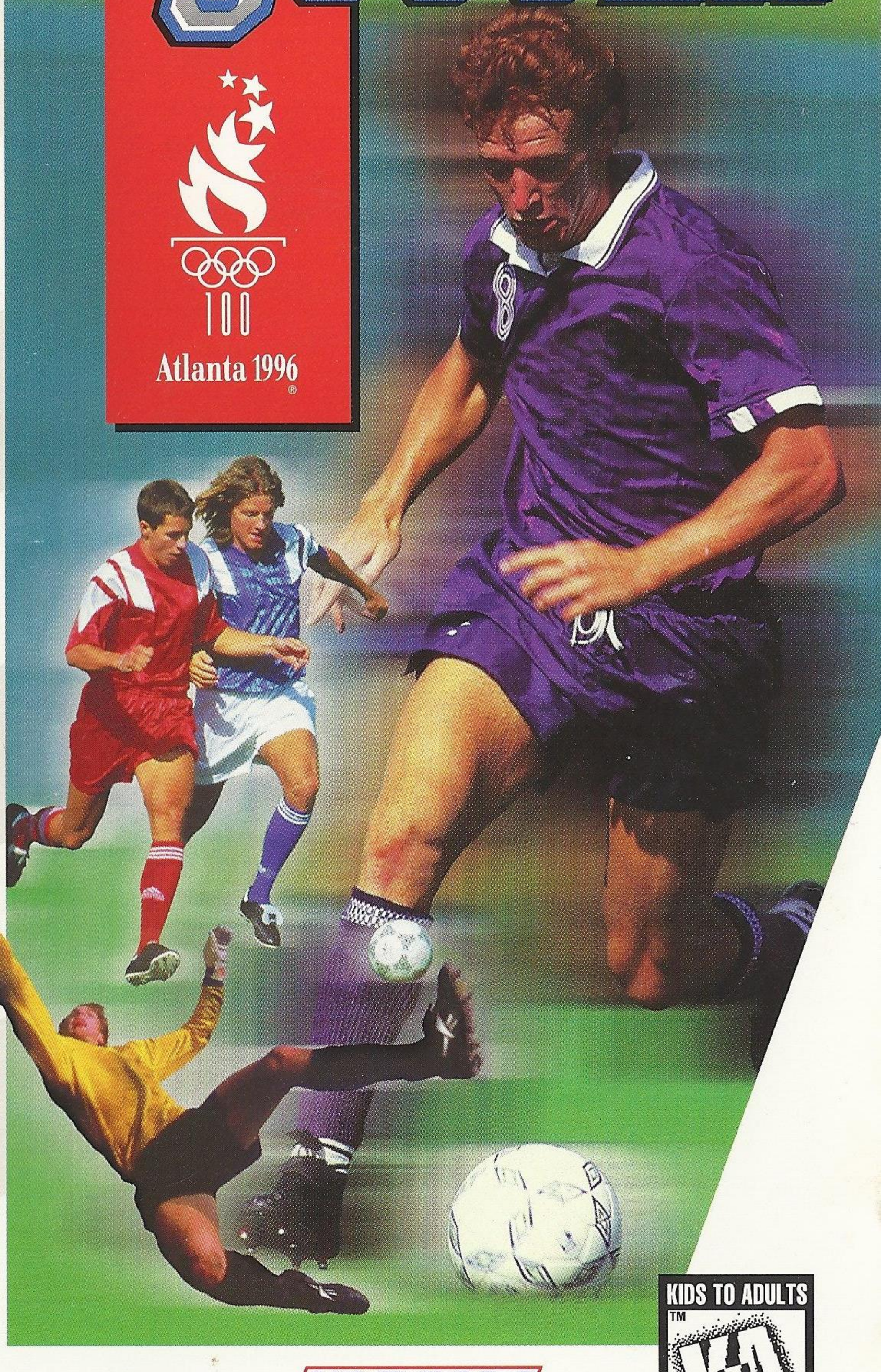
SEGA™

OLYMPIC SOCCER

TM

Atlanta 1996®

SATURN™



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USOCD SPORTS™

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KIDS TO ADULTS
TM
CONTENT RATED BY ESRB

WARNING: READ BEFORE USING YOUR SEGA SATURN

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns of flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, disorientation, loss of awareness, any involuntary movement or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

PROJECTION TELEVISION WARNING

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

SEGA SATURN VIDEO GAME USE

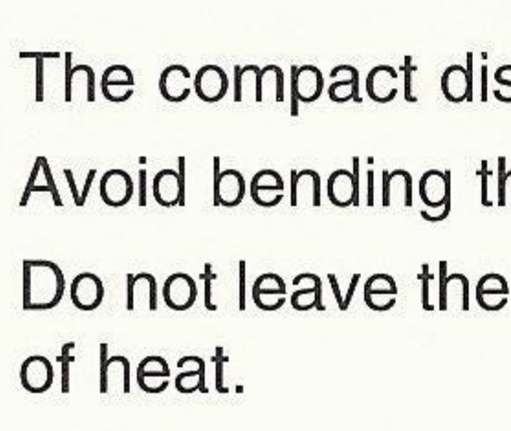
This CD-ROM can only be used with the Sega Saturn. Do not attempt to play this CD-ROM on any other CD player; doing so may damage the headphones and speakers.

This game is licensed by Sega for home play on the Sega Saturn only. Unauthorized copying, reproduction, rental, public performance or broadcast of this game is a violation of applicable laws.

The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

HANDLING YOUR COMPACT DISC

- The compact disc is intended for use exclusively on the Sega Saturn.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Always store the disc in its protective case.



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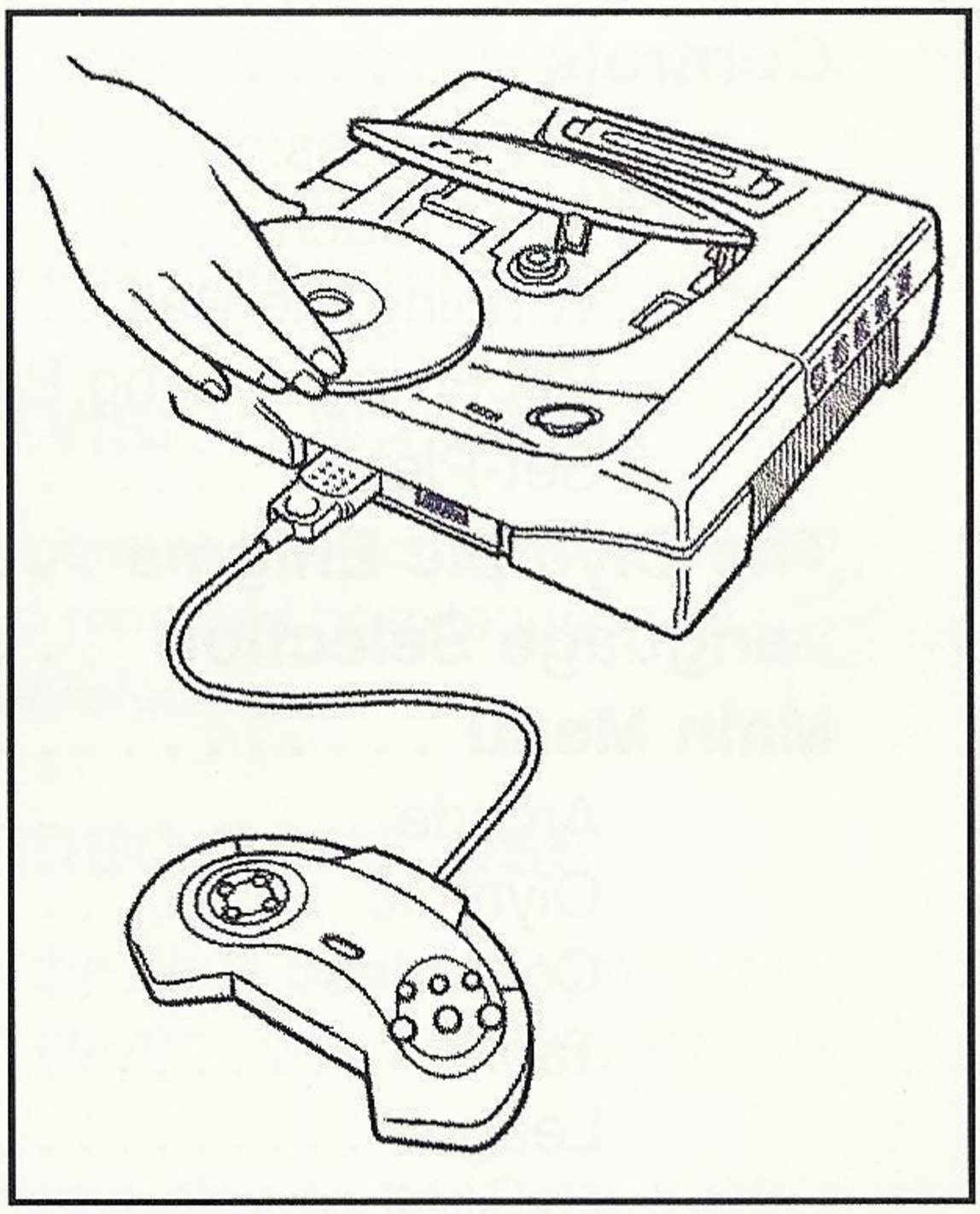
STARTING UP

1. Set up your Sega Saturn system as described in its instruction manual. Plug in Control Pad 1.

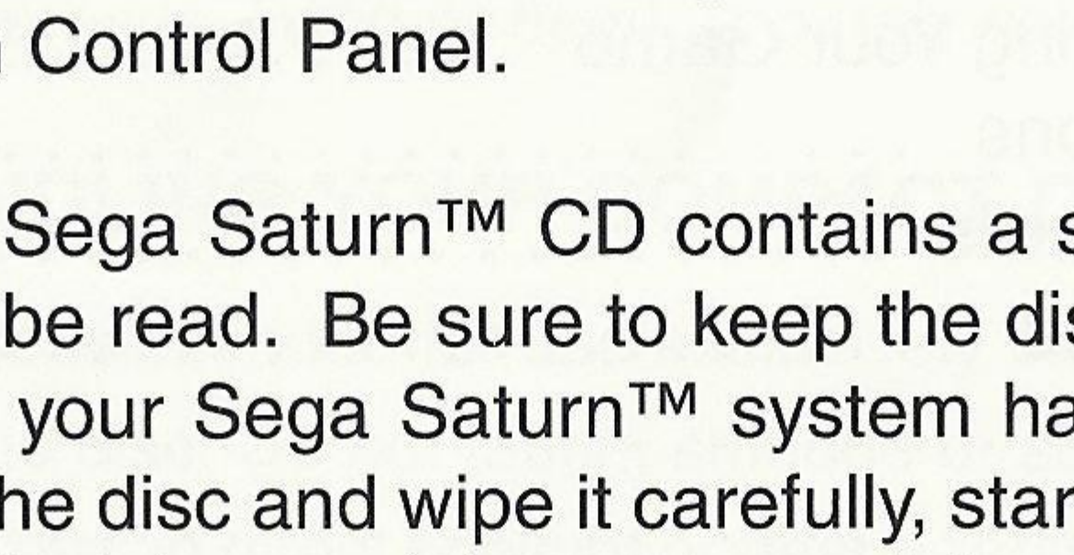
2. Place the Olympic Soccer disc, label side up, in the well of the CD tray and close the lid.

3. Turn on the TV or monitor and the Sega Saturn™. The Sega Saturn™ logo appears on screen. (If nothing happens, turn the system off and make sure it is set up correctly before turning it on again.)

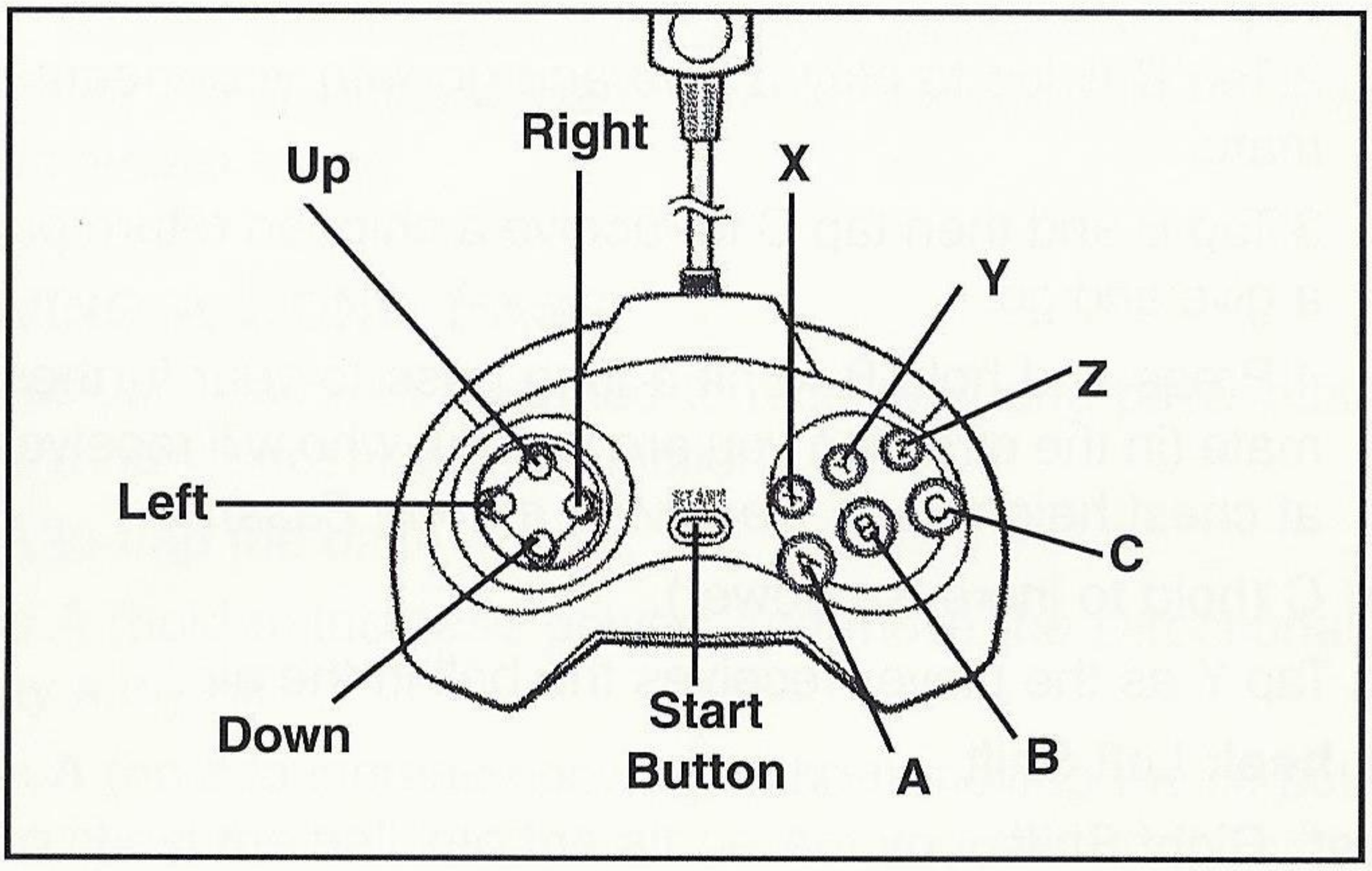


4 If you wish to stop the game in progress or the game ends, press the Reset Button on the Sega Saturn console to display the on-screen Control Panel.

Important: Your Sega Saturn™ CD contains a security code that allows the disc to be read. Be sure to keep the disc clean and handle it carefully. If your Sega Saturn™ system has trouble reading the disc, remove the disc and wipe it carefully, starting from the center of the disc and wiping straight out toward the edge.



CONTROLS



Use the Directional Pad to control your selected player's movement, with or without the ball.

Note: *Control is perceived from your perspective, not the player on the pitch. For example, if the player is facing towards the left of your screen, by moving the Directional Pad UP he will move to his right (towards the top of your screen). The following directional references relate to a player facing towards the top of your screen (ie. the same as you) and must therefore be modified to suit the current posture of your selected player. This may sound complicated but in practice you will find it is the most natural and easy-to-use control method.*

In Possession

Shoot: A (hold to increase power).

Pass: 1.Tap A to pass to your nearest teammate (in the direction you are facing).

2.Tap B twice to play a give and go with your nearest teammate.

3.Tap B and then tap C to receive a chipped return pass from a give and go.

4.Press and hold B to hit a long pass to your furthest teammate (in the direction you are facing), who will receive the ball at chest height (see *Receiving a Long Pass*).

Chip: C (hold to increase power).

Kick: Tap Y as the player receives the ball in the air

Back heel: Left Shift

Cross*: Right Shift

* To use this special move you must be situated in a suitable crossing position on the wing.

After Touch

From a shot (A) or chip (C) you can apply After Touch using the Directional Pad;

Ball swerve: LEFT/RIGHT

Chip (backspin): DOWN

Dip (topspin): UP

Winning the ball

Sprint: Repeatedly tap A.

Slide tackle: B

Diving header: C* (when the ball is between knee and head height).

Header: C* (when the ball is above head height).

Bicycle kick: Y* (when the ball is above head height).
* Hold to increase power.

Note: *You can use the Directional Pad to direct headers and bicycle kicks, subject to simulated natural body movement. If you do not press one of the Directional pad, you will head/kick the ball in the direction you are facing.*

Receiving a Long Pass

When a player has been assigned to receive a long pass, button A assumes a new 'chest control' function;

1. Tap A to trap the ball.
2. Press A (hold to increase power) and move the Directional Pad to play a lay-off.
3. Press A (hold to increase power) without moving the Directional Pad to chest the ball into the air (ie. set yourself up for a header or bicycle kick).

Set-pieces

Corner kick/Goal kick/Free kick: Position the crosshair using the Directional Pad to nominate your target and then all controls remain the same as in open play.

Penalty kick: A target ball sweeps across the goal mouth from side to side. When it reaches the point you wish to aim at, press B to strike the ball.

Note: Your goalkeeper is computer-controlled except when you receive a back pass and he assumes the control of an outfield player, or when you defend a penalty and you must move the Directional Pad LEFT/RIGHT to dive for the ball.

Throw-in: Position the crosshair and tap B to throw the ball to your teammate's feet, or press and hold B to throw the ball at head height.

THE OLYMPIC ENIGMA

Soccer has always endured an enigmatic relationship with the Olympic Games. According to most fans and pundits, the Olympic soccer tournament lacks the prestige associated with other events.

This has emerged from the conflict between the modern era of professionalism in soccer and the traditional amateur status of the Olympic Games. However, in recent years the move towards universal professionalism has helped reunite the world of sport, and this is reflected in the new eligibility rules introduced for the 1996 Olympic competition.

From 1900 to 1928, the Olympic Games produced the first eight recognized world soccer champions, until FIFA declared that a separate global tournament should determine this honor. Uruguay, the reigning Olympic gold medallists, played host to the inaugural World Cup in 1930, condemning the Olympic competition as the domain of amateur teams.

Profiting from this status, Eastern European nations dominated the post-war period, fielding full-strength sides under the approved notion that none of their state-supported players were professional. Hungary proved the most successful, winning three Gold medals plus a Silver and a Bronze from 1952-1972.

The Eighties saw more revered soccer nations claim honors, as the eligibility rules gradually relaxed to admit young professional players.

At the 1996 tournament in Atlanta, the only competitor restrictions apply to age. With the exception of three team members, each international squad must be comprised of players under the age of 23. Many countries regard this contest as an invaluable opportunity to give their national Under 21 teams competitive experience.

One notable exception will be Great Britain, who have not entered a team for many years. This stems from fear among the governing bodies of England, Scotland, Wales and Northern Ireland that if a unified side played in the Olympic Games, FIFA would apply similar constraints to the World Cup and other international competitions, where each home nation currently enjoys the luxury of individual teams (and votes).

The Olympic tournament will be contested from July 20th to August 3rd between 16 nations, as determined by regional qualification competitions. A league system of four groups will decide the preliminary rounds, to be played at four venues across the USA: Florida Citrus Bowl; Legion Field in Birmingham, Alabama; Miami's Orange Bowl; and RFK Memorial Stadium in Washington DC.

From each group, the top two teams qualify for the knockout stage: single-elimination matches at Sanford Stadium in Athens, Georgia.

Olympic Football Champions 1900 - 1992

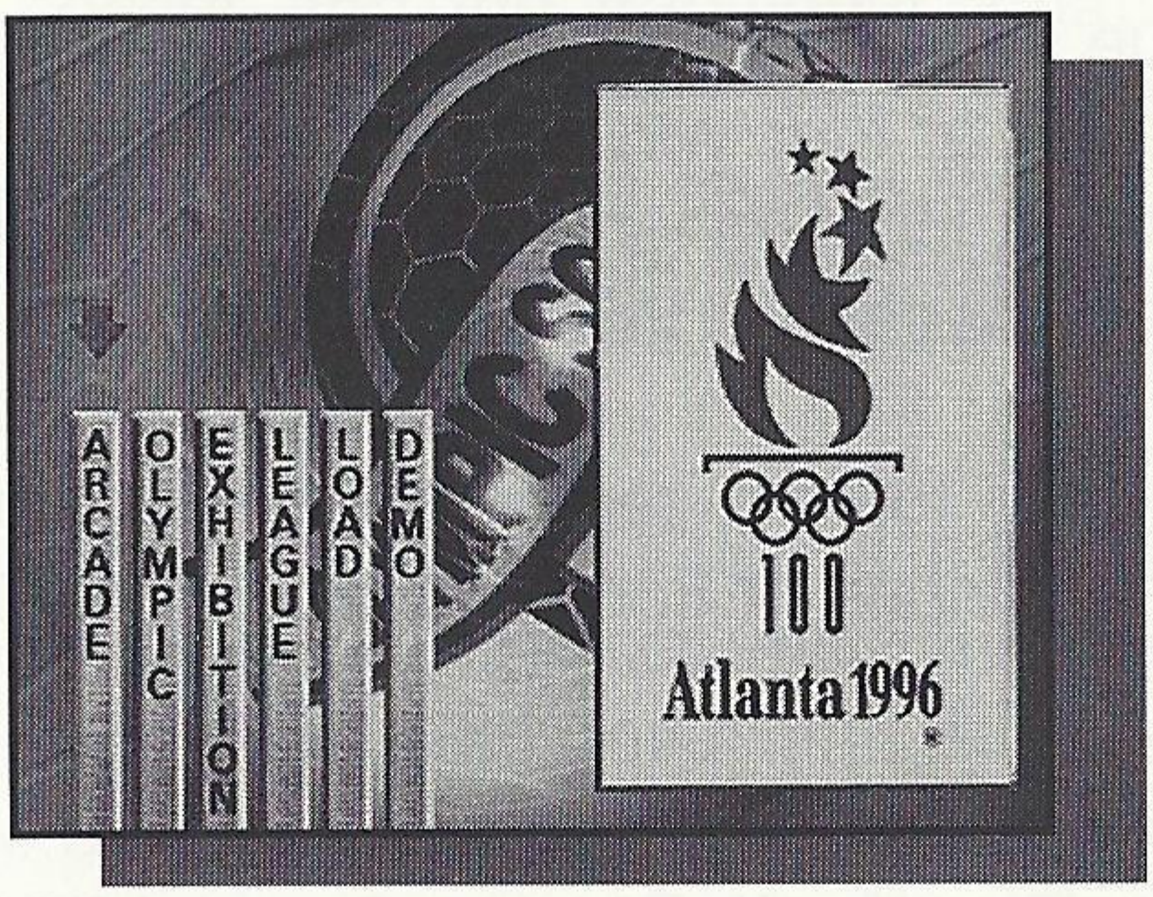
1900	Great Britain	1952	Hungary
1904	Canada	1956	Soviet Union
1906	Denmark	1960	Yugoslavia
1908	Great Britain	1964	Hungary
1912	Great Britain	1968	Hungary
1920	Belgium	1972	Poland
1924	Uruguay	1976	East Germany
1928	Uruguay	1980	Czechoslovakia
1932	None	1984	France
1936	Italy	1988	Soviet Union
1948	Sweden	1992	Spain

NOTE: Soccer was not a medal sport in 1932 at Los Angels.

LANGUAGE SELECTION

Move the Directional buttons LEFT/RIGHT and press C, B or A to select English, German, French, Spanish or Italian on-screen text.

MAIN MENU



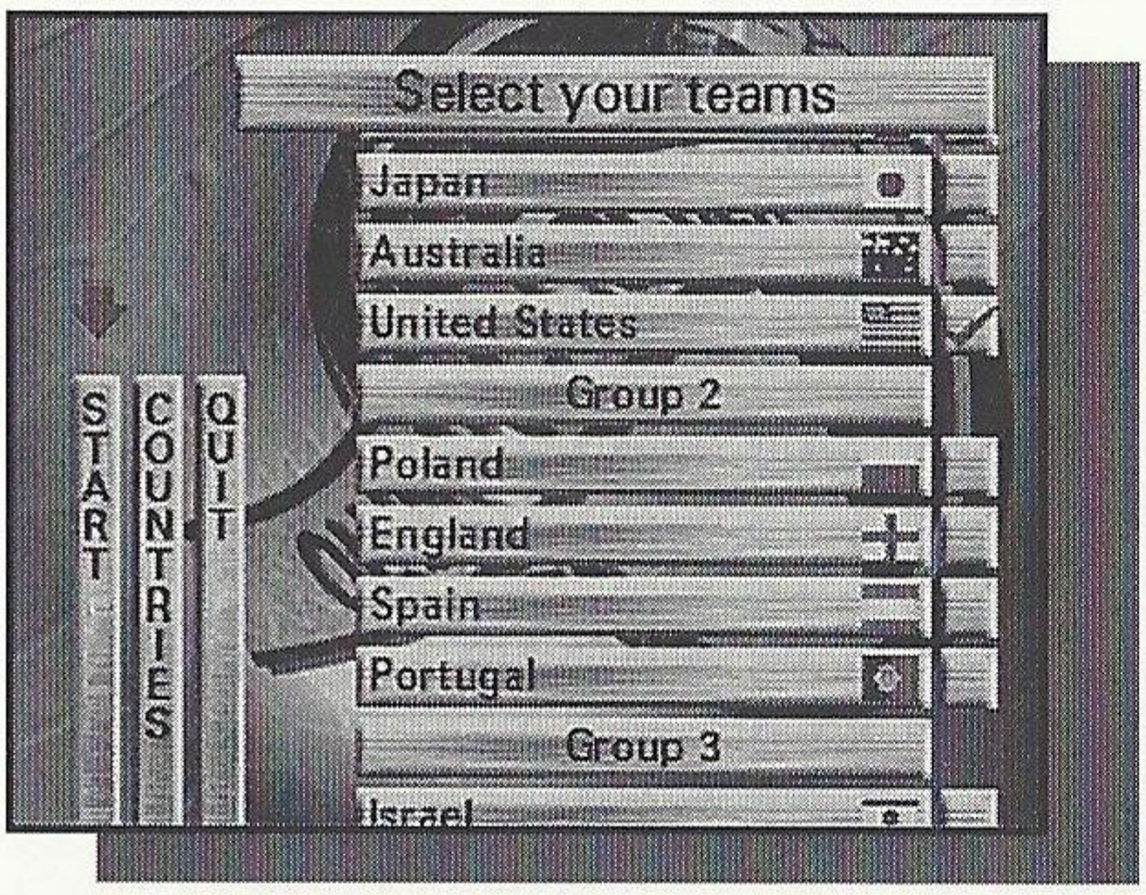
ARCADE

This is an arcade-style 64-team knockout contest, played over six rounds (including the Final). Scroll through the list of available teams, highlight the team you wish to control and press C, B or A to select (your choice will be flagged on-screen).

When you have finished, highlight Start and press C, B or A to continue.

Note: You can only enter one team into the Arcade competition, although 2 players can join forces against the computer.

OLYMPIC



The Olympic tournament is an accurate simulation of the 1996 competition in Atlanta. See *The Olympic Enigma*.

Scroll through the group tables, highlight the team you wish to control and press C, B or A to select (your choice will be flagged on-screen). Using this method you can allocate team control to Players 1-2 (1-4 with a compatible multi-tap adapter) or the computer.

If you wish to customize the tournament line-up, highlight Countries and press C, B or A.

COUNTRIES

Follow the on-screen prompts, move the Directional Pad UP/DOWN through the list of 33 available nations and press B to allocate four teams to each group.

When you have finished, highlight Start and press C, B or A to proceed.

TABLES

Before any Olympic match, the current status of each group in the tournament will be displayed, followed by the forthcoming round of fixtures. Select TABLES to return to the group status screen.

LEAGUE

Olympic Soccer also gives you the option to play a season in your own custom-built league of 3-16 teams.

Scroll through the default league of 16 teams, highlight the team(s) you wish to control (subject to the number of connected controllers) and press C, B or A to select (your choices(s) will be flagged on-screen). If you wish to customize the league line-up, highlight Countries and press C, B or A. Now move the Directional Pad UP/DOWN through the list of 33 available nations and press C, B or A to choose 3 - 16 teams to compete in your league, or select Randomize to allocate 16 teams at random.

When you have finished, highlight Start and press C, B or A to continue.

EXHIBITION

Select two teams to play a friendly match. Scroll through the team entry list, highlight the team you wish to control and press C, B or A to select (your choice will be flagged on-screen). Now use the same method to choose your opponent. When you have finished, highlight Start and press C, B or A to continue.

LOAD

Move the Directional Pad UP/DOWN to highlight a previously saved game (if applicable) and press C, B or A to resume this game.

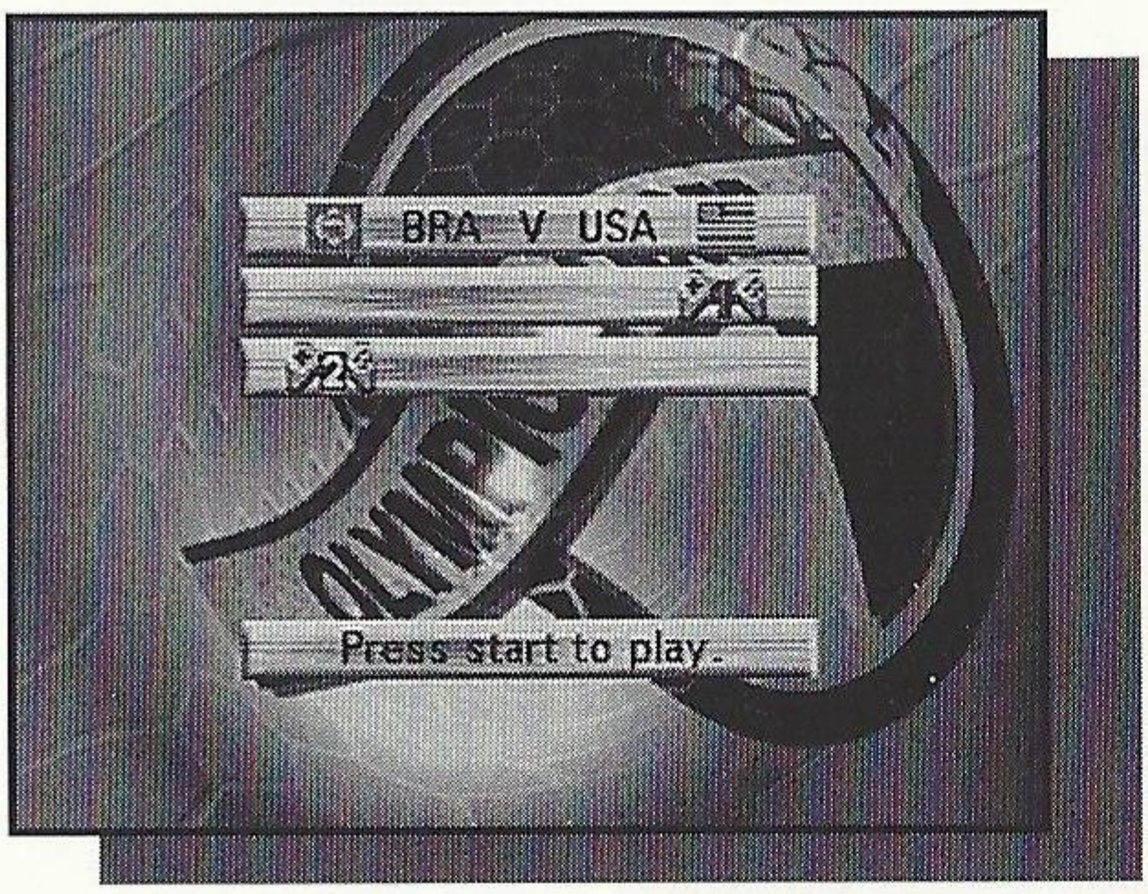
DEMO

Watch a computer-controlled demo.

SAVING YOUR GAME

To save your current game, select SAVE and press any button to enter the SAVE GAME menu. Now select whether you wish to save your game in INTERNAL or EXTERNAL memory by highlighting the relevant choice and pressing C, B or A. Now highlight SAVE IN NEW FILE, or an existing saved file which you wish to overwrite, and press C, B or A.

STARTING YOUR GAME



Before kick-off you will be presented with the Player Allocation screen.

Move the Directional Pad LEFT or RIGHT to assign each connected control pad to one of the available teams for the forthcoming match and then press START to go to kick-off.

Do not unplug or switch controllers when a game is in progress.

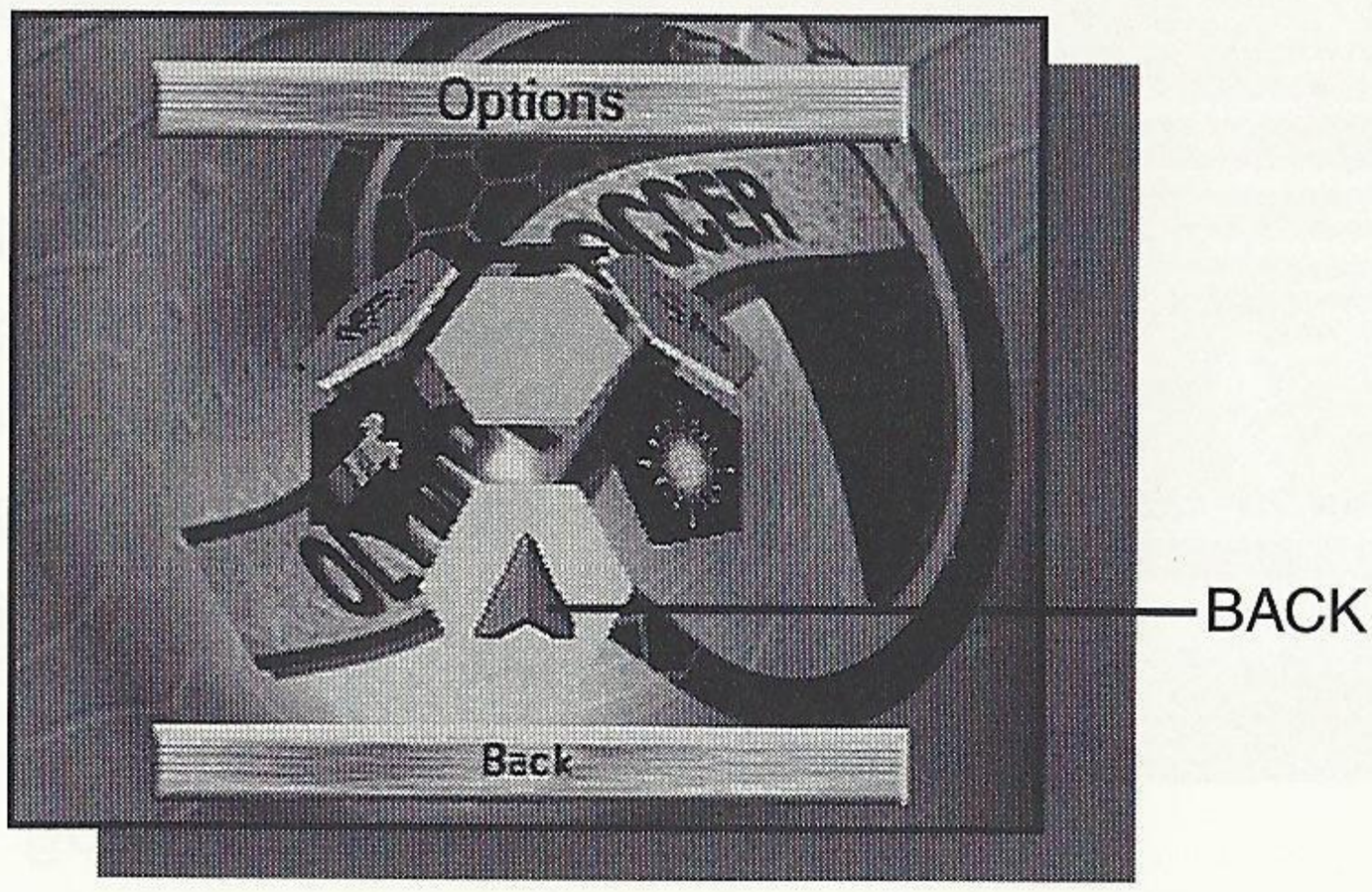
Note: If a team has not been allocated to a player during Player Select, it will be automatically computer-controlled.

OPTIONS

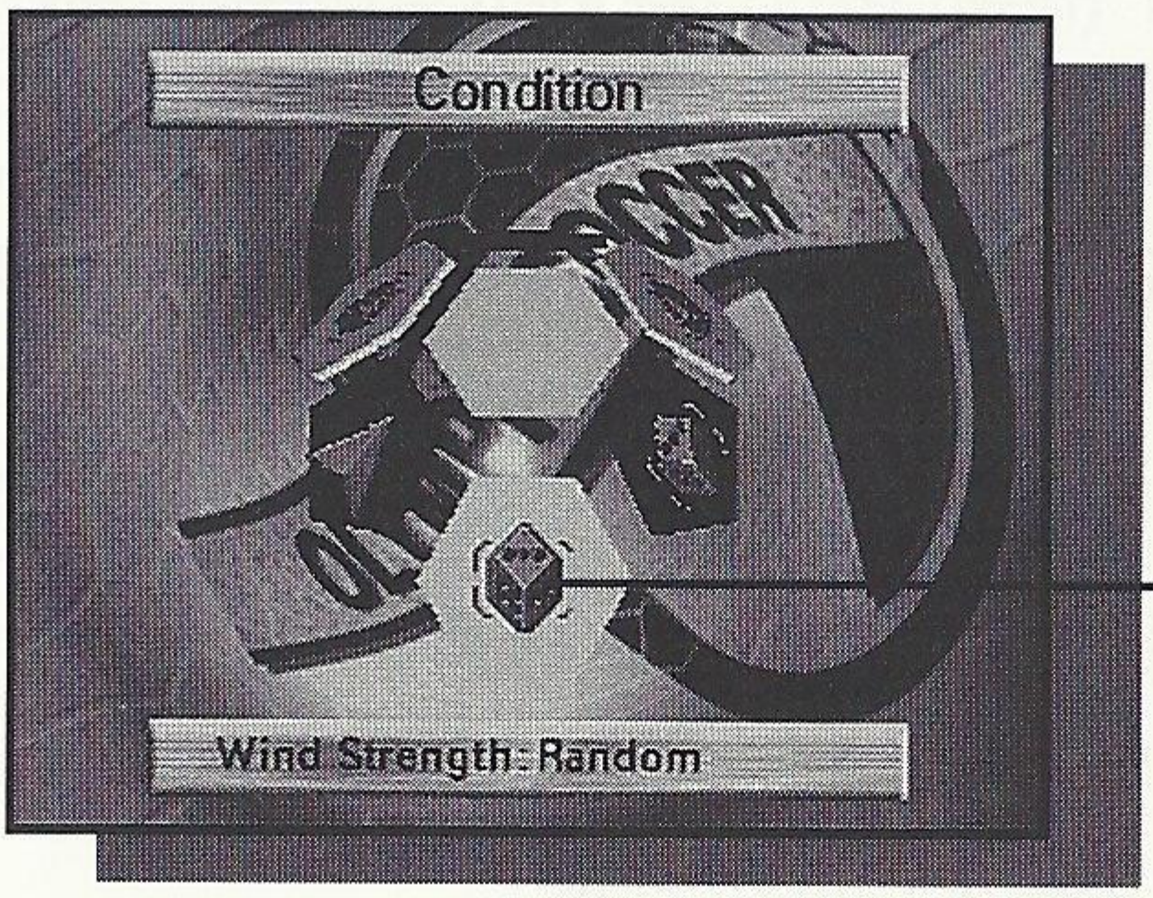
Olympic Soccer allows you to modify the game features using a series of 'Option Wheels'.

OPTION WHEELS

Option Wheels contain a selection of game settings which enable you to customize *Olympic Soccer* matchplay. Move the Directional Pad LEFT/RIGHT to cycle through the options on each Option Wheel and then press button C, B or A to toggle the variables(forwards: Y, A, or C; backwards: B). When you have modified every option on a wheel, move to the *Back* icon and press C, B or A to return to the previous screen.



Many Options Wheels include a *Random* option, represented by a dice icon, which will allocate this option randomly.



SOUND

COMMENTARY: On/Off

MUSIC: On/Off

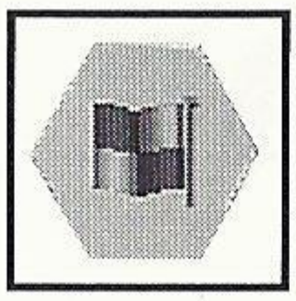
SOUND FX: On/Off

TEST SAMPLE: 1/2/3

TEST TUNE: 1/2/3

RULES

DRAW RULE: If a match is drawn either play 30 minutes EXTRA-TIME, followed by a penalty shoot-out, if the scores are still level, or adopt the new SUDDEN DEATH rule, whereby the first team to score in extra-time, wins (within 90 minutes, otherwise a penalty shoot-out will decide the out-come).



OFFSIDE RULES: On/Off

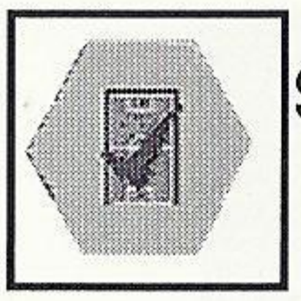
GAME

GAME DURATION: 3 minutes, 5 mins, 10 mins, 20 mins, 45 mins or 90 mins.

CONTROL: Reconfigure controls

RESET OPTION: revert to default game options

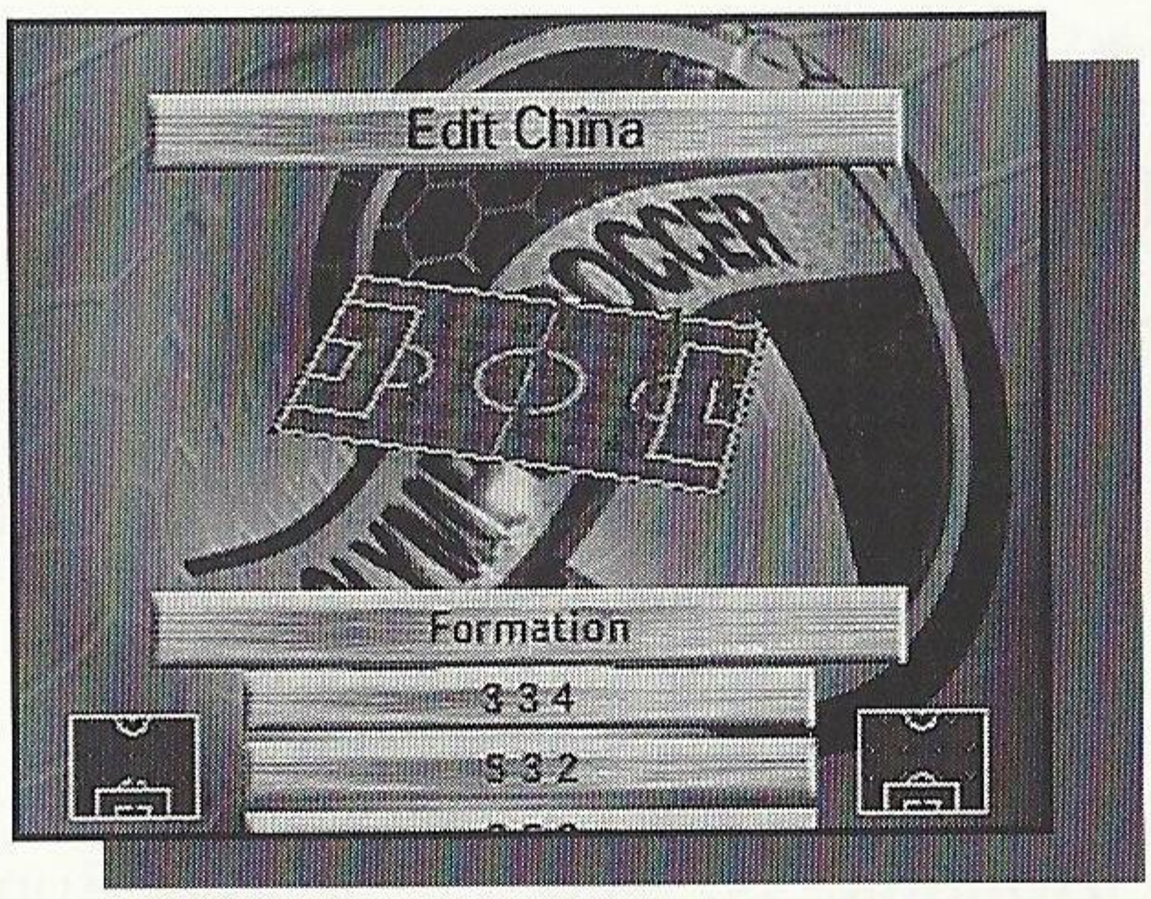
GOAL REPLAY: View an automatic action replay of every goal scored



SCANNER: Radar display On/Off

TEAM ATTRIBUTES

You can make strategic changes to your team line-up and edit individual player characteristics. First select your team formation by moving the Directional Pad UP/DOWN through the preset options (eg. 4-4-2, 5-3-2, etc).

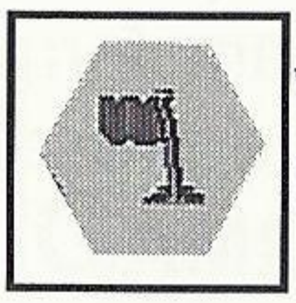


Now you can customize the characteristics of each player in your team. Move the Directional Pad RIGHT to highlight the desired player (as shown on the formation display) and then move the Directional Pad UP/DOWN to assign a preset 'player type' (eg. winger, chaser, etc) to that player, which will determine his role within the team and individual style of play.

Note: If you nominate a player to be a man-to-man marker, you can decide which of your opponent's players he will mark. Move the Directional Pad LEFT/RIGHT to highlight the desired player (as shown on the your opponent's formation display) and press C, B or A assign your marker's attention to this player throughout the forthcoming match.

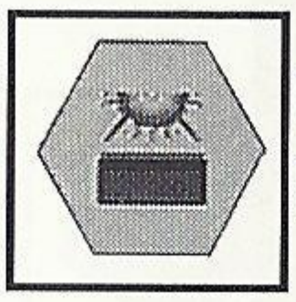
When you have finished planning your team tactics move the Directional Pad LEFT/RIGHT until the ACCEPT CHANGES message appears and then press C, B or A to continue.

CONDITION



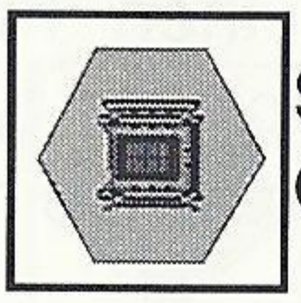
WIND STRENGTH: Strong, Breezy, Weak, None or Random

WIND DIRECTION: North, East, South, West or Random



DAMPNESS: Dry, Normal, Wet, Soggy, Frozen or Random

ROUGHNESS: Bumpy Slightly Bumpy, Flat or Random



STADIUM: Sanford, Citrus Bowl, Legion Field, Orange Bowl, RFK Memorial or Random

IN-GAME OPTIONS

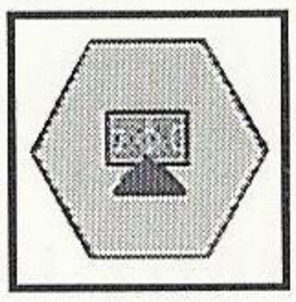
Press START at any time during a match to freeze play and then press SELECT to access the in-game options.

SOUND FX: On/Off

COMMENTARY: On/Off

CAMERA VIEW: Position/Angle/Controller

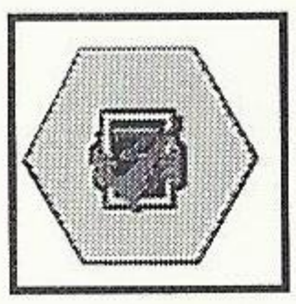
POSITION: 20°, 35°, 40°, 55°, 70° or Top View



ANGLE: Sidelines, Goals or Corners

CONTROLLER: Loose 1, Loose 2, Fixed

PLAYER ATTRIBUTES EDITOR: Formations, Defensive Strategies, and Offensive Strategies



SUBSTITUTION: On/Off

Press C, B or A to requests Substitution and return to the match. The next time the ball goes out of play you will be given the opportunity to nominate which player you wish to replace (using up/down on the Directional Pad). Now press C, B or A to make the substitution.

Note: The computer automatically chooses the substitute on your bench most suited to the vacant position.

REPLAY: The Action Replay function operates like a VCR, with the added ability to change camera angles;

A: Rewind.

B: Play/Pause (hold for slow motion).

C: Fast Forward.

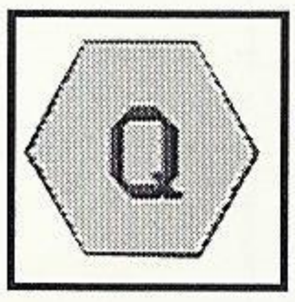
Directional Pad LEFT/RIGHT: Pan left/right

Directional Pad UP/DOWN: Move up/down.

Left Shift : Zoom in.

Right Shift: Zoom out.

Start: Resume play.



QUIT: Abandon match

BACK: Resume play.

FULL-TIME

At full-time the match statistics will be displayed and you will be given the opportunity to **Continue, Quit** or **Save** the game.

Note: After an Exhibition match you will be given the opportunity to replay the fixture.

CREDITS

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SPECIAL THANKS TO Anamaria Hernandez, Gavin Cheshire, Adrian Bolton, and T-Mann.

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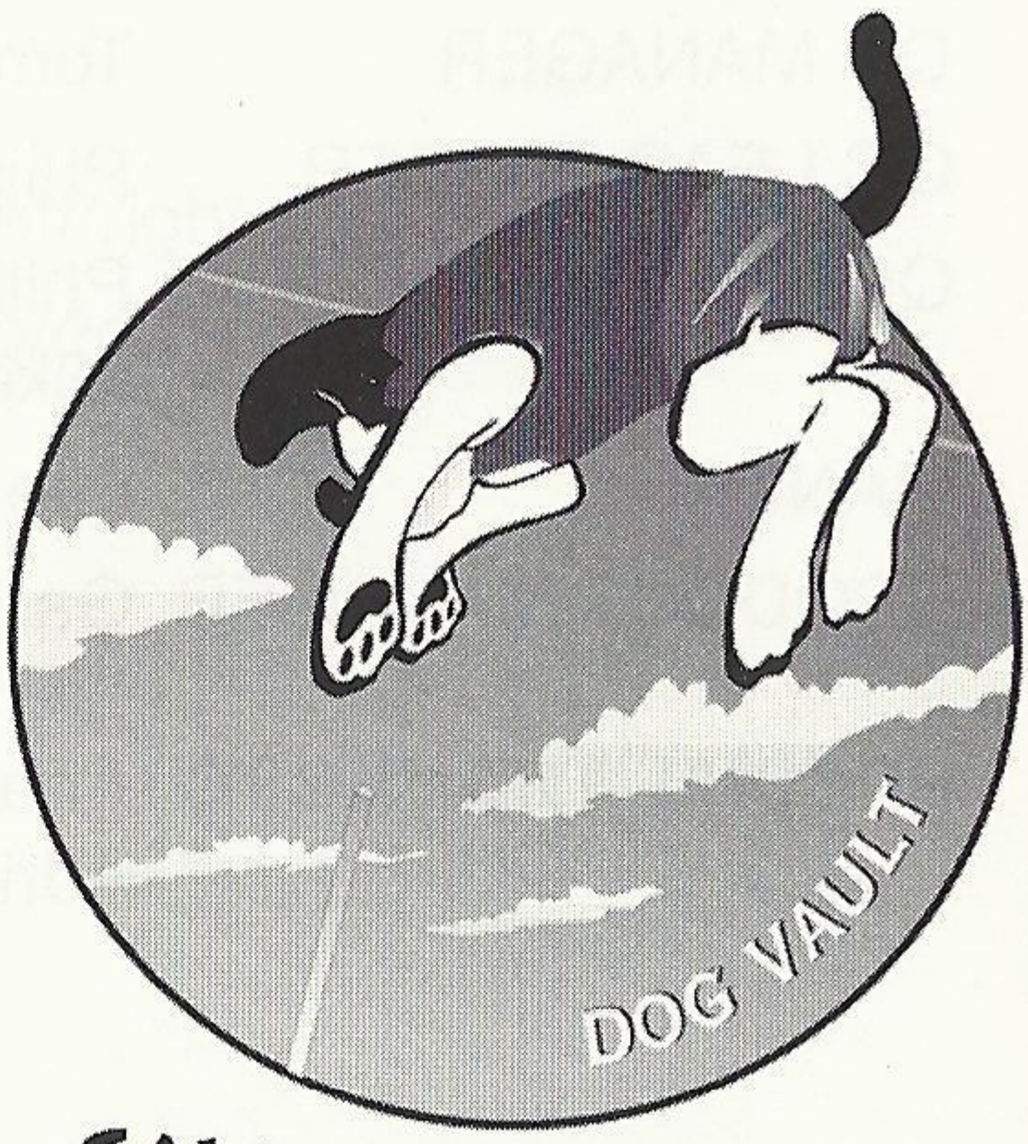

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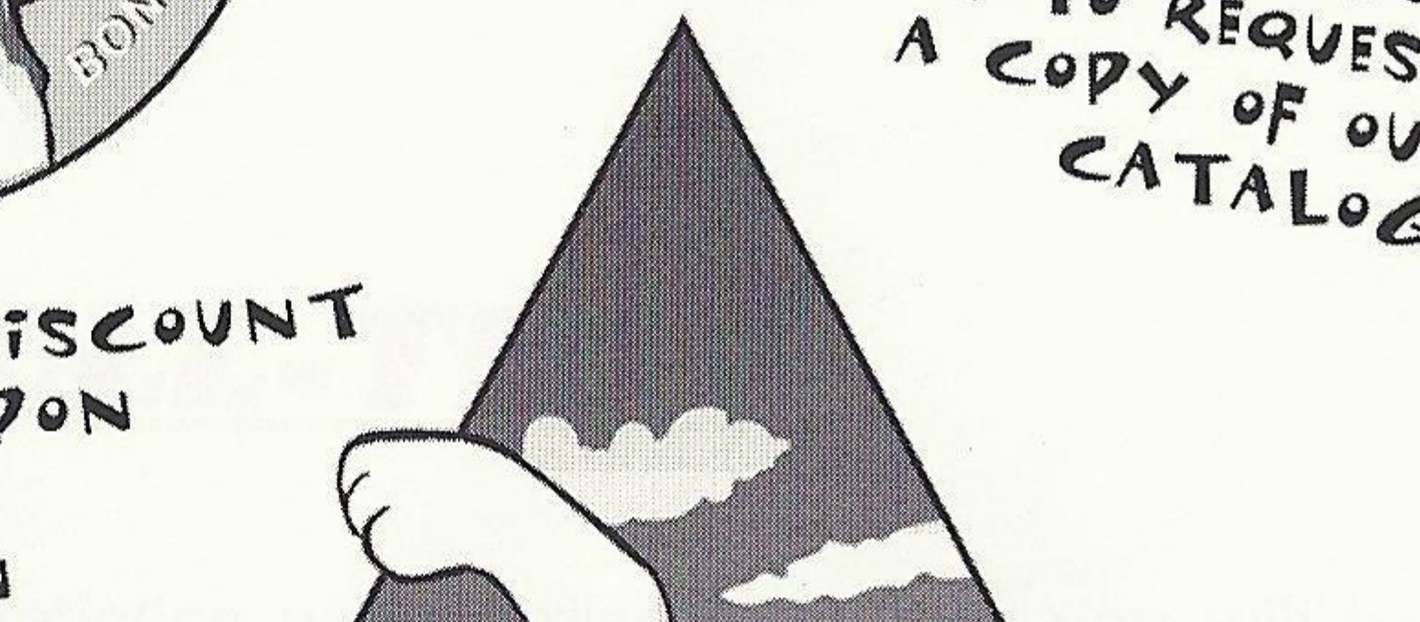

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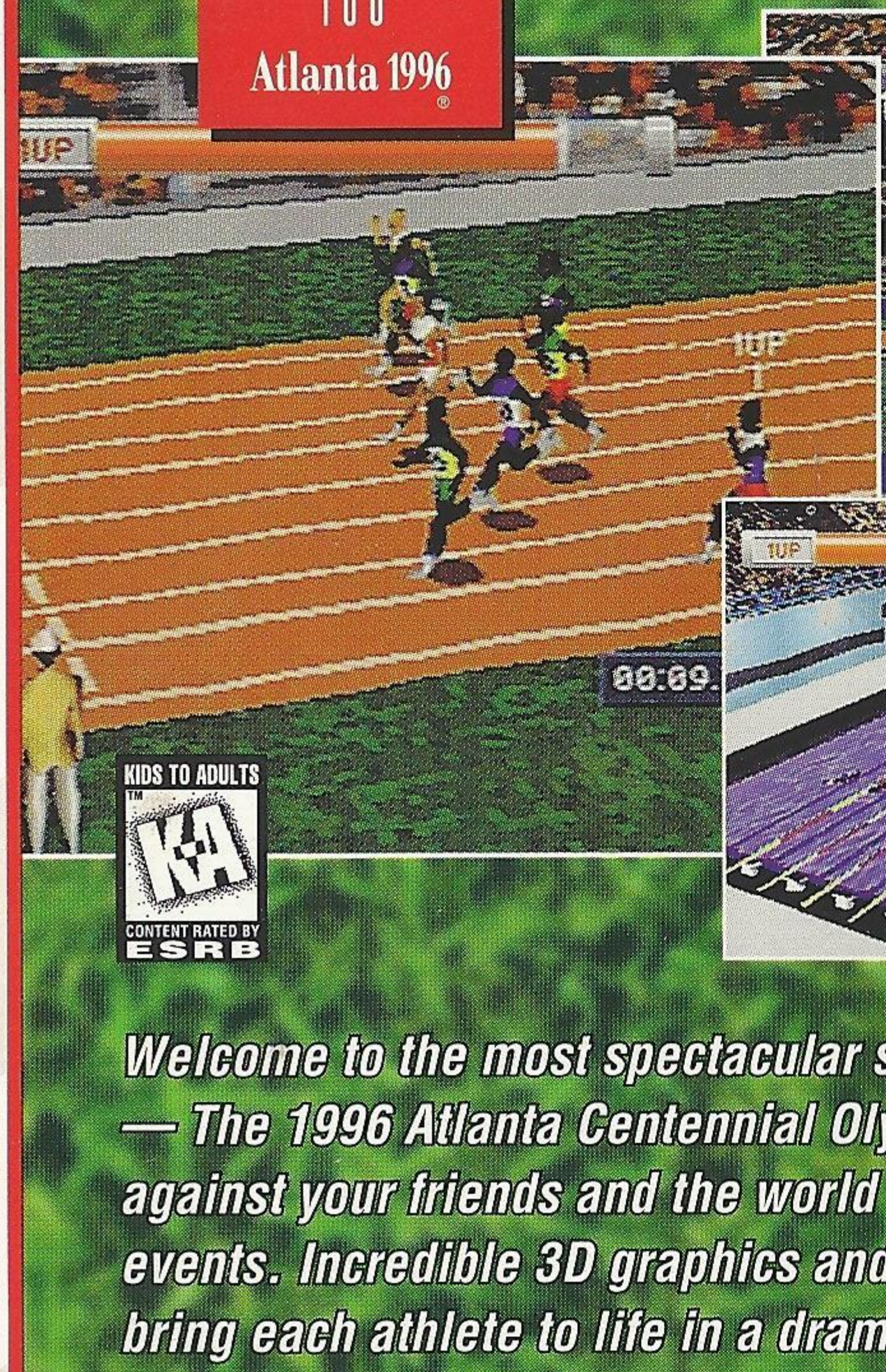

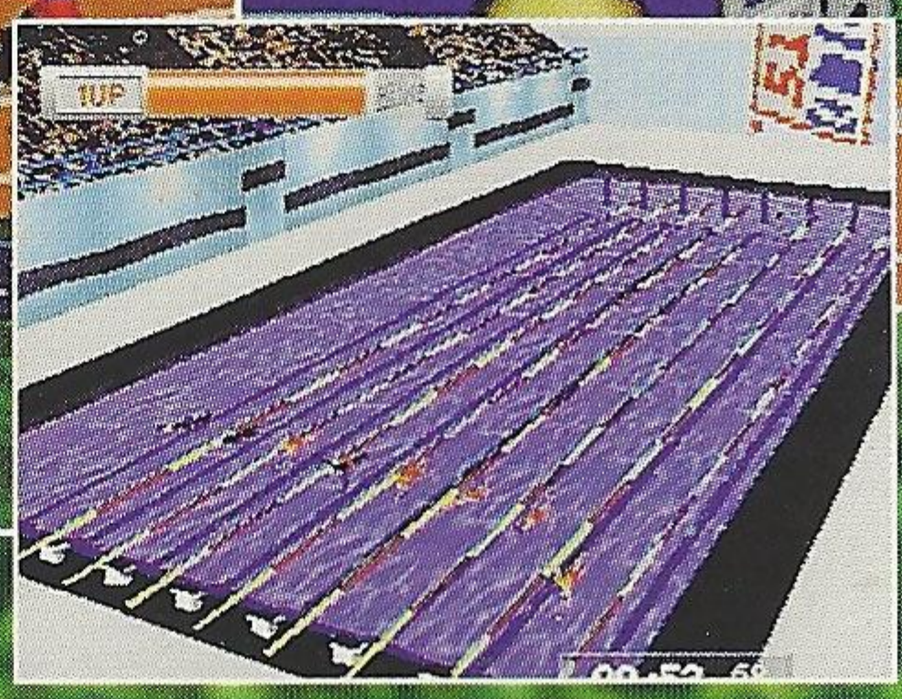

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