SEGA™

GAME GEAR™

U.S. GOLD

WorldCup USA 94™

8 Languages including Español, Deutsch, and Français.

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INSTRUCTION MANUAL

LICENSED BY SEGA ENTERPRISES, LTD. FOR PLAY ON THE SEGA™ GAME GEAR™ SYSTEM.

OFFICIAL SEGA SEAL OF QUALITY

EPILEPSY WARNING

WARNING: READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns of flashing lights. Exposure to certain patterns or backgrounds on a television screen while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. **If you, or anyone in your family, has an epileptic condition, consult you physician prior to playing. If you experience any of the following symptoms while playing a video game: dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions, IMMEDIATELY discontinue use and consult your physician before resuming play.**

This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that the are compatible with the SEGA™ GAME GEAR™ System.



WorldCupUSA94™

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WELCOME TO WORLD CUP USA '94

On June 17th, 1994 the greatest soccer event in the world kicks-off in the USA. Soccer's elite 24 nations meet head-on in their quest for the most prestigious prize in sport - the FIFA World Cup. For over 60 years the World Cup has symbolized sporting excellence and winning the esteemed trophy is the goal of every soccer playing country.

Here's your chance to take up the ultimate challenge and 'make soccer history'. Steer your team to the height of international success against the best soccer players in the world and re-write the XV World Cup record books.

World Cup USA '94 is the most comprehensive soccer simulation ever, capturing the magic of the world's largest single-sport event to the finest detail. You can make every strategic decision involved in the four-week tournament, or if you don't want to be bothered with tactics, go straight to kick-off.

The build-up to each game can be as complex or as simple as you like, but when you get onto the field only one question remains — have you got what it takes to win the World Cup, or will you be eliminated in the first round?

SOCCER - The Game

Here's a brief summary of the basics for beginners:

22 players (two teams of 11) chase a ball around a rectangular field trying to kick or head the ball into the opponent's goal.

There are several types of players:

Goalkeeper **-** Each side has one 'goalie' who is allowed to touch the ball with his hands in his own penalty area (unless it is deliberately passed

back by one of his teammates). The 'keeper has the immense responsibility of stopping the opposition from scoring goals.

Defenders **-** These players must protect the goal by preventing opponents from shooting.

Mid-fielders **-** As the name suggests, 'middies' usually play in the middle of the field as a link between defense and attack, adopting the role of defender or forward as required.

Forwards **-** Also known as 'strikers', they play up front and try to score goals.

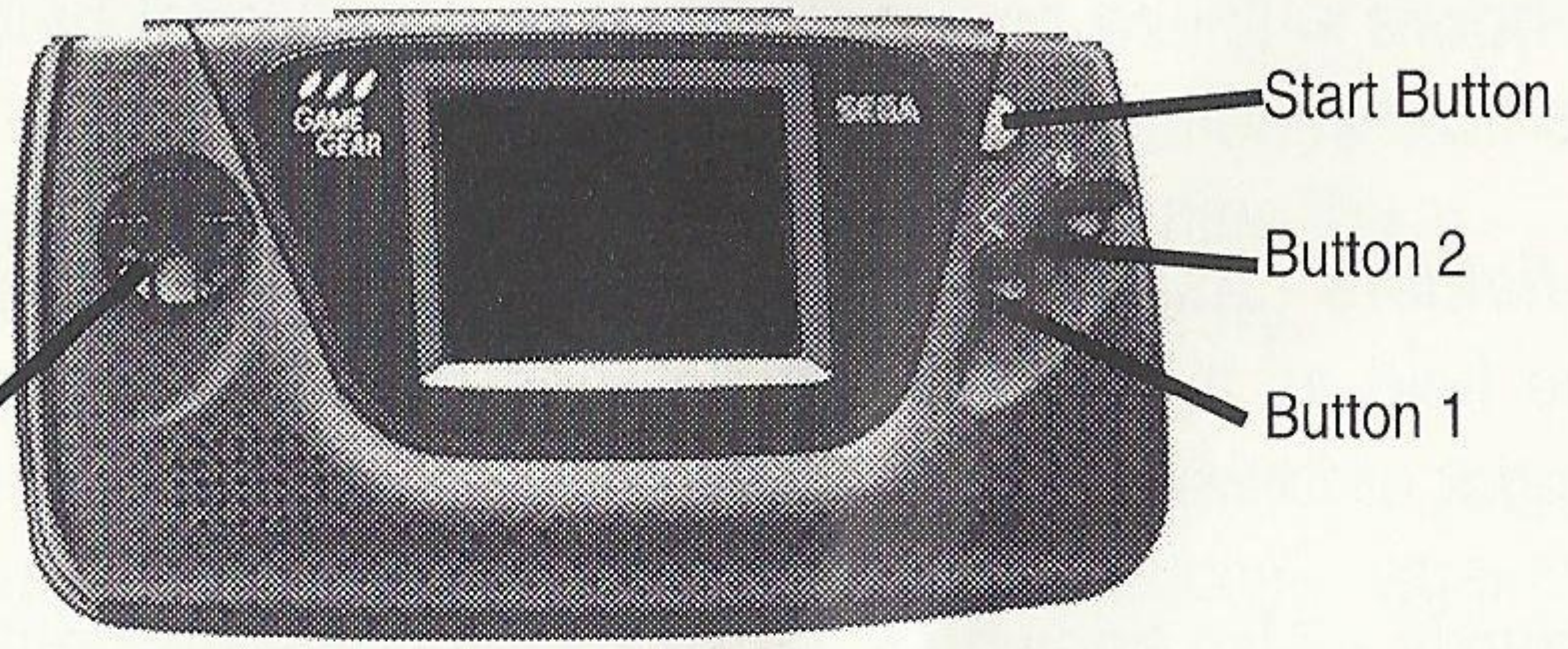
To score a goal a player must first gain possession of the ball, either by receiving a pass from one of his teammates, intercepting an opponent's pass or tackling the opponent with the ball. The referee may apply his vast knowledge of the game to decide that a tackle is illegal and award a free kick or penalty shot (if the foul is committed in the offender's own penalty area) to the opposition. The referee may then warn the aggressor by showing him a yellow card, remove him from the game with a red card, or ignore the infraction completely!

If the ball is taken out of play; either a throw-in, goal kick or corner kick is awarded to the other team, according to where it goes out of play.

Each match is divided into two halves of 45 minutes, plus extra-time if the result is a draw (in a knockout tie) and a penalty shoot-out if the scores are still even after extra-time. Play kicks-off from the center-spot at the start of each half and after a goal is scored, and the teams swap ends at half-time.

There are many more rules and intricacies of this great game which you will pick-up as you play — the main point to remember is that the team that scores the most goals, wins.

PLAYER CONTROLS



WITH THE BALL

Button 1 SHOOT (OR LONG KICK)*
Button 2 PASS

***After Touch**

By adding After Touch you can curve the ball in flight to devastating effect. Use the **D button** to bend shots and chips left and right immediately after you kick the ball.

PASSING

When you press **Button 2**, move the **D button** to direct your pass. The ball is played to your nearest teammate in the area (that is 45° wide) in front of you.

BALL TRAP OPTION

This option allows for greater control of the ball. If the Ball Trap Option is ON, holding **Button 2** allows your player to turn on the spot before passing when the button is released. The Ball Trap Option is a very quick move and must be mastered to be used effectively.

WINNING THE BALL

Button 1 SLIDE TACKLE
Button 2 BLOCK TACKLE

SET PLAYS

Set plays are when you are kicking or throwing the ball to another teammate after stop in play. For corner kicks, goal kicks, free kicks, and throw-ins, a power/direction indicator appears, represented by an arc of white dots from the ball.

Move the **D button left** and **right** to alter the direction of the kick/throw (hold the button longer for more power).

Button 1 KICK/THROW (along indicator line)
Button 2 PASS (to selected team mate)*

*At a set play you can select a player to receive a direct pass using the power/direction indicator.

If you don't make a move within ten seconds, the computer automatically puts the ball in play.

SCAN MODE

Scan Mode is available only during set plays to nominate players off-screen to receive a pass. By holding **Button 2** a selection cursor appears which can be moved around the field with the **D button**. Find the intended teammate, he will wave his arms to indicate he is chosen, and release **Button 2** to make your selection. You now return to the set play and can pass to your designated player by pressing **Button 2** (or fool your opponent by pressing **Button 1** to kick/throw the ball along the power/direction arc).

Note: If the indicator is pointing directly at a player when Scan Mode is activated this player will be re-selected when you return to the set play, so the indicator must point into an empty space before you enter Scan Mode.

STARTING UP YOUR SYSTEM

1. Make sure your Sega™ Game Gear™ is OFF.

2.Insert the *World Cup USA '94* cartridge with its label facing toward the rear of your Game Gear System.

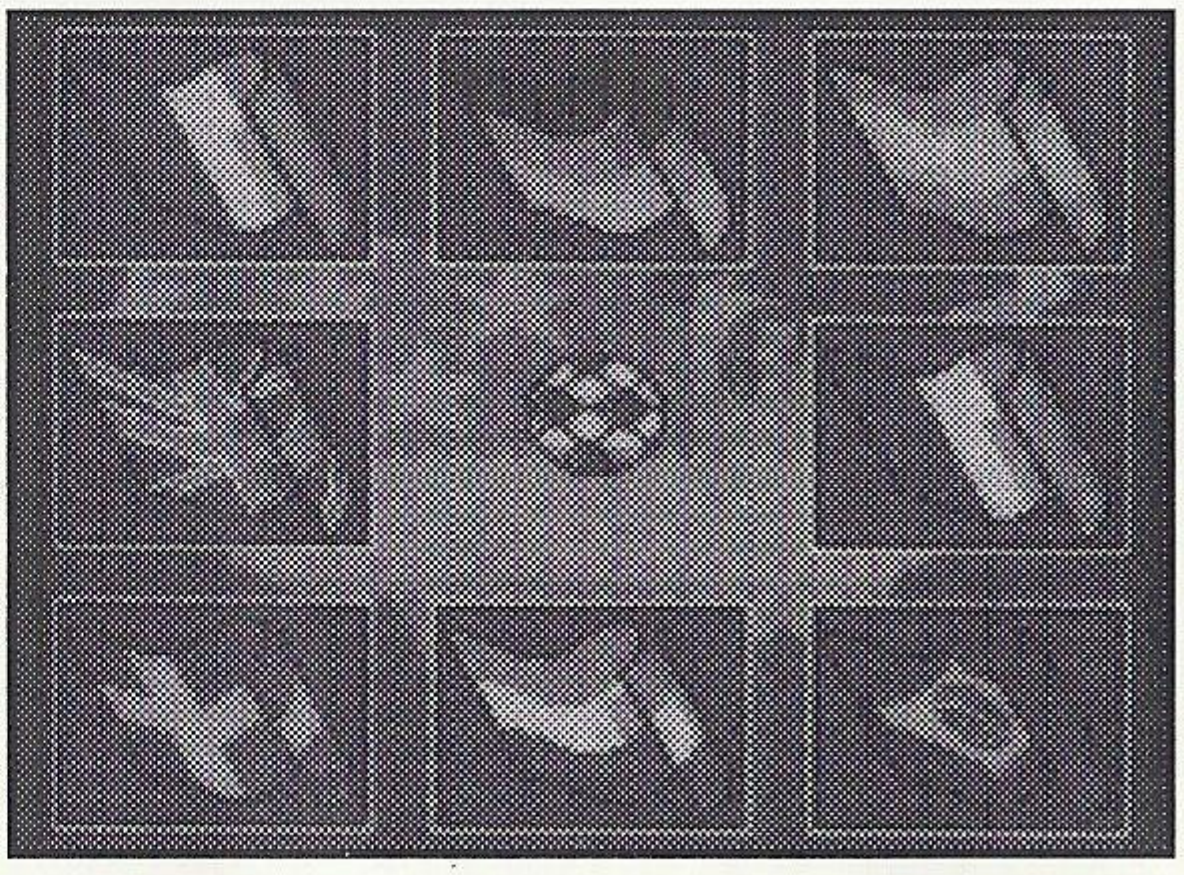
3.Turn the power switch ON the Sega screen appears.
Note: If nothing appears on screen, turn the switch OFF. Make sure your cartridge is inserted correctly. Then try again.

Important: Always make sure your Game Gear System is turned OFF before inserting or removing the game cartridge.

D button:	Move the D button to highlight options.
Buttons 1 & 2:	Press to confirm your selections.
Start:	Press to pause during the match and access your in-game options (see Pause menu).

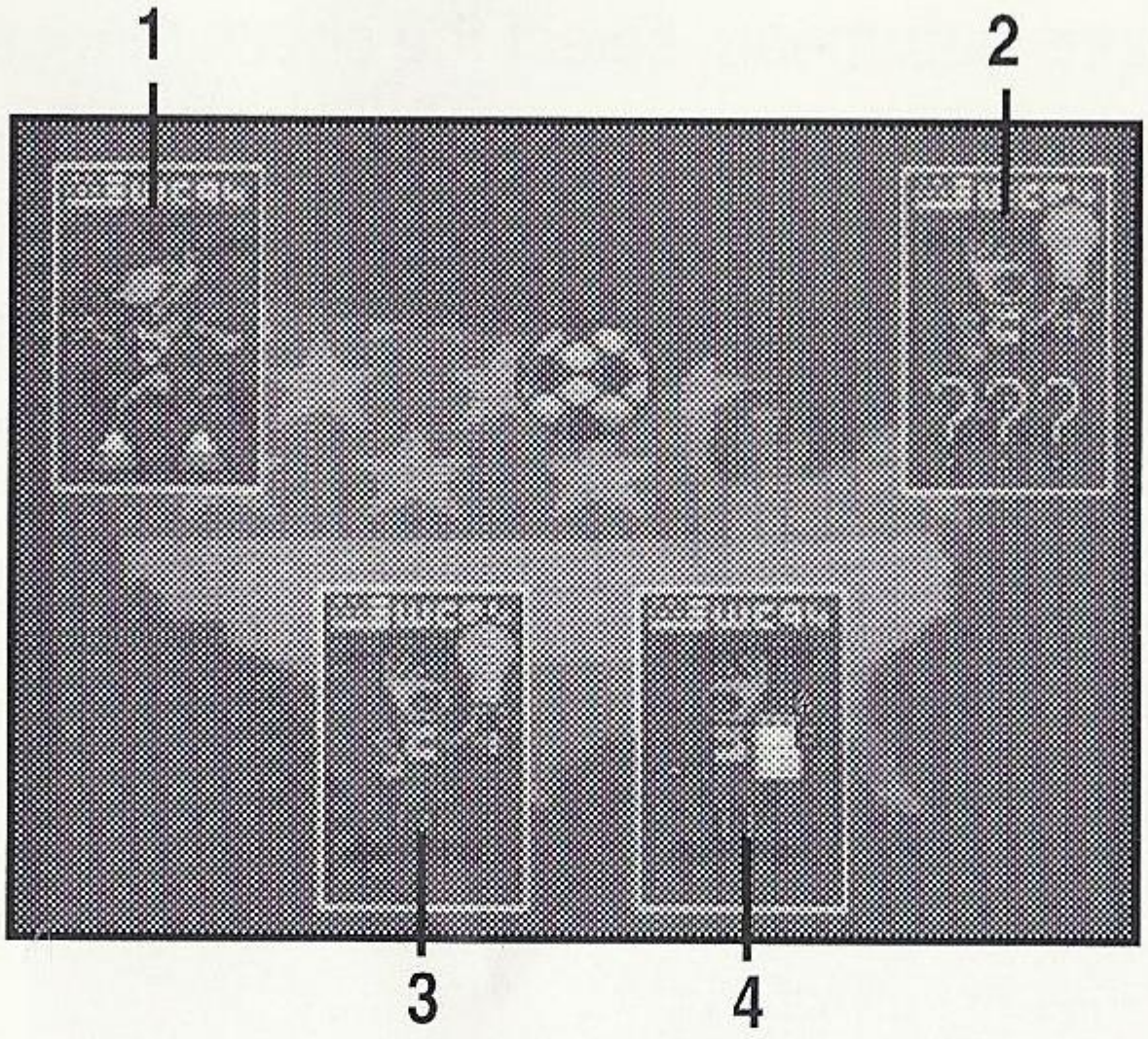
LANGUAGE SELECTION

You can play *World Cup USA '94* in one of eight languages, represented by flags on the Language Selection screen. Use the **D button** to move the bouncing ball icon over the desired flag and press **Button 1 or 2** to make your choice. You will not be able to change the selection once it has been made unless you turn the system OFF.



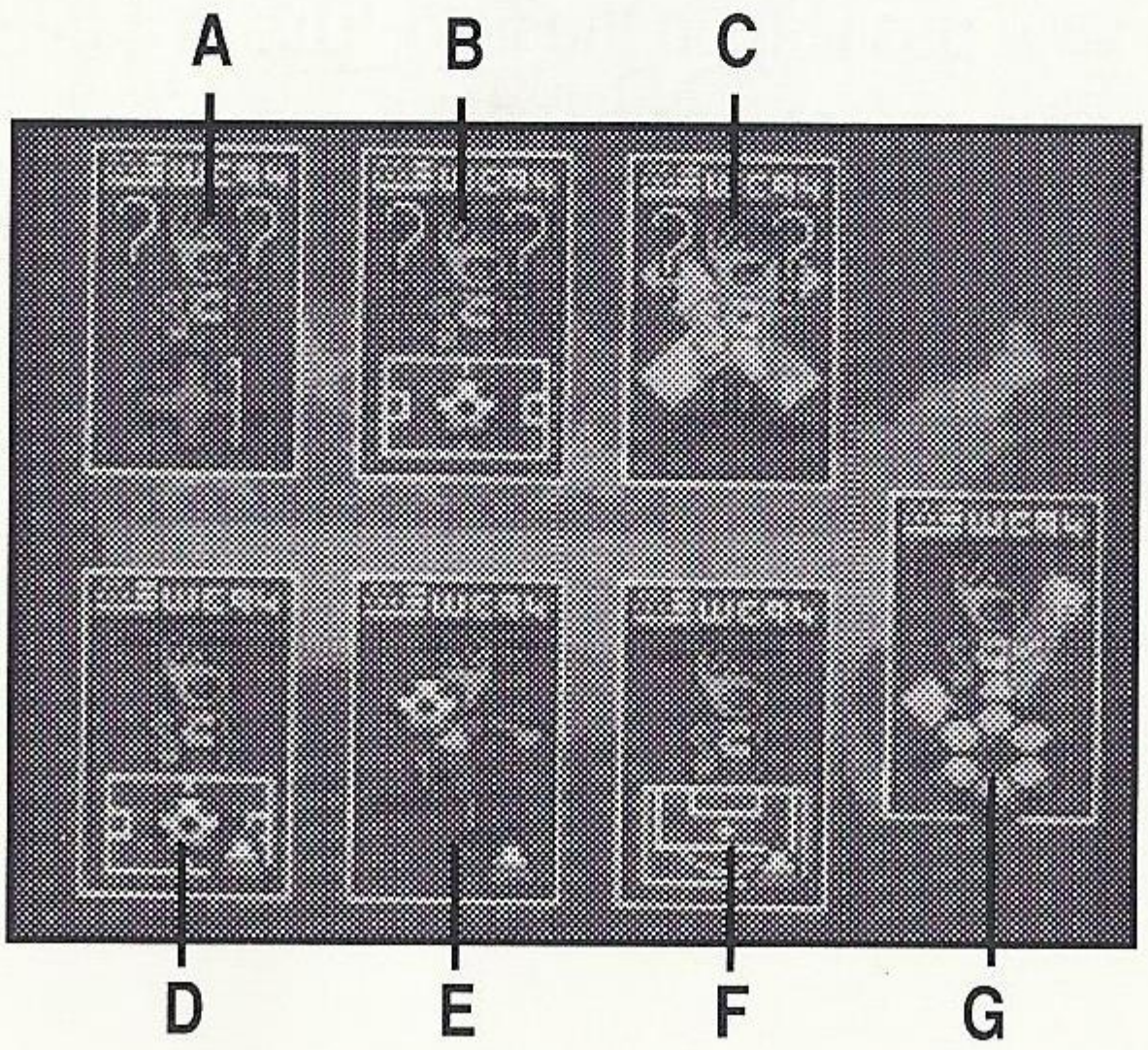
GETTING STARTED - The Main Menu

To select any feature on the Main Menu, move the bouncing ball over your desired option and press **Button 1 or 2**.



1. **Practice Menu**
2. **Enter Password**
3. **Official World Cup Tournament**
4. **Customized World Cup Tournament**

1. *Practice Menu*



When you select this option, you must first choose a team then press **Start**.

A- Team 1 Options: Enter Team 1 Options sub-menu. To exit the Team Options sub-menu, select the check mark and press **Button 1 or 2**.

B- Game Options: Enter the Game Options Menu.

C- Team 2 Options: Enter Team 2 Options Sub-menu. (If you are playing alone you can select Human control for Team 2 so that you can practice your skills).

D- Practice Match: Practice your match play with the odds in your favor - all the referee's decisions will go your way! This is a practice match in which your team members train against each other. As you have total control, less experienced players should use this feature to enhance their skills.

E- Practice Set Plays: This will set up a special version of the game. You have 5 seconds of playtime then the computer will stop play in which you may use the **D button** to move the ball around the field until you find the spot where you wish to practice a set play. Press **Button 1** when you have stopped the ball where you want to practice. The computer will set up a free kick, corner kick or throw-in according to your position on the field. This is a must for players who want to learn the intricacies of the game.

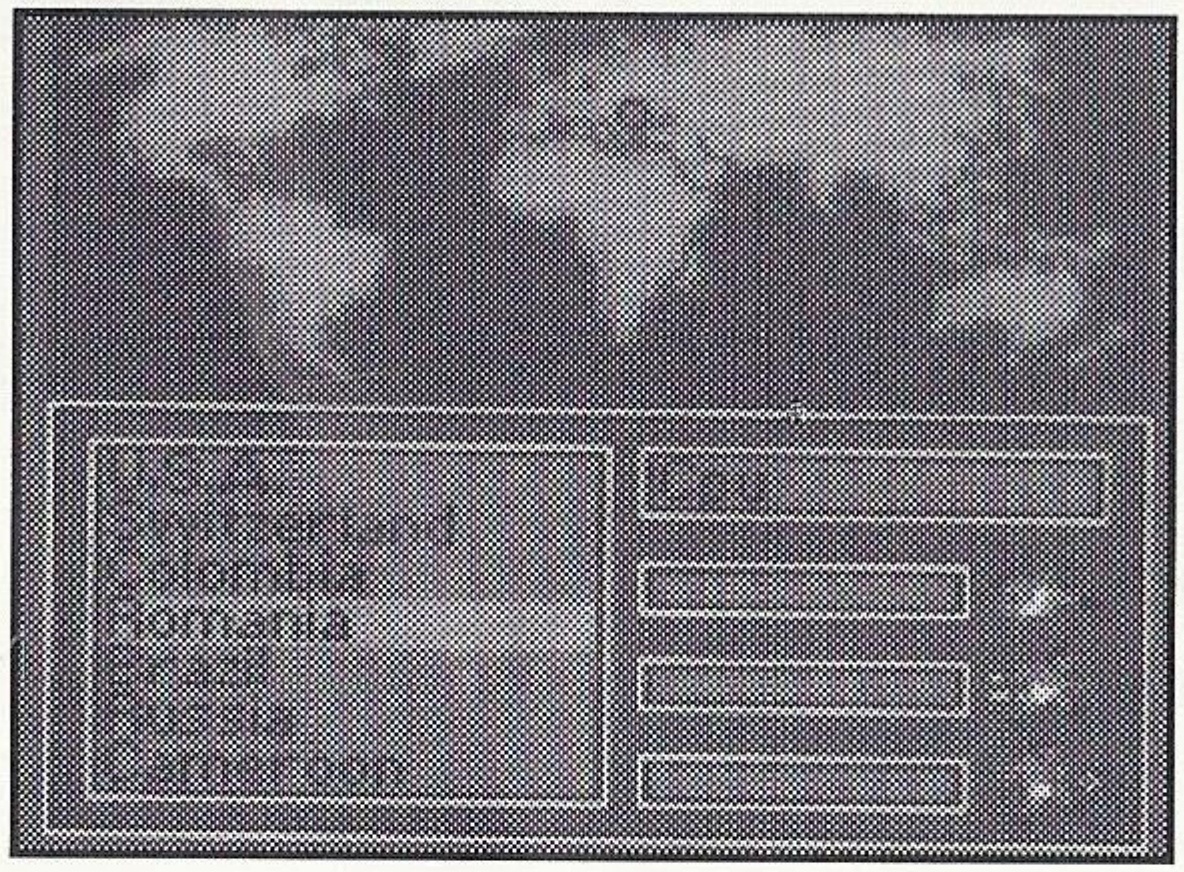
F- Practice Penalties: Fine tune your shoot-out skills. You and the computer take turns taking a shot on the goal, then guarding the goal. You will see an arrow traveling along the goal area, this indicates where you are aiming. Press **Button 1 or 2** to shoot the ball. The longer you hold down **Button 1 or 2**, the higher the shot will be. When you have practiced all the shots, the computer will automatically return to the Practice Menu.

G- Exit to Main Menu

2. *Enter Password*

This option gives you the opportunity to enter a Password and restore your customized tournament at the desired stage.

3. *Official World Cup Tournament*



By selecting this feature you are able to use the **D button** to scroll through the qualifiers for World Cup USA '94 and select which of the 24 countries you wish to represent. Press **Button 1 or 2** to select your team and then enter your name by using the **D button** to select each letter and pressing **Button 2** to confirm your choice until your name is complete (maximum 11 characters). **Button 1** will delete your entry, when you have finished entering your name press **Start**. You can designate control of as many teams as you want or leave them computer-controlled. The Team Power Display shows a graphic representation of ability (speed, tackling, skill).

The screen will confirm your selections. When you are happy with the choices made, press **Start.**

4. Customized World Cup Tournament

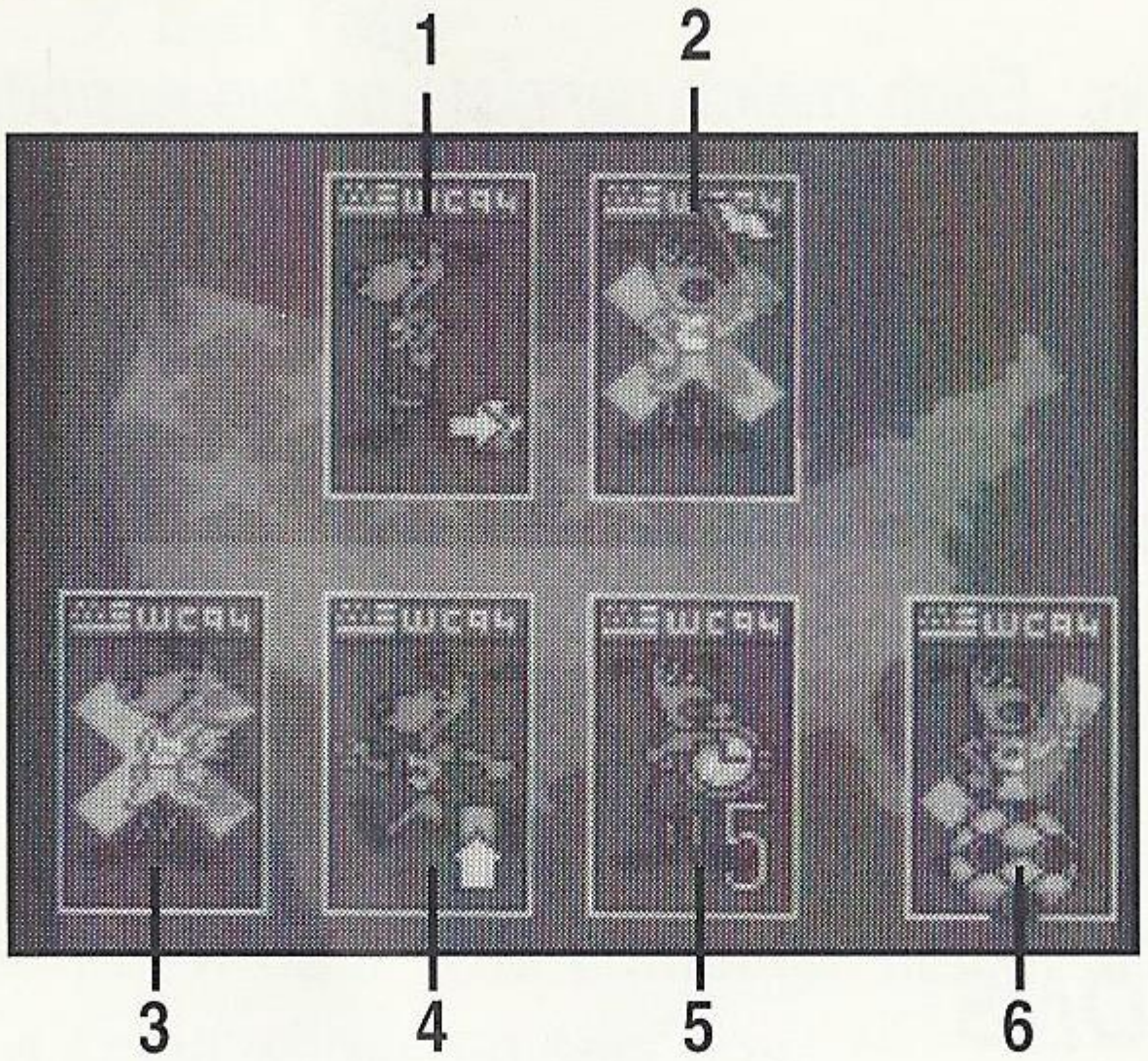


If your favorite team hasn't qualified for the 1994 World Cup, you can redesign the tournament by adding up to eight countries in place of the Official qualifiers and allocate each team to the group of your choice.

You are presented with the Official World Cup groupings plus an additional eight teams. These additional teams are listed in the box at the bottom left of the screen. Use the **D button** to highlight the team you wish to include and press **Button 1 or 2**. You will see the team's name move to the box in the lower right of the screen. Now select the team you wish to replace and press **Button 1 or 2** again. Presto, now they are in the World Cup.

Repeat this procedure as often as you like until you have the tournament of your choice. When you are satisfied with your customized World Cup, go to the **EXIT** icon and begin the tournament.

OPTIONS MENU



The Options Menu presents you with a number of variables, represented by individual Striker icons, which allow you to customize the playing conditions and rules for the tournament. Move the bouncing ball over each alternative and make your choices by pressing **Button 1 or 2** to switch or select an option.

1. ***Back-pass Rule***: Recently, the rules of the game were changed so the goalie can no longer pick up the ball with his hands when a teammate passes it back to him. If your goalkeeper isn't happy with this new rule, you can revert to the old laws.

2. ***Offside Rule***: A player is offside if he is beyond the last defender when a pass is made to him. Unlike real international managers, you have the option to play without the offside rule and give your strikers license to hang by the goal - but remember, it's the same for the opposition.

3. ***Weather***: When the weather option is ON, wind will affect the game to varying degrees. The playing conditions are randomly selected for each match, so you have no control over the weather - as in real life!

4. ***Game Speed***: Select the pace of your players; slow, normal or fast.

5. ***Match Duration***: Each match consists of two periods. You select the length of each match by choosing how long you want a period to last. The options are: 2 x 3 minutes, 2 x 5 minutes, 2 X 10 minutes, 2 x 20 minutes or 2 x 45 minutes. Default is 2 x 5 minutes.

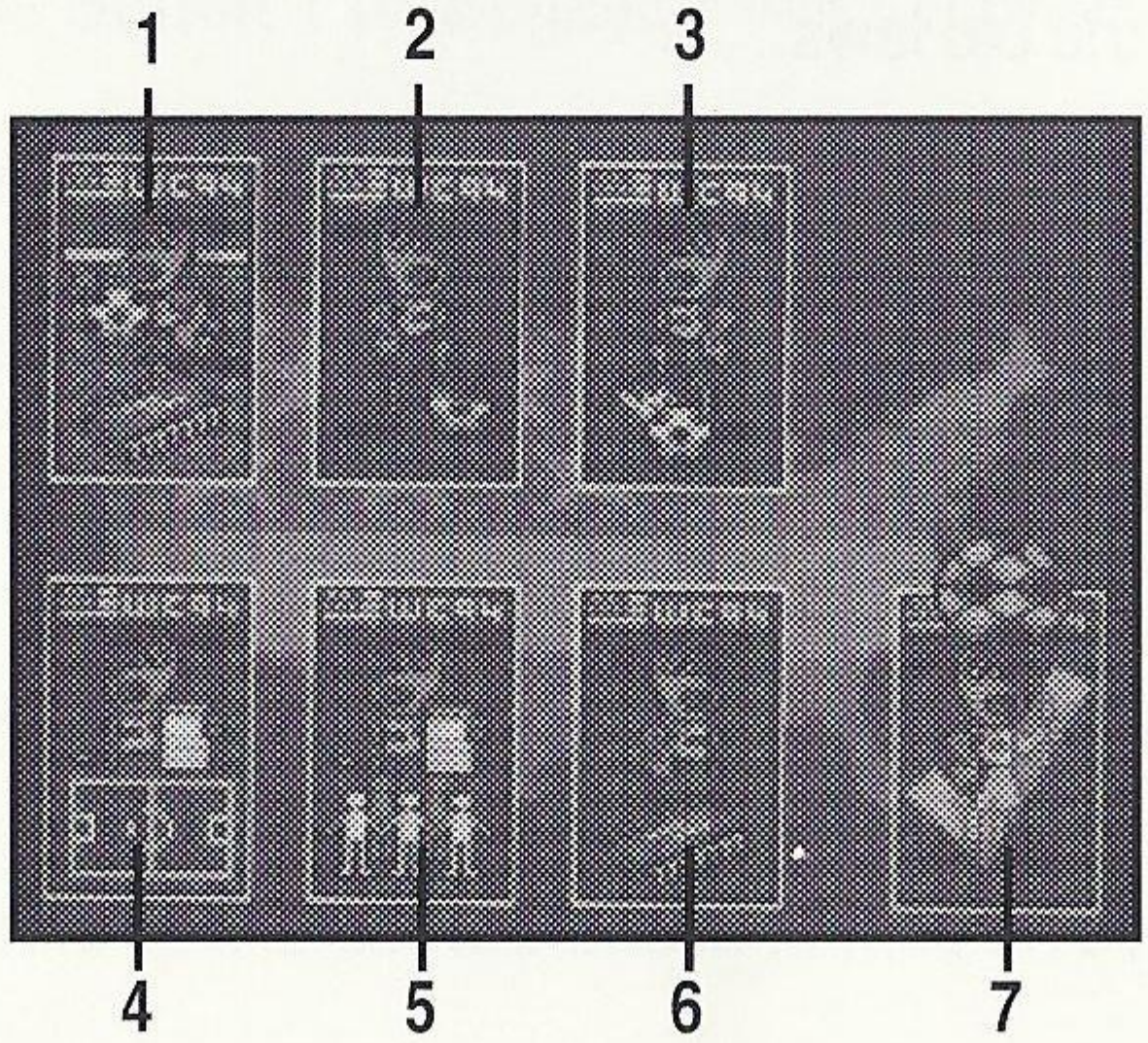
6. ***Exit***: To go to Pre-Match Options.

When you have modified the match play to your liking, move to the **Exit** icon and return to the previous menu.

TEAM OPTIONS

As a national team manager, there are crucial tactical decisions to be made before the big match. The Team Options Menu gives you the chance to make various strategic adjustments to your team and style of play.

In *World Cup USA '94* you have complete control over the players in your squad and the way they play in each match. By using the individual customization editors you can fine-tune every aspect of your team's character to suit your own personal approach to the game.



1. 'Keeper Control
2. Ball Trap
3. Dribble Control
4. Formation Editor
5. Squad and Formation Selection
6. Team Control
7. Exit

1. '*Keeper Control*

Press **Button 1 or 2** to choose player or computer control for your goalkeeper. When your goalie is computer controlled you only have control for goal kicks and throw-outs. The computer automatically intervenes if you do not make a move within ten seconds.

Defending a penalty: You take control of the goalkeeper to defend penalties. Direct the **D button** and press **Button 1** to make a save.

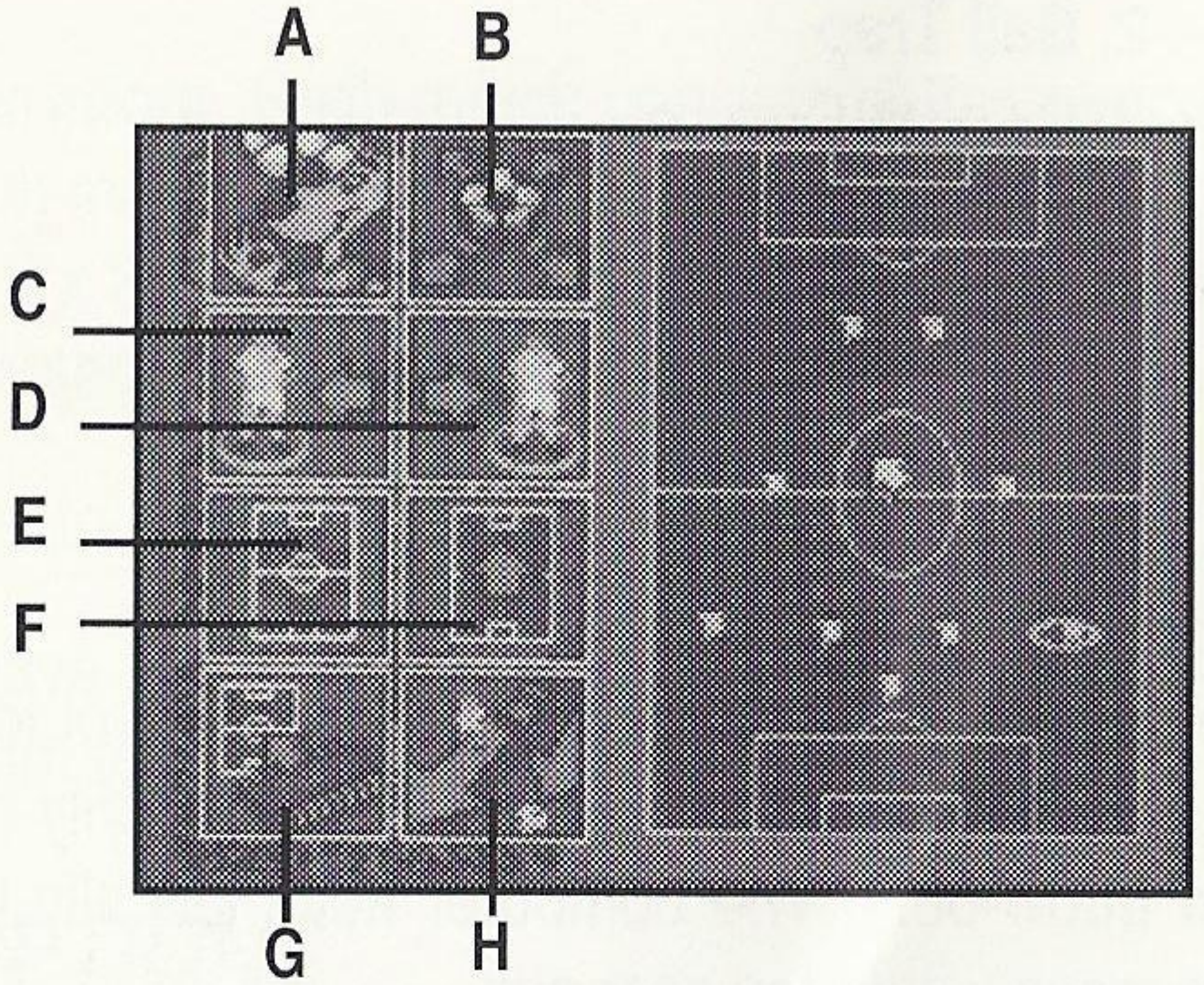
2. *Ball Trap Control*

You can also decide whether your players trap the ball when they receive a pass, or play on-touch mode. Press **Button 1 or 2** to switch the Ball Trap Option ON/OFF.

3. *Dribble Control - The Glue Factor*

If you have played other soccer games you will have noticed how much the degree of ball control varies from game to game - in some, the ball practically sticks to your feet while in others it is almost impossible to dribble effectively. *World Cup USA '94* allows you to modify the 'Glue Factor' to suit your personal style of play. Press **Button 1 or 2** to select one of four settings - the higher the 'Glue Factor', the closer your ball control.

4. *Formation Editor*



The field is divided into nine sectors so that you can see how your formation changes with the flow of play. This means that you can instruct players specifically how to react to different situations in a match to comply with your winning strategy.

A- EXIT to Team Options.

B- Show field sectors. Hold down **Button 1 or 2** and use the **D button** to move the ball and highlight each field region to demonstrate how your player formation adapts with the flow of play.

C/D- Change player positions. After selecting a set formation, it is now possible to tailor the behavior of individual players and devise new tactics. Each player adopts a different position in relation to the ball according to the specified formation and match circumstances, so you can modify this position to suit your style of play and overall game strategy - if you have one! Hold **Button 1 or 2** and use the **D button** to move your player to his new position. You can use this function to allocate your players to different positions in every situation in all regions of the field, thus creating a unique formation which can then be saved for future games.

E- Set play/Open play. Press **Button 1 or 2** to alternate between for-

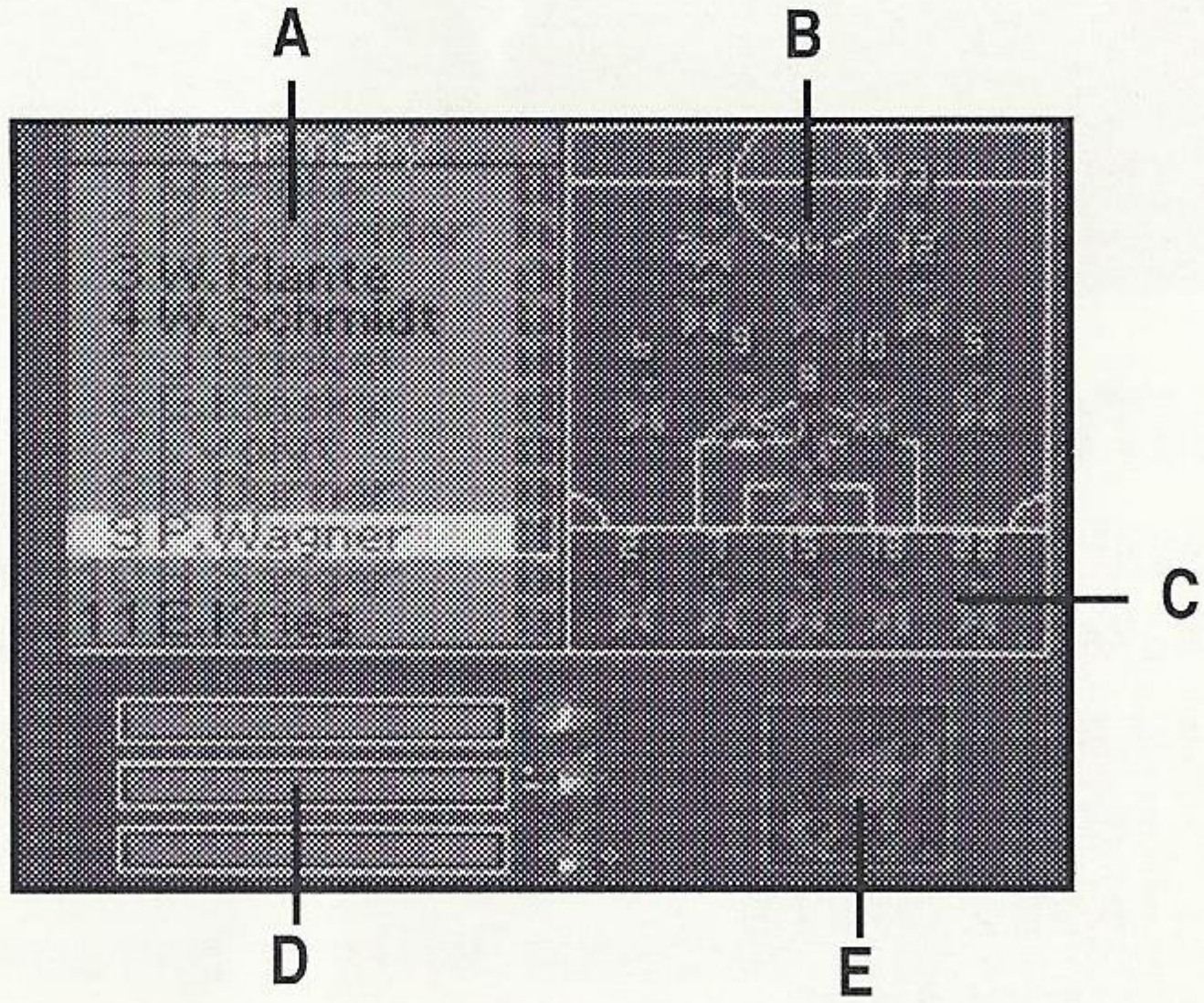
mation changes in open play (according to field sector and position of the ball) or at specific set plays.

F- Defense/Attack. Press **Button 1 or 2** to show how your formation changes according to a defensive or offensive situation.

G- Use one of the pre-set formations or load a previously saved line-up. Move the ball over each formation and press any button to make a choice. As you select a formation the players on the field run into the appropriate positions so that you can decide whether you want to go with that formation or try another.

H- Player modifier. You can fine tune the movement of individual players in direct relation to the ball within each highlighted field sector. Press **Button 1 or 2** and use the **D button** (left and right) to select one of four settings to determine how far or close your players position themselves from the ball.

5. *Squad and Formation Selection*



A- 16 selected players from the 22 player squad are highlighted. You may bench selected players by pressing **Button 1 or 2** to remove them from the line-up. You select a replacement player by moving the cursor up or down the squad list and pressing **Button 1 or 2** when the cursor is on the player of your choice.

B- Shows your players in the starting line-up with their individual squad numbers.

C- Current substitutes.

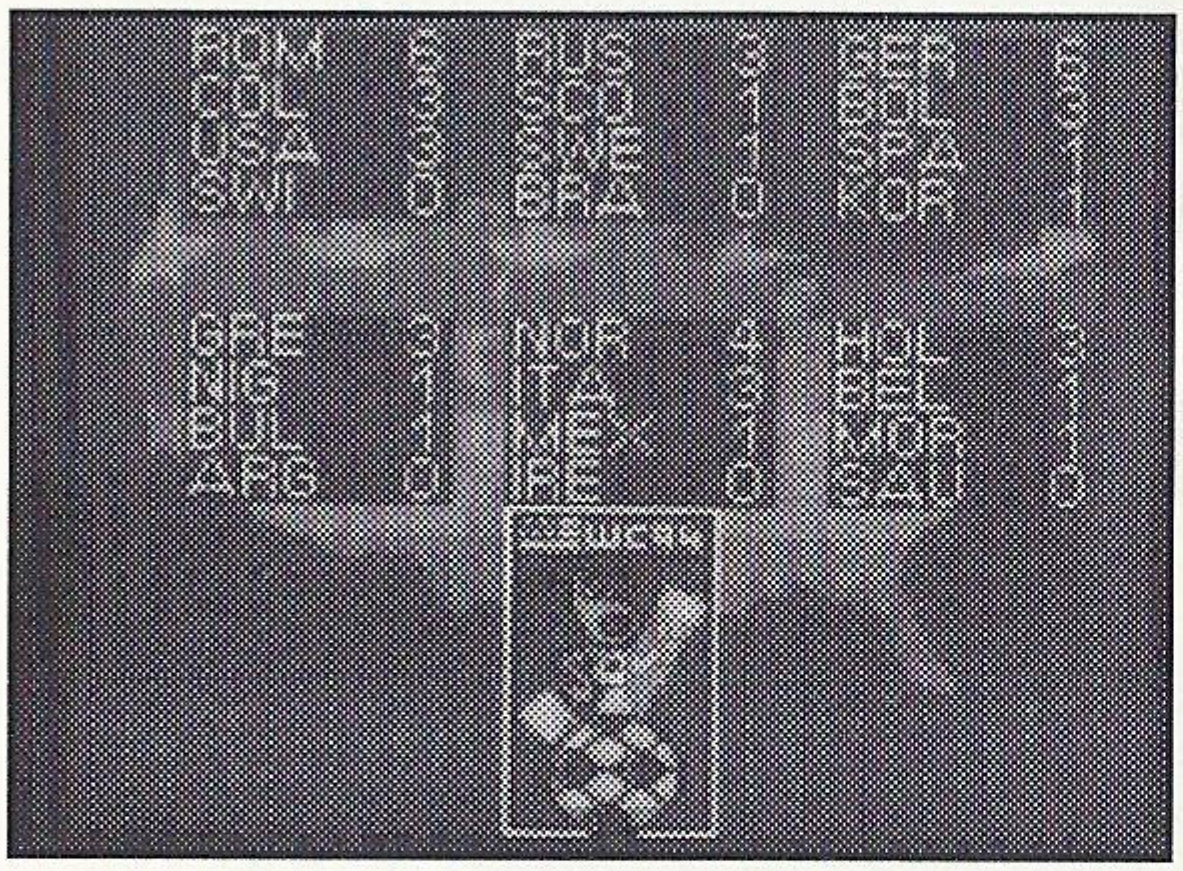
D- Speed/Tackling/Skill display.

E- Exit to Team Options.

6. *Team Control*

Designate control of each team: Human or Computer-control.

TOURNAMENT STATUS



The current tournament status can be accessed by your Pre-Match Options.

PRE-MATCH OPTIONS

Before kick-off you can customize the gameplay to suit your own soccer style and make a range of strategic and managerial decisions to prepare your team for each fixture. Press **Button 1 or 2** to select your choice.

A - Team 1 options.

B - Team 2 options.

C - Options Menu.

D - Go to kick-off (or watch the match if both teams are computer-controlled).

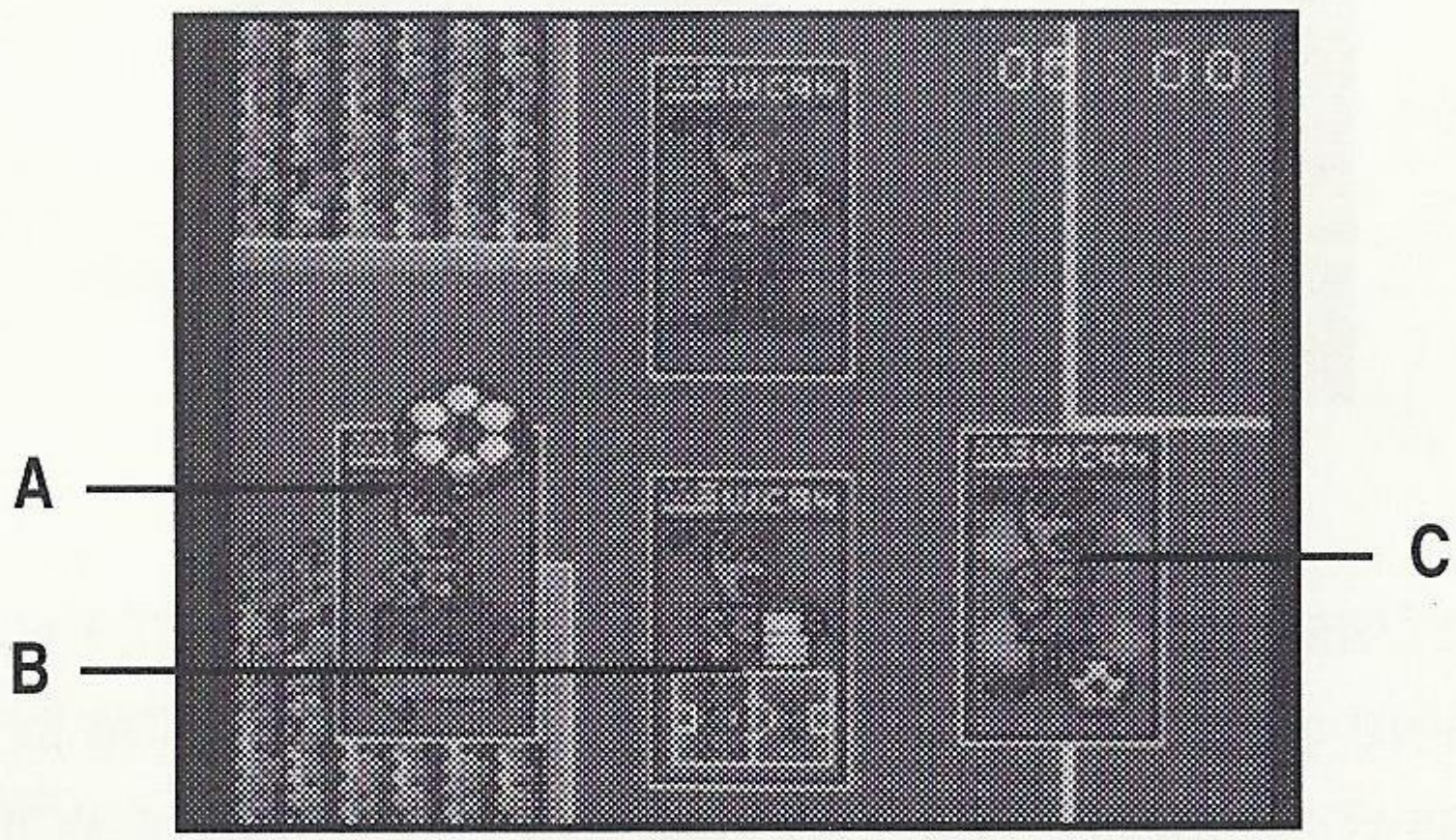
E - Skip match.

F - Tournament Status.



PAUSE MENU

Press **Start** during play to pause the game. A number of options are now accessible if you press **Button 1 or 2**.



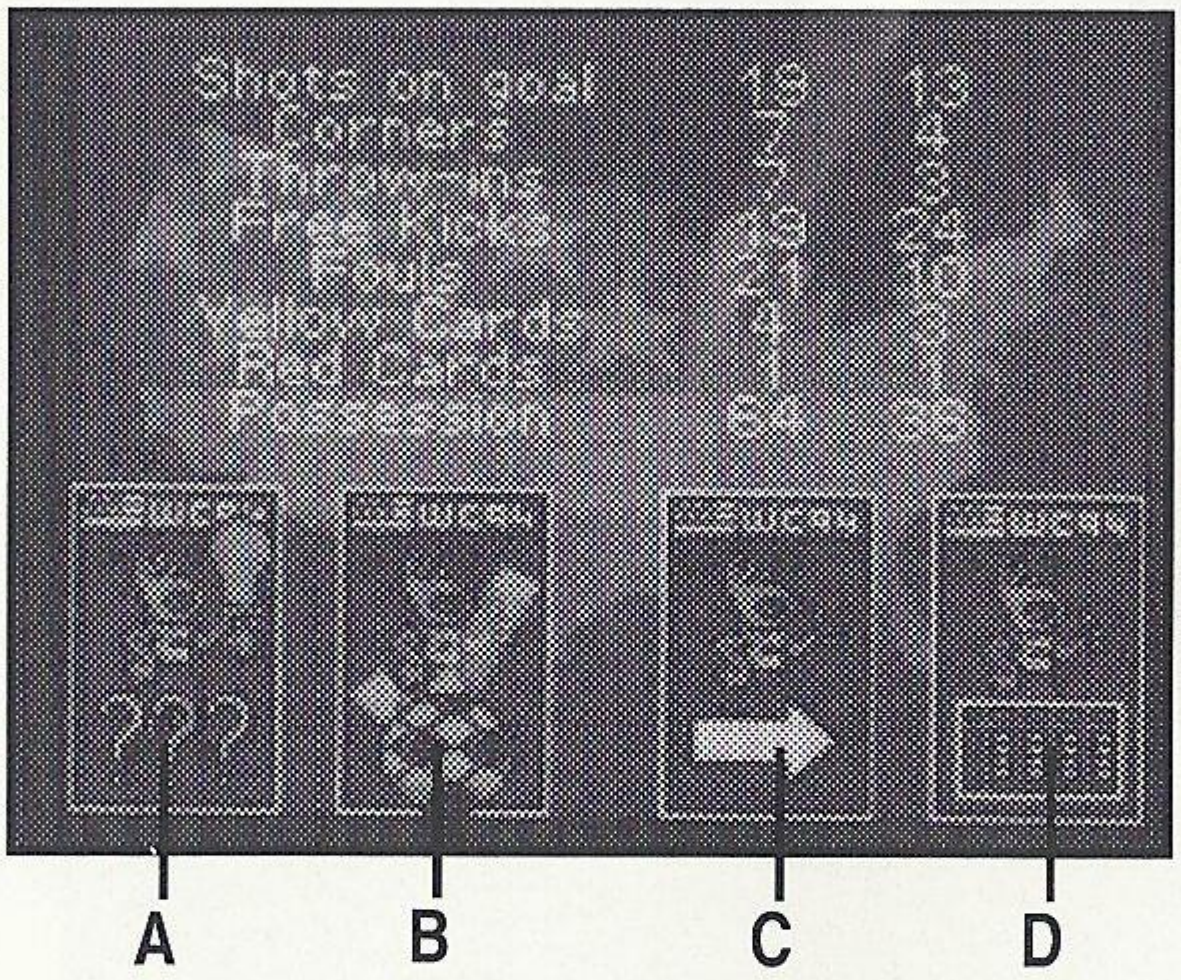
A- Substitution: You can make 2 substitutions during each match. You cannot substitute a player who has been given a RED card by the referee and only ONE substitution can be made at a time. The shirt number and player name will appear at the bottom of the screen. Press **left** or **right** on the **D button** to scan through the players on the field. When the player you wish to substitute appears, press **Button 1 or 2**. The names of your substitutes will then appear. Use the **D button** to cycle through them, press-

ing **Button 1 or 2** to execute the substitution or press **Start** to cancel the substitution. A substitution can only be made when the ball is out of play. If a player is injured, substitution is automatic (substitutions cannot be made in Practice Mode).

B- Formation: Press **Button 1 or 2** and use the **D button** to change your current formation.

C- Quit: Quit game to go to Pre-Match Options.

POST-MATCH OPTIONS



A- See Password: View the password that will enable you to restore your tournament at this exact stage via the Enter Password option. This is a vital part of gameplay, write the codes down.

B- Continue tournament.

C- Go to your next match: Skip the computer-controlled fixtures and play the next game.

D- Tournament Status.

HANDLING THIS CARTRIDGE

- This cartridge is intended exclusively for the Sega™ Game Gear™ System.

- Do not bend it, crush it or submerge it in liquids.

- Do not leave it in direct sunlight or near a radiator or other source of heat.

- Be sure to take an occasional recess during extended play, to rest yourself and the Sega cartridge.

SCORES

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U.S. GOLD, INC. warrants to the original purchaser that this U.S. Gold cartridge is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This U.S. GOLD cartridge is sold "as is" without expressed or implied warranty of any kind, and U.S. GOLD is not liable for any losses or damages of any kind resulting from use of this program. U.S. GOLD agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any U.S. GOLD cartridge, postage paid, with proof of date of purchase, at its Factory Service Center.

This limited warranty is not applicable to normal wear and tear. This limited warranty shall not be applicable and shall be void if the defect in the U.S. GOLD cartridge has arisen through abuse, unreasonable use, mistreatment or neglect. This limited warranty is in lieu of all other warranties and no other representations or claims of any nature shall be binding on or obligate U.S. Gold. Any implied warranties of merchantability and fitness for a particular purpose, are limited to the ninety(90) day period described above. In no event will U.S. Gold be liable for any special, incidental, or consequential damages resulting from possession, use or malfunction of this cartridge.

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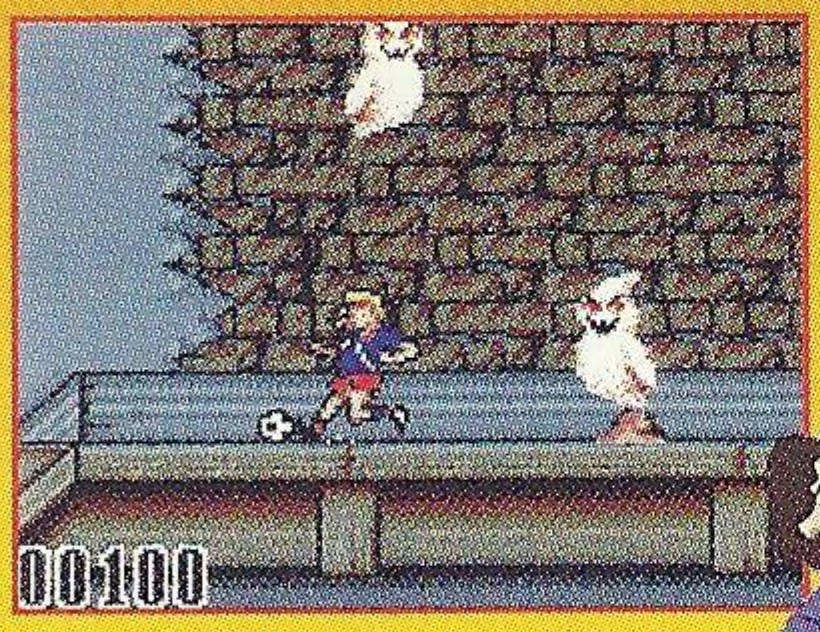
U.S. GOLD

Heads Up! Here Come The...

HURRICANES™

THE INTERNATIONAL SOCCER TEAM FROM THE TV SERIES IS NOW STARRING IN A GAME FOR SEGA™ GAME GEAR.™

- *Based on the popular animated TV show.*
- *Starring Cal, Stats, Rude and Amanda.*
- *Five action packed episodes.*
- *Team up with a friend for two-way cooperative play.*







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