



HELP

Contents

Set Up:

Teams:

Coin Toss:

Scores:

Game Play:

Hardware FAQ:



HELP

Set Up

The game mode offer three options:
 Simulation: both teams are controlled by the computer.
 Single Player: you play against the computer.
 Two Player: you and a friend play against each other.

Choose either joystick or keyboard control for the Single Player and Two Player Mode. If you choose keyboard, you can use default settings or customise your settings.

Player Level offers three levels of difficulty :
 Reserves: Level 1 - The easiest
 Seniors: Level 2
 Pro Squad: Level 3 - The hardest

Quarter Time offers you the choice of setting the length of each quarter together 3, 5, 12 or 25 minutes

Game type offers you two options: a single game or your own Premiership. If you choose Premiership, you can create a new Premiership or load a previously created one.

Set your game display resolution:
 For machines with more than 8 MB RAM you can choose High Res. for greater detail.

The Menu Bar enables you to go to the following features:
 Set Up: to select your game play options
 Teams: to select your teams and players
 Toss: to start the match
 Scores: to check your scores after the match
 Top 5: to view the 5 highest scorers
 Quit: to exit



Teams



Stats Viewer:
Move the cursor over player numbers on the field to see their career stats.

Team selection:
Click to select your team.

Club Statistics:
Move the cursor over the Club logo's to view its statistics.

Player positions:
1. To swap a player's position with another player on the field, click the mouse on the player number, drag and drop to the new position.

2. To replace a player on the field, select the player number you want to replace by clicking the mouse once and make a selection from the player selector list by double clicking on his name.

Coin Toss



To toss the coin, click either on heads or tails. If you win the toss, choose the end you wish to kick towards by clicking in the 50m area.

Move the cursor over the club logo's to view the selected players for each team.

Scores



Move the cursor over the Team logo's to see the quarter by quarter scores

Move the cursor over the player number to see their performance during the match



HELP

Q: Who is the player I control?

A: You will see a colour spot underneath the player who you control. Player 1 is in red colour, and player 2 is in yellow colour. When your player has the ball, the colour spot will be filled.

Q: How can I select my player in the game?

A: You can always select the player who is closet to the ball using the player selection key. In fact, if your teammate has the ball, you will have control over him immediately.

Q: How can I pick up the ball on ground?

A: Run towards the ball (using the directions key), and pick it up!

Q: How can I pass the ball to my teammate?

A: When you have the ball, hold on your "kick" key/button as you wish, and when you release the key/button, your player will kick/handpass the ball in the direction your player is facing.

Q: How can I control how far I pass the ball?

Game Play





HELP

A: While you hold on your "kick" key/button, you will see a kicking distance indicator expands on top of your player, the longer the indicator, the further you pass the ball.

You do a handpass if you release the key/button when only the yellow region of kicking distance indicator shown. Otherwise, you will do a kick.

You can toggle the kicking distance indicator On/Off by pressing [F2].

Q: Where will the ball land after I kick it?

A: It will land close to the target landing spot (which appears as a cross on screen). You can toggle the landing spot On/Off by pressing [F1].

Q: How can I catch the ball in the air?

A: If the ball is not flying too high, you can try to jump (using the jump key) and grab it.

Q: Why the umpire blows the whistle when I catch the ball?

Game Play





HELP

A: Because you've taken a Mark!! Now all the opponent players stand away from you at a distance (they can't enter the yellow free kick zone), and you can do whatever you like with the ball, kick it, handpass it, or run with the ball.

Q: What's the job of the boundry umpire?

A: Apart from watching the match, running along the side of the field. He will "throw in" the ball when it goes over the boundry line. You will hear the umpire whistle when the ball goes out of bounds.

Q: What happens if I kick the ball over the boundry line in air?

A: Your opponent will now have possession of the ball, he will pick up the ball and continues the play.

Q: How can I intercept the opponent player?

A: Run towards him and tackle him. Or you can try to super-tackle (combine select and jump keys) him from a distance.

Q: Where is my goal?

A: The side that your team logo is shown is the side that your kicking towards. Don't forget you will change sides after

Game Play





HELP

each quarter.

Q: How can I get a goal?

A: Aim towards between the goal posts (the middles poles) and kick the ball. If the ball passes through the space between the poles by a kick, you got 6 points for your goal. You will hear a whistle when you get a goal.

Q: What is a behind?

- A: 1. If the ball pass through the space between side poles and goal poles; or
2. If the ball is handpass through the space between the goals poles;

In both cases, you only got a behind, which worth 1 point. You will hear a whistle when you get a behind.

Q: What happens next if someone scores a goal?

A: The goal umpire will indicate it is a goal. The players will run back to their starting positions, the center field umpire will pick up the ball, run towards the center of the field and bounce the ball to continue the game.

Game Play





HELP

Q: What happens next if I score a behind?

A: The goal umpire will indicate it is a behind.
Your opponent will pick up the ball and kick it away to continue the game.

Q: Who has possession of the ball?

A: You can see his name on the bottom of the screen.
The player's running speed (S) and kicking/handpassing accuracy (A) are shown in the bar form under his name in the high resolution version of the game; and next to his name in the low resolution version of the game.

Q: How many quarters in a game of football?

A: Four.

Q: What is the current score of the match?

A: In the high resolution version of the game, you will see the score of each team (next to their team name) in the form of:

[Goal Count]--[Behind Count]--[Total Points]

Game Play





HELP

And in the low resolution version of the game, you will see the score of each team (next to the team logo) in the form of:

[Goal Count]
[Behind Count]
[Total Points]

A Few Tips

- You have to understand what your players capable to doing and place them on the right position in the field.
- A good defender must have a strong tackling skills.
- A good forward must be an accurrate kick.
- You can pause the game by pressing the F10 key.
- You can quit the game by pressing the ESC key.

Game Play





HELP

Hardware FAQ

Q: How many versions of the game are available?

A: There are two versions of the game: Hi-Res and Low-Res.

The Hi-Res version runs at a screen resolution 640 x 480 SVGA mode, and the Low-Res version runs at a screen resolution 320 x 240 VGA mode.

Q: Why do you need two versions of the game?

A: The game graphics of the Hi-Res version are more detailed than the Low-Res version. However, you can get a better response time on a slower machine with less memory using the Low-Res version.

Q: How much memory is required to run the game?

A: You only need 8Mb Ram to run the Low-Res version of the game, and you need 16 Mb Ram to run the High-Res version.

Q: I have installed the game onto my PC, picked my team, tossed the coin, and then nothing happens, why?

A: In order for the game run, you need to select your video card using the Video Configuration utility.

Q: I have 16Mb RAM on my machine, but I still can't run the



HELP

Hi-Res version of the game, why?

A: You need at least a 1 Mb SVGA video card to run the Hi-Res version of the game. Otherwise you can't run the game in SVGA mode.

Q: I have 16Mb RAM and a 1Mb SVGA Video card on my machine, but I still can't run the Hi-Res version of the game, why?

A: May be you have the wrong video card setting for the game, take a look Video Configuration utility and make sure it match your SVGA card.

If the video card setting is correct, then you may not have your video card VESA driver installed, reinstall the driver and try to run the game again.

Q: How can I find a VESA driver for my video card?

A: You can either contact your video card manufacture or a third-party VESA driver provider such as SciTech Software which produces the UniVBE series of the VESA drivers.

To contact SciTech Software:

SciTech Software, Inc.
5 Governors Lane, Suite D,

Hardware FAQ



HELP

Chico, CA 95926-1989

WWW: www.scitechsoft.com

FTP: [ftp.scitechsoft.com](ftp://ftp.scitechsoft.com)

Hardware FAQ

Q: I don't know what video card chip set I should pick with the Video Configuration utility, which one should I choose?

A: Normally, you can select "Auto-detect" and it will pick the video card for you if you don't know the correct setting for your video card.

Q: I am running the Hi-Res version of the game, but it seems to be a bit slow, why?

A: If you are running the game on a low-end 486 PC, you may have this problem. Another possibility is you did not select your video card properly, instead of selecting "Auto-detect" at the Video Configuration utility, select the correct video card for your system.

Q: Do I need a sound card to play the game?

A: No, you don't need a sound card in order to play the game.

Q: I can't hear any sounds while I play the game, why?



HELP

A: Check the volume control on your sound card, make sure it is not turned off. Another possibility is that your sound card is not a Sound Blaster (SB) or 100% compatible.

Q: I have a Sound Blaster sound card installed, the volume setting is fine, but I can't hear any sound while I play the game, why?

A: Make sure that your sound card IRQ setting in windows is less than 7, and DMA setting is less than 3.

Hardware FAQ