



JAGUAR
64-BIT

GAME MANUAL
MANUAL DE JEU
SPIELANLEITUNG

JAG-WARE Don't miss out on our ultra-cool collection
of official Atari Jaguar merchandise —
featuring hats, T-shirts, tote bags and much more!
For your free catalog, call 414-241-3313.

Stuck? Frustrated? Need a Hint?

U.S.A. Customer Help Hint Line

1-900-737-ATARI (1-900-737-2827)

95¢ per minute. If you are under 18, be sure to get a parent's permission before calling.
A touch-tone telephone is required.

U.K. Jaguar Software Helpline

0839-994460

Jaguar Software Helpline, Unit 2&5 Holford Way, Holford, Birmingham, B6 7AX

Please obtain permission to call from the person who pays the bill.

Calls cost 39p per minute cheap rate, 49p per minute at all other times (maximum charge £3.20).

Prices and games featured on this service correct at time of going to press.

We reserve the right to change the games featured on the helpline without prior notice.

U.S. Gold technical support 0121-356-0831

If you wish to join the Official Jaguar Club, please send your name and address details to:
Jaguar Club, Atari House, Slough. SL2 5BZ

ATARI Info Consommateur

36.68.00.16 (2, 19 f la minute)

Read before using your Atari video entertainment system.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns. Exposure to these patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING to owners of projection televisions:

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

This product has been rated by the Entertainment Software Rating Board.

For information about the ESRB rating, or to register a complaint about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.



JAGUAR™ 64-Bit Interactive Multimedia System Game Manual

Handling this Cartridge

The Atari Jaguar Interactive Multimedia Cartridge is intended for use exclusively with the Atari Jaguar System.

- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play to rest yourself.
- If for any reason your cartridge does not load, or you see only a red screen, remove, clean, and reinsert the cartridge. If the problem persists, refer to the warranty information included with your Jaguar cartridge.

Atari Corporation is unable to guarantee the accuracy of printed material after the date of publication and disclaims liability for changes, errors or omissions. Reproduction of this document or any portion of its contents is not allowed without the specific written consent of Atari Corporation.

FEVER PITCH SOCCER© 1995 U.S. Gold Limited. All Rights Reserved. All trademarked and copyrighted material is used under license from U.S. Gold Limited. All Rights Reserved. Licensed to Atari Corporation for distribution on the Jaguar 64-Bit Interactive Multimedia System. Atari, the Atari logo and Jaguar are trademarks or registered trademarks of Atari Corporation. All Rights Reserved. This software is authorized by Atari for use with the Jaguar 64-Bit Interactive Multimedia System. Made in the U.S. of domestic and imported components.



CONTENTS



FEEL THE FEVER!	3
------------------------------	---

GETTING STARTED

General Controls	4
Language Select	4
Game Select	5
Team Select	5
Options	6
Resume	7
Other Controls	8

PLAYING THE GAME

In Possession	10
Stealing the Ball	10
Goalie Control	10
Set Pieces	11

THE PLAYERS

Star Players	12
Player Profiles	13

THE FINAL WHISTLE	15
--------------------------------	----

HINTS & TIPS	15
-------------------------------	----

CREDITS	16
----------------------	----

WARRANTY	17
-----------------------	----



⚽ **FEEL THE FEVER!** ⚽



Feel the full-blooded fever in this frantic feast of fast and furious soccer action!

GASP in awe when a 40-yard scorcher bursts into a flaming fireball and blasts the goalie into the back of the net.

SCREAM in agony as a muscle-bound menace charges across the field and slams you hurtling into the hostile crowd.

JUMP for joy as you swing a curving corner through the crowded box and head home that last-minute winner against the boys from Brazil.

This is total soccer – guaranteed to satisfy the most demanding arcade appetite. Anyone can pick-up and play – you'll get the basics within a few games. However, to really appreciate everything in the game, you should study this manual and plan your strategy. Take on the world's top teams in an international competition or play an exhibition match with a friend. But beware, this game can ruin a friendship when passions overheat and you reach the boiling point in the wild world of *Fever Pitch Soccer!*



GETTING STARTED

GENERAL CONTROLS

1. Insert your *Fever Pitch Soccer* cartridge into the cartridge slot of your Jaguar 64-Bit Interactive Multimedia System.
2. Press the **Power** button.

On the Title screen move **Joypad** up/down between options, **Joypad** left/right to scroll through variables. Press the **A** or **B** button to select, and the **C** button to go back to a previous menu. With both controllers connected, both players control the selection process. So it is suggested, for the sake of any friendship, that you work together.



LANGUAGE SELECT

After the introduction, the Language Select screen appears. Move **Joypad** up/down to choose a language and press the **A** or **B** button to select. All subsequent on-screen text will now appear in this language. After selecting the language the only way to change it is by pressing the * and # and restarting the game.



GAME SELECT

Game Type

Move **Joypad** left/right to choose **Exhibition** or **Tournament** mode and press the **A** or **B** button to confirm your selection.

Exhibition

A so-called 'friendly' game between two teams of your choice. (See **Team Select**)

Tournament

The Fever Pitch Soccer World Tournament is a 28-team knockout competition featuring national sides from across the globe. Once you've chosen a country to represent (See **Team Select**), you progress through the contest by beating the world's best in four continental groups of seven. There are 51 teams in the overall pool, so the competition structure looks like this:

First Round Asia:

7 from 8 teams

Third Round Americas:

7 from 12 teams

Second Round Africa:

7 from 11 teams

Final Round Europe:

7 from 20 teams

Naturally, the quality of the opposition improves as you progress. Fortunately you are given the opportunity to strengthen your side. (See **The Players**)

TEAM SELECT

Now pick sides! If playing a two-player game, each player can now select their team, but you can't both play for the same team! Either of the connected controllers can be used for either team. If playing one player and only one controller is connected, an icon will be left in the middle and the computer will play as the other team.



To choose your team, move **Joypad** left/right to scroll through the available countries. The field layout shows team formation. Standard players are displayed in the national team colors, while Star Players appear as bright yellow stars.

In **Tournament** mode you begin with eleven Standard players (See **The Players**) and the playing surface is automatically chosen, according to the opposing team. Once you're in a Tournament and the teams are announced, there is no way back, except to restart the game.

If you are playing an **Exhibition** match, use the above method to select Team 1, then press **Joypad** down. Now move **Joypad** left/right to choose one of four different field types. Press **Joypad** down again and **Joypad** left/right to select Team 2.

When you are satisfied with the teams you've selected, press the **A** or **B** button. Press the **C** button to return to the Team Select menu. Once the game has started a second player can still join in by connecting a second controller and pressing the **A** button twice.

OPTIONS

From the Game Select menu, highlight **Options** and press the **A** or **B** button. Move **Joypad** up/down to highlight the game option you wish to customize. Remember these settings are not saved after you turn your Jaguar off even if you use a Password. So before you enter a Password be sure to set up your game how you like it. (See **Resume**) Pressing the **A** or **B** button returns you to the Game Select menu.

(* indicates the default setting.)

Time

Move **Joypad** left/right to select the length of each half: 1, 3*, 5, 10 or 15 minutes. If the score is tied at the final whistle, two periods of extra time, equivalent to one-third of normal time, will be played. For example, if you have selected 3-minute halves then each period of extra time would be 1 minute. If after the two periods of extra time the score is still tied, then a penalty shoot-out takes place to decide the winner.

Difficulty

Move **Joypad** left/right to set the level of computer-controlled gameplay; Easy* Medium or Hard.



Switches

Move **Joypad** up/down to select the Switch and press the **B** button to modify the in-game preferences.

Replays: On*/Off

Set to On to view an automatic instant replay each time a goal is scored. You'll also be able to activate the replay at any time during the game by hitting the **C** button when paused. The following controls can be used to revel in the glory of your own magic moments. However, this may damage a good friendship.

A Forward normal speed

B Stop/single frame

C Reverse camera angle

Joypad right . . . Fast forward

Joypad left . . . Fast rewind

Pause Finish a replay sequence

Cameos: On*/Off

Do you want to watch sequences after every goal, yellow and red card offenses and victory celebrations?

Aggro: On*/Off

Determines the referee's tolerance when players commit fouls. He's more tolerant with Aggro On. But remember with Richard the referee, tolerance does not equal competence.

Once your game is all set up, press the **B** button to go back to Game Select.

RESUME

You have set up your Options correctly haven't you? If playing in **Tournament** mode and you want to be able to save the games you play, you'll need to put in a Password before you start playing the Tournament. Select **Resume** to enter the Password entry screen. This option allows you to input a 13-character password to resume play from a previous Tournament game. Passwords are supplied at the Tournament Start-up screen before each match, except the first match, obviously. (See **Tournament**)

Password characters are displayed in either large and yellow or small and white — be sure to record and enter them correctly. Enter each character from the main grid into the password entry line at the top of the screen. Move **Joypad** to highlight a

character from the grid and press the **A** button to enter it. To move the cursor along the password, hold the **B** button and move **Joypad** left/right. To change the character from large yellow to small white (or the other way around) move the cursor on the entered password to the desired character. While holding the **B** button press **Joypad** up/down to change between small white and large yellow letters. Once the password is correctly set up press the **C** button to enter.

OTHER CONTROLS

Turn Music on/off: Press **0** key on the keypad

Pause the game: Press the **Pause** button

While the game is paused you can:

- Adjust the music volume: Press the **A** button to bring up the volume adjust slider, then press **Joypad** up/down to adjust the level. Press the **A** button again to return.
- Adjust the sound effects volume: Press the **B** button to bring up the volume adjust slider, then press **Joypad** up/down to adjust the level. Press the **B** button again to return.
- Bring up an instant replay: Press the **C** button (See **Replay**).

To Unpause: Press the **Pause** button again to get back to the action.

Quit a game: Press the **Pause** button then **Joypad** up and press the **A**, **B** and **C** buttons together to go back to the Game Select screen

Soft Reset: Press ***** and **#** keys simultaneously to restart the complete game



⚽ PLAYING THE GAME ⚽

Now it's time to start the game! Since all great soccer players need a variety of moves, *Fever Pitch Soccer* players use different styles to get the ball and shoot.



The game starts with the kick-off at mid-field. Once the ball is in play you'll see that the players have numbers and sometimes stars that float above their heads. This is the player you currently control. If the ball is in two players' territories, you can press the **A** or **B** button to switch control to the other available player.

When the ball's in play it's up for grabs by the most aggressive and capable player. Making and maintaining contact with the ball using the **Joypad** will allow you to run with and dribble the ball. Watch out for the opposing team as they'll try almost anything to get the ball back.

Any member from either team can commit fouls. When the referee catches them, the offending player can get a yellow card, which will appear by their number when they have control of the ball. If the player gets a second foul, they'll get a red card and be ejected from the game!



IN POSSESSION

ALL PLAYERS (STANDARD AND STAR)

Kick/Shoot:	B
Ball Swerve:	Joypad left/right (immediately after touch)
Ball Height:	Joypad down (for more height)
Pass:	A
Throw-In:	Position cross hair then press the A button to throw

STAR PLAYERS ONLY

Special Move:	C
Back Heel:	A+B (X on ProController)
Cross:	B+C (Z on ProController)

STEALING THE BALL

Slide Tackle:	A
Kick:	B
Head:	B (when the ball is in the air)



GOALIE CONTROL

Your goalie is predominately computer-controlled and like all great (and not so great) goalies, he will produce stunning saves. But sometimes he may not see the ball and miss a long range shot. He has even been known to stand and watch a simple shot trickle into the net (but he is innocent of all charges).

Once the goalie has managed to grab hold of the ball, either press the **A** button to throw it or press the **B** button to kick it up field. Set the direction with the **Joypad**.

If the ball goes out for a goal kick, position the cross hair where you want the ball to go and press the **A** button for a short pass or the **B** button for a long pass. But be warned – if the goal kick does not clear the area, Referee Richard will either not see it or will be hobbling up the field too slowly to see the opposing striker pouncing illegally.

Like all such penalty situations, your goalie will stand ready on the line and has to anticipate which way to dive to try to save the penalty. Guess which way the penalty kicker will shoot, and move **Joypad** left/right to dive. If the **Joypad** is not pressed then the goalie will drop to the ground and try save a straight shot.

SET PIECES

Corner/Free Kick

Position the cross hair and then press the **A** or **B** button to direct the ball into the danger area.

Special Free Kick

When the defensive wall lines up you know you have a special Free Kick. Position the cross hair and press the **B** button to select the direction of the shot. Now reposition the cross hair to determine the final destination of your shot (preferably the back of the net). Press the **B** button to confirm your aim (hold the **B** button longer for more height) and press the **B** button again to unleash your shot. Practice will help you find the right balance between the initial direction and the final destination to produce spectacular swerving shots around the defensive wall into the back of the net.

Penalty Kick

The cross hair sweeps back and forth across the mouth of the goal. Press the **B** button to direct your aim, hold the **B** button for a higher shot and release the **B** button to unleash your shot. But be careful, too soon or late and it goes wide and too long and it's over the top — just like a recent world cup final!





THE PLAYERS



Fever Pitch Soccer is not played by hordes of animated clones. Star players shine among Standard players, with individual characteristics, names, personalities and distinctive styles of play. Each of the players is an individual with their own name and number. Star players are distinguished on field by their appearance and unique abilities. But if you have trouble recognizing them, when controlled they have a star floating above their heads next to their number. Or, memorize their names on screen.

STAR PLAYERS

In **Exhibition** mode, Star players have already been appointed to each national team in a wide variety of formations. Some sides are blessed with only one or two, some don't have any, others boast a complete team of 11 superstars.

Competing in a **Tournament**, Star players are not so freely available – you have to earn them! *Fever Pitch Soccer* employs a top-secret computer-controlled talent scout, which assesses your performance in each tournament match according to a set of hidden criteria. Our spies managed to find out that clean sheets and goals scored were well rewarded! After each match, this assessment system is used to reward you with bonus 'credits.' These aren't revealed to you but are used to determine which (if any) new Star signings are available to you. Star players want to play for quality teams, so if your performance in a match impresses the watching superstars, they might offer to join your team. After an impressive performance, the Player Select screen appears to showcase the stars who are willing to sign-up.

To scroll through the available players and choose your new player, highlight **Select** and move **Joypad** left/right. Move **Joypad** down and highlight the **Position**, then choose the position you want him to play in your new team line-up by moving **Joypad** left/right and pressing the **A**, **B** or **C** button to confirm. Your new Star player is represented by a red circle on the field layout. Any other Star players are represented by yellow stars.

Press the **A** or **B** button to continue without recruiting a new Star player. Your bonus 'credits' (which still remain secret) will be saved to give you more weight in the transfer market after the next match.



PLAYER PROFILES

Standard Player



Average, run-of-the-mill, no frills, no thrills ordinary Joe Bloggs. He can't even manage a back heel or put a decent cross into the box like the Star players. Standard man's strongest asset is his consistency — he is consistently ordinary.

The Marker



Tight-marking, shirt-tugging, boot-stomping, hair-pulling, nose-biting, man-to-man marker. This solid team player has no special move, but he will stick like glue to key opponents. He won't give them an inch — he'll get inside their shirt.

Barger

Shoulder-barging, iron puming, muscle-bound, rough-n-ready hard man of *Fever Pitch* Soccer. This rock-solid powerhouse flattens any opponents who get in his way — hard enough to make sure they don't get up again for a long while!



Passer

Clinically precise, technically perfect, prime physical specimen with an uncanny ability to find the forwards (even when they are behind him!) with inch-perfect, defense-splitting long balls.



The Cheat



Slippery and sly, snide and sneering, unscrupulous, Oscar-winning referee-fooling, slap-headed cheat! When he dives in mid-field, The Cheat will fool Referee Richard half the time winning a free kick. When he takes a dive in the penalty box, Richard is more difficult to con and gives the penalty occasionally.

Tricky



Silky-skilled, weaving, leaping, dazzling dribbler who dances through dumb defenders' desperate lunges and makes inspirational darting dashes up-field with the ball stuck to his feet.

Striker 1

Stylish-swerving, spectacular-swinging, killer-curling, bombastic-bending, banana-kicking legend with the awesome ability to fire the ball on a wicked curve around impossible angles.



Striker 2



Power-blasting, thunder-bolting, fire-cracking, net-busting, hammer-thumping, whip-lashing, thigh-slapping, rocket-blazing, ball-bursting, bone-breaking hot-shot hero.

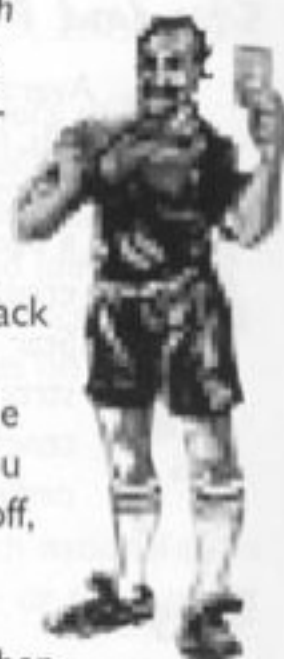
Goalkeeper

From clown to prince, stunning saves, miserable misses, blindingly brilliant at his best, just plain blind at his worst, hero to villain, he is the Mr. Erratic of *Fever Pitch Soccer*.



Richard The Rogue Referee

All matches in *Fever Pitch Soccer* are refereed by a fully qualified (in carpentry), one-eyed (and that is short sighted), slow-witted guy with a penchant for wearing black and blowing whistles. Remember, you have the instant replay to help you see who the ball came off, whether the defender made contact with the stricken striker, or whether an offense occurred before or after the ball whistled into the top corner (Advantage? What advantage?). Richard, our heroic referee, has nothing to help him, except a couple of equally blind and totally biased linesmen. So do not expect every decision to go your way, do not step slowly through the replay screaming "It came off Rakel last. Look it says so at the bottom of the screen." I'm afraid Richard the Ref can't see the bottom of the screen from where he is (usually a couple of screen's width behind the last pass) and even if he could, he can't read! But at least he's consistent over the whole game.





THE FINAL WHISTLE



After an **Exhibition** match, you are given the opportunity to replay the game by pressing the **A** or **B** button within 10 seconds.

The **Tournament** is a single elimination competition so if you lose a match, you're out! However, if you feel the defeat was unjust or simply can't bear to start all over again (or you've lost your passwords), you have the option to replay the match and rewrite history. Just press the **A** or **B** button within 10 seconds of the final whistle. Pressing the **C** button will advance the count by one second and take you back to set up.



HINTS & TIPS



- Pass often to keep your opponents off balance.
- Learn and use your Star players to compete at a higher level.
- To score with a standard player, get the ball near your opponent's goal, pass the ball across the goal and immediately shoot the ball.
- Remember your players are in zones. Instead of chasing your opponents, it may be faster to bring an off screen player forward rather than take your current player farther away from their zone.
- Learn the different Star players' abilities and experiment with different teams in Exhibition mode to find a team which best suits your style of play.
- If one of your players has control of the ball and an opponent challenges, pass the ball instead of trying to dribble around him.
- Play with Aggro set to On when playing against the computer. The computer's players are good at fouling and not getting caught. With Aggro on you'll be able to get away with more.
- On goal kicks, gauge where the ball will land and knock your opponent's player down just before the ball lands.



CREDITS



An Atari Europe Production by Alistair Bodin and Darryl Still

Atari US Production Team

Producer Rob Powers

Lead Tester: Morgan Weiss

Testers: Lance Lewis
Leonard Sayers
Eric Johnsen
Nick Katakis
Jennifer Vernon
Tal Funke-Bilu
Jason Cordero

Product Marketing Manager Jeanne Winding

Creative Services Greg LaBrec
Trish Ward
Beeline Group

Conversion and Jaguar enhancements by

Distinctive Developments, Nigel Little and Keith Birkett

Officially licensed from U.S. Gold Ltd.

Original Game Design Rod Mack and Martin Sawkins

With Thanks to Gary J. Foreman - Silicon Dreams
Peter Bodin - Additional Testing
Mrs. Little - Halftime Oranges!

™ indicates trademark of U.S. Gold Ltd. All trademark and copyright material are used under license from U.S. Gold Limited. All rights reserved.



WARRANTY



Atari warrants to the original purchaser this product to be free from defects in material and workmanship under normal authorized use for a Warranty Period of ninety (90) days from the date of purchase as evidenced by your receipt. Atari will replace the defective software free of charge. After the expiration of the Warranty Period, you assume the entire cost of all necessary servicing, repair or correction.

The warranty is null and void if the cartridge has been opened and/or any parts were removed or if software or any accessories other than those authorized by Atari are used in connection with this product. Warranty does not cover accidental or intended damage or neglect. If the product displays a fault within the warranty period, the user should return it to his place of purchase, who will follow the required procedure to obtain a replacement.

In no event shall Atari be liable for consequential or incidental damages resulting from the breach of any express or implied warranties. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitation or exclusion may not apply to you.



Copyright 1995, Atari Corporation
Sunnyvale, CA 94089-1302
All Rights Reserved

J9106E
514106-002
Printed in USA