

WELCOME TO WORLD CUP SOCCER

Object: To score more points than the opposing team by moving the ball into their goal.

Moving: The active player (the one you are currently controlling) is the one in the lighter color jersey. If your team has the blue jerseys, the player you control will have a light blue jersey.

Kicking: To kick the ball, press the fire button. If you don't have the ball when you press the fire button, the control passes to the player that is nearest the ball. This is a good way to recover the ball.

Scoring: To score a point your player must kick the ball past the opposing team's goalie into the net.

Blocking a Score Attempt: As the ball approaches the goal, the goalie will go into a defensive crouch. If the opposing team tries to score, press the fire button. The goalie will dive at the ball to try and block the shot.

Periods of Play: There are two periods of play separated by a half-time. After the half-time, the players will return to the field and change sides of the field.

Levels of Competition: You are playing for the quarter-final championship. If you win that, you'll move on to the semi-finals. Win that one and your team will find itself vying for the coveted World Cup! Good Luck!

WELCOME TO THE BIG KO!

Object: To knock out your opponent with a series of punches and jabs, or to score enough points to win by decision if the fight goes a full three rounds.

Getting Started: Press the fire button to start the fight, press S to see the high score, or press L to load a boxer. If you press L, you will be asked for a password. The password is given to you each time you defeat an opponent and advance to the next level. You can also press O for the options panel. At the options panel you can change the number of players, turn sound on and off and change the presenter (which presents the boxers and gives their statistics).

The Ring: On the screen are two indicators and a number. The number represents your total points scored. If the fight goes the full three rounds, the winner is determined by points.

The blue indicator above your opponent represents how close you are to being KO'd (your endurance). If this turns blue completely, you are out for the ten count.

If you can stay away from your opponent, your KO probability will go down slightly.

The purple indicator represents your strength. Each punch you throw uses some of your strength. When your strength gives out, all you can do is stand there and get pummeled.

The Clock: The clock displays time remaining in each round. During rest periods between rounds your KO probability is reduced and MOST of your strength comes back.

Footwork: To move your boxer, move the joystick right or left.

Punches: Move the joystick up and left for a left to the head. Move the joystick up and right for a right to the head. Move the joystick down and left for a left jab to the body. Move the joystick down and right for a right jab to the body.

Trainers: During the fight messages of encouragement and advice will appear on the bottom of the screen. If a message such as "head" or "jab" appears, try to hit him in that area or with that punch.

Winning: If you KO or win by decision, you will be given a password that will allow you to load a new boxer. Look out! This new guy is one better than the guy you just clobbered!