SEGA™

TM

CD

GAME

GEAR

CHAMPIONSHIP

SOCCER™

'94



SONY

IMAGESOFT™

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FOR PLAY ON THE SEGA CD™ SYSTEM.

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T-93185

Sensible SOFTWARE

Rated by V.R.C.

GA

Appropriate for all audiences.

General Audiences

WARNING TO OWNERS OF PROJECTION TELEVISIONS

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

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 or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously 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 your 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.

HANDLING YOUR SEGA CD DISC

- The Sega CD Disc is intented for use exclusively with the Sega CD™ 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 CD Disc.
- KEEP YOUR SEGA CD DISC CLEAN. Always hold by the edges, and keep it in its case when not in use. Clean with a lint-free, soft dry cloth – wiping in straight lines from center to edge. Never use solvents or abrasive cleaners.

OFFICIAL SEGA SEAL OF QUALITY

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 they are compatible with the SEGA CD™ SYSTEM.

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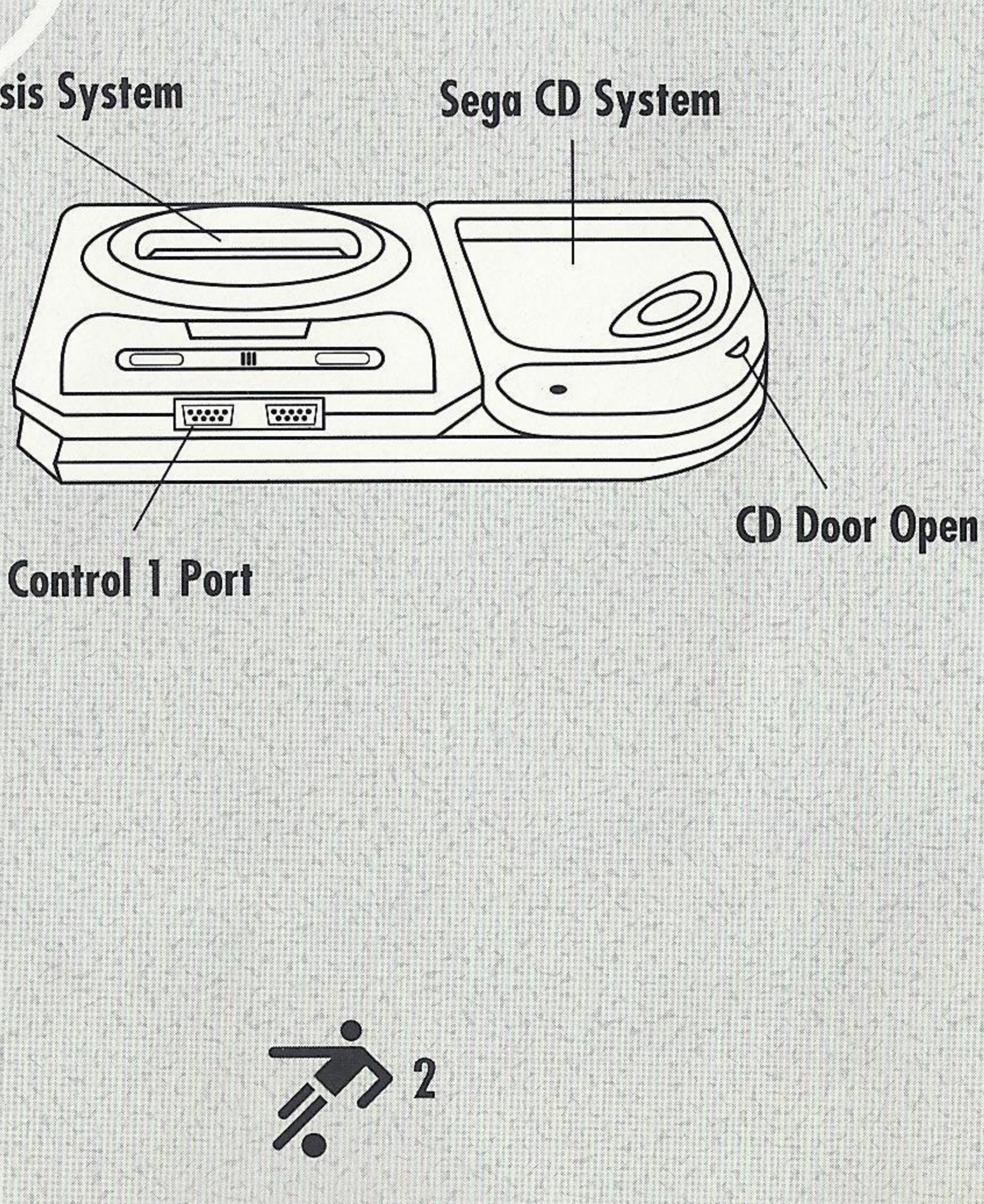
STARTING UP

1. Set up your Sega CD system according to the instructions in your Sega CD System Instruction Manual. Plug a Sega Genesis Control Pad into the Control 1 port on your Sega Genesis.

2. Turn on your TV, then turn on your Genesis. The Sega CD title screen will appear on your TV screen.

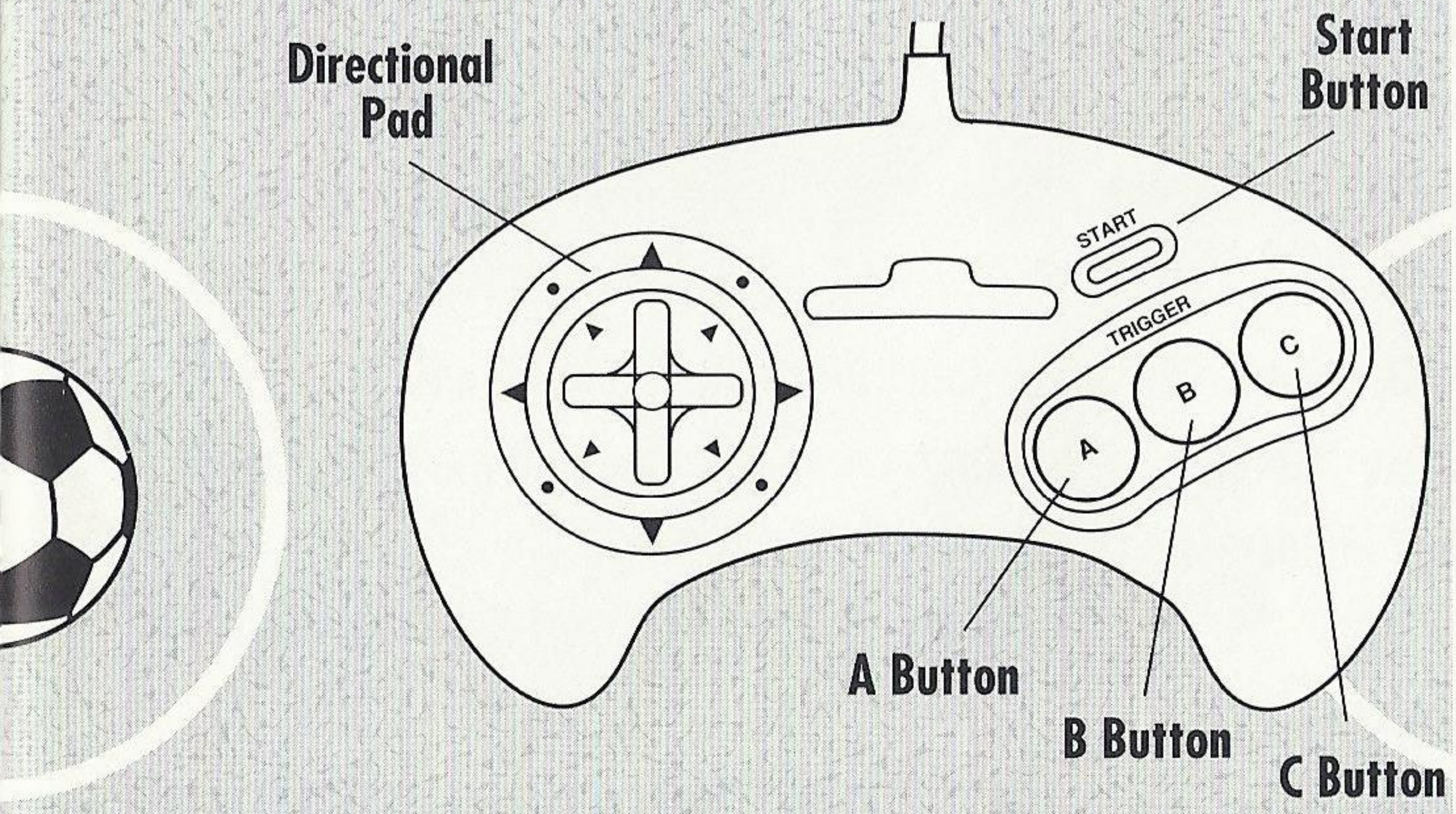
3. Press the Open button on the Sega CD to open the door. Place the Championship Soccer '94 - Disc 1 CD in the tray, label side up. Close the CD door.

4. If the Sega CD logo is on the screen, press START to begin. If the title is on the screen, move the cursor to the CD-ROM button, then press START to begin.

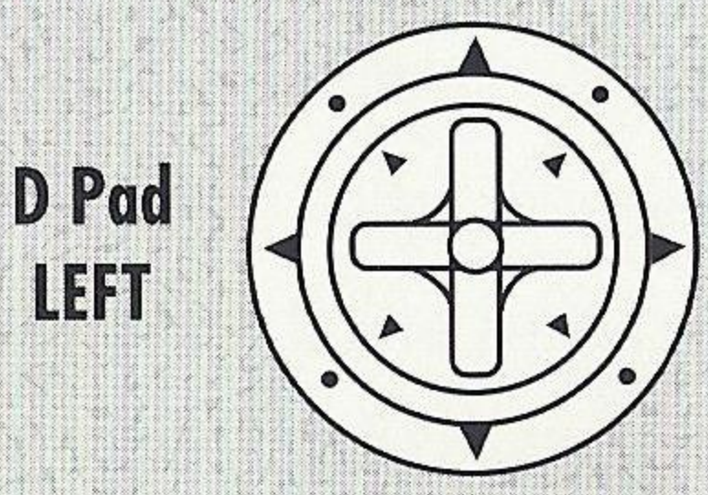


CONTROLS

Championship Soccer '94 has two different game environments, the menus and on the field. To use the menu system, move the directional controls on your control pad to highlight each option box. Press Button B to select the option currently highlighted. Controlling the players on the field is discussed in the 'Player Controls' section.



This manual refers to the following directions:





PLAYER CONTROLS

During the game you may only control one member of your team at any one time. The man currently under your control is the one with the white number above his head. Control will be changed to another man if the man currently under your control is too far away from the ball or if he has lost his footing for any reason.

OFF THE BALL CONTROLS

These controls apply when the man under your control is not in possession of the ball.

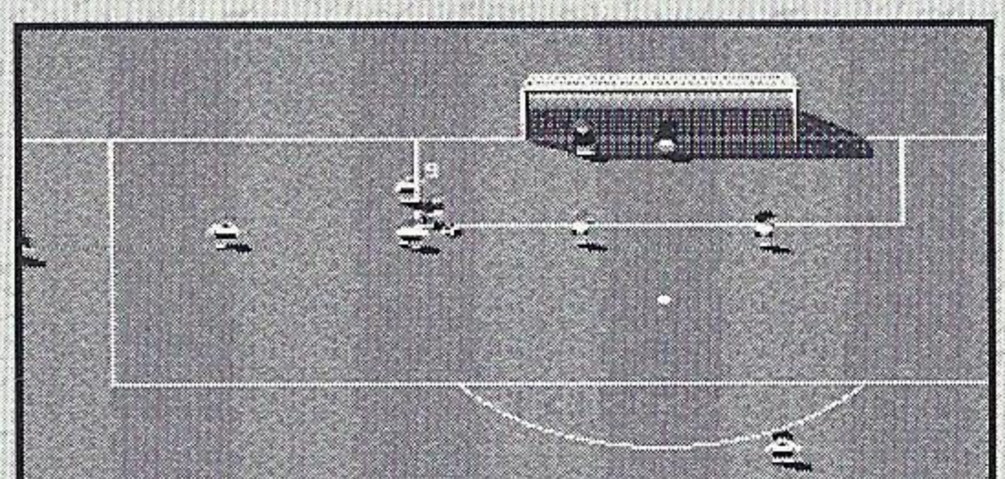
RUNNING

To direct your man simply press your Directional Pad in the direction in which you want him to run. A running man can intercept the ball from an opponent in possession.



SLIDING TACKLES

When running off the ball it is possible to slide into the ball or an opponent by pressing Button B. This will make your player slide in the direction which he is facing. While a man is sliding it is possible to get him to deflect the ball in a direction different to the one in which he is sliding when he makes contact with it. To do this the Directional Pad must be redirected while a man is in mid-slide before he has made contact with the ball. This is a skill which has to be mastered.



HEADERS

When the ball is in the air and you press Button B, instead of sliding into the ball the man under your control will attempt to head the ball. Such headers can also be deflected in a similar way to sliding tackles but redirecting must take place before contact with the ball has been made.

ON THE BALL CONTROLS

These controls apply only when your man is in direct possession of the ball. The control methods described below can be adjusted to suit your own preferences by changing the difficulty level in the 'Options' menu.

DRIBBLING

When on the ball simply press your Directional Pad in the direction in which you want the player to dribble with the ball. You will find that as the player gathers speed it is harder for him to change direction and retain control of the ball. This is another skill which has to be mastered. (The way dribbling works in a match can be altered by changing the Difficulty setting from the Options menu).

PASS

When on the ball if you press Button C while you are directing the Directional Pad, the ball will be played along the ground in the direction you are facing or, if there is one of your teammates standing roughly in the direction you are facing and within passing distance then the ball will be played straight to your teammates feet.

KICK

To kick the ball in the normal way the Directional Pad should be directed in the desired direction and Button B should be firmly pressed. Note that if you quickly tap Button B, it will perform a pass.

LIFT AND BEND

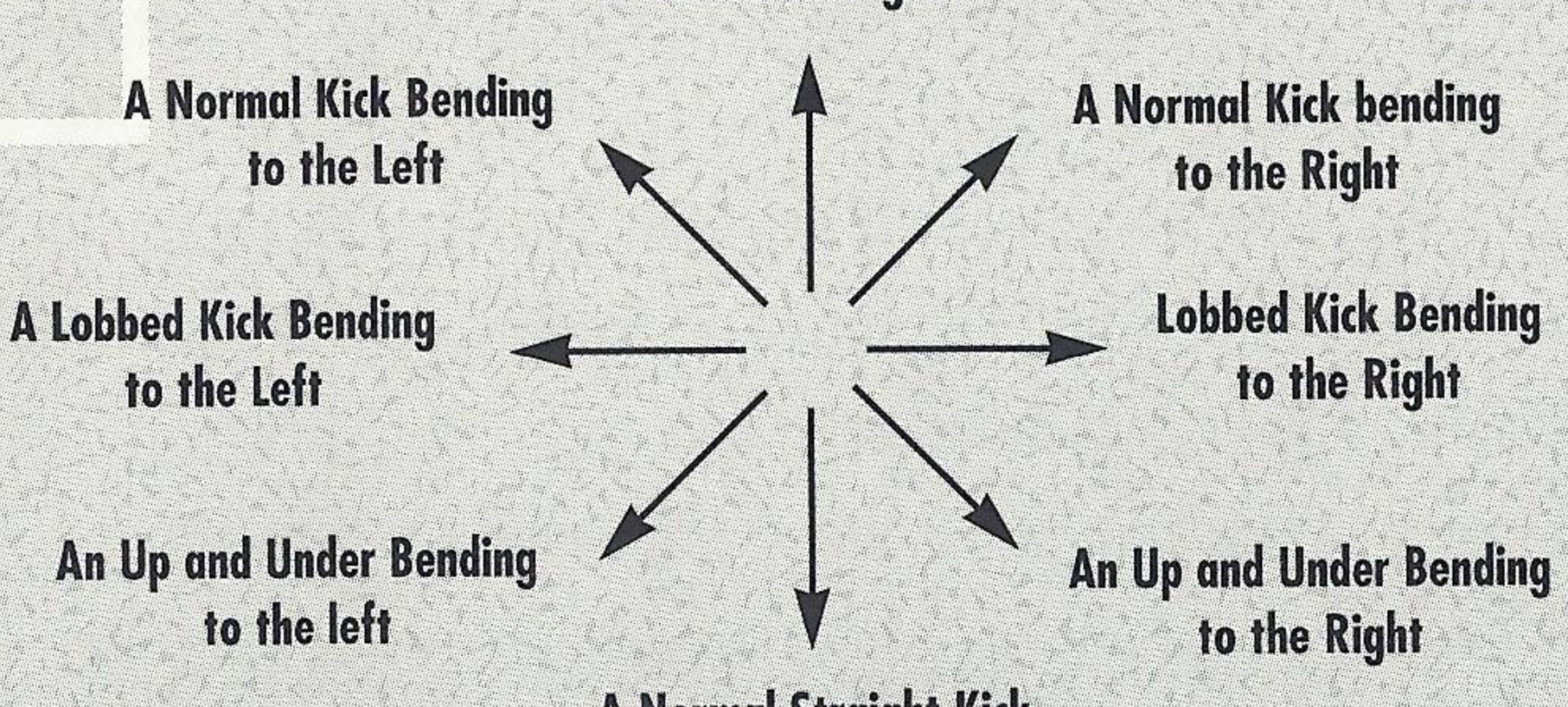
When the ball has been kicked as opposed to being passed it is possible to apply varying degrees of lift and bend to it. To do this the Directional Pad must be redirected within a very short time after Button B is initially pressed. It is not necessary to release Button B before redirecting.

REDIRECTION TABLE FOR LIFT AND BEND

Assuming the player is running and kicking up the field, lift and bend when applied to a shot will work in the following manner:



The quicker the bend is applied to a shot the more exaggerated the bend will be.



SHOOT

You can use either the pass or the kick buttons to shoot at goal. Depending on the current Difficulty level, you can also use the SHOOT button to shoot at goal with the ball. See Options for more details. The SHOOT button works in a number of ways:

While attacking: the player will shoot towards the goal. If the ball is in the air the player will head towards the goal. If the player is near the ball, he will slide in and knock it towards the goal.

While defending: the player will do a lofty boot up the field to clear the ball. If the ball is in the air, the player will head the ball to safety. If the player is near the ball, he will slide in and knock it to safety.



SET PIECES

All set piece kicks and throws work as a normal kick or pass except that illegal or illogical angles cannot be chosen by the kicker or thrower.

GOALKEEPERS

Goalkeepers are always under computer control except when they have the ball in their hands or when they are about to take a goal kick, in which case all they can do is kick the ball out.

THE BENCH

The bench can be called on at any time during the game when the ball is out of play, or if a free kick has been awarded, or before the beginning of a half. To access the bench the Directional Pad should be pressed in any direction three times in quick succession. This can only be done when the ball is out of play or before a free kick or at the beginning of a half.

MANAGER

Moving the arrow up and down the bench enables the selection of the manager or substitutes, press Button B to select.

The Manager is the one wearing the brown coat and he is used to change the team formation on the field. When he is selected, press up and down on your Directional Pad to select the new formation from the Managers menu and then press Button B.

SUBSTITUTES

All the other players on the bench are the substitutes and up to two substitutes can be brought on to replace other players in their team at any time during a match. When a substitute is selected he will stand up and the Substitute menu will appear which will enable the player to choose which player he wishes to take off. When the player to be brought off is selected he will run off the field and the selected substitute will run on.



To exit from the bench or the Manager/Substitute menus, press the Directional Pad left or right.

THE MENUS

The menus are divided up into four initial categories: National Teams, Club Teams, Custom Teams and Options. For starters, choose the Options box by pressing the Directional Pad until the box is highlighted (flashing). Now press Button B to select it.

Options:

Reset Battery Ram: This will wipe out any saved games you might have initiated.

Game Length: The real time length of each match can be set to either 3, 5, 7 or 10 minutes.

Menu Music: The music played during the menu sections of the game can be toggled On/Off.

In-game Music: The music played during a match can be toggled On/Off.

Seasonal Weather: There are two forms of field type selection in this game. One known as Pitch Type is a straight choice of an icy, wet, soft, muddy, normal, dry or hard field or a random choice between these seven. The other, known as Seasonal Weather, is mainly a means of simulating the influence that the weather can have on a soccer Match, League or Cup. Each month of the year has been given a specific, typical weather pattern so a friendly played in July, for example, has little chance of offering a muddy field and a much greater chance of offering a nice dry one. For Cups and Leagues the month selected will act as the start of the season. Each League is played over an eight month period with the matches spread evenly over all eight months. Each round of a Cup lasts for one month so a three-leg Cup starting in July will have its final played in September. Both legs of a two-leg round will be played in the same month.

Difficulty Level: There are three settings — Beginner, Normal, and Expert. Changing the difficulty level will affect the controls used to play during a match. Novices should leave the game set at Beginner level. This level allows you to dribble and turn quickly with the ball without losing control of it. The exact differences between each difficulty level are explained:

Beginner: The computer opposition is easier. Each player has an easy ball dribbling ability, where the ball will stay with the player even when making quick changes in direction. The special SHOOT button is also employed. Pressing this button near to goal will make the player shoot towards goal every time.

Normal: The computer opposition is set to a normal level. The easy ball dribbling ability is still employed. Only STAR players can use the special SHOOT ability*.

Expert: The computer opposition is at the hardest level available. Only STAR players have the easy ball dribbling ability, and only STAR players can use the SHOOT ability*.

*(If the player using it isn't a STAR player, then the SHOOT button will act just like the Kick button).

Now that we've looked at the Options, it's time to go back to the Main Menu. Choose EXIT.



Choose National Teams from the Main Menu. A new screen with many options will appear.

FRIENDLY

This is a single match between either two players or the player and the computer (there is also a chance to watch computer versus computer).

The desired field conditions or season should first be selected by cycling through the available options with Button B.

Then player teams must be chosen using the blue Choose option. Two teams must be highlighted from the team list either as red computer teams or as blue player teams. To choose a player team, select it once to turn it red (computer team) then select it again to turn it blue. The right number of teams must be chosen before the game can continue, confirm by selecting OK. When the teams are chosen, select Play Match.

After each Friendly there is an option to play the same game again or to return to the main menu.

CUP

The Cup competition is basically a knockout competition for 2-64 different teams at any one time, where during a series of games the winning teams remain in the competition and teams that lose are eliminated immediately, until in the end there are only two teams left to play out the last match of the Cup in the Cup Final. The winner of the Cup Final gets the Cup and the Glory.

There are options to select the field type/weather, the number of teams/rounds and the inclusion of extra time and/or penalties at various stages of the competition.

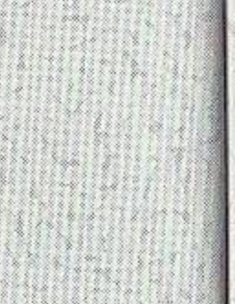
If a match is drawn after 90 minutes then extra time will be played if the option has been selected as Yes for that round. Extra time will also be played if Replay has been selected and the game is a replay. If No is selected then no extra time will be played.

The possibility of penalties is dealt with in an identical way to extra time but if both are possibilities then extra time will always occur before penalties.

If two-leg matches are to be played at any stage of the competition then the round will be decided over the course of two matches with both teams taking it in turn to play at home. The scores of both matches are added up to give the final aggregate score and the winner is the team with the highest total over the two matches. If the total after the two matches is a draw and the Away Goals rule has been set to Yes, then the team which scored the most goals in the away leg will be the winner.

If after taking this into consideration the result is still a draw then extra time and/or a penalty shoot out will be played, as appropriate, straight after 90 minutes of the second leg.

In either two-or one-leg matches where the match has ended in a draw and there is no extra time or penalties, or where the match is still a draw after extra time and there are no penalties, then the teams will replay the match (1 leg only) in order to determine a winner.



CUP MENU

All Options on the Cup menu are selectable by using Button B to cycle through the available choices.

The teams for the Cup competition must then be chosen using the blue Choose option in a similar way to selecting teams for a Friendly. Up to 64 teams can be selected at once and all 64 teams can be player teams if so desired.

When you are happy with all the options select Play Cup to start the competition.

When into the Cup sequence proper keep on selecting Play Match followed by Next Match to play the next match in sequence.

Computer results will be calculated when appropriate and played in sequence with matches involving either one or two players. All player matches will lead onto the Pre-Match Tactics screen.

To scroll through the draw/results of a round use the red arrows at the side of the table.

To save a Cup competition half-way through, select Save Data. This will also save the setup of all teams currently loaded plus the current League setup into Battery Ram.

A Cup can be exited and returned to at any time provided that another Cup has not been initiated either via the Cup or Specials options.

LEAGUE

The League is a competition where 2-20 teams play matches against each other in sequence until they have all played each other between one and ten times as specified. The results are tabulated using the following criteria: 2 or 3 points for a win, 1 point for a draw, 0 points for a loss. The team with the greatest number of points after all matches have been played wins the League.

Number of Teams, Number of Times to Play each Team, Points for a Win and Start of Season/Pitch Type can all be set by simply cycling through

the available options in the League menu and using Button B to select the one you want.

Choose league teams using the Choose League Teams box in the same manner as used for Friendlies and Cups above before selecting Play League.

Once in the sequence of games select Play Match and Next Match as in the Cup option above.

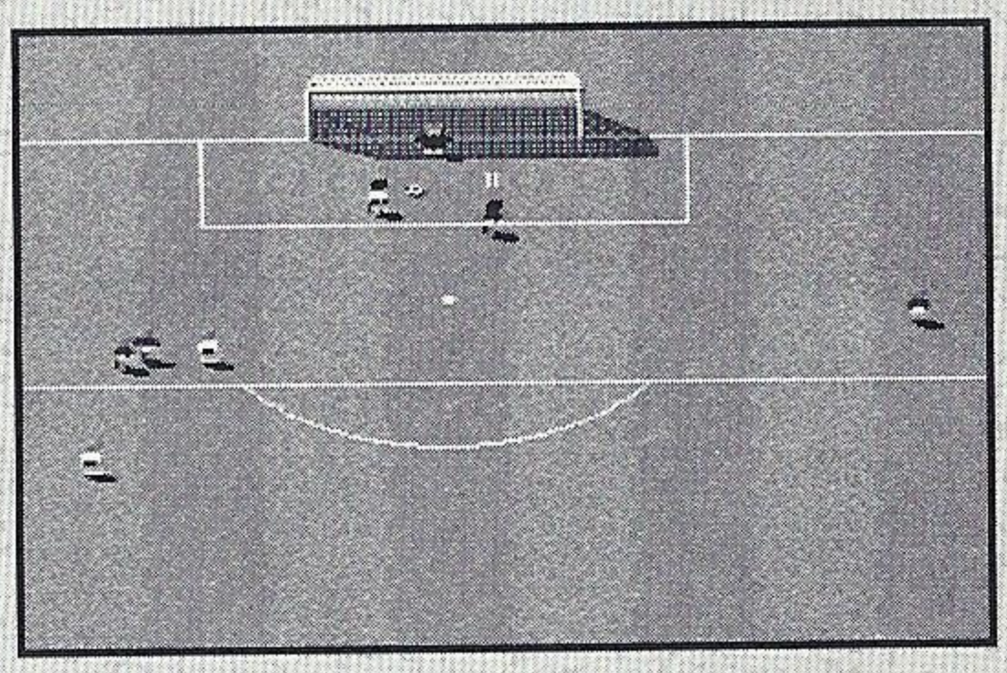
Results are tabulated game by game.

Select Save Data to save League games at any stage together with all current teams and all current Cup data to Battery Ram.

A league can be exited and returned to at any time provided that another league has not been initiated either via the League or the Specials option.

SPECIAL LEAGUE/CUP COMPETITIONS

To help players to get going quickly in Cup and League competitions Championship Soccer '94 offers various preset Cup and League competitions for the various different team types (International, Club or Custom).



The Specials available depends on the current data that has been loaded.

When Club teams are loaded the choices are:

EUFA Cup which has 64 teams with two legs plus the away goals rule for all rounds including the final.

Euro Superleague where 20 teams play each other twice scoring two points for a win.

When National teams are loaded the choices are:

The World Cup Qualifying Groups 1 - 6 are 6 mini-league tables with different teams. They play each other within their own group twice (home and away). When all the matches have been played the top two teams in each group qualify. When this option is highlighted press left or right on the controller to cycle through each qualifying group number

The Maastricht Cup is a cup competition involving 32 teams. There are five rounds to play through. If a tie ends in a draw then extra time is played. If it still remains a draw then a replay is played to decide the winner.

When Custom teams are loaded the choices are:

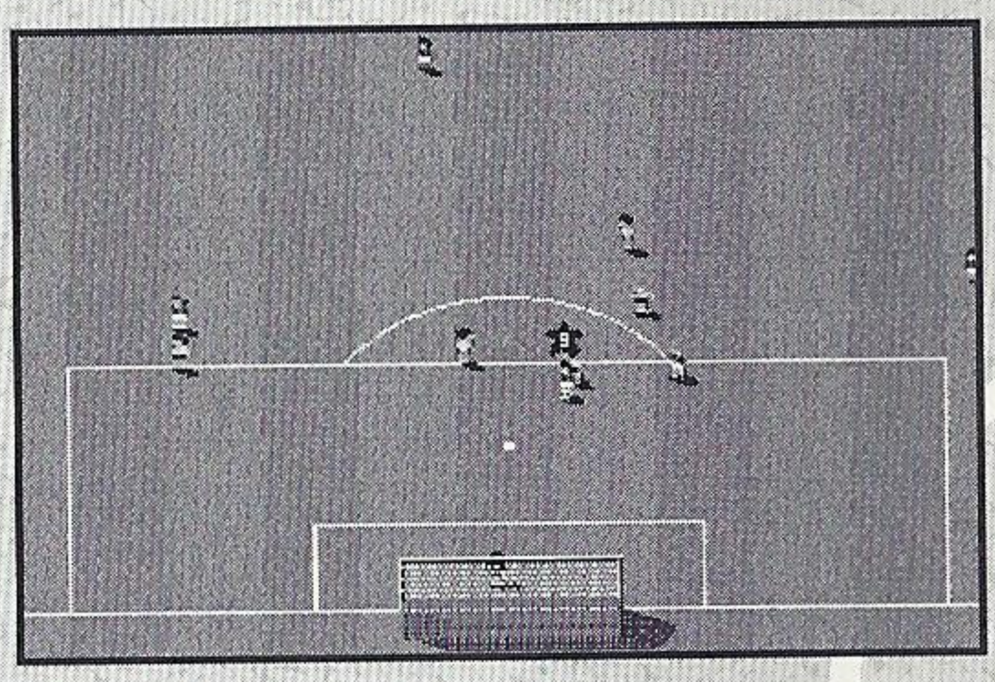
The Booby League is an 8 team league where the teams play each other once.

The Chicken Tournament is a 16 team cup competition. Each round is played over two legs, with the aggregate score deciding the winner of each tie in the round. If the tie is drawn at the end of the second leg then extra time is played. If the scores are still level then the match will be decided on penalties.

SAVED GAMES

The next option will either say 'No Game Saved' or 'Continue...' followed by the name of the tournament that was saved last in Battery Ram. Selecting this option when a save game is present will allow you to continue in that league or cup match.

EDIT TEAMS



The Edit Teams option allows you to change or update all data relating to any of the teams in the game. First the team to be edited must be selected by moving the controller until the team you wish is highlighted from the list. Press Button B to select the team. The next screen shows the list of players on the left. On the right is the team name, the Manager/Coach and the Country of origin. Below these are the team kits (Home and away).

Selecting a players name will pop up a small window. Using the controller you can delete the current name using the delete function, which is 2nd from the right on the bottom row of characters in this new window. Simply choose each letter in turn and when you are finished, select the ENTER function which is the very last character in the bottom right of the window. This same window will pop up when you try and change any of the names (player, coach, team or country).

To edit the kit colors select either shorts, shirt or socks and then, with the Button B depressed, direct the Directional Pad up, down, left or right to cycle through the available colors. For two-colored shirts, left and right will change the main shirt color and up and down will change the secondary color.

To select a new shirt type first select the shirt on the kit you wish to edit and then move sideways to the small shirts in between the first and second kits, then move up and down as appropriate and press Button B to select the new shirt type.

The team can be run by either a manager or a coach. Press Button B to Edit.



G, D, M, F shows whether a player is a goalkeeper, defender, mid-fielder or forward (this information cannot be edited).

A Star beside a name denotes a Star Player (cannot be edited). Player numbers cannot be edited.



PRE-MATCH TACTICS

Before each match every player team is given the option to rearrange the tactical layout of his/her team.

The formation can be changed by selecting the appropriate grey box. There is a choice between eight formations: 4-4-2, 5-4-1, 4-5-1, 5-3-2, 3-5-2, 4-3-3, All Out Attack and All Out Defense.

Substitutes are highlighted in the player list. To change players around on the field or to swap a substitute with someone in the starting line-up, select the name of the player to be moved from the list of names down the left-hand side of the screen and then pick his new position within the formation. The renumbering of swapped players is automatic.

The likely formation of the opposition team for the current match can be seen if View Oppo is selected (press Button B to exit).

Once the player is happy with the team formation Play Game should be selected using the controller with which s/he wishes to play the game itself.

For a two-player game both players will be allowed to edit their own team formation in turn before play commences.

SOCCER NOTES



SOCCER NOTES



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