

## **STREET CRED' FOOTBALL LOADING INSTRUCTIONS**

**SPECTRUM:** 48K owners type LOAD "" (ENTER). 128K users select the LOADER option from the menu.

**AMSTRAD CPC:** 464, hold down CTRL and tap the small ENTER key. 664/6128: Type I (shifted @ ) TAPE (ENTER) the type RUN" (ENTER).

**COMMODORE 64/128:** Hold down SHIFT and tap the RUN/STOP key. 128K owners ensure that it is in C64 mode.

*When loading please follow all on screen instructions.*

### **GETTING STARTED**

Once the game has been loaded you will be presented with a title page, press BREAK (CAPS-SHIFT & SPACE) to enter the setups page, Amstrad owners press ESC, C64 owners press FIRE.

Press 1 to select the number of players, choose between, player one against the computer, player one against player two, or the computer against computer demo mode.

Use options 2 & 3 to choose the control methods for players one and two. Be sure not to select the same control option for both players.

Spectrum owners please note: only one player may use a Sinclair Joystick, also some keyboard/ Sinclair combinations may cause 'ghost keying', if unexpected controls occur, redefine the keyboard settings. The C64 version will default to player 1: joystick in port 1 and player 2: joystick in port 2.

Options 4 & 5 allow the players to reposition the start positions of their five team members. The controls are shown at the base of the screen. On the C64 you cannot change the position of your goalkeeper.

Option 6 allows you to alter the pitch colours (Spectrum version only). Instructions are shown in the middle of the screen.

Press 7 to change the time limit for each game.

### **PLAYING THE GAME**

Once you have made all the setup changes you require, press BREAK, ESC or FIRE to return to the title page, now player one should press fire to start the game.

Player one gets to choose five players first, using up, down, left, right and fire to select. Player two may then choose his/her team in the same manner. Once the teams have been selected pressing fire will start the game.

Each player controls one team member at a time, the team member currently being controlled is indicated by a flashing arrow: clear for player 1 (blue) and dark for player 2 (red). Any team member who has possession of the ball may run with it (using up, down, left and right) and pass or shoot (using fire). Otherwise the player controls the team member closest to the ball, pressing fire will make this team member run faster. The goals appear as two crates at each end of the pitch.

## STREET CRED' FOOTBALL CREDITS

Original Concept : The Players Team  
Spectrum Code : Andy Severn  
Spectrum Graphics : Jabba Severn & Colin Swinbourne  
Amstrad Code : Kevin Parker  
Amstrad Graphics : Jabba Severn & Colin Swinbourne  
AY Music : Ian Sheridan & Andy Severn  
C64 Version : WOW Developments  
C64 Music : WOW Developments

Playtest : Si, Paul, PJA & WOW  
Production Co-ordination : Simon Daniels  
Inlay Production Team : Mike, Karen, Si & PJA



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Produced for Players Premier by  
Richard Paul Jones

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SHANGHAI WARRIORS	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
SHANGHAI KARATE	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
POWERPLAY	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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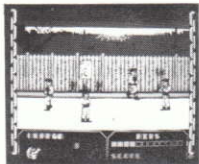
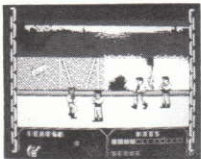
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