

Emlyn Hughes

INTERNATIONAL

SOCCER

INTRODUCTION

Emlyn Hughes International Soccer offers realistic arcade action and football management combined into one great game! While there are a wide range of facilities and control options, these have been designed in such a way that you can sit down and play without hours spent studying the manual, and getting to grips with the controls.

One or two can play, either against each other, or against the computer. You can even watch two computer teams playing each other! Player skill levels and fitness levels vary, so picking the right team is just as important as the way you control your players during the game. Fixture lists, results, and league tables may be displayed at any time during the season.

Audiogenic's innovative football management game *Super League Manager* can link to *Emlyn Hughes International Soccer!* Ask your dealer or write to Audiogenic for details.

LOADING & CONTROLS

Atari ST and Amiga

Place the disk in the drive and reset the computer - the program will autoboot. The game is played using one or two joysticks to control the action, but in the strategy section of the game you may use a mouse.

Commodore 64

To load from disk type **LOAD**8** and press **RETURN**, then type **RUN**. To load from tape hold down **SHIFT** and press **RUN/STOP**. The game is played using one or two joysticks.

Amstrad CPC

Type **RUN*EMLYN*** and press **ENTER**. The game is played using one or two joysticks.

Spectrum

Type **LOAD**** and press **ENTER** (disk users should use the loader). After loading choose the controls you wish to use - these instructions assume you are using a joystick. Up to 3 different control methods can be chosen. Before each game the controls are displayed - press **SPACE** to cycle through the options.

GETTING STARTED

When the game starts you will see a blank screen with a blue menu bar at the top, and an arrow which acts as a pointer. If you move the joystick the arrow moves. Move the arrow until the **Game** option is highlighted, then press the fire button. A menu will drop down; to start a game move the arrow until the **Play Game** option is highlighted, then press the fire button again - a friendly match between two computer-controlled teams will follow.

If you want to take part in a match yourself you must first become manager of one of the teams - see **Edit Teams** in the **Strategy & Options** section. If you want to play against a friend each of you must become manager of a team - then set up a friendly between the two teams.

If you've played a computer football game before you'll already know the basic controls. But for anyone who's playing football on a computer for the first time, here's what you do:

- You control one player at a time. The player you are controlling at any particular time is indicated by an arrow above his head (and his name is displayed on the scoreboard or at the top of the screen). If your side has the ball, the player with the ball will be highlighted, unless it is a throw-on, a goal-kick, a corner, or a free kick, in which case you will control one of the players waiting to receive the throw or kick.
- When one team is computer-controlled, and the other is controlled by a human player, the computer team always kicks from right to left.
- Move the joystick in the direction you want your player to run and hold it in that direction until he reaches the required speed. If you now allow the joystick to return to the central position he will continue moving in the same direction and at the same speed. To slow down move the joystick away from the direction of movement.
- To kick the ball press and release the fire button - the length of time you hold the fire button down determines the strength of the kick. All actions which are controlled by the fire button are triggered only when you release the button.

That's all you really need to know to be able to play, but there are many more controls to learn about as you become more confident and proficient. Don't try to run before you can walk, though!

PLAYER CONTROL - ADVANCED TECHNIQUES

TURNING

To change direction move the joystick so that it points in the new direction. Of course, as in real life you can't suddenly turn round without losing some momentum. If, for example, you move the joystick so that it is pointing in the opposite direction your player will slow down, turn around, then start running again. You'll find that if you move the joystick through 180 degrees yourself, going through all the angles in between (i.e. don't pass through the centre), you can change direction much more quickly. The same principle applies to other changes in direction. This can give an experienced player a useful edge over a less practised opponent.

SIDESTEPPING & BARGING

When you're trying to dribble past the opposing defenders you'll often want to sidestep to avoid a tackle. Sidestepping involves taking a step to the left or right without actually changing direction, and can be very confusing for the opposition.

To sidestep move the joystick from the central position at 90 degrees to your direction of movement, and release it instantly (if you hold it too long or pass through the 45 degree angle you'll actually change direction). To barge a player running alongside you use exactly the same control method. These moves are very useful, so keep practising them until you are perfect!

KICKING THE BALL - ADVANCED TECHNIQUES

If you could kick the ball only in the direction you were running it would be very difficult to pass and shoot accurately. *Emlyn Hughes International Soccer* allows you to control the height and direction of the ball when you kick it - if you wish.

CONTROLLING THE HEIGHT

You can kick the ball at three different heights, determined by where the joystick is positioned when the fire button is released. If the joystick is pointing in the direction that the player is running the ball will stay low. If the joystick is pointing in the opposite direction the kick will be lofted (ideal for lob and centres), whilst if the joystick is in the central position a 'normal' kick will result, halfway between the other two.

CONTROLLING THE DIRECTION

You can kick the ball in up to five different directions, depending on the options selected before you start playing. If you choose the 1-direction option the ball is always kicked straight ahead (you can, of course, change direction just before kicking if you want to fool your opponent). The 3-direction option allows you to kick straight ahead, or at 45 degree angles either side; move the joystick at right angles to the direction you are running after you press the fire button (but before you release it, of course!).

The 5-direction option is the most difficult to use, but by far the most powerful, not least because it allows you to kick the ball at angles not otherwise available. You should aim, therefore, to master this method of kicking as soon as possible.

To access the additional directions move the joystick at right angles to the direction of movement. If you let go of the joystick before the fire button is released, the ball is kicked at an angle of about 20 degrees to the direction of travel (ideal for shots); if the fire button is released before you let go of the joystick the angle increases to about 70 degrees (just right for centres, or when you want to pass the ball out to the wing). While the 5-direction option does not give you access to the 45 degree angles you can always change direction just before shooting or passing.

Of course, you can combine the controls that set the height of the kick with those that fix the direction - so, for example, if you move the joystick away from the direction of movement and also to the side you will get a lofted angled kick. Allowing for the possible variations in strength of kick there are literally hundreds of possible different kicks!

BACKHEELS

To backheel the ball press the fire button and move the joystick backwards (i.e. away from the direction you are running), then forwards, while the fire button is held down. Backheeling the ball is sure to confuse the opposition!

CHOOSING WHICH PLAYER YOU CONTROL

When the player you are controlling is not in a good position to get the ball you will usually want to select a different player. There is an automatic reselection option, where the computer will decide which player is in the best position, but manual reselection allows experienced players to use their skill to advantage.

To select a player press the fire button, move the joystick in the approximate direction of the player you wish to select, then release the fire button. If there are two players in similar directions the computer may highlight the wrong one - repeat the process until the right one is highlighted.

It is not possible to choose another player when the player you are controlling has the ball (since pressing the fire button would make him kick it), or when he is very close to the ball (in which case pressing the fire button might initiate a sliding tackle or diving header). However, with practice, you will find it easy to change control when you pass the ball from the player who made the pass to the player who will receive the pass - point the joystick in the direction of the pass and press fire.

Whichever reselection option you have chosen a player on your side who comes into possession of the ball will automatically be highlighted (unless he is taking a throw in, corner or free kick).

HEADING THE BALL

To head the ball press and release the fire button. Provided the ball is within range your player will jump up to head the ball. If the ball is too low for a normal header he will automatically attempt a diving header (diving in the direction he is running).

A diving header results in the ball bouncing off in the direction of the dive; the direction of a normal header depends on the joystick position at the time the ball makes contact with your player's head - you can select any of 8 angles, so you can flick the ball or head it backwards if you are skilful enough.

SLIDING TACKLES

Sometimes the ball is just too far away for you to trap it normally, or for a normal tackle to be effective. In this situation the solution is to slide towards the ball to gain the added yard of pace that you need.

Press and release the fire button to initiate a sliding tackle (the ball must be too low for you to head it, otherwise a diving header will result). If you come into contact with the ball you may succeed in controlling it, or it may break loose. You may even give away a free kick, especially if you tackle from behind, so take particular care when tackling in the penalty area!

FREE-KICKS, CORNERS & THROW-INS

These are handled automatically. The ball is kicked or thrown to the highlighted player either after a few seconds (the time varies) or when the fire button is pressed and released with the joystick central (if the joystick is in the middle it will be assumed you are trying to change players). If the goal is in view the player taking a free kick will sometimes take a shot.

PENALTIES

These can be handled automatically, but if you want to increase your chances of scoring you can take control. Just hold down the fire button (to determine the strength of kick) and move the joystick in the appropriate directions during the run-up, as if you were kicking the ball normally. Of course, if you kick the ball straight ahead the goalkeeper is likely to save it, unless you lob it over his head.

CONTROLLING THE GOALKEEPER

You can choose between controlling the goalkeeper yourself, or allowing the computer to control him. You only control the goalkeeper when the goal is under threat, to make him dive or gather the ball you must press and release the fire button with the joystick central. Any other joystick movements are interpreted as instructions for your highlighted player.

When two players are playing against the computer the goalkeeper can be controlled by either player. Automatic control of the goalkeeper is recommended for beginners. It is the timing of the fire button release that determines whether or not the goalie has the best chance of saving the shot.

PAUSING THE GAME

Pressing the **SHIFT** key (CAPS **SHIFT** on the Spectrum, **CBM** key on the C64) halts the action at any time during the game. You must pause the game if you want to take photographs of the screen (hint: use an exposure of at least one-quarter of a second, otherwise you will get dark bands across the screen - ideally you will need a tripod to ensure that the camera does not move).

Press the key again to restart a paused game.

SUBSTITUTIONS, CHECKING FITNESS LEVELS

During a match the fitness of the players steadily decreases, and may go down suddenly if a player is injured by a bad tackle or awkward fall. If you press **Q** (B on Spectrum or Amstrad) whilst the game is paused and the ball out of play (for a throw-on, corner, goal-kick or penalty) the menu screen will appear. Many menu selections are unavailable during a game or else only take effect when the next game is played.

Select the **Pick Team** option from the **Game** menu. This looks exactly the same as the **Edit Team** screen, but you cannot change anything except the positions. If you decide you do not want to make any changes, exit from the menu and select **Play Game** to continue the match. If you decide to make a substitution (and provided you have not already used your subs) move the pointer to the number of the player you want to take off and press fire. Now move the number until it is over the number of either substitute and press fire again.

Exit from this screen by moving to the menu bar and pressing the fire button.

MISCELLANEOUS FEATURES

Press **SPACE** (I on the C64) to skip the sequences where players are running on or off the pitch, or back to their positions after a goal is scored. Press **F5** (I on Spectrum or Amstrad, **RUN/STOP** on C64) to abort the game.

EmuMovies