

NEO
GEO
ADVANCED ENTERTAINMENT SYSTEM

PLEASUREGOAL™

SNK

5 ON 5 MINI SOCCER

© 1996 SAURUS

5 ON 5 MINI SOCCER

Futsal (5 x 5 soccer) finally makes its appearance on the NEOGEO system!!

Full of
tricky play!!



Basic operations

Button operation switches depending on **offence/defence**



8-way lever

Character movement,
ball dribble

A

B

C

D

Offence

Shoot

Pass

Tricky play

Saving

Ball trajectory alters with the length of depression.

Technique changes randomly.

Defence

Ball trapping

Intercepting

Player change

Available only when manual keeper operation is selected.

NEOGEO is a trademark of SNK corporation.

Printed in Japan

JAPAN

Overall rating = C



Team features sophisticated personal techniques and strategy. Use the unrivaled skill and high speed to penetrate the defences of the opponent !

KOREA

Overall rating = D



A team skilled in clever plays to accurately cut off the attacks of the opponent.
A fearsome Asian barrier.

USA

Overall rating = D



The bursts of stamina and technique lead to clumsy but powerful gang plays which strongly appeal to the audience.

SWEDEN

Overall rating = B



Although subdued, the team features stable strength backed by a strong defence.

ENGLAND

Overall rating = C



Setting aside the strong tradition of the sport's birthplace, the team is known for its sharp plays.

SAUDI ARABIA

Overall rating = D



An agile team with thorough man-marks and arrow-like counter attacks.

HOLLAND

Overall rating = A



Ideally balanced team backed by excellent skills.
The team has a taste for perfect games.

BRAZIL

Overall rating = A



An outstanding team with strong, well-balanced skills, consisting of specialist players.



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FRANCE

Overall rating = B



A team featuring technical and artistic plays.

Transforms the most rugged games into elegant shows.

SPAIN

Overall rating = B



Highly aggressive, the team aims for goals without leaving the opponent any chance for counterattacks.

ARGENTINA

Overall rating = A



Subdues the opponent with swift pressing and passing in the tradition of modern soccer games.

GERMANY

Overall rating = B



Subdues the opponent with swift pressing and passing in the tradition of modern soccer games.

RUSSIA

Overall rating = C



Features orthodox but persistent offence.

Awesome accuracy is the team's strongest weapon.

CAMEROON

Overall rating = C



Leads the opponent by the nose using unexpected passes and shots particular to the game.

ITALY

Overall rating = A



The strong offence and highly technical plays enabled by skilled players prove enough for the strength of the team.

MEXICO

Overall rating = C



The team behaves irregularly, leading to games with ups and downs, but the tough players can keep up with the development of the games.

■Description of software dip switches for Pleasuregoal■

(Page 1)

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Pleasuregoal	
⇒PLAY TIME	3min00 sec
VS PLAY TIME	4min00 sec
CONTINUE	WITH
VS REMAIN	WITH
DEMO SOUND	WITH
HOW TO PLAY	WITH
DIFFICULTY	4
LEVEL	ON ▼

Pleasuregoal	
CREDIT	ON
LANGUAGE	ENGLISH

[Operation] (1)Place cursor on the "Item selected for adjustment" by using the up/down movement of the lever.

(2)Push button A to advance the item to the desired option.

(The previous option can be displayed by pressing button B.)

*Page can be switched by pressing the lever further down from the "NEXT" position.

Page 1 can be redisplayed by pressing the lever further upward from the top position on page 2.

[PLAY TIME] Length of the game can be selected for one-player games.

May be selected in 30-second units from 1 minute 00 seconds to 8 minutes 00 seconds.

[VS PLAY TIME] Length of the game can be selected for two-player games.

May be selected in 30-second units from 1 minute 00 seconds to 8 minutes 00 seconds.

[CONTINUE] Option determines whether to continue the game in progress.

WITH ⇔ WITHOUT

[VS REMAIN] Option determines whether to allow the winner in two=player games to continue playing

WITH ⇔ WITHOUT

[DEMO SOUND] Option determines whether to provide sounds for the demonstration showed.

WITH ⇔ WITHOUT

[HOW TO PLAY] Option determines whether to provide explanations of the rules when starting the game.

WITH ⇔ WITHOUT

[DIFFICULTY] Option determines the level of the game.

Range from 1 to 8. Larger numbers indicate higher difficulty levels.

[LEVEL] Option determines whether the game level is displayed.

ON ⇔ OFF

[CREDIT] Option determines whether the credit is displayed.

ON ⇔ OFF

[LANGUAGE] Option determines the language used for the games.

ENGLISH⇔SPANISH⇔PORTUGUESE⇔ITALIAN⇔JAPANESE