SNS-8W-USA

CHAMPIONS

WORLD CLASS SOCCER™

INSTRUCTION MANUAL

Acclaim®

SUPER NINTENDO ENTERTAINMENT SYSTEM

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THE WORLD I

The stadium is packed with 80,000 soccer fans who have traveled here from dozens of countries around the globe to witness the final contest in this year's World Class Cup tournament.

You were there at the very beginning: As a player on one of the 24 teams entered into World Class Cup play, you had a dream of making it past the first round. When you found yourself in the second round amidst 16 surviving teams, you feared it might have been a fluke. But it was no fluke: You made it through the quarterfinals and semifinals, and now the eyes of the world are focused on you as you trot to the center

S WATCHING!

circle for the opening kickoff of the World Class Cup final!

Soccer fans worldwide have been waiting four years since the last World Class Cup final for this game. But you've been waiting—and training—your entire life for this very moment. You feel the adrenaline begin to rush through your veins as the referee joins you at center spot in preparation for the opening kickoff.

The coin is tossed ... the choice of field position is made ... the ball is placed on the grass ... the referee's whistle exhorts 80,000 screaming fans to their feet ...

The game is on!

SOCCER RULES: A PRIMER

In soccer, the object is quite simple: score by kicking the ball into the other team's goal, and prevent the other team from scoring in your goal.

Each goal is worth one point, whether it is made as the result of regular game play or a penalty kick. In order for a goal to be legal, the entire ball must cross over the goal line.

Each team consists of 11 players: forwards, midfielders (or halfbacks), defenders (or fullbacks), and a goalkeeper.

Any player on a team may score for his team, though scoring goals is generally the job of the forwards. The midfielders' main task is to move the ball upfield to the forwards so they can score. Defenders are given the job of preventing the other team from scoring. The goalkeeper has the task of preventing the ball from going into the goal when the other team shoots.

To avoid offside errors, remember: When a player is running forward on an attack, and his team plays the ball, he must have two players between himself and the goal.

A player may use any part of his body to shoot or advance the ball— with the exception of his hands or arms. The goalkeeper, however, may use any part of his body— including his hands and arms— to block or catch the ball.

A soccer game consists of two equal halves, usually 45 minutes in duration. The clock stops only when a goal is scored, when a penalty kick is awarded, when a player is cautioned or ejected from the game, and whenever else the referee deems it appropriate.

Referees may award two kinds of kicks as a result of rules violations: free kicks and penalty kicks.

Free kicks can be shot to the goal without being touched by another player. They are awarded for more serious fouls such as tripping, kicking, striking, or pushing an opponent, or using one's hands to control the ball.

Penalty kicks are awarded when a free kick violation is made by the defense inside its own penalty area. Free kicks are taken from the point where the penalty occurred. Penalty kicks are taken from the penalty spot in front of the goal.

If a team hits or deflects the ball over a sideline, the other team takes a throw-in from the point where the ball crossed the line.

Corner kicks result for the attacking team when the ball passes out of the field of play on the defending side of the field, and it was last touched by the defending team.

Goal kicks result when the ball passes over the defending team's goal line and it was last touched by the attacking team.

A card system is used for fouls. A player receives a yellow card for a major infraction such as tripping, punching, kicking, tackling, or gouging an opponent. The yellow card is designed as a warning to the player. If that player engages in activity that earns him another penalty, he receives a red card and is ejected from the game. Since each team only has 11 players on it's World Class Cup roster, if a player gets ejected, his team must play shorthanded! In addition, the opposing team receives either a direct kick or a penalty kick.

BEFORE YOU LACE UP YOUR CLEATS

1. Make sure the power switch is OFF.
2. Insert the Game Pak as described in your Super Nintendo Entertainment System® instruction manual.
3. Turn the power switch ON.

When you see the logo on your screen, press the START BUTTON. You will be presented with the following options. Use the CONTROL PAD to highlight each option and the CONTROL PAD or A and B BUTTONS to change it.

LANGUAGE: Chooses whether game text is in English, Spanish, French or German.

MATCH TYPE: You will be asked whether you wish to play a 1 player exhibition match, a 2 player exhibition match, begin a new 1 player tournament, or to enter a password which will allow you to resume a playoff previously begun. If you choose to enter a password, press the CONTROL PAD horizontally to select the letter and press it vertically to change it. Press the START BUTTON when the password is correct. If you begin a new playoff, you will be asked to select the team you wish to control throughout the playoffs. See the section entitled "The World Class Cup Structure" on p.26 for more details on tournament play.

OFFSIDES: Chooses whether or not offsides penalties are called. See the Soccer Rules section on p.4 for more information regarding the offsides rule.

FOULS: Chooses whether or not fouls are called.

TIME: Selects either 45, 30, or 15 minute halves.

Press START to lock in the options and to move to the Team Selection screen, where you may pick teams and set several team options.

TEAM SELECTION: Choose from among 32 international teams. Each team has varying speed, offensive, and defensive characteristics, illustrated by the bar charts on the display. When you've made your selection, press the B-Button.

FORMATION SELECTION: Choose from four different formations: 4-3-3, 4-4-2, 4-2-4, or 4-5-1. The first number refers to the number of defenders, or fullbacks, used by your team (always four). The second number refers to the number of midfielders, while the third number denotes how many forwards you have. When you've made your selection, press the B BUTTON.

GOALIE SELECTION: Choose one of three goalkeeping modes: automatic, semi-automatic or manual. Press the B BUTTON when you've made your choice. For more information on the variations see the Goalkeeping section on p.12.

After you've made your choices, the computer will toss a coin to determine which team has the choice of first possession or end of the field. Once that choice is made, the opening kickoff begins the game.

Between halves, you will be able to change your formation and your goalie control.

YOUR VIEW OF THE FIELD

As you play CHAMPIONS WORLD CLASS SOCCER, the screen provides you with the following important information:

SCORE displays the current game score

TIME ELAPSED indicates how much time has gone by in the current half. A game consists of two halves.

The **RADAR** indicates the field positions of the players and the location of the ball to aid your game. Players are displayed as colored circles, the ball is displayed as a flashing white circle, and the currently active player on each team is marked with an X.

The information displayed on the screen can be changed in Pause mode by pressing the START BUTTON during gameplay. When in Pause mode, you will be presented with a menu. Press the appropriate button to toggle the desired option, then press the START BUTTON again to exit.

BASIC OFFENSE AND DEFENSE

The active player is always represented on-screen by a star. If the active player has been penalized with a yellow card, his star will be bordered in yellow. If the active player is not on the screen, his relative direction is marked at the screen border by an indicator.

If the active player is on-screen, this indicator will mark his nearest teammate. To switch players, press the R BUTTON. The player you are controlling is able to run in any one of eight directions: the four directions indicated by the CONTROL PAD, plus the four diagonal directions between them.

The other Basic Controls are as follows:

	PLAYER CONTROLLING BALL	PLAYER WITH
A Button	Kick towards the Goal	Attempt to Slide
B Button	Pass the Ball	Attempt to Kick
X Button	Avoid defender	Burst of Speed
Y Button	Clear the Ball	Attempt to Tack
R Button		Switch to best d

When kicking, passing, or clearing the ball, the distance of the kick or head shot that is made is determined by the length of time you hold the appropriate button and the direction on the CONTROL PAD when it is released.

When the ball reaches a player at the end of a kick, pass or clear, he automatically becomes active. However, pressing the R BUTTON *while* the ball is in the air activates him *before* the ball reaches him, enabling him to execute free ball maneuvers such as headers, bicycle kicks and power kicks. Timing is crucial for these special kicks.

When shooting for the goal, the velocity of the kick is determined by how long you hold the A BUTTON pressed, the area you are aiming for is determined by the direction of the CONTROL PAD when it is released, and the height of the shot is determined by whether the CONTROL PAD is being pressed towards the goal when the button is released (low shot), or away from the goal (high shot).

When attempting any maneuver without the ball the level of aggressiveness you want to use is determined by how long you keep the button pressed. The more aggressive the play, the greater its chances of success, but the greater the chance of a penalty being called. The direction of the maneuver is determined by the CONTROL PAD.

OUT BALL	FREE BALL (BALL IN THE AIR)
Tackle	Kick towards Goal/ Special Kicks
Ball From Handler	Pass the Ball
le Ball/ Shove	Clear the ball
efender	Switch to receiver/player nearest ball

GOALKEEPING

CHAMPIONS WORLD CLASS SOCCER offers three different ways to tend goal: Automatic, Semi-automatic and Manual.

In AUTOMATIC MODE, the computer will control all of your goaltender's functions for you.

In SEMI-AUTOMATIC MODE, the computer controls all of your goaltender's defensive functions, but returns control to you when he gains possession of the ball. Semi-automatic goaltending controls are identical to the offensive Manual controls on the chart below.

In MANUAL MODE, you control all of your goaltender's functions, both offensive and defensive. To switch control to him at any time, press the L BUTTON. Manual goaltending controls are as follows:

	OFFENSIVE (GOALIE HAS CONTROL OF BALL)
A Button	Will cause goalkeeper to drop the ball to his feet. Afterwards, he is controlled like a normal player.
B Button	Will cause goalkeeper to throw the ball.
Y Button	Will cause goalkeeper to punt the ball.

Like his teammates, the distance of the goalkeeper's clears and passes is determined by the length of time you press the button, and their direction by the direction of the CONTROL PAD.

FAFI rules dictate that once a goaltender drops the ball, he cannot pick it up until it is touched by another player. Similarly, the goalie cannot hold the ball outside of his extended goal box.

DEFENSIVE

(GOALIE DOES NOT HAVE CONTROL OF BALL)

Attempts a fetal slide, pouncing on the ball.
Attempts to deflect the ball.
Attempts to catch the ball.

CORNER KICKS, GOAL KICKS, FREE KICKS AND THROW-INS

Corner kicks, goal kicks and throw-ins result from the ball going out of bounds. Free kicks and penalty kicks are awarded by the referee when a rules violations or foul has occurred.

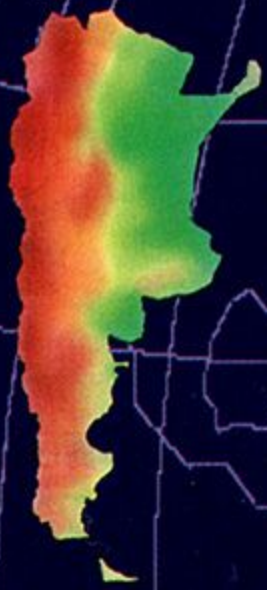
Executing corner, goal, penalty and free kicks is similar to executing any other type of kick. When you are awarded one, you have three options—shoot towards the goal by pressing the A BUTTON, passing to a teammate by pressing the B BUTTON, and chipping the ball with the Y BUTTON. As with a normal kick, how long you press the button influences how far the kick will go, and the CONTROL PAD will determine the direction it will go.

To execute a throw-in use the CONTROL PAD to select the angle at which your player will throw, and the B BUTTON to actually throw. The strength of the throw is determined by how long the B BUTTON is held down.

INSTANT REPLAY!

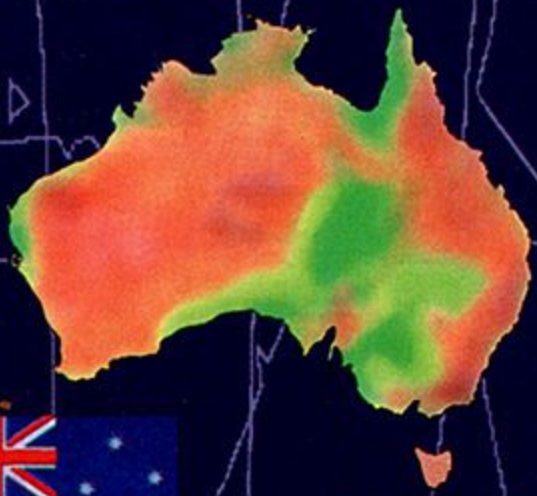
At any time during the game, you may choose to view an instant replay of the action that has just occurred. To do this, press the B BUTTON when in pause mode. This will bring up the instant replay monitor. Pressing the CONTROL PAD up and down controls the speed at which playback will occur. Pressing the CONTROL PAD left and right runs the replay in either forward or reverse. To leave the monitor, press the START BUTTON. Additionally, the very best plays will automatically be replayed during the half-time and post-game recaps!

CHAMPIONS
WORLD CLASS SOCCER: A TEAM DIRECTORY



ARGENTINA

Full Name: Argentine Republic
Location: southern South America
1990 Population: 32,291,000
World Class Cup Titles: 1978, 1986
Team Strength: excellent speed and offense



AUSTRALIA

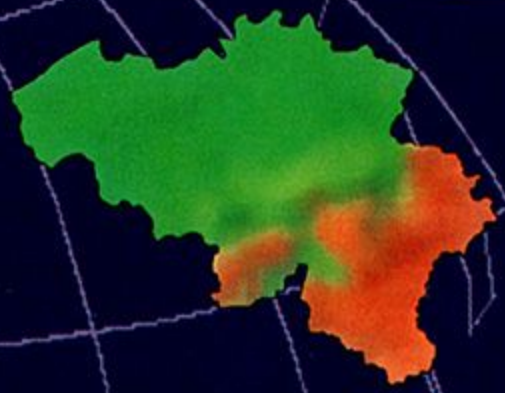
Full Name: Commonwealth of Australia
Location: continent between Indian and Pacific oceans
1990 Population: 16,923,000
World Class Cup Titles: none
Team Strength: strong defense

AUSTRIA

Full Name: Republic of Austria
Location: central Europe
1990 Population: 7,644,000
World Class Cup Titles: None
Team Strength: excellent speed

BELGIUM

Full Name: Kingdom of Belgium
Location: northwestern Europe
1990 Population: 9,909,000
World Class Cup Titles: none
Team Strength: solid offense and defense



BOLIVIA

Full Name: Republic of Bolivia
Location: central South America
1990 Population: 6,707,000
World Class Cup Titles: none
Team Strength: strong offense and speed

BRAZIL

Full Name: Federative Republic of Brazil
Location: central/northeast South America
1990 Population: 152,505,000
World Class Cup Titles: 1958, 1962, 1970
Team Strength: excellent offense

CAMEROON

Full Name: Republic of Cameroon
Location: western coast of central Africa
1990 Population: 11,092,000
World Class Cup Titles: none
Team Strength: excellent blend of speed and offense

CANADA

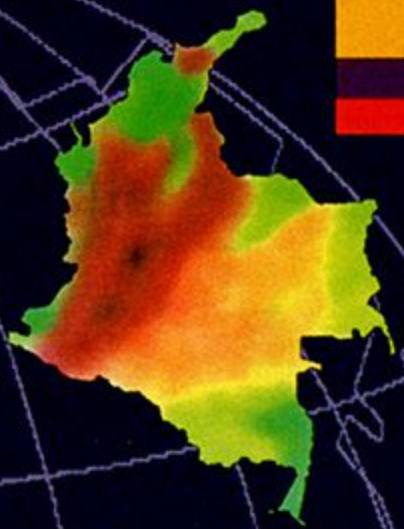
Full Name: Canada
Location: northern North America
1990 Population: 26,538,000
World Class Cup Titles: none
Team Strength: speed

CHILE

Full Name: Republic of Chile
Location: south Pacific coast of South America
1990 Population: 13,083,000
World Class Cup Titles: none
Team Strength: excellent speed and defense

COLOMBIA

Full Name: Republic of Colombia
Location: northwestern coast of South America
1990 Population: 33,076,000
World Class Cup Titles: none
Team Strength: superb offense

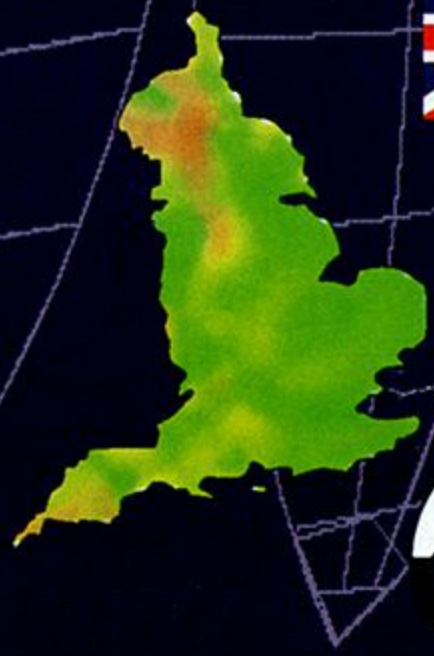


DENMARK

Full Name: Kingdom of Denmark
Location: northern Europe
1990 Population: 5,131,000
World Class Cup Titles: none
Team Strength: strong offense

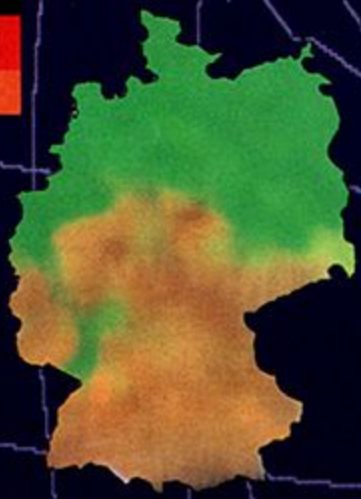
GREAT BRITAIN

Full Name: Great Britain
Location: northwestern Europe
1990 Population: 56,750,000
World Class Cup Titles: 1966
Team Strength: fine speed



FRANCE

Full Name: French Republic
Location: western Europe
1990 Population: 56,538,000
World Class Cup Titles: none
Team Strength: solid defense



GERMANY

Full Name: Federal Republic of Germany
Location: north central Europe
1990 Population: 78,475,000
World Class Cup Titles: 1954, 1974, 1990 (all West Germany)
Team Strength: superlative speed, offense, and defense

GREECE

Full Name: Hellenic Republic
Location: southeastern Europe
1990 Population 10,028,000
World Class Cup Titles: none
Team Strength: fine offense

IRELAND

Full Name: Ireland
Location: North Atlantic Ocean
1990 Population: 3,550,000
World Class Cup Titles: none
Team Strength: strong offense

ISRAEL

Full Name: State of Israel
Location: Western Asia, on eastern shore of Mediterranean Sea
1990 Population: 4,409,000
World Class Cup Titles: none
Team Strength: above average speed

ITALY

Full Name: Italian Republic
Location: southern Europe
1990 Population: 57,664,000
World Class Cup Titles: 1934, 1938, 1982
Team Strength: excellent defense

JAPAN

Full Name: Japan
Location: Sea of Japan/Pacific Ocean
1990 Population: 123,643,000
World Class Cup Titles: none
Team Strength: consistency

MEXICO

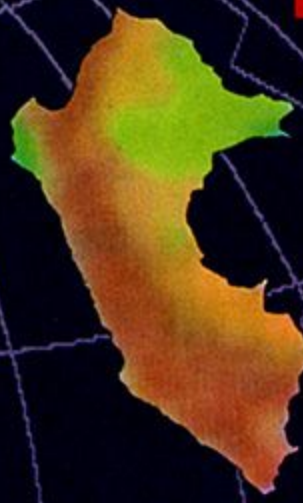
Full Name: United Mexican States
Location: southern North America
1990 Population: 87,870,000
World Class Cup Titles: none
Team Strength: fine balance

NETHERLANDS

Full Name: Kingdom of the Netherlands
Location: western Europe
1990 Population: 14,936,000
World Class Cup Titles: none
Team Strength: superb offense

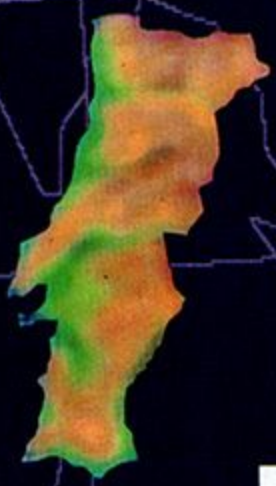
PERU

Full Name: Republic of Peru
Location: western coast of South America
1990 Population: 21,905,000
World Class Cup Titles: none
Team Strength: fine speed



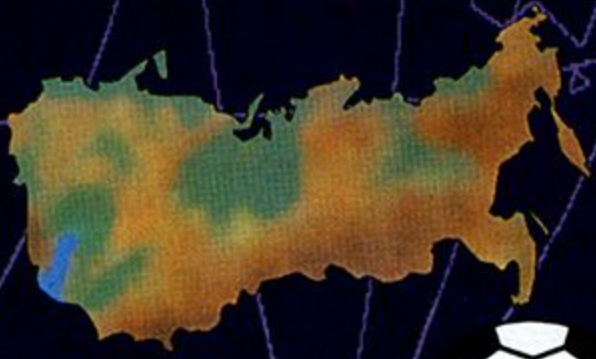
PORTUGAL

Full Name: Republic of Portugal
Location: southwest Europe
1990 Population: 10,355,000
World Class Cup Titles: none
Team Strength: good speed



RUSSIA

Full Name: Russian Republic
Location: central Asia
1990 Population 146,200,000
World Class Cup Titles: none
Team Strength: strong speed and offense



SCOTLAND

Full Name: Kingdom of Scotland
Location: northern Britain
1990 Population: 5,242,000
World Class Cup Titles: none
Team Strength: superior speed

SPAIN

Full Name: Spanish State
Location: southwest Europe
1990 Population: 39,269,000
World Class Cup Titles: none
Team Strength: exceptional defense, with superior offense and speed

SWEDEN

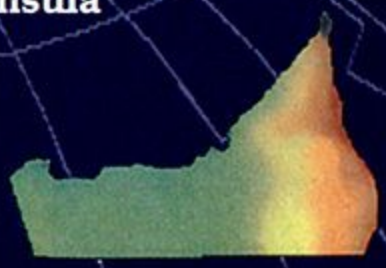
Full Name: Kingdom of Sweden
Location: northwest Europe
1990 Population: 8,401,000
World Class Cup Titles: none
Team Strength: good defense

SWITZERLAND

Full Name: Swiss Confederation
Location: central Europe
1990 Population: 6,742,000
World Class Cup Titles: none.
Team Strength: good speed

UNITED ARAB EMIRATES

Full Name: United Arab Emirates
Location: eastern Arabian Penninsula
1990 Population: 2,254,000
World Class Cup Titles: none
Team Strength: good speed

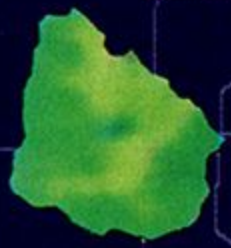


UNITED STATES

Full Name: United States of America
Location: North America
1990 Population: 248,710,000
World Class Cup Titles: none
Team Strength: good speed

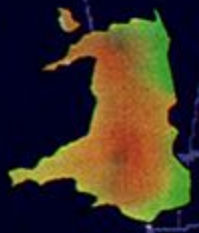
URUGUAY

Full Name: Oriental Republic of Uruguay
Location: southeastern coast of South America
1990 Population: 3,037,000
World Class Cup Titles: 1930, 1950
Team Strength: excellent speed



WALES

Full Name: Principality of Wales
Location: western Britain
1990 Population: 2,900,000
World Class Cup Titles: None
Team Strength: superlative speed and offense



THE WORLD CLAS

The greatest prize in soccer today, the Champions World Class Cup, is awarded every four years to the winning team in a 24-nation, 52-game tournament sponsored by FAFI: the Federación Acclaim de Football Internationale.

The 24 teams chosen for the tournament are picked from a qualifying pool of the best national teams the world over. The 24 finalists are then split into six groups of four. Each team in the four-team group plays every other team in that group: a total of three games each. A team is awarded 2 points for each win, 1 point for each tie, and no points for each loss. The two top-placing teams from each division advance to the next phase, along with the four best third-place

S CUP STRUCTURE

teams. The second phase is a four-round single-elimination playoff consisting of 15 games (a 16th game determines third place).

Should two teams tie in the second phase, there is a shoot-out. In the shoot-out, each team takes five shots. The team that scores the most goals wins. If the teams tie here too, the shoot-outs continue with each team taking one shot each, until one scores and the other does not.

With the rise of soccer as the premier international sport, the World Class Cup has become a global phenomenon, eagerly anticipated by billions of citizens in hundreds of countries on six continents around the world, each proudly supporting their favorite nations as they strive for the Cup!

A SOCCER GLOSSARY

ARC: The quarter circle at each corner of the field-in which the ball is placed for a corner kick.

CENTER CIRCLE: The 10-yard circle around the middle spot on the field where play begins at the opening of each half or restarts after a goal. Opposing players must remain outside the circle until play begins.

CLEARING: To break up the opposing team's attack by kicking the ball away.

CORNER KICK: A free kick taken from the arc at the corner of the field by the attacking team when the ball goes over the endline last touched by a defender.

CROSSBAR: The top bar of the goal that is parallel to the ground.

DRIBBLING: Advancing the ball with one's feet.

FAR POST: The goalpost that is farthest from the ball.

FORWARD: A player in the front line.

FREE KICK: A kick given to a team when the other team commits a foul.

HEADING: Act of moving the ball by hitting it with one's head.

OFFSIDE: An infraction that occurs when an offensive player with the ball does not have at least two defensive players between himself and the goal line.

SIDELINE: The border of the playing field that runs perpendicular to the goal line (also called the touchline).

SLIDE TACKLE: To kick the ball away from an attacker by sliding on the ground.

TACKLE: To take the ball away from an opposing player.

THROW-IN: A throw made by holding the ball with both hands behind the head. This results when play is halted because the ball crosses the sideline.

VOLLEY: To kick the ball while it is in the air.

Notes

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Notes

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MISSION ONE - LA, 2029
- » DESTROY ENDOSKELETONS AND HKS
- » DEFEND HUMAN HIDEOUT
- » PENETRATE SKYNET
- » ENTER TIME FIELD GENERATOR

MISSION TWO - TODAY
- » PROTECT JOHN CONNOR
- » DESTROY CYBERDYNE
- » TERMINATE MIMETIC POLYALLOY T-1000
- » PREVENT JUDGMENT DAY

WEAPONS - SELECT
- » RAPID FIRE MACHINE GUN
- » ROCKET LAUNCHER
- » 10 GAUGE SHOTGUN
- » M-79 GRENADE LAUNCHER

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