

GAMETEK

2999 NE 191st Street,
North Miami Beach, Florida 33180
305/935-3995

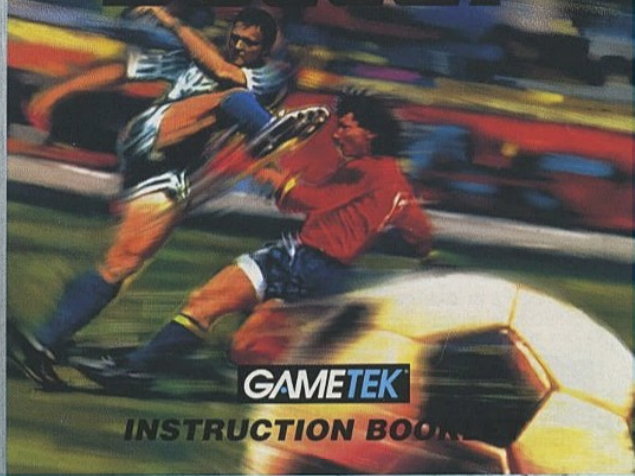
PRINTED IN JAPAN

Nintendo

GAME BOY

DMG-YK-USA

ELITE
Soccer



GAMETEK

INSTRUCTION BOOK

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



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*IT IS ADVISABLE TO READ THESE INSTRUCTIONS
BEFORE COMMENCING PLAY ON YOUR NINTENDO
GAME BOY.*

PRECAUTIONS

1. If you play for long periods of time, take a 10-15 minute break every hour or so.
2. This is a high precision game. It should not be stored in places that are very hot or very cold.
Never hit or drop it. Do not take it apart.
3. Avoid touching the connectors and do not get them wet or dirty. Doing so may damage the game.
4. Do not clean with benzene, paint thinner, alcohol, or other such solvents.
5. Store the Game Pak in its protective case when not in use.

Introduction

Play Elite Soccer and revel in the greatest soccer tournament on earth! Experience the ultimate soccer game on your Game Boy. Take your favorite international team on a journey through the most prestigious soccer tournament in the world. The **WORLD CUP!**

The following plethora of features will help you experience the most exciting game of soccer you have ever played.



- Accurate sprite animations give an unrivaled visual feel to the game and the classic 3D perspective offers you unrivaled realism!
- A huge array of options allow every detail and aspect of the game to be user-defined.
- Select the World Cup tournament incorporating 24 international teams.
- World League and Knockout tournaments mean that you'll be playing Elite Soccer long after the final World Cup whistle has been blown.
- Practice those all important penalty shootouts using the realistic practice option.
- Team edit options allow you to choose your own team's players.



ELITE SOCCER IS THE PREMIER SOCCER GAME. ACCEPT NO SUBSTITUTE!

Getting Started

Insert your Elite Soccer Game Pak into the Game Boy unit and turn the power on. The Nintendo logo will be displayed, followed by the title screens. Press the **START** button to skip through these. The Elite Soccer introductory screen will be displayed; press the **START** button and the Main Menu screen will follow. Now you may choose the type of game you wish to play. If you're new to Elite Soccer on the Game Boy, we recommend you play a friendly match. Press the **B** button to select the 'Player vs Computer' icon in the top left hand corner of the screen. The highlighted soccer cursor can be moved using the control pad. Now use the control pad to choose the team you wish to play as. Use the **B** button to confirm your selection. Now choose the opposing team in the same way.

After you have made your selection, the Play Game screen will appear. Press the **B** button to begin the game < the **PLAY GAME** icon is already highlighted >. The players will now run on to the field < their locations indicated by the arrows >, the opposing side will kick off.



Super Game Boy Playing Instructions

Correctly insert the Game Boy Game Pak into the Super Game Boy. Next, insert the Super Game Boy into the Super NES and move the power switch on the Super NES to the ON position. For further operation information, please consult your Super Game Boy and Super NES instruction manual.

ACTIVATING THE SUPER GAME BOY ENHANCEMENT ICONS

Press the L and R buttons to activate the Super Game Boy control icons. Use the Directional Pad and the A button to navigate throughout the color enhancement icons. Consult your Super Game Boy manual for instructions on the features offered. Once you have finished choosing your color palette and background press the L and R buttons to resume playing the game.

GAME PLAY CONTROLS USING YOUR SUPER NES CONTROLLER

The following diagram will show the setup of the Super NES controller buttons.



The function of the A, B, start, and select buttons are explained later in the Player Controls section. The X button is used to toggle between the default color palette and the palette changes made by the user.

Player Controls

CONTROL PAD

Player has Possession:

Player will dribble the ball in the appropriate direction.

Influences the direction of the ball when kicked < after touch > or the amount of backspin.

Note: The direction of play for each team is indicated by the arrow above the player currently under control. The dark arrow will indicate the direction the opposition is kicking in, the white arrow indicating your kicking direction.

Player does not have Possession:

Moves the player indicated by the arrow above his head.

The player will slide tackle in the appropriate direction.

Goal kick, corner, free kick or throw-in; LEFT and RIGHT on the control pad will change the direction in which the kick/throw-in will be taken. UP and DOWN on the control pad alters the height of the kick/throw-in.

A BUTTON

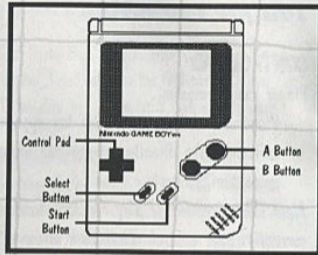
Player has Possession:

Player passes to the nearest player in the direction that the control pad is being pressed.

Note: auto passing is not guaranteed.

Player does not have Possession:

When the ball is in the air, the player can perform an overhead kick, diving header, or an aerial header. The direction of either is controlled via 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 the button is pressed down < as well as the players individual attributes >. After taking a kick, the control pad can be used to affect the direction of the shot.

Player does not have Possession:

When the ball is on the ground, the player will perform a sliding tackle. By using the control pad, you can direct the player as he makes a tackle.

Goal Keeper has Possession:

The "keeper" performs a power kick. The power of the shot is determined by the length of time the button is pressed down < as well as the "keepers" individual attributes >. After taking a kick, the control pad can be used to affect the direction of the shot.

Goal kick, corner or free kick:

Player takes the goal kick, corner or free kick.

Throw-in:

Player takes the throw-in.

SELECT BUTTON

In-Game Menu Screen:

At any 'dead ball' situation during the game, the In-Game Menu screen can be displayed. This will allow Substitutions to be made and the Tactics of the game to be altered. You may also quit a game from the screen.

START BUTTON

During game play:

Press the **START** button to pause and unpaue a game. While paused, you may scroll around the field by using the control pad



Game Play

Friendly Game:

From the Main Menu options, choose the "Players Vs. the Computer" Icon in the top left-hand corner of your screen. All aspects of the game may be tailored to suit even hardened soccer players. Choose your team from the line up of 24 international teams.

COMPETITIONS

World Knockout:

ELITE SOCCER; World Knockout competition has a host of options and allows 2, 4, 8 or 16 teams to take part in this sudden death battle. From the "Number of Rounds" screen, you can choose the number of teams taking part by selecting 1, 2, 3 or 4 rounds. From the Select Team screen you select the team you wish to compete as, by using the control pad to highlight the desired team; press the B button to select. Now select the opposing teams for the Knockout Tournament. You may do this in the same way as you chose your own team, or press the A button to randomly select the teams.



World League:

Take part in the Elite Soccer - World League competition. Up to 8 of the available 24 international teams may take place in this global league battle. Team selections are made in the same way as the World Knockout competition.

World Cup:

With all the glitz and glamour of the world's greatest soccer tournament, choose your team from one of the pre-defined 24 international teams competing within one of the 6 World Cup groups.

Options

Elite Soccer has an option for most aspects of the game. Each game can be tailored in completely different ways. From the Main Menu and Play Game screens, use the B button to select the Options screen. The following options are displayed:

Main Menu Options:

In game **MUSIC** can be toggled **ON** or **OFF**.

Re-define the **CONTROL OPTIONS** of the **A** and **B** buttons.

Choose **B** to switch the functions of the **A** and **B** buttons.

Friendly Game Menu Options:

By using the **EQUAL SKILL** option, you may change the playing ability of the squad by allowing each player to play depending on their own playing attributes or by fixing them to a standard. This allows higher ranking squads to play with equal abilities as the lower ranking ones.

The **GAME SPEED** option has three levels. Initially set at the middle speed setting. The goal keeper is controlled by the computer with 3 grades of skill. Select the **KEEPER** option respectively.

Match **DURATION** may be set from 2-7 minutes.

Game play can be influenced by a variable **WIND STRENGTH**.

The **PITCH SURFACE** has four grades, from Wet to Hard.

Play Game Menu Options:

The **GAME SPEED** option has three levels. Initially, set at the middle speed setting.

The goal keeper is controlled by the computer with 3 grades of skill. Select the **KEEPER** option respectively.

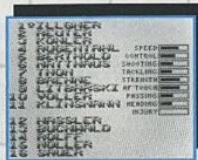
Match **DURATION** may be set from 2-7 minutes.

Squad Selection

TEAM SELECTION

You make your squad selection of 11 players from the line up of 16 players displayed. Each player's abilities are displayed in the bar graphs on the right of the screen. Use this when deciding your player line-up.

Select the 'EDIT SQUAD' option from the Play Game screen. You can now move the flashing pointer with the control pad and select the player you wish to replace/move from the team by pressing the B button. A fixed pointer is left to indicate the player to be altered. Now move the pointer to the player you wish to swap for. The player's attributes will be displayed on the right of the screen. Use this information in selecting the player you wish to add to the team, again by pressing the B button. Press the A button to cancel the change.



Once selection is made, return to Play Game screen by pressing the **START** button.

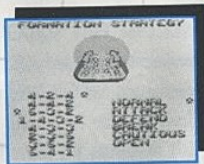


Game Strategy

TEAM FORMATIONS

Playing soccer is as much to do with the skill of the players, as it is to do with the strategy you employ on the pitch. Elite Soccer is well equipped to allow formation and game strategy to enhance the playing ability of any team.

From the Play Game screen, select the 'FORMATIONS' option. You may now select the type of formation and strategy you wish your team to use during the game. To change the formation and strategy, use the control pad to move the flashing pointer to the desired formation or strategy and press the B button to confirm. The fixed pointer on the far left and right will move to indicate the new settings.



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, Attack, Defend, Break, Cautious or Open.

When your selection has been made, return to the Play Game screen by pressing the START button.

Substitution

Pressing the **SELECT** button at any time during a game will produce the In-Game Option screen at the next 'dead ball' situation, < such as goal kicks, free kicks, corners, kick offs, etc. > indicated by the **MENU** word at the bottom of the screen. From here you may alter the game tactics or make a substitution. Player selection is performed in the same way as described in the Squad Selection section of this manual. Along with all the players' normal attributes, Injury Level is also given. This information can then be used to decided on what players to substitute.

Passwords

During a World Knockout or World Cup challenge. Successful completion for each round of play will result in a new, unique password. While playing long tournaments, it may be

wise to keep a note of passwords at frequent intervals. This can be done by selecting the **VIEW CODE** option from the Competition Status Menu. A 20 digit code is given.

To reenter any password, select the relevant tournament from the Competition Menu. Select the **ENTER CODE** option to reveal the Enter Code screen. Use **LEFT** and **RIGHT** on the control pad to direct the highlight cursor and use **UP** and **DOWN** to cycle backwards and forwards through the alphabet. Once you have entered your password, press the **B** button. If the password is valid, you will return to the point where the game was saved. Invalid passwords will be rejected and you'll be returned to the previous menu.

Note: Any options set for game play will not be saved with this facility

To quit the password screen, press the **B** button and you will return to the Competition Status Menu.

Penalty Practice

It may be wise to practice those all important penalty shootouts that can so often decide the fate of a competition. Elite Soccer is equipped with a penalty practice feature that allows you to take 5 shots and try to save 5 shots. Select the PRACTICE icon from the Main Menu.

Select the team you wish to practice with. Confirm your selection with B button. Now select the opposing team in the same way. You will now be placed on the penalty spot with a player from the opposing side in goal.

Penalty Taking Practice:

The direction of the ball is controlled by the control pad as you take the kick. Press the B button to take the penalty. The control pad is then used to vary the height and direction of the kick.



Each team takes up to 5 penalties. The penalties change to 'sudden death', if the score remains level after all 5 have been taken.

Goalie Practice:

Once the ball is kicked, you can perform diving saves to the left or right as follows:

- | | |
|-----------------------|---|
| Dive Along the Ground | press diagonally down < left or right > and the B button. |
| Dive | press left or right and the B button. |
| High Dive | press diagonally up < left or right > and the B button. |
| High Save | press up and the B button. |

Note: Goalie practice is only relevant to the practice mode. The goalkeeper is automatically controlled by the computer during normal play.



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DMG VERSION - DENTON DESIGNS LIMITED

Programmer:

Richard Beaven / Paul Tweddell / Tony McCabe

Graphic Artist:

Andy Rixon / Ally Noble

Project Manager:

Gavin Cheshire

Music:

Tee The Dark Knight / Courtesy of Intigue / Mark Cooksey

GAMETEK

Executive Producer:

Rod Humble

Producer:

Bobby King

Art Direction:

Steve Curran

Illustration:

Bill Hall

Package Design:

John Tombley

Logo Design:

Wendy Weber

Production:

Sherry Kross

Proofreading:

Felicia Gerity