

## **LOADING**

Type LOAD"" (ENTER).

You have control of the player in possession of the ball or that player who is best placed to tackle or intercept the ball. This player is indicated on-screen by his socks turning the colour of the rest of his strip.

## **SKILLS & TACTICS**

- 1. DRIBBLING** – Whilst your player is in possession of the ball, dribbling is automatic.
- 2. PASSING** – To pass the ball, use the kick control key (or the FIRE button if you are using a joystick). The ball will go in the direction you are facing.
- 3. RECEIVING** – To successfully gain possession of the ball you must judge its path and time your interception so that the ball arrives at your feet.
- 4. GOALKEEPER** – You will automatically gain control over your goalkeeper at the appropriate time – this is indicated by him crouching. You then have the option of making a diving save to the left or right by using the appropriate direction control with 'kick/fire'.
- 5. SET PIECES** – These include corner kicks, centres and goal kicks.  
To vary the strength of kick from soft to

hard the general rule is: Press keys/joystick to move your player forwards – gives a hard kick/long throw etc.

Press keys/joystick to move your player backwards – gives a soft kick/short throw etc.

The direction of the kick/throw/header can be changed by using the controls that would normally move the player in that direction as you press the kick/FIRE button.

## **THROW-IN**

When the ball leaves the field and crosses either touch line, a member of the appropriate team automatically crosses over to take the throw. You now control this player who will take the throw when you press the kick (or fire) button.

## **CONTROLS**

To control your team player you can use any key on the keyboard or any joystick. There are five 'player' controls: UP, DOWN, LEFT, RIGHT and KICK (also used to make goalkeepers DIVE and take THROW-INS).

There are also to PAUSE GAME keys. Pressing both PAUSE GAME keys together during the match produces the following on-screen message:-

CS to Abort Match Day

Any other key to continue game.

## **NOTE:**

You must choose separate keys for 'PAUSE'. To change a particular control, use SPACE to highlight the appropriate symbol and press ENTER. If you are redefining a key you will be presented with the ZX Spectrum key layout. Use SYMBOL SHIFT and SPACE to change the flashing key to the one you want and finish with ENTER. If you are selecting a joystick use space to highlight your choice and finish with ENTER. Notice that the controls as currently selected are printed out in the two bottom 'STATUS' lines.

When you have defined the controls to your satisfaction press CS to return to the match.

Notice that the 'STATUS' line is reproduced at the bottom of the screen.

The last option of the 'Start of Game' menu allows you to simply swap the controls for each player. This is particularly useful in two player games if you only have one joystick.

As stated this menu will be presented at the end of each period of the game. For now, with the 'Kick-Off' option highlighted, press ENT to start the game.

## **SHOOT TO WIN!**

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