

Konami[®]



Konami's SOCCER

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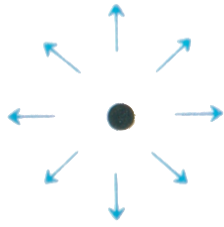



KONAMI'S SOCCER

1. HOW TO PLAY

1. This game may be played alone or by two people simultaneously.
2. You control the action using a joystick.
3. First use the joystick up/down to select the number of players
4. Then use the joystick left/right to select the teams and the level of difficulty you wish to play at.
 - a. Team colors: Move the indicators "1P", "2P", or "CPU" to select your colors.
 - b. Difficulty: There are five levels of difficulty; level 1 is for beginners, level 5 for advanced players.
 - c. Game time: Select the length of your half-time period as 5 min., 10 min., or 15 min.
 - d. Team names: Move the joystick to select the letters for your team name.
5. Start the game by pressing the fire button on the joystick.
6. The game is divided into first and second halves. The winner is the team with the highest total score from both halves.
7. Offside rules apply to single-player games at a 3 or higher level of difficulty and to two-player games at all levels.
8. In case of a tie score, the game will be decided by penalty kicks. Each team gets five tries. A tie score in penalty kicks is broken by "sudden death".

2. CONTROLLING THE ACTION

	Player's movement (in 8 directions)	
Offensive Moves	Pass kick	Press the Fire button
	Shot kick	Hold the Fire button
	Throw in, corner kick, goal kick	Use the joystick lever to select the player you want to pass the ball to, the press the Fire button
Defensive Moves	Switching fielder control	Press the Fire button

Controlling the Goal Keeper	Movement (2 directions)	
	Diving save (only when the Opposition attempts a goal)	Press the Fire button while holding the joystick lever in either the UP or DOWN position.

Penalty kick movements	Kicker	Movement	Moves automatically
		Kick	Press the Fire button
	Goal Keeper	Diving save	Push the joystick lever to either the left or right

- Passes will go to the team member flickering on the screen.
- Goal shots head for the arrow mark located behind the goal. However, in single-player games at a 3 or higher level of difficulty, the CPU goal marker is not indicated.
- Sliding tackles can be done when stealing the ball from certain directions.
- Jumps directly over the goal keeper are not possible.
- Tie-breaking penalty kicks travel in the direction of the arrow.

3. REQUIREMENTS

This program requires a Coleco ADAM, an SGM or ADAM Sound Card for sound and a joystick.