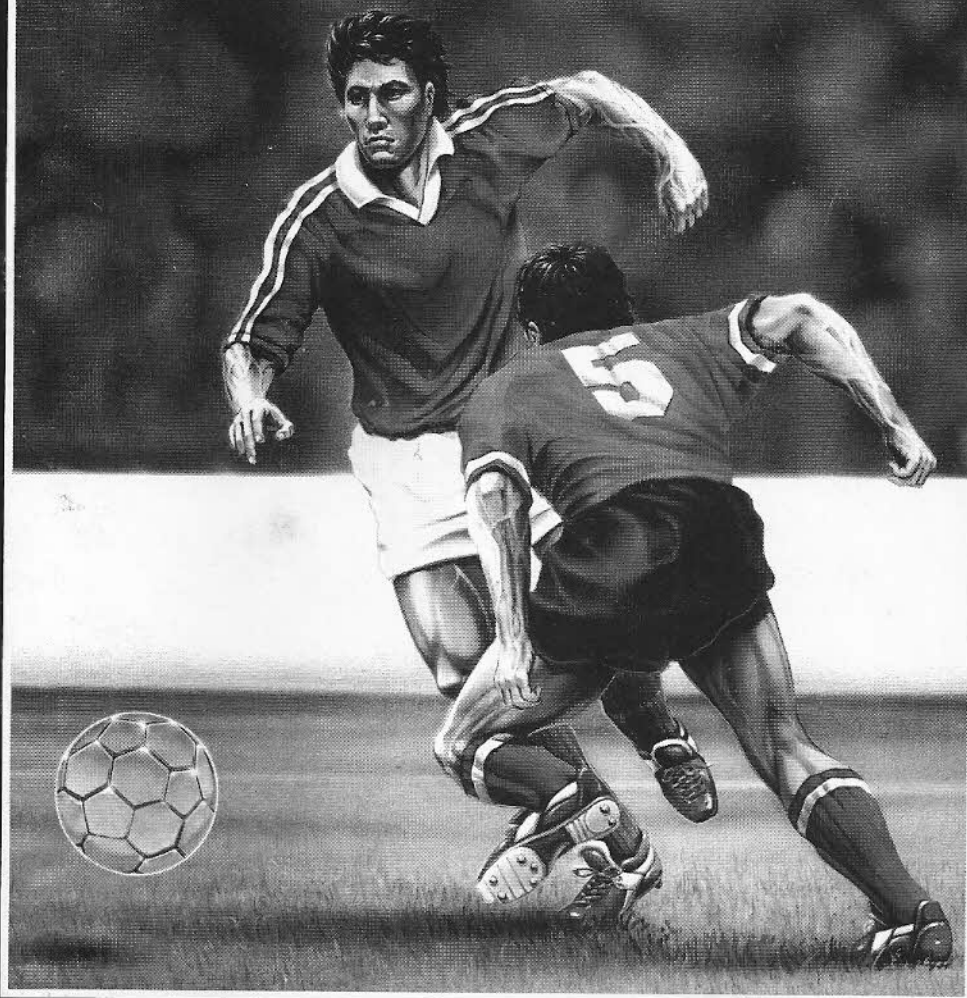


SIERRA SOCCER

World Challenge Edition



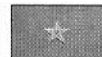
SIERRA®

SIERRA SOCCER

World Challenge Edition

ENGLISH

CREDITS.....	2	GOALKEEPER.....	6
SYSTEM REQUIREMENTS.....	2	OUTFIELD PLAYERS.....	7
STARTING THE GAME.....	2	PLAYING THE GAME.....	7
THE MAIN MENU.....	2	KICK OFF.....	7
PRACTISING/FRIENDLY.....	2	PLAYER CONTROL.....	7
FRIENDLY.....	2	DRIBBLING.....	7
PRACTICE PENALTIES.....	2	PASSING.....	8
PRACTICE FREE KICKS.....	3	SHOOTING.....	8
LOAD SAVED GAME.....	3	AFTER TOUCH.....	8
THE CHALLENGE COMPETITION.....	3	TACKLING.....	8
TOURNAMENT OVERVIEW.....	3	HEADING.....	9
TEAMS SELECTION.....	4	THROW-INS.....	9
RANDOM DRAW SCREEN.....	4	GOAL KICKS.....	9
GROUP POSITIONS SCREEN.....	4	FREE KICKS.....	9
NEXT GAMES SCREENS.....	4	DEFENDING FREE KICKS.....	9
MATCH RESULTS.....	4	CORNERS.....	10
CHALLENGE PROGRESS.....	5	PENALTIES.....	10
LOADING/SAVING.....	5	SAVING PENALTIES.....	10
NEW TEAM.....	5	END GAME.....	10
TYPE OF PLAYER.....	5	FORMATION CHANGES and SUBSTITUTIONS.....	10
PLAYER ABILITIES.....	5	ACTION REPLAY.....	11
TEAM DETAILS.....	6	IN-GAME KEYS.....	11
TEAM SELECTION SCREEN.....	6		



CREDITS

Design, Programming, Art Design and Sound Effects by *Steven Dunn*

Artwork by *Thomas Van Velkinburgh & Steven Dunn*

Intro & Winning Animation by *Thomas Van Velkinburgh*

UK product coordination by *Mark Howman*

Product Management by *Philippe Evrard / Norm Nelson*

Music by *Charles Callet*

SYSTEM REQUIREMENTS

World Challenge Edition will work on any Amiga with 1 Mb or more of memory. Disconnect mouse before loading. Ensure a joystick is connected.

STARTING THE GAME

There are 2 disks in Sierra Soccer : the presentation of the game and the game itself.

To show the presentation

1. Insert the disk «PRESENTATION» into drive df0:

2. Turn on or reboot your system.

3. Click any joystick to exit the presentation and be prompted for the game disk.

To play the game

1. Insert the disk «GAME» into drive df0:

2. Turn on or reboot your system.

THE MAIN MENU

When the game has loaded, you will be presented with the Language Selection screen. Move the joystick to your required language and press Fire. After you correctly identify some flags, the main menu screen will appear. Moving the joystick up or down changes which option you are editing, pressing Fire changes the entry. The options available are:

How Many Players

You can choose up to eight human players to play in the Challenge Cup. You can play against a friend, a computer, or play two computerised teams against each other in the Friendly option.

Game Duration

The length of each game can be altered using

this option. You can choose between 2, 4, 6, 10 and 20 minute games.

Challenge Draw / Random Draw

Challenge Draw places the 24 teams into six groups based on official qualifying teams. Random Draw will place the top six seeded teams into six groups and then randomly select three teams from the remaining 18.

Friendly / Practice Penalties / Practice Free Kicks / Load Saved Game / Challenge

You can choose to play a friendly match or enter the challenge competition. You can also just practice your penalty shooting or practice your free kicks. If you have previously saved a competition, you can load this from disk.

Play

This option takes you forward to your chosen game or competition.

PRACTISING/FRIENDLY

FRIENDLY

Select the Friendly option, select your game duration, and then click the joystick on PLAY. You will be presented with an option screen for Player 1 and then Player 2. Choose either Joystick 1, Joystick 2, or Computer for each player by pressing the F1 key. Once you have done this, move the joystick to select your country. Once both players have been selected, the game will begin. If the game ends in a draw after full time, extra time will be played. If the game is still a draw after extra time, the game will go to penalties.

PRACTICE PENALTIES

Select Practice Penalties from the main menu screen and then click the joystick on PLAY. From the Practice Penalty screen, move the joystick to Player 1 and Player 2 and press Fire to select either computer or human opposition. Five penalties are taken by each side. If the score is equal after five penalties, the penalties will continue until one side scores and the other does not. Pressing the ESC key at any time will cancel the practice session.

PRACTICE FREE KICKS

Select Practice Free Kicks from the main menu screen and then click the joystick on PLAY. Random free kicks will be awarded on the pitch. The score for Player 1 will reflect how many goals have been scored. Pressing the ESC key at any time will cancel the practice session.

LOAD SAVED GAME

Select Load Saved Game from the main menu screen and then click the joystick on PLAY. You will then be prompted for the disk on which you saved the game. Select the correct disk using the joystick.

THE CHALLENGE COMPETITION

TOURNAMENT OVERVIEW

24 World-Class teams have been drawn into six mini-leagues of four teams in each league. Each team will play the other respective teams in their league. A result is not required from any match; games can be drawn. three points are awarded for a win, one point for a draw.

Once all the matches are complete, the top two teams from each group plus the four best 3rd-placed teams, go forward to the 2nd round of the competition (a total of 16 teams). The higher you finish, the easier the team you will play against in the next round. Most 1st-placed sides will play against 3rd-placed sides, whereas 2nd-placed sides will play against other 2nd-placed sides.

The teams are drawn into eight matches for the second round, each match requiring a result. If the teams are drawn at full time, extra time will be played. The game will go to penalties if it is still a draw after extra time. Five penalties are taken by each side. If the teams are still tied, then they play sudden death penalties. The first to score, with the opposing team missing, goes through to the Quarter-Finals.

The last eight teams play each other, with the winning four teams going through to the Semi-Final stage. The winners of each Semi-Final will play in the Final, and the losers play in the 3rd/4th Place Play-Off. The winners of the Final are crowned WORLD CHALLENGE CHAMPIONS and presented the CHALLENGE CUP.

TEAMS SELECTION

When entering the competition, each player must first choose which country they wish to play as. Each has a choice of the 24 qualified countries, plus a French and English squad. You may also create your own squad of 22 players by choosing the New Team flag. Once a team is chosen by one player, that team cannot be chosen by another player, the exception being the New Team option. If France or England are chosen, once all players have chosen their country, the lowest rated non-chosen European country will be dropped in favour of France/England. If a new team is chosen by any of the players, then the lowest rated non-chosen country is dropped in favour of the new team.

Before choosing which country you wish to play as, you have the option of saving penalties yourself or letting the computer save any penalties taken. Use the F2 key to toggle this option. You may also select which joystick port you'd like the computer to choose (port 1 is the mouse port). The game will always give you your chosen port, except when two human players have both chosen the same port and play each other. One person will randomly be chosen to use the other spare port under these circumstances (use F1 to choose your joystick port priority).

RANDOM DRAW SCREEN

If this option has been chosen, the 24 teams are drawn randomly into the six groups. The draw can be sped up by pressing the Fire button of any plugged-in joystick. Human-controlled countries are highlighted in yellow; computer countries in white. Press the Fire button on your joystick to exit the Random Draw screen.

