

This game is an 8 way scrolling overhead football game.

The game is either one or two player, the computer being the opponent in the one player game.

The pitch is approx 2 screens wide by 4 screens deep. On the Spectrum the play area does not have to be full screen but could have fairly large score panel.

There are 11 players on each side, as in standard football. At any time the player(s) control the footballer that is nearest the ball.

The length of a match can be chosen before the start of a game. The options could be as follows:

5 mins 10 mins 25 mins 45 mins each half

At half time the teams change ends.

Starting options:

On the title page are the following options:

One/two players

Control method (keys/joystick)

Match length (5 10 25 45 mins)

Teams names

Pitch colour - blue through to white

Player colours

Blue through to black (but will not allow the colour to be the same as the pitch colour).

Goal keeper - player/computer controlled

Formation

3 - 4 - 5
5 - 2 - 3

4 - 4 - 2
4 - 2 - 4

EXIT

The player(s) choose these options by moving the joystick/keys up and down to move through the four categories and left & right to move through the various options, then FIRE to choose. The options could be shown in a different colour to highlight the players choice.

In a two player match the second player is only allowed to access the control methods, the formation, and the team names.

To exit the player selects EXIT (if the two player option is chosen then the second player then makes his choice before exiting to start game).

Team Names

This is a different page displaying about twenty football teams (Man Utd, Liverpool etc) which the players move up & down pressing FIRE to select.

At the bottom is EXIT which takes the player back to the title page. In two player, the second is obviously not allowed to choose the first player's team. The same is true for the computer team's name which is chosen randomly.

Formation

The teams will always try to get back to the formation chosen by the player(s). However, though it is possible to use a defender to score, he will then move back to his normal position.

Control Method

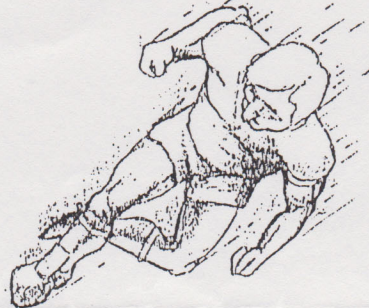
In this game the football does not stick to the footballer's feet! Rather the player moves the footballer and 'taps' the ball along. The football will continue along the same path unless the player moves around the ball and taps it in the direction he wishes to turn. To kick a long distance the player presses FIRE; the longer FIRE is depressed the farther the ball will travel (with limits).

The player moves with inertia so it takes a few seconds running to reach 'top' speed. Also, a player can not stop immediately.

Controlling Players - When a footballer is in possession of the ball the player/computer controls the man, even when the ball has been kicked away. Once that happens, the other players converge on the ball. The one who touches first is then in possession. This means that players can pass to each other by 'hitting' the target player.

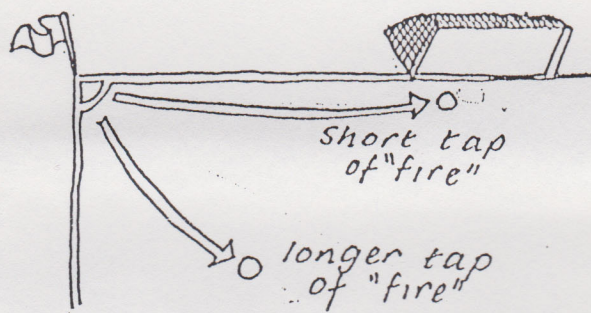
Fouls, Sliding Tackles etc.

The players tackle by running into the ball whilst pressing FIRE whilst in possession of the ball. However, should the tacklers feet touch the opponent first then a foul is awarded. The tackle becomes a sliding tackle if the tackler is running at top speed and presses FIRE before reaching the player in possession of the ball. A free kick is then awarded from the spot where the offence occurred. A penalty is awarded if the offence occurred in the goalbox. The longer the FIRE button is kept down the farther the ball travels. Throw ins: A throw in is awarded when the opposing team kicks the ball out of play.



Corner Kick

Corner Kick. The player kicks by using FIRE. This time, however, the length of time the player holds down FIRE determines the angle the ball is kicked.



Goal Kick

The computer controls both goal keepers and so controls the goal kicks. He will always pass in the direction of one of his players. At the start there is the option for the goalkeeper to be controlled by either the player or the computer. If the goalkeeper is played by the computer then he should not be infallible. If he is played by the player then he is controlled when he is onscreen, and when the goalkeeper is closest to the ball. Left and right makes him dive left and right. FIRE makes him grab (so therefore he can run up to the ball and then grab. FIRE when he has the ball causes him to kick it to the nearest friendly player. Goal kicks are automatic.

At half time the teams swap ends. At full time, the play stops and the name of the winner and score is displayed and the game goes back to the title page.

Throw Ins

Throw ins are controlled by the player. Taking a throw from the right side of the pitch as one of the two possibilities, three of the joystick directions (NW, W, SW) represent a successful throw while UP, DOWN, NE, E, SE represent a foul throw. The power behind a throw is dictated by the length of time FIRE is depressed, up to a certain limit.

Headers

When the ball is at head height it is then possible to tap the ball in the direction the player is facing. A shadow beneath the ball indicates the ball's height above the pitch.

Radar

Unlike certain 16 bit games there will be no overview radar screen.