

INSTRUCTION BOOKLET

ATLUS[®]

SUPER NINTENDO[®]
ENTERTAINMENT SYSTEM

INTRODUCTION

Welcome to the most popular sport in the world! We've brought all the bone-jarring, spine-tingling action of international soccer home to you in this incredible sports game! In **WORLD SOCCER '94: ROAD TO GLORY**, you get to call the shots.

Choose from 64 teams from around the globe, pick offensive and defensive strategies and which style of soccer you want to play. Go from a friendly match between two rivals all the way to a Best-of-64 International Knockout! Or take the action indoors where there is literally no out-of-bounds!



The two player mode allows you to compete against a friend in your quest to be the world's greatest. With the multinational contenders fighting for the Super Cup, it's going to take every ounce of skill for you to come out on top!

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

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THE ROAR OF THE CROWD

The din from the stadium is nearly deafening as you and your teammates rush out onto the field. It's a great day for a match and you feel that this time, you can go all the way to the top! You'll soon find out if your carefully tailored team and chosen strategy will be enough to compete against the world's best!

There has never been a game that has offered you so much. Realism, variety, tactics - all the components are there for you to create the ultimate soccer dream team. The Instant Replay feature shows you each triumph as you celebrate the score and learn from each success.

And choices? How about 64 squads from every corner of the Earth, each one with its own strengths and weaknesses; and every one clamoring for a shot at the Super Cup. You'll get to make the decisions about kicking power, aftertouch, stamina and more. You can even design your own team!

Edit team/player's names as well as design uniforms, skin and hair color. You'll do everything but drive the bus to the stadium. All this, plus a choice of automatic or manual goalkeepers makes your control of this game absolute! But be assured, only the best team will walk away with the Super Cup Championship!



STARTING THE GAME

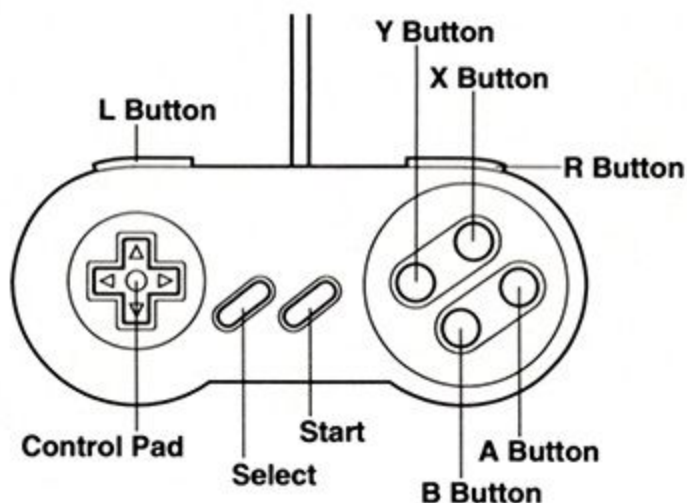
Make sure that the power to the Super NES is off. Insert the Game Pak into the Super NES and turn the power on. After the initial screen is displayed, the World Soccer '94 title page appears. You can skip this part by pressing the Start button. After the introduction sequence, the Main Menu appears. This is the starting off point for every version of soccer that is offered. The choices for game play are Friendly, Super Cup, World Knockout, World League and Indoor Soccer. Use the Control Pad to toggle between the selections and make your choice by pressing the B button. Once you have chosen the mode of play, further tables of selections will appear.

If you are new to World Soccer '94, we suggest that you begin by playing the **Friendly Game** option. This allows you to experience the action in a not-as-serious mode of play. Get the feel for the field, the game play and what it's like to play against another team in this mode. See the Friendly Game section of this manual for set up instructions.



CONTROLLER FUNCTIONS

Every button on the Super NES controller is used in World Soccer '94. The Options Stage from the Main Menu has a sub-screen where you can determine the functions of several buttons to conform to your use. If you wish to use the controls as they were designed, the following list shows the predesigned function for each button:



Control Pad: Up, Down, Left and Right moves the player currently under control (indicated by his number over his head) in the appropriate direction.

Start Button: This turns on and off the Pause feature.

Select Button: This allows you to exit a game during play.

Y Button: Press this to perform the following: Short kick to a teammate, overhead kicks, diving kicks.

B Button: Press this to perform the following: Power kicks, sliding tackles, goal kicks, free kicks, corner kicks and throw ins.

A Button: Press this to perform the following: Pass to the nearest player while directing the kick with the control pad.



CONTROLLER FUNCTIONS

X Button: Press this to perform the following: Display your chosen team formations and strategy. During a goal kick, corner or free kick, this button allows you to scan the players at the spot the ball will land.

L Button: Press this to perform the following: Frame reverse the action in the Instant Replay mode, choose a player to be substituted in the Substitution mode.

R Button: Press this to perform the following: Frame forward the action in the Instant Replay mode, choose a player to be substituted in the Substitution mode.

L/R Buttons: Press these simultaneously to make substitutions during "Dead Ball" situations.



PLAYER CONTROLS

CONTROL PAD

Player has possession:

- Player dribbles the ball in the appropriate direction.
- Influences the direction of the ball after it has been kicked (called the Aftertouch) or the amount of backspin.

Player does not have possession:

- Moves the player indicated by the number over head.
- Player slide tackles in the appropriate direction.

During Goal kick, corner or free kick:

- Left and Right on the Control Pad will change the direction in which the kick will be taken.

For the Throw-in:

- Left, Right, Up and Down changes the direction in which the throw will be taken.

Y BUTTON

Player has possession:

- Player performs a short kick.

Player does not have possession:

- When the ball is in the air, the player can perform an overhead kick or a diving header. The direction of either is controlled by the Control Pad.

B BUTTON

Player has possession:

- Player performs a power kick. The power of the shot is determined by the length of time that the button is pushed down (as well as the player's own attributes). After kicking the ball, use the control pad to affect the direction of the shot.



Use the directional dots to aim your shot.



PLAYER CONTROLS

B BUTTON, cont.

Player does not have possession:

- When the ball is on the ground, player performs a sliding tackle. Use the Control Pad to direct the player as he makes a tackle.

During Goal kick, corner or free kick:

- Player takes the goal kick, corner or free kick.

For the Throw-in:

- Player takes the throw-in.

A BUTTON

Player has possession:

- Player performs a pass to the nearest player in the direction that the control pad is being pressed. If no player is available, then a long kick is performed in the specified direction. (Note: auto passing is not guaranteed).

X BUTTON

- At any time during the game, the formation and strategy of the team can be displayed by holding this button down.
- While holding this button, you can change the formation by pressing the L Button or the strategy by pressing the R Button.

L & R BUTTONS

During game play:

- Press these simultaneously to make substitutions during "Dead Ball" situations.
- Press the L Button to take the kick from the left side of the goal and the R Button to take the kick from the right side of the goal.

**See OPTIONS pages for new FIFA rules.*



GAME PLAY

Friendly Game

You have the option to play a one player match against the computer or vs. a friend in a 2-player mode. Choose your team from a line up of 64 International Squads. Options are available for designing a whole series of aspects of the game including the abilities of each team. Use the Control Pad to toggle through the choices and press the B Button to make your selections. These choices enable you to make each team equal in skill and ability.

Super Cup

The Super Cup is a one player, seven round knockout competition against increasingly tougher opponents. Choose your team from the 64 International Squads available. Your opponents and those of the other teams within the challenge are computed randomly using data on each team's skills and abilities. Passwords are available once you have successfully completed each round. There is a **Special Cup** within this section. If you are successful enough to win the Super Cup, you then qualify to go for the Special Cup. You are entered in a mini league opposing the teams from Atlus and Rage. Each team plays each other twice.

World Knockout

A straight forward knockout competition. Players can choose 8, 16, 32, or 64 teams to compete against and set the relevant options. As many player or computer controlled teams can compete as you wish. In the Select Teams screen, use the B Button to select and cycle through the options of Player control (P), Computer control (C), or de-selection(""). Matches are waged as player against computer or computer vs. computer. All the teams competing can be chosen manually by the player or selected randomly by the computer by using the **Randomise** feature at the bottom of the screen. Passwords are available once you have successfully completed each round.



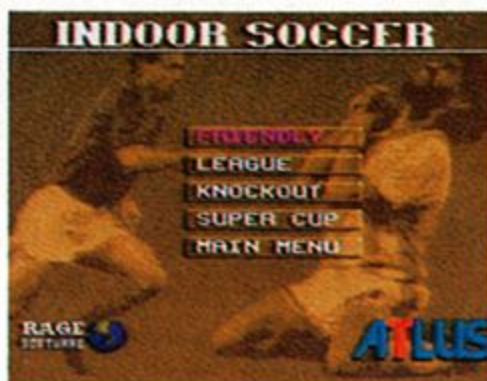
GAME PLAY

World League

Up to 16 teams can compete in a truly International League. Every team plays every other team twice, who plays who is up to you. Selection is made the same way as World Knockout. Passwords are available once you have successfully completed each round.

Indoor

Leave the field and try your hand at indoor soccer. Only six players to a side, a shortened hardwood floor and no out-of-bounds makes this version of soccer the wildest yet! You can even pass to a teammate by kicking the ball off the wall and deflecting the rebound where you want it. You can play the same style as listed above (Friendly, Knockout or Super Cup), in the same manner of play. Passwords are available once you have successfully completed each round.



OPTIONS

World Soccer '94 is equipped with a comprehensive set of options that affect all aspects of team play. To select an option editor, use the Control Pad to highlight the **Options** box on the Main Menu and press the B Button. Once in the option editor, use the Control Pad to highlight the desired option and the B Button to alter its parameters. Option editors are accessed from the following menus:

Main Menu

- In game Music can be toggled On or Off.
- Re-define the Control Options of the keypad.
- All the previous tournament winners may be reviewed from the View Cup Winners option.

Friendly Game Menu—Options

- Change the length of the match from 1 to 10 minutes.
- Extra Time can be ignored or set from 1 to 8 minutes.
- A draw can be decided by a shoot out.
- The Field Surface has five grades from Hard to Soggy.
- Game play can be influenced by a variable Wind Strength.
- The goalkeeper is controlled by the computer (Auto) or by you.
- World Soccer '94 includes the New **FIFA Rules**. You can play with them or not. The rules are:
 - 1) The goalkeeper can choose which side to take the goal kick from (selected by using the L or R Buttons).
 - 2) The goalkeeper cannot pick up the ball if it was passed to him by his own teammate. He must kick it out of the goal area.

There are other aspects to choose from to complete your team. Certain abilities of individual players (or the squad as a whole) are subject to manipulation. This allows International Squads with stronger playing abilities to be more evenly placed against weaker squads. Each option may be left to the individual player's own ability or graded for the whole team in varying degrees:



OPTIONS

Kick Power

Players with good kicking power may kick the ball further, but accuracy is not guaranteed.

Aftertouch

This can be used with devastating effect! Control the direction of the ball with the Control Pad after it has been kicked.

Ball Control

Adjust the player's ability to run and dribble the ball simultaneously.

Tackling Speed

Fast tacklers are more adept at gaining possession of the ball after a tackle.

Heading Power

Good heading can often destroy the best defenses.

Stamina

Important for squads playing long matches and for player speed, when running with the ball.

Player Speed

Fast players may be quick on the field, but they tend to tire easily.

Super Cup/World Knockout/World League/Indoor Soccer Menus—

Options

Many of the options available in the Friendly Game also appear in these game modes as well. The Abilities menu is only available in the Friendly games.

The **World League** options menu also features the following:

- **Points For Win** - A win may carry two or three points.



SQUAD SELECTION

Game Strategy

The game of Soccer has as much to do with the skills of the team members as the strategy you employ on the field. This game is well equipped to allow Formation and Game Strategy to enhance the playing ability of any team.



From the View Squad screen, select the Strategy Menu. You can now choose the type of strategy and formation you wish to employ. To change either of these elements, press the B Button.

Formation:

The formation option allows you to disperse the team in one of eight ways:

Defender/Midfield/Forward — 7 Options.

Sweeper/Defender/Midfield/Forward — 1 Option.

Strategy:

Choose from one of the six different strategies: Normal, Open Play, Defensive, Cautious, Breakaway, or Attack.

Team Selection

Make your squad selection of 11 players from the line up of 16 players displayed. Positions are allocated by the adopted formation, going down the selected squad. You may assign players to become defenders, mid-fielders, forwards, sweepers (if you're using that formation), or goalies. These are indicated by D, M, F, S and G, respectively.

SQUAD SELECTION

Team Selection, cont.

Select the Change Squad option. You can now move the flashing pointer with the Control Pad and select the player you want to remove from the team by pressing the B Button. As the pointer moves to the new player, that player's attributes will be displayed on the right of the screen. Use this information in selecting the player you want to add to the team, again by pressing the B Button.

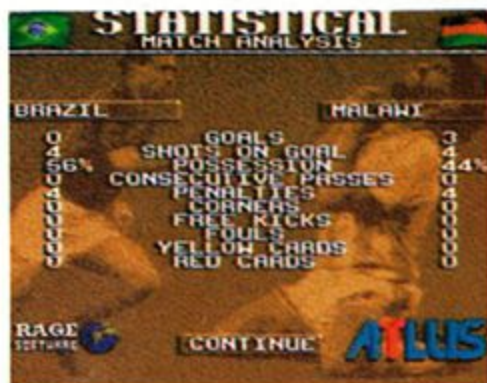


SUBSTITUTION

Press the L & R Buttons simultaneously during any "Dead Ball" situation and the game will allow you to make substitutions. A player is selected by using the L or R Buttons (which cycle through the players on the field, each showing their injury levels), and pressing the B Button when the correct player is shown. The L & R Buttons then cycle through the players available for substitution that are shown on the substitution panel. Press the B Button to swap the players.

STATISTICS

The Statistics screen displays useful information about the game that has just been played. Information on the number of goals scored, the amount of shots against each goalie, corners taken, etc. Both team's statistics are displayed together. This menu shows up after a match or after practice sessions.



GOAL KEEPER CONTROLS

Auto Keeper On

When the Auto Keeper option is On, the computer acts as your goalie. You are responsible for goal keeping duties during goal kicks and penalties.

Auto Keeper Off

When the Auto Keeper option is Off, you will assume the control of the goalie as the ball gets close to your goal. The manual goal keeper has more range than the auto version, but you will need to control his movements as well. These controls are:

Control Pad: This determines the direction of the goalie for movement and diving saves.

Y or B Button: Press either of these to dive for the ball. **NOTE:** If the ball lands at the goalie's feet, he automatically picks it up and kicks it back into play.



PASSWORDS

During the Super Cup, World Knockout, World League or Indoor Soccer challenge, the successful completion of each round of play results in a new, unique password. While playing in a tournament, it is wise to keep track of the passwords that you have earned in frequent intervals.

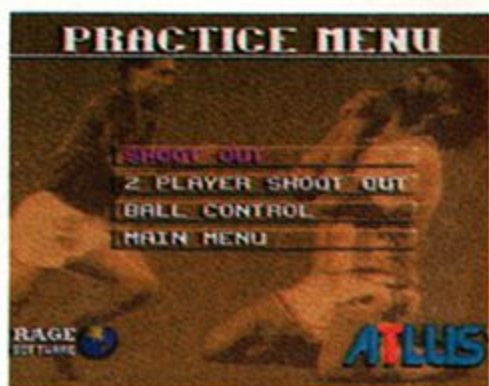
To re-enter any password, select the relevant tournament from the Main Menu and select the Enter Password option. Use the Control Pad to move the cursor and use the Y and B Buttons to cycle backwards and forwards through the alphabet. Once you've entered the password, press the Start Button. If the password is valid, the game will begin where you left off. Invalid passwords are rejected and you will need to try again. As you can see from the picture below, the passwords are quite complex. take your time writing them down to ensure accuracy.

Note: In the Knockout or Super Cup tournaments, you may come back into play against a different opponent. This is because the matches are drawn from available competitors.



PRACTICE

Highly recommended. Just ask any real athlete. We suggest you use the Practice mode to hone your skills as a player before you attempt to conquer the World Soccer scene. This will not only make you a better player, but quite possibly help you avoid several frustrating matches. The two main areas in this mode are the Shoot Out and Ball handling. Select Practice from the Main Menu and then go to the sub menu for your choice of learning.



Shoot Out

Once you have selected the team you want to practice with, the computer will choose your opponent randomly. You will now be placed in a goal with the opposing player ready to take a shot.

Goalie Practice

Before the ball is kicked, the goalie can be positioned left or right by using the Control Pad. Once the ball has been kicked you have these options:

- Dive along the ground:** Press diagonally down (L or R) and the B Button.
- Dive:** Press left or right and the B Button.
- High Dive:** Press diagonally up (L or R) and the B Button.
- High Save:** Press up and the B Button.

PRACTICE

Penalty Taking Practice

After Goalie Practice you can practice penalty taking. A cursor will move back and forth across the screen. Use this as your target. The line of fire is from the player through the cursor. When you have lined up your shot, press the B Button to take it. The Control Pad is used to vary the height of the kick.



Each team takes up to 5 penalty shots. If the scores are tied after 5 shots you go to sudden death.

Two Player Shoot Out

Same as above but player 2 needs to choose his/her own team.

Ball Control

Practice every conceivable move your team can perform on a field devoid of all defenders save an Auto Goalie. The play is identical to an actual match.

You can even practice corner shots and throw-ins by kicking the ball out of the sideline bounds and past your goals respectively. The Auto Goalie reacts as if there was an actual game being played (he'll perform goal kicks, saves, etc.).

After two minutes of game play the Statistics screen shows up with an evaluation of your playing skills.



INSTANT REPLAY

The usual disputes regarding the veracity of one goal or another are silenced forever with the addition of the Instant Replay! After a player's team scores a goal, the action is repeated (up to 7 seconds in a cycle) until the Start Button is pressed. This allows you to view each frame of the action, if necessary, as you replay the goal.

A small black and white **R** is displayed during the Instant Replay scenes. If a goal is scored by a player, the run up to the goal is automatically replayed. The controls for the Instant Replay are:

Control Pad

- Up:** Rewind the action.
- Down:** Forward the action at normal speed.
- Left:** Fast rewind the action.
- Right:** Fast forward the action.
- X Button:** Press to slow forward the action.
- A Button:** Press to slow rewind the action.
- R Button:** Press to frame advance the action.
- L Button:** Press to frame reverse the action.
- B & Y Buttons:** Press and hold to pause the replay.

Press the Start Button again to return to the game. In a 2-Player match, the player that scored the goal controls the replay. Just try not to rub it in . . .



EDITING SQUADS

With 64 International Squads to choose from, you should not have any problems finding competitors. If, however, the squads that have been created for your amusement fall short on expectations, you can use the Edit Squad screens to create up to 28 original teams. The changes affect everything from the country of origin to the color of the player's socks.

How To Edit Squads

Select Edit Squads from the Main Menu. You can now choose from the 64 teams to create a new squad. Use the Control Pad to highlight your choice and press the Select Button.

You are now at the Edit Squad Main Menu. Here you can alter the squad name, player names, or redesign the team uniforms (kits). Use the Control Pad to highlight the area you wish to change and press the B Button.

Edit Squad and Player Names

If you selected Edit Player Name, use the Control Pad to highlight the player's name you want to change and press the B Button to select.

Use the Control Pad to highlight the desired letters and press the B Button to select it. To erase anything, press the backspace, or while you are highlighting letters in the alphabet display, use the A Button. Squad Names can be 10 letters long and player's names can be 14 letters long. All 16 players' names can be changed this way. Save your changes and return to the Edit Squad Main Menu.



KIT DESIGNER

Once in this screen you can change the colors of the Home and Away team uniforms. Use the Control Pad to highlight the desired characteristic you wish to change. Press the B or Y Buttons to toggle through the selections for each category. The following attributes may be altered to suit your taste:

Player Skin Color:	8 shades.
Player Hair Color:	4 shades.
Shirt Color:	32 shades.
Stripe Color:	32 shades.
Shorts Color:	32 shades.
Sock Color:	32 shades.

Highlight the OK when you are completed with your design and press the B Button.

Leaving the Squad Editor

You may now retain your settings by selecting Finished on the Edit Squad Main Menu or restore the original settings by selecting Restore Team. NOTE: All squad options may be restored at any time from the squad editor menu.



INSTRUCCIONES EN ESPAÑOL

Gracias por haber comprado "Football Mundial '94" El Camino a la Gloria, por tu Super Nintendo Sistema de Entretenimiento. Este segmento del Manual de Instrucciones ha sido agregado para los jugadores de habla hispana.

Código de entrada a la computadora en español:

Por favor introduzca la siguiente clave para llegar al texto de español en la computadora.

Entrada al Menu Principal (Seleccione el Juego en la Pantalla)

Presione hacia Arriba, Abajo, Boton Izquierdo, Boton Derecho, Boton Derecho, Boton Izquierdo, Abajo, Arriba.

INSTRUCCIONES:

El rugido de la multitud, hace eco dentro y fuera del estadio, mientras tú sales desde el túnel y entras a la cancha. Tu adrenalina empieza a correr, mientras tu ves, tu nombre apareciendo en el tablero. En un momento tu sabras, si tu equipo tiene lo suficiente, para ser el mejor en el mundial.



¡En el "Football Mundial '94" el Camino a la Gloria, Será calado contra lo mejor del mundo! Escoje desde uno, hasta 64 difentes equipos, ó hasto propio equipo. Nunca antes se ha experimentado, un juego tan cerca a la vida real como este. Escoja de las ligas de adentro o afuera, 1 jugador o 2 jugadores, amigables, super copa, o liga mundial. Hasta tu puedes poner sus propios nombres a los jugadores, uniforme, pelo y color de piel.

¡BUENA SUERTE Y DISFRUTA!



OPERACIONES BASICAS DE CONTROL

CONTROL DE MANDO:

Arriba, Abajo, Izquierda y Derecha moveran a el jugador correspondiente, (Un numero arriba de su cabeza indica) en la direccion apropiada.

BOTON PARA EMPEZAR:

Este boton puede parar el juego y continuar.

BOTON PARA ESCOJER:

Este boton te da permiso de salir de el juego durante la jugada. Cuando tu apachurres el boton te van apreguntar si quieres empezar otra ves o si quieres continuar.

BOTON Y:

Si apa churras este boton te puede servir para patear despacio para tu compañero tambien te sirve para patiar mas alto de tu cabesa y para cabesear.

BOTON B:

Este boton te da patadas con fuerza, resbalarte, tumbarlos, y lleva penaltis, tiro libre, tiro de esquina y saque de meta.

BOTON X:

Este boton te dara imformacion y extratetia de tu equipo. Durante un penalty, tiro de esquina o tiro libre, este boton te permitira escuchar el jugador alrededor de la cancha del lugar donde la pelota aterrizara.

BOTON R:

Apachurra este boton para repetir la jugada en el "Action Replay" o escoje el jugador que pueda ser substitulado por otro jugador en "Substitution Mode."

BOTON I & D:

Apachurrando estos botones podras hacer substitucion durante la situacion de la pelota muerta.



MODOS PARA JUGAR EL JUEGO

JUEGO AMIGABLE:

Tu tienes una opción de jugar contra la computadora (1 jugador) o contra un amigo (2 jugadores) escoje tu equipo de una línea en orden desde 64 lados Internacionales.

SUPER COPA:

Un jugador solamente. Siete rounds knockout en competición contra unos oponentes super duros. Tienes 64 equipos Internacionales para poder escojer tu equipo. La clave es oada después de haber progresado victoriosamente al siguiente round.

COPA ESPECIAL:

Si tu ganas la Super Copa, tu seras elegido para jugar la Copa Especial. Tu podras entrar en la liga mini oponiendo el entusiasmo y valor de tu super equipo. Cada equipo juega cada dos veces.

KNOCKOUT MUNDIAL:

Escoje 8, 16, 32 o 64 para tomar parte. Una clave sera dada para progresar victoriosamente a el siguiente round.

LIGA MUNDIAL:

Hasta 16 equipos pueden competir en una verdadera liga internacional. Cada equipo juega contra el otro 2 veces, quien juegue depende de ti. Claves pueden ser usadas ayudando a que los juegos que no jugaste pueden ser jugados después.

LIGA ADENTRO:

Juega seis hombres adentro. Escoje de Super Copa, Knockout o el Amigable. En Super Copa, Knockout o el Amigable se pueden usar clave.

PRACTICA:

Este modo te ayudara a practicar penaltis o a patear la pelota alrededor para que entiendas mas las operaciones.



EQUIPOS/CARACTERISTICAS DEL JUGADOR

Metete en "Escoger" Y usa el Control Pad para escoger el nombre del equipo y los nombres de los jugadores. Tu tambien podras escoger las caracteristicas del jugador. Las siguientes caracteristicas del jugador pueden ser usadas a tu gusto:

Color de la piel:	8 opciones
Color de el cabello:	4 opciones
Color de camisa:	32 opciones
Color de rayas:	32 opciones
Color de short:	32 opciones
Color de calcetin:	32 opciones

Doble color OK cuando estes satisfecho con tu diseño apachurra el boton B.



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