

# empire SOCCER



TECHNICAL SUPPLEMENT  
ARCHIMEDES & RISC PC

**empire<sup>®</sup>**  
I N T E R A C T I V E

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## SYSTEM REQUIREMENTS

- Any Acorn Archimedes or RISC PC
- RISC OS 3.1 or later required.
- 1Mb RAM minimum, 2Mb recommended.
- Optional Joysticks and ProPads supported.
- VGA monitors supported (2Mb RAM required)
- Hard disc installable.

## GETTING STARTED

Turn on your machine. Refer to the welcome guide if you do not start up in the RISC OS Desktop.

*Joystick Support:* If you have an A3010, just run the game. If you have a joystick interface, you will need to install this before running the game. Refer to the documentation for your interface for more details.

Put the disk in the floppy drive. Click with the left mouse button on the : 0 icon. This is on or near the bottom left corner of the screen.

If you have a compatible VGA monitor you can run the game with ! EmpSocVGA. If you have a normal monitor (or do not wish to use the VGA mode) you can run the game with ! EmpSocr94.

To run the game, either double click the required icon. If you have trouble with this you can also 'drag' the icon onto the icon bar to start the game. Refer to your welcome guide on how to drag or double click icons if you are unsure.

Empire Soccer will return cleanly to your RISC OS desktop, however we recommend saving any documents and work you are doing before the match starts.

## CONTROL MODES

The Acorn version supports 1, 2 or 6 buttons or keys to control your player. For 1 button control refer to the Amiga Controls page in your manual (p9). For 2 player control refer to the PC controls on page 8 of your manual. Back heel IS supported in 2 control mode.

For 6 button mode, you have a different key or button (on a propad usually) for each different move.

*The Acorn version does not support Mouse control.*

The amount of control you wish can be set up for each device in the Device Setup menu from the Acorn Options menu.

For instance, one player could prefer all 6 controls on the left of the keyboard, while another may find 1 enough. The default keys are:

<u>Direction</u>	<u>Keyboard 1</u>	<u>Keyboard 2</u>
Up	@	Cursor Up
Down	/	Cursor Down
Left	Z	Cursor Left
Right	X	Cursor Right
Game Pause	ESCape	ESCape

*1 Control Mode (Amiga mode):*

<u>Action</u>	<u>Keyboard 1</u>	<u>Keyboard 2</u>
Action	Space	Delete

Your special will be activated when it is available (Your player number will be flashing).

## *2 Control Mode (PC mode):*

<u>Action</u>	<u>Keyboard 1</u>	<u>Keyboard 2</u>
Kick	Space	Delete
Tackle	Right Alt	Copy/End

Activate your special by holding the tackle key for at least half a second. Your special will happen when you release the tackle key.

## *6 control Mode (Super Nintendo Propad mode)*

The Propad button mappings (X,Y etc.) may differ for different propad interfaces.

Some propads offer the facility to re-configure their switch order. Trial and error should show how your buttons map.

<u>Action</u>	<u>Keyboard 1</u>	<u>Keyboard 2</u>
Y: Kick Trap	Space	Delete
B:Tackle	R Alt	Copy/End
X:Header	Return	Home
A:Special	R Ctrl	Pg Down
L:Backheel	L Shift	Insert
R:Overhead	R Shift	Pg Up

All these keys can be altered in the Device Setup menu.

## **SPECIAL NOTES**

1) To Escape from the World Cup Winner screen, press the ESC key and not the FIRE button.

2) Injury time is displayed as a blue bar on the Archimedes and not a red bar as in other versions.

## VGA MODES and SCREEN FLICKER

The screen may sometimes flicker when running on VGA monitors. This is due to the Sound system running at a different rate to normal modes. The flicker is most noticeable during the menus. In-game it is not really apparent.

The flicker can be stopped by setting the sound volume to Off in the Acorn Options Menu.

## MENUS

The menus are similar to the PC menus described in the supplied manual, with the obvious exception of Acorn Options from the Options menu.

### Acorn Options:

**Volume** - Set the sound volume by moving left and right. Setting it to OFF will totally kill the sound system.

**Sound Quality** - This option allows you to control the output rate of the sound system. The higher the rate, the better it sounds but it uses a disproportionately larger amount of CPU time which in turn will make your game more jerky.

Slower machine will actually sound worse on higher rates due to overload!

ARM 2	(A310, A400, A3000)	: Quick or Medium.
ARM 250	(A4000, A30x0)	: Medium.
ARM 3	(A4, A5000, A540)	: Medium or High.
ARM 600	(RISC PC)	: High or possibly CD on later processors.

**Full Graphics** - Again a quality vs speed decision. If this is set to Off some minor 'frills' are removed from the game to speed things up a little. The game itself is not affected in any way.

**Set Up Input Devices** - This option allows you to define how many controls each device uses. If you have joysticks attached you can decide how many controls to use for each joystick.

Move to the required device (by pressing up and down) and move left and right to change the control number.

On the keyboard options pressing Fire or Enter will allow you to define each key in turn. After you have defined all the keys press Esc to get back to the device setup menu.

If you have more than 2 joysticks, the remaining joysticks can be set up by pressing fire on the last 'Joystick...' option.

For the hardened World Cup fans Magnetic Image supply a patch which allow 2 sets of FOUR interfaces to be used together to give all 8 players a joystick!

<u>Interface</u>	<u>Maximum Controls:</u>
A3010	1 (2 Joysticks)
Vertical Twist	1 (2 Joysticks)
Magnetic Image	2 (4 Joysticks)
Vertical Twist and many others	6 (Pro Pads)

Other manufactures should state how many fire buttons their interface supports.

## LATEST ADDITIONS

A new menu option is now available under the Acorn options screen called **Game Speed**.

It is possible to run very fast frame rates on the RISC PC - even up to 120Hz on an AKF85. At this speed the game is very fast, to the point of being unplayable. The new option allows you to select different speed values by moving left or right.

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|----------------------|--|
| <b>Maximum</b>       | At full frame rate.<br>Use for TV type monitors and VGA  |
| <b>Normal</b>        | At half frame rate.<br>Use for VGA for an easier game.   |
| <b>Nice 'n' Easy</b> | A third of the monitor frame rate, for instance 40 frames/sec if your monitor runs low res modes at 120Hz. |

VGA users might try Normal if 60 frames a second is too fast.

This option only slows down the game, the other menus and replay still run at the full rate.