

# OUTDOOR SOCCER

## WHAT YOU NEED

### IBM

- \* IBM PC, Tandy 1000 or 100% IBM compatible computer; 256K minimum
- \* Single disk drive
- \* Monitor or TV (color recommended)
- \* Color or Enhanced Graphics Adaptor
- \* One or two joysticks (optional)

### C-64

- \* Commodore 64 or 128 (in 64 mode) computer
- \* Single disk drive
- \* Monitor or TV (color recommended)
- \* Joystick (a second joystick is required for two-player games)

## LOADING INSTRUCTIONS

### IBM

Loading with a DOS Disk

1. Insert a DOS disk into drive A and close the drive door.
2. Turn on the computer and the monitor.
3. Respond to the date and time prompts.
4. When you see the A> prompt on the screen, remove the DOS disk from the drive.
5. Insert the SUPERSTAR OUTDOOR SOCCER disk into Drive A and close the door.
6. Type WIZ and press ENTER.

### C64

1. Plug a joystick into port 1 of your computer. For two-player games, plug a second joystick into port 2.
2. Turn on your monitor or TV. (Note to C128 users: Run SUPERSTAR OUTDOOR SOCCER in 64 mode)
3. Carefully insert the SUPERSTAR OUTDOOR SOCCER disk, label side up, into the disk drive and close the drive door or latch.
4. Type LOAD"\*,8,1 and press RETURN. The game will load into the computer's memory.



## SELECTING CONTROL DEVICES

Once the program has been loaded into your computer's memory, the title and credit screens will appear. After a few moments, the Joystick Control Center screen will appear. Game control devices are listed at the top of your screen as "Joystick 1" and "Joystick 2". Before continuing, you must designate the control device that will serve as "Joystick 1". (For two players, you must also designate a control device for "Joystick 2".) The control devices that you can use include JOYSTICK A (a joystick plugged into Port 1 of your computer), JOYSTICK B (a joystick plugged into Port 2, if available), and KEYBOARD 2, which are defined in the diagrams on the lower portion of the screen.

1. There are separate control device menus for Joystick 1 and Joystick 2. The menu heading that is highlighted indicates the "active" menu. Use the left and right arrow keys to move back and forth between the menus.
2. In the list of control devices for the active menu, the current control device is highlighted. Use the up and down arrow keys to highlight the desired control device. NOTE: The control device defined as Joystick 1 will be the one that controls the selections from the Main Menu and game options screens.
3. When you select either Joystick A or Joystick B, an on-screen prompt instructs you to adjust the joystick. You must follow the on-screen instructions to adjust your joystick's trim knobs before proceeding.
4. When you select either KEYBOARD 1 or KEYBOARD 2, an on-screen prompt gives you the option of redefining the keyboard controls; the default controls are diagrammed on the lower portion of the screen. If you choose to redefine the keyboard, just follow the on-screen instructions.
5. All the game control instructions in this reference manual are given in terms of joystick movement. If you are using keyboard controls, substitute the corresponding keys (as defined in the keyboard control diagrams).
6. When your control device selections have been made, press the Esc key to proceed to the Main Menu.

## HOW TO MAKE MENU SELECTIONS

### IBM and COMMODORE 64

To make selections from most of the menus, move the joystick forward, back, left or right until the desired choice is highlighted on the screen. Once the item you want is highlighted, press the fire button to select the option. Menus and screens that differ from the norm are discussed next.

## THE MAIN MENU SCREEN

On the Main Menu Screen, your team name flashes in green; the next opposing team flashes in red. The option PLAY NEXT GAME will change to PLAY PLAYOFFS or START NEW YEAR at the appropriate times.



## A TEAM HISTORY

When you select this option, the screen will automatically show statistics for your team. To view data for other teams, move the joystick forward or pull it back. Press the fire button to return to the Main Menu.

## RECRUIT A PLAYER

Add a rookie player to your roster by selecting RECRUIT A PLAYER from the Main Menu. The recruiting screen will show a list of your current players, along with their skill ratings, ages, injury periods and natural positions. Push the joystick forward or pull it back until the name of the player that you want to replace is highlighted and press the fire button. If you want to change the player's name, pull the joystick back until "NAME" is highlighted and press the fire button. Type the name of the new player (up to eight characters) and press ENTER/RETURN.

Now push the joystick forward until "SKILL" is highlighted and press the fire button. Move the joystick left or right to adjust the skill points assigned to the player (maximum of 50). Keep in mind that you must pay four times the number of skill trading points to recruit the player. The top figure on the right of the screen displays the total number of trading points you start with. The second number displays the number of points to be spent for the new recruit, and the bottom number shows how many points you will retain after recruiting the new player. When the new player's points suit you, press the fire button.

Set the new player's natural field position by pulling back the joystick until "POSITION" is highlighted, then press the fire button. Move the joystick left or right until the desired position is displayed. Press the fire button to select that position. After all the new player's attributes have been set, select OK and press fire to return to the Main Menu. Select CANCEL to return to the Main Menu without adding the player to your lineup.

## A PLAYER TRADE

When you select A PLAYER TRADE from the Main Menu, the screen will display your roster on the left and the opposing team's roster on the right. To view other rosters, move the joystick left or right to highlight VIEW TEAMS and press the fire button. Hold down the fire button and push the joystick forward or pull it back to scroll through the teams.

To try a trade, highlight TRY TRADE and press the fire button. If you have at least 10 trading points (for arbitration fee) the program will display the current arbitration cost and the options OK and CANCEL. To return to the Main Menu without trading, select CANCEL and press the fire button. To try a trade, select OK and press the fire button. You will see the prompt "CHOOSE PLAYER TO TRADE FOR." Again, move the joystick forward or pull it back to highlight the name of the player you wish to acquire and press the fire button. After both players have been selected you will see the prompt "ENTER TRADING POINTS", along with the points you are willing to spend to obtain the desired player (enter "0" if you don't wish to offer any) and press RETURN; "ARBITRATION IN PROGRESS" will flash on the screen. When arbitration is over and your offer has been either accepted or rejected, press the fire button to

continue. To return to the Main Menu, highlight RETURN and press the fire button.

## IMPROVE A TEAM

To send your team to training camp, select IMPROVE TEAM from the Main Menu. At the prompt, type in the number of trading points to be used for the trading camp (1 to 300) and press RETURN. To return to the Main Menu without sending your team to camp, enter "0" as the number of trading points to be spent (or press RETURN). A message will appear when camp is over; press the fire button to return to the Main Menu.

## SET UP A TEAM

Pick your starting lineup by selecting SET UP TEAM. The screen will display all 20 team members on the left and the sixteen starting players and alternates on the right. Players on the left are grouped by position, and within position by skill. Players on the left are shown in gray (C64) or green (IBM) if they are starters or alternates, white (C64) or yellow (IBM) if they are still available. Players on the right are shown in red if they are injured, yellow if they are out of their natural position; otherwise they are shown in gray (C64) or brown (IBM). An injured player may be a substitute, but not a starter.

To change your lineup, use the joystick to position the pointer over the name of the player whose lineup spot you wish to change and press the fire button. Now position the pointer over a second player's name and press the fire button; the two players will change places. If, after choosing the first player, you decide not to make a change, simply select the same player twice.

To view other teams, use the joystick to position the pointer over VIEW TEAMS and press the fire button. Holding down the fire button, push or pull the joystick to change the display from one team to the other. You can view all the teams in the league in this manner. The longer you hold the fire button, the faster the teams will scroll. Select FINISHED to return to the Main Menu.

## START NEW LEAGUE

If you decide to reset the league, you will be asked for a team name. Type in a name (up to 10 characters) and press RETURN (or ENTER). To change the clock speed, highlight "CLOCK SPEED PER GAME" and press the fire button until the desired speed (IX through 10X) is displayed. To change the number of games to be played in the playoff round, highlight that round and press the fire button until the desired number of games appears; 1 (one game); 2 (best two out of three); or 3 (best three out of five). When you have finished selecting your options, highlight FINISHED and press the fire button.

## PLAY NEXT GAME

Highlight the PLAY NEXT GAME option from the Main Menu and press the fire button; the Game Setup Screen will appear. To make a change in one of the



options shown here, use the joystick to position the pointer over the current setting of the option that you wish to change and press the fire button until the desired setting appears.

In the DETAILS section, you can change the clock speed for a practice game from 1 to 15 times the normal speed. (Clock speed for league games can be set for 1 to 10 times normal speed from the START NEW LEAGUE screen only.) In practice mode, you may also select the two teams that will play next (or play against yourself.) Move the pointer to the name of the team you want to change and press the fire button; the names of all the teams will scroll past. Release the fire button when the name of the team you want to select appears. (Your opponents for all league games are selected by the computer.) You may change the color of the team's jerseys by positioning the pointer over the picture of your center and pressing the fire button (the other team members will wear a lighter shade of the same color). You may also change the color of the opposing team's jerseys.

The "CONTROL" section shows whether JOYSTICK 1, JOYSTICK 2, or the COMPUTER controls each team's center, goalkeeper, and coach. Certain options may be changed. In a one-player game against the computer, you must choose to control either your team's center or goalkeeper by selecting JOYSTICK 1 for that option; the COMPUTER will control the other position. You may also choose to act as your team's coach by selecting JOYSTICK 1 for that option; otherwise, the COMPUTER will make your coaching decisions. The opposing team is controlled entirely by the COMPUTER. In a two-player game against the computer, one player controls the team's center while the other controls its goalkeeper. Select JOYSTICK 1 for one position, JOYSTICK 2 for the other. Either player or the computer can act as the team's coach; choose Joystick 1 or Joystick 2 or COMPUTER for that option. If one player decides only to be COACH, select COMPUTER for the field position not chosen by the other player. The opposing team is controlled entirely by the COMPUTER. In a head-to-head, two-player practice game, each player decides which position to play on his or her team (the computer will control the other position), and whether or not to act as coach. Select a control for each position, making sure that Joystick 1 and Joystick 2 do not control options on the same team. To view a game without playing, select the COMPUTER to control all the options on both teams.

In the "RULES" section, select either PRACTICE or LEAGUE mode. In PRACTICE mode, you may also decide whether or not to have penalties, fouls and three-line violations called by choosing YES or NO for the "PENALTIES" option (these are always called in league games).

In the "START" section, select CANCEL to return to the Main Menu, or choose PLAY SOCCER to start the game.

## THE COACHING SCREEN

Whenever play is stopped, the reason will be displayed at the top of the screen and the Coaching Screen will appear. In place of the playing field you will see for each team the categories "PICK OFFENSIVE PLAY," "PICK DEFENSIVE PLAY" and "SUBSTITUTIONS," along with a joystick icon and the current options. At the bottom of the screen you will see the combined maximum and actual power totals for each team's current lineup.

The coaching categories will be highlighted in order; available options appear to the left, right, above or below the joystick icon on the screen as each category is highlighted. Push your joystick left, right, up or down to

highlight the desired option and press the fire button to select that option. After you make your selection in one category, the heading for the next category will be highlighted.

If you choose YES for "SUBSTITUTIONS" your current roster will be displayed beneath your team's name, showing each player's actual power rating, maximum power rating, and natural position. To make a substitution in your lineup (or change field positions), highlight the player you wish to replace and press the fire button. Then highlight the player you wish to replace and press the fire button again; the two players will trade places. Continue this process until all desired substitutions have been made. When you have made all your selections on the Coaching Screen, the game will resume.

## PAUSE GAME (TIME OUTS)

You may pause the game by pressing Esc key (IBM)/RESTORE (C64). From the Pause Screen, press Esc key (IBM)/RESTORE (C64) again to resume play. A coach may call one time out per quarter, when one of his/her players has possession of the ball. If a team is eligible for a time out call, the team's name will be flashing at the top of the screen. Its coach may press the fire button while the game is paused, and the Coaching Screen will appear. When play resumes, the team whose coach called the time out will get a free kick (to be taken from the location of the ball when time out was called).

## SAVING A TEAM'S STATISTICS

Before and after each league game, all the league standings and stats are written to disk. Be sure that the program disk is in the disk drive when the game ends. Practice game results are not saved. If you make changes in your roster through trades, recruitment or general improvement, you may save the changes without playing a game. Make sure the program disk is in the disk drive and that the Main Menu is on the screen. When you press the "S" key, all changes will be saved to the program disk.

## FORFEITS

The Main Menu Screen will appear after every league game. If you turn off the computer during or after a league game, before you return to the Main Menu, the game will be counted as a forfeit. Forfeited games appear as losses in the standings, and your team will lose 109 trading points per forfeit at the season's end.

## ASSOCIATION CUP

If your team ends the season in first place, you will win the ASSOCIATION CUP. Press the fire button to exit.



# HOW TO CONTROL THE Center AND GOALKEEPER

You establish control of the center and goalie from the Game Setup Screen. Follow the instructions given under the heading "CONTROL" in the "PLAY NEXT GAME" section of the booklet. On the field, both the center's and the goalie's movements are controlled with the joystick. Your center can roam anywhere on the field, as well as shoot, pass, and dribble. Your goalkeeper can move anywhere in the goalkeeper's box and can attempt to make saves. If your goalie catches the ball, he can hold it to stop play or pass it back onto the field. Step-by-step instructions are given in the following text.

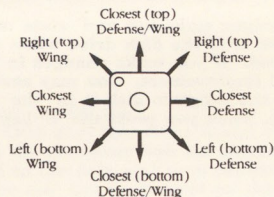
## PLAYING Center

To control your center, first make sure that you have made the appropriate selection from the CONTROL section of the Game Setup Screen.

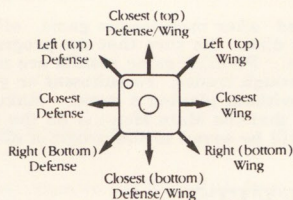
## TO PASS THE BALL

To get off a proper pass, you must know the following:

1. The eight joystick directions represent the members of your team (excluding the goalkeeper).



When Attacking the Goalie  
on the Left



When Attacking the Goalie  
on the Right

2. You must move and hold your joystick in the directions that represents the player you wish to receive the pass. Note: Only the diagonal directions pick an exact player. Also, if you do not move the joystick at all, then the ball will be passed to no one. This will cause you to lose control of the ball temporarily.

3. Once you have moved the joystick in the proper direction, tap the joystick button quickly. This will pass the ball to the proper player. Be sure not to hold the button down, or you will try to take a shot.

## TO SHOOT THE BALL

Shooting is a combination of timing, luck and position. Whenever your center has the ball, you will see an indicator bar start to cycle up and

down. The bar indicates toward which side of the goal your shot will travel. When the indicator is approaching the proper setting and you're ready to shoot, press and hold the fire button; release the button to shoot the ball. The more the indicator bar stretches down when you release the button, the more toward the side of the goal closest to the bottom of the screen your shot will go. Conversely, the more the indicator bar stretches up when you release the button, the more toward the side of the goal closest to the top of the screen your shot will go. The indicator bar moves only when a player-controlled center has possession of the ball. The ball will travel in the direction of the opposing goal, no matter what direction the center is facing.

## HEADING THE BALL & BICYCLE KICKS

Two of the more impressive moves in soccer are heading the ball and bicycle kick. These moves are only possible when the ball is in the air, and which can be performed is dependent on your field position. If the center is facing up or down the screen, pressing the fire button will cause him to leap into the air to strike the ball with his head. If the center is facing toward either end zone, he will do a spectacular flip and take a shot while upside down!

## AGGRESSIVE RUNNING

If your center doesn't have the ball, the ball is on or close to the ground, and his actual power rating is more than 0, you can make him run up to three times faster by pressing the fire button. However, aggressive running is only possible while on defense, and fatigues your center twice as quickly as normal running. NOTE: Your center tires faster than normal whenever the fire button is pressed, whether he's on offense or defense.

## THE QUICK SHOT

If your center receives (or intercepts) a low pass while the fire button is pressed, he will fire a shot on goal instantly. The shot will head towards the corner of the goal further from where the goalkeeper is currently standing, regardless of the position of the indicator bar. This "Quick Shot" feature allows the center to take advantage of an open net more easily. Remember, however, that your center fatigues at twice the normal rate whenever the fire button is pressed. To minimize fatigue, press the fire button immediately before receiving the ball.

## PLAYING THE GOALKEEPER

To control your goalkeeper, first make sure that you have made the appropriate selection from the CONTROL section of the Game Setup Screen.

The goalkeeper can move around the area inside the goalkeeper's box so long as the fire button is not pressed. Pressing the fire button will cause the goalkeeper to attempt a save.



## MAKING A SAVE

You can direct the goalkeeper to save to either the top or bottom or middle of the screen by moving the joystick in the corresponding direction. The computer will automatically cause the goalkeeper to leap, dive or whatever may be necessary to stop the ball. Once you have completed the save, release the fire button to return to controlling the goalkeeper's movement. If a dive takes the goalkeeper out of the box, he will not be able to make another save until he returns to the box.

## HOLDING AND PASSING THE BALL

Should you be successful in catching a shot, you may either hold or pass the ball. As soon as you catch the ball, release the fire button to make your goalkeeper stand up. Pressing the button again and holding it will cause the goalkeeper to raise the ball above his head. While the button is pressed, you can face the goalkeeper in one of three directions. Push the joystick forward to face your goalkeeper toward the top of the screen; pull the joystick back to faced toward the bottom of the screen; move the joystick right (if defending the right goal) to face directly toward the opposite goal. As soon as you release the button, the ball will be thrown onto the field in the direction the goalkeeper is facing. If the goalkeeper waits too long to throw, a delay of game penalty will be called and the other side will take control of the ball with a free kick.

## TIPS AND HINTS

1. One of the most important aspects of playing the center is anticipating what your teammates will do with the ball. Always keep in mind what offensive strategies are being used by your team. For example, if the strategy SHOOT is in effect, your teammates will take more shots at the opposing goalie as opposed to passing the ball to you. As center, you should be in position to pick up the rebounds and kick them past the goalie while he is out of position (use the QUICK SHOT!). On the other hand, if your team strategy is to PASS, then your teammates will pass the ball around, trying to set you up for a score. In these situations, your job is to shake off your defender so you are in the clear to receive a pass.
2. You can tie up opponents by running close to them. The players will not run through each other, but will hit and bump. However, if you interfere with an opponent's movements, a penalty might be whistled against you, and your player is susceptible to injury.
3. Play the rebounds! Even the best goalkeeper will break under a lot of pressure, and an older goalkeeper will stay on the ground longer.
4. Keep in mind that defensemen have better ball handling skills than forwards, who have better control than centers (and goalkeepers are better at stealing the ball than anybody). This is important to remember when dribbling the ball downfield. Try to out-manuever an opponent. Trying to bulldoze past a defender will probably lose you the ball.
5. If the center runs out of bounds, he will lose control of the ball.
6. When your defensive strategy is DEFEND, your teammates generally will get back

to help out the goalie. They won't overcommit themselves to the man they are covering. In this case, you may want to "double team" the opponent with the ball. When your defensive strategy is COVER, your teammates generally play tight man-to-man coverage. However, this strategy introduces greater possibilities for defensive mistakes and offensive opportunities.

7. Defensively, use "aggressive running" sparingly or your player will become exhausted.

8. On offense, learn to use the direction indicator bar to try to take advantage of the goalkeeper's position. Learn to use the Quick Shot option effectively. Overuse will tire your center.

9. Don't commit too early to a save. If you commit before the man taking the shot, he might go right around you or shoot over you. Remember that older goalies take longer to recover from a save, and therefore to be ready for the next shot.

10. Since the "camera" follows the ball, you may not always get to see the goalkeeper as soon as you would like. This may lead to some difficulties in positioning your goalie properly. Whenever the ball first crosses the center field line into your half of the field, your goalkeeper will automatically be positioned directly in front of the middle of the net. If you remember this, you will always know where your goalkeeper is when it matters. However, if you move your joystick you will move the goalkeeper, too, even if he is off the screen at the time. As a beginning player, only move your joystick when you see the goalkeeper.

11. As a coach, place your youngest men in the game. Wearing out an older but great player early in the game may mean he won't be any use to you when you need him later.

12. Bicycle kicks and headers are excellent defensive moves for stopping high shots, especially for players whose skill levels are not high enough to allow them much success with other defensive moves.

13. The PASS offense can be risky; if your team members are not careful or skillful enough, more often than not the ball will be intercepted. Don't get too fancy!

*Copyright (c) 1990 WizardWare Group, Inc.*

*All Rights Reserved.*

*Designed by Ed Ringler*

*Under license from DesignStar Consultants, Inc. (c) 1987, 1988*