Soccer (USA, Europe).txt
Game documentation for Palladium [Arcadia 2001] system.

SOCCER CARTRIDGE GAME INSTRUCTIONS

This Soccer Video Cartridge offers an exciting European
soccer game with action sounds and fascinating color for
two players. The game is selected through the push-button
switches on the Video Computer Game Master Unit.

TO INSERT CARTRIDGE

(1)   Check to see that the Power Switch on the master Unit
      is OFF.
(2)   Hold the Soccer Cartridge so that the name on the end
      is towards you and read right side up.
(3)   Insert the cartridge CAREFULLY into the slot in the
      center of the master unit switch panel. Be sure the
      cartridge is firmly seated, but do not try to force it.

Important: To prolong the life of your Video Computer
           Game System and protect the electronic
           components, the console unit should be OFF
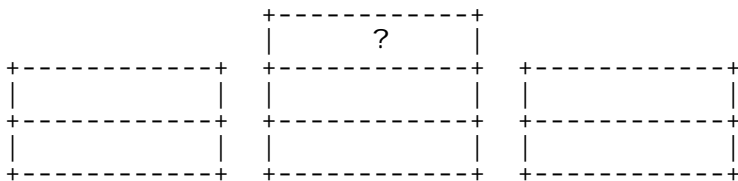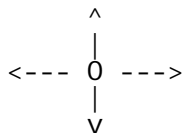   when inserting or removing cartridge.

How to Use Customized Game Overlay

There are 2 customized game overlays with special keys' functions
printed on the surface are provided with the Soccer Cartridge.
Player should place the overlays directly on to the remote
controller keyboards and presses the relevant keys when
playing the game.

How to Play Soccer

(1)   Insert the Soccer Cartridge on the Video Computer
      Game Master Unit.
(2)   Place the customized game overlay onto the left and
      right controller keyboard, and turn on the Power switch
      to ON position.
(3)   Push RESET button to show playfield.
(4)   Push START button to begin the game. The count down
      timer starts counting and displayed on the bottom of
      screen. (See Fig. 1)
(5)   Player and Ball Shooting Control
      Players: Each player controls his team's movement
               through a joystick and keyboard controllers. The
               layout of the functions are as follows:

        Controller Towards Opponent's Goal

                      ^
                      |
                 <--- O --->
                      |
                      v

                +------------+
                | ? |
  +------------+ +------------+ +------------+
  | | | | | |
  +------------+ +------------+ +------------+
  | | | | | |
  +------------+ +------------+ +------------+
                      Page 1

```
|     ?      | |     ?      | |     ?      |
+------------+ +------------+ +------------+
|     ?      | |     ?      | |     ?      |
+------------+ +------------+ +------------+
|            | |     ?      | |            |
+------------+ +------------+ +------------+
```

[Re-typing note: The keys with the question marks are the
only ones used in this game, but the scans of the manual
were poor, and I could not make-out what is written on
the keyboard overlay.]

> Movement of players us accomplished by holding down the
> key of player selected and simultaneously moving joystick in
> forward or reverse direction. The goalie, however can go
> anywhere on the player's half of the screen is also controlled
> by left and right motion of joystick.
>
> Ball Control:
> To Catch Ball -
> Move desired player to intercept ball. Center joystick to
> stop player and catch ball. Goalie can not catch ball.
> To Pass Ball -
> When player is holding ball, move joystick in direction of
> pass.
> To Shoot Ball -
> When holding ball or ball is in contact with player, press
> SHOOT button the ball will be shot at high speed in
> direction designated by the joystick.
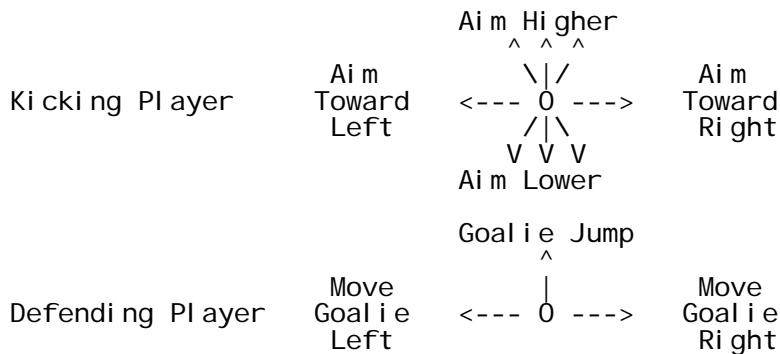
(6) Penalty and Injury
> Player must avoid contact with opponent's center
> Players when one of these has the ball. Failure to
> observe this by colliding with ball carrier will result
> in goalie injury or penalty shot.
> Injury : Play is stopped to allow player's goalie to be
>   carried out on catcher. When new goalie
>   assumes his position, play resumes. (See
>   Fig. 2)
> Penalty: Referee walks out and flags illegal body
>   contact.   (See Fig. 3)
>   The scene changes to front view of penalty
>   shot. (See Fig. 4)
>   The team that was offended gets one shot. If
>   the ball falls within the goal area he scores
>   one point.
>   The player controls his kicking man or goalie
>   with joystick as per the diagram below.

```
                             Aim Higher
                              ^ ^ ^
                    Aim         \|/        Aim
Kicking Player      Toward    <--- O --->  Toward
                    Left        /|\        Right
                              V V V
                             Aim Lower

                             Goalie Jump
                                 ^
                    Move         |          Move
Defending Player    Goalie    <--- O --->   Goalie
                    Left                     Right
```

                   The kicking player's joystick is sensed at point
                   of ball kick.   There are 8 horizontal and 8
                   vertical selectable angles.
                   To block shot toward the top of net, goalie
                   must jump at proper time to intercept ball.
     (7) There are ten minutes allotted for the game, and when
          the time is up, the team with highest score is the winner.
          (See Fig. 5).

[Soccer Screenshot]
Fig. 1

[Soccer Screenshot]
Fig. 2

[Soccer Screenshot]
Fig. 3

[Soccer Screenshot]
Fig. 4

[Soccer Screenshot]
Fig. 5

Version 1.0 (June 5, 2002) - Re-typing by Adam Trionfo from
scanned instructions provided by Stefan to Ward Shrake.
Note: a few spelling errors from the original manual have been
corrected, but most spelling and grammar mistakes have been left
untouched (they have NOT been introduced in the re-typing
process); this adds to the "charm" of the original system manuals.