

SOCCER



loriciels

LADIES & GENTLEMEN, WELCOME TO THE SOCCER '86 TOURNAMENT

Your Amstrad is host stadium for the hottest football tournament in the world – *Loriciels SOCCER '86*. The spectators wait in excitement as the teams are selected by the team captains – the atmosphere is electric... The crowd roars as each team takes to the pitch and stands for their Country's National Anthem...

Now it's time... yes, the whistle blows... and another exciting, action filled game is under way in the fabulous *Loriciels SOCCER '86* tournament...

GETTING STARTED

Set-up your Amstrad Computer System as detailed in the handbooks that accompany your Amstrad.

You may RESET this game at any time by pressing the CTRL, SHIFT and ESC keys together.

If you wish to use a joystick, insert it into your Amstrad Computer now.

If you have a cassette version of *SOCCER '86*

Owners of 664 or 6128 Computers should first type **TAPE** then press **ENTER**.

Insert the cassette into the datacorder or cassette player. Ensure the cassette is fully rewound. Hold down the **CTRL** key and press the small **ENTER** key at the same time. The game will take approx. 4 minutes to load.

If you have a diskette version of *SOCCER '86*

Owners of 464 Computers should first type **DISC** then press **ENTER**

Insert the diskette into the disk drive. Type **RUN"SOCCER"** then press **ENTER**. The game will now load.

BEFORE THE MATCH – THE TEAM SELECTION

Once the program has loaded, the selection menu screen is displayed. By altering items on this menu, you can choose between joystick and keyboard control, change the format of each team, and assign skill levels to each. Some items on the menu screens, once selected, will display further sub-menus for more detailed selection.

Altering the Menu Screens

A coloured bar is used to move over the options you have, and to highlight each option in turn. You can control this bar by moving your joystick UP or DOWN, or by pressing the S or X keys on the keyboard. Once the required option is highlighted, press the FIRE BUTTON on the joystick, or SPACE BAR on the keyboard. To alter a selected option, move the joystick LEFT or RIGHT or press the K or L keys.

To Change the Teams

Move the red bar to highlight *EDIT TEAM 1* or *EDIT TEAM 2* option. Press the FIRE BUTTON or SPACE BAR to select.

You may now change the selected team in up to 3 ways – *SELECT TEAM FORMAT*, *COUNTRY* and *skill LEVEL*. Highlight one of these options using the same commands as on the first selection menu.

Select Team Format

As team manager, you can allocate the power that each player can have – you have a total of 100 energy points to allocate over the team. The maximum any one player may have is 30. To begin, each player has 20 energy points. The number of spare energy units is shown after the word *POWER*.

Once you have allocated your team's power, select *END*.

Country

Change your team's shirts so that they represent a top European team – you have a choice of 3 out of 4 teams in total (the fourth Country is currently selected as the other team).

Once your Country is chosen, select *END*

Level

Allows you to adjust the skill level of this team.
(HINT: Useful for handicapping an expert opposite team, especially when that team is the computer!)

Once an appropriate Level is chosen, select *END*

To Play Against Your Computer

Select either *TEAM 1* or *TEAM 2* options, and alter the right-hand column so that it displays the word *COMPUTER*. Next select the other team, and change the right hand column to either *JOYSTICK* or *KEYBOARD* control.

To Play Against Another Player

One player must use a joystick, the other the keyboard. Select and alter the *TEAM 1* and *TEAM 2* options accordingly.

And now – KICK OFF!

Once you have selected the teams to your satisfaction, select *START GAME*. The crowd will roar, as each team now runs onto the pitch in turn, and stands for their National Anthem.

The whistle blows – and it's kick off for the first half! The player you control has a lighter colour shirt than the rest of the team. When the ball moves close to another team player, his shirt will become the light coloured one, and you now control his movement.

The other players will move about the pitch automatically, including the goalkeeper, who will always make the best attempt to save an incoming shot! The team scores are shown in the relevant team colours at the bottom of the screen, together with the time remaining in this half. At half-time, the teams change ends – now it really gets exciting!

To pause the game, press the ESC key – this also gives you the option of quitting this game and returning to the selection menu.

Controlling Your Players on Pitch

Joystick

The selected player will respond accordingly when the joystick is moved UP, DOWN, LEFT or RIGHT. Press the FIRE BUTTON to kick the ball in the direction the player is facing.

Keyboard

To move the selected player press S for UP, X for DOWN, K for LEFT and L for RIGHT. Press the SPACE BAR to kick the ball in the direction the player is facing.

