GAME BOY

Nintendo

DMG—SB—USA

SONY
IMAGESOFT

SOCCER MANIA

INSTRUCTION MANUAL

This official seal is your assurance that Nintendo has approved the quality of this product. Always look for this seal when buying games and accessories to ensure complete compatibility with your Game Boy System.

Thank you for selecting **SONY IMAGESOFT INC.** Soccer Mania Game Pak. Please read the instruction booklet to ensure proper handling of your new game. Keep this booklet safe for future reference.

Precautions

1. If you play for long periods of time, take a 10-15 minute break every hour or so.
2. This is a high precision game. It should not be stored in places that are very hot or very cold. Never hit or drop it. Do not take it apart.
3. Avoid touching the connectors and do not get them wet or dirty. Doing so may damage the game.
4. Do not clean with benzene, paint thinner, alcohol, or other such solvents.
5. Store the Game Pak in its protective case when not in use.

CONTENTS

INTRODUCTION

The USA Soccer Team has made it to the World Cup Championship Tournament for the first time in history. Having barely survived the first few rounds, the underdog U.S. team must still face the 5 most awesome teams in the world if they want to win the championship and earn the right to face the all-powerful mystery All-Star Team. You have nothing to lose and everything to win as you captain the young U.S. Team in their bid for the impossible dream: to become the soccer champions of the world!

SONY Imagesoft™ is proud to bring the World's most popular sport to this game pak for use with the Game Boy Compact Video Game System. That's right, it's soccer! Feel the world class excitement right at your fingertips as you pass, dribble, shoot, and goal tend, all the way to the top!

HOW TO USE THE CONTROLLER

Control Pad ———
SELECT Button ———
START Button ———
——— A Button
——— B Button
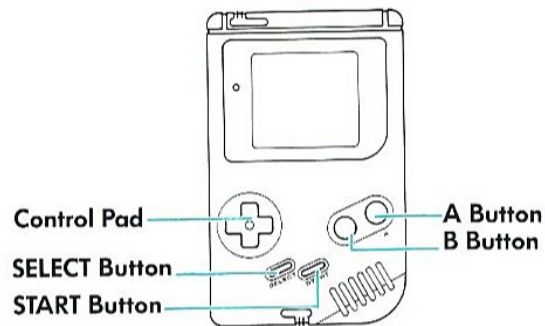
Control Pad:	• Move players and goal keeper. • Change direction of kick. • Select game mode.
A and B Buttons: Offense (when your team has the ball) A Button:	 • Pass (kick the ball to another player). • Throw-in, Corner Kick.
B. Button:	• Shoot (kick the ball at the goal).
Defense (when the other team has the ball) A Button: B Button:	 • Sliding tackle. • Change player in control.
Goal Keeper A Button: B Button:	 • Throw, Goal Kick. • Jump (when used together with the Control Pad the goal keeper can dive sideways).
Start Button:	• Enter game mode. • Pause (the score and remaining time will be displayed). • Resume Game.
Select Button:	• Not used.

GETTING STARTED

Insert Your Cartridge

Insert your Soccer-Mania™ Game Pak into the Game Boy® unit and turn the power on. First the Nintendo logo will be displayed, followed by the title screen.

Select the Game Mode

When the title screen appears, press the Start Button and the Mode Selection screen will appear. Select either 1 Player or 2 Players and press start to enter your choice.

The 1 Player Mode

In the 1 Player mode, you will represent The U.S. team in a tournament against the following five teams: Japan, Brazil, England, West Germany, and France. To win the tournament, you must defeat all five teams. Once you have won the competition, you will have a chance to face your greatest challenge against the awesome mystery All-Star team.

The 2 Player Mode

Soccer-Mania™ can be played by two players by linking two Game Boy® units with the exclusive Game Link™ cable. Both players can select a team of their choice from the field of six teams. If they wish, both players may choose the same team.

If a player needs a handicap, check the strength parameters of the individual teams on page 16 to select a team which will offset the advantage of the other player.

Each player will defend the side that appears closer to you on the Game Boy® screen, and the offensive play will move upwards and away from you toward your opponent's goal.

Game Pak
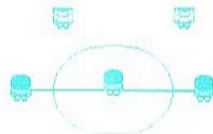
Game Link™ Cable

You need the following equipment
before starting a 2 Player game:

2 Game Boy® units

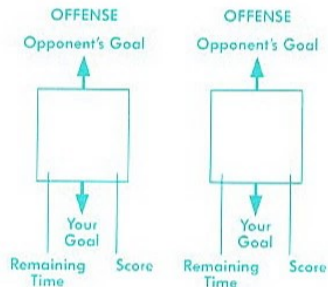**2** Soccer-Mania™ Game Paks

1 Game Link™ cable

1. Plug the Game Link™ cable into the Ext. Connector slot on the upper right-hand side of each Game Boy® unit, and check that the Game Paks have been inserted correctly in place. Then, turn the power switches on.
2. Check that the title screens are displayed on both Game Boy® units. Then, either player can select the 2 Player Mode.
3. To reset, press the start and select buttons together.

Note: The game will stop if step 1 has not been carried out correctly, or if the Game Link™ cable is pulled out and inserted again during the game. If this happens, turn the power switches of both Game Boy® units off and begin the set up procedure from step 1 again.

HOW TO PLAY THE GAME

Let the Games Begin!!

After you have finished selecting your teams, you're ready for the kickoff. The game consists of two 45 minute halves (two six minute halves in actual time). The time remaining and the score are displayed at the bottom of the screen.

OFFENSE   OFFENSE

Opponent's Goal   Opponent's Goal

Your Goal   Your Goal

Remaining Time   Score   Remaining Time   Score

Note: The score will be displayed with your team's total on the left and your opponent's score on the right.

Go for the Goal!!

The screen will follow the ball and will display the area around it. The player in your control is the one with the sweat spewing from the top of his head. If the player that you are controlling does not have the ball, you can press the B Button to change control to the player from your team who is closest to the ball.

If you have the ball, you can dribble in 8 different directions by pressing the Control Pad, or you can use the A Button to pass. The ball will go toward a teammate in the direction of your kick. You must activate this teammate so he can control the ball by pressing the B Button. You also use the B Button to shoot. Passing and shooting can be made in 8 different directions as well.

The Rules are the Same as Real Soccer.

If the ball goes out of bounds, the possession of the ball will change, and a throw-in will be granted. With a signal from the referee, the player will stand outside the sideline and throw the ball in. The player can throw the ball in 3 different directions by pressing the Control Pad and then pressing the B Button.
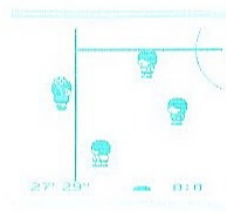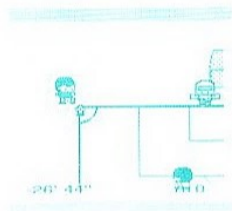
If the offense kicks the ball out at its opponent's goal line, the opposing team will be granted a goal kick. The referee will hand the ball to the goal keeper who will then take the goal kick.

If the defense kicks the ball out at its own goal line, the opposing team will be given a corner kick. With a signal from the referee, a player will stand at the corner of the field and take the kick.

The Goal Keeper is Your Last Line of Defense!

When the ball approaches the goal area, and if any part of the goal area appears on the screen, the goal keeper will become active. You can move the goalie by using the Control Pad, or if you use the Control Pad at the same time as the B Button, you can make the goalie dive for the ball. When the ball comes near the goal area, the player on defense can move both player 1 and the goal keeper at the same time just before the goal appears on the screen.

Scoring occurs when the ball goes in either teams goal.
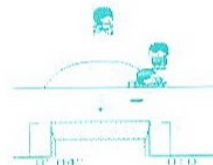
Halftime!

After completion of the 45 minute first half, it's time to take a break from the grueling game and let the cheerleaders take the field. They will put on a great show, so just kick back and enjoy the spectacle.

Game Over!

When time runs out, the game is over. You'll either experience the thrill of victory or the agony of defeat right on the screen, depending on the outcome of the game. Next, the scoreboard will be displayed followed by the Mode Selection screen.

In the event of a tie, a sudden death playoff will be held. The team to score first will win the game.
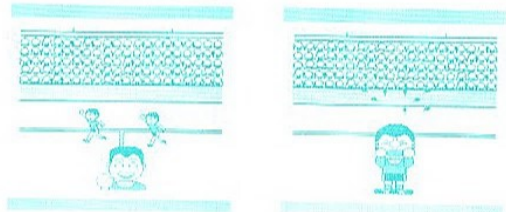
TACTICS

Offensive Tactics

Good offense means good passing. If an opponent is approaching, pass the ball off to a teammate. If the same player keeps the ball for too long, he will become tired, losing his ability to protect the ball and kick well. The player's kick power will be fully restored when he receives a new pass.

Defensive Tactics

Good defense means taking the ball away from your opponent. The sliding tackle is the best way to steal the ball. Confront your opponent and press the A Button to make the tackle. The team strength parameters will have no effect on the sliding tackle. The player who initiates the tackle will always get up first and steal the ball. Use this tactic to beat the more powerful teams!

TEAM STRENGTH PARAMETERS

Each team has different abilities. The figures below represent the strengths and weaknesses of each team as a whole and each individual player on the team. Study the table below to learn about your opponents before you play them. For example, the Brazilian team is fast on its feet, but slow to recover when a player is knocked down. So to beat them you would want to be aggressive and bump them every chance you get.

Team	Speed	Charge	Kick	Recovery Speed
USA	2	4	3	3
Japan	6	6	4	5
Brazil	1	3	6	5
England	2	2	1	2
Germany	5	5	2	3
France	4	1	5	1

The numbers in the chart represent the strength level when a player is not fatigued. However, if a player dribbles the ball too long, his kicking strength will be reduced, thus reducing the team's strength. In the chart, "Charge" represents the strength of players when they collide with each other, and "Recovery Speed" represents the quickness with which a player can get up after he has been bumped (Recovery Speed does not apply to the sliding tackle).