

SUPER SOCCER

INSTRUCTIONS

(for 1 or 2 players)

PREPARATIONS

Insert game in the computer console cartridge slot, with the on-off switch in position "OFF", then switch on your Intellivision.

After the title screen, play level is selected as follows by pressing:

OPTIONS

DISC	very fast
[1]	quite fast
[2]	medium speed
[3]	slow

Next you can select between PENALTY or MATCH play, press

[1] for a standard game (MATCH), or
[2] for a knockout penalty game (PENALTY), press
ENTER to confirm your selection.

PENALTY

If the penalty option is chosen, a new menu allowing a two players game [1] (GAME), or a one player game with the option to be the penalty taker [2] (KICKER) or the goalkeeper [3] (KEEPER), press
ENTER to start the penalty game.

To kick the ball, the penalty taker must press the wheel in the direction required, the longer the wheel being depressed, the higher the ball will travel. Some accuracy can be gained by pressing the top action key just at the point that the kicker touches the ball.

The goalkeeper is moved left or right by the wheel, diving in the direction selected when the top action key is pressed.

The game finished after 5 shots by each team, or 5 shots in total for the one player game.

MATCH

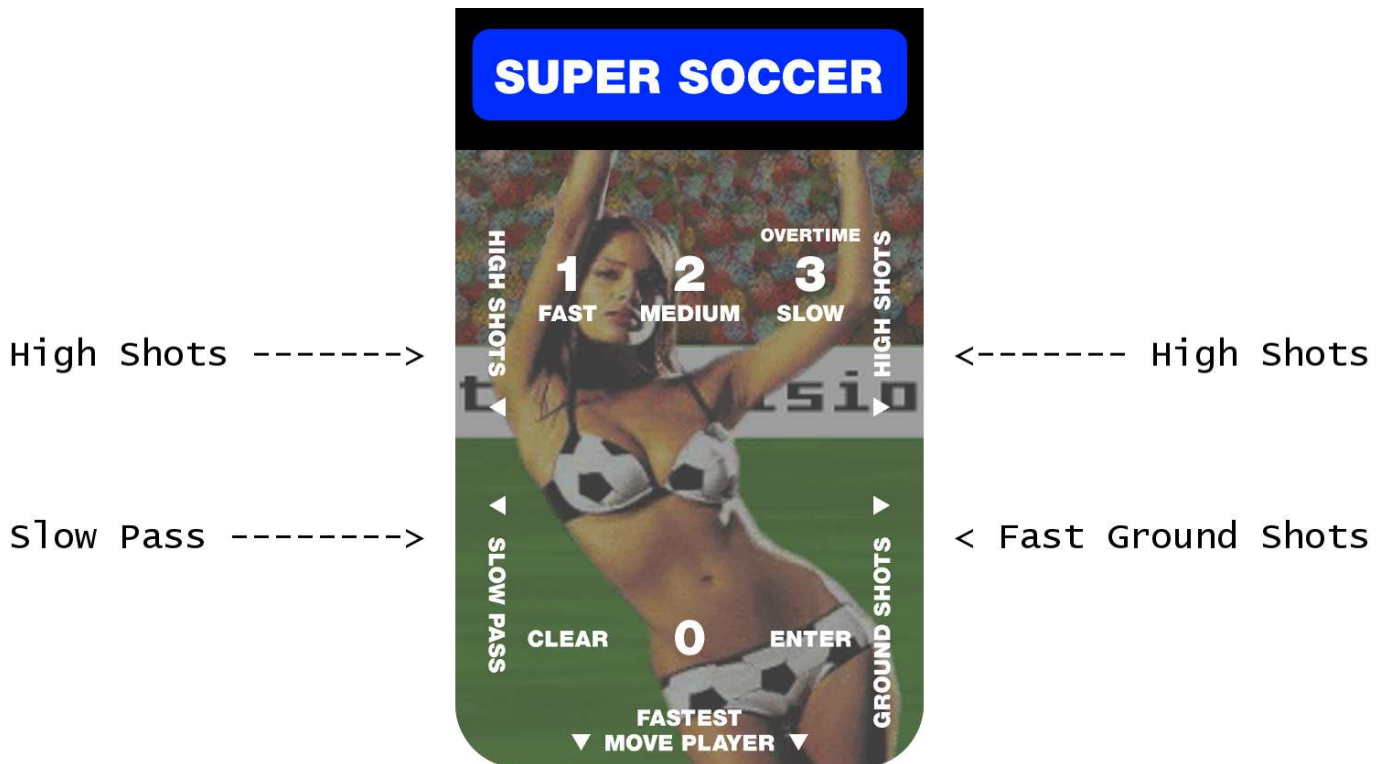
If match is chosen following options for HOME and VISITOR are displayed:
[1] for the teams you want to play,
[0] for the teams you want the computer to play, press
ENTER to confirm selection(s).

The home team plays in yellow (orange for the controlled player), and the visitor team plays in purple (light blue for the controlled player). Moving the players is done by means of the wheel, the players going in the direction pressed. During the game, the player can select another teammate to control by pressing any numeric key, the men being selected in rotation.

Note: this function will not work if the wheel is pressed.

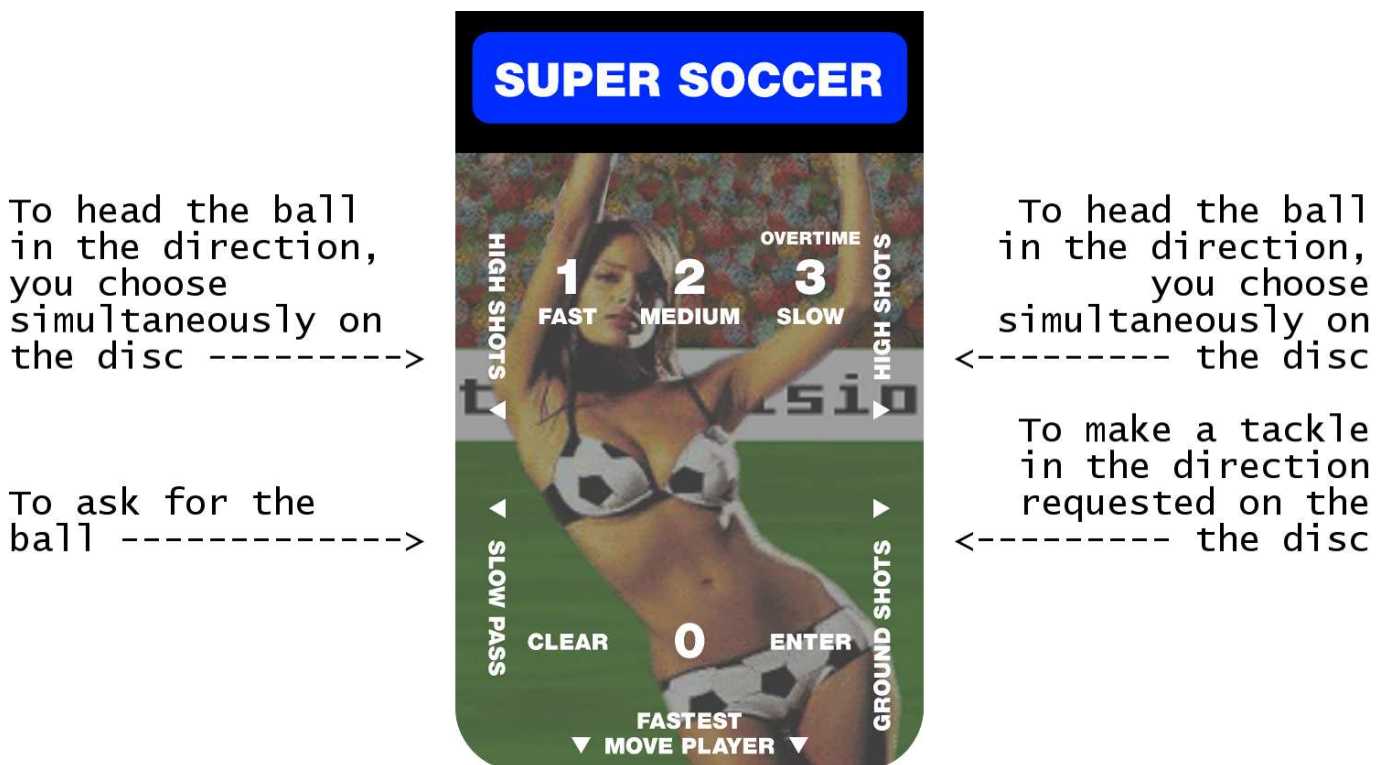
HOW TO CONTROL YOUR PLAYER

1) Your player has the ball:



Pressing simultaneously on the wheel and one of the action keys decides which direction the ball should travel.

2) Your player has not the ball:



The offside and free kick situation can be played as for the throw-in, i.e. if he so wishes, the player can call for the ball by using the keypad as soon as the foul text (indirect/offside) disappears from the screen.

The goalkeeper is normally controlled by the computer, but can be made to dive up or down (if the keeper is moving) by the player by pressing the top or lower right action keys, respectively. If a throw-in or corner occurs for a team containing a controlled player, the player can ask for the ball as described above.

If a foul is committed on an attacking player inside the penalty area, the screen switches to the penalty scene until the penalty has been taken.

If at the end of the match the scores are equal, press 3 to play the overtime, i.e. two halves of 15 minutes each. If the score is still a draw, then the program will turn to the penalty scene, to play a serie of 5 shots each.