

SOCCER AND SHOOT OUT

1. INSERT CARTRIDGE AND PRESS [RESET]
2. CHOOSE #1 OR #2 (FROM KEYPAD OR HAND CONTROLLER #1)
3. CHOOSE COMPUTER OPTION (1 BALLY PLAYS - 2 BALLY DOESN'T PLAY)
4. INPUT NUMBER OF PLAYERS (1 TO 4)
5. CHOOSE SKILL LEVEL (ONLY IF COMPUTER OPTION #1 WAS CHOSEN)
6. CHOOSE BALL POSITIONING (FROM KEYPAD OR HAND CONTROLLER #1)
7. CHOOSE BOUNDARIES (ONLY IF **SOCCER** WAS CHOSEN)
8. INPUT NUMBER OF SHOTS (ONLY IF **SHOOT OUT** WAS CHOSEN)
9. ENTER NO. OF MINUTES (ONLY IF **SOCCER** WAS CHOSEN)

THE MENUS THAT PRECEDE THIS GAME ALLOW YOU TO TOTALLY CUSTOMIZE A SOCCER MATCH
PLAYER #1 AND #4 SQUARE OFF AGAINST #2 AND #3 WITH #3 AND #4 ON DEFENSE
PLAYER #1 PLAYS AGAINST #2 AND #3 ON 3 PLAYER GAMES
PLAYERS #1 AND #2 CAN PLAY EACH OTHER OR THE COMPUTER IN 2 PLAYER GAMES
(PLAYERS USE INDIVIDUAL JOYSTICKS)

SHOOT OUT IS A 1 OR 2 PLAYER GAME ONLY (ENTERING A 3 OR 4 APPEARS TO PLAY 2)

"BALL POSITIONING" AND ANGLE OF SHOTS OR PASSES IS DONE WITH THE KNOB

IT CAN BE PROGRAMED TO EITHER 0, 3, 5, OR 8 WAY POSITIONING

(BY ENTERING A 1, 2, 3, OR 4, RESPECTIVELY, FROM THE MENU)

IF 0 WAS ENTERED, THE BALL POSITION WILL BE 45 DEGREES OPPOSITE TO TRAVEL

(ONLY VERTICALLY, IT WILL FACE OPPONENTS GOAL)

(IN 8 WAY POSITIONING, YOU CAN THROW THE BALL BACKWARDS)

IF "OUT OF BOUNDS" WAS SELECTED AND THE BALL GOES OUT, THE OPPONENT OF THE

TEAM THAT TOUCHED IT BEFORE IT WENT OUT GETS TO THROW IT BACK IN PLAY

(THE KNOB POSITIONS THE ARROW IF "BALL POSITIONING" WAS CHOSEN)

IN 3 OR 4 PLAYER GAMES OFFENCE AND DEFENCE CONTROL THE BOUNDRY ON THEIR SIDE

SHOOT OUT IS A ONE ON ONE MATCH

EACH PLAYER (1 OR 2) GETS THE PROGRAMED NUMBER OF SHOTS AT THE OPPONENTS GOAL

THE NUMBER DISPLAYED AT TOP CENTER IS THE REMAINING SHOTS (EACH PLAYER)

(PLAYER #1 STARTS WITH A SINGLE SHOT, THEN EACH PLAYER GETS TWO SHOTS PER TURN)

IN **SOCCER** THE TOP CENTER IS A TIMER, DISPLAYING TIME REMAINING

WHEN IT REACHES ZERO, "GAME OVER"