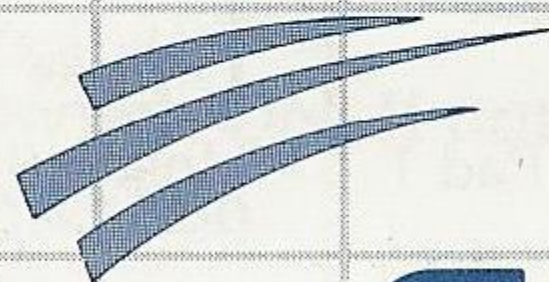
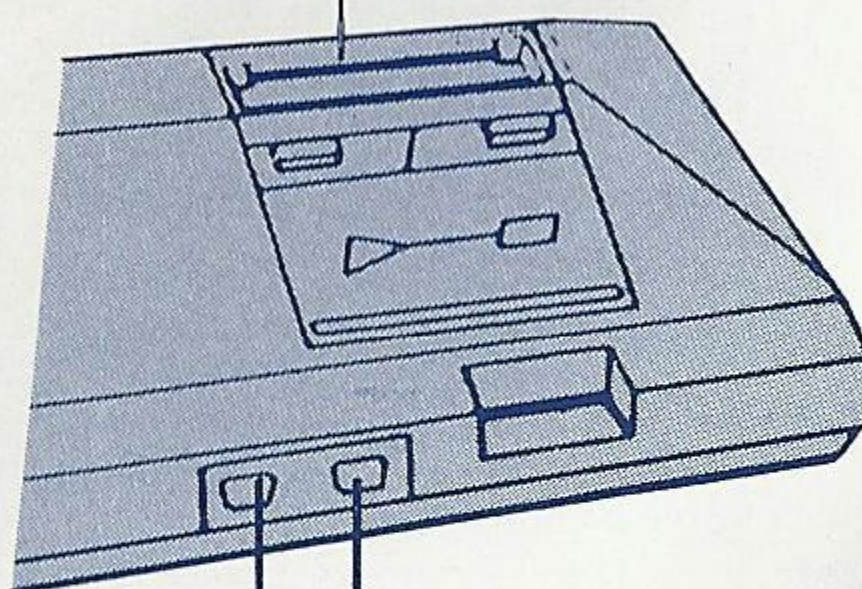


Great Soccer™



SEGA®

Insert Mega Cartridge



Insert Sports Pad 1
or
Insert Control Pad 1

Insert Sports Pad 2
or
Insert Control Pad 2

Loading Instructions: Starting Up

GREAT SOCCER™ is designed for use with either your Control Pad or Sega Sports Pads. In order to play correctly, you'll have to follow these individual set-up instructions for each control mode.

Please note that you cannot interchange control modes, i.e., if you insert a Sega Sports Pad into control port 1 and insert a Control Pad into control port 2, the game will operate according to Player 1's Sports Pad instruction leaving Player 2's Control Pad inoperable.

If you're Playing With Control Pad:

1. Make sure the power switch is OFF. Failure to change control modes with the power OFF, will result in the following: game executions will not follow appropriate pad instructions.

If game executions do not follow appropriate pad instructions after you've completed setup and turned the power ON, turn the power OFF. Once you restore the power to ON again, the correct executions should take place.

2. If your Power Base is equipped with any other peripheral besides Control Pads, remove them and insert Control Pads into their ports.
3. Insert the GREAT SOCCER™ cartridge into the Power Base (shown below) by following instructions in your SEGA SYSTEM™ manual.
4. Turn the power switch ON. If nothing appears on screen, recheck insertion.

Please read the information following Sports Pad setup which starts at "IMPORTANT," for further playing instructions.

If You're Playing With Sega Sports Pad:

1. Make sure the power switch is OFF. Failure to change control modes with the power OFF, will result in the following: game executions will not follow appropriate pad instructions.

If game executions do not follow appropriate pad instructions after you've completed set-up and turned the power ON, turn the power OFF. Once you restore the power to ON again, the correct executions should take place.

2. If your Power Base is equipped with any other peripheral besides Sports Pads, remove them and insert the Sports Pads into their ports.
3. Set the function switch on your Sports Pad to "Sports" (right) and adjust the action switch to the 'one-dot' setting (left). If you set the function switch on the Sports Pad to "Control" (left), your Ball Controller will become 8-directional instead of omnidirectional (working in any direction).
4. Insert the GREAT SOCCER™ cartridge into the Power Base (shown below) by following instructions in your SEGA SYSTEM™ manual.
5. Turn the power switch ON. If nothing appears on screen, recheck insertion.

IMPORTANT: Always make sure the Power Base is turned OFF when inserting or removing your Sega Card/Cartridge™

For 1 Player: Press Button 1 on Player 1 Control/Sports Pad.

For 2 Players: Press Button 2 on Player 2 Control/Sports Pad.

For Either Control Pad or Sports Pad Playing:

The remainder of this handbook will address the two different control modes as one operating pad. This way, game direction can be given for both without outlining individual executions. This is possible because the major difference within a Control Pad and Sports Pad is their results on screen and not the particular executions required for making plays and moves.

World Cup Action

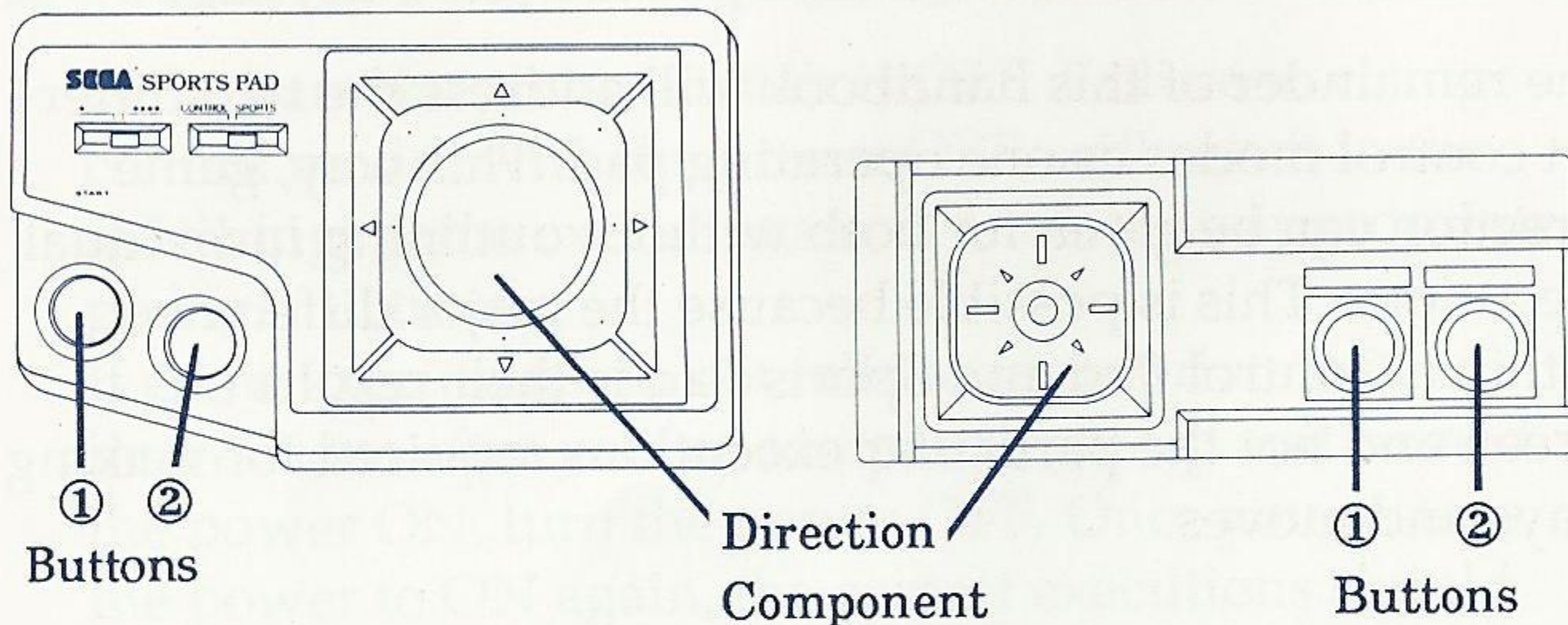
You can be one of eight nations which sponsors their own professional soccer team. To outplay the competition, you must singlehandedly guide your players to pass, dribble and kick their way to victory.

But that's not all. You'll have to move quickly on defense and guard your end zone carefully.

So test this soccer field for fitness by playing either one of the two challenging game selections. You're sure to feel the excitement of fast-paced demanding athletics.

Now Make Your Move

Before you begin playing, orient yourself with the movement and functions each button is geared to prompt. Illustrated below are the individual buttons for each control mode. These buttons will fall under three separate headings to complete the operating pad.



- Direction Component: Ball Controller (Sports Pad)
Direction Controller (Control Pad)
- Button 1: Button 1 (Sports and Control Pad)
- Button 2: Button 2 (Sports and Control Pad)

Now that three common terms have been introduced for one common operating pad which will instruct both control modes, let's see how they work.

Elementary Functions:

Direction Component (D-component):

- Works in eight directions (Control Pad)
- Works in any direction (Sports Pad)
- Moves players about field
- Guides direction of ball's journey
- Dribble
- Tackle
- Save

Button 1:

- Kicks
- Shooting and overhead shooting
- Goal kicks

Button 2:

- Passing
- Throw-in
- Corner kicks
- Goal passes

Button 1 & 2:

- Team selection
- League selection
- Start the game

Play by Play

Now that you know how to activate each move, here's the set-up to master all the plays. Please note that players in command of the ball and ready for action, will be indicated by an arrow over their heads.

Dribble:

A player will dribble the ball in any direction you desire when you push the D-Component in that direction.

Pass:

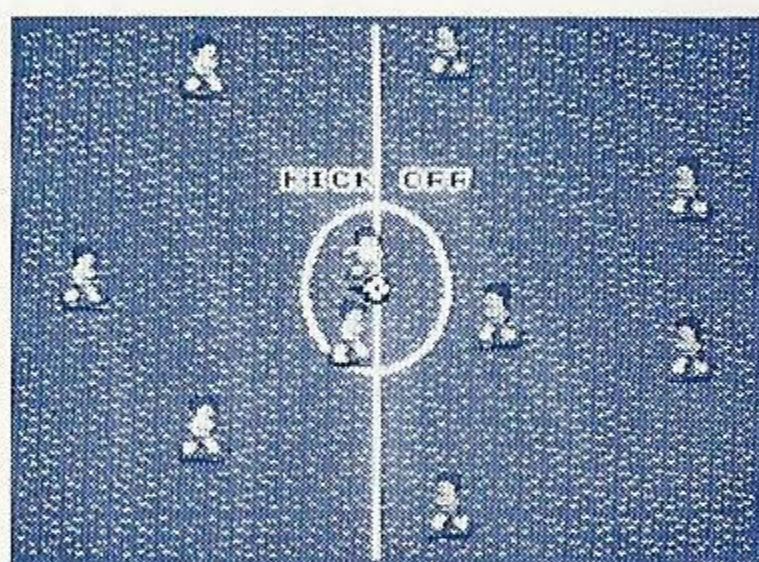
To pass the ball in any direction, you need a receiver who will be indicated by an arrow near the player with the ball.

By using your D-Component, you can change the position and direction of both players. The receiver will progress with the player who has the ball.

Once you've established a position where you'd like to pass, push D-Component in the desired direction while pressing Button 2.

Kicks:

The starting kickoff is executed by pressing Button 1.



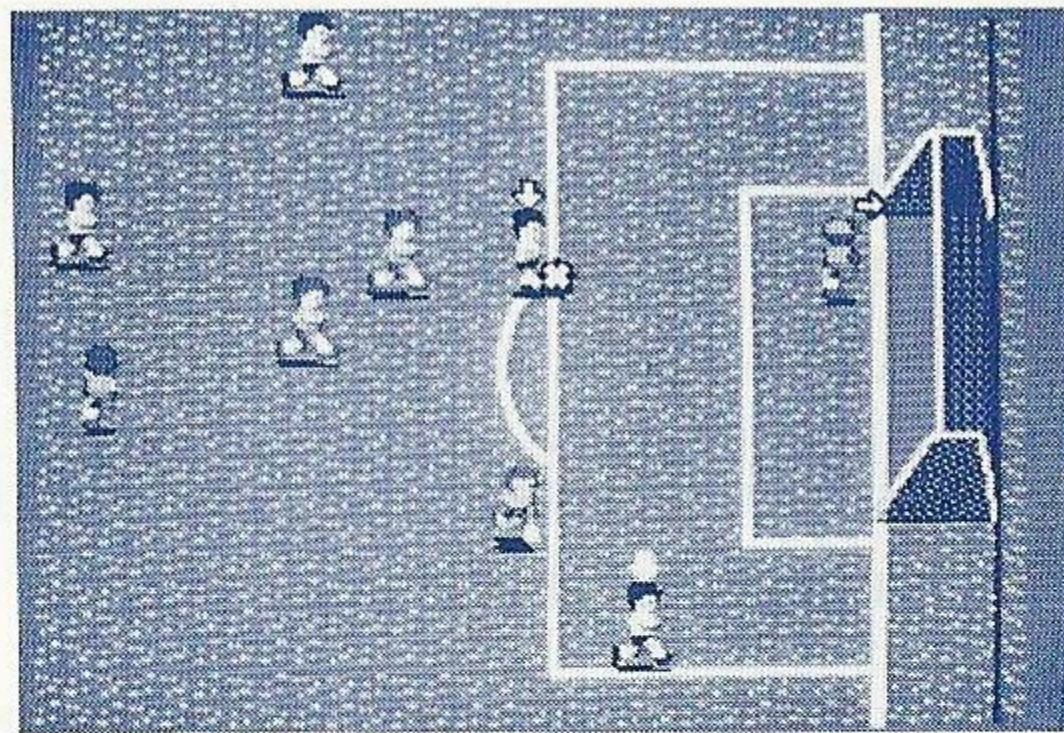
During field play, long and short kicks will be executed by pressing Button 1. These kicks will always fly in the direction towards the goal, independent of players' positions or directions. Furthermore, you don't need to guide the ball with the D-Component. Button 1 performs the entire execution.

Please refer to instructions for "Penalty Kick Contest" where 'kicking' direction is slightly different.

Shooting and Overhead Shooting:

When you see the defensive goal posts, you are eligible to shoot for the goal.

You are now in the goal shooting area and the player with the ball can shoot in the direction the white arrow indicates.



The white arrow moves over the goalie's head and dictates the direction of the ball.

While watching the arrow between goalie and posts, press Button 1 to execute the shot. Since the ball will move according to the arrow's indication, shoot when passage to this point is clear.

If your player is near the goal, and the arrow's direction is blocked, pass the ball to a player in a better position.

If the player with the ball has passed to a receiver who is behind the goal area, this receiver may execute an overhead shot by pressing Button 1. The ball will move according to the arrow's indicated direction.

This is called an overhead shot, because the receiver's position puts him in close proximity to the goalie, where a straight-on shot would be difficult. So, try to shoot over the goalie's reach.

Throw-in:

If the offensive ball has crossed the defensive touchline (inside the goalie's area where he's allowed to pick up the ball) the defense will perform a throw-in.

When the ball has stopped inside the line, defensive players will automatically surround this area.

The goalie will retrieve the ball and you can select the player who will receive the ball by pushing the D-Component in his direction while pressing Button 2. In essence, you're directing the playing arrows to a particular player.

Corner Kicks:

If the ball is kicked behind the defensive goal line by any defending player, the offense will be eligible for a corner kick.

Players that can pass the ball will be automatically positioned in the corner area by the goal.

To select a receiver, press the D-Component in the direction of the desired player and then press Button 2 for the pass.

You cannot score a goal directly from a corner kick. The receiver must shoot for the goal after he's been passed the ball.

Goal Kicks:

When the ball has been played by the offense and crosses the defensive goal line, the defending side will perform the goal kick.

Both the ball and the player will automatically be positioned in the corner of the goal area.

You can control the ball by pressing your D-Component in the direction you desire the ball to move. At the same time, opt for a pass or a kick by pressing Button 1 or Button 2.

Tackle:

When a player is controlling the ball with his feet, he is eligible to be tackled.

You can tackle an opposing player by using your D-Component to move your player into contact with him.

Once you've made contact with a player in control of the ball, a sliding tackle will automatically occur.

Saving:

You can direct the goalie to catch the ball by pressing the D-Component in the direction the ball is moving.

After you have caught the ball, pass or kick the ball into play by using the D-Component to guide the ball's direction while pressing Button 1 or 2.

If the goalie has scrambled to the inside of the goal area, you will always catch the ball.

Take Control

The following information will guide you through the preliminary stages of GREAT SOCCER™.

Game Selection:

There are two game selections available in GREAT SOCCER™ for either one or two players. The game screen reads as follows:

- | | |
|---|--|
| 1 | PLAYER SOCCER GAME |
| 2 | PLAYER SOCCER GAME |
| 1 | PLAYER SOCCER
PENALTY KICKS CONTEST |
| 2 | PLAYER SOCCER
PENALTY KICKS CONTEST |

To choose your game level, move your D-Component up and down the selection until you decide your preference. Then, press Button 1 on Player 1's Operating Pad for any 1-Player selection or press Button 2 on Player 1's Operating Pad for any 2-Player selection.

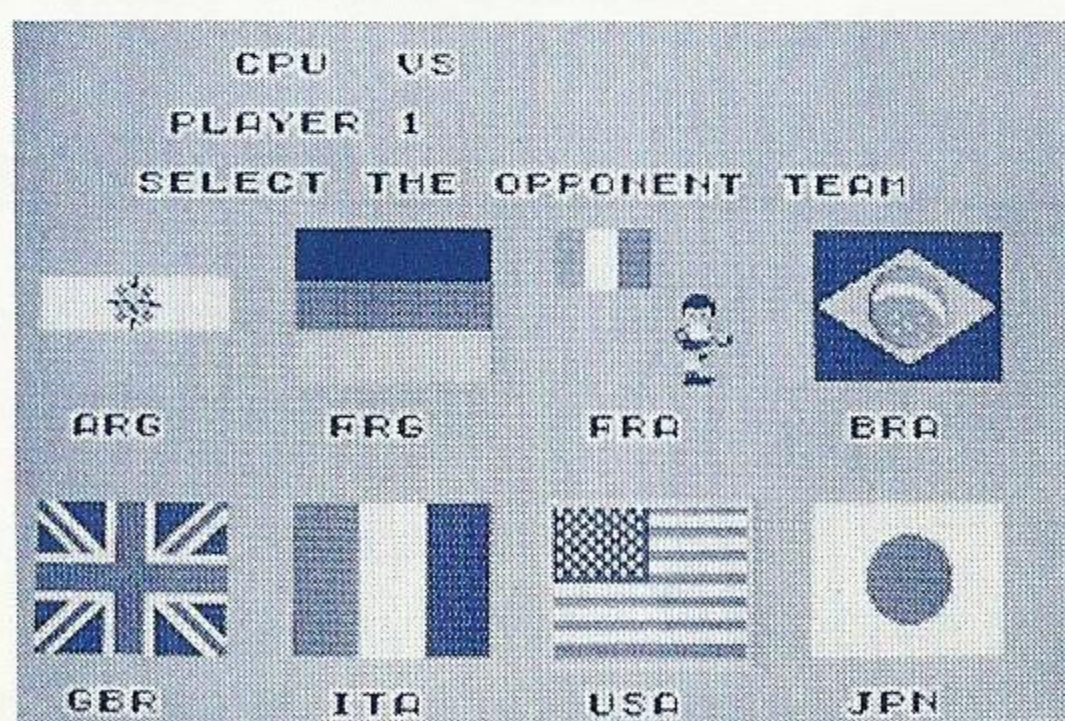
1P VS 2P:

There are few differences between these playing options. Primarily setup and game play are similar. It's who you're playing that divides the games.

When you're one player, the Computer Processing Unit (CPU) is your opponent. When you're playing a two-player game, your opponent is a friend or anyone else. The subtle differences are detailed in the information below.

Choose Your Team:

You're allowed to choose any one of the eight international teams. The selection screen will appear and your D-Component will help you make your decision. Move up or down and to the right and left of the flickering flags by pushing the D-Component in these directions.



The teams are ranked in groups of two according to their individual strengths and expertise. They are in order of high to low: 1) ARGENTINA/ WEST GERMANY 2) FRANCE/ BRAZIL 3) GREAT BRITAIN/ ITALY 4) U.S.A. / JAPAN.

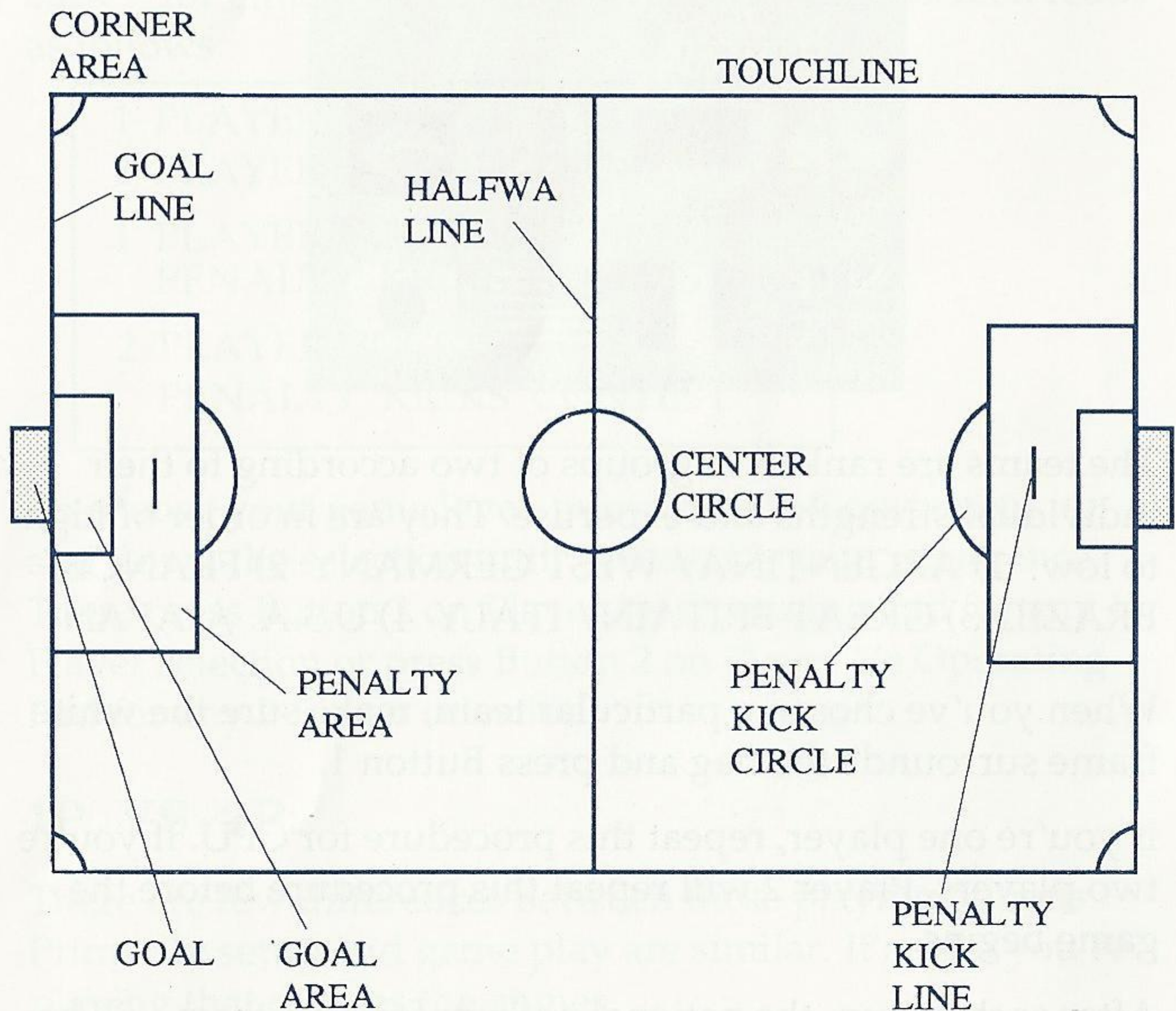
When you've chosen a particular team, make sure the white frame surrounds the flag and press Button 1.

If you're one player, repeat this procedure for CPU. If you're two players, Player 2 will repeat this procedure before the game begins.

After each set-up, the national anthem for each team will be played, which you can interrupt by pressing Button 1 again. After the last player's set-up, the flags will disappear and players will appear on the field. Note your team colors so you'll recognize them on screen.

Soccer Field:

Due to the width of the soccer field, you will not be able to see the entire field on your screen. The part you can see represents about 1/6 of the field. As the ball moves, the screen will shift and open the field to your view.



The Two Attractions: Regular Soccer and Penalty Kicks Contest

Regular Soccer Game:

The following information guides regular soccer play. In some instances, it will overlap with information you'll receive for "Penalty Kicks Contest."

Know The Score:

Scoring is easy in GREAT SOCCER™ since it follows those requirements established by the World Cup Association.

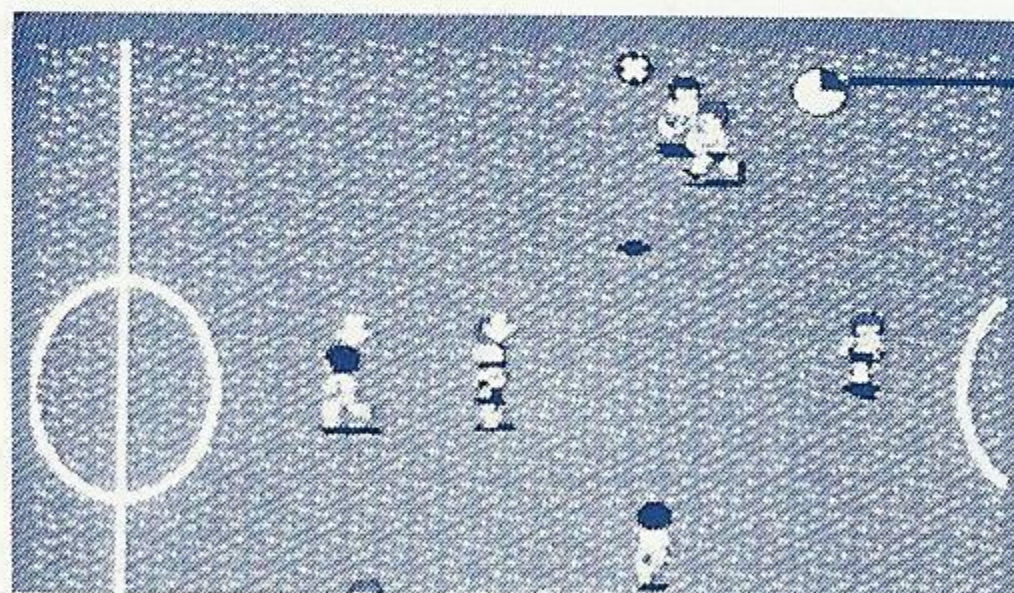
- A goal is equal to one point.
- A goal can be scored when an offensive player kicks the ball over the goal line in a defensive goal zone.
- A goal can be scored by mistake if a player kicks the ball over his own goal line.

Victory:

- The team that scores the highest amount of goals when time runs out wins the game.
- If there is a tie-game, the winner will be decided by a test of penalty kicks. This selection will appear on screen and you may play according to the instructions found under "Penalty Kicks Contest."

Game Clock:

The game clock appears in the upper right part of the screen. As the game progresses, the black area will grow, indicating how much time has elapsed. When playing time reaches $3/4$ of the game clock, it's halftime.



Game Clock

Consequently, in the second half, when $3/4$ of the clock is reached, game is over due to time-up.

Rules and Regulations:

Kickoff

- After you've selected your players, the kickoff screen will appear.
- Kickoff will be performed by the team on the left side.
- The first half kickoff will be executed by Player 1.
- The second half kickoff will be executed by either Player 2 or CPU.

Offside Violations

- When there is less than two defensive players between you and the goal line with more of your players behind them between the goal line, you'll be called for offside.
- An offside sign will appear on screen and the game will have a momentary time-out. Playing commences with a free kick from the same position by the opposition.

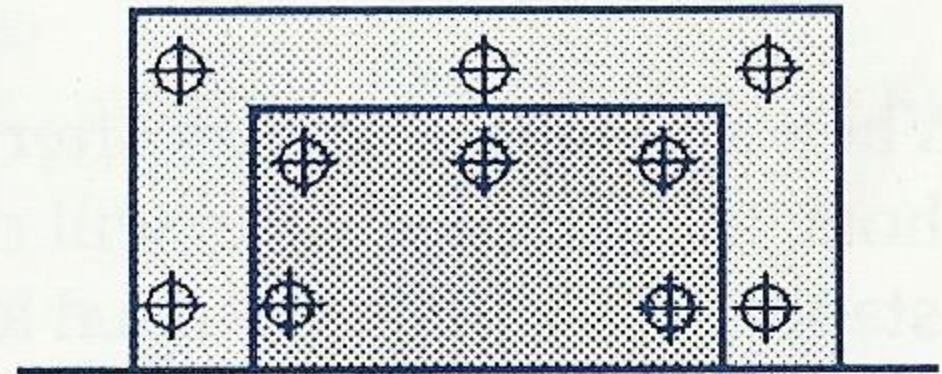
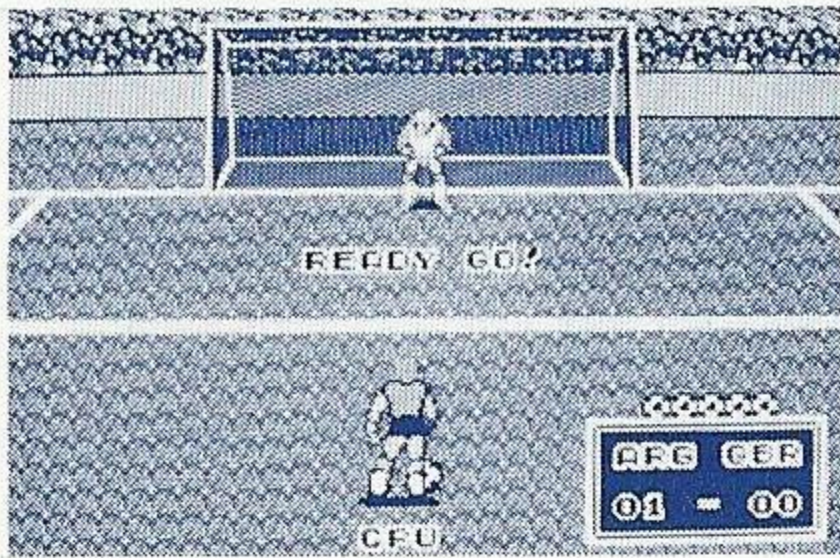
Penalty Kicks Contest:

Penalty kicks may occur in either of two ways. It may take place during regular soccer play when both sides have scored an equal number of goals and the "time-up" warning appears on screen.

Or, you select it from the game selection screen and play penalty kicks immediately.

Sophisticated Shooting:

The goal shooting area is divided into two zones; goal area and inner area. These two zones are each divided into 5 more divisions.



You will kick towards these zones by pushing your D-Component in the ball's desired direction.

If you press Button 1 while pushing your D-Component, your ball will move in your desired direction inside the goal area. If you do not push any buttons, your ball will move in the direction your D-Component is pushed inside the inner area.

If you're on the defense, you can block goals by pressing your D-Component in the direction you want the goalie to move. When the goalie needs to jump or dive high to meet the ball, press Button 1 while pushing your D-Component to make him perform.

Know The Score:

If a series of penalty kicks is adopted, regular score achieved during regular play will be discounted and only the score from penalty kicks counts.

- Each team has 5 players to shoot one after the other. The contest ends if an irreversible lead is gained by either side before the 5 players have finished shooting.
- If all 5 players have attempted their goals and there is a tie-game, the game will proceed with a "Sudden Death Contest."

Sudden Death Contest:

When a tie-game occurs after all five players have used five shots, the penalty kicks will continue until a fair lead can be established. Wherein, equal attempts are allowed and one side manages to score higher.

Handling The Mega Cartridge™

- The Mega Cartridge is intended exclusively for the Sega System™.
- Do not bend, crush or submerge in liquids.
- Do not leave in direct sunlight or near a radiator or other source of heat.

90-Day Limited Warranty

Sega® Card/Cartridge

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This warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering or any other causes not related to defective materials or workmanship.

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