



Home Computer Software

For **ATARI*400/800*** Computer

SOCCER



Instructions for use

INTRODUCTION

Programmed by B. Belson

SOCCER

Soccer is a ball game with a long history and has its origins in the English village greens of the Middle Ages. In this exciting all-action version, which up to four people can play, you can pass, dribble, tackle and shoot. If you don't have anybody to play against, don't worry, there is a built-in computer team with four levels of skill that will test your own skills to the utmost. You also have a choice of different length games: 10, 45 or the full 90 minutes.

Below you will find full instructions for playing. Have a good game!

HOW TO LOAD YOUR SOCCER PROGRAM

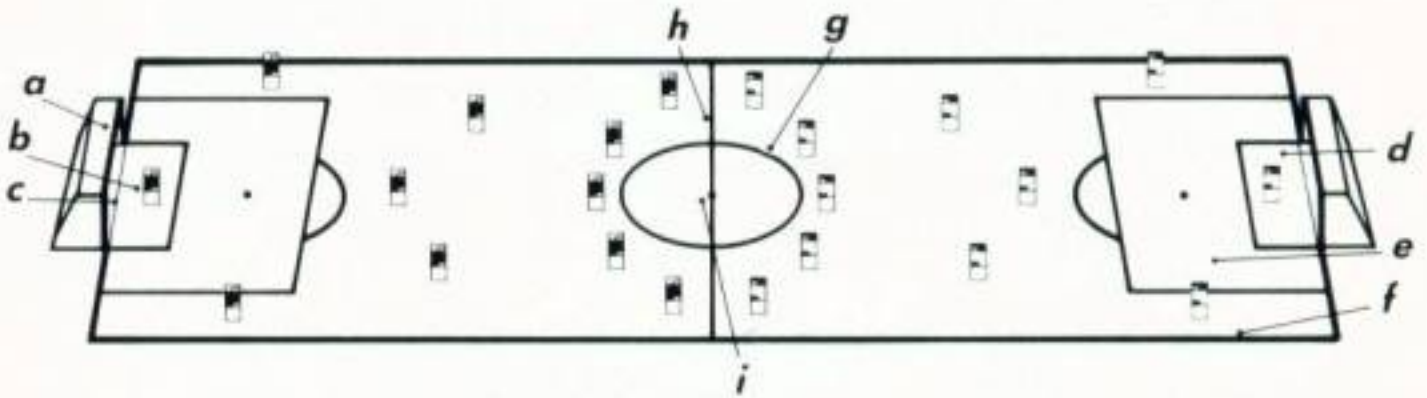
- 1** *Connect your television to the computer and turn the television ON.*
- 2** *Take your cartridge and plug it into the cartridge slot in the front of your computer (the left-hand slot on ATARI* 800*s) and close the lid.*
- 3** *Now turn your computer ON.*

** Indicates trademark of ATARI Inc.*

HOW TO PLAY

1 Game Description

The game consists of 22 players, 11 on each side, with the pitch covering three screens. If you could see all 3 screens at once, it would look like this:



a – goal
b – goalkeeper
c – goalline
d – six yard area
e – penalty area

f – by-line
g – centre circle
h – half way line
i – centre spot with
the ball on it

Black team
playing left to
right

White team
playing right
to left

The object is to score more goals than your opponent(s) in the allotted time.

2 **Selecting Your Game**

After the title the following menu will appear:

<i>JOYSTICK 1</i>	<i>TEAM 1</i>
<i>JOYSTICK 2</i>	<i>OFF</i>
<i>JOYSTICK 3</i>	<i>OFF</i>
<i>JOYSTICK 4</i>	<i>OFF</i>
<i>COMPUTER TEAM 1</i>	<i>OFF</i>
<i>COMPUTER TEAM 2</i>	<i>ON</i>
<i>TIME LIMIT</i>	<i>10</i>
<i>SKILL LEVEL</i>	<i>1</i>

With a Joystick plugged into the leftmost socket you can move the white cursor up and down. If you move the Joystick left or right you will notice the words or numbers under the cursor changing. Using this method you set up the following:

<i>JOYSTICK</i>	<i>These can all be set to OFF, TEAM 1 or TEAM 2.</i>
<i>COMPUTER TEAMS</i>	<i>These can both be set to either OFF or ON.</i>
<i>TIME LIMIT</i>	<i>This can be set to 10, 45 or 90. (This is the number of minutes the game will last).</i>
<i>SKILL LEVEL</i>	<i>This can be 1, 2, 3 or 4 and applies to the Skill Level of the computer only. Whichever level you</i>

choose will apply to both computer teams if they are both playing.

Note: The computer checks that there is at least one player or a computer team on each side; if there is not, the computer sounds a warning bell, changes the colour of the screen, and waits for you to make another selection.

Using these elements you can set up a wide variety of different games for a different number of players (or no players at all if you set COMPUTER TEAM 1 against COMPUTER TEAM 2!). Here are some examples of how you can set up the game.

For one player: Player versus computer team. This is how the menu is set up at the beginning. Just press the red button and away you go.

For two players: (a) Player versus player. Set JOYSTICK 1 to TEAM 1, JOYSTICK 2 to TEAM 2, COMPUTER TEAMS 1 and 2 to OFF.

(b) 2 players versus computer. Set JOYSTICK 1 to TEAM 1, JOYSTICK 2 to TEAM 1,

COMPUTER TEAM 1 to OFF and COMPUTER TEAM 2 to ON.

For three players: (a)

2 players versus 1 player. Set JOYSTICK 1 to TEAM 1, JOYSTICK 2 to TEAM 1, JOYSTICK 3 to TEAM 2, and both COMPUTER TEAMS to OFF.

(b)

3 players versus computer. Set JOYSTICKS 1, 2 and 3 to TEAM 1, COMPUTER TEAM 1 to OFF, and COMPUTER TEAM 2 to ON.

For four players: (a)

2 players versus 2 players. Set JOYSTICKS 1 and 2 to TEAM 1, JOYSTICKS 3 and 4 to TEAM 2, and COMPUTER TEAMS to OFF.

(b)

4 players versus computer. Set JOYSTICKS 1, 2, 3 and 4 to TEAM 1, COMPUTER

*TEAM 1 to OFF,
and COMPUTER
TEAM 2 to ON.*

It should be noted that many other variations are possible. After you have chosen how the game is to be structured select a time limit, and if the computer is playing its Skill Level.

When you have selected the game you want, press the red button to start. You can press START or SYSTEM RESET at any time and set up a new game. If the action gets too hot and you need a breather, press any key to pause. Moving the Joystick or pressing any key will re-start the action.

RULES OF SOCCER

1 Moving Players

After the whistle blows to start the game, press the red button and the nearest available player to the ball will change to a 1, for Joystick 1, and a 2 for Joystick 2 etc. With two or more people playing on one side the player nearest the ball may already be under the control of your side, so the computer will select the next nearest player. If you now move the Joystick in the direction you want your player to go, he will start running under

your control. To change the player that you are controlling to a player nearer the ball, press the red button. This can be done at any time except when you are in possession of the ball, in which case pressing the red button will kick the ball. If the ball goes out of play (see 6) or your player goes out of the field of play, you must select another player. The goalkeepers are moved in the same way with control only able to pass to them when they are nearest the ball.

2 Taking Possession

To take possession of the ball you must direct your player so that he runs over the ball. If your opponent has possession of the ball you must try to tackle him. (This is done in a similar manner to taking possession). Once a player has possession he can either dribble with the ball (ie run with the ball), pass to a colleague or shoot. However, the player in possession runs slower than a player without the ball so you must weave about and work a good opening.

3 Passing and Shooting

The method of passing and shooting is the same. In order to pass or shoot you must first be in possession of the ball. When the red button is pressed the ball will be kicked in the direction that the player is running. To pass the ball you should pick out the player to pass

to, direct your player towards him, then press the red button to release the ball. To pass to a player not controlled by the computer or a friend, kick the ball towards him and press the red button. Use your Joystick to manoeuvre that player and keep possession of the ball.

To shoot at goal, work your way into the penalty area, then direct your player towards the goal and press the red button.

4 Ball Out Of Play

This occurs when you try to kick the ball off the pitch. The other team is then awarded a throw-in, goal-kick or a corner. When the ball is out of play, the computer automatically re-starts the game.

5 Full Time

When your selected time limit is reached the whistle blows and the full time score is displayed. Press *START* or *SYSTEM RESET* to start a new game.

HOW TO PLAY

- 1 Plug the cartridge into your computer.
- 2 After the title, use the Joystick (Joystick 1) to set up the teams, time limit and skill levels. Moving the Joystick up or down moves the white cursor, moving it to left or right changes the selection.
- 3 To take control of a player and move him, press the red button and a number corresponding to your Joystick in the desired direction.
- 4 To shoot or pass the ball press the red button.
- 5 To halt the game press any key. Press any key or the Joystick to continue.
- 6 When the time limit is up the whistle blows and the final score is displayed. Press START for a new game.

This is only intended as a basic guide. For more detailed instructions see inside.

WARNING: ALL RIGHTS OF THE PRODUCER AND THE OWNER OF THE WORK REPRODUCED RESERVED. UNAUTHORIZED COPYING, HIRING, LENDING, PUBLIC PERFORMANCE, RADIO OR TV BROADCASTING OR DIFFUSION OF THIS CASSETTE PROHIBITED.