

SOCCER BRAWL™



■ SOCCER BRAWL • CONTROLS ■

[JOYSTICK] Control Player.

[A BUTTON] Kick, Sliding interception.

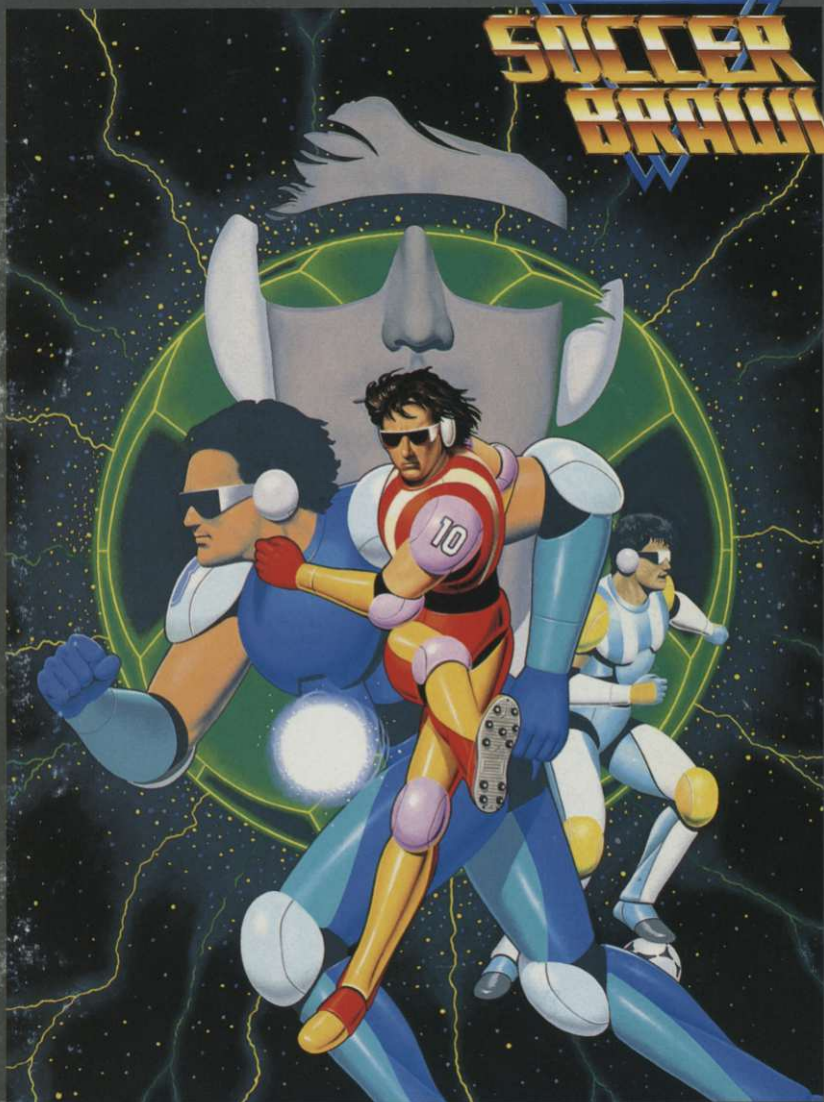
[B BUTTON] Pass, Use Head.

[C • D BUTTON] Not used.

※ A & B BUTTON ... Shoulder Tackle.



SOCCER BRAWL™



SOCCER BRAWL User's Manual



Let the games begin...Kick off!

Soccer is one of the oldest organized sports
and is the basis for many sports to follow.
Rugby and American Football have both derived from soccer.
Today, we have the newest and most thrilling edition
to the family of soccer spin-offs, Soccer Brawl.
Seven robot players per team,
all armed with punch attacks
and deathblow shots to destroy the opposing players...
now, kick off.

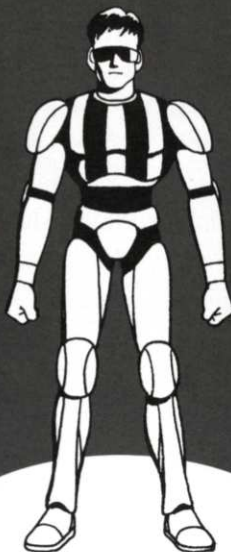
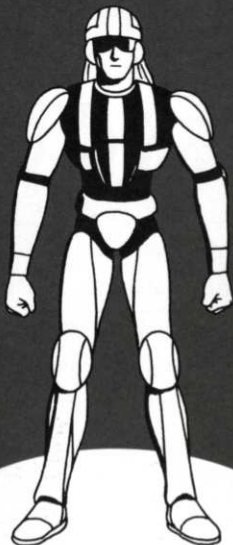
This major Meg cartridge is for use only on the
NEO GEO Advanced Entertainment system.
Please read this manual to get the full effect of
the futuristic sport, "Soccer Brawl".

TYPES OF PLAYERS

The
the

◀ Head Master

Each team has one Head Master. The Head Master is the ace striker who is superior in shooting and speed.



▶ Normal Master

Five of the seven players are called the Normal Masters. The Normal Masters have a special arm with "arm punch" and "shock waves" that can only be used by the Normal Master.

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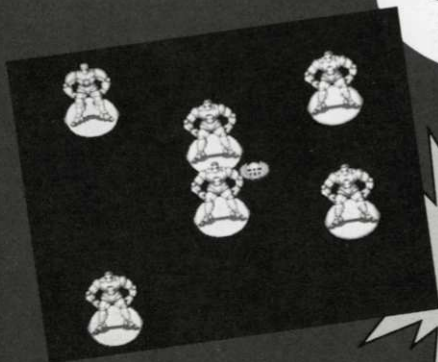
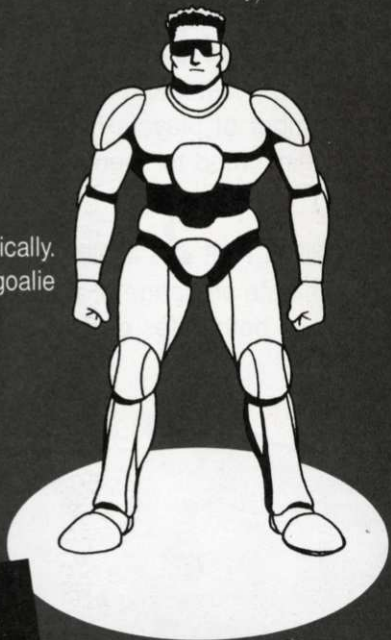
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following is a description of cybernetic warriors.

► Goaltender

The goalie guards the goal automatically.
Only on the Goal Kick, can the goalie
be controlled manually.



SOCCER BRAWL GUIDE

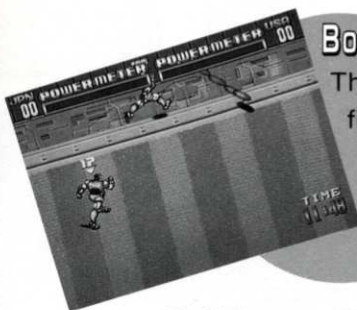
The 21st Century's new line of fighting sports incorporate robotic athletes into an altered traditional confrontation. The cybernetic athletes are controlled from the coaches booth and this exciting new format adds new intensity as you fight for the thrill of victory! The differences between original soccer and Soccer Brawl are listed below.

Improvement Point **1.** Number of players and elimination of offsides penalty.

To ensure a faster and more offensive game, they have decreased the number of players from 11 to 7 players. Also, offsides have been eliminated to speed up play and to simplify the game.

Improvement Point **2.** Magnetically Enclosed Walls or Bound Walls.

To eliminate stoppage of play, magnetic walls or Bound Walls are set up at both sides of the field. You pass or shoot off of these walls.

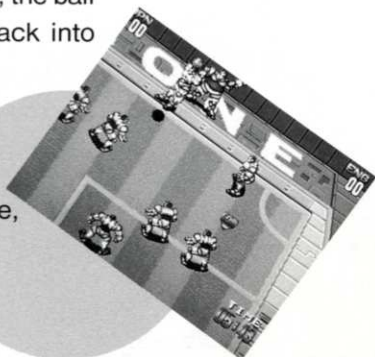


Bound Wall or Magnetically Enclosed Wall

The wall arranged on the long sides of the field is called, the bound wall. When the ball is kicked into it, the ball will rebound back into play.

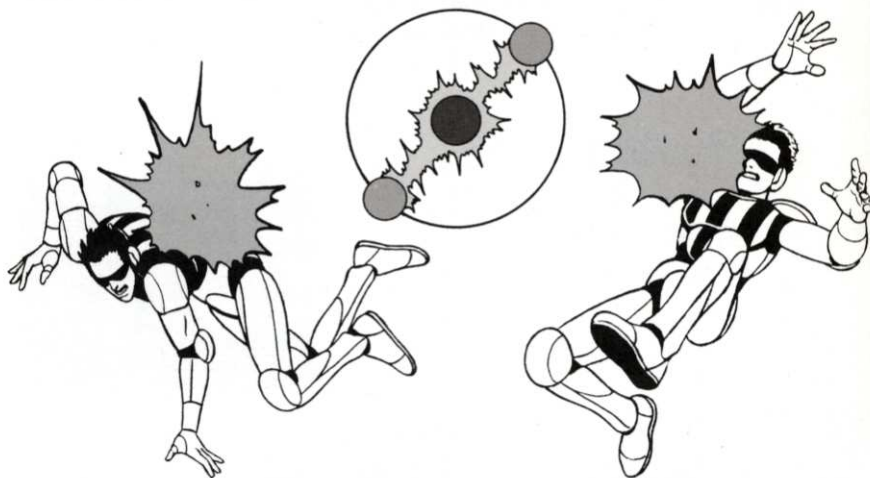
Out Zone or Out of Bounds

When the ball enters this zone, there will be a throw in.



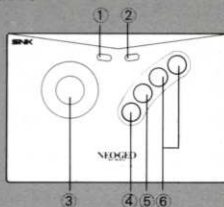
Improvement Point **3.** Armed Players.

Each player is designed with special attack capabilities. Besides normal shooting, they can save energy and use the explosive "power shot". Also, punching is a legal play, but they have a limited power supply. If their power supply is exhausted, they will recharge and at which time you are not able to operate the player during this process. This is yet another technique to stop an offensive drive.



Each name and part of the controller

- ① Start Button Start the game
- ② Select Button Pause the game
- ③ Joystick Movement of players
- ④ A Button Shoot, punch, etc.
- ⑤ B Button Pass, heading, etc.
- ⑥ C • D Button Not used



STARTING THE GAME

Press the start button on the controller.

1. Setting up the difficulty level

Select one of 4 levels and press the
Select one of the 4 levels and press the
A button.

Beginner.....For Beginners
Normal.....For intermediate players
Hard.....For Advanced players
MVS.....Same as the arcade version
(Level between Normal and Hard)



2. Playing Time

One game is divided into two halves.
Choose the time for each half.
(15, 30, 45, & 90)



3. Game Mode

The two modes of Soccer Brawl are
"League Mode" or "VS Mode".

Select mode with joystick and press
the A button to start.

(Note: VS Mode is for 2 player
simultaneous play.)



4.Teams

8 countries total.

Select one of the 8 countries by joystick and press A button to start. In 2P mode, the 2nd player must choose a team different from the first player.



5.Playing Field

Select either "Super Dome" or "SNK Stadium" and press A button to start.



**The Battle is
about to begin!**

GAME OVER & CONTROLLER

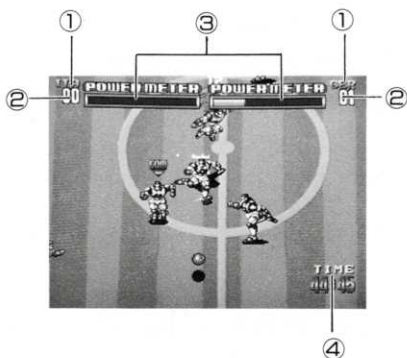
Game Over after one loss in "League Mode".

You can re-start game where you left off, if you press the start button before the continue countdown reaches zero. You are limited to 3 continues.

SCREEN INDICATORS AND POWER GAUGE



〈SCREEN INDICATION〉



- ① Country names of each team
- ② Current Score
- ③ Power gauge
- ④ Time of game

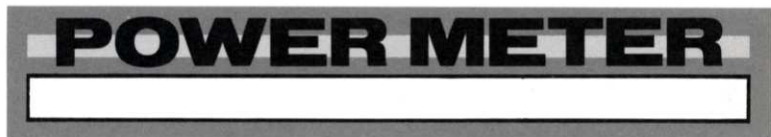


The power gauge for each team is located at the top of the screen.
Current power of the robot player you control, is shown.
The higher power allows you to make special plays such as "power shot".

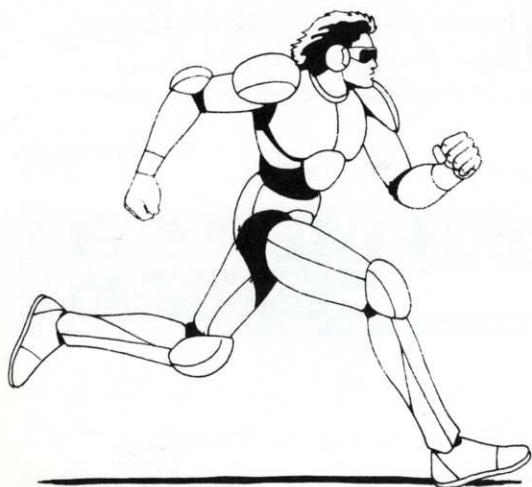
- ① Raise power by tapping A button rapidly.



- ② Maximum power gives you the best special plays.



CONTROL OF OFFENSE



Dribble



(Joystick only)

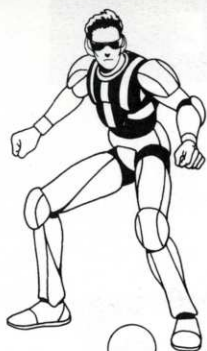
Kick



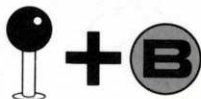
(Joystick+A button)

There are various plays with the way of players and poaition of the ball.





Pass



(Joystick + B button)

Power Shot



Joystick w/power
at maximum + A button



**Position of the
Ball and Kick**

Heading



Diving
Head



Direct
Kick



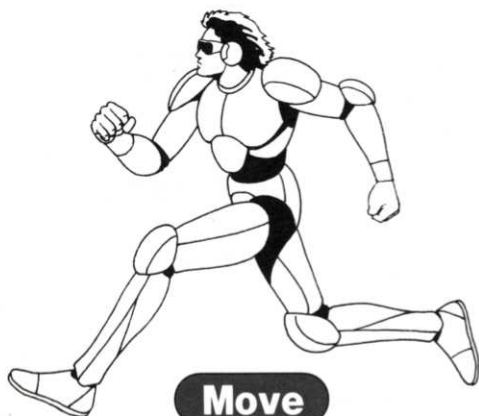
**Over Head
shoot**



Trap and
Kick



CONTROL OF DEFENSE



Move



(Joystick only)

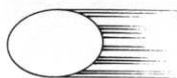


Arm Punch



Joystick w/power
at maximum + A button
(Head Master cannot
use Arm Punch)





Heading



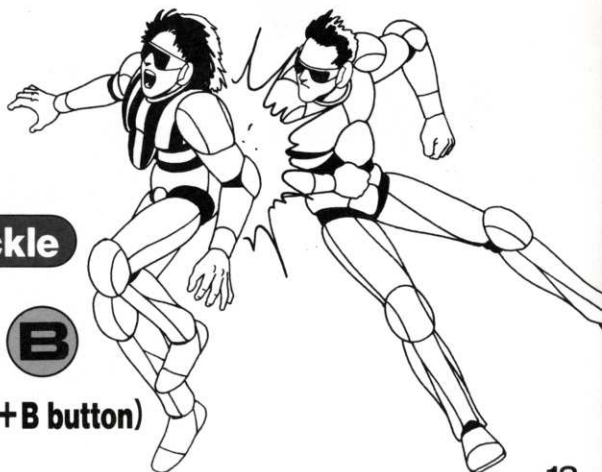
(Joystick + B button)



Sliding Tackle



(Joystick + A button)



Shoulder Tackle



(Joystick + A button + B button)

PK BATTLE

If the game should end in a tie, the game goes into PK Battle or commonly known as a shoot-out.

Point joystick in the direction you wish to shoot before the timer reaches zero. You will get 3 shots per team and the team with the most goals wins. (PK Battle or Shoot-out will continue until one team wins.)



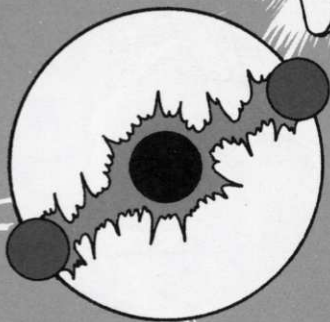
**THE FOLLOWING IS THE LIST
OF POWER SHOTS FOR EACH NATIONAL TEAM**

This is the power shot of the Master Head.



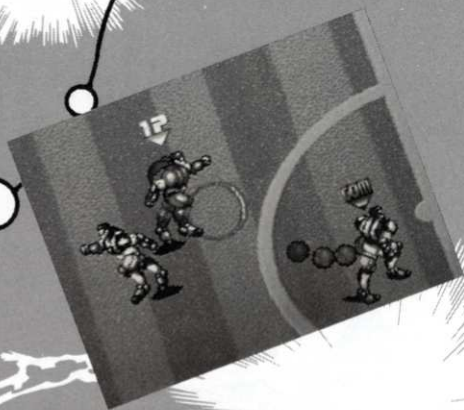
Guardian Shot

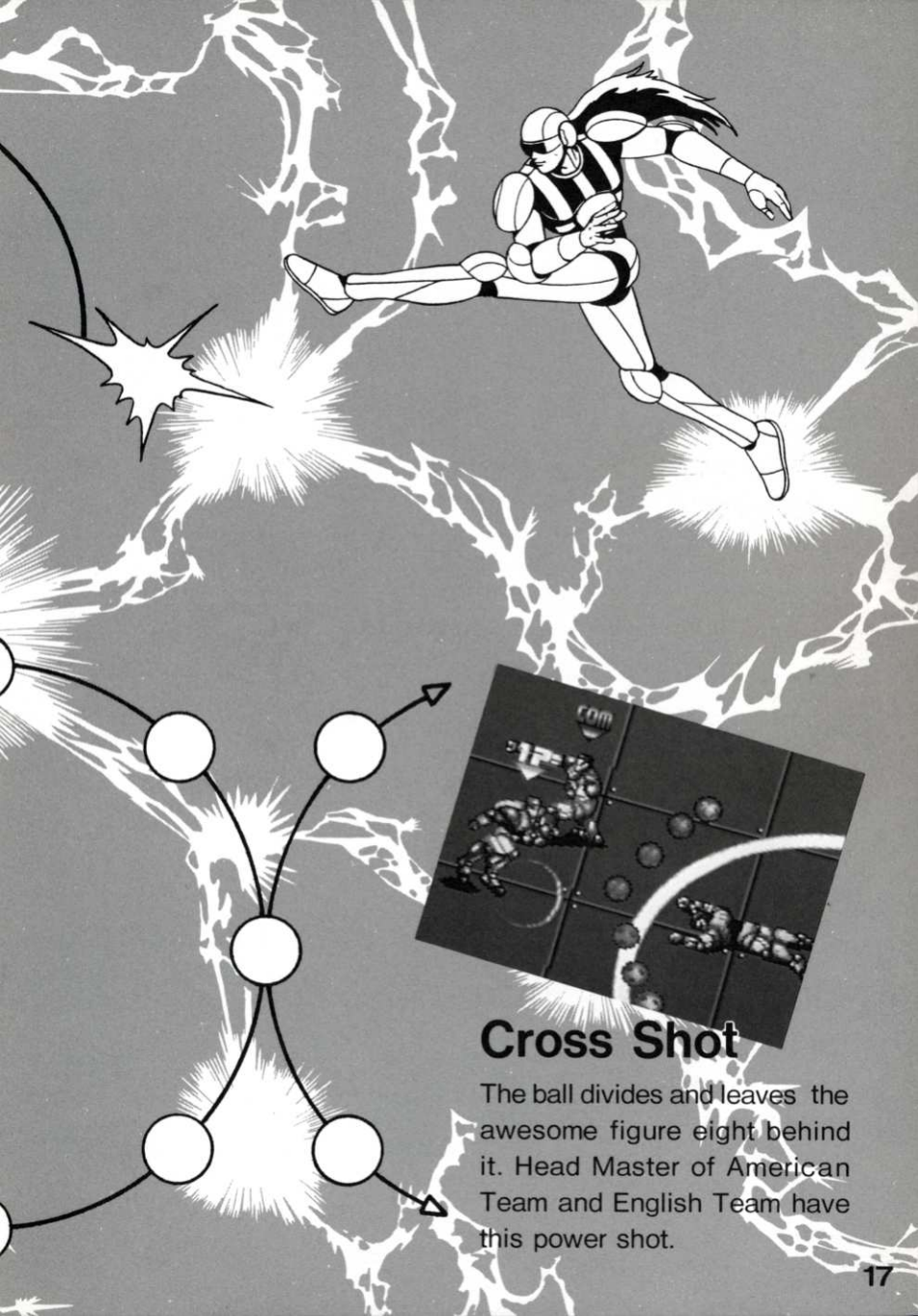
The ball revolves around the shooter and then rockets towards the goal. As it goes forward it inflicts damage to the players on its trajectory path. Head Master of Spanish Team and Brazilian Team have this power shot.



Wave Shot

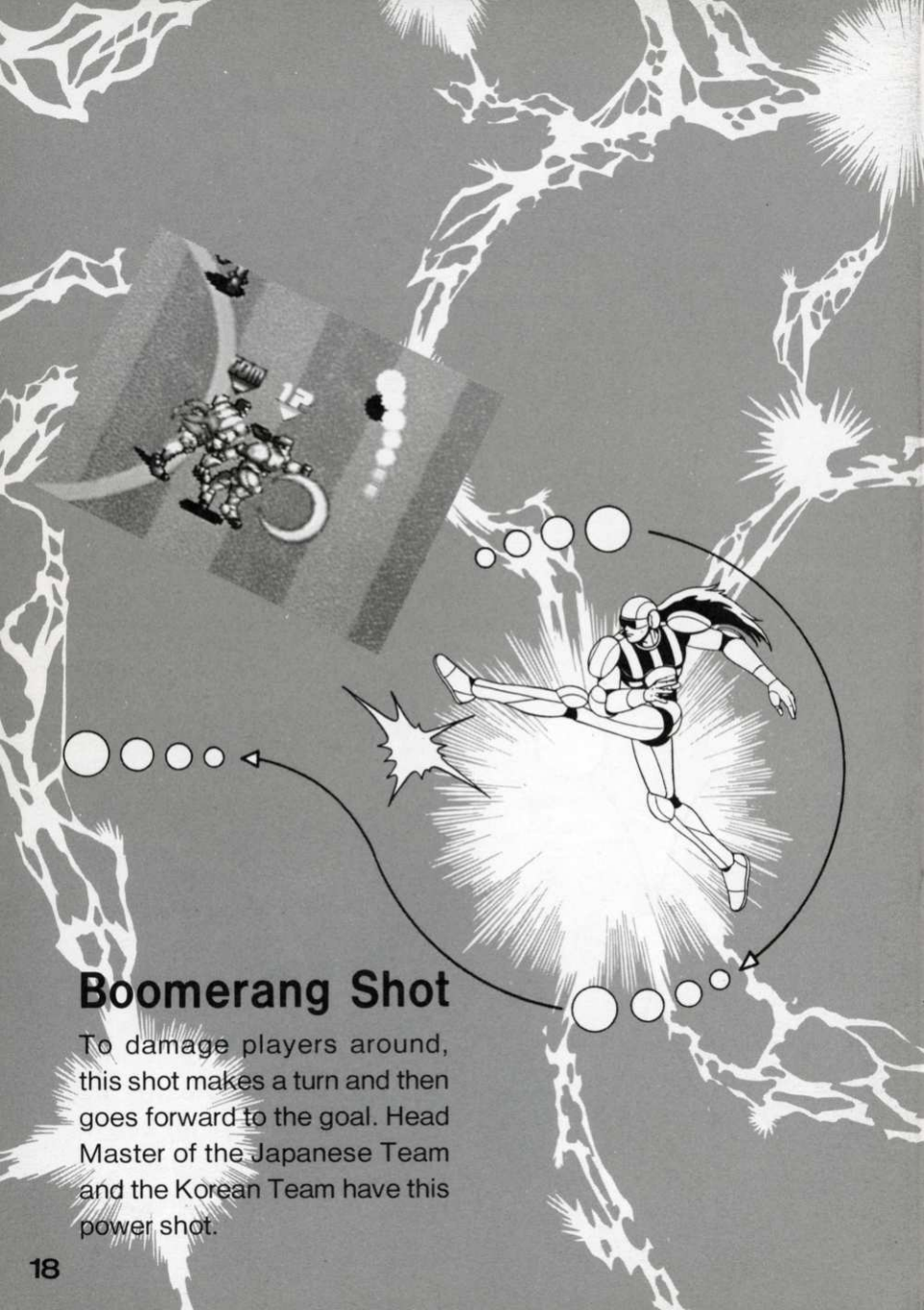
This shot curves and weaves like a snake. Head Master of the Italian Team and the German Team have this power shot.





Cross Shot

The ball divides and leaves the awesome figure eight behind it. Head Master of American Team and English Team have this power shot.



Boomerang Shot

To damage players around, this shot makes a turn and then goes forward to the goal. Head Master of the Japanese Team and the Korean Team have this power shot.

SAVE & LOAD

Use the Memory Card for Saving and Loading.

●SAVE

Insert the Memory Card into game before starting.

When continue countdown reaches zero, the Save selection screen will appear.

Select "Yes" with Joystick and press the A button.

The game should be saved.

●LOAD

Insert the Memory Card into the game before starting. After you push the start button and select the difficulty, Load selection screen will appear. Select "Yes" with Joystick and press the A button.

※Save and Load can only be used in "League Mode".

It cannot be used in "VS Mode".



[ATTENTION]

- This product can only be used on the NEO GEO.
- Do not disassemble !!
Contains high precision parts!
- Avoid dropping or other strong shocks.
Keep away from extreme temperatures.
- Do not touch terminal.
Avoid exposure to water and dust.
- Damage may be caused if cleaned with thinner or benzine.
- After game play, pull AC adaptor from outlet.

[MEMORY CARD PRECAUTIONS]

- Insert the memory card as the arrow shows.
- During load/save for memory card, do not insert or pull out the memory card or game cartridge.
Do not shut off the main switch!
- Keep water and dust away from the connector of NEO•GEO memory card.

NEO
ADVANCED ENTERTAINMENT SYSTEM
GEO

SNK

SOFTWARE DIP SWITCH MENU FOR SOCCER BRAWL

SOCCER BRAWL
LEAGUE PLAY TIME
VS PLAY TIME
BONUS TIME
CONTINUE
DEMO SOUND
HOW TO PLAY
DIFFICULTY
CREDIT

1/LEAGUE PLAY TIME	Set "Play time for league mode"
Controls = Move joystick up and down to set "League Play Time", right and left to set "Minute" and "Second". Increase time with A button, and decrease time with B button to set.	
Normal setting = 2:30	
2/VS PLAY TIME	Set "Play time for play mode"
Controls = Move joystick up and down to set "VS Play Time", right and left to set "Minute" and "Second". Increase time with A button, and decrease time with B button to set.	
Normal setting = 3:00	
3/BONUS TIME	Set "Play time for league mode" after 2nd play
Controls = Move joystick up and down to set "Bonus Time", change mode with A button, press B button to set.	
Normal setting = 2:00	
4/CONTINUE	With or without "Continue Play"
Controls = Move joystick up and down to set "Continue", change mode with A button, press B button to set.	
Normal setting = With	
5/DEMO SOUND	With or without "Sound" during demo mode
Controls = Move joystick up and down to set "Demo Sound", change mode with A button, press B button to set.	
Normal setting = With	
6/HOW TO PLAY	With or without "How to Play Screen" at the start of each game
Controls = Move joystick up and down to set "How to play", change mode with A button, press B button to set.	
Normal setting = With	
7/DIFFICULTY	Difficulty Setting
Controls = Move joystick up and down to set "Difficulty", change mode with A button, press B button to set.	
Normal setting = Level 4	
8/CREDIT	With or without "Credit"
Controls = Move joystick up and down to set "Credit", change mode with A button, press B button to set.	
Normal setting = With	