

MATTEL ELECTRONICS®

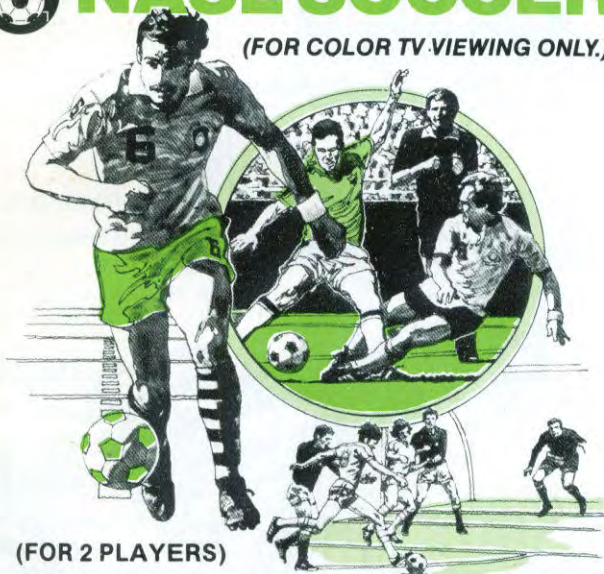
Intellivision™ Intelligent Television



CARTRIDGE INSTRUCTIONS

NASL SOCCER

(FOR COLOR TV VIEWING ONLY.)



(FOR 2 PLAYERS)

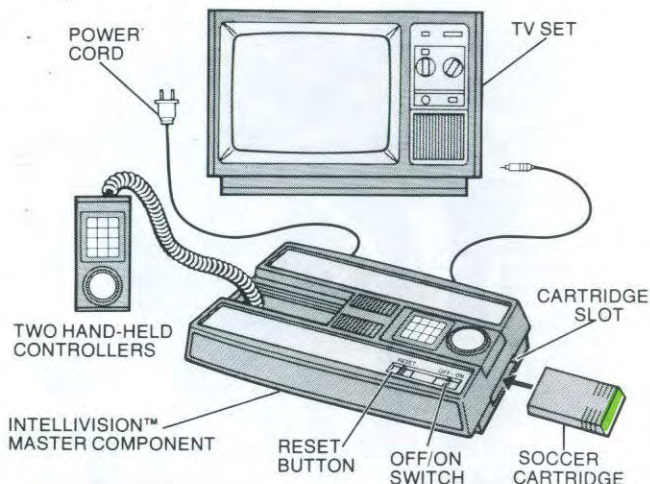
KICKOFF! The ball is yours, now move it downfield! Teamwork and footwork are the name of this game. The defense is pressing . . . **PASS** to a teammate! Get the ball in close to your opponent's goal. Move quickly . . . evade the defense . . . keep the ball inbounds. You're in the goal area. Fake out the goalie and shoot! **IT'S A SCORE!**

HOW TO WIN If you want to play **winning INTELLIVISION™ Soccer**, read this booklet.

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OBJECT OF THE GAME is to score more goals than your opponent in two 45-minute periods. Each goal scores 1 point. 7½ minute "Sudden Death" overtime, if score is tied at end of 2nd half or any overtime period. (All times are simulated.) No penalties in this game.

CHECK YOUR EQUIPMENT



MAKE SURE:

- MASTER COMPONENT is connected to TV set and power cord is plugged in.
- ANTENNA SWITCH BOX is set at GAME.
- TV set is plugged in and properly adjusted.
- SOCCER cartridge is placed in slot, firmly engaged.
- OFF/ON switch is turned ON.

Title will appear on TV screen:



Find two SOCCER keypad overlays in the cartridge package with this booklet.

Remove Hand-held Controllers from the console.

Insert an overlay into each Hand Controller (if two people are playing). Make sure overlay fits tight and is all the way in. The overlay will be your visual guide to the game.



HAND-HELD CONTROLLER

EXAMINE YOUR CONTROLS

SELECT SKILL LEVEL.

ROOKIE – Slow
COLLEGIATE – Medium
SEMI-PRO – Medium Fast

OVERTIME BUTTON.

Activates 7½ minute (simulated) "Sudden Death" overtime period.

PASS/GOALIE DOWN BUTTONS (both sides).

Offense – sends ball across field at slower, more accurate speed.
Defense – moves goalie in downward "lunge" when visible.



SHOOT/GOALIE UP BUTTONS (both sides).

Offense – sends ball across field at faster, scoring speed. Defense – moves goalie in upward "lunge" when visible.

DIRECTION DISC. Used to "run" Offense and Defense control men in any of 16 directions. Press edge of disc corresponding to direction you want man to move.

Use with PASS or SHOOT buttons to control direction of ball when passing or shooting.

Press to select PRO game speed – FASTEST speed of all.

INTELLIVISION™ SOCCER is a game of action and coordination. Practice using the Direction Disc **together with** the Pass and Shoot buttons, for a winning combination! Get the feel of these controls **before** you play. Find the way of working the controls that feels most comfortable and lets you react quickly.



THE ALL-IMPORTANT KICK! To make your control man kick, you must **hold down** the Direction Disc **while** you press either the Shoot or Pass buttons. When control man connects with ball, you will hear a “WHACK”.

IMPORTANT: Direction in which man with ball is facing determines direction in which ball is released when passing or shooting.

SELECT GAME SPEED

You can play INTELLIVISION™ Soccer at 4 different speeds. Press the DIRECTION DISC to set game speed at PRO – the FASTEST possible game speed.

To select one of 3 SLOWER speeds, press the desired Skill Level button on your Hand Controller.

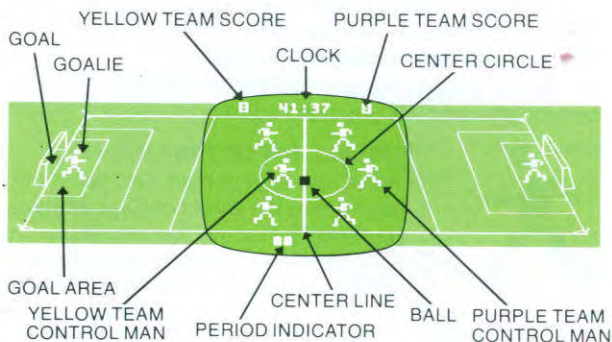
Fast, PRO speed means **everything** goes faster! Passes, shots on goal, “running” – all speed up. At PRO speed, your reactions will have to be very quick!

Until you get familiar with the game, you'll probably want to begin at a slower speed.

CHECK THE FIELD

Soccer field appears on your TV screen AS SOON AS YOU SELECT GAME SPEED. The “CROWD” ROARS, as both teams “take the field.” You don’t see the entire soccer field, **only the center one-third**. As the game gets underway, you see the visual effect of a TV camera “panning” downfield, following the action of the man with the ball.

If you could see the entire field at once, it would look like this:



COMPUTERIZED CLOCK & SCORING

There are two 45-minute periods in each game, with possible 7½ minute overtime periods. (All times are simulated.)



Bars at the bottom of the screen indicate which period is in play – one bar for 1st period, two bars for 2nd period. A third, DARKER bar indicates overtime period in play.

YELLOW TEAM SCORE

PURPLE TEAM SCORE



Team scores and time remaining in period are continuously displayed at the top of the screen, **except** when screen is "panning."

THE STARTING LINE-UP

There are two teams – YELLOW and PURPLE. Each team has 3 men plus a goalie. On Offense, you control THE MAN WITH THE BALL. On Defense, you control a DEFENSIVE CAPTAIN and have **partial control over your goalie**, when he is visible. Computer controls all other players on both teams, and moves them to simulate full teams of 10 men each plus goalies.

Player you control (except goalie) CHANGES COLOR – to ORANGE for Yellow Team, to BLUE for Purple Team.



At the start of the game, YELLOW team (left hand controller) defends the LEFT end of the field. PURPLE team (right hand controller) defends the RIGHT end of the field. Teams change sides for the 2nd period and again for overtime (if any).

THE KICKOFF

YELLOW TEAM ALWAYS HAS THE OPENING KICKOFF. ORANGE Control Man takes position in the Center Circle, facing the ball. Purple Team takes defensive positions outside the Center Circle. Order is reversed for 2nd period kickoff and overtime kickoffs (if any).



PRESS DIRECTION DISC ON LEFT HAND

CONTROLLER to move Orange Control Man toward ball. **GAME CLOCK WILL START.** Orange Control Man will automatically kick the ball to one of two Yellow receivers at the top and bottom of the Center Circle. The computer selects at random which Yellow receiver will get the ball. You will hear a "WHACK" as the ball is kicked and another when it is received. As soon as the receiver gains possession of the ball, he will become the Offense Control Man and turn **ORANGE**.

ON THE ATTACK – OFFENSIVE MANEUVERS

When your team has possession of the ball, move it as quickly as possible toward your opponent's goal! There are 2 ways to move the ball.

DRIBBLING. Press the edge of the Direction Disc in the direction you want your Control Man (the man with the ball) to move. He will lightly "kick" the ball in front of him as he moves downfield. You will hear the sound of the BALL **DRIBBLING.** Your TV screen will "pan" downfield to follow his movements.



PASSING. To move the ball more quickly downfield and prevent your opponent from stealing it, **PASS THE BALL** to a teammate. Select your intended receiver and use the Direction Disc to turn your Control Man so that he is **facing** the receiver. Continue pressing the Direction Disc **while** you press either PASS button. You will hear a "WHACK" as the ball is kicked.

The ball will travel in a straight line at moderate speed, slowing down as it travels. The computer will calculate whether the receiver **can** collect the ball as passed. If the

pass is possible, the receiver will move into position to collect the ball. When pass is completed, you will hear a soft "WHACK" and RECEIVER WILL CHANGE COLOR. He is now your Control Man. Previous control man will revert to normal team color.

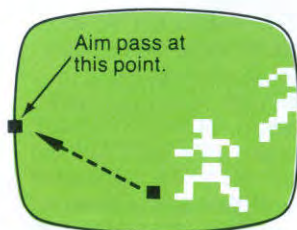
NOTE: You cannot control the movement of your intended receiver UNTIL he collects the ball.

SELECTING A PASS RECEIVER

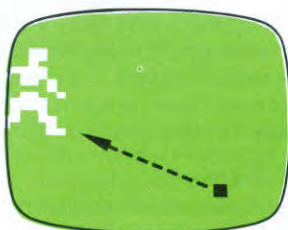
You may not always see a teammate on-screen who can receive the ball. Because of the panning effect, however, you can estimate the position of an OFF-SCREEN RECEIVER.

As the screen pans to follow the man with the ball, other players disappear off-screen. WHEN A PLAYER DISAPPEARS OFF-SCREEN, HE REAPPEARS ON THE OPPOSITE SIDE OF THE SCREEN, DIRECTLY ACROSS FROM THE POINT AT WHICH HE DISAPPEARED. There is always exactly one screen width between the point at which a player disappears and reappears.

EXAMPLE:

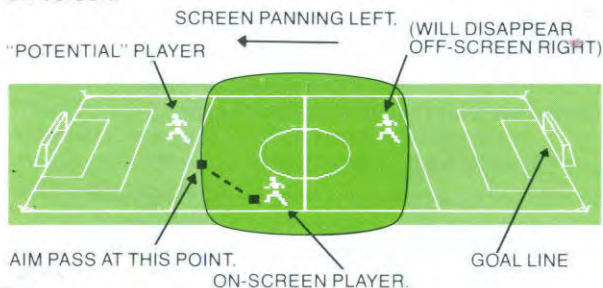


Screen panning left. Player disappears off-screen right.



Screen panning left. Player reappears on-screen left.

When the screen is panning, it is possible to estimate when an on-screen player will disappear and reappear on-screen.



For every on-screen player, imagine a "POTENTIAL" PLAYER off-screen, exactly one screen width away, in the direction in which the screen is panning. The "potential" player does not exist until the on-screen counterpart disappears. You can, however, pass the ball toward an off-screen "potential" player. By the time the ball reaches him, the screen will have panned away from the on-screen counterpart and there will be a player at the point of aim, to receive the ball.

NOTE: Players disappear and re-emerge **ONLY WHEN GOAL LINES ARE NOT VISIBLE ON SCREEN.** As soon as either goal line appears on screen, there are no more "potential" players. If a player moves off-screen during this time, he will remain off-screen until the screen pans away from the goal line.

SCORING

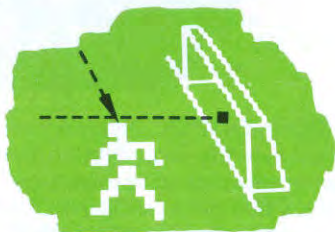
Get in close to your opponent's goal, then line up your shot, using the Direction Disc to **face** your Control Man in the direction you want the ball to travel.



Hold the Direction Disc down **while** you press either SHOOT button. Ball will travel in a straight line at fast speed. Keep your shots coming. Your opponent can only move his goalie in "lunges" between goal posts. Move quickly to "fake him out."

IT'S A SCORE! The ball makes it past the goalie and into the net! **THE CLOCK STOPS.** You hear the "CROWD" ROAR.

Your score increases by 1 point. Screen returns to Center Circle for **kickoff by your opponent.** CLOCK RESUMES when your opponent presses the Direction Disc for kickoff.



OOPS!—OUT OF BOUNDS

You cannot see the Computer Referee, but you will hear his WHISTLE if the ball goes out of bounds. When this happens, the CLOCK WILL STOP until game action resumes on the field. There are 3 ways the ball can be brought in from out of bounds.

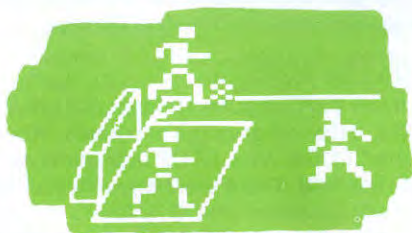
1. THROW-IN. Offense Control Man kicks the ball beyond either sideline. Computer sends a defenseman out of bounds at the point where the ball went out. DEFENSEMAN THROWS THE BALL BACK IN to the

nearest computer-controlled teammate. All other players "FREEZE" in position for about $\frac{1}{2}$ second after the ball is thrown.

2. GOAL KICK. Offense Control Man kicks the ball past opponent's Goal Line. Ball is placed inside the Defense Goal Area and defending GOALIE KICKS IT DOWN-FIELD. All players "FREEZE" in position until the ball is $\frac{1}{3}$ downfield. Offense Control Man disappears off-screen as screen "pans" to follow the ball, then reappears on opposite side of screen when ball stops.



3. CORNER KICK. Defense kicks the ball past its own Goal Line while defending the goal. Ball is placed in upper corner near defending team's goal. OFFENSIVE PLAYER KICKS THE BALL BACK INBOUNDS to the nearest computer-controlled teammate. All other players "FREEZE" in position for about $\frac{1}{2}$ second after the ball is kicked.



NOTE: If defending team kicks the ball into its OWN goal, this scores 1 point for the opposition. No corner kick would be awarded.

ON DEFENSE

(Control Man is your Defensive Captain)

Your opponent has the ball. You have 2 defense objectives:

1. PREVENT YOUR OPPONENT FROM SCORING.
2. GAIN POSSESSION OF THE BALL.

USE THE DIRECTION DISC to move your Defensive Captain in any of 16 directions.

PREVENT YOUR OPPONENT FROM SCORING.



GOALIE

On defense, you have **PARTIAL CONTROL** over your goalie, **WHEN HE IS VISIBLE ON SCREEN.**

By pressing either **GOALIE UP** (top) or **GOALIE DOWN** (bottom) side buttons on your Hand Controller, you can cause your goalie to “**LUNGE**” toward the top or bottom of the screen. Goalie “lunge” only as far as the goal posts and remains there as long as you press the button.



GOALIE UP “lunge” goalie upward to goal post.



GOALIE DOWN “lunge” goalie downward to goal post.

If the goalie touches either the ball or the man with the ball, he will automatically gain possession and immediately throw the ball to the nearest computer-controlled teammate. Offensive players will be able to move, but **WILL NOT BE ABLE TO TOUCH THE BALL** for 1 second after the goalie throws it.

YOU CAN STILL CONTROL THE MOVEMENTS OF YOUR DEFENSIVE CAPTAIN WHEN GOALIE IS VISIBLE. With practice, you can build a tough defense by controlling both simultaneously. If your Defensive Captain gets possession of the ball while goalie is visible, **GOALIE WILL REVERT TO COMPUTER CONTROL. YOU HAVE PARTIAL CONTROL OVER GOALIE ONLY WHEN PLAYING DEFENSE.**

GAIN POSSESSION OF THE BALL.

INTERCEPTIONS

Use the Direction Disc to “run” your Defensive Captain into the path of the ball when your opponent’s man releases the ball to pass or shoot. You can block a score *and* gain possession of the ball.

STEALING THE BALL

Your Defensive Captain can steal the ball away from your opponent’s Control Man. “Run” in close to the man with the ball. If your Defensive Captain touches the ball, he will take possession. Get away from your opponent’s Control Man fast, to prevent him from stealing the ball back. Combine a steal with an immediate pass, to keep possession once you have the ball!



THERE ARE NO OFFSIDES OR PENALTIES IN INTELLIVISION™ SOCCER.

“BUZZER” SIGNALS THE END OF EACH PERIOD.

OVERTIME

Score is tied at the end of the 2nd period. Press the OVERTIME BUTTON on either hand controller. Game will automatically go into 7½ minute “Sudden Death” overtime. (Simulated time.) Teams switch ends of the field for each overtime period. YELLOW TEAM kicks off. First team to score a goal and break the tie wins!

If neither team scores by the end of the 7½ minute period, the game will automatically go into a second overtime period. PURPLE TEAM will kick off. There is no limit on the number of overtime periods. Game ends only when the tie is broken.

Press RESET BUTTON on Master Component to begin a new game.



SIMULATED GAME EFFECTS

"CROWD" ROAR		When teams take the field. When goal is scored. At end of game.
BUZZER		At end of each game period or overtime period.
"REF'S" WHISTLE	...	When ball travels out of bounds.
CONTACT "WHACK"		When player kicks ball. When ball is received.
"DRIBBLING"		When ball is being moved downfield by rapid, light kicks.

HOW TO WIN

1. **COORDINATE** Direction Disc with Pass and Shoot buttons. When both controls work together smoothly, you have an edge.
2. **LEARN TO PASS** effectively. Watch how players move off- and on-screen, as the screen "pans". Make the panning effect work to your advantage with off-screen passing.
3. On long passes, use the faster **SHOOT** button, rather than the **PASS** button. The faster speed will carry the ball farther before it slows down, with less chance of interception.



4. **WATCH YOUR AIM.** "Wild" shots and passes may be intercepted or travel out of bounds.

5. LOOK OUT FOR THE DEFENSE. Man with the ball can't "run" as fast as the Defensive Captain. If pressed too close, pass the ball.

6. MANEUVER THE GOALIE. Learn to play goalie and Defensive Captain simultaneously. Practice makes it easy.

7. If your DEFENSIVE CAPTAIN falls too far behind the man with the ball, let your man drop back completely off-screen. He will reappear on-screen in front of the man with the ball.

8. Remember that the BEST DEFENSE IS A GOOD OFFENSE. Get possession of the ball and keep possession until you score!

GLOSSARY OF SOCCER TERMS

COLLECTING THE BALL – the action of taking possession of the ball.

CORNER KICK – a means of returning the ball inbounds by kicking it in from the upper corner near Goal Line. Offense has ball.

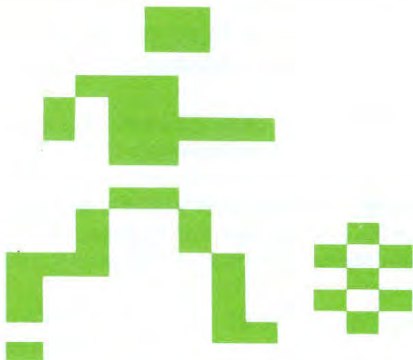
DEFENSIVE CAPTAIN – man you control when playing Defense.

DRIBBLING – the action of moving the ball downfield by means of rapid, light kicks.

GOAL KICK – a means of returning the ball inbounds where goalie kicks ball downfield from Goal Area. Defense has ball.

RECEIVE – a completed pass.

THROW-IN – a means of returning the ball inbounds by throwing it in over either sideline. Defense has ball.



90 DAY LIMITED WARRANTY

Mattel Electronics warrants to the original consumer purchaser of any cartridge or cassette it manufactures that the product will be free of defects in material or workmanship for 90 days from the date-of-purchase. If defective, return the product along with proof of the date-of-purchase to either your local dealer or, postage prepaid, to:

Mattel Electronics Repair Center
5000 West 147th Street
Hawthorne, California 90250

for repair or replacement. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state. This warranty does not cover damage resulting from accident, misuse or abuse.

HOW TO ORDER YOUR REPLACEMENT OVERLAYS

NOTE: SEPARATE CARTRIDGES ARE NEEDED FOR THE PROGRAMS LISTED BELOW.

Complete the order form below and mail it with your check or money order for \$1.25 per set of 2 overlays. California residents add 6% sales tax. Address check or money order to Mattel Electronics, Box 2350, Hollywood, CA 90025. Allow 4-6 weeks for delivery. Offer subject to availability.

Mark quantity ordered

BOWLING	3333-4289	sets	SKIING	1817-4289	sets
SOCCER	1683-4289	sets	TENNIS	1814-4289	sets
LAS VEGAS ROULETTE	1118-4289	sets	GOLF	1816-4289	sets
ELECTRIC CO. MATH FUN	2613-4289	sets	BASKETBALL	2615-4289	sets
ELECTRIC CO. WORD FUN	1122-4289	sets	HOCKEY	1114-4289	sets
FOOTBALL	2610-4289	sets	BACKGAMMON	1119-4289	sets
HORSE RACING	1123-4289	sets	LAS VEGAS POKER		
CHECKERS	1120-4289	sets	& BLACKJACK	2611-4289	sets
AUTO RACING	1113-4289	sets	ARMOR BATTLE	1121-4289	sets
SEA BATTLE	1818-4289	sets	BASEBALL	2614-4289	sets
			SPACE BATTLE	2612-4289	sets
			BOXING	1819-4289	sets

Amount enclosed _____

Total sets ordered _____

Your name _____

Address _____

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State _____

Zip Code _____

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