COMMODORE AMIGA
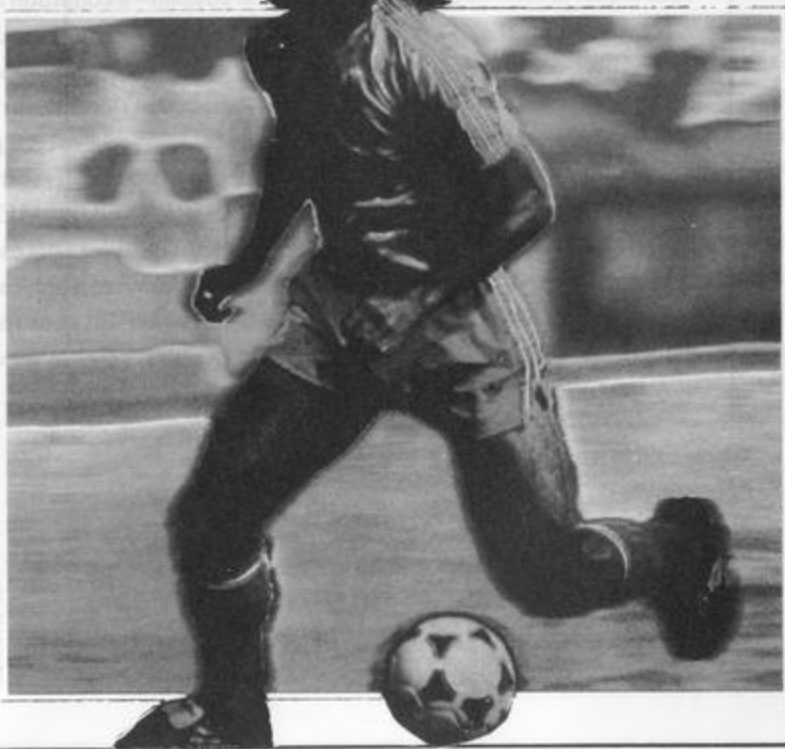
To load Sensible Soccer, insert your game disk into the internal disk drive and switch on your computer.

The game will now load automatically. Please follow any on-screen prompts.

IBM PC

Before you can play Sensible Soccer you will need to install the game onto your hard disk according to the instructions at the beginning of this Award Winners-Gold manual, entitled Hard Disk Installation.

COMMODORE AMIGA

Eteignez votre ordinateur et ôtez tous les périphériques inutiles. Insérez le disque A dans l'unité interne et allumez l'ordinateur. Le programme va se charger automatiquement. Veuillez suivre toutes les instructions qui s'affichent sur l'écran.

IBM PC

Avant de pouvoir jouer à Sensible Soccer, vous devez installer ce jeu sur votre disque dur en suivant les instructions se trouvant au début du manuel Award Winners-Gold Edition et portant le titre "Disque Dur et Installation.

CONTENTS

SENSIBLE SOCCER 1992/93 SEASON EDITION
NEW FEATURES AND RULES

The main additions to the original Sensible Soccer rule book are as follows:

RULES

1. Back Pass Rule
As in real football, the goalkeeper can no longer handle the ball when you pass or kick it back to him. In this situation the goalkeeper turns into a normal player and you can move him around the pitch with the ball and kick the ball in a similar way to all other outfield players. The goalkeeper will still pick up the ball if thrown or headed back to him or if it comes back to him as a result of you tackling another player, or if it last touched a member of the other team.

2. Red and Yellow Cards
Sometimes a player will be issued with a yellow card if he commits a foul. If the same player is issued two yellow cards in a match then he will be dismissed from the field of play and be shown a red card. The player may also be dismissed from play with the issuing of a red card following a professional foul giving the opposing team a free kick. A player will not be dismissed for a professional foul if the foul takes place inside the penalty area.

3. Suspensions
In all leagues, Cups and Specials players receiving red and yellow cards can be banned from taking part in the next 1 - 3 games in the tournament. The bans are as follows:

1 yellow card	no ban
2 yellow cards	1 match ban
3 yellow cards	2 match ban
1 red card (professional foul)	2 match ban
1 yellow card and 1 red card (professional foul)	3 match ban

As soon as a player's ban is lifted he can play on as normal, but you will have to put him back in the starting line-up yourself before you go onto the field.

FEATURES

1. World Cup Qualifiers
To select the group you want, just load National Teams, select specials and then move up to the 'World Cup Qualifiers' option before you press fire. To select, move the joystick to the left or right to cycle through the groups. There are six groups in all. In each group the first two teams qualify and each group is played as a straightforward league with each team playing each other twice, 2 points for a win.

2. Starters' Custom Special
Two new additions to Sensible Soccer are the Booby League and Turkey Tournament, found in the Custom Team Specials. Designed especially for newcomers to the game, these options consist of the most lightweight of opposition on offer. The Booby League is a straight league of eight teams who all play each other once. The Turkey Tournament is a sixteen-team tournament consisting of a two-legged first round knockout and the winners go into two groups of four teams who all play each other once. The winners of the two groups then play a one-legged final.

3. European Cup
The European Cup special in Club teams now goes into two groups of four teams after the second round matches have been completed. The teams play each other twice in the groups and the winners of the two groups then play each other in a legged final.

HINTS AND TIPS

1. Players out of position are now more noticeably out of sorts. Try to only play defenders in defence, midfielders in midfield and forwards up front and only put your goalie out on the pitch if you are really desperate.
2. Enjoy the game and don't forget to buy the next instalment of the enthralling Sensible Soccer saga.

GAME CONTROLS

During the game you may only control one member of your team at any one time. The man currently under your control is the one with the white number above his head. Control will be changed to another man if the man currently under your control is too far away from the ball or if he has lost his footing for any reason.

Off the Ball Controls

These controls apply when the man under your control is not in possession of the ball.

Running

To direct your man simply push the joystick in the direction in which you want him to run. A running man can intercept the ball from an opponent in possession.

Sliding Tackles

When running off the ball it is possible to slide into the ball or an opponent by pressing the **Fire** button. This will make your player slide in the direction which he is facing. Whilst a man is sliding it is possible to get him to deflect the ball in a direction different to the one in which he is sliding when he makes contact with it. To do this the joystick must be redirected whilst a man is in mid-slide *before* he has made contact with the ball. This is a skill which has to be mastered.

Headers

When the ball is in the air and you press the **Fire** button, instead of sliding into the ball the man under your control will attempt to head the ball. Such headers can also be deflected in a similar way to sliding tackles but redirecting must take place *before* contact with the ball has been made.

On the Ball Controls

These controls apply only when your man is in direct possession of the ball.

Dribbling

When on the ball simply push the joystick in the direction in which you want the player to dribble with the ball. You will find that as the player gathers speed it is harder for him to change direction and retain control of the ball. This is another skill which has to be mastered.

Pass

When on the ball if you quickly *tap* the **Fire** button whilst you are directing the joystick, the ball will be played along the ground in the direction you are facing *or*, if there is one of your team-mates standing roughly in the direction you are

facing and within passing distance then the ball will be played straight to your team-mate's feet.

Kick

To kick the ball in the normal way the joystick should be directed in the desired direction and the fire button should be *firmly pressed*.

Lift and Bend

When the ball has been *kicked* as opposed to being passed it is possible to apply varying degrees of *lift* and *bend* to it. To do this the joystick must be redirected within a very short time after the **Fire** button is initially pressed. It is *not* necessary to release the **Fire** button before redirecting.

Redirection Table for Lift and Bend

Assuming the player is running and kicking up the pitch, lift and bend when applied to a shot will work in the following manner:

A Normal Straight Kick

A Normal Kick Bending to the Left ⬉ ⬆ ⬈ A Normal Kick Bending to the Right

A Lobbed Kick Bending to the Left ⬅ ➡ Lobbed Kick Bending to the Right

An Up and Under Bending to the Left ⬋ ⬇ ⬊ An Up and Under Bending to the Right

A Straight Up and Under

Centred joystick = A Straight Lobbed Kick

The quicker the bend is applied to a shot the more exaggerated the bend will be.

Set Pieces

All set piece kicks and throws work as a normal kick or pass except that illegal or illogical angles cannot be chosen by the kicker or thrower.

Goalkeepers

Goalkeepers are always under computer control except when they have the ball in their hands or when they are about to take a goal kick, in which case all they can do is kick the ball out.

The Bench

The bench can be called on at any time during the game when the ball is out of play, or if a free kick has been awarded, or before the beginning of a half. To access the bench the joystick should be flicked in any direction and left to return to the central position three times in quick succession. Alternatively the up and down arrow keys on the keyboard can be used. This can *only* be done when the ball is out of play or before a free kick or at the beginning of a half.

Manager

Moving the arrow up and down the bench enables the selection of the manager or substitutes, press **Fire** to select.

The Manager is the one wearing the brown coat and he is used to change the team formation on the pitch. When he is selected, press the up and down arrows to select the new formation from the Manager's menu and then press **Fire**.

Substitutes

All the other players on the bench are the substitutes and up to two substitutes can be brought on to replace other players in their team at any time during a match. When a substitute is selected he will stand up and the Substitute menu will appear which will enable the player to choose which player he wishes to take off. When the player to be brought off is selected he will run off the pitch and the selected substitute will run on.

To exit from the bench or the Manager/Substitute menus, move the joystick left or right.

KEY CONTROLS DURING THE GAME

⬆ = Bring on bench for team kicking up.
⬇ = Bring on bench for team kicking down.
P = Pause On/Off.
R = Replay last few seconds of action (press space during replay to record as highlights for 1Mb only).
R = Slow down replay whilst replay is being viewed.
Space = Record last few seconds of action to be played back later as highlights (for 1Mb only).
F10 = Toggle crowd chants On/Off.
Esc = Abandon current game.

For 1 Mb only:

H = Replay all game highlights in sequence (this can only be activated when the full-time score is displayed.

Note: If there are too many highlights for any one game then the earlier highlights will be dropped.

THE MENUS

The menus are divided up into eight categories: Options, Edit Teams, Load/Save Data, Highlights, Friendly, Cup, League and Specials.

Options

Game Length:	The real time length of each match can be set to either 3, 5, 7 or 10 minutes.
Auto Replays:	The automatic replaying of all goals can be toggled On/Off.
Menu Music:	The music played during the menu sections of the game can be toggled On/Off (for 1Mb only).
Autosave Highlights:	The automatic recording of all goals scored as match highlights (for 1Mb only).
Seasonal Weather:	There are two forms of pitch type selection in this game. One known as *Pitch Type* is a straight choice of an icy, wet, soft, muddy, normal, dry or hard pitch or a random choice between these seven. The other, known as *Seasonal Weather*, is mainly a means of simulating the influence that the weather can have on a football match, League or Cup. Each month of the year has been given a specific, typical weather pattern so a friendly played in July, for example, has little chance of offering a muddy pitch and a much greater chance of offering a nice dry one. For Cups and Leagues the month selected will act as the start of the season. Each League is played over an eight month period with the matches spread evenly over all eight months. Each round of a Cup lasts for one month so a three-leg Cup starting in July will have its final played in September. Both legs of a two-leg round will be played in the same month.

Edit Teams

The *Edit Teams* option allows you to change or update all data relating to any of the teams in the game. First the team to be edited must be selected. Then the joystick or arrow keys are used to edit the team data. All text files for player, team or manager names are selectable with the **Fire/Return** button and can be edited using the back arrow to delete and the normal letter keys to write. Press **Return** to finalise the new name.

The three face types are cycled through with the **Fire** button.

To edit the kit colours select either shorts, shirt or socks and then, with the **Fire** button depressed, direct the joystick up, down, left or right to cycle through the available colours. For two-coloured shirts, left and right will change the main shirt colour and up and down will change the secondary colour.

To select a new shirt type first select the shirt on the kit you wish to edit and then move sideways to the small shirts in between the first and second kits, then move up and down as appropriate and press **Fire** to select the new shirt type.

The team can be run by either a manager or a coach. Press the **Fire** button to edit.

G, D, M, F shows whether a player is a goalkeeper, defender, mid-fielder or forward (this information cannot be edited).

A Star beside a name denotes a Star Player (cannot be edited).

Player numbers cannot be edited.

Load/Save Data

There are five different sets of data that can be loaded into the game, three of which can be constantly edited, saved back onto the Gamedisk and reloaded.

i.   Original National Teams
ii. Original Club Teams
iii. National Teams and Data
iv. Club Teams and Data
v.   Custom Teams and Data

Original National/Club files can be edited but cannot be saved over.

National/Club Teams and Data are intended to be used by the player as a form of updating the original squads provided. These can be edited, saved and reloaded time and time again (if Original files are loaded and saved they will always overwrite these files *not* the Original files).

Custom Teams and Data are intended for the player to invent or recreate his/her own teams and can also be edited, saved and reloaded time and time again.

It should be noted that whenever Save is used it will save the setup of all teams currently loaded plus all team tactics and the latest League and

Cup tables. This data may *only* be saved directly onto Gamedisk II.

Highlights (1 Mb only)

This option is useful for the saving and loading of match Highlights to and from a normal DOS disk. The file name is already allocated by the computer, so saving is simply a matter of inserting a disk, and loading is simply a matter of choosing the correct Match name from up to four files on any one disk. Disks should be inserted only when instructions to do so are given.

There is also a facility to view highlights which will show the highlights just loaded or else the highlights of the last game played.

Highlights may *only* be saved onto a *normal preformatted DOS disk*.

Friendly

This is a single match between either two players or the player and the computer (there is also a chance to watch computer versus computer).

The desired pitch conditions or season should first be selected by cycling through the available options with the **Fire** button.

Then player teams must be chosen using the blue **Choose** option. Two teams must be highlighted from the team list either as red computer teams or as blue player teams. The right number of teams must be chosen before the game can continue, confirm by selecting **OK**. When the teams are chosen, select **Play Match** (see also *Pre-Match Tactics* below).

After each Friendly there is an option to play the same game again or to return to the main menu.

Cup

The Cup competition is basically a knockout competition for 2-64 different teams at any one time, where during a series of games the winning teams remain in the competition and teams that lose are eliminated immediately, until in the end there are only two teams left to play out the last match of the Cup in the Cup Final. The winner of the Cup Final gets the Cup and the Glory.

There are options to select the pitch type/weather, the number of teams/rounds and the inclusion of extra time and/or penalties at various stages of the competition.

If a match is drawn after 90 minutes then extra time will be played if the option has been selected as **Yes** for that round. Extra time will also be played if **If Replay** has been selected and the game is a replay. If **No** is selected then no extra time will be played.

The possibility of penalties is dealt with in an identical way to extra time but if both are possibilities then extra time will always occur before penalties.

If two-leg matches are to be played at any stage of the competition then the round will be decided over the course of two matches with both teams taking it in turn to play at home. The scores of both matches are added up to give the final aggregate score and the winner is the team with the highest total over the two matches. If the total after the two matches is a draw and the Away Goals rule has been set to **Yes**, then the team which scored the most goals in the away leg will be the winner. If after taking this into consideration the result is still a draw then extra time and/or a penalty shoot out will be played, as appropriate, straight after 90 minutes of the second leg.

In either two- or one-leg matches where the match has ended in a draw and there is no extra time or penalties, or where the match is still a draw after extra time and there are no penalties, then the teams will replay the match (1 leg only) in order to determine a winner.

Cup menu

All Options on the **Cup** menu are selectable by using the **Fire** button to cycle through available choices.

The teams for the Cup competition must then be chosen using the blue **Choose** option in a similar way to selecting teams for a **Friendly**. Up to 64 teams can be selected at once and all 64 teams can be player teams if so desired.

When you are happy with all the options select **Play Cup** to start the competition.

When into the Cup sequence proper keep on selecting **Play Match** followed by **Next Match** to play the next match in sequence.

Computer results will be calculated when appropriate and played in sequence with matches involving either one or two players. All player matches will lead onto the **Pre-Match Tactics** screen (see below).

To scroll through the draw/results of a round use the red arrows at the side of the table.

To save a Cup competition half-way through, select **Save Data**. This will also save the setup of all teams currently loaded plus the current League setup.

A Cup can be exited and returned to at any time provided that another Cup has not been initiated either via the Cup or Specials options.

League

The League is a competition where 2-20 teams play matches against each other in sequence until they have all played each other between one and ten times as specified. The results are tabulated using the following criteria: 2 or 3 points for a win, 1 point for a draw, 0 points for a loss

The team with the greatest number of points after all matches have been played wins the League.

Number of Teams, **Number of Times to Play each Team**, **Points for a Win** and **Start of Season/Pitch Type** can all be set by simply cycling through the available options in the League menu and using the **Fire** button to select the one you want.

Choose league teams using the **Choose League Teams** box in the same manner as used for **Friendlies** and **Cups** above *before* selecting **Play League**.

Once in the sequence of games select **Play Match** and **Next Match** as in the **Cup** option above.

Results are tabulated game by game.

Select **Save Data** to save League games at any stage together with all current teams and all current Cup data.

A league can be exited and returned to at any time provided that another league has not been initiated either via the League or the Specials option.

Specials

To help players to get going quickly in Cup and League competitions **Specials** offers various preset **Cup** and **League** competitions for the various sets of data plus the **European Championships** which is really an **Extra Special**.

The Specials available depends on the current data that has been loaded.

When **Club** teams are loaded the choices are:

Cup Winners Cup and **European Cup** both of which have 32 teams, a one-leg final and two legs including the away goals rule for all other rounds.

UEFA Cup which has 64 teams with two legs plus the away goals rule for all rounds including the final.

European Superleague where 20 teams play each other twice scoring two points for a win.

When **National** teams are loaded the choices are:

Euro Cup with 32 teams and no two-leg matches.

League of Nations where 16 teams play each other once scoring two points for a win.

European Championships where 8 teams are divided into two sub-leagues of 4 teams each. Each team plays every other team within the sub-league once in the first phase of the competition. After all matches within the sub-leagues are played, the bottom two teams of each league are eliminated and the winners of each league play the second-placed team in the other league in the semi-finals. The winners of the semi-finals then go on to play the final.

When **Custom** teams are loaded the choices are:

The **Egg Cup** with 64 teams and single-leg matches except for the two-leg semi-finals and final.

The **Chicken League** with 2 teams playing each other five times scoring three points for a win.

There is no limit to how many of the teams in all of these specials can be selected as player teams but the player(s) should select at least one team as a player team if s/he wishes to play in the relevant competition.

Pre-Match Tactics

Before each match every player team is given the option to rearrange the tactical layout of his/her team.

The formation can be changed by selecting the appropriate grey box. There is a choice between eight formations: 4-4-2, 5-4-1, 4-5-1, 5-3-2, 3-5-2, 4-3-3, All Out Attack and All Out Defence.

Substitutes are highlighted in the player list. To change players around on the field or to swap a substitute with someone in the starting line-up, select the name of the player to be moved from the list of names down the left-hand side of the screen and then pick his new position within the formation. The renumbering of swapped players is automatic.

The likely formation of the opposition team for the current match can be seen if **View Oppo** is selected (press the **Fire** button to exit).

Once the player is happy with the team formation **Play Game** should be selected using the joystick with which s/he wishes to play the game itself.

For a two-player game both players will be allowed to edit their own team formation in turn before play commences.

And then **Bingo, Bongo!** let the fun begin.

SENSIBLE SOCCER - PROTECTION GRID

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