

SNS-L7-USA

GAMETEK®

ELITE SOCCER

INSTRUCTION BOOKLET

SUPER NINTENDO®
ENTERTAINMENT SYSTEM

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Precautions

1. Always turn the power off before inserting or removing the Game Pak from your Super Nintendo Entertainment System.
2. This is a high precision game. It should not be stored in places that are very hot or very cold.
3. Avoid touching the connector's and do not get them wet or dirty. Doing so may damage the game.
4. Do not clean with benzene, paint thinner, alcohol, or other such solvents.

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Introduction

Elite Soccer brings all the excitement of the 1994 World Cup tournament to the Super Nintendo Entertainment System. Bring your favorite country and players the glory of the World Cup. This fast-paced soccer game offers the players an intuitive game play control and 3-D <mode 7> graphics putting you right in the action. Each match is full of sharp passes, sliding tackles, diving saves, bicycle kicks, headers, and shots you control curving towards the corner of the goal. Take on the soccer world alone, challenge a friend, or team up with four friends using a multi-player adapter. Whether or not you win the World Cup, Elite Soccer is in a class by itself.

Getting Started

Ensure the power to your Super NINTENDO ENTERTAINMENT SYSTEM unit is turned OFF. Insert the Game Pak into your Super NINTENDO ENTERTAINMENT SYSTEM unit and turn the power ON.

After the ELITE logo has cleared, the Elite Soccer introductory sequence will be displayed. This may be skipped by pressing the START button. After the introduction sequence has cleared, the Main Menu screen will be displayed with each option represented as an Icon. Icon meanings are displayed in the center of the screen. Start a game by selecting either a Friendly Match, World Cup, or from the Other Competition's menu.

If you are new to Elite Soccer, we suggest you begin by playing a Friendly game. After selecting the FRIENDLY MATCH option, the Friendly Match Configuration Screen is displayed. Select a SINGLE PLAYER game. You may now choose the team you wish to play as by moving the highlighter with the control pad and pressing the B button. All teams are listed alphabetically. Once you have chosen your team, you then choose your opponents in the same way. The team you have selected to play as, will be highlighted in white in the opponent's list. This team cannot be selected as your opponent.

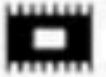
The View Team Screen is now displayed, select the **PLAY** icon. The teams will now run onto the pitch and you begin play at the kick off.

Game Play

FRIENDLY GAME

From the Main Menu options, all aspects of the game may be tailored to suit even hardened football players. You may play against the computer or in a two player match, where player one opposes player two. Using a multi-player device, you may have up to 5 individuals controlling designated players from one team or both. Choose your team from the line up of 32 international teams.

WORLD CUP

With all the glitz and glamour of the world's greatest football tournament, choose your team from one of the pre-defined 24 international teams competing within one of the 6 World Cup Tournament groups; or create your own World Cup 24 from 32 international teams. From the World Cup Select Team menu, use the control pad to select the highlighted team; then use the B button to select and cycle through the options of player control, <  > computer control <  > or the next available group fixture.

WORLD CHAMPIONSHIP

Take one of the 32 international teams into the World Championship. This is a one player, 6 round, instant knockout competition in which every opponent is fighting for a place in the World Championships Final and a place in the Elite Soccer - Special Cup. Each round becomes harder as you are pitched against increasingly tougher opponents.

SPECIAL CUP

Successfully compete and beat the opponents of the World Championships and you are automatically placed in the Elite Soccer - Special Cup. This mini league of super teams consists of the awesomely skilled Elite and Rage teams. Each team plays each other twice.

WORLD TOURNAMENT

The Elite Soccer - World Knockout competition has a host of options and allows 4, 8, 16 or all 32 teams to take part in this sudden death battle. From the World Tournament Select Team's screen, you can choose the number of teams taking part and the opponent's controller. Using the control pad to highlight the desired team, press the B button to select and cycle through the options of player control <  >, computer control <  >, or de-select < ' ' >. The matches may be played from a combination of computer or other player opponents.

WORLD LEAGUE

Take part in the Elite Soccer - World League competition. Up to 16 of the available 32 international teams may take place in this global league battle. Team selections are made in the same way as the World Tournament.

SIX-A-SIDE

From selecting the INDOOR option from the Options screen, all competitions < including the Friendly games > are played indoors as six a side tournaments. Each competition is played in exactly the same way as previously described.

Player Controls

CONTROL PAD

Player has Possession

Player will dribble the ball in the appropriate direction.

Influences the direction of the ball when kicked < aftertouch > or the amount of backspin.

Player does not have Possession

Moves the player indicated by the number overhead.

The player will slide tackle in the appropriate direction.



Goalkeeper has Possession

Influences the direction of the ball when kicked or thrown < Aftertouch >.

Goal Kick, Corner or Free Kick

LEFT and RIGHT on the control pad will change the direction in which the kick will be taken.

UP and DOWN on the control pad alters the height of the kick.

Throw-in

LEFT, RIGHT, UP and DOWN on the control pad will change the direction in which the throw is taken.

Y BUTTON

Player has possession

Player performs a huge power kick. The height of the kick may be affected by the length of time the Y button is held.

Player does not have Possession

When the ball is in the air, a player can perform an overhead kick, diving header, or an aerial header. The direction for all is controlled via the control pad.

Goalkeeper has Possession

The keeper can drop and run out with the ball.

Throw-in

Player takes a high throw-in.

B BUTTON

Player has Possession

Player performs a medium power kick. The power of the shot is determined by the length of time the button is pressed down < as well as the player's individual attributes >. After taking a kick, the control pad can be used to affect the direction of the shot. A back heel may be achieved, if you press the B button and hold DOWN on the control pad.

Player does not have Possession

When the ball is on the ground, the player will perform a sliding tackle. By using the control pad, you can direct the player as he makes a tackle.

Goalkeeper has Possession

The 'keeper performs a power kick. The power of the shot is determined by the length of time the button is pressed down < as well as the 'keeper's individual attributes > . After taking a kick, the control pad can be used to affect the direction of the shot.

Goal Kick, Corner or Free Kick

Player takes the goal kick, corner, or free kick.

Throw-in

Player takes a low throw-in.

A BUTTON

Player has Possession

Player performs a pass to the nearest player in the direction that the control pad is being pressed. If no player is available, then a long kick is performed in the specified direction

Note: auto passing is not guaranteed.

Player does not have Possession

Player performs a deliberate foul, chosen at random < but dependent on distance from the opposing player > from a late sliding tackle, to a shove, or a high kick/challenge.

Goalkeeper has Possession

Perform an auto pass. The "Keeper" will roll or throw the ball < dependent on distance > to the nearest player in the chosen direction. The nearest receiving player to the goal keeper can be controlled by the control pad.

X BUTTON

This button allows you to alter formation and strategy of the team at any time. To alter the formation, hold X button down; press the L button and to alter strategy, press the R button.

SELECT BUTTON

During Game Play

Press the SELECT button at 'dead ball' situations to make substitutions.

L AND R BUTTONS

Pressing the L and R buttons simultaneously will quit the current game. You must confirm your action by pressing the X button.

Taking a Goal Kick

Press the L button to take the kick from the left hand side of the goal and the R button to take the kick from the right hand side.

KEEPER CONTROL

Located in the FRIENDLY OPTIONS screen is an option to change the control method of the goalkeeper. During friendly games only, it is possible to have either a manual or automatic goalkeeper:

AUTO KEEPER - Good, Fair and Poor

With the goalkeeper option selected to either GOOD KEEPER, FAIR KEEPER or POOR KEEPER, the computer will assume control of the goalkeeper. The ability of the goalkeeper is graded from good to poor.

MANUAL KEEPER

With the MANUAL KEEPER option selected, you now assume control of the goalkeeper as the ball gets nearer to your goal area. The manual goalkeeper has more range than the auto keeper, but you will need to control his movements as well. He can be controlled as follows:

Control Pad

This will determine the direction of the goalie for movement and diving saves.

Y or B Button

Press this button to dive for the ball.

Note: If the ball lands at the goalie's feet, he will automatically pick the ball up and then kick it back out into play.

Options

To complement the many features of Elite Soccer, a huge array of options are available which will alter nearly every aspect of the game play. From the **MAIN MENU** use the B button to select the Options screen. You are then presented with some useful options common to all the competitions including the friendlies. These options include:

MAIN MENU OPTIONS

Change the **MATCH LENGTH** from 1 to 90 minutes.

Change from an 11-a-side outdoor game to a 6-a-side indoor game.

Redefine the **CONTROL OPTIONS** of the keypad.

In game **MUSIC** can be toggled **ON** or **OFF**.

Select the **EXTRA OPTIONS** menu.

All the previous tournament winners may be reviewed from the **VIEW CUP WINNERS** option.

EXTRA OPTIONS MENU

Extra options are available for Friendly matches and the other competitions.

OPTIONS FOR FRIENDLY GAMES ONLY

The **FIELD SURFACE** has four grades, from Wet to Hard.



By using the **ATTRIBUTES** option, you may change the playing ability of the team by allowing each player to play depending on their own playing attributes, or by fixing them to a standard. This allows higher ranking teams to play with equal abilities as the lower ranking ones.

The **REF** has 3 ability ratings, from Poor to Tough.

Game play can be influenced by a variable **WIND STRENGTH**.

The goalkeeper can be controlled by the computer < with 3 grades of skill >, or you. Select the **KEEPER** option respectively.

Draws may be decided with extra time < **STANDARD GAME** >, sudden death < **FIRST TO SCORE** >, or **PENALTIES**.

Matches that are won may be awarded 2 or 3 points.

OPTIONS FOR ALL COMPETITIONS

The goalkeeper can be controlled by the computer < with 3 grades of skill >, or you. Select the **KEEPER** option, respectively.

A win may be awarded 2 or 3 points.

Squad Selection

TEAM SELECTION

You may make your squad selection of 11 players from the line up of 16 players displayed. Positions are allocated by the adopted formation, going down the selected squad. You may assign players to become defenders, mid-fielders, forwards, sweepers < if the sweeper formation is being used >, or goalies indicated by D, M, F, S and G respectively.

Select the **CHANGE LINE UP** option. You can now move the highlighter with the control pad and select the player you wish to remove from the team by pressing the B button. The chosen player is now marked in a different colour. As the pointer moves to a new player, that player's attributes will be displayed at the bottom of the



screen and his recommended playing position, at the top of the screen. Use this information in selecting the player you wish to add to the team, again by pressing the B button. The two players will now be swapped over.

Press the **START** button at any time to quit the **CHANGE LINE UP** feature.

GAME STRATEGY

Playing football is as much to do with the skill of the players, as it is to do with the strategy you employ on the field. Elite Soccer is well equipped to allow formation and game strategy to enhance the playing ability of any team.

From the View Team screen, select the **STRATEGY** icon. You may now select the type of strategy and formation you wish your team to use during the game. To change the formation and strategy, use the B button.

Formation

The formation option allows you to disperse the team in one of eight ways.

Defender - Midfield - Forward 7 options

Sweeper - Defender - Midfield - Forward 1 option

Strategy

Choose from one of the six different strategies.

Normal, Attack, Open play, Defense, Careful, or Counter.

When your selection has been made, you may either quit the game by selecting the **QUIT GAME** icon or commence the game by selecting the **PLAY** icon.

SET FORMATION CONTROL

During a goal kick, free kick or corner, you may create your own formation of players to receive the ball.

Before taking the goal kick, free kick, or corner, press the **START** button. The Formation Control screen will be displayed indicating the position of both teams' players. Press the B button to cycle through the different set piece formations available.

4 x Free kick formations

4 x Corner formations

5 x Goal kick formations

You can also control the direction of the shot by using the control pad. Once you have made your changes press the **START** button to resume play.

During a 1 player game, after you have chosen your formation, the computer will then try to mark your men as soon as you have pressed the **START** button to resume play. It may be wise to take the shot quickly, thus allowing your players to receive the ball in some free space.

During a 2 player and multi-player match, player 2 can control his team's formation in the same way and thus try to mark the opposing team's players. Both player 1 and 2 must press the **START** button to resume play.

SUBSTITUTION

Pressing the **SELECT** button, at any 'dead ball' situation < such as goal kicks, free kicks, corners, kick offs etc. > during the game, will allow you to make substitutions. A player can be selected using the L or R buttons < which cycle through the players on the pitch, each with an indication of their injury level > and pressing the B button when the correct player is shown. The L and R buttons then cycle through the players available for substitution < shown on the status panel >. Pressing the B button swaps the appropriate players.

MULTI-PLAYER GAMES WITH UP TO 5 PLAYERS

Elite Soccer takes the Super Nintendo to new heights with the aid of a 5 player multi-tap device < these may be purchased separately >. Up to 5 players may experience the excitement of Elite Soccer.

***Note:** You may have up to 5 players against the computer team, or select a two player match where any combination of players may play the other. Control pad 1 and 2 will always be opposing each other. Control pads 3, 4 and 5 may be on either side but not both.*

Connect the multi-player device to port 2 of your Super Nintendo console. Connect control pads to the ports of the multi-player device as required. From the View Team screen, select the **MULTIPLE PLAYERS** icon.

Player 1 will now be highlighted. The number to the right of the player position indicator displays the control pad number. Initially, they are all set to control pad 1. Each player may decide which player they wish to play as by pressing the B button. The control pad number will change according to which control pad pressed B. When all the players have been selected, select the **PLAY** icon. < 2 player games are selected in the same way. If control pad 3 is playing with control pad 1 on the opposing team, then only control pads 4 and 5 may play with control pad 2. >

Once you have decided who is playing as who, then you can select the **PLAY** icon. During game play, the player currently controlling the ball will have a number above his head which indicates the control pad number. Therefore, a player with the number 3 above his head is being controlled by control pad 3.

Statistics

The Statistics screen will display useful information about the game that has just been played, i.e. Information on the number of goals scored, the amount of shots on goal, corners taken, etc. Both teams' statistics are displayed together. This menu will be shown after a match or after practice sessions.

Passwords

During the World Cup, World Championship, World League, World Tournament, or Indoor Soccer challenge, the successful completion of each round of play results in a new, unique password. While playing in a tournament, it is wise to keep track of the passwords that you have earned in frequent intervals.

To re-enter any password, select the relevant tournament from the Main Menu and select the Password option. Use the control pad to move the cursor and use the Y and B Buttons to cycle backwards and forwards through the alphabet. Once you've entered the password, press the Start Button. If the password is valid, the game will begin where you left off. Invalid passwords are rejected and you will need to try again. As you can see from the picture below, the passwords are quite complex, take your time writing them down to ensure accuracy.

Practice

Before you attempt to take on the rest of the world, it may be wise to practice those all important techniques necessary for becoming the best. Elite Soccer is equipped with a practice mode, where you can practice penalty shootouts < against the computer or player two >, or ball control. You may practice on an indoor or outdoor pitch, depending on what option has been set.

Select the PRACTICE icon from the main menu. Now select either SHOOT OUT, 2 PLAYER SHOOT OUT or BALL CONTROL.

SHOOTOUT

Select the team you wish to practice with. The computer will randomly select an opposing team. Confirm your selection with B button. You will now be placed on the penalty spot with a player from the opposing side in goal.



Penalty Taking Practice

The directional cursor will continually move backwards and forwards across the screen. Use this as the target. The line of fire is from the player and passes through the cursor. When you have lined up a shot, press the B button to take it. The control pad can be used to vary the height of the kick. Each team takes up to 5 penalties. The penalties change to 'sudden death', if the score remains level after all 5 have

been taken. At any time during practice you may quit out by pressing the L and R buttons simultaneously and confirming your choice with the X button.

Goalie Practice

Before the ball is kicked, the goalie cannot move; once the ball has been kicked, you can perform diving saves to the left or right as follows by using the control pad. The height of the dive is controlled by the computer.

2 PLAYER SHOOTOUT

Two player shootout practice is operated the same as the one player practice described above. In 2 player practice, however, player 2 will need to select the team he wishes to practice with.

BALL CONTROL

To enable you to practice dribbling, passing, running with the ball, goal scoring, corners etc. the **BALL CONTROL** icon must be selected. You will be required to select the team you wish to practice with. Your team will now be able to practice all these moves on the pitch with no opposing side < apart from an auto-goalie > .

Play control is as it is for a normal match. Corners and throw-ins can be practiced by kicking the ball past your own goals for a corner, and off the side lines for a throw-in. Auto goalie performs goal kicks, if he saves a shot or if it's kick past his goal.

At any time during practice you may quit out by pressing the L and R buttons simultaneously and confirming your choice with the X button.

The **STATISTICS** screen is displayed after completion of practice, analyzing your play.

Action Replay

Was it or Wasn't it ? The question usually asked when the angle looks right but the ball still doesn't go in! There's no need to worry, Elite Soccer allows you to review up to 7 seconds of play. Useful for those disputed goals!

During the game pressing the **START** button will pause the game. While the game is paused, you can watch an **Action Replay** of the previous 7 seconds action. If a goal is scored by a player, the run up to the goal is automatically replayed. The controls for the **Action Replay** are described as follows.

CONTROL PAD

UP	will rewind the action.
DOWN	will forward the action at normal play speed.
LEFT	will fast rewind the action.
RIGHT	will fast forward the action.

X BUTTON

Press to slow forward the action.

A BUTTON

Press to slow rewind the action.

R BUTTON

Press to frame advance the action.

L BUTTON

Press to frame reverse the action.

B AND Y BUTTONS

Press and hold to pause the replay.

At any time, to reactivate the action or stop the goal replay and thus stop the Action Replay and continue with the game, press the **START** button again.

Replayed action is repeated continuously.

Note: You cannot replay immediately after a penalty.

In two and multi-player games, the player who scores will control the Action Replay.

Editing Teams

With 32 squads from all over the world to choose from, there shouldn't be a shortage of competition. However, if you get bored with certain squads, or would like to see more familiar, national squads, then the Elite Soccer Team Editor is definitely for you. All 32 teams can be altered, from just their name to the color of their kit.

HOW TO EDIT SQUADS

From the main menu select the **EDIT TEAM** icon. This allows you to choose the team you wish to alter. Use the control pad to highlight your chosen team and press the **B** button.

You are now at the Edit Team main menu. Here, you can alter the team name and individual player details < **EDIT DETAILS** icon >, re-design the team kit < **KIT DESIGN** icon >, or restore a previously altered team to the computer default team < **CANCEL CHANGES** icon >. Use the control pad to highlight the team characteristic you wish to alter and press the **B** button.

EDIT TEAM AND PLAYER NAMES

If you selected **EDIT DETAILS** icon, use the control pad to highlight the desired letters and press the **B** button to scroll forwards through the alphabet and, the **Y** button to scroll backwards. As you highlight a different player's name, the recommended playing position is displayed at the top of the screen. Any mistakes made, can be corrected manually or by selecting the **CANCEL CHANGES** icon. This will restore the team to their original details prior to editing.

You may enter a team name up to 10 characters in length and player names up to 14 characters in length. All 16 players' names may be changed in this way. You may quit the EDIT DETAILS option by pressing the START button.

Kit Designer

Use the control pad to select the CHANGE DESIGN icon and the B button to confirm. Now use the control pad to highlight the desired PRIMARY or SECONDARY kit characteristic. Pressing the B or Y buttons will change the desired attribute on the player to the left for the PRIMARY kit and on the player to the right for the SECONDARY kit. The following attributes may be tailored to your individual taste.

Player Skin color	4 shades.
Player Hair color	4 shades.
Shirt color	28 shades.
Stripe color	28 shades.
Shorts color	28 Shades.
Sock color	28 shades.

Highlight the OK icon when you are satisfied with your design and press the B button.

Leaving The Squad Editor

You may now retain your settings by selecting the MAIN MENU icon on the Edit Team main menu, or restore the original settings by selecting the CANCEL CHANGES icon.

Note: All team options may be restored at any time from the team editor menu.

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RAGE SOFTWARE LIMITED

Programmer:

Ian Moran

Graphic Artist:

Andy Rixon

Project Manager:

Gavin Cheshire

Music:

Tee The Dark Knight / Courtesy of Intrigue / Alisxter Brimble

GAMETEK

Executive Producer:

Rod Humble

Producer:

Bobby King

Art Direction:

Steve Curran

Illustration:

Bill Hall

Package Design:

John Tombley

Logo Design:

Wendy Weber

Production:

Sherry Kross

Proofreading:

Felicia Gerity

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The background of the entire page is an abstract, high-energy composition. It features a soccer ball in the lower half, with its white and black panels partially visible. The upper half is dominated by a dense, chaotic pattern of colorful, horizontal streaks in shades of blue, green, yellow, and red, creating a sense of motion and speed.

GAMETEK®

2999 NE 191st Street, Suite 500
North Miami Beach, Florida 33180
305/935-3995

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