

**GAME LOADING INSTRUCTIONS**

Click on the computer. When the "Workbench" prompt appears, insert the **INTERNATIONAL SOCCER** disk in the drive, and the game then loads automatically.

**IBM PC FLOPPY LOADING INSTRUCTIONS**

Select on the PC and enter **CDL**. Insert the **INTERNATIONAL SOCCER** disk in drive 0 and type **A** followed by **ENTER**. Then type **ENTER**.

Follow these screen instructions for selecting Graphics Adapters, Soundboards and Control Methods.

**CD ROM LOADING INSTRUCTIONS**

Place the **INTERNATIONAL SOCCER** CD-ROM in your CD-ROM Unit.

**CDL:** Enter the letter of your CD-ROM drive in the **CDL** prompt, eg. **D**, **ENTER**. Press the **CD** key once. **D** is the **CDROM1** **ENTER** is to start the program running normally.

**WINDOWS:** From the Program Manager Utility, click on File and then Run. Select Soccer and then the letter of your CD Drive. Double Click on **CDROM1** to start the program running from the disk.

**MAIN MENU SCREEN**

All of the options in International Soccer are controlled from this screen. Moving the Cursor Left and Right moves the pointer between the following options, and pressing the arrow selects the option:

**FRIENDLY** **EDIT TEAM** **ONE OR TWO PLAYER OPTIONS** **QUIT**

**OPTIONS****EDIT TEAM**

Select the team you wish to edit by highlighting their name and pressing **F10**.

The **EDIT** screens are then displayed which allow you to modify the following team features:

**TEAM NAME:** Player, File and last (Maximum 16) other name.

**COACH NAME:** Player, File and last (Maximum 16) other name.

**PLAYER'S NAME:** Use the above method for name modifications, but note that player characteristics cannot be altered.

**HOME AND AWAY TEAM STRIPS:** Personal and/or Club (Player or other colour) if only should be available in the strip colour, stripe colour and shirt colour.

**EXIT:**

Return to Main Menu

**ONE OR TWO PLAYER**

Moving on this option suggests between One or Two player options. On the right, the second player will be a friend played into the Human File.

**OPTIONS**

Moving the Pointer and pressing **F10** shows the following Game Options to be selected:

**WITCH TIME:**

**TIME:** Normal, Ability, 1/2, 3/4 or Full

**TIME PERIOD:** 2 mins, 5 mins, 10 mins, 20 mins or 45 mins per half

**TOGGLE BETWEEN OFF AND ON:** Toggles between OFF and ON

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**INTERNATIONAL SOCCER GAMEPLAY**

All games start from an overhead viewpoint, is further adjusted above the player indicates that he is under direct control of the CPU. Goalkeepers are semi-robotic, responding to specific movements, and powered Goalkeepers who are obtained upon login in the updated and pressing **F10**.

Pressing **F10** when the player is not in possession of the ball will allow him to perform a sliding tackle manoeuvre in the direction of the joystick. Tackles that fail through opposing team player commitment in a tackle or **F10** used all the on-screen reserves. All **F10** Card offences result in the offending player leaving the field.

Pressing **F10** when the ball is out of play or a player's head will result in a header, providing that the player has full characteristics from the Team-Def system.

Kicking the ball when in possession is achieved by pressing **F10**, the longer the **F10** button is held down the more powerful the shot, up to a maximum of the Power Shot/Overstated Kick/Player.

Increase all the values in Substitutions, Penalties, Free Kicks, Incest - adjust all the elements found in some soccer play.

Players with "After Touch" capabilities can be used as "Targets" for ball after holding by putting the joystick in the direction of the ball. This is particularly useful in attacking situations.

Players with "After Touch" can also perform Power Kicks by putting back into the joystick after the ball has been kicked.

The screen status can be switched ON and OFF during the game by pressing **F1**.

**SUBSTITUTIONS**

In a substitution in play such as a corner, a player can slip the match and perform a substitution.

The substitution is activated by pressing:

**LEFT SHIFTER:** Player One

**RIGHT SHIFTER:** Player Two

The player is then able to slide through the barrier of the pitch by moving the joystick Left and Right. When he stops across the player which is to be substituted, the transfer can take place by pressing **Enter** or **F10** which correspond to the substitute player's name on the Team Selection (for the Soccer). The on-screen player transfer will then occur.

**Example:** Goal post on game **F1** Power Kick **Space** For video after Power

**Program:** Code Security  
**Graphics:** Main (Steve, David Taylor) and Stephen (Dex)  
**Music:** Steve Taylor  
**Music:** Steve Taylor  
**Music:** Steve Taylor

**Music:** Steve Taylor

**Music:** Steve Taylor

**Music:** Steve Taylor

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**Normal Ability:** 1/2, 3/4 or Full  
**2 mins, 5 mins, 10 mins, 20 mins or 45 mins per half**  
**Toggles between OFF and ON:** Toggles between OFF and ON  
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**Toggle Team-Def on International Soccer Disk**  
**Normal Ability:**

**CUP**

International Soccer allows up to eight players to compete in a Knockout Cup Tournament. After selecting the number of players, each team leader selects a team from the list given.

The Tournament Plan is then drawn and opposing teams selected. **F10** refers to a human player and **C10** refers to a Computer Team.

Being on or above 50% allows 20 seconds, 0 - 50% allows just results to be recorded.

**NEXT MATCH TO PLAY:** Give each player in turn an opportunity to choose his team from the squad presented to them, and the playing location. Note the 50% occurs on the 50% step of this stage of the game. To alter any values select **EDIT** and use your team to access to the **EDIT** TUNING option.

The tournament of the Tournament will then begin, immediately following a full screen drawing of the tournament plan.

Refer to **SOCCER SET UP** for Squad selection information.

**EXIT:** Return to Main Menu

**SQUAD SET UP**

Both the Friendly-game option and the Cup, allow you to setup your team prior to the match. It is necessary to verify each player's characteristics further (check Attributes).

Following the player's selection to the squad selection screen, you list individual characteristics detailing the individual skills of that player. Attributes to sign from include:

**FIGHTING WITH BALL**

**HEADER ABILITY**

**AFTER TOUCH CONTROL**

**PLAYER'S SPEED**

**MAXIMUM POWER OF SHOT**

Attributes indicate that a player has that particular ability, and numbered characteristics increase with the increasing ability of that player.

To select a position to substitute:

1. Bring the pointer to the player's name and press **F10**.
2. Move the pointer to the player's name that currently holds that position and press **F10**.
3. The two players selected will then swap positions.

Once team positioning has been completed, the substitute characteristics can be switched from the screen and switched the pitch map. Formations such as 2-3-5 can be set into action by pressing **F10** in the desired team positioning after agreeing with the pointer.

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