

SOCCERKID™



Before Using Your 3DO™ Interactive Multiplayer™ System

Exposure to certain light patterns, flashing lights, or backgrounds on a television screen or while playing video games may induce an epileptic seizure in a very small percentage of individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement; or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

Don't Be a Pirate!

Vast amounts of time and effort go into producing quality 3DO titles. Each time software is pirated, a sale is lost. That lost revenue equates to less funding for future software releases and potentially lower quality products.

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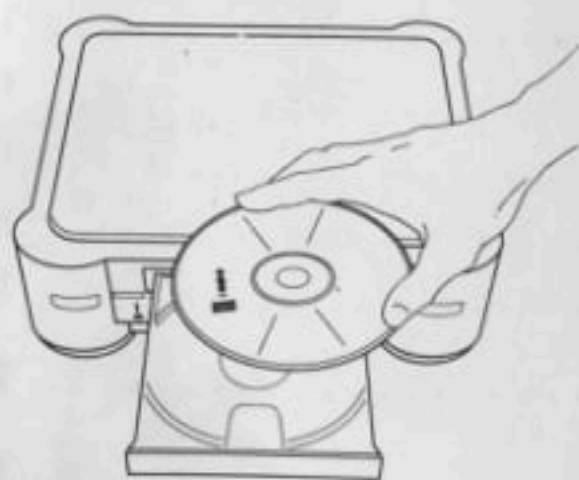
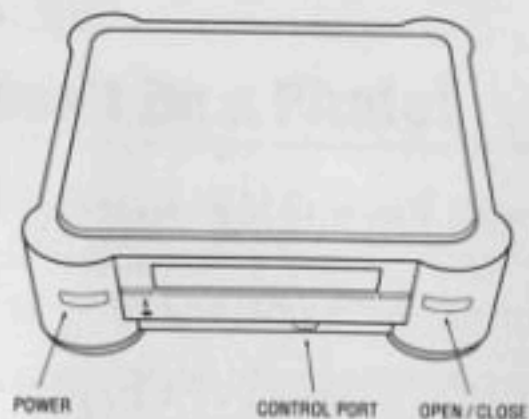
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Quick Start

If you are already familiar with using the 3DO™ Interactive Multiplayer™ system, and want to bypass the introduction and go straight to the game, press **A** on the Control Pad to skip the intro video and **A** again to skip the title screen.

This will take you directly into the game, where you can start play immediately with these default moves: press the **A** button to make Soccer Kid jump; press **B** to make him kick or retrieve the ball; and press **C** to make him slide. In addition, Soccer Kid does a bicycle kick if you press left shift, and a header if you press right shift. If you wish to configure Sound Effects, Music, or Quit, press the PLAY/PAUSE button on the Control Pad to go the Options screen. For more information on using the Options screen, see the Getting Started section below.



Getting Started

1. Turn ON the power switch on your 3DO Interactive Multiplayer system. The READY light will indicate that the unit is on.
2. Check to see that the Control Pad is connected to the Control Port on the player. If it is not, turn the player OFF and plug it in, and then turn the power on again.
3. Press the OPEN/CLOSE button. The disc tray should open.
4. Insert the Soccer Kid disc (label facing up) into the tray, and press OPEN/CLOSE to close the tray. You should see the 3DO logo on your screen within a few seconds. If the symbol does not appear, turn the player off and repeat the process from step 1.

The title screen will appear on your television once the introduction video has finished. You can either press **A** to start the game, or **B** to go to the Options screen.

Soccer Kid's Challenge

It's the day of the 1994 Soccer Cup final and in London, England, Soccer Kid waits eagerly for the game to start on TV. A capacity crowd of excited soccer fans fills the stadium, and the atmosphere is electric.

Meanwhile in outer space, a million miles from Earth, a greedy, trophy-collecting alien pirate has the Soccer Cup on his screen. He flies to Earth down over the stadium and beams the trophy up to his ship in front of thousands of disbelieving fans. Back in orbit with his prize, the gloating pirate collides with a satellite. His ship explodes and the trophy falls to Earth in five pieces that scatter around the globe.

Soccer Kid knows what he has to do – suit up and recover the Soccer Cup. He can do it because he's a first-class athlete who runs, dribbles, kicks, jumps, and does special moves like a champ. His skill in scoring points and overcoming obstacles through 28 increasingly difficult levels of play is rewarded each time he collects another piece of the trophy.

Putting the Soccer Cup back together is a tough challenge, even for the Kid. To do it, he has to take out bullies and countless nasty creatures in five different countries: England, Italy, Russia, Japan, and the USA. Each country has five or six levels, each with its own set of hazards for Soccer Kid to negotiate. The obstacles in the Kid's path include pits, platforms that move or crumble, and spikes that can hurt the Kid *and* burst his ball. Watch out for secret passages along the way! These conceal bonus items and the soccer cards that the Kid needs to recover a piece of the Soccer Cup.



Controls and Options



Main Options Screen

From the TITLE screen, press the **B** button to go to the OPTIONS screen. Move among options with the up and down arrows on the D-pad and press **A** to activate the option and make a selection. To choose level of DIFFICULTY, cycle through Easy, Normal, and Hard with the **A** button. To SETUP JOYPAD, press **A** to bring up a diagram of the controller; change the default settings by highlighting the joypad and cycling through Jump, Kick, and Slide with the **A** button to rearrange the options. Press **A** to see LOAD GAME and use the up or down arrow to choose a saved game, then press **A** again to select it. To see CREDITS or PREVIEWS, press **A**; press **A** again to return to the Options screen.

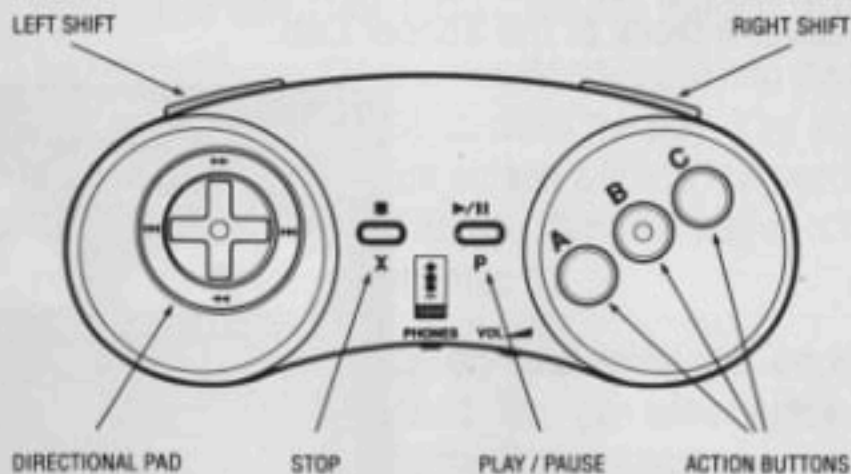


Setup Options Screen

Additional options can be set during gameplay as well. These contain choices for setting the audio level for SOUND EFFECTS, and MUSIC, as well as QUIT or RESUME PLAY. This screen can be accessed at any time during game play. To get there, simply press the PLAY/PAUSE button.

The Control Pad

The illustration below shows controls used in Soccer Kid.



What You'll See On Screen

Soccer Kid's Health

In the lower-left corner of the screen are the two hearts that Soccer Kid starts out with. He loses one if he bumps into an adversary or something connected with it. He recovers his health or even collects a third heart by running or jumping into a health power-up. Soccer Kid loses a life if he runs out of hearts, but regains health when he completes a level.

Score

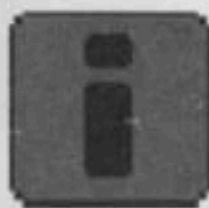
The Kid gets points for removing adversaries – even more if he uses a trick maneuver – and collecting bonus items. For every 200,000 points, Soccer Kid wins an extra life.

Soccer Cards Collected

Soccer Kid has to collect soccer cards to play the bonus level that lets him retrieve a piece of the Soccer Cup. There are 5, 6, or 11 cards hidden on each level. The cards you collect are shown across the middle at the bottom of the screen.

Lives Remaining

The Kid starts with three lives and can pick up extras along the way. When he runs out of lives, the game's over. Remaining lives appear in the lower-right corner.



Information

For information about a scene, kick the ball into this symbol wherever it appears.

Halfway Post

If Soccer Kid touches one of these posts, he'll return to this point instead of to the beginning of a level when he loses a life.



Special Chest

Soccer Kid has to kick the ball at the chest until it bursts open. Inside is a symbol that gives the Kid extra power. These power-ups are described on the next page.



Power-Ups



Extra Heart

Soccer Kid normally has two hearts. This power-up gives him one more, which lets him take an extra hit without losing a life.



Restore Health

Restores all the hearts that the Kid has.



Invincibility

The Kid is temporarily invulnerable – except to water.



Extra Lives

Adds a life.



Speedy Boots

The Kid can run faster and is invulnerable – except to water.



Soccer Kid's Moves

To make Soccer Kid run to the right, push the right arrow on the D-pad; to make him run to the left, push the left arrow.



You can put Soccer Kid through his paces by using the control pad in the **default configuration** in the following ways:

Soccer Kid crouches down if you push the down arrow on the D-pad.



To kick the ball, push the left or right arrow on the D-pad and press the **B** button. If Soccer Kid loses the ball, press and hold **B** and another one appears in front of him.



+



Soccer Kid jumps straight up if you press the **A** button. He jumps down if you hold down the **B** button while pressing the down arrow. This gets him down from many structures and into subterranean levels with no apparent entrance.



+



Press the **B** button when Soccer Kid has the ball to make him juggle with his foot. Hold down **B** while juggling and press the left or right arrow on the D-pad to make him kick the ball backwards over his head and spin around to juggle in the opposite direction.



+



Soccer Kid's Moves *Continued*

To make Soccer Kid kick the ball, press the right, right and up, or up arrow while he's juggling, and he kicks the ball in the direction of the arrow.



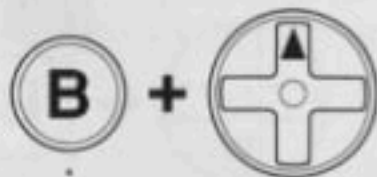
OR



OR



Soccer Kid juggles the ball with his head if you hold down the **B** button and press the up arrow at the same time.



One of the Kid's virtuoso moves is the header. He'll do this if you press the right shift while the ball is on the ground at his feet. He kicks the ball straight up in the air, and hits it with his head.

R SHIFT



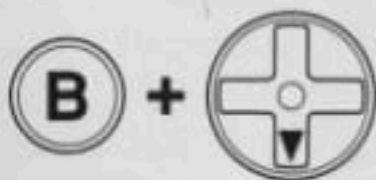
Another of the Kid's virtuoso moves is the bicycle kick, which he'll do if you press left shift while the ball is on the ground at his feet. He falls backward and kicks up at the ball for a high-speed shot.

L SHIFT



Soccer Kid's Moves *Continued*

Press **B** and the down arrow to make Soccer Kid jump on top of the ball. He'll rock back and forth to keep his balance. Hold down the **B** button and press the left or right arrow to make him move slowly in the direction of the arrow while balancing on the ball.



When Soccer Kid is balancing on the ball, push the up arrow to make him jump high and straight up.



Soccer Kid makes a sliding tackle if you push the **C** button while he's running left or right.



Don't let this happen to the Kid!



Maneuver Awards & Bonus Points

Soccer Kid gets an extra 100 points for a kick, 400 for a header, and 800 for a bicycle kick – *if* the maneuver takes out an adversary.

The reward for completing an area of a scene is 4000 points for normal difficulty play, and 8000 points for greater difficulty.

Coming Attractions from Studio 3DO



The All New People's GameShow™

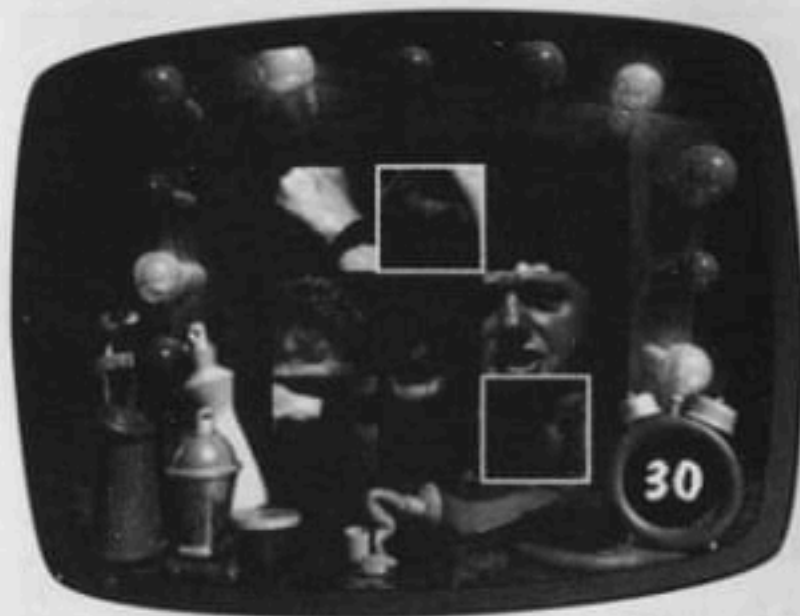
When the people finally overthrew the totalitarian regime of the People's Republic of Bizarnia, everything changed—including the no-frills state-run TV game show. Now it's the All New People's GameShow and former comrades have the opportunity to compete for capitalist prizes! The revolution is coming in early 1995.

SkyVyper™

The year is 2110. Crime is rampant. The great cities are under siege. There is no one left to fight for justice, until a young urban vigilante discovers Dr. Grubert's prototype HeliPak Flight Suit™ and experimental armaments. SkyVyper is born—he's coming to your city in early 1995.



Coming Attractions from Studio 3DO



Club 3DO Station Invasion™

What do grown-ups know about running a TV station anyway? Well, we kids have taken over! I'm Jake Smits. I'm 13 and I'm the president of KID-TV and I'm hiring you to be a TV show producer. You better get right to your set because your show is coming soon from Studio 3DO!

Time2Die™

You should never have come to this abandoned island. Now you are trapped in a horrifying first-person passage through unspeakable evils. Surrounded by a host of long dead but restless beings, you must use your wits and weapons to make your way through the heart of this terrible mystery. Coming soon from Studio 3DO.



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Credits

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Raytraced Graphics:	Neil Adamson
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Cartoon Animation:	Catalyst Pictures
Cartoon Voices:	Steve Cooke
Cartoon Music:	Matt Furniss
Cartoon Digitizing:	Nigel Little, Keith Birkett
Cartoon Processing & Editing:	Nigel Little
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