# EPYX®

## ·STREET SPORTS· Soccer ™

# INSTRUCTION MANUAL

for the Commodore 64®/128™, the Apple II® series,
IBM PC® and 100% compatibles

## CREDITS

**STREET SPORTS SOCCER** original artwork by Steve Snyder. Manual by Carol Ann Brimeyer.

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## ⚽ INTRODUCTION

You're the Jets, they're the Spikes, and the score's tied at three to three, 45 seconds to go. Kickoff! Brad sprints for the ball, commandeers it, and breaks free to the right, foiling a trip attempt by the Spikes. An amazing pass to Butch! Butch hurdles a trash can lid and fires an unstoppable hook past the Spikes' goalie. Time!—and the Jets win!

## ⚽ OBJECTIVES

**STREET SPORTS SOCCER** puts together fast-action sports with real-life street smarts. You're captain—so pick your rowdy teammates, then play against the computer or a friend.

Your three-player team plays by the big-league rules. The goalie protects your net while the forwards do the ball-handling. Choose your team from the baddest kids on the street, then play to a set time or a set score.

## ⚽ LOADING THE GAME

### Commodore 64®/128™ Computers

- Set up your system as shown in the owner's manual, and plug in your joystick. For Commodore 128, set the system to C64 mode.

- Remove all disks from the disk drives, then turn on the system.

- Insert the **STREET SPORTS SOCCER** disk into the drive, label side up. Type **LOAD "*",8,1** and press the **RETURN** key.

- When the **STREET SPORTS SOCCER** title screen appears, press the **FIRE BUTTON**.

- To end the game at any time, hold down **RUN/STOP** and press **RESTORE**.

*Note: With your Commodore system, use the Epyx 500XJ™ joystick with tactile-response microswitches for precise, instant control. The 500XJ is the only joystick that actually fits your hand and puts the fire button right at your trigger finger. The Epyx 500XJ—guaranteed for ten million uses.*

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## WITH THE EPYX FAST LOAD™ CARTRIDGE

- Follow the first two steps listed on the previous page.

- Insert the **STREET SPORTS SOCCER** disk into the drive. Hold down the **C=** (Commodore) key and press **RUN/STOP**.

- When the **STREET SPORTS SOCCER** title screen appears, press the **FIRE BUTTON**.

- To end the game at any time, hold down **RUN/STOP** and press **RESTORE**.

## IBM® PC and Compatibles

- Set up your system as shown in the owner's manual. If you're going to use a joystick, plug it in.

- Insert your DOS disk into drive A and turn on the system. (If your system boots from a hard drive, type **A:** and press **RETURN**.)

- When DOS is loaded, insert the **STREET SPORTS SOCCER** disk into drive A, label side up. Type **SOCCER** and press **ENTER**.

- When the **STREET SPORTS SOCCER** title screen appears, press the **FIRE BUTTON**.

## Apple II® Series

- Set up your system as shown in the owner's manual and plug in the joystick.

- Insert the **STREET SPORTS SOCCER** disk into the startup drive, label side up. Turn on the system.

- When the **STREET SPORTS SOCCER** title screen appears, press the **FIRE BUTTON**.

Do you wanna play in the street or go to the park? Either place is great. The street's only bad news when they leave the garbage cans out. In the park, diving on the soft turf makes up for when you take a header in the mudhole.

Choose your game field. Move the joystick handle left or right to highlight your choice, then press the **FIRE BUTTON.**

## Picking the Team

Choose your opponent. For one-player games, highlight "Computer." For two-player games, highlight "Human." Then press the **FIRE BUTTON**.

Nine kids in the neighborhood are hot soccer players. You'll need three of them—a goalie and two forwards. They've all got a soccer specialty. Winning is just a matter of how you put them together.

Decide how you want to pick your players. "Old" lets you select from five pairs of teams who have played before. "Random" means the computer will line up the teams. "New" means you'll choose your team, player by player.

If you pick a new team, you get a chance to name it. Type the new name, then press **RETURN**. To keep the old name, press **RETURN** when the name shows on screen.

Toss a coin to see who gets to pick first. Move the joystick handle left for heads, right for tails. Press the **FIRE BUTTON** to flip the quarter. The winner picks the first player, then you and your opponent take turns picking players.

When it's your turn, move the joystick handle to highlight different kids and press the **FIRE BUTTON** to choose the kid who's highlighted. That player comes down to the street wearing his or her game colors.

## THE PLAYERS

For your forwards you'll need good runners with stamina who can think fast and move faster. For the goalie, you'll want someone with staying power who can protect the net while thinking one step ahead of the opposing team.

**RADAR**   Most talented feet on the street. With his incredible footwork and head shots, it's easy to overlook his lack of speed.

**JULIE**   A hot shooter who knows how to handle the ball and kicks up mud like a pro. Keep her out of the net, though.

**MELISSA**   She's not speedy but she's got a lot of spunk. With her great lateral moves it's hard to believe she can be so clumsy.

**RALPH**   Most valuable player and agile speed demon. Shoots like a pro and is top-notch on defense.

**VIC**   Holds the record for the most saves, though he sometimes lets an easy one slip by. He's the best defense against hot-shot opponents.

**BRAD**   Not the number one player, but you can always count on him to be on top of the ball. His infectious team spirit is his greatest asset.

**BOJO**   No speed demon, but he puts action and excitement into every game. A great all-around player who can shoot, dribble, and pass with amazing ease. Too cocky to be a good goalie.

**BUTCH**   An awesome jumper—nothing gets over his head! Fairly good shooter and handler, though a little slow on the move upfield.

**DANA**   She's shy on offense, but watch her knock the shots away with amazing defensive plays.

Once the teams are picked, you can change your players' fielding positions. After you make changes, press the **FIRE BUTTON**.

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You can either play a timed game or play to a set score. Highlight your choice, then press the **FIRE BUTTON.** Move the joystick handle left or right to set the time limit or end-game score, then press the **FIRE BUTTON.**

Select a skill level: Beginner (a snap), Intermediate (hold your own), or Advanced (tough). Highlight the level you want and press the **FIRE BUTTON.**

The forwards line up in mid-field and the match begins. Use your joystick to control your players, one at a time. (When under control, a player's clothes change color.) Forwards with the ball dribble when they run and hold the ball between their feet when standing still. Forwards handle the ball with feet, knees, chest, and head. Goalies use their feet, knees, chest, head, and hands.

## Offensive Action

Your team is on offense when one of your players has the ball. To score, your team must get the ball through the other team's goal. Each "goal" is worth one point.
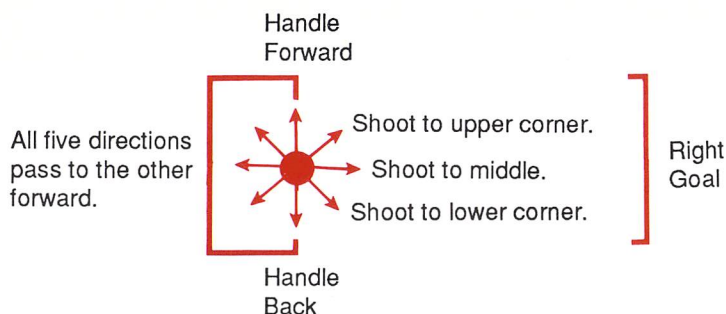
### PASSING AND RECEIVING

When your forward has the ball, pass by pushing the joystick handle in a passing direction (see diagram on the next page) and pressing the **FIRE BUTTON**. The ball speeds towards your other forward, who is now under joystick control. Position your forward to receive the ball in the body or with the head and press the **FIRE BUTTON**. If your timing is good, the ball will ricochet towards the goal. If your timing is bad, well...

### SHOOTING

To shoot, move the joystick handle towards your goal (see diagram on the next page) and press the **FIRE BUTTON.**

**Passing and Shooting Action**

Handle
Forward

All five directions
pass to the other
forward.

Shoot to upper corner.

Shoot to middle.

Shoot to lower corner.

Right
Goal

Handle
Back

For left goal, reverse left/right directions.

## KICKING

With practice, players can kick "set shots" from a stationary position.
With your forward near the ball, set him or her up to kick by tapping the
joystick handle up or down. To tap, quickly push and release the handle.

| Kick | Position | Joystick Action |
|------|----------|-----------------|
| Hook (left curve). | Right of the ball. | Tap down. |
| Slice (right curve). | Left of the ball. | Tap up. |
| Straight in. | In front of the ball. | None. |

When your player's in position, push the joystick handle towards the goal
and press the **FIRE BUTTON**.

## Defensive Action

Your team is on defense when the other team has the ball. Press the
**FIRE BUTTON** to switch between playing either your goalie or a forward.

## BLOCKING

When an offensive player fires a shot, move the joystick handle towards
the ball. If your timing's right, your player will block the shot.

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## STEALING

Keep your forwards between the ball and the goal so they can cut off shots to the goal. Have them steal the ball by getting their feet between the offensive forward's feet and the ball.

## GOAL-TENDING

Keep your goalie between the ball and the goal mouth. When the ball gets close, move your goalie towards it to cut down the angle of the shot. When your goalie catches the ball, press the **FIRE BUTTON**. The goalie will kick the ball out.

Whenever a shot on goal occurs, the goalie will drop to the ground in an attempt to stop the ball.

## PENALTIES

Tripping and bumping by the defense earn penalty shots for the offense. One trip or two bumps result in one penalty shot on goal. (One bump gets a warning whistle.) Players line up at the top of the field and the ball is spotted in front of the goal. Then the forward who was fouled takes the shot. If the player makes the shot, the forwards line up again in mid-field. If the defensive goalie blocks the shot, defense takes possession.

Offsides happen when an offensive player without the ball gets behind a defensive player. The result: automatic change of possession.

## END OF GAME

A game ends when the set score is made by either team or when time runs out. Overtime occurs when a tie score ends a timed game. Each team receives five shots on goal. One forward lines up against the defensive goalie and takes five shots. Then the other team takes its shots. If the score is still tied, each team gets five more shots.

Wanna play again? Start another match with the same teams by highlighting "Yes" and pressing the **FIRE BUTTON**.

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# STREET SPORTS™

Not like any sports game you've ever played on a computer.
But just like every sports game you've ever played for real.

- Three person team. Choose from 10 neighborhood players.
- Four courts to play on—a playground, in the alley, parking lot, the backyard.
- Different shooting, dribbling, passing ability for each player.

- Choose from 16 different neighborhood players.
- Every player different in running, hitting, fielding, throwing, etc.
- Pitch fast, a change-up, a curve or a knuckleball—you name it.

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600 Galveston Drive, P.O. Box 8020, Redwood City, CA 94063

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