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Gazza's Super Soccer

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Loading and System Requirements

Amiga

*Amiga 500, Amiga 1000(0.5Mb or more) or Amiga 2000
Single Player Joystick (port 2):Two player joysticks (ports 1 & 2)*

At the workbench prompt, insert the game disk into the internal drive DF0:
Please ensure that no other software is running.

Atari ST

*520ST, 1040ST or Mega ST
Single Player Joystick (port 1):Two player joysticks (ports 1 & 0)*

Either insert the game disk into drive A and switch on or reset the machine, or insert the game disk into any drive and double click on the *GAZZA.PRG* icon.

Commodore C64 Cassette

CBM 64/128 + joystick ports 1 & 2

Place the game tape into the cassette unit and ensure that it is rewound. To load the game press SHIFT and RUN/STOP at the same time, and then press play on the cassette unit. The game will then load with the title screen appearing after a short while.

Commodore 64 Disk

CBM 64/128 + joystick ports 1 & 2

Place your game disk into your disk drive and type *LOAD ***,8,1*. After a short delay the title screen will appear and the game will load.

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Spectrum Cassette

Spectrum 48K, +2 or +3 with joystick ports 1&/or2 or keyboard

Place the game tape in your cassette recorder and ensure it is rewound. Type *LOAD *GAZZA** and press *PLAY* on your cassette recorder. If you are using an external drive make sure the *TONE* and *VOLUME* levels are set correctly. When the game has loaded make sure you press *STOP* on your cassette recorder. If you are using a joystick press fire when requested, otherwise you must define which keys you wish to use.

Amstrad Cassette

Amstrad CPC 464,664 or 6128 + joysticks or keyboard

Place the game tape in your cassette recorder and ensure that it is rewound. Type *RUN *GAZZA** and press play on your cassette recorder. If you are using an external drive make sure the *TONE* and *VOLUME* levels are set correctly. When the game has loaded make sure you press *STOP* on your cassette recorder. If you are using a joystick press fire when requested, otherwise you must define which keys you wish to use.

Amstrad Disk

Amstrad CPC 464,664 or 6128 + joystick or keyboard

Place the game disk into your drive and type *RUN *GAZZA**. After a short delay, the title screen will appear. If you are using a joystick press fire when requested, otherwise you must define which keys you wish to use.

The Menus

The first item of the game is the start-up menu, which allows you to start playing your first match (this gives a default selection of 2 teams), to set up one or two player mode (in one player mode you will always play against the computer), or to go into further menus to access the more complex features of the game. The actions of these further menus are self explanatory, and will allow you to set up your own custom leagues and cups (either using the available teams or with your own predefined teams), to practice various set pieces, to change the length of play during each half of the game etc. The best way to get familiar with all of the options available is to explore the different menus in the game.

Note that after you have set up a special team, league or cup you may save them at the end of any week or round. If your chosen team has performed well in the past, then the available skill and speed factors of your players will increase. One special feature that we have provided is that if you save your team, league or cup onto tape from a C64, Spectrum or Amstrad, you will be able to load the information back in again into any of the three machine types. This means that the saved data is compatible with all three machines. There is ONLY a tape save option on the C64, Spectrum or Amstrad version.

One final feature to note is that we haven't provided the names of any players in the teams available with the game. We have left these free for you to enter in the menus. This is because we don't know the transfer intentions of all of the managers in Europe over the coming season. It also means that if you've always wanted to play for your favourite team then you can easily do so!

Player Controls

The player you are controlling is marked on the screen by a small triangle above his head. If this player has control of the ball the triangle will be

flashing. Your player will follow your joystick or keyboard movements about the pitch. There are three views of the pitch, either the middle section (which is a side-on view), or either of the two ends looking towards the goalmouth. This means that you get a good view of the goal when you wish to take a shot. Once you are controlling a player off the ball, you will always keep control of him unless you press fire. Control will then go to your player which is nearest the ball. The exception is your goalkeeper - to get control of him at any time you must press the SPACE BAR on the 16-bit machines and ENTER on 8-bit machines. He can then be moved about in the normal way. He can be made to dive by pressing the fire button and moving in the required direction. To restore control to your other players you must press the SPACE BAR or ENTER again.

Kicking or Throwing The Ball

When you have control of the ball you then have the ability to kick it in the direction of your choice. You may choose the exact amount of strength, height and spin on your kick by the length of time you press fire, pull down on the joystick, and pull left or right on the joystick respectively. So, if you wish to kick a strong high ball with spin to the left then press the fire button and pull the joystick back and to the left. As an additional help we have provided a BOOT-O-METER in a triangle in the centre of the lowest part of the screen. If you watch how the dot moves and grows, you will be able to precisely determine the effect of your kick. Goal kicks, free kicks, penalties, corners and even throw-ins are all under BOOT-O-METER control.

Tackling

If you wish to tackle an opposition player to gain possession of the ball then you must approach within tackling range and press the fire button. If you are up against a highly skilled player then you will have to be persistent!

GAZZA'S SUPER SOCCER

