

Soccer (USA, Europe).txt

The kicking player's joystick is sensed at point of ball kick. There are 8 horizontal and 8 vertical selectable angles.

To block shot toward the top of net, goalie must jump at proper time to intercept ball.

- (7) There are ten minutes allotted for the game, and when the time is up, the team with highest score is the winner. (See Fig. 5).

[Soccer Screenshot]
Fig. 1

[Soccer Screenshot]
Fig. 2

[Soccer Screenshot]
Fig. 3

[Soccer Screenshot]
Fig. 4

[Soccer Screenshot]
Fig. 5

Version 1.0 (June 5, 2002) - Re-typing by Adam Trionfo from scanned instructions provided by Stefan to Ward Shrake.

Note: a few spelling errors from the original manual have been corrected, but most spelling and grammar mistakes have been left untouched (they have NOT been introduced in the re-typing process); this adds to the "charm" of the original system manuals.