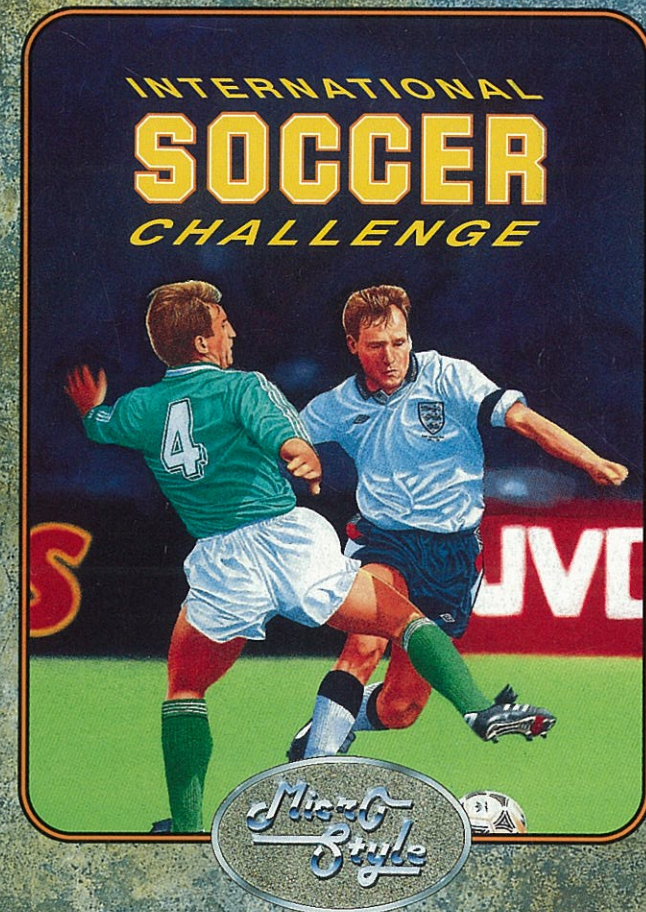


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FROM RIMET TO ROME - THE WORLD'S GREATEST GAME



On 21 May 1904, a group of far-sighted football enthusiasts formed the Federation Internationale de Football Associations (FIFA). Their intention was to create a governing body capable of organising the game on an international level. The idea of a world championship, however, was the brainchild of a French publisher called Jules Rimet. From 1921, when Rimet started his 33-year tenure as president of football's oldest international body, he dreamt of a world competition where FIFA would hold sole rights of organisation.

URUGUAY - 1930

From Uruguay's Montevideo stadium to Italia '90, today the World Cup rivals even the Olympics as a sporting event able to capture the imagination of billions around the globe. Contrast Italia '90 with Uruguay in 1930, when only 13 invited nations, watched by a total of 430,000 fans, competed in the inaugural tournament. Six years earlier at the Olympic Games in Paris, Rimet had tentatively suggested to the Uruguayan President that his country host a new football competition to be known as the World Cup. That the President had just witnessed his team's demolition of Switzerland in the Final of the Games no doubt contributed to his enthusiasm for the project.

Although the Uruguayans offered to pay team expenses, British intransigence and the difficulties of early 20th century transport combined to limit participation to 13 countries. It is a remarkable testament to Rimet's powers of persuasion that the event even got off the ground, considering that with eight weeks before the kick-off there were no official entries. England, Scotland and Wales declined



their invitations, preferring to continue a running battle with FIFA over the definition of 'professionalism', an argument that had been simmering since the early 1920s. The thought of three weeks at sea to get to South America played a large part in dissuading many of the other European teams from attending (with the exception of Yugoslavia, Romania, France and Belgium).

Uruguay, Bolivia, Brazil, Chile, Paraguay, Peru, Argentina, Mexico and the US completed the field of 13, which was then split into four groups on the grounds that the original plan for a knock-out tournament was impractical. Although not a qualified success, the tournament produced a total of 70 goals by far the majority of which came from South American teams whose superior ball skills outclassed the Europeans. Even the fact that the Romanian team was personally chosen by King Carol could not deter Argentina and Uruguay from their collision course towards the Final.

And so, before a crowd of 90,000 on 30 July 1930, the scene was set for the first-ever World Cup Final. The match was preceded by a bizarre controversy – whose ball to use. Both teams were determined to use their own and proceedings were in danger of grinding to an ignoble halt. Just when it seemed that Rimet's careful planning was about to flounder on the idiosyncrasies of the Latin temperament, the suggestion that each team use their own ball for one half ensured the Final took place.

Argentina were 2-1 up at half-time, but second-half goals from Cea, Iriarte and captain Hector Castro saw the Uruguayans run out the eventual and worthy winners. Although the Uruguayan consulate in Buenos Aires was later stoned and the two football associations broke off relations, the World Cup – with all its passion and excitement – was here to stay.



ITALY - 1934

Rimet had provided the spark; Uruguay the flame; and four years later World Cup fever was rekindled in the Italy of Benito Mussolini. Although the tournament provided some marvellous football, the event was overshadowed by Mussolini's attempt to turn it into a showpiece for his Fascist regime. Italian players were widely criticised for blatant displays of flag-waving and for giving the Fascist salute before each game.

Still disgruntled at the general European refusal to take part in 1930, Uruguay refused to defend the Jules Rimet trophy – they remain the only side in World Cup history not to do so. These were the first finals to involve a qualifying competition, one which even the hosts had to enter. Italy laid on eight separate venues and even offered to underwrite the event in case it flopped. In the end, they made a tidy profit of one million lire.

The first match was not in fact part of the tournament – it was a play-off between Mexico and the United States that had been carried over from the qualifying rounds. Having endured a three-week journey to Europe, the Mexicans lost the match and got back on the boat almost immediately under a cloud of disappointment.

Managed by the stern disciplinarian Vittorio Pozzo, the Italians – known as the *Azzuri* (the blues) – made it clear from the first whistle that they were determined to win. With players like the dazzling Giuseppe Meazza of Inter Milan – a man of slight physique but devastating finishing – they had every chance of succeeding. The 1934 World Cup had 16 qualifiers with a straight knock-out system to determine the teams in the second round. Argentina and Brazil were knocked out early on. The demise of the former was hardly surprising considering the under-strength team they were fielding.



Fearing that the Italians would poach their best players, Argentinian clubs had refused permission for them to take part in the World Cup.

The main threat to Italy looked likely to come from either Hungary, Czechoslovakia or Austria. All made it through to the second round, at which point the competition almost degenerated into a brawl. Austria went out in unsavoury fashion to Hungary, and Italy virtually kicked themselves into the semi-finals during two matches against Spain that resembled pitched battles rather than football games. A total of 11 players (seven Spanish and four Italian) failed to make it to the second game through injury, and the referee was later suspended for blatant favouritism.

When Italy beat Austria in a close-fought game in which Austrian flair was subdued by a combination of Italian discipline and a mud-bath of a pitch, the scene was set for a Final confrontation with Czechoslovakia. Things looked bleak for Italy until 10 minutes before the end. The Czechs were holding onto to their 1-0 lead having played a superb game, and the Italian attack was having no luck. But when Italy equalised seven minutes from time with a freak goal from Orsi the game went to extra time. Italy stepped up a gear and the tide turned after Meazza and Guaita combined brilliantly to set up the winner for Schiavio. Orsi later tried to repeat his goal for assembled journalists – he gave up after more than 10 attempts!

A smiling Benito Mussolini, knowing how much his popularity would be boosted by Italy's victory, made a meal of the ceremony. Journalists watching Italy's captain accept the Jules Rimet trophy from the dictator complained that the tournament had become a



ITALY - 1934

PARIS -1938

shop window for Fascism. The world would have to wait to find out how Italy would fare away from the home advantage they had exploited to such distasteful effect.

In 1938 the storm clouds of war were gathering over Europe: Spain was in the throes of a brutal civil war; Austria had already been annexed by Nazi Germany and England still refused to participate – their anger over professionalism now reinforced by national pride. With Uruguay, still smarting from 1930, and Argentina both refusing to enter, South American hopes of winning the title resided with Brazil. Once again the tournament was organised on a strict knock-out basis.

Vittorio Pozzo's Italian side was much changed from 1934, with only Meazza and Gioanin Ferrari retained from the cup-winning side and a far greater reliance on soccer skill than brute force. Their game was still aggressive, but no longer cynical. They were the clear favourites – having been beaten only once in the last three years – closely followed by the Czechs and the Hungarians. Many observers fancied the sparkling Brazilians drawing attention to striker Leonidas, nicknamed the 'Black Diamond'.

Cuba, playing for the first and only time in the World Cup, provided the only upset in the first round. Their delight at putting out Romania, however, vanished after they were pulverised 8-0 by Sweden. Italy stuttered briefly against Norway before regaining their killer instinct and putting out France to set up a semi-final meeting with the Brazilians. The gifted South Americans then made a tactical blunder that bordered on the arrogant.

Having come through 2-1 against Czechoslovakia after a replay



BRAZIL - 1950

that was notable for its violence on and off the pitch, Brazil were so confident of beating Pozzo's Azzuri that they omitted Leonidas from their team so that he could rest prior to the Final. The Black Diamond could shoot from any angle and virtually none of his shots so far had been off-target. Promised a house each and a share in the gate receipts if they won the World Cup, the Brazilians rued their ridiculous optimism when they went down 2-1 to an Italian team inspired by the twin spearhead of Meazza and Colaussi.

The other finalist was Hungary. Captained by the legendary Dr Sarosi – a professor when he wasn't wearing his football boots – the Hungarians had scored 14 goals en route to the Final with their manager, Dr Dienst, promising to walk back to Hungary if his team failed to make the Final. The match was a wonderful showpiece for World Cup football, pitting the pace and power of the Italians against the graceful Hungarians. The 45,000-strong crowd in Paris quickly forgave the Italians for their prolonged Fascist salute given to the crowds at the start of the tournament, and settled down to a feast of football. In the end it was the quick-fire Italians who triumphed, Colaussi and Piola taking two apiece to sink Hungary 4-2.

And so Italy wrote themselves into the record books as the first team to win the trophy for the second successive time, their defence of the Jules Rimet cup being far more palatable than their victory four years earlier. Italy held the title for a further 12 years, a record that owed more to the German blitzkrieg than football prowess.

As Nazi tanks rolled across Europe and members of the Azzuri donned their military uniforms, the World Cup flame was extinguished for more than a decade. In 1945 Jules Rimet took out the World Cup trophy from its hiding place under his bed in Paris,



where it had lain throughout the German occupation of France. The task of reconvening the tournament, however, took another five years of painstaking organisation.

BRAZIL - 1950

The 1950 World Cup, now known officially as the Jules Rimet Trophy, was hosted by Brazil and contained some of the biggest upsets in the history of the competition. Once again there were numerous refusals to enter – but for the first time the list of non-entrants did not include England. Germany was banned by FIFA from entering.

For ordinary Brazilians, football prowess was fast becoming a means of escaping the poverty and misery that characterised the slums around the large cities. Black street urchins honed their skills on the hard, sandy beaches of the Copacabana, developing a style and technique that was as explosive as it was graceful. Football fever was everywhere, demonstrated by the construction of a 200,000-capacity stadium beside the Maracana river in Rio. It remains the largest stadium in the world today. The Brazilian coach, Flavio Costa, ran his team like a mini army. Holed up for four months before the tournament in a luxury villa with nothing to do but train, train and train again, the players lived on a diet of football. Lights out at 10pm and no wives allowed spoke volumes for Brazilian determination to win.

For the first time FIFA organised the 13 teams into four qualifying groups, with the four winners proceeding into a final pool from which the winner would be decided. There was to be no actual Final. Henri Delaunay, one of the original pioneers along with Rimet, resigned from the World Cup committee after this decision



was taken. He complained that while Brazil would play all but one of their matches in Rio de Janeiro, the other teams would have to travel up and down the country since the groups were not based in one geographical area.

Brazil and Uruguay went through from Groups 1 and 4, and Sweden ran out the winners from Group 3 having proved too strong for an Italian team that had tragically lost eight of their internationals in a plane crash the previous year. But it was Group 2 – England's group – that provided by far the biggest upset of the tournament.

England began well with a modest victory over Chile but then came the most humiliating episode in the history of English football. Tom Finney, the mercurial Stanley Matthews, Billy Wright, Stan Mortenson...the depth of talent in the English team was undeniable. The Americans were duly written off as no-hopers by the English and soccer world alike. Perhaps someone should have told them. The selectors, expecting something approaching a cricket score, decided to rest Matthews.

The game turned into a nightmare for England: they could not score despite virtually setting up camp in the US penalty area. Then, in the 37th minute, Gaetjens got his head to a shot on goal and stunned the crowd by putting it away. The 1-0 scoreline was still standing at the final whistle and journalists rushed to the wires to file their stories. When the story arrived in England, however, disbelieving editors assumed there had been a mistake in transmission and reported the match as a 10-1 victory to Billy Wright's men! Following a defeat against Spain in their next game, the humbled Englishmen left Brazil almost immediately.

SWITZERLAND - 1954



BRAZIL - 1950

That left Uruguay, Brazil Sweden and Spain to fight for the honours in the final pool. Brazil played an irresistible quick passing game, delighting the crowds as they combined magic samba rhythm with goals galore as they trounced first Sweden 7-1 and then Spain by a five-goal margin. Ademir was unstoppable, notching up four against the luckless Swedes. Maximum points for Brazil meant that Uruguay, having struggled to get three, had to win their final match against the brilliant Brazilians to get their hands on the trophy.

So although there was no actual Final in 1950, Uruguay versus Brazil in front of a capacity Maracana crowd was the next best thing. After a first half of frantic pace in which Brazil had the better showing, the highly partisan crowd erupted and the carnivals began when Friaca combined with Ademir to prise open the strong Uruguayan defence and put his side one up. Brazil surged forward and had Maspoli leaping around his goal like a demon but failed to press home their advantage. When Uruguay's Schiafino, unmarked in the Brazilian area let fly a cannon into Barbosa's net, Brazilian exuberance seemed to be waning and the trophy was up for grabs. It was Ghiggia who delivered the killer punch, turning the Brazilian flank and beating Barbosa with a well-placed shot. It was still 2-1 when Englishman George Reader blew the final whistle.

By working tirelessly to cage the imaginative Brazilian attack Uruguay had won the cup for the second time. For two tournaments running, the Brazilians had provided the World Cup with the leading scorers – Leonidas in '38 and Ademir in '50 – without winning the honours. It would not be the last time the more



SWITZERLAND - 1954

skilful side stumbled at the final hurdle, as admirers of Hungary's 'Magical Magyars' testified four years later.

The 1954 tournament held in Switzerland was possibly the finest ever played. The 1950s were the halcyon years of European football, and no team demonstrated this more than the Hungarians. Built around the nucleus of Ferenc Puskas, Sandor Kocsis, Nandor Hidegkuti and Bozsik, the Magical Magyars combined a rock-solid defence with a dynamic midfield that was always looking to surge up the field in support of the two strikers. In Kocsis they had at last had the aerial power that previously had been an English hallmark; in Puskas they possessed a player of superb control and vision with the best left-foot thunderbolt in the world. When asked why his shooting ability was concentrated on one side, Puskas claimed that his father only had enough money for one pair of shoes between Ferenc and his brother. So young Ferenc took the right shoe and his brother the left. When he played football in the street, therefore, he always kicked with his left so as not to damage his one and only shoe.

Hungary had been very shrewd by pouncing on almost all the star players and drafting them into the army. Enormous talent plus the advantage of playing together in the Honved 'army' team week after week made the Hungarians unbeatable. They had won the 1952 Olympic title and thrashed England 6-3 at Wembley in November 1953 to become the first continental side to beat them on English soil. They then added insult to injury by trouncing them 7-1 in Budapest two months before the tournament began.

As four groups of four teams began their quest to reach the quarter-finals, two teams going forward from each, Hungary made



1954 - SWITZERLAND

their intentions perfectly clear during a nine-goal demolition of Korea. Kocsis scored a hat-trick and netted another four against West Germany in Hungary's other group match. Many look back on this second match and point to the kick that decided the tournament – a case of foot hits leg rather than ball. Werner Liebrich, the German centre-half, took out Puskas with a brutal tackle. The 'Galloping Major' never quite recovered and Hungary, reportedly furious with Liebrich for what they saw as bad sportsmanship, would pay the price for his injury in the Final. After beating Turkey 7-2 in a play-off to accompany Hungary into the quarter-finals, Fritz Walter's West German side had every reason to be confident – they had deliberately fielded an understrength side in their first match against the Magyars with the hope of suprising them if the two teams eventually met in the Final.

Both France and Italy failed to make it through to the quarter-final stage. Incensed by the Brazilian referee's decisions during their match against the Swiss, Italian players had chased the referee off the pitch after losing 2-1. Into the knock-out stages, and at this point the tournament was deluged by a torrent of goals. Two from West Germany put them into a semi-final meeting with Austria, who had contested a 12-goal classic in Lausanne against the hosts, eventually running out the worthy winners 7-5. The pace at which the match had been played was incredible. After the Swiss scored three goals in the first 20 minutes, Austria had stunned the crowd by netting five in only seven minutes to go into the second half leading 5-4.

Uruguay secured their place with a 4-2 victory over an England side of ageing talent, leaving just one semi-final place vacant. It was decided at what has since become known as the infamous 'Battle of



Berne', a confrontation between Brazil and Hungary that degenerated into an ugly brawl. After going 2-0 down the Brazilians suddenly resorted to physical intimidation. When the Magyars responded in kind, all hell broke loose and a total of three players found themselves taking early baths. The final score was 4-2 to Hungary, but that was irrelevant compared to the brawls that started on the pitch and later continued in the dressing rooms.

Hungary now had to beat Uruguay if they were to make the Final. They promised there would be no violence and they kept their word during a game which Billy Wright later contended was 'as near as perfection as we will ever see.' It was a lavish six-goal spectacle that saw Hungary go 2-0 up before Uruguay's Hohberg scored twice to force extra time. The aerial might of Kocsis then put Hungary into the Final against West Germany with two memorable headers.

The hallmark of the West German side that secured a place in the Final by swamping Austria 6-1 was their refusal to give up until the last whistle and a gritted determination to play until they dropped. They were fit, skilful and well-versed in technique, and in captain Fritz Walter they possessed an excellent tactician.

As against Uruguay, Hungary started in overwhelming form and were two goals up within eight minutes. West Germany fought back and by half-time they were level with the match wide open. At times Puskas was inspirational – 'keeper Turek saving glorious shots on more than one occasion – but for the most part he was in obvious pain. Seven minutes from time Walter set up Rahn for the winner, claiming for West Germany that which the football world had thought was destined for Puskas and the Hungarians.

Switzerland 1954, with 140 goals in 26 matches, remains the best



average for a World Cup tournament. Only once has the goal tally been topped – in 1982 when there were twice as many matches. Once again the top scorer, on this occasion Sandor Kocsis, failed to get his hands on the coveted trophy. Like the brilliant Brazilians before them and the ‘Flying Dutchmen’ 20 years later, the World Cup had proved an elusive dream for the Magical Magyars. Two years later, the Hungarian revolution drove most of the Honved team across the border and into exile. Puskas went on to reach new heights with Real Madrid and even played for Spain in the 1962 World Cup, but he never again played in a World Cup side with a real chance of winning.

SWEDEN - 1958

The 1958 finals in Sweden were the largest yet, with 52 entrants whittled down to 16 qualifiers. And yet the golden age of football was almost over – replaced by the revolutionary 4-2-4 system which placed a much greater emphasis on positional tactics. In the hands of Brazil, who invented it, the system encouraged flowing football. Later, in the hands of the Europeans, it ushered in a new era where defence was nine-tenths of the law.

Although Sweden was not a spectacle to match those of the past, it did see a shift in the balance of footballing power away from Europe to South American – a fact sensationally illustrated by the explosion onto the world stage of a precocious 17-year-old Brazilian called Pele. Years later, this soccer sensation would be voted a national treasure by his government to stop him being transferred overseas.

Northern Ireland qualified for the quarter-finals from Group 1 along with West Germany, for whom Rahn was in devastating form.



The other groups went virtually to plan, the only upset being the Welsh 2-1 victory over a Hungarian team that was a pale imitation of years gone by. The most competitive group by far was the one that pitched together Brazil, England, Austria and the Soviet Union, the latter playing in the tournament for the first time.

The combination of Pele, Garrincha and the 4-2-4 system of two players foraging in midfield while two strikers and two wingers took on opposing defences made Brazilian football synonymous with pure entertainment. England, meanwhile, though managing to hold the South Americans to a goalless draw, were suffering from the Munich air disaster of February 1958 that had decimated the Manchester United team. Brazil went through, with the Soviets snatching a play-off victory against England to accompany them.

The quarter-finals saw Northern Ireland vanquished by the majestic French trio of Piantoni, Just Fontaine and Raymond Kopa, with Pele sinking Welsh hopes. That left Sweden against Fritz Walter's West Germany and France against Brazil in the semi-finals. At the start of the tournament, the Swedish crowds had held out little hope for their team. Now, realising that the long overdue recognition of professionalism by their football association had brought back many of their star players from the Italian league, national pride began to sing loud and clear.

Home advantage plus an unfortunate injury to Walter proved



Pele heads for goal in the final against Sweden

The Brazilian World Cup
squad, 1958



decisive. Equalising after being 1-0 down, the Swedes set the Gothenburg terraces alight when, with the ball seemingly glued to his feet, Hamrin swept through the German defence to snatch the winner with nine minutes left.

In Stockholm, France managed to become the first team to score against Brazil through Fontaine. Brazil went 2-1 up through Vava and Didi, but the match was evenly poised until Pele turned on his magic with an inspired hat-trick that put paid to French chances. Fontaine scored a further four in the third-place match against West Germany, setting a record of 13 goals in a World Cup tournament – a record that is unlikely to be beaten. An unfortunate injury to his

right leg put paid to the brilliant Frenchman's career only three years later. Aged only 29, he had scored 27 goals in 20 international appearances.

In front of 50,000 spectators in Stockholm's Rasunda stadium, Swedish hopes surrendered to Brazilian wizardry. Up in attack the diminutive Garrincha – deceiving defenders with each sway of his tiny frame – was unstoppable. The final score was 5-2 to the South American magicians, with young Pele claiming a couple. As if to announce his arrival, one of Pele's goals was one of the best the World Cup has seen. Receiving a high ball in the area he controlled it on his thigh, flicked it casually over the head of

a defender, caught it on his thigh and repeated the performance on another defender before unleashing a tremendous volley to send the

ball crashing into the net. Years later when acknowledged as the greatest player football had ever seen, Pele claimed that his greatest ambition was to score a goal that no-one would ever be able to repeat. He had come close in Sweden.

Brazil had at last got their hands on the Jules Rimet trophy. From a competition generally uninspiring when compared to 1950 and 1954, they had emerged head and shoulders above the rest. Their individual talent was superlative and when put together as a team they were a delight to watch. Nurtured in the slums and on the beaches of Rio, their sheer love of the game was undeniable.

In 1961 Jules Rimet retired from the presidency of FIFA and was replaced by Stanley Rous. Rimet had been instrumental in setting up the tournament, and now Stanley Rous set about the task of spreading the World Cup gospel. His achievements during the next 13 years would be impressive. Presiding over FIFA during an era when commercialism of the game would soar to heights undreamt of by Rimet and Delaunay, Rous added the Oceania and American soccer federations to the existing list of South America, Europe, Africa and Asia, and extended FIFA's control of the game to over 150 countries. He even invented the diagonal system of control between the referee and the linesmen, recognising that the pressures of the modern game had to be met with a corresponding increase in the professionalism of the officials. But all this was yet to come. For, as an observer watching the 1962 finals held in Chile, one would not have said that Sir Stanley's first year in office had borne a particularly good harvest. It was not that the football was totally dull; it simply

CHILE -1962



The West German goal comes under pressure from an Italian attack, Chile 1962



failed to live up to thrilling expectations – particularly as it was the first tournament to be televised by satellite around the world.

Indeed, the seventh World Cup produced a tournament that was nearly as impoverished as the country that hosted it – appalling earthquakes had devastated Chile two years earlier. But the generally uninspired football could not be blamed on Chilean organisation. Instead, one only has to look at the changing nature of the game to realise why Chile '62 failed to leave any lasting impression.

During the 1950s the emphasis had been on playing the game as a game, without any rigorous attempt to impose coherent positional sense on the players. Hence the 2-3-5 system, which placed five roving attackers upfront and invariably produced a marvellous goal tally even if the two teams were well-matched. Then Brazil introduced the 4-2-4 system in Sweden. Its effects were not noticable immediately, simply because the side of 1958 had enough skill and love of the game to turn a tactical plan into fluid football. But when less inspiring teams adopted the formation, the game fell between the two stools of free-flowing attack and vice-like defence. Brazil eventually emerged the victors from Chile, but their ageing heroes were unable to repeat their 1958 exhibition against teams now dedicated to tactics and positional sense.

The 16 qualifiers were divided into four groups and, for the first time, goal difference was used to separate those on the same number of points. This did away with the old system of play-offs.



Hungary and England went through from Group 4 after a round of matches graced only by the performance of Hungary's Florian Albert, while the Soviets, Yugoslavia, Brazil and Czechoslovakia booked their quarter-final places from Groups 1 and 3. The only real surprise of the first-round was the 2-0 defeat of Italy by Chile that secured for the hosts a place in the next round. The match is remembered not so much for its football, however, but for the frenzied national passion provoked by an Italian journalist. His slanderous match preview led to a brawl that was watched by millions of television viewers around the world, culminating in a vicious left hook from Sanchez that broke a Chilean player's nose.

The Chileans then created another upset by defeating the Soviets, heading into a semi-final clash with Brazil who had defeated England 3-1. Garrincha, known as the 'little bird', had scored two goals and virtually danced rings around the bedraggled English defence. His lop-sided playing style stemmed from one of his legs being slightly shorter than the other, but two further goals from the little man put paid to Chilean hopes with a 4-2 Brazilian march into the Final.

The other finalists were Czechoslovakia, who had beaten West Germany and the gifted Yugoslavs. No-one had expected the Czechs to reach the Final. In fact they had actually booked out of their hotel before both their quarter- and semi-final games, convinced each time that they were going to lose.

Brazil were minus Pele who had played only one game in the finals due to a pulled muscle. His dynamic presence in the Santiago stadium that day could perhaps have

The Germans narrowly miss in the 0-0 first round draw in Italy





transformed a mediocre Final into something a little more special. But with Garrincha heavily marked and no real orchestration in midfield, it was 1-1 at half-time with nothing to choose between the two teams. By the end of 90 minutes, however, Zito and Vava had run in two goals to secure Brazil the trophy for the second consecutive time with a good, but not exhilarating performance. Brazilian hegemony was based on a team was clearly on the wane. It would take the South Americans eight years to come back with a vengeance, but in the meantime the next World Cup was wide open.

ENGLAND -1966

By the time the football circus came to England, the World Cup was big business. The Final, in which the hosts won through in a pulsating match full of goals, incident and controversy, was watched by a total of 400,000,000 and listened to by a further 200,000,000. And yet thieves dealt the tournament a potentially devastating blow before the first ball was kicked. To the horror of the organisers, the Jules Rimet trophy was stolen while on show in Westminster. While Scotland Yard moved quickly into action, help arrived from an unexpected quarter. The Cup was unearthed by a mongrel dog called Pickles while being taken for a walk through a rubbish heap in the suburbs.

Huge public exposure to the event – with all the pressures it placed on teams and managers – had its drawbacks. Gone were the glory, glory days of exhibition football; in its place was a game where possession was paramount and careful build-ups out of rock-solid defence seemed the norm. England, the eventual winners, used a 4-4-2 system that did away with wingers and were even nicknamed the ‘wingless wonders’ because of it. The tournament



had its flashes of inspiration – names like Hungary’s Florian Albert, Garrincha, Pele and Eusebio – but their skills were invariably stifled by other teams closing down the game.

Having been literally kicked around the pitch by Bulgaria and Portugal as Brazil tumbled out in the first round, Pele commented: ‘Soccer has been distorted by violence.’ Nowhere was this better illustrated than in England’s quarter-final clash against Argentina. Shirt-pulling, snide tackling and the sending off of Argentina’s captain meant that the referee’s book was over-flowing with names. It surpassed even the 1954 Battle of Berne in intensity, with English manager Alf Ramsey refusing to allow his players to exchange shirts after the final whistle and the Argentinians threatening to invade the English dressing room.

From an initial four groups of four teams, England had the easiest route to the quarter-finals. Having understandably failed to thrill in their opening match against a Uruguayan team that employed a cynical eight-man defence bent on keeping the score at 0-0, they went on to face Argentina in the next round after dispensing with Mexico and France. Only Bobby Charlton, with a thunderous shot against Mexico, gave the crowds anything to shout about. The real talking point in Group 1 had been the tough, controversial playing style of English defender Nobby Stiles. Missing his two front teeth and squinting without the glasses he always wore off the pitch, Stiles looked almost vampiric; the French were convinced he was after their blood and

Jack Charlton and England Captain Bobby Moore celebrate victory.





even lodged an official complaint about his hard tackling.

Brazil lost out to Portugal and Hungary from Group 3 while Argentina and West Germany, with the young midfield general Franz Beckenbauer looking particularly impressive, headed Group 2. The real surprise came from Group 4, where Italy were beaten 1-0 by the diminutive North Koreans when a draw would have sent them through. It was the upset of the decade and further proof of Italy's lamentable decline. Volatile Italian fans pelted the team with rotten tomatoes when they arrived back at Rome airport.

With Pele out of the Cup, the path was clear for another to shine. His name was Eusebio, the 'Black Magician from Mozambique'. It was his goal that had put the final nail in Brazil's coffin, and Portugal needed all his talents when the Koreans took an astounding 3-0 lead in the quarter-final. Suddenly Eusebio turned it on, scoring three and retrieving the ball from the net each time Portugal scored in order to continue the game as soon as possible. The Koreans went out to five goals, though not before they had earned the respect of the crowds for their industry and sheer cheek.

Facing England in a semi-final famous for its good sportsmanship (the referee didn't blow for a foul until the 57th minute), Portugal were eventually outgunned by the thumping left foot of Bobby Charlton. Eusebio was inconsolable, leaving the pitch in a flood of tears. He left England with a goal tally of nine, but knowing that never again would he have such a golden opportunity to hoist the World Cup.

With West Germany heading into the Final after victory over the off-form Hungarians, the English public stopped complaining that TV saturation was spoiling their normal viewing habits and rallied



around the English team. It was a truly dramatic match: 1-1 at half-time; 2-2 at full time after the Germans forced a last-gasp equaliser through a dubious free-kick. Into extra-time, and a goal that remains the most controversial to be awarded in the history of the World Cup. Hurst's shot hit the underside of the post and came down on, or over, the line. The English celebrated and the Germans protested to the referee, who in turn consulted his linesman. There was no



Geoff Hurst scores the controversial third goal for England in the 1966 Final.

common language between the two, a fact that could not have helped in the heat of the moment. It was a 50-50 decision and could have gone either way – England got the benefit of the doubt and Hurst's third goal in the dying seconds put the result beyond doubt.

The hosts had won the Cup for the first time since 1934. English victory was deserved and the drama was undeniable, but the skill was not exceptional when compared to the past. Pele, commenting on how Portugal and Hungary had literally kicked him around the park in the first round, swore that he would never play in the World Cup again. Fortunately, he later changed his mind.

In 1966 England's Geoff Hurst had scored the first-ever hat-trick in a World Cup Final; four years later a magical Brazilian team topped that by becoming the only team to have won the trophy three times. Their playing style was both skilful and spontaneous, proving that football did not have to be semi-automatic to be effective. Managed by Zagalo, Brazil's scintillating left-winger from the victorious sides

MEXICO -1970



Pele, looking innocent, is surrounded by angry Italians after a rare foul by the Brazilian master.

of '58 and '62, their talent in depth was simply awesome. Pele, Gerson, Carlos Alberto, Jairzinho and Tostao – some the greatest names in the annals of the World Cup. And in Roberto Rivelino, the Brazilians possessed the fastest shot in the game – measured by scientists at 120km/h.

There was much controversy over the decision to host the 1970 World Cup in Mexico. Critics pointed to the high altitude, intense heat and amount of time needed to acclimatise to an environment that was particularly hostile to the north European teams. Greater still was their anger when, under strong pressure from the television networks, the organisers agreed to start some of the matches at midday so as to net a larger armchair audience. Not surprisingly, for the first time FIFA agreed to allow substitutions. But although the football was played at a slower pace, there was still plenty of scope for genuine talent to flourish – as Brazil proved in style.

A look at the 16 qualifiers for Mexico '70 revealed some sad absentees and curious new arrivals. Out were Portugal and Hungary. In were El Salvador, Morocco and Israel – footballing minnows in a sea of sharks. El Salvador's route to the finals was particularly bizarre, with victory over Honduras in the qualifying rounds indirectly resulting in a war between the countries that cost over 3000 lives.

Brazil surged through to the quarter-finals with maximum points, dazzling goals from Gerson and Jairzinho, and two moments of pure drama conjured up by Pele. The first came against Czechoslovakia. Picking up the ball on the half-way line, Pele noticed that the Czech 'keeper was out of position and unleashed a shot that sailed over a startled Viktor and passed only inches from the post. The second came in the 10th minute of Brazil's 1-0 victory over England. From Jairzinho's cross, Pele soared into the air and executed a mighty downward header that looked destined to go in. Out of nowhere, Gordon Banks raced across his line and dived to flick the ball over the bar with a reflex save that bordered on the miraculous. Both incidents have become part of the World Cup legend – and both have their origin in a man called Pele.

With Russia and Mexico topping their group, and Italy and Uruguay emerging the winners from an especially dour Group 2, West Germany provided a feast of goals and entertainment from the fourth and final pool. Gerd Muller was fast emerging as the German's lethal weapon: built like a tank and deadly if given room in the area, Muller scored two hat-tricks in the first round and at other times had the uncanny knack of seeming to do nothing for 60 minutes before popping up to snatch a match-winner. England would rue his poaching skills in the next round.

Brazil and Italy vanquished Peru and Mexico; Uruguay came through against the Soviets in extra-time – but the real drama of the quarter-finals came in the West German clash with the holders, England. Beckenbauer and his team were hoping to exact revenge for the match of four years ago but were 0-2 with 68 minutes played. Then came a dramatic turnaround that quickly developed into a



nightmare for England and 'keeper Peter Bonetti, drafted into the side only an hour from kick-off when the safe hands of Banks were declared unfit because of food poisoning. Bonetti dived late for the first goal from Beckenbauer; watched astounded as a freak header from Uwe Seeler sailed over him and into the net; and could do nothing about Muller's volley in the 8th minute of extra-time.

The holders were out. Some blamed Ramsey for substituting Charlton; others pointed to English over-confidence; but almost everybody blamed poor Peter Bonetti. Some even claimed that England's loss contributed to the Labour government's defeat in the general election shortly afterwards.

German fortune ended, however, when they lost out during another titanic struggle in their semi-final match against Italy. It was 1-1 after 90 minutes but the Italians took full advantage of a Beckenbauer injury – he played on with his arm strapped to his chest – to win by the closest possible margin in a seven-goal extravaganza. Uruguay were predictably overrun by the ferocious power of Rivelino and Jairzinho in the other semi-final to set up a Final between the man-to-man marking of the Italians on the one hand, and the free-flowing Brazilians on the other.

Italy decided upon a strategy of defence and hoped for the breakaway. They allowed the Brazilians to come forward and they paid the price. Pele was at his peak, scoring one and creating two. Whenever he had the ball he spread panic among the Italians, who were unable to tell from which direction he would spring his next attack. Gerson dominated the midfield, Carlos Alberto was given all the time in the world for his

mesmorising excursions down the wing, and Jairzinho set a remarkable record by becoming the first and only player to score in every game of the World Cup. From being level at 1-1 at half-time, Brazil uncoiled to produce a display that destroyed the Italians 4-1. The capacity Atzec stadium in Mexico City resounded to the rhythm of the samba as bright yellow shirts hoisted the Jules Rimet Trophy aloft. They had won the cup three times and would now take it home forever – having given the world the most immaculate display of pure football ever seen.



Pele strikes for goal in the 1970 Final against Italy.

Both a new trophy and a new format were devised for the tenth World Cup in West Germany. The number of entrants to the tournament was the highest yet, with 97 compared to 73 four years previously. Since the early days of 1930 the World Cup had grown beyond recognition: 32 matches versus 18; an average of 52,000 spectators per match versus 24,000; and a corresponding growth in the potential of world-wide marketing through television audiences measured in the billions.

Pele was gone, having retired from the international game with 111 caps and 81 goals, but the success of adventurous football as demonstrated by the Brazilians in 1970 had left its mark on the Europeans. The West Germans had learned the lessons of four years

WEST GERMANY - 1974

ago, but no-one had been practising as much as Johan Cruyff and his 'Flying Dutchmen'. Holland was fortunate enough to benefit from a generation of super-fit and highly intelligent footballers – men like Cruyff, Johann Neeskens and Rudi Krol. Their very special playing style has become known as 'total football', each player able to switch position with ease and no-one being afraid of taking a shot on goal. Cruyff was a perfect example, a player of explosive skill and dazzling ball control comparable to the great Pele. His favourite trick out on the left wing was to drag the ball behind him with his right foot, turn through 180 degrees and then accelerate away past a confused defender.

Franz Beckenbauer and the victorious West German team.



From an initial four groups of four, eight teams would go forward into two more groups from which two would emerge as the Finalists.

West Germany and Holland started as the favourites, with the hosts still fresh from their 1972 victory in the European Championship. 'Kaiser' Beckenbauer and 'Der Bomber' Muller were in top form.

West Germany started slowly, strangely lacking in confidence and only just managing to scrape through 1-0 against Chile. They added three more to their pelts against an Australian team playing in the finals for the first time, but then came unstuck in their next match against East Germany. Police and security packed the stadium after terrorist threats of a rocket attack on the stadium, but

football rather than incident provided the upset when Sparwasser

beat Sepp Maier to seal a 1-0 victory for the team from behind the Iron Curtain. The result was doubly significant because now West Germany would avoid Holland in the next group, leaving the East Germans to pay the consequences of their victory.

The Dutch provided scintillating football in Group 3, with Cruyff as elusive and difficult to close down as Pele at his best. At times he seemed almost contemptuous of the scything tackles that defenders, particularly the cynical Uruguayans, threw at him. And while everybody watched Cruyff, there was Johnny Rep rushing in like a greyhound to score.

The Dutch were in a harder group in the second round than the West Germans, but eight goals and maximum points from three games showed just how talented they were. Brazil, East Germany and Argentina agreed, all mesmerised by the skill of architect Cruyff and the way the Dutch constantly changed positions as they moved fluidly into attack. With the exception of West Germany, the Dutch were light years ahead of the European opposition. Italy, having gone out in the first round, knew they were due for a re-think. They left Germany promising to forget their basically defensive approach to the game and vowing to develop a more positive approach to the game. It took them eight years, but their labours would be well rewarded.

West Germany surged to the top of their second group, their main challenge coming from Poland who they beat 1-0 in a virtual semi-final with a typically opportunistic and late goal from Muller. And so, for the sixth time in 10 World Cup Finals, the host team was 90 minutes away from victory. There could hardly have been a more breathless start to the proceedings. Fifteen unbroken Dutch passes

West Germany defeat Holland 2-1 in the final to lift the new world cup trophy.



led to Cruyff darting into the German area and being brought down. English referee Jack Taylor pointed immediately to the spot – the first time a penalty had been awarded in a Final. Neeskens made no mistake. One-nil. Holland looked on the road to victory as they used their regal ball skill to toy with the Germans. Their arrogance was their undoing. In the 26th minute Taylor was again pointing to the penalty spot after Dutch transgression in their own area. Breitner stepped up to make it one apiece. With Beckenbauer at the helm, spraying passes from midfield and dictating the pace, the tide turned towards the Germans. Muller took the lead with his 10th goal of the tournament before half-time.

The second half, though full of incident, saw no goals and a series of last- ditch saves from Maier secured the Cup for West Germany. The Flying Dutchmen, like the Magical Magyars 20 years earlier, had in the eyes of many 'won' the tournament. But it was the efficient West Germans who hoisted the trophy. Holland had

the skill and the sense of adventure; the Germans had consistency, self-belief and an unparalleled match-winner in Gerd Muller.

ARGENTINA -1978

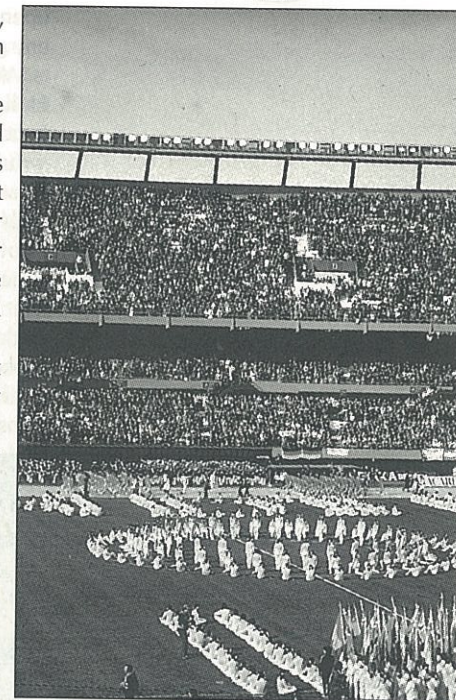
If there was any pattern to be drawn from the 1978 tournament in Argentina, it was that Spain would be the hot favourites four years later. For the third time in four series, the hosts won the trophy – Argentinian captain Daniel Passarella holding the Cup aloft like Beckenbauer and Bobby Moore before him. Home advantage in all

three cases had been crucial – it is doubtful whether Argentina, West Germany and England would have fared so well on foreign soil.

There were numerous misgivings over the decision to hold the '78 series in Argentina. Inflation that soared beyond belief and urban guerrilla warfare characterised by political assassinations and kidnappings at one time threatened to provoke a boycott from some of the European teams. There was also concern over the vulgar cynicism of recent Argentinian teams and doubt over whether the referees would be able to cope with the severe pressures generated by the passions of the Argentinian media and spectators.

Once again FIFA decided to do away with the knock-out quarter- and semi-final stages, preferring to use two pools of four teams in the second round as a means of deciding the Finalists. Italy and Argentina went through from Group 1, but the latter only because of a highly dubious penalty awarded and converted in their match against France. The French, guided by Michel Platini, had played an exciting blend of attacking football and were unlucky to go out at this early stage. Were it not for that penalty, France would have beaten Argentina on goal difference and gone into the next round instead.

Group 2 saw the Poles and West Germans go through, having had a relatively easy ride against Tunisia and Mexico. The holders were without Beckenbauer and Muller and it showed. In their opening match – the opening match of the tournament – they had managed only an uninspired goalless draw against Poland. Crowds were getting used to it – it was the fourth consecutive



The opening ceremony, Argentina 1978

opening game in a World Cup finals competition that failed to supply any goals.

With Brazil and Austria emerging from Group 3, it was left to Peru, Holland, Scotland and Iran to provide the real drama from Group 4. Scotland had arrived in Argentina floating on a sea of euphoria. They would leave South America with their tails between their legs, however. Holland were not the team of four years ago, but they dealt with the Peruvian and Iranian challenge better than the Scots. The Scottish camp had been unsettled from the start, a problem exacerbated when winger Willie Johnson failed a drug test and was sent home after the match with Peru. It all hinged on the final match of the group, Scotland needing to beat Holland 3-0 to go through. It looked possible at one point, with the Scots leading 3-1 after a fine individual goal from little Archie Gemmill. But then came Rensenbrink's penalty that registered the 1000th goal of World Cup final history and put Scotland on the next flight home.

The Dutch improved enormously in the second round, with Rep and Resenbrink finally hitting form to help their team to a 5-1 thrashing of Austria. They then held the West Germans to a draw, Arie Haan's first goal for Holland having particular significance for Sepp Maier's goalkeeping record. Since Neesken's penalty beat him in the opening minute of the 1974 Final, he had gone 475 minutes in World Cup games without conceding a goal. The record still stands. Holland put themselves into the Final by beating Italy in what amounted to a virtual semi-final.

Goal difference always looked like being the deciding factor in the

The skillfull Dutch flow against Argentina.



second pool, Argentina and Brazil fighting it out by using Peru and Poland as the cannon fodder. When the two favourites drew against each in the fourth match, it was all down to who could hit the net with the most frequency: Argentina against Peru or Brazil against Poland. Brazilian protests that the hosts were kicking off three hours later than them and would therefore know how many they had to score came to no avail. Like England in 1966 when the home team had the advantage of playing all their matches at Wembley, the hosts once again had all the aces.

Brazil won their game 3-1 leaving Argentina the task of scoring at least four times. They beat their target by two goals and were in the Final despite Brazilian misgivings about the sanity and honesty of the Peruvian 'keeper. Nicknamed 'El Loco', he had already been booked for a foul in his *opponents'* half against Poland. Photographs of the game show him grinning as a couple of Argentinian goals hit the net. After the tournament, an undefeated Brazil gave vent to their suspicions that El Loco had been bribed, prompting him to declare his innocence in a full-page letter in a Peruvian newspaper.

For the first time in 20 years, the Final was bound to produce a new winner of the title. Argentina had more skill, but it seemed inconceivable that the inventors of total football would end the 1970s without a major trophy. The Final began with a blatant piece of gamesmanship by the Argentinians. First, the Dutch ran out onto the pitch and began kicking the ball around wondering where their opponents were – the South Americans staying in their dressing room in an attempt to psyche out the Dutch. Then the start had to be delayed by a further 10 minutes because the Argentinians objected to a plaster cast on Rene van der Kerkoff's wrist.



Argentina score to win the Final.



The match pitched the tactically sophisticated Dutch against a team that was irrepressibly bold with a deadly striking partnership in Mario Kempes and Leopoldo Luque. They also had little Ossie Ardiles in midfield, tough and unflappable one minute, nimble and quick-footed the next. Holland had their chances through Neeskens and Haan but they squandered them, allowing Kempes to give Argentina a half-time lead. It stayed like that until Nanninga's

equaliser nine minutes from time put the Dutch in with a real chance. Rensenbrink almost clinched it in the dying seconds with a shot that hit the post, but Argentina proved too strong in extra-time with further goals from Kempes and Bertoni. Kempes had been decisive, scoring one and setting up the other. Playing on the left and slightly behind the front three, his play was to burst through defences unmarked – it worked. Between them, Luque, Kempes and Bertoni scored 12 of Argentina's 15 goals in the tournament. Kempes got six of those, getting the Best Player of the Series Award into the bargain.

Without Kempes. Argentina would have been a good team. With him, they were world champions.

SPAIN -1982

The 1982 World Cup is remembered more for its size than its quality. For the first time the tournament was increased to 24 finalists, a grand total of 52 matches taking a whole calendar month to complete. Europe provided 14 of the contestants; South America



four; Africa two; Central and North America two; and two from the Asia/Oceania section. Then, once the 24 teams had been whittled down to four groups of three in the second round, back came the semi-final in an official format.

England qualified for the first time since 1962 (having had automatic entry in '66 and '70 as the hosts and then holders) and, with the addition of Northern Ireland and Scotland, it was the best Home Countries representation since 1958. Many wondered what passions would erupt if England were to meet Argentina at some point in the proceedings – the recent Falklands war still casting a dark shadow over diplomatic relations between the two countries.

The holders started badly with a 1-0 defeat against Belgium in the opening match, before young Diego Maradona fired them up with two goals out of four against Hungary. Four years ago a 17-year-old Maradona had left the Argentinian training camp in tears after hearing from manager Menotti that he would not be included in the final squad.

In Group 4, England's Bryan Robson gave his team a flying start by scoring against France within 27 seconds of the kick-off – a World Cup record. England won all their remaining group matches and went through with France to the next round. Scotland once again cruelly lost on goal difference to the Soviets in Group 6, with the Brazilians heading the group. One had to feel sorry for New Zealand, however. They had played 15 qualifying matches to get to Spain, including a play-off against China, and had travelled over 55,000 miles only to finish bottom of the group with 12 goals scored against them.



The World Cup Trophy.



Poland and Italy accompanied Northern Ireland and Spain into the next round from Groups 1 and 5 during some uninspired matches alleviated only by the drama of Northern Ireland's gutsy 10-man victory over Spain to go through at the expense of Yugoslavia. Italy had been particularly lucky, only just scraping through on goal difference ahead of the debutant Camerouns. No-one could have predicted the transformation Italy would go through in the later stages of the tournament.

The West Germans and Austria secured their places but only after a shameful final game where the two teams, knowing that a draw or even 2-0 victory for West Germany would see them both through, played out 90 minutes without either side attempting to alter the 1-0 scoreline that stood in favour of the Germans. It was a cynical farce that owed much to the fact that most of the Austrians played their football in the Bundesliga. The Algerians, who had already beaten West Germany with a vibrant and exciting style, were furious and complained to FIFA – to no avail. The episode reflected poorly on the two European teams and was a powerful indictment of the system of qualification.

Italy began their renaissance in the second round with victories over the Brazilians and Argentina. The holders lost their crown amid scenes of bad temper, Maradona was sent off for a vicious foul on Brazil's Batista. The 24-year-old would have to wait another four years for glory. Italy's revival stemmed largely from the superb form of Paolo Rossi, a player only recently returned to the game having been banned for two years after an alleged bribes scandal. He got the hat-trick that sank

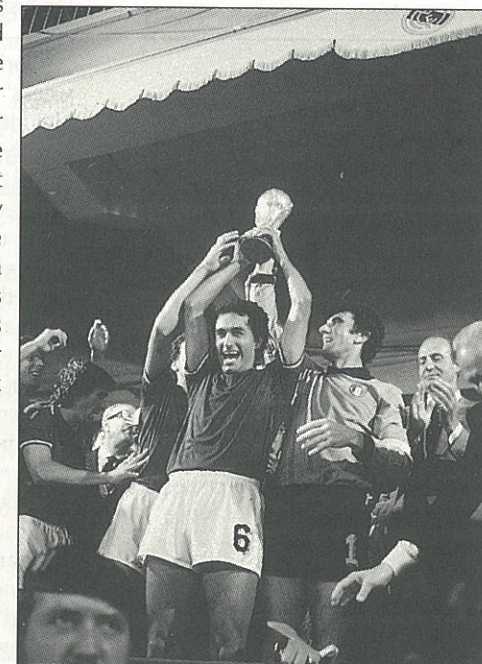


Brazil and scored another goal against Poland to put Italy into the Final in Seville.

West Germany, the other Finalists, arrived at Seville's Bernabeu Stadium by finishing top of their second group and producing the match of the tournament against France in the semi-final. The French had captivated the world with their brand of bucaneeing football but they were undone by their own confidence and a German team that refused to give up until the final whistle. With the score at 1-1, West Germany added to their unpopularity with a brutal foul by 'keeper Schumacher on the French striker Battiston. He literally body-checked the Frenchmen and caught him with a stiff forearm as he was racing through to score. Battiston was left minus two teeth and needed oxygen as he was stretchered off. Television audiences screamed for Schumacher to be sent off – the referee did not even book him.

Moving into extra-time, the French went 3-1 up and seemed safe. They had reckoned without German perseverance – Karl-Heinz Rummenigge and Fischer levelled the score and made history by making this the first World Cup tie to need penalties to settle it. Two misses by the French settled the German victory and made Schumacher the player fans loved to hate.

Despite Cabrini's penalty miss in the first-half of the 1982 Final, it was Rossi who showed Italy the path to victory. His sixth goal brought him the accolade of tournament top-scorer, and Tardelli's left-foot drive put it beyond doubt. Playing his 105th



Italy beat the World in 1982



international at the record age of 40, veteran 'keeper and captain Dino Zoff collected the World Cup for Italy – their third triumph in the history of the competition.

MEXICO -1986

World Cup victory demands skill, the ability to withstand five weeks' pressure at the highest level, and a little luck. Add the high altitude of Mexico into the equation, and supreme fitness becomes doubly important. Like Chile in 1962, the decision to host the 1986 series in Mexico was controversial. Not only had the country suffered a devastating earthquake only two years previously, but many questioned the wisdom of playing a top-class tournament at high altitude. Particularly when the power of the TV networks, backed by a billion viewers, again asked for noon kick-offs to make the matches prime-time material. It was even rumoured that referees were told to keep the games running on schedule, mindful of the cost of satellite television.

There were again 24 finalists, split into six groups of four. This time, however, a total of 16 would progress into the next round – the top two from each group plus the four best third-placed teams. It was then straight knock-out format.

Group A went according to plan, with Argentina, Italy and Bulgaria going through. Diego Maradona was magnificent, responding to the old adage 'the better you are, the harder you get kicked' with three goals that put sank South Korea. Korean hopes of pulling off another 1966-type upset against Italy dissipated when they went down 3-2.

Mexico, Paraguay, Belgium, the Soviets and France emerged from Groups B and C, with some fine attacking football from the last



three. The Soviets had played most of their pre-finals matches without numbers on their backs to confuse spies. The tactic worked, illustrated by a 6-0 hammering of Hungary that brought the tournament to life. France added insult to injury by hitting another three past the hapless east Europeans.

Brazil and Spain stepped up the pace in their final matches against Northern Ireland and Algeria to secure their places in the next round. Group E belonged to the sizzling Danes. They went through unbeaten having trounced the ultra-defensive and hard-tackling Uruguayans 6-0, Michael Laudrup's close-ball skills enabling him to waltz through the area and score a superb individual goal.

No-one expected the Belgian clash with the Soviets in the next round to be a seven-goal thriller of such classic proportion, Belgium's 'keeper Pfaff keeping the Soviets at bay in the dying seconds to secure a 4-3 victory against the best World Cup team the Soviets have ever produced. Brazil, their players on a reputed \$100,000 bonus per man for the title, survived a Polish onslaught in the first 20 minutes to win 4-0 and justify the faith placed in them as the favourites.

Mexico and Argentina both won their matches, Maradona defying the flying boots and setting off individual breaks that put him in a class all of his own. A vastly improved England hit three past Paraguay and West Germany scraped through with a last-minute goal from Matthaus against Morocco, on the same day that European Champions France proved too strong for holders Italy. The midfield line-up of Platini, Tignana, Fernandez and Giresse – perhaps the best quartet of the 1980s – was simply too imaginative and talented for an Italian team lacking in self-belief. Spain provided the biggest

"The Hand of God" helps Maradona to lift the trophy.



shock of the second round, putting paid to Denmark's fine side with a 5-1 win. Nicknamed the 'vulture' for his predatory talents in the area, Emilio Butragueno got four – something not achieved in the World Cup since Eusebio against North Korea in 1966.

Only four years after penalty shoot-outs were used for the first time, three out of four 1986 quarter-finals were decided from the spot. The odd one out – England v Argentina – was decided by Maradona's 'hand of God' and a virtuoso goal. England's Peter Shilton screamed his protest when Maradona leapt high and palmed the ball into the net unnoticed by a Tunisian referee who was later banned by FIFA for incompetence. Four minutes later, however, when Maradona weaved through the English defence to score by skill not fraud, it was obvious who was going to win.

Goalkeepers took the glory in the other three matches: Pfaff for Belgium against Spain after an epic match in which the Spanish were on the attack for most of the match; and Schumacher for West Germany against hosts

Mexico. The third match – Brazil v France – played in sweltering heat and humidity – was fast, furious and exhilarating. Most commentators agreed that this should have been the Final. It was 1-1 at full-time and Platini, playing on his 31st birthday, thought he had lost the match for France when his penalty soared over the bar with the shoot-out score standing at 3-3. He was possibly the best dead-ball expert in the world, and the watching millions could not believe it when he missed. French 'keeper and would-be amateur poet Joel Bats made amends by saving the next penalty and leaving Luis Fernandez the task of slotting his kick home. He duly obliged. The so-called 'Brazilians' of Europe had triumphed over the old.

French passion was subdued, however, when they came up against the German in the semi-final. Platini was marked out of the match and his side failed to convert what chances fell their way. One goal down and unable to beat the German off-side trap, they succumbed to a second and went out. In the other semi-final, Diego Maradona paraded his talents with the grace of a dancer and the ruthless finishing of a machine gun. His two inventive goals against Belgium played a captain's role in setting the Argentinian team a class apart from the Belgians.

The key to Argentina's victory over West Germany in the 1986 World Cup Final owed much to Maradona and manager Carlos



Voller equalises in the Final, 1986.



Bilbardo. Bilbardo used a versatile 3-5-2 system far superior to the German 5-3-2 formation designed to protect European teams from the exhaustive effects of altitude. Maradona, meanwhile, played a vital role in all three of his team's goals and proved himself the finest player of his generation. Argentina were 2-0 up after 55 minutes and even a typical German fight-back that levelled the score could not stop Burrachaga sealing Argentinian victory in the 84th minute. Back home in Buenos Aries the celebrations lasted all night.

The World Cup has evolved into a competition that Rimet and his fellow pioneers would scarcely recognise – host nations outlaying millions of pounds in the form of facilities to make the event a global spectacular. The Swiss started the ball rolling by issuing commemorative coins in 1954, and today television rights and huge marketing operations combine to make the World Cup a sponsor's dream. The world's largest companies compete with each other to place their names on hoardings, T-shirts and souvenirs. In 1986, for example, 12 corporations each paid £8 million to be official sponsors; the money being split between the 24 finalists with a percentage going to FIFA for the development of world-wide soccer.

The 24 qualifiers for Italia '90 began their quest for football's ultimate prize back in mid-1988, along with another 109 hopefuls. Each team played at least eight qualifying matches, travelling thousands of miles and spending thousands of pounds in the process. Before the finals, players dreamt of the success to launch them on the road to better contracts or lucrative transfer deals. Following his performance in 1986, for example, Diego Maradona now has several homes, a £2.5 million contract with Napoli and



various other deals that net him over £1 million a year.

From the giants of Brazil, Italy and Argentina to the minnows of Haiti, Kuwait, and Zaire – more than 50 nations have competed in a finals tournament during more than 60 years of World Cup history. For both teams and players, the World Cup stakes are high. But for the men who raise the trophy aloft, the rewards are higher still. On 8 June 1990, the eyes of the world focussed on Italy. For one month, the top players in the world's greatest game were due to hold centre-stage. From Rimet to Rome - the story continued.

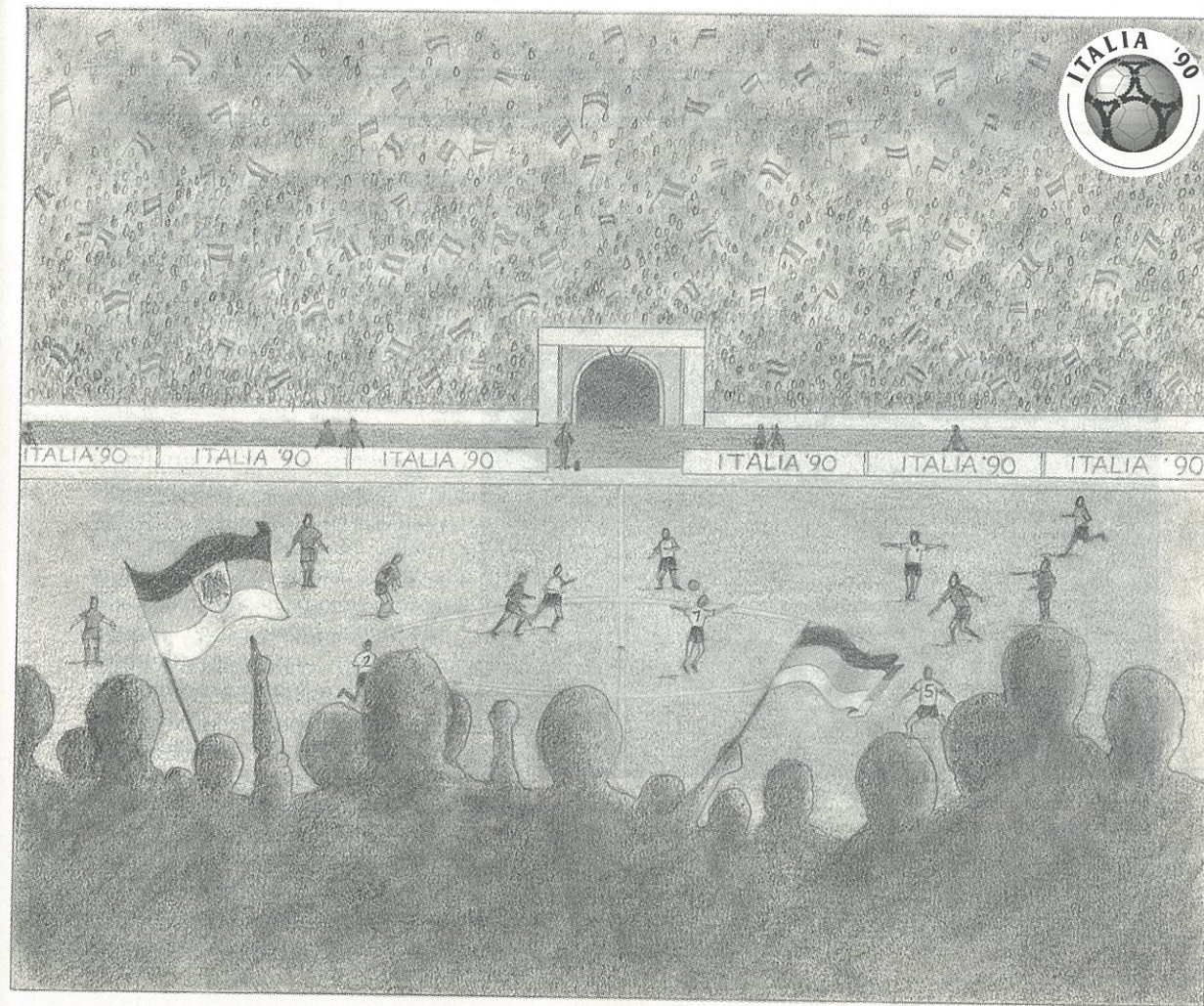




various other details that he had over 21 million a year. The prize money was shared between the players and the clubs. The winners of the World Cup were the Netherlands, who had won the trophy in 1974 and 1978. The Netherlands were the only team to have won the World Cup more than once. The Netherlands were the only team to have won the World Cup more than once. The Netherlands were the only team to have won the World Cup more than once.

The World Cup is the most important football tournament in the world. It is the only tournament where players from all over the world compete for the trophy. The World Cup is the most important football tournament in the world. It is the only tournament where players from all over the world compete for the trophy. The World Cup is the most important football tournament in the world. It is the only tournament where players from all over the world compete for the trophy.

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ITALIA '90

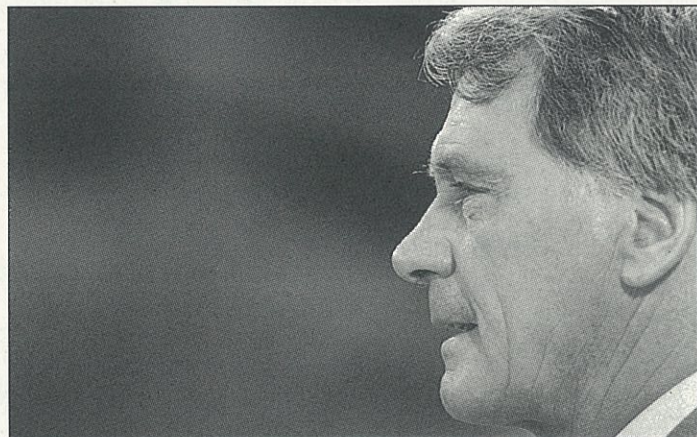


Six weeks before Italia '90, with speculation running high in the British press, England manager Bobby Robson stood outside the Football Association's headquarters in Lancaster Gate and announced that he would be leaving England at the end of the tournament to take charge of the Dutch club, PSV Eindhoven. The press had a field day, berating Robson's lack of

achievement at the highest level during his eight years and concluding that England would get no further than the quarter-finals. Robson's recent experiments in pre-tournament friendlies against Czechoslovakia and Uruguay had once again failed to crystallise into a balanced team. Paul Gascoigne had booked his flight to Italy with an inspired performance and a spectacular individual goal against the Czechs, but many doubted whether Bobby Robson could risk such a temperamental player in an arena where opposing players would taunt him at every opportunity.

Robson kept telling the press that this was the best English squad since 1966 and the only way to prove it was by going past the quarter-final stage. No-one really believed him, and a 1-1 draw against Tunisia in a friendly international – Bull scoring the equaliser in the last minute – merely added to the list of reservations.

It was a miracle that Italia '90 began on time. With only six



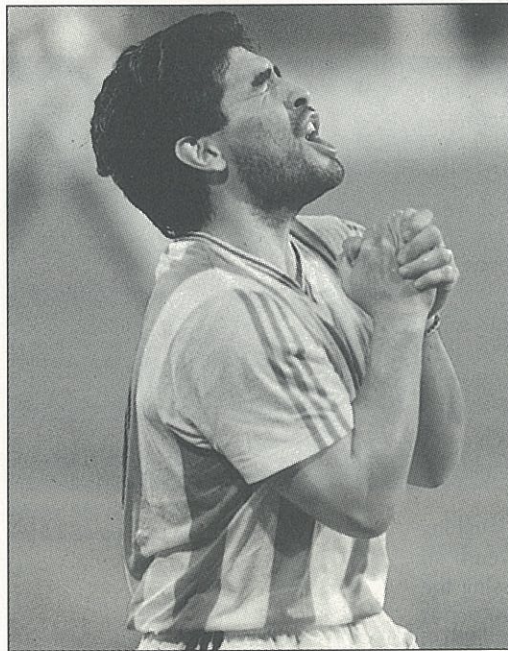
Bobby Robson - a traitor at the start, a hero at the end.

months to go, three of the stadia were well short of completion and original budget forecasts had been thrown out of the window. Two days before the opening ceremony Italian officials were worried that the turf in the Stadio Meazza was already dying, and holes in the multi-billion lire roof of the Stadio Olimpico helped a morning storm to drench the press area. But begin it did, in spectacular fashion. Football commentators had argued that Italia '90 would be all about superteams and superplayers. By winning the most sensational match in World Cup history, however, the Cameroons embarrassed enough Argentinian reputations to make them think again. In the 64th minute, having seen his brother sent off two minutes earlier, Omam-Biyick sent the watching millions into frenzy with a weak header that bounced off Pumpido's knees and into the net. The fanfare for Diego Maradona and the reigning World Champions had been drowned by the drums of Africa.

Before England could hope to take on the world, they had to solve the Irish problem. In the event there were no real surprises, Jack Charlton maintaining the unsubtle system that had seen the Republic go 18 games without defeat, and Robson placing his faith once again with the flat back four. Being so familiar with each other's strengths and weaknesses meant the match was destined to be a kick and run affair with little or no room for finesse.

The 1-1 draw that resulted made British football a virtual laughing stock. The Irish long ball had unnerved the English team so effectively that both sides seemed totally incapable of passing the ball along the ground, let alone to each other. Scotland's 1-0 defeat by Costa Rica did nothing to enhance the reputation of the British game – 'No football please, we're British' screamed the papers the

"Forget you are Italian, just for one day" - Diego Maradona.



following morning.

Things looked even worse after an exuberant Egyptian team held the Dutch to a 1-1 draw with a combination of imaginative and intelligent football – England could no longer rely on the Egyptians being the whipping boys of Group F.

Concern about Dutch ability to push forward through midfield prompted Robson to dispense with the flat back four system he had used for the past eight years. Instead he placed his faith in the sweeper system, with Mark Wright of Derby County earmarked for the role. The result was that England were a different side. Gascoigne was superb, making a series of dazzling runs and distributing the ball like a seasoned campaigner. Wright's presence gave full-backs Parker and Pearce more freedom to attack, giving Barnes, Bull and Lineker chances that they normally would have put away. In the final minute, England were awarded a free-kick on the edge of the area. Pearce rifled the ball into the net but the referee ruled that the ball had not touched another player. The match ended in a 0-0 draw.

Van Breukelen, the Dutch 'keeper, afterwards claimed he had deliberately kept his hands away from the ball because he knew the kick was indirect. Bearing in mind the poor standard of refereeing so far in the tournament – Maradona's blatant handball against the Soviets, Waddle's claim for a penalty against the Irish; and a catalogue of dubious offside decisions – Van Breukelen's faith in World

Cup refereeing was a trifle reckless. Scotland's 2-1 victory over

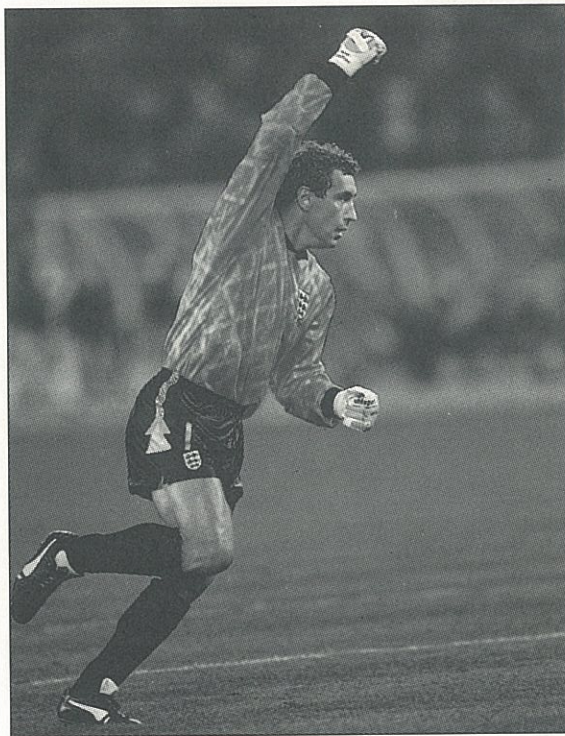
Sweden the same evening help resurrect Scottish hopes of proceeding into the next round and restored some faith in the potential of British football. Similarly, the Irish emerged the better from a 0-0 draw with an Egyptian team hell bent on spoiling tactics and apparently uninterested in playing football.

England entered their final Group match against Egypt without their skipper, Bryan Robson. Replaced after 65 minutes by David Platt in the match against the Dutch Robson's unlucky record of injuries looked set to plague him once again, despite the presence of faith healer Olga Stringfellow who had been flown to Italy in last-ditch effort. Moreover, after four draws from four matches, the Group was in danger of being decided by lottery if England drew their match and the Irish did likewise against the Dutch.

After a prolonged bout of shadow boxing and a generally poor match that was in keeping with the standards of Group F, England scraped home 1-0 to enter the knock-out phase at the top of their Group. Only Paul Gascoigne showed any real spark, unlocking the Egyptian defence with delightful ball control but failing to find Bull or Lineker in the centre. The Egyptians were obviously content to play for a draw, and the longer the match progressed the more it looked as if their limited ambitions would be fulfilled. The goal came in the 60 minute after Des Walker – improving with every match – was felled charging into Egyptian territory. Gascoigne's long, high kick to the far post found an angle that his opponents had failed to cover. Wright towered over the defenders and headed the ball firmly past Shobeir's left hand. With the Dutch and Irish drawing 1-1 in Palermo all three had found a way out of the lottery, leaving Egypt the task of booking their tickets home.



King of the Goalkeepers - "Shilts".



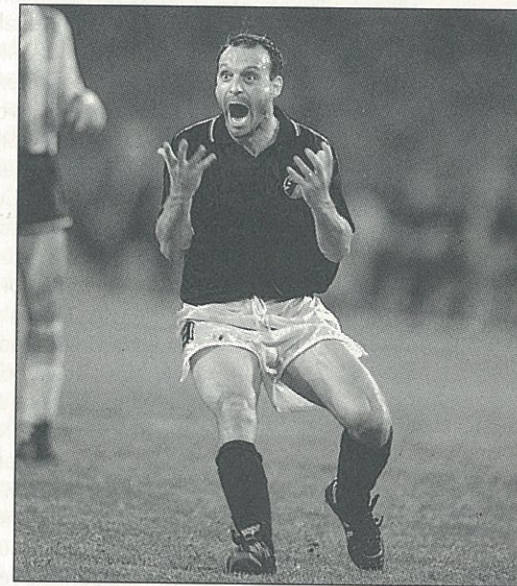
Although relieved to be past the first round, football commentators and supporters alike were not exactly enamoured by the standard of English play so far. Good fortune, occasional flashes from Gascoigne and the safe hands of Peter Shilton would not be enough to beat teams of the calibre of West Germany. The press and television panels of experts seemed determined to criticise the team at every opportunity, and a siege mentality pervaded the English camp. The tabloid press, perhaps disappointed at being unable to find much evidence of English hooliganism in Italy, ran salacious stories concerning some of the players. Robson and his squad understandably retaliated by shutting the press out of training sessions and offering precious few interviews.

The football in the other first-round groups was far more appetising. In Group A, the hosts created openings through direct, creative play rather than their traditional method of counter-attack. Three victories and four goals saw them into the second round, accompanied by Czechoslovakia. Fanatical home support was rewarded with the emergence of a new star – Toto Schillaci. Discovered playing in the Italian second division in 1989 and brought into the Italian side only as substitute, the little Sicilian rewarded manager Vincini with two goals. In the



match against the Czechs, Schillaci scored after nine minutes and at last provided Vincini with an effective partner for the £7.5 million Roberto Baggio. The two combined skilfully and Baggio crowned his performance with a stunning solo goal – moving forward from the halfway line, outfoxing two defenders and then shooting hard and low past the Czech keeper. In Group B the Cameroons ensured their place in the next round with a 2-1 victory over a Romanian team that had beaten the Soviet Union with two goals from the prolific Lacatus. Roger 'Mighty' Milla, recalled to the Cameroon national squad on the request of the state President at the age of 38, scored twice after being brought on as a substitute. Having beaten the Soviets 2-0 and drawn with Romania, a disappointing Argentinian team took second place in the group.

Costa Rica provided the upset in Group C, beating both Scotland and Sweden to go through behind group winners Brazil. The latter's natural skill and style was always apparent, although manager Lazaroni's new-style five-men defence placed a large burden on the two strikers, Careca and Muller. Against Scotland in their last match of the group, the Brazilians had been subjected to a storm of whistles and jeers when walking to their dressing room after a



Italian hero Toto Scillaci celebrates in typical fashion.



King of the Goalkeepers "Gluon"

goalless first half. Up in the commentary box Pele admonished Lazaroni for his tactics, and everyone knew that this was not a team to match to those of the past.

Where the Brazilian samba of Group C was muted, however, the West German blitzkrieg of Group D was unmistakable. Matthaus, Klinsmann and Voller hit four past a Yugoslavian side much fancied by many commentators to reach the quarter-finals. Skipper Matthaus took two of those and orchestrated a free-movement pattern of play from his team that simply overwhelmed the Slavs and their star schemer, Stojkovic. West Germany have a habit of beginning World Cup tournaments slowly so this, followed by a 5-0 rout of the United Arab Emirates, was an impressive opening. Beckenbauer's squad marched into the second round with ease, followed by Colombia and Yugoslavia. The poor Emirates went home with 11 goals against with only one consolation – the scorer of their single goal against the Germans, Murarak, was told he would receive a bonus in the form of a Rolls Royce.

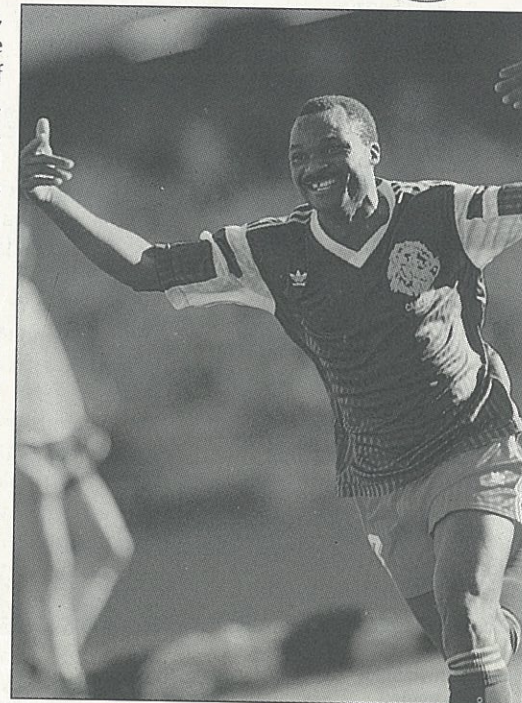
Spain, Belgium and Uruguay went through from Group E, Scifo for Belgium and Michel for Spain turning in fine performances. South Korea, beaten by all three, went home with their tail between their legs. They were the most bad-tempered and mean-spirited side in the tournament, committing more fouls (86) than anyone else in the first round. In their match against Uruguay they ended with a record 11 yellow cards and one sending-off.

The second round began with Cameroon becoming the first-ever African side to reach the quarter-finals, beating Colombia 2-1 after extra time. Once again, it was Mighty Milla who triumphed, scoring two goals after being brought on in the 55th minute. His



second was a gift from the Colombian 'keeper, Rene Higuita. Believing that goalkeepers are supposed to be crazy, Higuita has a habit of going onto the pitch and attempting to prove it. He likes to play almost as an extra sweeper, spending much of his time between his net and the half-way line. It was on one of these occasions that Milla pounced and ran home a sucker goal. On the same day, Costa Rica found the Czechs running riot through their defence to the tune of four goals.

The match between Holland and West Germany was played at a ferocious pace, the Internazionale trio of Klinsmann, Matthaus and Brehme facing AC Milan's Gullit, Van Basten and Rijkaard. Although blighted by the early sending-off of Rijkaard and Voller for a goalmouth incident in which Rijkaard disgracefully spat at Voller, the game was an absorbing contest full of end-to-end football and technical skill. Klinsmann supplied one of the most outstanding performances of any World Cup match, scoring the first goal and then hitting the post. Despite a last-minute penalty, the Dutch were beaten 2-1 by the better team. Meanwhile, in Turin, the Gods were smiling on Maradona and the Argentinians. Completely outclassed by the Brazilians who should have had the match sewn up after only 20 minutes, they managed to hold out long enough for Maradona to



*The Lion of Africa,
Roger Milla.*

conjure up some magic and put Caniggia away for the winner.

Italy continued to impress with a 2-0 victory over a Uruguayan side that seemed unwilling to advance into the Azzurri's half. Schillaci's 30-yard drive and Serena's header had the Italian fans jumping into fountains all over Rome in celebration. Irish fans were also celebrating, Pat Bonner's save and David O'Leary's side-footer in a penalty shoot-out with Romania having secured them a place in the quarter-finals. Against Spain, Yugoslavia did just enough to book their ticket to the next round with a glorious curled free-kick from Stojkovic.

In the last of the second-round matches, Bologna saw one of the most famous victories in England's footballing history. It was a reminder that there is more to football than skill and technique – courage and the will to win. Belgium played the better football, but England scored the goal. Suddenly Bobby Robson's enemies were to eat large quantities of newsprint with their pasta. Belgium hit the post twice – through Scifo and Ceulemans – and Barnes had a perfectly good goal disallowed for offside, but despite Belgian pressure, England stood their ground. Walker had a superb match though reduced to a hobble by the end after a challenge on Claesen; Gascoigne and Waddle ran at defenders and Shilton was his usual calm self in goal. With 30 seconds to go, Gazza ran at Gerets and went over for a foul. He was about to take a shot from the free-kick when a shout from the English bench caught his attention. Instead, he chipped the ball over the defence and it dropped perfectly for David Platt. His superbly taken volley did the rest, leaving Butcher and Waddle to perform

a gleeful celebratory dance for the benefit of the camera after the final whistle.

In the first of the quarter-finals, Argentina defied the odds and won out on penalties against a superior Yugoslav team reduced to 10 men after only 31 minutes. Even against 10 players, the South Americans had seemed bereft of ideas and intent on chancing their luck in a shoot-out. They very nearly shot themselves in the foot, Maradona missing his team's third penalty. No-one could quite believe that Argentina had made it into a semi-final match with Italy, the hosts having ended the Irish adventure with a 73rd minute goal from Schillaci.

With West Germany earning an uninspired 1-0 victory over the Czechs, the drama of the quarter-finals was provided by England's encounter with the Cameroons. Platt put England ahead with a powerful header after 25 minutes, but the Cameroons began producing their best football of the tournament. Giant holes were carved in the England defence and only excellent saves from Shilton



David Platt, England's matchwinner against Belgium, battles against Buchwald of West Germany.

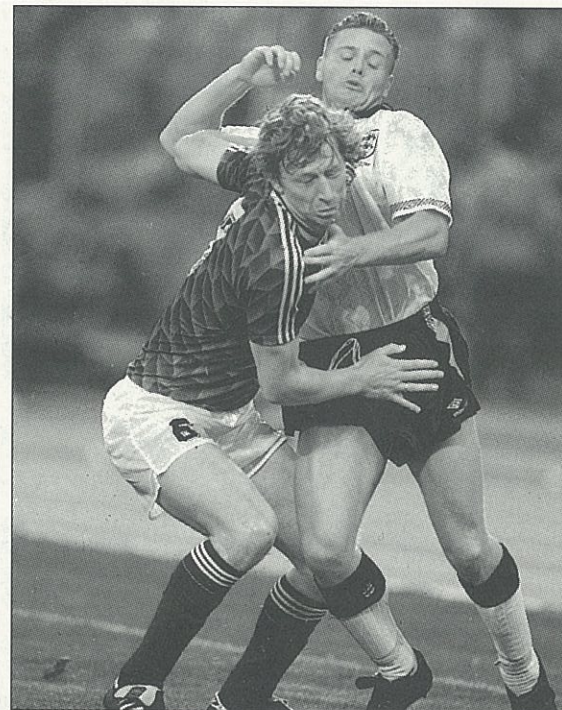
prevented England conceding a hatful of goals. An equalising penalty on the hour followed by an Ekedeg goal two minutes later saw the Cameroons in the lead. With eight minutes to go, however, Lineker was tripped in the box and then converted to send the game into extra time. A second England penalty sent the 'Indomitable Lions' out of the competition, much to the dissatisfaction of Cameroon witchdoctors whose 2-1 prediction of a Cameroon victory had so nearly come to fruition. Their team had produced fluid football and stylish moves throughout the tournament, prompting calls for greater African representation. 'We have a whole continent and only three teams,' said one Cameroon official, 'The British Isles alone have three teams competing.'

In the first of the semi-finals, hosts and favourites Italy paid the ultimate penalty for trying to sit on a 1-0 lead until the final whistle. After scoring in the 17th minute Italy began produced their worst form of the competition, leaving it to Argentina to produce their best. Caniggia scored the equaliser and once again Argentina took a match to penalties. This time, however, Maradona made no mistake with his shot – leaving 'keeper Goycochea to put the final nail in Italy's coffin.

The other semi-final produced the best match of the tournament. England entered the fray against West Germany the underdogs, but with public interest in the World Cup reaching fever pitch. Viewers were rewarded by a superb English performance. Right from the kick-off England were a transformed side. Suddenly, players were passing and moving off the ball with confidence and skill. After England had

completely outclassed the Germans in the first phase, Matthaus rallied his team and was rewarded when a freak shot from Brehme bounced off Parker over Shilton and into the net. England battled back and Lineker equalised with a low shot to the left of Illgner. The game then see-sawed across the field and into extra time: Gascoigne and Platt ever attuned to the possibility of attack; Waddle and Buchwald both hitting the post; Shilton and Illgner making some fine saves from Thon and Wright. Gascoigne – always referred to now in running commentary as 'Gazza' – was inspirational. His tenacity, willingness to take men on and covering in defence later earned him the man of the match award. Ten minutes from the end, having been unfairly booked for a soft tackle, the world saw him in tears. He had realised that if England made it to the Final, two bookings would put him out of contention for selection.

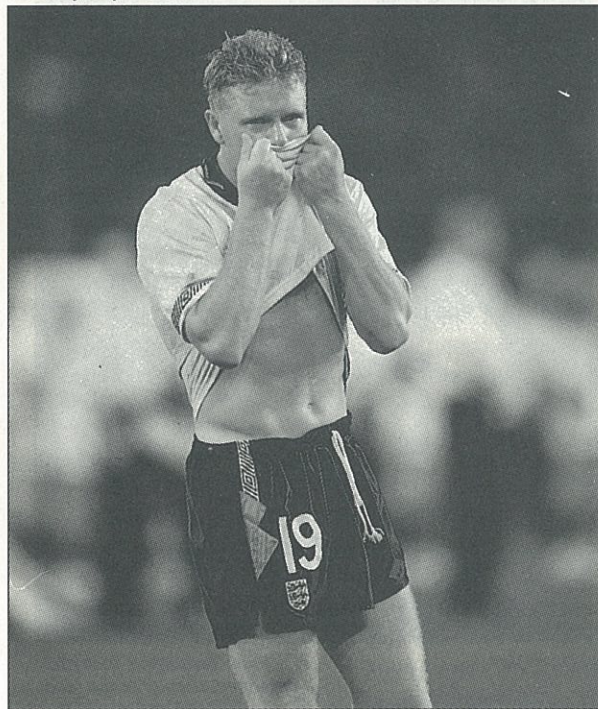
That anyone had to lose this match was a travesty. But penalties meant someone had to lose. Clinical German finishing and misses by Pearce and Waddle saw the Beckenbauer's team safely into the Final. England



Paul Gascoigne, tricky for defences, cheeky to the fans.



"Gazza" weeps for the English nation after defeat by West Germany on penalties.



went on to a third-place consolation match with Italy which the hosts won through a penalty from Schillaci, the Sicilian finishing the tournament as top scorer. Both semi-finals had been decided on penalties, exposing the shortcomings of FIFA's sudden-death directive and prompting the belief that Russian roulette should be left to the Russians.

In contrast to the fair competitiveness of the third-placed match, the Final between Argentina and West Germany was a disgraceful affair. The South Americans lacked any desire to play football and instead concentrated on closing down the Germans. It was a Final of great drama, but not great football. Argentina were lacking Caniggia, Olarticoechea, Guisti and Batista due to suspension and their replacements were simply not up to world class standard. The first half was totally lacking in passion, Argentina content to stay in their own half and soak up German pressure. By the second half, with Littbarski, Berthold Voller and Brehme all going close, Argentinian tackling and harassment became more brutal. Monzon



Andreas Brehmer scores the goal which won the World Cup.

became the first player to be sent off in a World Cup Final for a terrible foul on Klinsmann and, as the match drifted on, the Germans began to lose their cohesive. Suitably, perhaps, a tournament dominated by penalty shoot-outs was settled from the spot after Sensini was judged to have brought down Voller. West Germany had beaten Czechoslovakia by a penalty in the quarter-final, then overcome England in a shoot-out. Here, in the Final, they clinched the trophy with a disputed penalty.

Maradona leads Argentinian pushing of the referee.



Argentinian bench joined in, pushing and shoving the referee as billions around the world watched the disgraceful tussle.

As time ran out for Maradona and his team, Franz Beckenbauer

permitted himself a grin of delight. The Kaiser was about to become the first man to have captained and managed a World Cup-winning side. As Matthaus hoisted the trophy, Maradona wiped the tears from his eyes and marched off alone to the dressing room. His team had gone into the Final having committed more fouls (158) and received more cautions (19) than any other team in the tournament. He had been fouled 48 times but, because of his play-acting, and a crafty handball against the Soviets, Maradona never stood a chance of eliciting any sympathy from the crowds. Not only had Argentina lost the Jules Rimet trophy, they had lost a lot of friends in the process.

Almost everyone profited from the 1990 World Cup except



Littbarski and Matthaus - worthy winners!



football. There was no real plot to thrill and no advance in football as a game to entertain and enthrall. The football was generally indifferent and the refereeing often inadequate. The average of four bookings per game was double the goal average – the worst goal ratio since the competition began in 1930. Of the 115 goals, only 17 were struck from outside the penalty area. There was a similar lack of inventiveness at set pieces, with only 14 successful strikes from free-kicks.

FIFA's noble determination to eradicate foul play merely relegated the referees to the role of traffic wardens, issuing cards almost without discretion. In addition, by appointing referees as linesmen, FIFA contributed to the large number of ridiculous offside positions. One of FIFA's most important decisions during the tournament was to agree to change the offside rule for the following season. Attacking players in line with the last-but-one defender will no longer be judged offside, a development that FIFA hope will encourage attacking football and result in more goals. The unwillingness of teams to commit themselves too early during Italia '90 – the last 15 minutes was the most decisive period of the majority of matches – is confirmed by the fact that only nine goals were scored in the opening 15 minutes.

Italia '90 will be remembered for its penalty dramas; Argentina's progress despite themselves; the emergence of Schillaci; the performance of the Cameroons and a good showing by an England team in the face of fierce criticism. West Germany were the worthy winners, having produced a staggering 114 chances on goal of which 64 found their target and 15 their opponents' net. But there



were no real superteams, just a handful of individuals – such as Schillaci, Milla, Scifo, Romania's Hagi, Stojkovic, Gascoigne, Matthaus and Klinsmann. Together with only a handful of others, these players showed that there is no substitute for good passing skills and technique, and that flair remains the key to unlocking defences and winning matches.

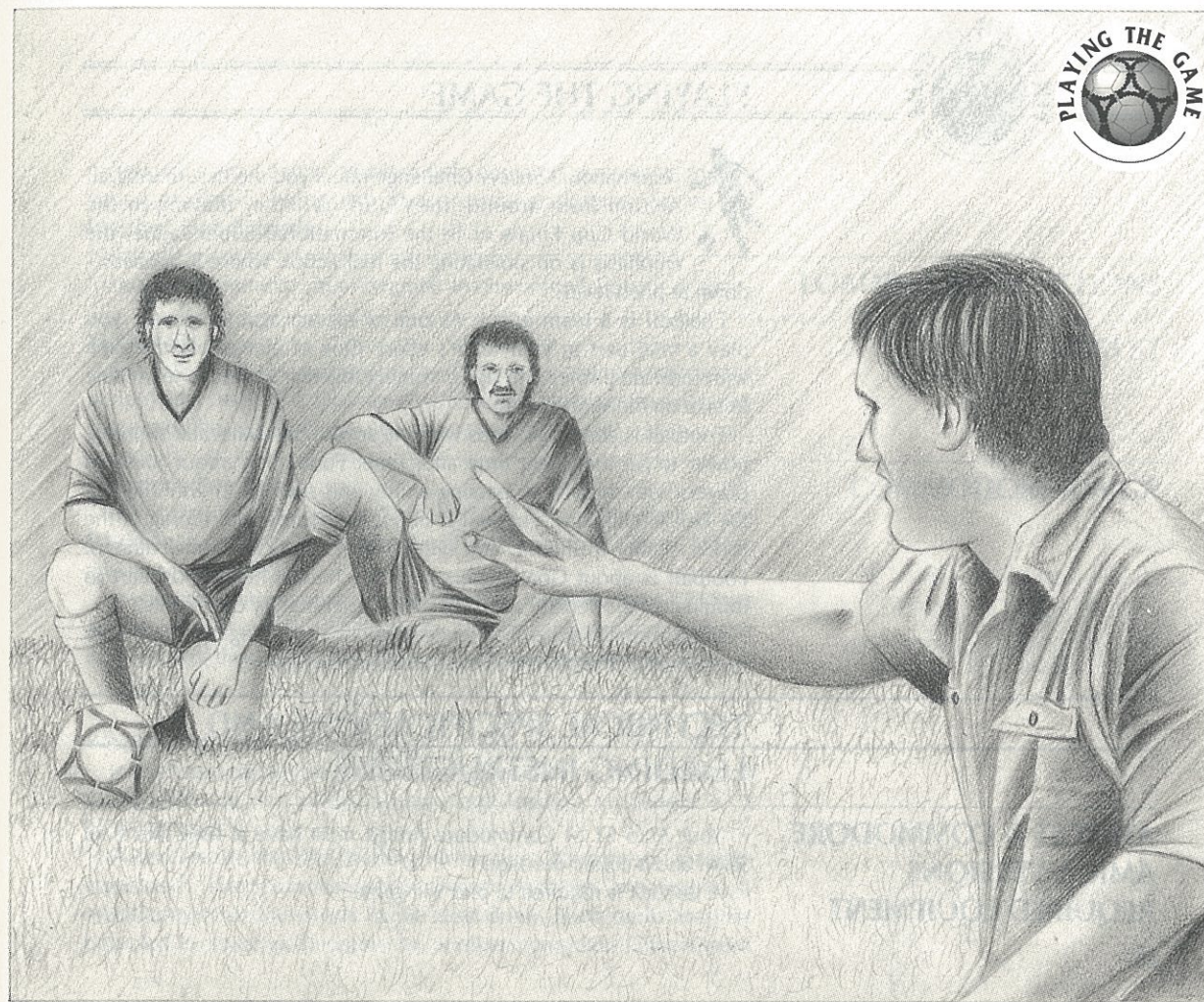




were no real supporters, just a handful of individuals, such as Schuster, Müller and Kienemann. Indeed, only a handful of other players showed any real interest in the game, and the rest were just there to watch. The lack of interest was a major factor in the lack of success of the tournament, with only 14 successful strikes from 17 shots.

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PLAYING THE GAME



International Soccer Challenge offers you the best in football action from around the World. Whether playing in the World Cup Finals or in the International Superleague, the emphasis is on simulating the real action where it happens - down at pitch level.

Football is a team game. As one of eleven against eleven, you play a vital part in your team's effort. One of eleven players each with individual roles and skills, knitting together to form a team able to take on the World's best.

Football is about Forwards with the speed, ball skills and shooting power to hit the target time after time. Football is about Midfield players with the vision, passing ability and stamina to win and use the ball intelligently. Football is about Defenders with timing in the tackle, agility in the air, and quick wits to launch counter attacks. Football is about Goalkeepers with the hands, head and heart to dominate their penalty area and thwart goal-hungry opponents.

International Soccer Challenge is about simulating all that makes up a Football match. *It's a whole different ball game.*

TECHNICAL SPECIFICATIONS AND LOADING INSTRUCTIONS

ATARI ST & COMMODORE AMIGA VERSIONS REQUIRED EQUIPMENT

Your Atari ST or Commodore Amiga must have at least 512 K of RAM and a colour monitor.

A Joystick is required to play the game.



You will need a blank formatted disk, prepared in advance, to save your game details during play. Please see the section on "Saving and Loading" for full details.

Load the game into your computer in one of the following ways;

LOADING INSTRUCTIONS

1) Atari ST

Switch off your computer and remove any unnecessary peripherals. Insert the Disk and switch on. The program will then auto-load. Please follow any on-screen prompts.

ATARI ST

2) Commodore Amiga

If your computer has KickStart in ROM, insert the Disk at the Workbench prompt - the program will then auto-load. Please follow any on screen prompts.

If your computer does not have KickStart in ROM, load KickStart as normal, insert the Disk at the Workbench prompt and the program will then auto-load. Please follow any on-screen prompts.

COMMODORE AMIGA

What if my game fails to load ?

In the vast majority of cases a loading problem is not because of faulty software, but either an incorrect loading procedure or a hardware fault.

Please ensure that the loading instructions have been correctly executed. The commonest hardware failures are due to a misalignment of the heads in the disk drive. Such faults may be detected by loading the game on another computer. (Either use a



PLAYING THE GAME

friend's machine or ask the software store from which the game was purchased to test it).

Alternatively, a virus may have been transferred to your hardware from another piece of software. Pirated copies of games are an incredibly common source of viruses. It always pays to own original software.

In the unlikely event of a software fault, please return the complete package, with receipt to the **place of purchase**. MicroProse regret that goods cannot be replaced unless bought from the company directly.

If you have any difficulty whilst loading International Soccer Challenge, or need help whilst playing the game, MicroProse will be happy to assist you on the Helpline. Please ring U.K. (0666) 504326.

VERSIONS FOR IBM PC & COMPATIBLE COMPUTERS REQUIRED EQUIPMENT

Computer: This program requires an IBM PC, XT, AT, PS/2, Compaq, Tandy 1000, or a computer 100% compatible with one of those models. The machine must have at least 512K of RAM and DOS 2.x or 3.x. When using higher versions of DOS, more RAM may be necessary.

Controls: The program can be run entirely from the keyboard, or with a joystick and keyboard. A joystick is recommended as the interface has been designed to take advantage of the joystick.

Display: The program requires a monitor with an IBM CGA, EGA, MCGA, VGA, Tandy 1000 or Hercules graphics system. EGA systems must have 256K on the graphics card (standard on all but the earliest releases). If you are using a compatible graphics card/monitor, it must be 100% hardware compatible to one of the above.



INSTALLATION CONCEPTS

DOS: You must have IBM or Microsoft DOS, version 2.31 or higher. A version between 2.31 and 3.31 is recommended (3.1 or less on 512K machines).

International Soccer Challenge is not copy-protected. This means you can copy the game files from the original disks however you prefer — to other floppy disks, or to a hard disk. These files are normal in all respects, and should not cause special problems when backing up, restoring, or optimizing a hard disk. However, keep the original disks handy.

International Soccer Challenge has been left unprotected for your convenience in making back-up copies and when playing from a hard drive. However, making additional copies to give away or sell is a Copyright Violation. See the Copyright Notice at the front of the game manual.

This program is designed to run using copies of the original (distribution) disks supplied in the box. You can run the game using the distribution disks, but no information should be saved to them. We suggest making back-up copies and using those to play from. A description of how to make back-up copies follows. Also, format destination disks before doing any copying — to make sure the disk is "clean" and in good operating condition.

Format a Floppy Disk: Formatting a disk requires that you boot your computer with DOS, and at the ">" prompt type the appropriate format command. For example, on most machines this is "FORMAT A:" to format a floppy disk in the A: floppy drive. For details, consult the description of "FORMAT" in your DOS manual.

INSTALLATION ON FLOPPY DISKS



INSTALLATION ON A HARD DISK

Copy to Newly Formatted Disks: After formatting your disk(s), now use the DOS "COPY" command to copy the disks with *.* as the file designators. Typically this command is entered as "COPY A:.* B:.*", even if you just have one floppy drive. For details, consult the description of "COPY" in your DOS manual.

You can copy the original (distribution) disks onto a hard disk. The files copied are standard DOS files. They can be copied, erased, and optimized as desired.

Install Program: For your convenience, a batch file is included that automatically installs the program onto your hard disk. To use this file, place the "Main" disk in your A: drive, type HD INSTALL, press return (enter), and follow the on screen prompts.

Warning: The install batch file assumes you will install from floppy drive A: onto hard disk C: or D: if you have the choice. If your hardware configuration is different, do not use the batch file. Instead, you must manually copy the files from the floppy to the hard disk, using the DOS "COPY" command.

Technical Notes: This install program creates a subdirectory on your hard disk titled "Football" and copies all files into that subdirectory. It then copies a runtime batch file into your root directory titled "Football.BAT", for your convenience. If you're an experienced IBM user, feel free to modify or move "Football.BAT" in the root directory.

(1) **Boot your machine** using DOS (version 2.11 to 3.31 is recommended).

(2) **Insert Disks:** When the "A:>" prompt appears, remove the

LOADING FROM FLOPPY DISKS WITH A SINGLE DRIVE



DOS disk and insert the International Soccer Challenge "Main" disk. Thereafter during play if prompted you must remove the "Main" disk to insert the "Graphic" or "Save" disks. Note that at certain times the program accesses the "Graphic" disk for information so **do not remove the "Graphic" disk from your drive once the game has begun** unless prompted to make a switch.

Use the back-up copies made in the install instructions above.

(3) **Set Speed:** If you have a "turbo" or multi-speed computer, use your normal speed setting.

(4) **Load Program:** Type the following: "Football" and press return. You will then be asked to enter a word from the manual. Please see the section on "Protection" on page 76. The program will begin loading, asking you to select Graphics and Sound Driver Options.

(1) **Boot your machine** using DOS (version 2.11 to 3.31 is recommended).

(2) **Insert Disks:** When the "A:>" prompt appears, remove the DOS disk and insert the International Soccer Challenge "Main" disk. Thereafter during play if prompted you must remove the "Main" disk to insert the "Graphic" disk. Note that at certain times the program accesses the "Graphic" disk for information so **do not remove the "Graphic" disk from your drive once the game has begun** unless prompted to make a switch.

NOTE: Drive B: is reserved for your save game disk.

Use the back-up copies made in the install instructions above.

(3) **Set Speed:** If you have a "turbo" or multi-speed computer, use your normal speed setting.

LOADING FROM FLOPPY DISKS WITH TWO DRIVES



LOADING FROM A HARD DISK

(4) **Load Program:** Type the following: "Football" and press return. You will then be asked to enter a word from the manual. Please see the section on "Protection" on page 76. The program will begin loading, asking you to select Graphics and Sound Driver Options.

This assumes your machine runs under DOS when it boots, which is true of 99+% of all IBM and compatible machines with hard disks.

(1) **Turn on your machine.** If it is already on, exit all programs and return to the root directory with the "CD" DOS command. For example, if your hard disk is C: then "cd C:\\" does this.

(2) **Set Speed:** If you have a "turbo" or multi-speed computer, use your normal speed setting.

(3) **Load Program:** Type the following: "Football" and press return. You will then be asked to enter a word from the manual. Please see the section on "Protection" on page 76. The program will begin loading, asking you to select Graphics and Sound Driver Options.

GRAPHICS OPTIONS

When International Soccer Challenge loads it asks you to select a graphics option. The current options include the following:

VGA: Select this option if you have a VGA graphics board or if you have a PS/2 or an MCGA graphics board.

EGA: Select this option if you have an EGA graphics board. This option provides 16 colors.

Tandy 1000: Select this option if you have a Tandy 1000. This option also provides 16 colors.

CGA: Select this if you have a CGA graphics board. This option

THE MAIN MENU

provides 4 colors.

Hercules: Select this option if you have a Hercules graphics board. This option gives a mono display.

When International Soccer Challenge loads it asks you to select a sound option. The current options include the following:

No Sound: This turns off all sound throughout the game.

IBM Sound: This sound setting is appropriate to all IBM PC, XT, AT and PS/2 machines with no special sound hardware.

Ad Lib Sound Board: Only use this option if you've added to your computer the Ad Lib music board.

Roland MT-32 MIDI Board: Only use this option if you've added to your computer this sound board produced by Roland.

If the program does not load or run correctly, turn off your entire machine and restart it. Make sure DOS and International Soccer Challenge are the only programs loading into memory. Certain RAM-resident programs or tools can conflict with International Soccer Challenge.

If you continue to have trouble, try the original International Soccer Challenge disks. Your copies may be bad. If the original doesn't work, try the original International Soccer Challenge disks in another PC. If the disks work in another machine, then your machine has compatibility problems (i.e., some aspect is not entirely IBM compatible). Try a different machine speed, or a keyboard/mouse, graphics, or sound option. Sometimes an alternate setting will work.

If you have trouble loading on other machines as well as your own, you may be one of the tiny percentage with a defective disk. In such



SOUND DRIVER OPTIONS

LOADING PROBLEMS?



PROTECTION

cases, contact MicroProse Customer Service at USA(301) 771-1151; Monday through Friday, 9am-5pm Eastern time, UK (0666) 504399. Please have a pencil and paper handy when you call.

Before the program loads you will be asked to enter a word from the manual.

For example, the word on

PAGE 5, PARA 2, LINE 4, WORD 2

is "Impractical". Type in the relevant word and press "return".

IBM PC COMPATIBLES KEYBOARD CONTROLS

The functions of the joystick are duplicated by the following keystrokes on IBM PC Compatible machines:

Move Upfield - 'Up' cursor key

Move Downfield - 'Down' cursor key

Move Left - 'Left' Cursor key

Move Right - 'Right' Cursor key

Diagonal movements are activated by pressing two keys simultaneously. For example to move Downfield and towards the Right-hand touchline, press the 'Down' cursor keys simultaneously.

The functions of the Fire Button are duplicated by the 'Return key'.

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Tandy is a registered trademark of Tandy Corporation. Ad Lib is a

registered trademark of Ad Lib, Inc. Roland is a registered

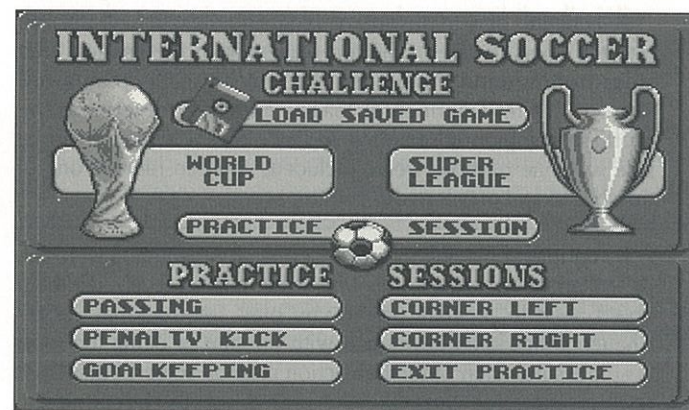
trademark of Roland Corporation.



THE MAIN MENU



Once the game has loaded, the Main Menu will be displayed, as shown below;



The four main options open to you are;

If you have already played International Soccer Challenge, and have a saved game which you wish to restart, selecting this option will allow you to load that saved game. Please see the section on "Saving and Loading Games" on page 110.

Selecting this option allows you to compete in one of the twenty-four teams who took part in Italia '90, playing in the World Cup as it



LOAD A SAVED GAME

PLAY IN THE WORLD CUP FINALS



PLAY IN THE INTERNATIONAL SUPERLEAGUE

PRACTICE SESSION

was played, or to enter the Finals as a member of a team of your choice, from anywhere in the world, replacing one of the twenty-four.

Selecting to play in the International Superleague will put you into the boots of one of the top players from the greatest club sides from around the globe. The sixteen teams play a full season of Inter-Continental league games to determine the World's champion of champions. Once again, if your favourite side isn't one of those we've included, you can remove one of the sixteen and play for your own top team.

If you intend playing for West Germany, Argentina, Liverpool, AC Milan, or any side competing at the highest level, like them you'll need to practice before you play. International Soccer Challenge has been developed with the aim of being the most accurate simulation of football action seen on screen. As such, it requires practice, just like the real thing. By selecting the "practice" option, you'll be taken to the training pitch where you can work on your passing, goalkeeping, and penalty and corner taking, with the chance to hone your techniques to perfection before stepping onto the world's greatest stage to play the world's greatest game.

To select an option from the main menu, move the joystick up or down until the option you wish to select is highlighted. Then press the fire button. It is recommended that you use the practice sessions to familiarise yourself with the techniques needed to play International Soccer Challenge before competing



in one of the tournaments.

Once you have selected to Practice, the first practice discipline, "Passing", will become highlighted. To select another practice discipline, move the joystick up or down, until the discipline you wish to practice is highlighted. Then press the fire button to start the practice session.

The most basic action in football is making a pass. Teams that pass well play well. There have been players of outstanding ability who have shone above their team-mates throughout football history, many of which are documented in the "History of the World Cup" section of this manual, and many of which emerged in the Italian World Cup of 1990. But would Mattheus have unlocked defences for West Germany without Klinsmann to hit with his well timed through balls? Would Italy have been as potent a force without Baggio as a foil for Schillacci? And would Lineker have been a threat without the services of Gascoigne? Football is a team game, and the only way to play effectively as a team is to pass the ball to a man in a better position than yourself.

THE PRACTICE SESSIONS

PASSING

Making a good pass entails several factors, but the desired end result is always the same - Accuracy. The more accurate the pass, the less work the receiver has to do, and the more time he has to make his pass, and so on. The three major factors which combine to determine the accuracy of a pass are the pace with which the ball is struck and direction and height of that strike.

After that, it's up to the ball to do the work, and the receiver to make the most of the results.



THE PRACTICE
SESSIONS
PLAY IN THE
INTERNATIONAL
SUPERLEAGUE
PASSING

PRACTICE SESSION

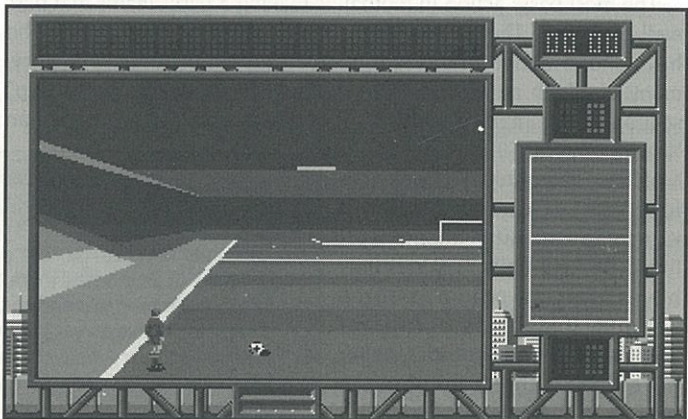


Once you have selected to practise passing, the match display will be shown. The main window will show the following message;

"Press Button to Start Practice

(ESC) to Exit"

Press Fire to reveal the pitch.

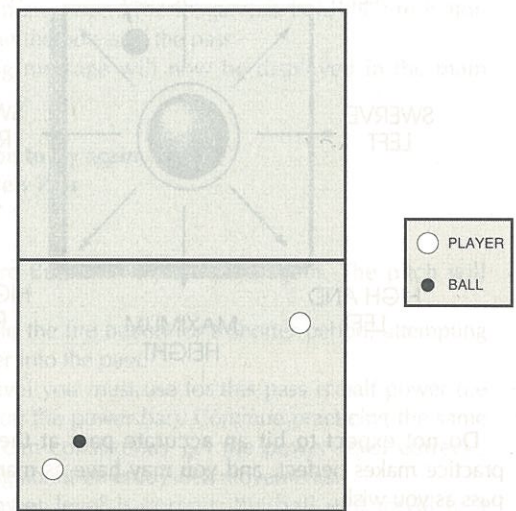


International Soccer Challenge is viewed from a perspective unique to computer soccer games. You are at pitch-level, looking in the direction of your opponents' goal. During passing practice, the man nearest to you in the main window is under your control, and

needed to play International Soccer Challenge before competing

he will have the ball near his feet.

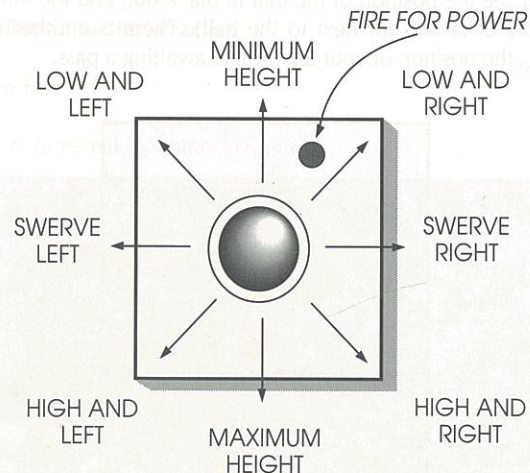
By referring to the Radar Map on the right hand side of the screen, you will see the position of the ball (a black dot) and the man under your control (a red dot next to the ball). There is another red dot, showing the position of your team-mate awaiting a pass.



Your aim is to pass the ball to your team-mate's feet by balancing the three factors which combine to affect the pass; Power, Direction and Height.



All three factors are controlled by joystick functions;



Do not expect to hit an accurate pass at the first attempt - practice makes perfect, and you may have as many attempts at a pass as you wish.

THE POWER

The first factor to consider is the strength of kick you wish to use in making the pass. Below the main window you will see two



horizontal indicator bars. Hold the fire button down, and watch the bars. The lower indicator will show a yellow bar extending from left to right, and the player will kick the ball. This is the power indicator, and has four gradations along its length. If you held the fire button down, the yellow bar will have filled the indicator up to the fourth gradation, and you will have struck the pass with maximum power. The longer you hold the fire button down, the greater the power of the pass.

The following message will now be displayed in the main window;

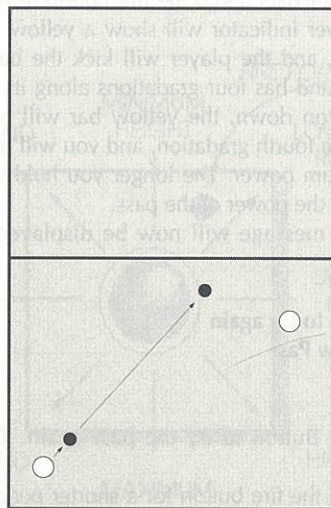
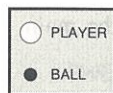
**"Press:- Button to try again
(Space) for New Pass
(ESC) to Exit"**

Press the Fire Button to try the pass again. The pitch will reappear.

This time, hold the fire button for a shorter period, attempting to put less power into the pass.

The power level you must use for this pass is half power (i.e. two gradations on the power bar). Continue practicing the same pass until you can consistently get the power level correct, without worrying about other joystick movements.

Once the power level is correct, the ball will travel in a straight line, taken from your player, through the centre of the ball, as shown overleaf.

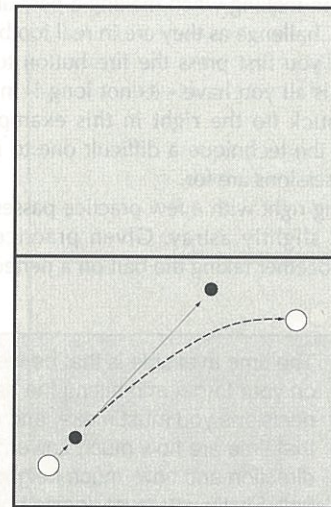
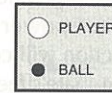


You are still wide of your target, but with a little swerve on the ball, you have the strength of kick to make a perfect pass.

DIRECTION

Now try the same pass again, with perfect power, and think about the direction needed to play the ball to your team-mates feet.

The destination of the straight pass is shown by the circle, and its path by the solid line. To reach the target player, the ball must leave its current path and swerve to the right, along the dotted line, as shown overleaf.



The direction of this swerve is controlled by moving the joystick to the left or to the right - in this example it must be moved to the right.

Imagine you are actually kicking a ball. Once the ball breaks contact with your foot, it is impossible to alter the speed or direction of its journey. International Soccer Challenge, unlike other computer football games, does not allow you to make decisions about the direction of the ball after hitting it - its like real football. The time

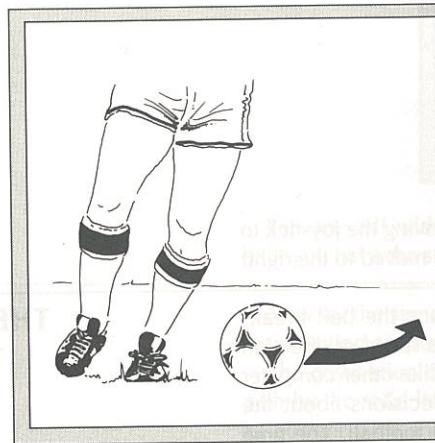
THE TIMING OF THE SWERVE



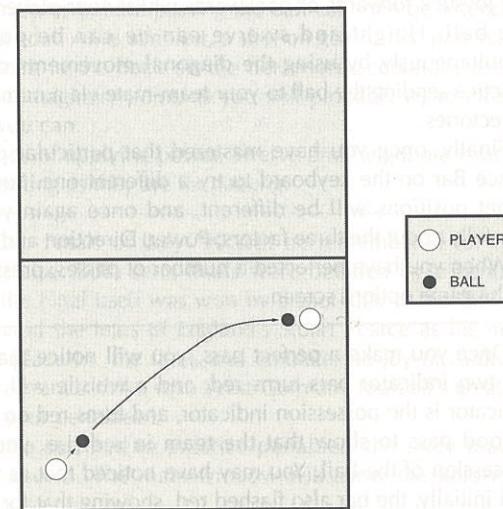
constraints on decision making when making a pass are the same in International Soccer Challenge as they are in real football.

From the moment you first press the fire button to the time the player kicks the ball is all you have - its not long ! In that time you must move the joystick (to the right in this example). Don't be surprised if you find the technique a difficult one to master at first. That's what practice sessions are for.

Try to get the timing right with a few practice passes. Don't worry if your power goes slightly astray. Given practice, power and direction will come together taking the ball on a perfect path to your team-mate's feet.



The time available is that between deciding on your target and hitting the ball. The decisions you must make, and execute, in that time are how much power, which direction and how much height to give the ball. Firstly you must decide how much power to use. Once done, by far the greatest use of time is made in swinging the striking leg back and forth. It is, effectively that time period in which you decide on direction and height, and so it is in International Soccer Challenge.



Once you have mastered power and direction, all that is left to practice is getting the ball to fly through the air at the correct height, or to skim the grass as you wish. In practice mode, with only two players on the pitch, there is no need to alter the height of the ball in flight - so long as it arrives at the target's feet. In a match, however, you will have to be able to hit accurate passes over oncoming opponents, or slide the ball low under a diving goalkeeper.

Once again, the time space available in which to put height on the ball is short. The height of your passes is determined by moving

HEIGHT



the joystick forwards or backwards whilst your player is swinging at the ball. Height and swerve can be put on the ball simultaneously by using the diagonal movements of the joystick. Practice sending the ball to your team-mate via a number of different trajectories.

Finally, once you have mastered that particular pass, press the Space Bar on the keyboard to try a different one. Your starting and target positions will be different, and once again you must think carefully about the three factors; Power, Direction and Height.

When you have perfected a number of passes, press ESC to return to the game options screen.

MEASURING YOUR SUCCESS

Once you make a perfect pass, you will notice that the upper of the two indicator bars turns red, and a whistle will blow. The top indicator is the possession indicator, and turns red on completion of a good pass to show that the team in red (i.e. you) are now in possession of the ball. You may have noticed that as you struck the ball initially, the bar also flashed red, showing that for the short time your foot was in contact with the ball, you had possession. Whilst the ball travels through the air, and is not under anyone's control, the indicator will be black.

This indicator becomes more important during matches. It will always show you at a glance which team is in possession.

As you practice any of the disciplines, the scoreboard on the right of the screen will show you how many times you have succeeded in executing the exercise perfectly (the lower red number), and the number of times you have failed (the upper blue number).



EXTENDING THE PRINCIPLES

The basic principles behind passing the ball can then be extended to cover shots at goal. At its simplest, a shot on goal is like passing to an imaginary point in the back on the net. More accurately, it is a pass through the imaginary point, as you will probably try to hit the ball as hard as you can.

All the methods of applying power, swerve and height are exactly the same for shooting as they are for passing.

The World Cup Finals of Italy '90 will be remembered for one thing if nothing else. Both semi-finals were decided by a penalty shoot-out, and the Final itself was won by a spot-kick in the last few minutes. Avoid the tears of England's Stuart Pearce as his miss cost his team a place in the final, and emulate the joy of Andreas Brehmer as his accurate strike won West Germany football's greatest prize - practice your penalties!

Once you have selected to practice penalties, the main match display will be shown. The main window will show the following message;

"Press Button to Start Practice

(ESC) to Exit"

Press Fire to reveal the pitch.

You will see the penalty area and goal, with your player ready to take the penalty, and the opposition's goalkeeper on his goal line. Penalty taking is easier than normal shooting, as you need only

PENALTY KICKS



EXTENDING THE
PRINCIPLES

PENALTY KICKS

MEASURING YOUR
SUCCESS

GOALKEEPING

concern yourself with the placement of the shot. The power is automatically controlled for you.

To take a penalty, press the fire button. Your player will begin to kick the ball, and, in the same way as before, you have a split-second in which to alter the direction of your shot. Move the joystick left or right to swerve the shot left or right. You can also shoot for the centre of the goal. The 'keeper may dive the right way, the wrong way, or not at all. So long as you give no indication of where you're going to put the ball, he'll only be guessing.

However, if you move the joystick too early, he'll use his intelligence and try to move in the direction you're shooting. Timing is everything !

Once again, you may practice as many penalties as you wish. Unlike passing, the penalty is always taken from the same place !

Inbetween penalties you will see a message in the main window inviting you to press fire to try again or press ESC to exit back to the game options screen.

Top goalkeepers spend hours practising saves from every angle, covering crosses, diving at attackers' feet, launching themselves, stretching fingertips to cover the corners of their goals. In International Soccer Challenge, you'll have enough to worry about with your outfield players without being concerned about the specialised skills of the man in the number 1 shirt. During play the goalkeeper will be automatically controlled for you, and the high degree of artificial intelligence programmed into the game will take care of most situations.



CORNER KICKS

There is, however, one exception. Penalties ! When it comes to facing the goalkeeper's nightmare, you're in charge.

Once you have selected to practice saving penalties, the main match display will be shown. The main window will show the following message;

"Press Button to Start Practice

(ESC) to Exit"

Press Fire to reveal the pitch.

You will see the penalty area and goal, with an opposing player ready to take the penalty, and your goalkeeper on his goal line.

The control method for saving penalties is similar to that for taking them. The penalty taker will automatically take his shot when he is ready. The ability to read the direction of penalties is a skill developed over many years by top goalkeepers. Do you dive left, right, or stand still ? That decision is up to you !

To dive to the left for the ball, push the joystick left. To dive right, push the joystick right. To stand still, don't touch the joystick !

If you move the joystick before the ball is struck, the opposing player will have time to see which way you are diving, and will probably aim for the opposite side of the goal. Once again, successful penalty saves require precise timing !

When you have perfected a number of saves, press ESC to return to the game options screen.



CORNER KICKS

There are not many chances in a game to make a telling pass, without pressure, near your opponents' goal. When you have them, you must capitalise fully on the opportunity. Modern football places more and more emphasis on set-piece plays, and the most dangerous pass in the game can be a telling corner, swinging in for a

Teams spend hours practicing endless variations at corners. If you are determined to succeed in top-flight football, you should too.



near-post header or curling out beyond the keeper's reach for a shot from the edge of the Penalty Area.

Once you have selected to practice taking corners, the main match display will be shown. The main window will show the following message;

**"Press Button to Start Practice
(ESC) to Exit"**

Press Fire to reveal the pitch.

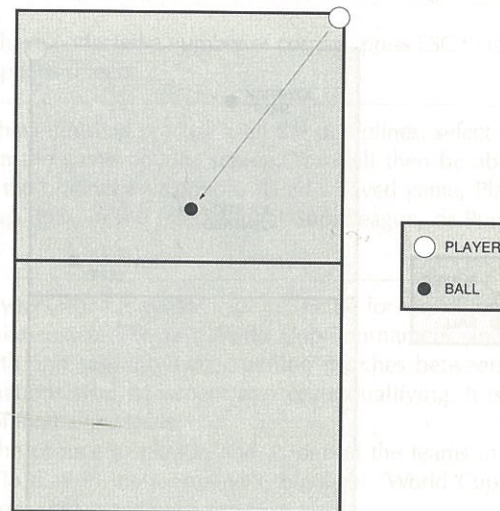
Corners vary from normal passes in two respects. Firstly, you cannot pass away from your goal, as you are restricted by the byline. And secondly, you are likely to be

passing into a crowded penalty area, so accuracy is at a premium.

The position of the player taking the corner (whom you control),



and the direction of the ball if kicked straight is shown below, for a corner from the right hand side of the pitch.

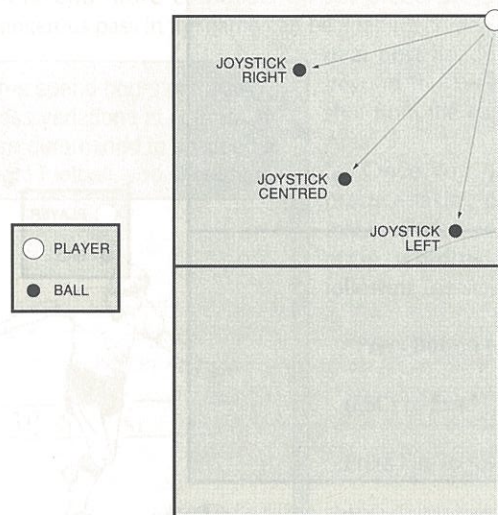


As with other passes, you can vary the power, direction and height of the pass via the joystick. Power and height work in exactly the same way as before - the longer you hold the fire button down, the harder you kick the ball, and height is varied by pulling back on the joystick for maximum height and pushing forward for minimum height.



CORNER KICKS

The direction is varied by moving the joystick left and right, taking the ball away from its 'straight' path as shown below for a corner from the right hand side of the pitch.



If the corner is from the left, pushing the joystick right will make the ball swing out, and left will make it swing in.

As with other passes, timing is essential. You have only a short time to give the ball swerve and height. You should practice corners from both sides of the pitch, using the Radar Map to aim for one of



your team members in in or around the penalty area. Your colleagues will be looking to make space for themselves and take up positions from which a well timed corner will give them a chance of a shot at goal.

When you have perfected a number of corners, press ESC to return to the game options screen.

Once you have finished practising all the disciplines, select "Exit Practice" from the game options screen. You will then be able to select any of the original four options; Load a saved game, Play in the World Cup, Play in the International Superleague, or Practice again.

Every four years, the culmination of the battle for world football supremacy takes place. The last World Cup Tournament in Italy lasted a month and saw fifty-two gruelling matches between the twenty-four nations who had spent two years qualifying. It is the ultimate test of footballing skills.

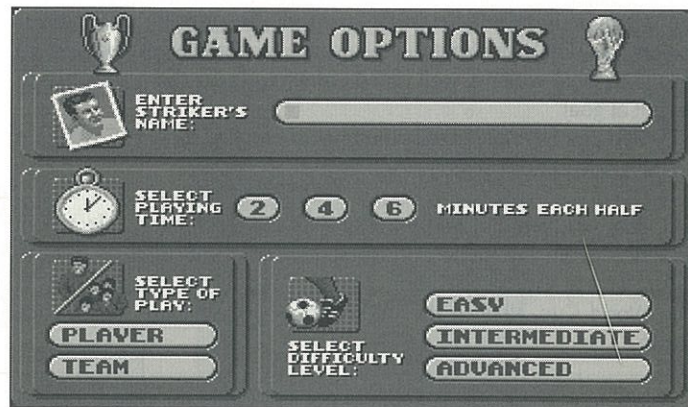
You have the chance to play in and as one of the teams in that competition. To play in the tournament, highlight "World Cup" on the game options screen and press fire.

You will see the game options, as shown overleaf.

This menu is used to select a variety of options which govern the way matches are played.

EXIT PRACTICE

PLAY IN THE WORLD CUP FINALS



PLAYER'S NAME

You may enter your name, or the name you wish to play under, by typing in up to 18 characters via the keyboard. Press "return" when you have finished typing.

SELECT PLAYING TIME

You may select the playing time which you require, from 2, 4 or 6 minutes each half. "2" will be highlighted initially. Move the joystick left or right to highlight other numbers, and press fire when you are happy with your choice.

SELECT TYPE OF PLAY

International Soccer Challenge has been designed to be played as one player in a team of eleven, like real football. If you select "Player", you will play in this style, controlling one man, wherever he is on the pitch. Using this option you can "call" for the ball when



your team is in possession, and you may also take control of the player nearest to the ball in an emergency. The level of artificial intelligence programmed into your players makes this an exciting and challenging way to play the game.

You may also select to play as the whole "Team". In this option, the player under your control is always the player nearest to the ball. For example, as you make a pass to a team-mate, control switches from passer to receiver while the ball moves.

"Player" will be highlighted initially. Moving the joystick up or down switches between "Player" and "Team". Press Fire when you are happy with your choice. Further detailed explanations of the two styles of play can be found in "Playing a Match" on page 100.

International Soccer Challenge offers three levels of difficulty; Easy, Intermediate and Advanced. The levels give progressively harder play as the intelligence of opponents increases at each level. However, there is another factor influencing difficulty; the type of passing.

At "Easy" level, an "Easy Passing" function is automatically activated. This helps beginners by making the ball intelligent, in addition to the intelligence of the players. If you pass the ball, it will automatically seek out one of your team-mates, within reason, making team-work easier, and the game flow quickly, avoiding the frustration of seeing your passes shoot wildly off target, giving the ball away. The function of the power bar is eliminated when the 'Easy Passing' function is active. The strength of your passes is 'automatically' calculated by the computer so as to take the ball near, or to, a team-mate.

However, the 'Easy Passing' function is automatically de-activated when the ball is in your opponents' penalty area, allowing you to shoot

SELECT DIFFICULTY LEVEL



SELECT TEAM

98

at goal, and to control the power of the shot by pressing and holding the fire button for the desired length of time.

At "Intermediate" level the ball is semi-intelligent. If you make a pass which will land close to a team-mate, the ball will correct itself over the last few feet of the pass, ending close enough to your team-mate for him to take control. You may shoot from anywhere on the pitch.

At "Advanced" level, the ball is only influenced by the direction, power and height you give it as you kick it. It is the best test of true footballing ability, but takes time to master.

It is suggested that you start playing International Soccer Challenge on "Easy" level, but progress to "Intermediate" as soon as you are confident about your passing technique. When you feel you are ready for some serious competition, select "Advanced".

Once you have selected your Difficulty Level, you will be shown the Team Lists, from which to choose one of the countries competing in Italia '90.

"Play in Group A, B or C" will be highlighted at the top of the screen, and the list of those teams in Groups A, B and C are shown below it. To see the teams in groups D, E or F, highlight "Play in group in D, E or F", but *do not* press fire. Once you have decided which group you wish to play in, select the appropriate group option at the top of the screen by highlighting it and pressing fire.

The list of teams in those three groups will be shown, with the options to "Select team from below" or "Insert your own team".

To select one of the teams listed, select to "Select team from list below" by highlighting that option and pressing fire. Then move the



joystick up or down until the team you wish to play for is highlighted, and press fire.

If you do not wish to play for one of the 24 teams who qualified, select to "Insert your own team" by highlighting that option and pressing fire. You will then be asked which team you wish to replace. By moving the joystick up or down, highlight the team which you wish to replace and press fire. You may now type in the name of the team you wish to enter (up to 12 characters). Press "return" when you have finished typing.

You will then be asked if you are "Happy with your choice". If you are not, select "No" to return to the team list screen. If you are, select "Yes". Once you press fire to confirm acceptance of your choices, you are ready to begin the first game. Please see the section on "Playing a Match" on page 100.

Annual championships are held across Europe, South America and other continents, but there is currently no championship which decides outright the best club side in the world. How would Liverpool from England fare against Brazil's Vasco de Gama? Are Spain's Barcelona or Argentina's River Plate the better team? The Superleague pits sixteen of these teams against each other, in a fifteen match league season.

The sixteen teams included are the club sides which we have chosen from around the world. You probably have a favourite team which may not be included in our list. Do not despair - you can add your own teams to the list.

To play in the tournament, highlight "Superleague" on the game

INSERT TEAM

PLAY IN THE INTERNATIONAL SUPERLEAGUE

99



options screen and press fire.

You will see the match menu, as in the World Cup, asking you to select player's name, match length, type of play and difficulty level.

Select the options you require. Once you have selected your difficulty level, you will be shown the list of teams, with the option to "Replace a team?".

REPLACE TEAM

If you do not wish to play for one of the 16 teams listed, select to "Replace a team" by highlighting "Yes" and pressing fire. You will then be asked which team you wish to replace. By moving the joystick up or down, highlight the team which you wish to replace and press fire. You may now type in the name of the team you wish to enter (up to 12 characters). Press "return" when you have finished typing.

SELECT TEAM

To select one of the teams listed, select "No" when you are asked if you wish to replace a team. You will then be invited to "Select your team" from the list below. Move the joystick up or down until the team you wish to play for is highlighted, and press fire.

You will then be asked if you are "Happy with your choice". If you are not, select "No" to return to the team list screen. If you are, select "Yes". Once you press fire to confirm acceptance of your choices, you are ready to begin the first game. Please see the section on "Playing a Match" below.

PLAYING A MATCH

Each match begins with a panoramic camera view of the stadium, zooming down to pitch level. The information display tells you which teams are playing, and which competition you are playing in. The teams will emerge from the tunnel, and take up their positions for the



kick off. This opening sequence can be skipped by pressing fire.

Remember that the Radar Map shows you the positions of the players and ball. The ball is shown by a black dot. The player under your control is shown by a flashing dot.

The camera view through the main window shows the pitch, looking towards your opponents goal. The view will change as the action moves up and down the pitch, according to two factors. Most of the time, it will show the player under your control as the figure in the centre of the window. It will track this player wherever he is on the pitch, *unless* the ball is nearer to your goal than the player is. When the ball is "behind" your player, the camera view will track the ball, with your player visible in the distance. This enables you to constantly see the ball, as well as your player.

The action may be paused at any time by pressing the "P" key on the keyboard. To restart the action, press "P" again.

International Soccer Challenge has two types of play, "Team" or "Player", one of which you will have selected earlier. Although many features are common to both, the control method differs.

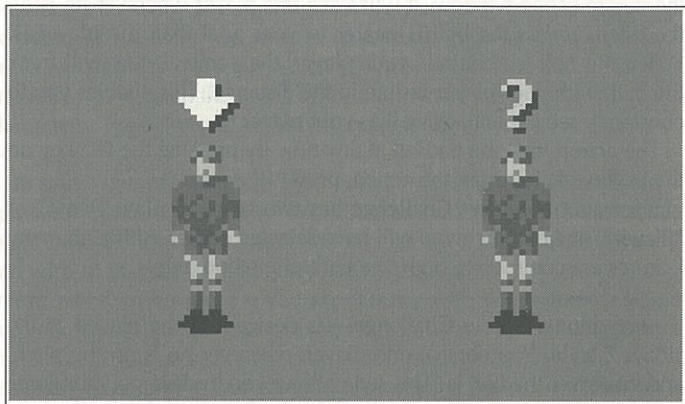
International Soccer Challenge was designed to be played in the "Player" style. You control one player, wherever he is on the pitch, and wherever the ball is. This style allows you to develop your game in one position on the pitch. Real footballers are not playing as a sweeper one minute and as a winger the next - although there is nothing to stop any player temporarily moving out of position to join an attack or add strength to the defence. You must play as one of a team. Other players on your team will score, make crucial tackles, and hit perfect passes. You have your role in the team, which at one

"PLAYER"



time or another will involve performing in all aspects of play, but, like real footballers, you can often contribute more to a goal by intelligently running into space and calling for the ball than by attempting to dribble the ball out of your own penalty area.

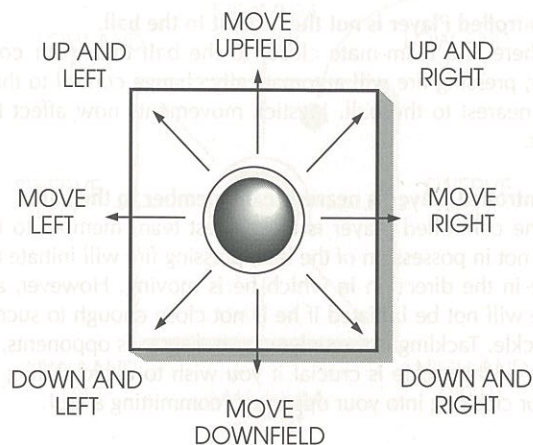
As the game kicks off, you will see that one of your team has a white arrow above his head - he is the player under your control - and another has a flashing yellow question mark - he is the player nearest to the ball.



Some of the time, the player under your control will be the player nearest to the ball. At other times the player under your control may be half a pitch length or more away from the ball ! When the player under your control is the nearest man to the ball, the yellow question mark will disappear.



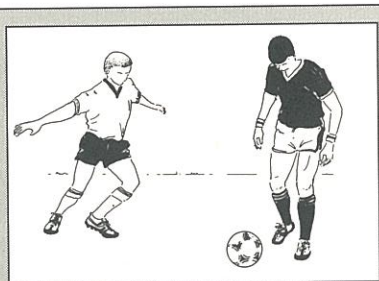
The movements of the player under your direction is controlled by a variety of joystick functions. When he is not in possession of the ball, the joystick moves him in one of eight directions;



When he has gained possession of the ball, the joystick movements will make him run with the ball in the same way as he runs without the ball.

Pressing the Space Bar on the keyboard when your team, but not your player, is in possession, will "call" for the ball. Your team-mate who has the ball will pass to you at the earliest opportunity. He will





Tackling is the only way to disposes opponents, and the timing of the tackle is crucial if you wish to avoid sliding past the ball, or crashing into your opponent, committing a foul.

pass the ball to the position from which you called for the ball. If your man is moving, keep calling !

The effects of pressing the Fire Button on the joystick differ according to the situation the player under your control is in;

1. Controlled Player is not the nearest to the ball.

If there is a team-mate closer to the ball than your controlled player, pressing fire will automatically change control to that team-mate nearest to the ball. Joystick movements now affect the new player.

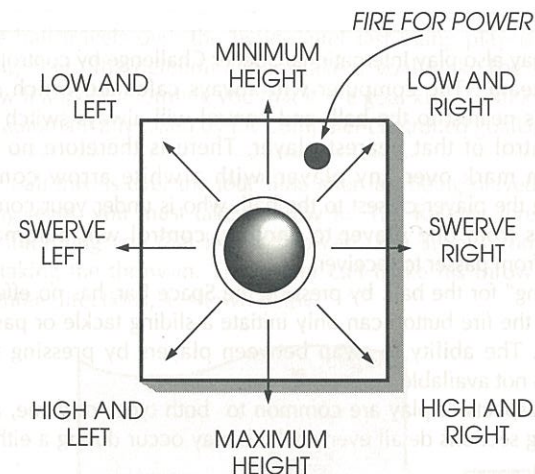
2. Controlled player is nearest team member to the ball.

If the controlled player is the nearest team member to the ball, but is not in possession of the ball, pressing fire will initiate a sliding tackle in the direction in which he is moving. However, a sliding tackle will not be initiated if he is not close enough to succeed with the tackle. Tackling is the only way to disposes opponents, and the timing of the tackle is crucial if you wish to avoid sliding past the ball, or crashing into your opponent, committing a foul.

3. Controlled Player is in possession of the ball.

If the controlled player is in possession of the ball, pressing fire will initiate a pass (or shot). Full details of how to pass are given in the "Passing" section on page 79. The power of the pass/shoot is determined by the length of time the fire button is held for, and direction and height are controlled by moving the joystick in the time between initiating the pass/shoot and striking the ball. Remember that the power indicator (below the main window)

shows the strength of the pass/shoot. The joystick movements available, in summary, are;



Remember that the joystick movements are relative to the current running path of the player under your control. That is to say, if the player is running across the field from right to left, putting "left swerve" on the ball will bend it towards your own goal-line, and not directly towards the left-hand touchline.

If you are playing on "Easy" level, 'Easy Passing' mode will be



active, and your passes will seek out team-mates. Remember that in 'Easy Passing' mode, you must be in the opponents' penalty area before shooting, and that unless you are shooting, the power bar is not active.

"TEAM"

You may also play International Soccer Challenge by controlling the 'whole team'. The computer will always calculate which of your players is nearest to the ball, and control will always switch to give you control of that nearest player. There is therefore no yellow question mark over any player, with a white arrow constantly denoting the player closest to the ball, who is under your control. As you pass from one player to another, control will automatically transfer from passer to receiver.

"Calling" for the ball, by pressing the Space Bar, has no effect, and pressing the fire button can only initiate a sliding tackle or pass/shoot the ball. The ability to swap between players by pressing the fire button is not available.

Most aspects of play are common to both types of game, and the following sections detail events which may occur during a either type of match.

KICK-OFF

Once the teams have run onto the pitch and taken up their positions for kick-off (or once you have pressed fire during the start-up sequence), the Referee screen will be displayed, and the Ref will blow his whistle.

You are not always the player taking the kick-off. If you are, press fire to take control of the ball. If you are not, pressing fire will start the



action, and the player nearest to the ball will kick-off.

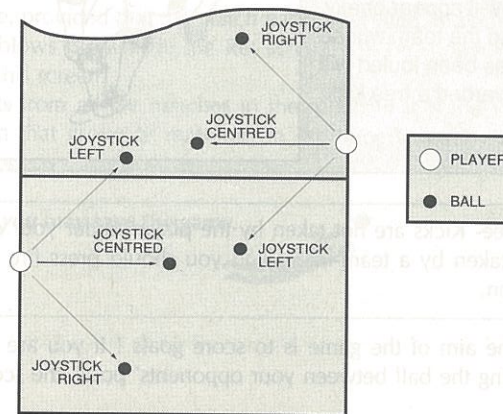
If you score, or at the start of the second-half, your opponents will kick-off automatically.

If the ball travels over the byline after last being played by the attacking team, the defending team take a goal kick. The Referee screen will appear informing you that it is a goal kick. Goal kicks are always automatically taken by the computer-controlled goalkeepers.

GOAL-KICKS

If the ball travels over the touchline after last being played by the opposing team, you must take a throw in. The Referee screen will appear informing you that it is a throw-in. You always control the player taking the throw-in. The player can make his throw in any one of three directions, as shown below.

THROW-INS

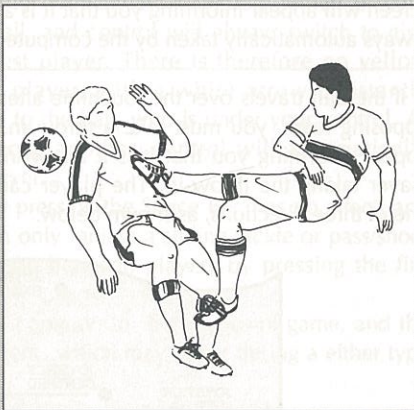




You should refer to the Radar Map to see the relative positions of team-mates and opponents. Once you have moved the joystick in the desired direction, press fire to make the throw. The longer you hold down the Fire Button, the more power you will put into the throw.

FOULS

A badly timed tackle is likely to result in you careering into an opponent, committing a foul. When a foul is committed, the Referee screen will appear briefly, and the team whose player has been fouled will be awarded a free kick.



FREE KICKS

Free- Kicks are not taken by the player under your control. They are taken by a team-mate, and you should press fire to restart the action.

GOALS

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The aim of the game is to score goals ! If you are successful in putting the ball between your opponents' posts, the scoreboard will



flash a congratulatory message. Press fire to abort the message. Similarly, if you are unfortunate enough to concede a goal, the scoreboard will commiserate with you.

At half-time, the referee will blow his whistle, and a message will be displayed inviting you to "Press Button to Start Second Half".

HALF-TIME

In the later stages of a World Cup competition, matches are played on a knock-out basis. After the normal playing time, if the scores are level, extra-time is automatically played. A message will flash across the information display, and the game will continue for one minute. If the scores are level after another minute, further extra-time will be played. Once one side has a lead at the end of a one minute section, the Referee will blow his whistle for full-time.

EXTRA-TIME

At full-time, provided that the match has not resulted in a draw, as the Referee blows his whistle the Ref screen will be shown. Press Fire to clear this screen.

The Results from all the matches in the round (if it is the World Cup) or from that group of matches (in the Superleague) will be displayed.

FULL-TIME

At this stage you may save the game.





SAVING AND LOADING GAMES

IBM PC COMPATIBLE VERSIONS



On IBM PC compatible versions, a message will appear at the bottom of the screen:

"Save Game Y/N"

If you do not wish to save the game at this stage, press the "N" key on the keyboard, and the screen will clear. If you wish to save the game, press the "Y" key on the keyboard, *after checking that you have the correct disk in the correct drive, as explained below.*

Games may be saved onto your hard drive or onto a previously formatted saved game disk. You should not save games onto your original game disks or back-up game disks.

When prompted place your previously formatted save game disk in drive A:, then select the save/load game icon. When prompted return the "Graphics" disk to drive A:.

When the save/load game icon is selected save/load files will be saved to the "Football" directory on your hard drive if you booted the game from your hard drive originally.

SAVING GAMES ATARI ST AND COMMODORE AMIGA VERSIONS

On Atari ST and Commodore Amiga versions, after the results screen has been displayed, a message will appear asking;

"Do you wish to save the game ? Y or N (Button = N)"

If you want to save the game, press the "Y" key on the keyboard. If not, press the "N" key or the fire button to continue. Once you have pressed the "Y" key, a prompt will appear asking you to;

"Please insert a pre-formatted disk in Drive "A" and Press Return"

You may press "ESC" to abort the save.

When you have inserted the disk and pressed return, the game will be saved, and another message will appear;

"Press "Return" to continue with game. "ESC" to Restart game from beginning."



LOADING GAMES

Pressing return will take you to the league/cup status reports.

Previously saved games may be loaded only at the start of the game, when the Main Menu is displayed. The option to "Load Game" should be selected, by highlighting "Load Game" and pressing fire.

On IBM PC compatible machines, the game files screen will appear, showing any saved games. Select the game you wish to load by highlighting the filename and pressing fire.

On Atari ST and Commodore Amiga machines, the following prompt will appear;

"Please insert saved game disk in Drive "A" and press Return"

Once you do this, your saved game will load.

If you are playing in the World Cup, in the First Round the league tables for Groups A and B will be displayed. Pull down on the joystick to see Groups C and D. Pull down again to see groups E and F, or push up to see Groups A and B again. Once you have finished viewing the tables, press Fire to begin your next match.

If you qualify for the knockout stages of the tournament, the top half of the draw for the next round will be displayed once you have cleared the tables after the last qualifying match. Pull down on the joystick to see the lower half of the draw, or Press Fire to start your next match. If you reach the quarter-finals, the entire draw will be displayed on one screen.

If you are knocked out of the competition, you will be informed that your competition is over. Press Fire to return to the Main Menu for another go !

If you are playing in the International Superleague, after each group of matches, once the results have been shown, the top half of the league table is displayed. Pull down on the joystick to see the bottom half. You may move the joystick up and down to scroll between the two halves. Two points are awarded for a win, one for a draw, and none for a defeat.

Press Fire to start your next match. After playing your fifteen matches, the season is over, and you will return to the main menu.



LEAGUE TABLES/STATUS REPORT



CREDITS

"International Soccer Challenge"

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