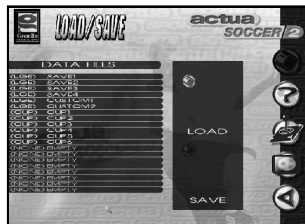
(8) MENU SELECTOR ICONS

There are several icons which are visible throughout the menus at the beginning of the game. You can access further menus by highlighting and selecting the required icon. Once you are satisfied with all of the changes in a menu, highlight and select the Return to Previous Menu icon.

Save/Load Menu



The Save/Load menu will present you with the options for saving and loading your current position within a competition. If you do not save your game, any progress that you have made will be lost once you quit out, or reset the computer. To the left side of the screen is the file list, showing all of the saved games.



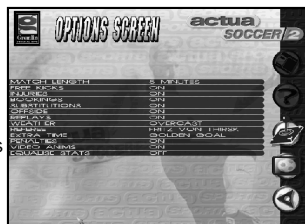
Save If you wish to store the current competition, you can use the Save option. This will store the information onto the hard drive. Firstly, highlight and select a save position from the file list where this data is to be stored. If you then highlight and select the Save icon, the operation will be completed. The file list will then display the team name and the type of competition.

Load You can also reload a previously saved game. Highlight and select the game you wish to load from the file list, then highlight and select the Load icon. This will load the game data from the hard drive and return you to the previously saved competition.

Game Options



This menu provides a series of options, relating to various settings within the game. By highlighting and selecting the desired option, you can toggle through the available settings. Please note: Some of these options are not available for certain game modes. In these cases, some options will be faded and not selectable.



- Match Length** This is the total game time of each match. This can be 3, 5, 10, 15 or 20 minutes long.
- Free Kicks** Switching this option ON will allow the referee to order free kicks when a foul is committed.
- Injuries** Switching this option ON will allow the players to become injured during a match. This can be caused by either the tiredness of a long match, or a fall from a bad tackle. As players become tired and injured, their performance will be degraded, so remember to assign your substitutes carefully!
- Bookings** Players committing fouls and offences within a game can be booked by the referee. This could mean receiving a warning yellow card, or being sent off with a red card. Switching this option OFF will prevent the referee from booking players, should they commit a foul.
- Substitutions** With this option ON, you are allowed to substitute players on the pitch with those still on the bench. This is useful for replacing tired or injured players during a match.
- Offside** This option allows you to switch the offside rule ON or OFF.
- Replays** This will set whether the TV style replays will be shown in the match. This can be set to ON, which runs a replay when a goal is scored, or it can be switched OFF.
- Weather** Adjusting this will set the weather conditions to any of the following: Sunny, Overcast, Rain, Fog, Evening, Night, Snow or Random. The Random option, allows the computer to randomly select different weather conditions for each match.
- Referee** This option will select which referee will appear in the match. Rather than selecting a specific referee, you can set this option to Random, where the computer will randomly select one from those in the list. The referees have different attributes, including vision and tolerance. These differences will affect their overall ability to judge the match.
- Extra Time** This option will decide if extra time is to be played. There are two styles of Extra Time available; Normal allows play to continue for an extra 30 minutes (in game time), should there be no conclusive winner by the end of the match. Golden Goal, will again continue for an extra 30 minutes (in game time), but will end prematurely, should the deciding goal be scored. Extra Time can also be switched OFF entirely. This option is automatically switched OFF in the Season games.

Penalties

Switching this option ON will take the match into a penalty shoot-out, should there be no winner after Extra Time. This is automatically switched ON for Cup matches, but switched OFF for the Season games.

Video Anims

This option will switch the stadium video screen ON or OFF during the match.

Equalise Stats.

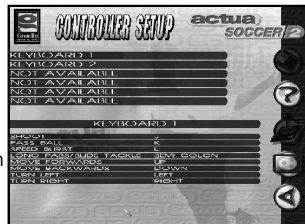
Switching this option ON has the effect of making both teams equal during a match. This is automatically switched OFF in the "Season 97/98" and "Default cup" matches.

Control Method



This screen will present you with several options for adjusting the controls. Once you have highlighted and selected the controller you wish to adjust, the configuration for this device will be displayed at the bottom of the screen.

These controls can be redefined by highlighting and selecting the controller option you wish to change. You are then able to press the key or button you wish to use to operate this action (provided this control is not used for another action). As you adjust this, you will see the display at the bottom of the screen change to show the new button actions.



Audio/Visual Options



There are several options available within this screen to adjust the audio and video settings for the game. The list on the left of this menu shows the available Screen Resolutions. Highlight and select the resolution that you wish to use for playing the game. If you have a PowerVR™, 3DFX™ or a Direct3D™ compatible graphics accelerator card, then you will be able to use the additional resolutions that will also be listed.



The sound menu bars to the right side of the screen, allow you to adjust the volume of several items within the game; Pitch Effects, Crowd Noise, Music and the Commentary. These will display a red indicator bar showing their current volume. By highlighting and selecting a specific point on one of these menu bars, you can adjust the relevant sound level. The indicator bar will move accordingly to show the new level.

Return To Previous Menu



By highlighting and selecting this icon, you can return to the previous menu screen. If you are currently on the Main Menu, highlighting and selecting this icon will allow you to quit the game.

MATCH INFORMATION SCREENS

As you play the game, information will be made available relating to the current competitions and matches. These screens allow you to view the teams and their relevant information.

Certain types of game allow you to switch between the team lists for the International and Custom teams. You can do this by highlighting and selecting either INTERNATIONAL or CUSTOM from the top of the screen. The team lists often consist of several pages. The current page number is displayed above the team list. To change pages, you can highlight and select the PREVIOUS and NEXT options. Within a "Season 97/98" game, you can also switch between the four divisions by highlighting and selecting either 1st, 2nd, 3rd or 4th.



Many of these screens feature the DONE icon. Highlighting and selecting this icon will exit the current screen and move onto the next. If you wish to exit to a previous menu screen, highlight and select the Return To Previous Menu icon, from the list of Menu Selector Icons. The information screens are:

Team Select

Before you can play a match, you will be asked to select which teams are to be controlled by the human players. Highlight and select the teams from the available lists. The State column will now change to HUMAN, indicating that you can now have control over this team in the subsequent matches. If you wish to cancel a selection, highlight and select the team again to switch the State column to computer control (CPU).



Cup Draw/Fixture List

This displays all of the matches to be played in the current week or round of the competition.

Next Match

This screen shows the next match to be played featuring a Human player, which displays a series of statistics for the two competing teams, including Handling, Tackling, Passing and Shooting. From here you can enter the Tactics Screen by highlighting and selecting the TEAM SETUP option. This allows you to make adjustments to the line-up and formation of your team. You can also view your opponent's tactics by highlighting and selecting the OPPONENTS option.

Tactics Screen

Highlighting and selecting the Team Setup option will present you with the Tactics Screen. Within this screen you will be given a full listing of your team line-up. Each of the player names are coloured according to their specific skills; Goal Keepers are Green, Defenders are Blue, Midfielders are Yellow and the Attackers are Red.



You can customise the line-up of your team to suit your own playing style. This is done by firstly, highlighting and selecting a player that you wish to move. You will notice that this player's name turns white and their statistics appear at the bottom of the screen. If you now highlight another player, his statistics will also appear at the bottom of the screen, showing a comparison between the two players. If you want to swap the positions of these two players within the team line-up, select the second player with the left mouse button. If you wish to deselect any of the players rather than move them, highlight them with the mouse pointer, then select them using the right mouse button. You can repeat this process until you are completely satisfied with the team. The pitch display on the right side of the screen, shows the current team line-up and formation.

To the side of the player list, are several options relating to the tactics and playing style:

Formation This sets the default formation that your squad will use at the beginning of the match. By highlighting and selecting either of the arrows next to this option you can adjust this.

By highlighting and selecting the following options, you can toggle between the available settings:
Playing Style This sets exactly how your attacking players will react within the game, which can be set to either Attacking, Orthodox, or Defensive.

Passing Style This option adjusts how the defenders use the ball, which can be either Long Ball or Passing.
Defence This is the way that the team marks the opposition and can be set to either Zonal or Man to Man.

Opponent

This displays the Tactics Screen for a team controlled by the CPU. Because this team is not controlled by any Human players, you will not be able to make any alterations. This does allow you to view your opponent's tactics and alter your own team accordingly.

Match Results

After a Human player finishes a game, the match results will be displayed.

Cup/Week Results

This screen will show the results for all of the other games within the current competition.

PLAYING THE MATCH

Controller Selection

Before the match starts, each player will be required to select which of the two teams they wish to control. This is done by each player moving their on-screen control device between the two teams, or to the central OFF position. Each player must use the ← → directions on their controller to make the selection, then press RETURN on the keyboard or PASS to confirm. Human players will only be able to select teams that have been set to HUMAN within the Team Select screen. The CPU controlled teams display an image of a chip under their team flag, to indicate that they cannot be selected. Refer to the section called "Team Select" earlier in the manual for more details.

Using the ↑↓ directions the controller, you can also set the skill level of the Human players to either Amateur, Semi-Pro, Pro or International. These different skill levels adjust the way in which the computer will react to Human players. On a lower skill level, such as Amateur, the computer can compensate for minor inaccuracies in your playing skills, like when trying to pass or shoot. This means for example, that if a slightly wayward shot is taken at the goal, it is more likely to be on target when the skill level is set to Amateur. As your own skills improve, you can raise this skill level to provide you with a more precise control system, that also includes aftertouch. The abilities of the computer controlled players are improved accordingly. This includes both the computer controlled teams and the goal keepers. Once you select the hardest level; International, you are provided with the most sensitive controls and the toughest opponents available within the game.

The Indicator Shapes

The computer will automatically give each human player control over the member of their team who is nearest to the ball. This player is marked with a shape under his feet which will change to indicate if he currently has possession of the ball:

- A Circle under the players feet indicates that this player does not have possession of the ball.
- △ A Triangle indicates that the player has possession of the ball.
- A Square indicates that the player is in an ideal position for crossing the ball.

The colour of this shape is different for each Human player; Player One is Yellow, Player Two is Blue, Player Three is Green and Player Four is Red.

Default Keyboard Controls

The default keys for player one, allow you to move your players on-screen using the ←↑→↓ cursor keys. The other keys will activate different moves, depending upon whether the player currently has possession of the ball, or not.

Controlling a player without possession of the ball, indicated by a Circle under the player's feet:

K	First time control move
J	First time strike at the ball
;	Sliding tackle
L	Speed burst

Controlling a player with possession of the ball, indicated by a Triangle under the player's feet:

K	Pass
Hold down K for a short time and then release	A through pass
Tap K twice	"One-two" pass
J and then K	Chip the ball through the air
Hold down the J	Shoot
;	Long pass
L	Speed burst

All of the controls can be adjusted within the Control Method menu. This will allow you to redefine the keyboard controls, or configure another device, such as a joystick. Refer to the section for the Controls Method menu for further details. There are also several keyboard controls which can be used while you're playing the game:

P	Pause game
ESC or F7	Enter the In-Game Options menu
F1	Decrease the screen resolution
F2	Increase the screen resolution
F3	Change camera
4 (on the number pad)	Rotate camera Left
6 (on the number pad)	Rotate camera Right
2 (on the number pad)	Raise the camera
8 (on the number pad)	Lower the camera
3 (on the number pad)	Zoom camera out
9 (on the number pad)	Zoom camera in
5 (on the number pad)	Set camera to default position

Note: Some of these actions are unavailable while using certain cameras.

KICK OFF

When you are ready to start from the centre circle, use PASS to kick off.

Passing The Ball

Tapping PASS will force your currently selected player to pass the ball to a nearby team mate. If you hold down PASS for a short time, the player will do a through-pass. This is generally a much harder kick to pass the ball to a more distant player.

The one-two pass will make the player with the ball, pass it to a team mate, who in turn will quickly pass the ball back. This is activated by tapping PASS twice. Pressing LONG PASS will make the player pass the ball high through the air, straight over the opposition, although the extra height and distance can make this more difficult to master.

When you are close to the oppositions goal area, the shape under your player's feet will change to a Square. This indicates that you are in a good position to cross the ball. Pressing LONG PASS will cross the ball ready for your strikers. Good passing movements can throw the opposing defenders and goal keeper into disarray, which is excellent for creating space and setting up the First Time Moves.

Tackling The Opposition

The best way of tackling is to keep barging the opposing player off the ball, by running straight at them. This way the players will tackle each other for possession of the ball.

The sliding tackle is probably the most drastic and dangerous way to gain possession of the ball. It can also prove to be extremely successful at clearing the ball from your goal mouth when things are looking tough. Beware though, as referees don't take kindly to clumsy or aggressive tackles.

Shooting And Aftertouch

Holding down SHOOT will make a power bar appear in the bottom corner of the screen. This power bar will move up and down to indicate the amount of power being applied to the shot. When the power bar is at the required level, release SHOOT and the player will strike the ball.

Once the ball has left the player, you have the option to add aftertouch to the shot. If you wish to add aftertouch to your strike, press the **←↑→↓** directions as the ball leaves the player's foot. This is what makes the ball curve, which can have the effect of confusing and beating the goal keeper. This feature is not available when the Human player's skill level is set to Amateur. As this skill level is set harder, the aftertouch controls will become more precise and accurate.

First Time Moves

A First Time Move is when the player attempts to complete a manoeuvre, with only one touch of the ball. If your team has possession, the ball can be crossed to another player who may carry out a first time move, such as a diving header at the goal! Firstly pass the ball to another player using LONG PASS. This could be when you are ready to cross the ball into the oppositions goal area, indicated by a square under the player's feet. While the ball is then in the air, you have a short time to start another action. By then hitting SHOOT, your player will attempt to perform a first time strike. This could be a volley, bicycle kick, or even a diving header! Alternatively, if you hit PASS while the ball is in the air, the receiving player will attempt to control the ball, like chesting it to his feet.

Speed Burst

Speed burst will give your player that little extra speed when trying to catch the opposition, but over use does have the effect of rapidly reducing the player's health. This can lead to decreased player ratings, so important abilities such as shooting, may become less accurate and more difficult to achieve.

Free Kicks, Goal Kicks And Corners

When taking a free kick, goal kick or a corner, you will be presented with a view of the pitch showing a yellow indicator arrow. This indicator is used to select the receiving player for this kick. You can move this between the different players using the **←→** directions. For corners, you can also make the receiving players move in the box using the **↑↓** directions.

When you are ready to take the kick, you can press PASS. If you wish to try shooting the ball into the selected player's area, you can use SHOOT, but this will also affect the accuracy of the shot.

Throw-Ins

All throw-ins are taken from the touch line and the player taking the throw is automatically selected by the computer. You can press the $\uparrow\downarrow$ directions to turn on the spot. This enables you to aim where you wish to throw the ball. The player who is to receive the ball will be highlighted with the yellow indicator arrow. You can also use the $\leftarrow\rightarrow$ directions to move along the touch line. Be careful not to move too far from the original spot, otherwise a foul will be called and the throw-in will be passed to the opposition. To throw the ball to your highlighted player, press PASS. Alternatively, you can press SHOOT to try a long throw into this player's area.

Goal Keepers Time Rule

When a goal keeper catches the ball, he has only a few seconds to either kick or throw it back into play. Using the highlighter, you can select a player who is to receive the ball. You can move the highlighter between the different players using the $\leftarrow\rightarrow$ directions, then press PASS to take the kick or throw to the selected player. Pressing SHOOT will make the goal keeper shoot the ball into the selected player's area. You will only have a few seconds to set-up and take the kick, otherwise the goal keeper will kick the ball back into play automatically.

Penalties

A penalty kick is a straight shot at the goal, with only the goal keeper to defeat. Use the $\leftarrow\rightarrow$ directions to aim, then use SHOOT to strike the ball. Remember to try applying aftertouch, for a better strike! Refer to the shooting and aftertouch section, earlier in the manual for more details.

Bookings

If the referee witnesses a dirty tackle, it's more than likely that the offending player will be given a yellow card; play will stop while the referee takes the player's name and shows him the card. If a tackle is extremely dirty or the player is a repeat offender then he'll be shown the red card and sent off. Players who have been sent off cannot be replaced by a substitution.

IN-GAME OPTIONS

These options allow you to adjust certain settings within the game, such as your team set-up, controls and sound. To enter the In-Game Options menu, press either ESC or F7 on the keyboard. You can highlight the option you wish to enter using the $\uparrow\downarrow$ cursor keys on the keyboard, then select it using the RETURN key. Pressing ESC on the keyboard will take you back a step through these options, or exit back to the game.

Note: Some of these options are disabled for certain styles of game. The In-Game Options are disabled entirely for the Multiplayer game.

Replay

This will start a replay showing the last few seconds of the match and is indicated by a large spinning "R" in the corner of the screen.

Request Substitution Home/Away

Selecting the Request Substitute option will inform the referee that you wish to exchange a player. Next time the ball goes out of play, you will be presented with the Substitution screen.

Once the referee allows the substitution, you will be asked to select a player from the sideline. To select a player from your available substitutes, use the $\leftarrow\rightarrow$ cursor keys to cycle through the players. Their names and ratings will appear in the top right corner of the screen. Press PASS to confirm your choice of player. You can also press the ESC key to cancel the substitution. When you have selected the player you wish to use, you will be asked to select the player who is to leave the pitch. Highlight and select this player as before to complete the substitution.



Cancel Substitution Home/Away

If you wish to cancel the request for a substitution, re-enter the In-Game Options menu and select Cancel Substitution.

Formation Home/Away

Highlighting and selecting this option will present you with a list of different formations that can be applied to your team. As you highlight and select the different formations in this list, the diagram on the right side of the screen will change to display the new formation on the pitch.

Within this menu, there is also an option to Edit Tactics. This allows you to adjust the Playing Style, Passing Style and Defence of your team. Highlight the option you wish to adjust, then use the ◀ ▶ cursor keys to toggle through the available settings. Press RETURN when you are satisfied with the changes.

Sound

These options allow you to adjust the levels of the sound within the game. It is possible to adjust the volume levels of the Commentary, Sound FX, Crowd and the Music. For each of these, you will be able to see a coloured bar which indicates their current volume level. Highlight the level you wish to adjust using the ↑ ↓ cursor keys, then press the ◀ ▶ cursor keys to make any changes to the volume level. Press RETURN to confirm the new settings.

Camera

Highlighting and selecting this option will present you with a list of the different camera angles available for playing the match. Highlighting the different options in the list will change the camera angle in the background. Press RETURN to select your preferred camera angle for playing the game.

Controllers

This option will bring up a display, showing which teams are being controlled by the human players. You can select which of the two teams you wish to play for, by moving the on-screen controller (keyboard or joystick) to either side. This can be done by using the ◀ ▶ directions on your control device to move the on-screen controller between the two teams, or to the central OFF position.

Using the ↑ ↓ directions on your control device, you can adjust the skill level of the human players to either Amateur, Semi-Pro, Pro or International. Refer to the Controller Selection section earlier in the manual for further details. Once these options have been set to the correct settings, you can press the RETURN key to exit back to the In-Game Options.

Stats

Highlighting and selecting this option will present you with the overall statistics for the match.

Resume

This will exit the In-Game Options and return you to the match.

Quit

Highlighting and selecting this option will allow you to quit the current match. You will be asked if you are sure, before the match will actually end. If you choose YES, then the match will finish and display the results screen. If you select NO, then the match will continue, as before.

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The Super Furry Animals - playing it cool in Wales. Steven Haake (Blackburn Rovers), Live from Bermuda. Pinegrove Sports Centre. Hillsborough Leisure Centre. All our family and friends.



ANY PROBLEMS?

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