

SENSIBLE SOCCER

Published by RENEGADE on the ACORN ARCHIMEDES

SENSIBLE SOCCER IS A 1 OR 2 PLAYER FOOTBALL SIMULATION THAT CAN BE PLAYED FROM KEYBOARD OR JOYSTICK OR BOTH. IT CAN BE RUN FROM THE FLOPPY DISK DRIVE OR THE HARD DISK DRIVE OF ALL ACORN ARCHIMEDES 32-BIT COMPUTERS, USING RISC OS 3 OR RISC OS 2.

BACK-UP INFORMATION

DISK 1 IS COPY PROTECTED AND YOU **CANNOT** MAKE A BACK-UP **COPY**.

YOU **CAN** MAKE A **BACK-UP COPY** OF **DISK 2** WHICH MUST BE NAMED "Soccer2" (no quotation marks!). THIS BACK-UP DISK 2 MUST BE PRESENT IN THE FLOPPY DISK DRIVE AT ALL TIMES WHILE PLAYING THE GAME FROM THE FLOPPY DRIVE. A SEPARATE ARCHIMEDES-FORMATTED BLANK FLOPPY DISK (800K) WILL BE NEEDED TO SAVE ANY HIGHLIGHTS IF YOU ARE PLAYING FROM THE FLOPPY DRIVE. IF YOU ARE PLAYING FROM THE HARD DRIVE, THEN YOU MUST HAVE THE ORIGINAL GAME DISK 1 PRESENT IN THE FLOPPY DRIVE WHEN YOU RUN THE GAME. ANY HIGHLIGHTS ARE SAVED ONTO THE HARD DISK.

PLEASE NOTE

ON ARCHIMEDES MACHINES WITH 2 MB OF RAM, ALL GAME FUNCTIONS ARE AVAILABLE. ON MACHINES WITH 1 MB OF RAM CERTAIN FUNCTIONS ARE DISABLED. WHERE THE **MANUAL** STATES THE NEED FOR **1 MB**, YOU SHOULD **READ 2 MB**. THESE NAMED FUNCTIONS ARE THEREFORE THOSE THAT ARE **UNAVAILABLE** ON ARCHIMEDES SYSTEMS WITH **1 MB OF RAM**. AMONGST THESE ARE THE "SAVE HIGHLIGHTS" OPTION AND THE MENU MUSIC.

LOADING:

Switch on your computer and wait for the Desktop to appear. Insert the Game Disk 1 into the Floppy Drive, move your cursor over the Floppy Drive Icon and double-click (left mouse button). When the window appears with the “!SOCCER” icon you can either :

1. Play from the Floppy disk by double-clicking (left mouse button) on the “!SOCCER” icon and then inserting your back-up Disk 2 (“Soccer2”) when the picture of a disk with the number 2 on it appears on the screen.

or :

2. Install the game to Hard disk by opening your Hard Drive window and dragging the “!SOCCER” icon onto it. (Make sure it is Disk 1 that is in the Floppy Drive.)

To do this, press and hold down the left mouse button with the cursor over the “!SOCCER” icon displayed in the Floppy Drive Window - still holding down the left button, move the cursor over the Hard Drive window. Now release the left button and Disk 1 will be installed to your Hard Drive. Now do exactly the same with Disk 2 (“Soccer2”). The data from Disk 2 will automatically go into the same folder as the data from Disk 1.

You should now have a “!SOCCER” icon in your Hard Drive window.

To run the game from Hard disk you must have the ORIGINAL Game Disk 1 present in the Floppy Drive. Double-click (left mouse button) on the “!SOCCER” icon present in your Hard disk window and the game will start.

CONTROLS:

JOYSTICK:

The **JOYSTICK** controls are as those described in the manual. A3010 owners will be able to use the joystick port(s) provided on the machine. Other machines will require the purchase of a joystick interface, preferably a dual port one, so that 2 joysticks can be used.

KEYBOARD:

The **KEYBOARD** controls are different if you **only select 1 player-controlled team** in any set-up, than if you select 2 or more player-controlled teams - 2 other sets of keys are then assigned to the 2 currently playing teams (if they are both player-controlled). Please note that in 2 player game, player 1 controls refer to numeric keypad only.

	LEFT	RIGHT	UP	DOWN	FIRE
SINGLE PLAYER	Z	X	"	?	RETURN
PLAYER 1	1	2	9	6	- (minus)
PLAYER 2	Z	X	Q	A	TAB

FUNCTION KEYS:

TOGGLE CROWD CHANTS	F10
REPLAY HIGHLIGHTS SEQUENCE	H
RECORD A HIGHLIGHT	Space
REPLAY LAST FEW SECONDS	R
PAUSE GAME	P
LEAVE MATCH AND LOSE 5 : 0	Esc
BRING ON MANAGER'S BENCH FOR TEAM PLAYING UP THE PITCH	Up Arrow
BRING ON MANAGER'S BENCH FOR TEAM PLAYING DOWN THE PITCH	Down Arrow
RETURN TO DESKTOP	Ctrl + Esc

Bringing on the Manager's Bench is only available whilst the ball is out of play and replaying the sequence of Highlights can only be accessed while the full-time score is displayed at the end of a match.

SELECTING A TEAM TO BE CONTROLLED BY THE COMPUTER:

Move the flashing highlight box over the team of your choice and press FIRE **ONCE**. The slot is now coloured RED and marked with the letter "C". This team will be **COMPUTER-CONTROLLED**.

SELECTING A TEAM TO BE CONTROLLED BY YOU:

Move the flashing highlight box over the team of your choice and press FIRE **TWICE**. The slot is now coloured BLUE and marked with the letter "P". This team will be **CONTROLLED BY YOU**.

Pressing FIRE a **third** time with the highlight box over a selected team will **clear** its' selection.

DISK PROBLEMS:

If your "SENSIBLE SOCCER" disk(s), for the Archimedes, should fail to load, please send it (or them) along with proof of purchase to Renegade at :

SENSIBLE SOCCER ARCHIMEDES REPLACEMENTS

RENEGADE, Unit C1L, Metropolitan Wharf, Wapping Wall, LONDON, E1 9SS.

We will then replace your failed disk(s).

This offer only applies to a disk that has failed through reasonable wear and tear. It does not apply to any copy protected disk that has failed because an attempt has been made to copy it.

Mark Lane - Renegade.