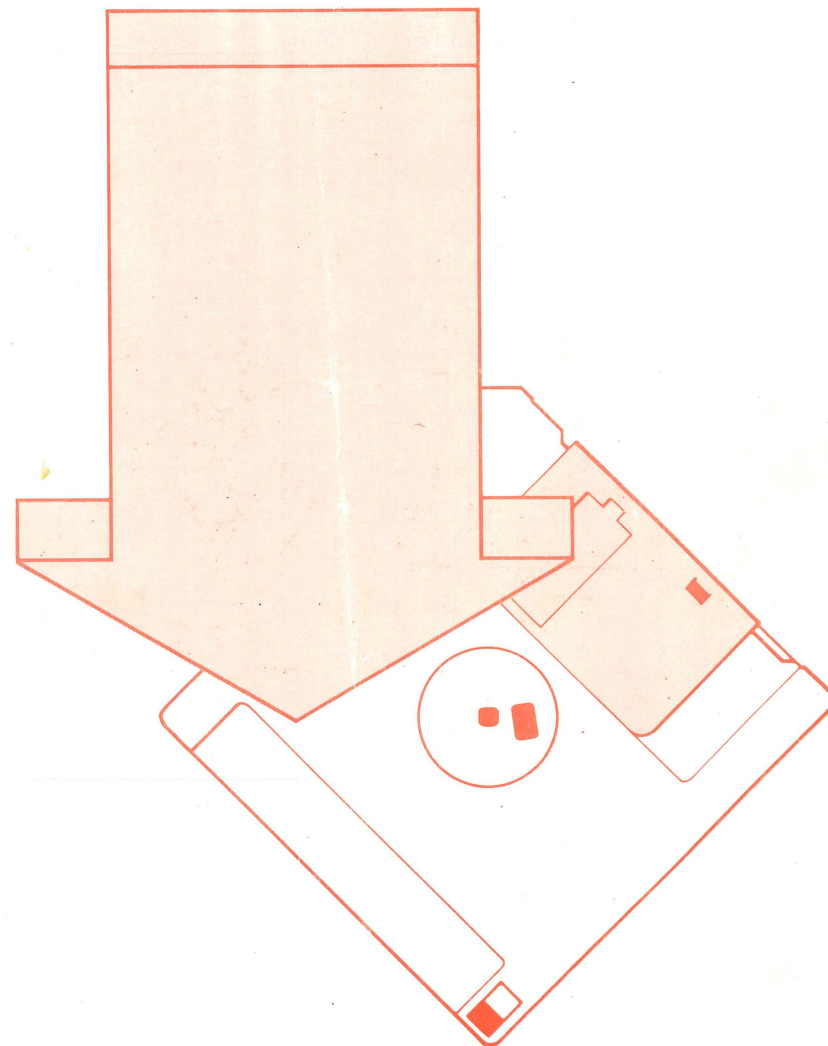


ATARI ST INTERNATIONAL SOCCER



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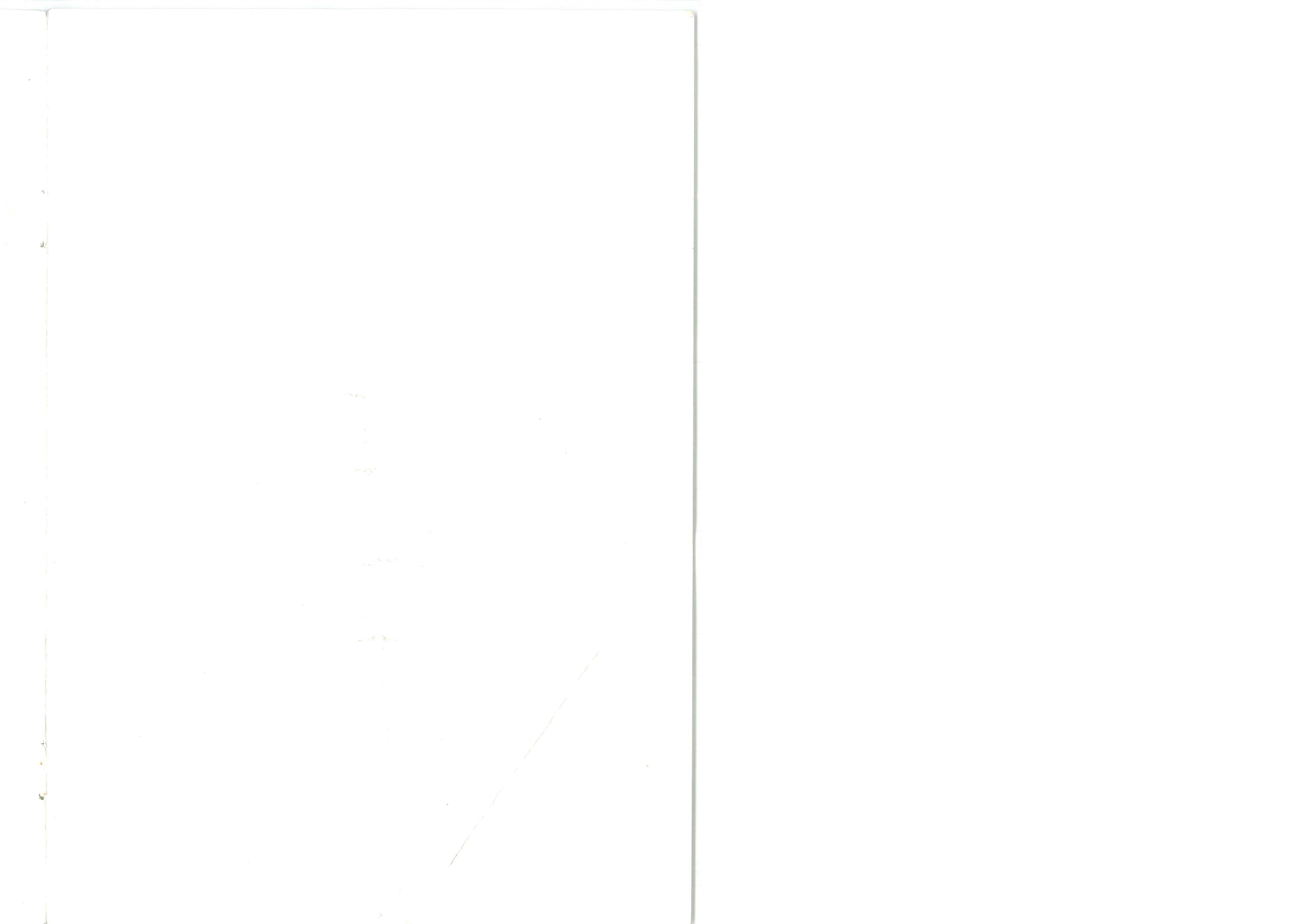


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IMPORTANT

IF THIS DISK FAILS TO LOAD PLEASE RETURN
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ST SOCCER

CREDITS

Programming	Ed Scio
Graphics	Pete Lyon
Sound	Paul Shields

INSTRUCTIONS

ST SOCCER requires a minimum hardware configuration of an Atari 520 ST or 1040 ST computer with one 3.5in single or double sided disk drive plus a colour monitor or TV and two joysticks.

LOADING

Place your disk in drive A then turn on your computer. The program will auto boot.

OPTIONS SCREEN

When the options screen shows;you may alter the characteristics of the game by moving the ball with joystick 1 over an icon and pressing the button.

STARTING THE GAME

To start a two player game press the spacebar. To start a one player game press a key in the range 1-9. Numeric keypad keys do not register. Level one is the easiest level to beat and level nine is the hardest.

TACKLING

When you do not have the ball you may attempt a tackle by pressing the button with the joystick not centered. If you tackle a player in your own penalty box a penalty will be awarded.

CONTROLLING THE GOALIE

The goalie crouches to show he is ready to dive when the ball is near the goal. To make the goalie dive point up, up and towards the goal, down or down and towards the goal with the fire button pressed. These joystick positions make the goalie do a high or low dive in either direction. If the goalie saves the ball then it rebounds off him.

THROWINS

When a throwin is awarded a player will pick up the ball and wait till the spacebar is pressed before throwing the ball back into play.

CORNERS

Corners, like throwins are taken when the spacebar is pressed.

GOALKICKS

Again, like throwins and corners press the spacebar to take a goalkick.

PENALTIES

When a penalty is awarded a player is selected to take the kick and he stands behind the ball. The joystick should be pointed up, up and toward the goal, down or down and toward the goal to kick the ball high or low either side of the goalie. The goalie should be controlled in the normal way.

HALF TIME AND FULL TIME

At half and full time the score will be shown on the electronic scoreboard.

KEY CONTROLS

F1 TUNE 1, 2.48

F2 TUNE 2, 1.49

F3 TUNE 3, 1.46

F4 TUNE 4, 1.52

P PAUSE

T SHOW TIME, SCORE, HALF, AND CONDITIONS