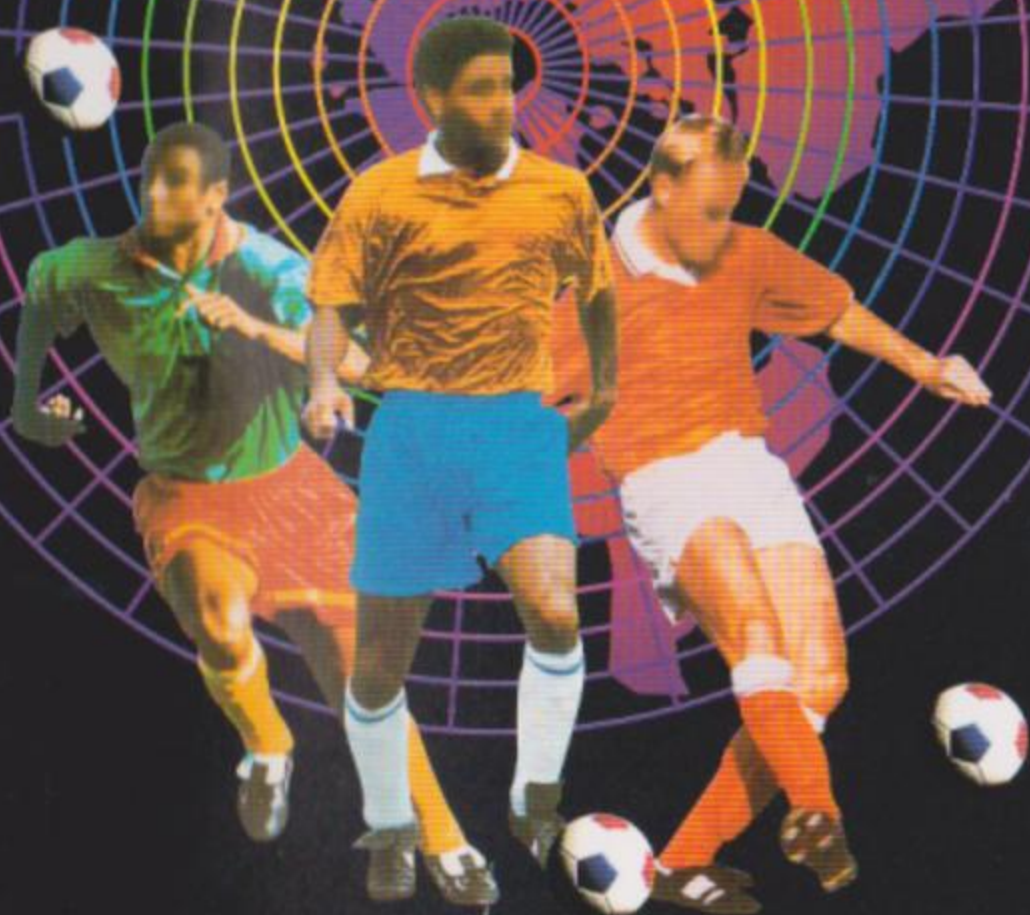# AMIGA REFERENCE CARD

LOADING AND INSTALLATION INSTRUCTIONS

S.W.O.S. comes on two Amiga disks. Insert Disk 1 into your internal disk drive (DF0:). If you have any external drives, insert DISK 2 into the next available drive (e.g. DF1: or DF2:). Now turn on your Amiga. The game will now auto-boot. If you wish to bypass the credits, press fire on your joystick when they first appear. Due to the size and complexity of the game, S.W.O.S. may take a while to load.

S.W.O.S. cannot be installed to or run from an Amiga Hard Disk. The game has to be played from the original disks.

SAVING AND LOADING

During play you may need a save game disk to save your edited teams, tactics or your highlights or current league / cup positions. This can be created prior to loading the game by formating a blank disk. There is no need to include the Trashcan on the disk. Alternatively, select the SAVE DISK FILING option from the Main Menu. From here you can format a blank disk or delete files from a previously formatted disk. Up to 45 different S.W.O.S. saved files can be stored on a completely blank Amiga disk.

HIGHLIGHTS

Match Highlights can only be used on Amiga A1200ís or similar spec machines. If you have a lower spec Amiga (e.g. A500/+ or A600) then you will be unable to store, watch or save Highlights of a match. This is unfortunately due to memory limitations.

CONTENTS

INTRODUCTION

First there was Sensible Soccer. And now there is a World of it.

OBJECTIVE

Sensible World of Soccer is a complete management and arcade football game where you can manage a team throughout a 20 season career. We suggest you start as the manager of a club in the lower divisions in order to progress your career. You can start as the manager of a top team but you will find it much harder to be successful starting at this level.

Sensible World Of Soccer is a totally new game with a variety of new features as follows. There have been a couple of tweaks in the tackling/heading/interception systems. The main difference is that instead of having 100-odd teams and a few simple competitions, Sensible World Of Soccer features practically every professional team, league and cup competition in the world. The other main difference is that all 26,000+ of the real-life players included have accurate personal statistics. You can also now choose to be a player, a Coach or a player-coach for any one of those 1,500-odd teams in any of 146 preset competitions.

PLAYING THE GAME

CONTROLLING YOUR PLAYER

During play, you directly control one member of your team at a time. Usually it will be the one closest to the ball. A small white shirt number will also appear above his head.

There are two basic groups of controls, depending on whether you're currently with or without the ball.

Without the ball

Moving the joystick in any of the eight directions will make your man run in that direction. If you press the fire button, he will attempt a sliding tackle in the direction he is running. If the tackle is successful, you can deflect the ball in any of the eight directions by holding down that direction while your man is sliding in. The length of time you hold down will determine the distance the ball will travel. The only exception to the tackling rule is if the ball is in the air near your player, in which case pressing the fire button will cause him to leap and attempt to head it. The same rules about deflecting the ball and the distance it will travel if you intercept it apply as with the sliding tackle.

With the ball

Moving the joystick in any of the eight directions will make your player run in that direction with the ball. The ball isn't glued to his feet, though, so as you run faster you'll find it harder to keep control. If you want to pass the ball to another player, simply tap the fire button once quickly. Your player will then attempt to pass directly to the nearest team-mate in the general direction you're facing. If you hold the button down for a longer period, your player will kick the ball straight in the direction he's facing - the longer you hold down fire, the harder he'll kick it - and if you keep it held down even after you've kicked, the ball will pass through any of your players who were in the way of the shot.

Sensible World Of Soccer caters for all the flightpath deviations you could ever reasonably expect from a football. All bends, lobs or drives are controlled by moving the joystick after you've kicked the ball, and the sooner you move the joystick after the kick, the more dramatic the effect will be.

When you are attacking the goal at the top of the pitch, if you push the joystick up after kicking, the ball will stay close to the ground. If you pull the joystick down, the ball will go high in the air, and if you keep it vertically centred, the ball will be lobbed. Combining any of these options with left or right on the joystick will also make the ball curve in that direction.

When attacking the goal at the bottom of the pitch, the height controls are reversed, e.g. pulling the joystick down keeps the ball on the ground. Left and right, of course remain the same.

These are the basic controls at the heart of Sensible World Of Soccer. Throw-ins, corners, goal-kicks and penalties all work in exactly the same way as normal kicks.

OTHER IN-GAME CONTROLS

If you're not happy with the way your team is performing during a match, you don't have to just sit there and suffer. You can bring on substitutes, change your playing style or do both at once. You do all of these things by bringing up the manager's bench, and you do that by tapping the same direction on the joystick three times in quick succession at any point when the ball is out of play. The two managers' benches will then appear at the side of the screen.

THE MANAGER'S BENCH

At this point, you should notice a little coloured arrow on the roof of your bench. Moving it up and down causes it to point to one of the six figures on the bench. The top one is the manager and the other five are substitutes. To bring on a sub, move the arrow down to him and press the fire button. His name will then appear at the top of the screen, along with the names of the rest of the team. Using up and down on the joystick, highlight the name of the player you want to take off and press fire. The players will change places and the game will resume. You can select the number of substitutes to be used, except in League or preset competitions where the number of substitutes will vary, as well as making one change of goalkeeper (unless you have selected 'two substitutes' when setting your tournament, in which case you can only make up to two substitutions including keeper changes). Note that in any competition except one with only two substitutes allowed, you must have a goalkeeper on your subs' bench at the start of the match.

If you want to change tactics, move the arrow on to the manager and press fire. A list of tactics will then appear. You can change tactics as many times as you like during a game. When you've finished, push the joystick to the side to remove the bench.

ADDITIONAL KEYBOARD CONTROLS

There are a few features not directly connected with play which you can also access during the a game.

· Press **P** to pause or unpause the game.

- Press **R** to replay the last few seconds of the game.
- Press **R** during replay to toggle slow-motion on or off.
- Press **Space** to record the last few seconds of the game as highlights to be shown at the end of the game. *
- Press **H** to watch recorded highlights (only operates when the full-time score is being displayed). *
- Press **S** while the ball is out of play to bring up the in-match statistics screen.
- Press **F9** to toggle the spinning S logo in the top right corner of the screen on or off.
- Press **F10** during the game to toggle the crowd chants on or off.
- Press **Esc** to abandon current match. If you do this while the clock is showing 0 minutes you can replay the game, otherwise you will automatically lose.

* Not supported on all machines. Please refer to your machine specific reference card for details.

THE MAIN MENU

The main menu has a number of options available:

- EDIT TACTICS - This is one of the new features of Sensible World Of Soccer, and it enables you to define your own personal team formations and strategies. If you are serious about winning cups, leagues etc. then you need to use this option! To learn more, go to the EDIT TACTICS section.
- EDIT CUSTOM TEAMS - This option allows you to change the preset details of the teams and players in the game. For more information see EDIT CUSTOM TEAMS section.
- HIGHLIGHTS - Enables you to watch the highlights from the last match played, or to load or save a set of match highlights onto disk. See HIGHLIGHTS. *
- OPTIONS - Options. See OPTIONS section for more details.
- SAVE DISK FILING - Saving things. Onto disk. And filing them. See the imaginatively titled SAVE section. This also allows you to delete saved games from the disk.

The remaining options on the main menu are all concerned with actually playing a game, and are discussed later.

* Not supported on all machines. Please refer to your machine specific reference card for details.

EDIT TACTICS

Most teams will improve their performances considerably (by up to 20 per cent in some cases) if Edit Tactics is used properly. If you are serious about winning trophies, then you should consider utilising the Edit Tactics option to the full.

The game comes with 12 preset tactics covering all the popular formations used in modern football, plus six slots for you to save your own custom designs to. All of the tactics in the game are based on an invisible grid which defines 35 separate areas of the pitch that the ball can be in at any one time, and 240 separate positions that any one player can be in at any one time. The Edit Tactics menu deals with the six Custom Tactics slots (called User A to User F), and presents you with six tools to help you shape them.

ABORT - Clicking on this box will take you straight back out to the main menu, restoring all the default settings and without saving any changes you might have made. Use it only in an emergency.

SAVE/EXIT - This takes you out of Edit mode, and gives you a choice between saving your newly-changed tactics to disk, or Exiting back to the game without saving (this option is OK) but with your changes still intact. If you Exit without saving your new tactics will be lost the next time you switch your computer off.

UNDO - Undoes the last change you made.

IMPORT - Selecting this box will bring up the list of preset tactics, from which you can choose one to use as a starting point for your new tactics. When the list comes up, you will also see a Load box, which allows you to load in a previously-saved set of Custom tactics and alter them in the same way.

The tactics section allows you to define where your players will attempt to take up position for each of the 35 possible areas of the pitch the ball can be in. 'Attempt' is a key word here. To move either individual players or the ball on the tactics screen, move the cursor over the ball or player and press fire. You can now move the ball or player around with the joystick, and press fire to place it down on the pitch again. As you move the ball around, you'll see your players move to their default positions for that position of the ball. At any point, you can stop and move one or more players to a different position, and from then on they will always attempt to take up that position whenever the ball is in the designated area.

Furthermore, if you select the ball and hold down the fire button, you can then direct a second, flickering, ball around the pitch. This will cause a set of

arrows to appear around your players, indicating the direction each specific player will run in if the ball is passed from the starting position to the flickering position. If you select a player and hold down the fire button, the other players will disappear and you can individually examine that player's positions when you move the ball around.

Those are the basic rules by which the Edit Tactics system operates. There are, however, a couple of labour-saving devices built in and these can be found under the last two boxes on the Edit Tactics screen.

COPY - This allows you to tell all your players to stay in the same position for two or more positions of the ball. When your players are in the positions you want, click on **Copy**, then move the ball to the required position and click **Copy** again. Now, whenever the ball occupies either of those two positions on the pitch, the players will attempt to stand in the same places on both occasions.

FLIP ON/OFF - This feature operates in several ways. Firstly, it works as a simple mirror, automatically replicating positions on one side of the pitch for the other side to save time. Its real use, however, comes when you bring pairings into play. When you first begin designing a Custom tactic, you should notice that some of the little 'player head' icons (the ones down the middle of the screen beside the players' names) are surrounded by coloured boxes. There will always be two boxes of each colour (there are a maximum of five different colours, so you can have your entire team paired up if you like - you can't select the keeper for a partnership), and these represent players (usually ones occupying the same positions on opposite sides of the pitch, like the right-back and left-back) who cover positions for each other. To switch off or make a partnership, click on the player-head icons of the players you want to break/form a partnership. You should find that the default settings cope perfectly well with all but the most bizarre of tactics.

If a player's face is marked with an 'X' it means they are being placed out of position within the current team tactics. They will not perform as well as they should when they are played out of position. If the face is marked with a check (tick), this means they are in their best possible position on the pitch, where their abilities and skills are utilised for maximum effect.

Generally speaking, you should import your favourite pre-defined formation (e.g. 4-4-2) and then try moving the players around in all 35 ball positions to get as many checks (ticks) as possible.

HINTS & TIPS

Try to keep at least one player on the ball at all times and get players to support the man on the ball. If players are paired-up, edit one player and his

movements will be mirrored on the other side of the pitch by the other. In an ideal game, you should edit your tactics every time you change your team line-up, but this is probably impractical for most players.

A sensible option would be to create three Tactics for general use on the pitch, one for Normal Play, one to use when you are defending a slender lead in the last 15 minutes, and one for when you desperately need a goal at all costs.

You might discover that some tactics that work well when playing as a Coach aren't as effective when you play as Player-Coach or when you go straight to the results. If this happens, you might want to create and Save a different group of Edited Tactics for each Game Type, ready to use whenever they are required.

EDIT CUSTOM TEAMS

This is the option which enables you to personalise your copy of Sensible World Of Soccer. Simply select your team from the list, then press fire when the cursor is flashing on the name of the player/team/manager you want to change, type in the new name and press fire or Return on the keyboard to enter the name.

To change the kit, first select the type of shirt you want by pressing fire on the appropriate design on the right of the screen, then move the cursor over to the larger shirt and press fire. Keep fire held down, then move left and right on the joystick to cycle through the main shirt colours, and up and down on the joystick to cycle through the secondary colours (i.e. the sleeves or stripes). Use the same procedure to change the shorts or socks. Press the Undo box at the bottom right of the screen at any time to completely restore the team to its original settings.

By using the Import box you can bring any team from the real world into the Custom Teams selection (without upsetting their real-game status). You can bring up to 48 teams into your Custom selection, save them to disk, and play your own leagues and cups with them.

HIGHLIGHTS

To save highlights (or games in progress or custom teams or anything else), you need an ordinary blank floppy disk or space on your Hard Disk. *

* Please refer to your machine specific reference card for further details.

OPTIONS

The Options menu enables you to change a few of the game's external parameters. They are as follows:

FRIENDLY/DIY GAME LENGTH - Press fire to cycle through 3, 5, 7 or 10 minutes of real time per match.

FIX PITCH TYPE - Choose between Dry, Hard, Frozen, Muddy, Wet, Soft or Normal pitches, or have a Random pitch for every match. The other option is Seasonal, which will, when playing in a league, season or career, choose a pitch appropriate to the time of year. In custom leagues, you can choose the months of the year you want your games to be played in.

AUTO REPLAYS - Switch to On if you want to see automatic replays of every goal, switch to Off if you don't.

ALL PLAYER TEAMS EQUAL - In multiplayer competitions, all the player teams play at the same level. For example, Brazil and Zimbabwe will both play with the same overall team skill.

AUTO SAVE HIGHLIGHTS - Switch to On if you want goals automatically saved as highlights. *

MENU MUSIC - Switches music On or Off.

SAVE DISK FILING

Selecting this option from the Main Menu allows you to format a save disk, delete a file etc. *

* Please refer to your machine specific reference card for further details.

TIME TO PLAY!

The pre-match preparation is over. It's time to start the game. From the main menu you can see a number of options on the right:

- **FRIENDLY** - Play a single game between any two teams in the world.

- **DIY COMPETITION** - Set up your own competition to your own specifications.

- **PRESET COMPETITION** - Take part in any national, continental or world competition. Simply select either the World Cup, the World Club Championship, or the continent you wish to play on, then choose one of the continent-wide competitions (e.g. the UEFA Cup) or pick the country you want to play a national competition in.

- **SEASON** - This gives you a single season to play, as a sort of sampler for the full Career game. In Season mode you play the game as normal, but you don't have to worry about transfers or financial matters.

- **CAREER** - Full-on Sensible World Of Soccer the way it's meant to be played.

- **LOAD OLD COMPETITION** - Select this option to load in any previously saved competition. Other options may appear here if you interrupt a league or cup competition during play.

PITCH TYPES - Use your joystick to highlight the Pitch Type selector box. Each press of the fire button will change the type of pitch to be used during the friendly match.

SUBSTITUTES - You can highlight either box and press fire to change the number of available substitutes and the mix of outfield substitutes and whether or not you include a goalkeeper substitute.

Choose **EXIT** if you change your mind, or OK to proceed. You will then have to choose your two teams for the Friendly. Select the type of team first, then the continent (with America split into two - North and South), then the division and finally the teams. Highlight the team then press fire once, twice or three times depending on whether you want the team to be controlled by computer, by yourself (as player-coach) or whether you just wish to make the coaching decisions without having to play in the match.

DIY COMPETITION

There are three basic types of competition you can construct with the DIY Competition option:

LEAGUE - This can comprise any number of teams from 2 to 24, playing each other between 1 and 10 times a season. You can award 2 or 3 points for a win, and allow any number between 0 and 5 substitutes, from a selection also between 0 and 5. You can also choose what months the league begins and ends (which will affect the pitches if they are set to 'seasonal').

CUP - The cup can be for any even number of teams between 2 and 64, selected by clicking on the 'rounds' number box. Away goals can be switched on or off, and you can choose any combination of legs, extra time and penalties for each round. Substitutes are again any number between 0 and 5, and you can call the competition anything you like by pressing fire on the blue box at the top and typing your new name in. Again you can also change the month that the cup starts and ends in.

TOURNAMENT - Tournaments can be for 17 - 64 teams, in a league then knockout format. Normally you'll probably play it a bit like the World Cup, with initial leagues providing the last 16, who then play in a knockout style. The **Seeding** option (activated by clicking on the little tiny box just under the second **E** of **SEEDED**) enables you to seed any or all of the rounds of the tournament in order to theoretically keep the best teams apart until the later stages.

To change the number of participating teams, highlight any of the number

boxes then press and hold down the fire button. Now push the joystick up or down to increase or decrease the number of teams invloved. When you are happy with the selection let go of the fire button. The default number of participating teams is 24.

If you choose **OK** for any of these, you will then be asked to choose the participating teams prior to the league, cup or tournament starting. Choose **EXIT** to go back to the Main Menu.

PRESET COMPETITION

Select the continent, country, division and competition you wish to take part in. Each competition is defined according to the real events (number of teams, rounds, legs etc).

SEASON

Select your continent, country, league and team. You will play through one season, participating in all the usual league fixtures, cup matches etc. How you play depends on if you chose just to watch (you didn't select a particular team so the computer controls all of them), act as player-coach (playing but also making coach decisions) or just coach the team (watch the matches if you wish, with the ability to bring on substitutes, change the team tactics etc).

CAREER

Right. Career mode. Now you can 'be' the Coach or Player-Coach of any team in the whole world. First type in your name and decide if you want to be a Player-Coach or just be a Coach.

If you want to play as well as Coach, select Player-Coach as your game type, and move on to the Choose Team option. You will now have to participate in all your team's matches as a player, as well as picking the team, choosing the tactics, dealing with transfers and everything else.

If you want to just coach, select Coach as your game type. This means that you still have to pick the team, decide tactics, buy and sell players and manage the club's finances, but at least you can blame somebody else when you lose your first 12 games 4-0.

We'll assume you've chosen your team and are now looking at the main screen, which is a fixture list with 9 little coloured rectangles at the bottom:

- PLAY MATCH - This takes you to your next game. You will first be shown the current league table. More details are available in the PLAY MATCH section.

- SQUAD - You can view and affect the composition of your current squad by choosing this option. This is explained in more detail in a moment.

- NEXT MATCH - Takes you to the next match in your current competition, whether it involves your own team or not. You can watch the match or simply view the result.

- VIEW COMPETITION - Shows you the current status of all the competitions in your country. The red up and down arrows at the left-hand side of the screen enable you to view results/fixtures off screen.

- VIEW WORLD - Shows you the current status of any league or competition in the world.

- TRANSFERS - This is explained in more detail in the TRANSFERS section.

- JOB OFFERS - If jobs elsewhere are available, you will be able to choose this option. At the start this will default to NO JOB OFFERS.

- CLUB BUSINESS - Gives you a running financial statement, so you can check your club's bank balance.

- EXIT - Quit the game, or save your current standings to disk.

SQUAD

The basic team selection screen. Your players are listed alongside their position, nationality and value (which increases or decreases according to their form). Also the place to go if you want to find out your top scorers and which competitions they scored their goals in. If you have more than 17 players in your squad, clicking on the little 'head' icon of the bottom player will cycle through the extra ones. The types of player are as follows:

G - Goalkeeper	**RB** - Right back
LB - Left back	**D** - Defender
RW - Right wing	**LW** - Left wing
M - Midfield	**A** - Attack

The 'players head' icons may also have coloured squares around them, indicating whether the player is currently carrying a red or yellow card from a previous game. When players are booked or sent off during matches, they accumulate penalty points, which can cause them to be suspended from playing in a number of subsequent games. The table of suspensions operates like this:

1 yellow card - no suspension	2 yellow cards - 1 match suspension
3 yellow cards - 2 match suspension	1 red card - 2 match suspension
1 yellow & 1 red card - 3 match suspension	

Please note that the yellow cards only apply when you are not playing in Career mode.

When a player is under suspension, you cannot have him in your squad for a match, either playing or on the substitutes bench. The other icons on the Squad screen relate to injuries as follows:

Bandaged head - the player has taken a knock. You can still play him, and his form will not be directly affected, but he is more likely to pick up a serious injury.

Red Cross with number inside - the player is injured and will be out of the team for the number of matches specified in the cross. If there is a '?' in the cross the number is unknown but will probably be more than four.

Black Cross - the player is seriously injured and out for the rest of the season.

As with suspensions any player with a red or black cross cannot be chosen to play or sit on the bench.

TRANSFERS

Welcome to the transfer market. To buy a player, first click the **Buy Player** button. Now you can choose whether to only look at players in your own country (Domestic) or view those for sale in the entire world (Foreign), or even bypass the market completely and try to buy a player who isn't, technically, up for grabs at all.

If you are trying to buy players who are on the transfer market, click on the appropriate box. You can look specifically for Goalkeepers, Defenders, Midfielders or Attackers, and even seek out players with particular abilities in Passing, Shooting, Heading, Tackling, Ball Control, Speed or Finishing, by clicking on the blue boxes to cycle through the options. Choose your approximate maximum budget with the other box (or leave all three boxes at **Any** to view the entire current list of available players), and **hit** List to see the names (if there are more than the screen can display at one time, clicking on **More** will cycle through the list). If anyone takes your fancy, click on their name to make an offer.

The offer screen lists the player's name and value, and your current offer. To increase or decrease your offer, move the cursor over the value, hold down the fire button, and move the joystick left and right until you're happy with the value. If you want to offer a part-exchange deal, click on the green '+' box immediately to the right, and a list of your squad will come up. Click on the name of the player you want to swap and the transfer screen will come back with his name listed underneath your offer. If you want to add another of your players to the deal, click on the green '+' box which will have appeared under

the name of your player. You can offer a maximum of two of your players as part of the deal. To remove players, click on the '-' box beside your cash offer, and to add another player from the team you're buying from to the deal, click on the green '+' box underneath your target player's name. The target team will either agree to the deal, refuse and give you a chance to make a better offer, or just refuse.

If you want to buy a player that isn't already on the market, this works in much the same way as buying players normally except that you have to go directly to the team you want to buy from (which means you have to know who your target actually plays for).

PLAY MATCH

Near the end now. You can elect just to see the result of the match (just select RESULT), or by selecting **MATCH** you can juggle your team and then either play in the game or watch the drama unfold before you (depending on whether you choose 'Coach' or 'Player-Coach'). STATS lets you check the current competition's settings and high-scorer list and look at all the squads in the competition.

THE MATCH

Clicking on MATCH again brings up a list of your squad, alongside a little diagram of your currently-selected formation. You can move players around (but beware of playing players out of position - they won't perform nearly as well as they would in their preferred position. If you put players in a silly position an 'X' will appear. If you make a particularly smart move a check (tick) will appear instead. See SQUAD for position details), select any of the 13 available formations (including the three custom ones you can design yourself - see EDIT TACTICS for details), or view the opposition's squad and formation.

You can also change from 'Coach' to 'Player Coach' on a match by match basis. Highlight the small box which shows what your current role is, then press fire to toggle between the two possible roles. For example, you may wish to be Coach for league games, but Player Coach for the glory cup games.

ANY PROBLEMS?

In the unlikely event of your Sensible World of Soccer disks not loading, please return them to the Returns Department, at : Warner Interactive Entertainment, No. 2 Carriage Row, Eversholt Street, London NW1 1BU. Send the disks only, not the packaging, along with a letter detailing the problem and mark the envelope SWOS Returns.

Customer Services can be contacted on 0171 391 4323 between 10.30 - 12.00 and 2.30 - 5.00 Monday to Friday, voicemail and facilities are available at all other times

SENSIBLE WORLD OF SOCCER

A Sensible Software game

CREDITS

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Additional design

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Original soundtrack

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