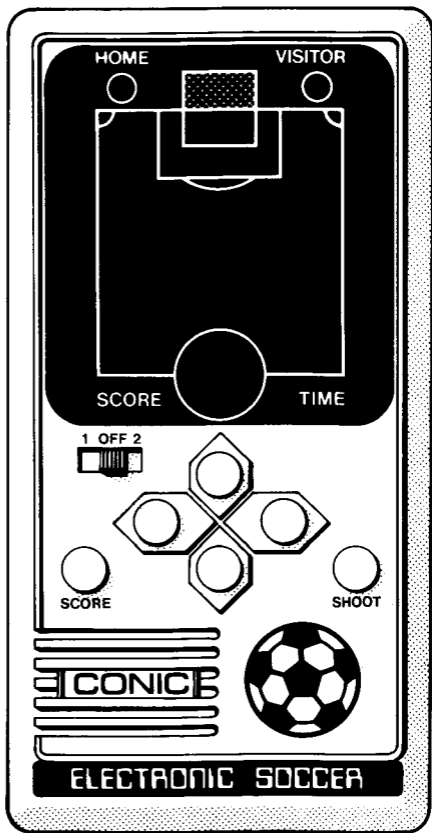


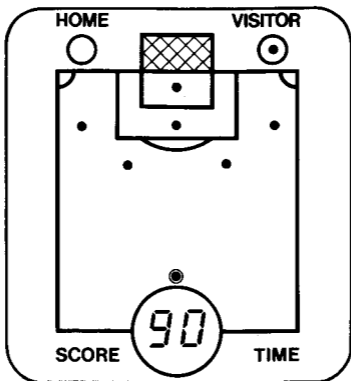
SOCCKER

INSTRUCTIONS



Two players, representing HOME and VISITOR teams and challenging the defense of the computer, play against each other.

Turn the skill level switch to 1 or 2. Start with 1, college level, and train yourself to become a pro to tackle 2. Game will response by a beep and light up the soccer field at start-up formation.



The offensive player is represented by a bright blip of light while the five defensive players and the goal keeper are dimmer. Game always starts with VISITOR team playing first. The two large numerics show time remaining in play and score of each team when 'SCORE' key is pressed.

THE CONTROL KEYS

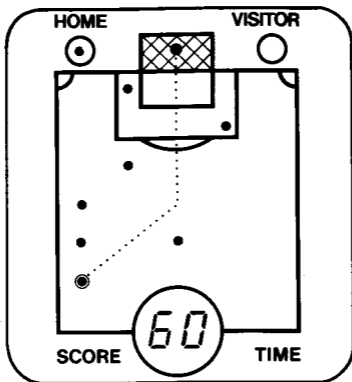
Four directional keys: forward, backward, left and right allow the player to freely manipulate the position of the offender. Game action will start immediately following first depression of any of the four keys. Timer will start counting down from 90 along with a 'tick' sound. Zig-

zag around the defenders fake them and move towards the goal line to bring the goal keeper away from the goal and attempt a shot by pressing the 'SHOOT' key. All defenders will freeze and the ball can be seen moving slowly at a 45° angle towards the centre line and then straight towards the goal. If, however a defender is in the ball path, he will block the shot and game must be passed to the opponent player.

During change-overs, the 'SCORE' key must be pressed to set up new play. The 'SCORE' board only shows score for one team at a time. Therefore, it is necessary to press it two times to read score of both teams. Note that the first depression always shows the next player's score along with the appropriate 'HOME/VISITOR' indicators.

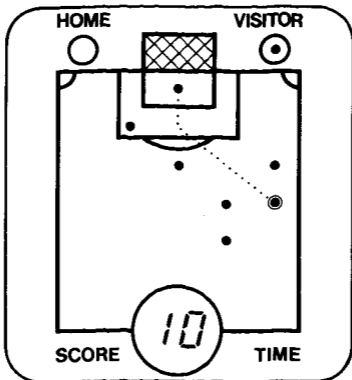
Example 1

HOME team playing offence. Shot is made at left of field
Time remaining is 60 seconds.



Example 2

VISITOR team playing offence. Shot is made at centre right of field but caught by defender. Time remaining is 10 seconds.



Once the play is over, the opponent player will possess the ball and the 'SCORE' key must be pressed to set up for new play.

DURATION OF PLAY

The Soccer game consists of two halves of 90 units of time each. Each half ends with a brief musical tune with timer showing 00. Press 'SCORE' key to start the next half. When entire game is finished, you can start new game by turning the power switch off and on again. Note: Don't switch between 1 and 2 while playing or it will reset game.

SCORING

Every successful shot will be signified by a triumph tune and one points added to the score.

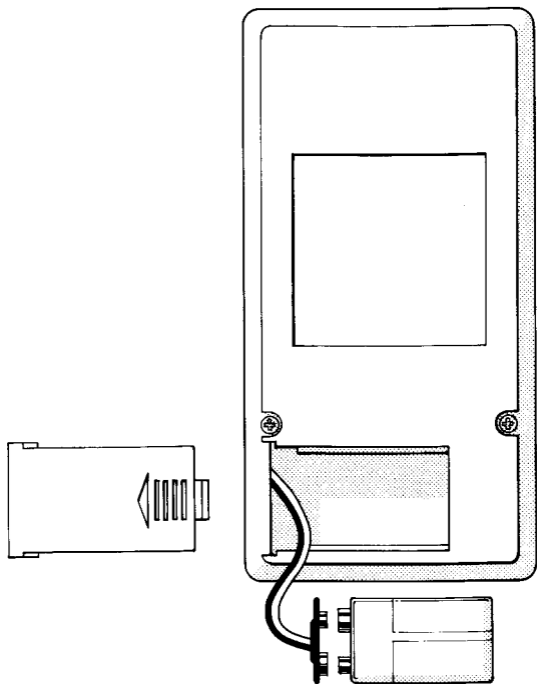
SOME TIPS ON TACKLING THE COMPUTER

The game calls for quick response, decision making, and a sound knowledge of the computer's defensive behaviour which is to be learnt through experience. Some salient points are, however, listed. The goal keeper is reluctant to move until the offender is half way down the field. Plan your tricks to get the guy out of your shooting path. The mobility i.e. the fitness of the defenders are different. Watch the one who is awful good and keep distant from him.

HOW TO REPLACE BATTERY

Remove battery door. Attach one 9-volt battery to connector. Replace battery door.

Note: Replace battery when game appears to be malfunctioning or display grows dim. Alkaline battery recommended.



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