

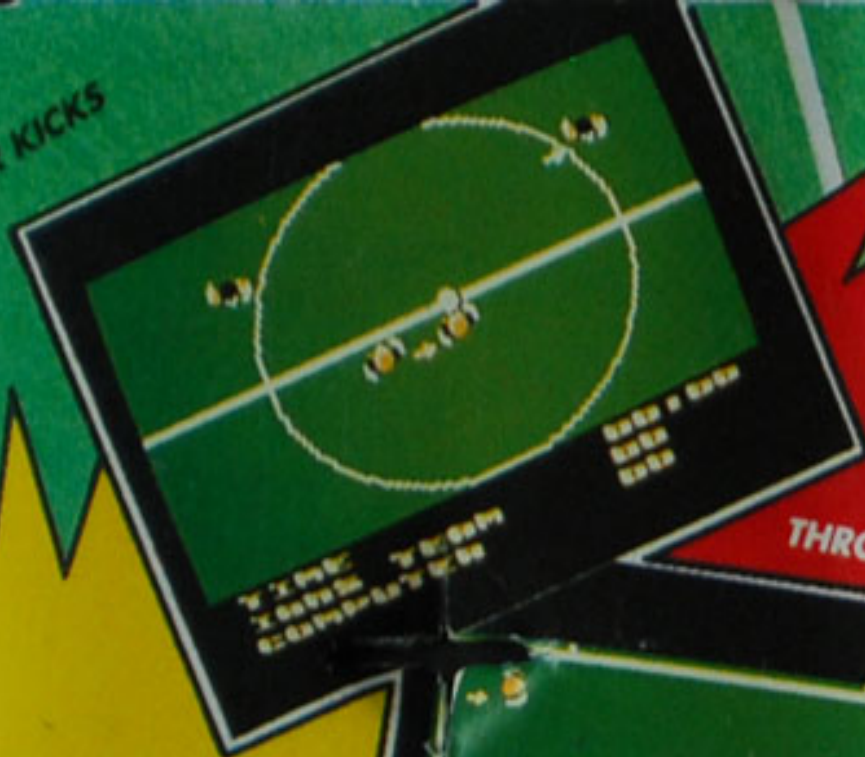
ATARI
XL/XE

Fantastic SOCCER



£2.99

CORNER KICKS



THROW-INS



SLIDING TACKLES



Fantastic Soccer has all the excitement of real football with everything from sliding tackles to throw-ins and corners.

Choose one or two players and the length of the match.

REAL FOOTBALL ACTION

Made in UK

Program Ian Copeland
Graphics Richard Beston
Game Design Stock, Assets & Watershares

ATARI
XL/XE

Fantastic SOCCER



F093



Here you have an exciting simulation of the real sport with tackles, throw ins and corner kicks. Choose between a one or two player game, alter the team formations and change the length of the match from a quick runaround to a full ninety minutes.

ATARI LOADING INSTRUCTIONS

Switch ON Atari holding down OPTION and START. Press PLAY on tapedeck, then press RETURN.

CONTROLS

Joystick Port One (Player 1)

Joystick Port Two (2nd Player)

OPTIONS

On the menu screen:

Up & down moves through the various options

left & right alters the settings on the option

FIRE chooses the settings

EXIT exits menu screens

Change team name

Alter formation

No of players 1 - 2

Match length

If a two player game is chosen the 2nd player can change their formations and team name using the joystick.

During game SELECT freezes, START unfreezes game

Whilst the game is frozen OPTION exits game

The direction the joystick is moved corresponds to the direction the 'players' move on screen.

FIRE, in possession of the ball, shoots the ball farther the longer the button is pressed.

Corners: the length of time FIRE is pressed alters the angle the ball is kicked.

Throw ins: FIRE throws ball



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