SEGA™

TM

U.S. GOLD®

WorldCup USA 94™

8 Languages including Español, Deutsch, and Français

©1991 WC '94 TM



©1992 WC '94 TM

OFFICIAL SEGA SEAL OF QUALITY

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

Rated by V.R.C.
GA
Appropriate for all audiences.
General Audiences

TM

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 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 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.

WARNING TO OWNERS OF PROJECTION TELEVISIONS: STILL PICTURES OR IMAGES MAY CAUSE PERMANENT PICTURE-TUBE DAMAGE OR MARK THE PHOSPHER OF THE CRT. AVOID REPEATED OR EXTENDED USE OF VIDEO GAME ON LARGE-SCREEN PROJECTION TELEVISIONS.

"No Pain No Gain"
by Meine, Schenker & Hudson
Published by PolyGram International Publishing, Inc. and MCA Music Publishing,
Copyright 1993 by MCA Music Publishing, a Division of MCA, Inc., and Beef Puppet Music. All rights for Beef Puppet Music controlled and administered by MCA Music Publishing, a Division of MCA, Inc.
ALL RIGHTS RESERVED. INTERNATIONAL COPYRIGHT SECURED.
USED BY PERMISSION

performed by Scorpions

"Under the Same Sun"
by Hudson, Meine, Fairbairn
Published by PolyGram International Publishing, Inc. and MCA Music Publishing
Copyright 1993 by MCA Music Publishing, a Division of MCA, Inc, and Beef Puppet Music. All rights for Beef Puppet Music controlled and administered by MCA Music Publishing, a Division of MCA, Inc.
ALL RIGHTS RESERVED. INTERNATIONAL COPYRIGHT SECURED.
USED BY PERMISSION

performed by Scorpions
under license from PolyGram Special Markets
Available on Mercury records and tapes.

The World Cup USA '94 video game contains copyrighted materials which are licensed to you, the end-user, for your personal use, subject to the terms of this end-user license. You must treat the software and its contents like any other copyrighted material, e.g. a book or musical recording. Any other use, duplication or distribution of this product or its contents may violate applicable U.S. or international copyright laws and may subject you to prosecution under penalty of law.



The 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 SEGA CD™ SYSTEM.

WorldCupUSA94™

© 1991 WC 94 TM

TABLE OF CONTENTS

Welcome to World Cup USA '94 2

Soccer - The Game 2

Player Controls 3

Starting Up Your System 5

Language Selection 5

Getting Started - The Main Menu 6

World Cup Trivia Quiz 8

Easy Play Mode 12

Team Options 12

Tournament Status 16

Pre-Match Options 16

Post-Match Options 17

Pause Menu 17

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

A button SHOOT(OR LONG KICK)*
B button PASS
C button CHIP*

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

PASSING

When you press the **B button**, move the **D-pad** 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 the B button allows your player to turn on the spot and pass 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

A button SLIDE TACKLE
B button BLOCK TACKLE
C button SELECT PLAYER NEAREST BALL

HIGH BALLS

When you receive a pass in the air or intercept a high ball, you can hit it by using one of four spectacular moves, determined by the height and direction of the ball. Press the **B button** to try a VOLLEY, JUMPING HEADER, DIVING HEADER or BICYCLE KICK.
Remember, these moves take a lot of practice to master. Professional Strikers train for years to perform these feats, so don't be discouraged.

SET PLAYS

Set plays are when you are kicking or throwing the ball to another teammate after a 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-pad left** and **right** to alter the direction of the kick/throw, **up** decreases power and **down** increases power.

A button KICK/THROW (along indicator line)
B button PASS (to selected teammate)*

*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 the **C button** a selection cursor appears which can be moved around the field with the **D-pad**. Find the intended teammate and he will wave his arms to indicate he is chosen, and release the **C button** to make your selection. You now return to the set play and can pass to your designated player by pressing the **B button** (or fool your opponent by pressing the **A button** 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. Set up your Sega CD™ and Sega Genesis™ systems and plug in control pad 1.
2. Turn on your TV or monitor, and then turn on your Genesis. The Sega CD logo appears.

Note: If nothing appears on screen, turn the system OFF, make sure it is set up correctly, and then turn it ON again.

3. Open the disc tray or CD door. Place the World Cup USA '94 compact disc into the disc tray, label side up. Close the tray or CD door.
4. If the Sega CD logo is on the screen, press Start to begin the game. If the control panel is on screen, move the cursor to the CD-ROM button and press the A, B or C button to begin.

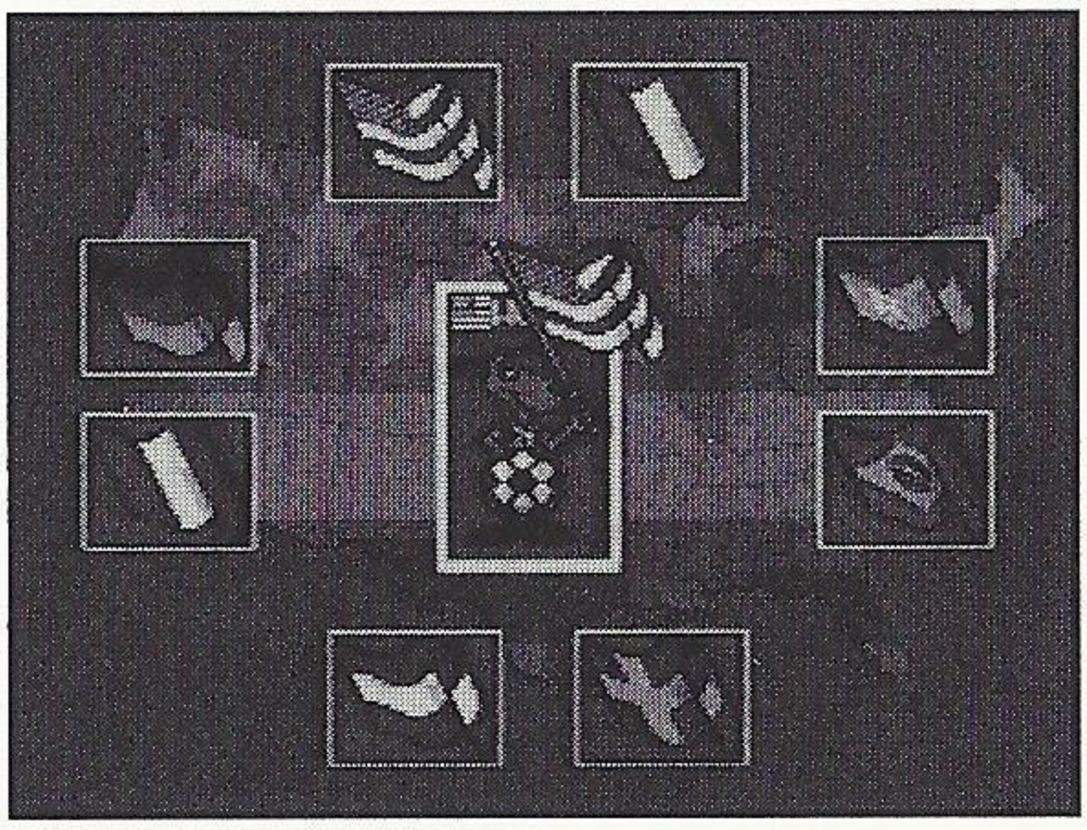
Note: If the disc is already in the Sega CD when you turn it on, the game will begin automatically after a few moments.

5. You will see Striker kicking a ball. When the Official Product logo appears, press the **A, B or C button** and the Language Screen will appear.

D-pad: Move the D-pad to highlight options.
B button: Press to confirm your selections.
Start: Press to pause during the match and access your in-game options (see Pause menu). Also used to select certain options.

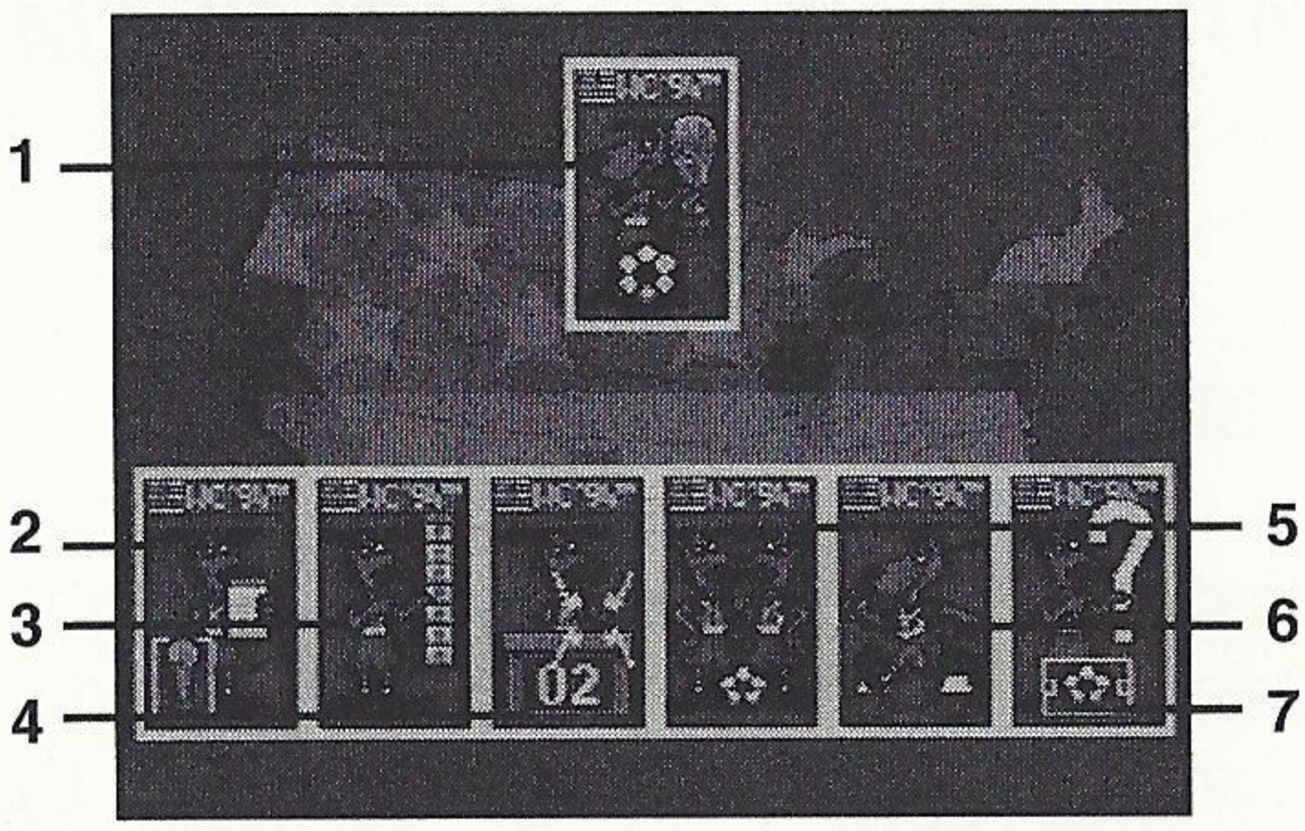
LANGUAGE SELECTION

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



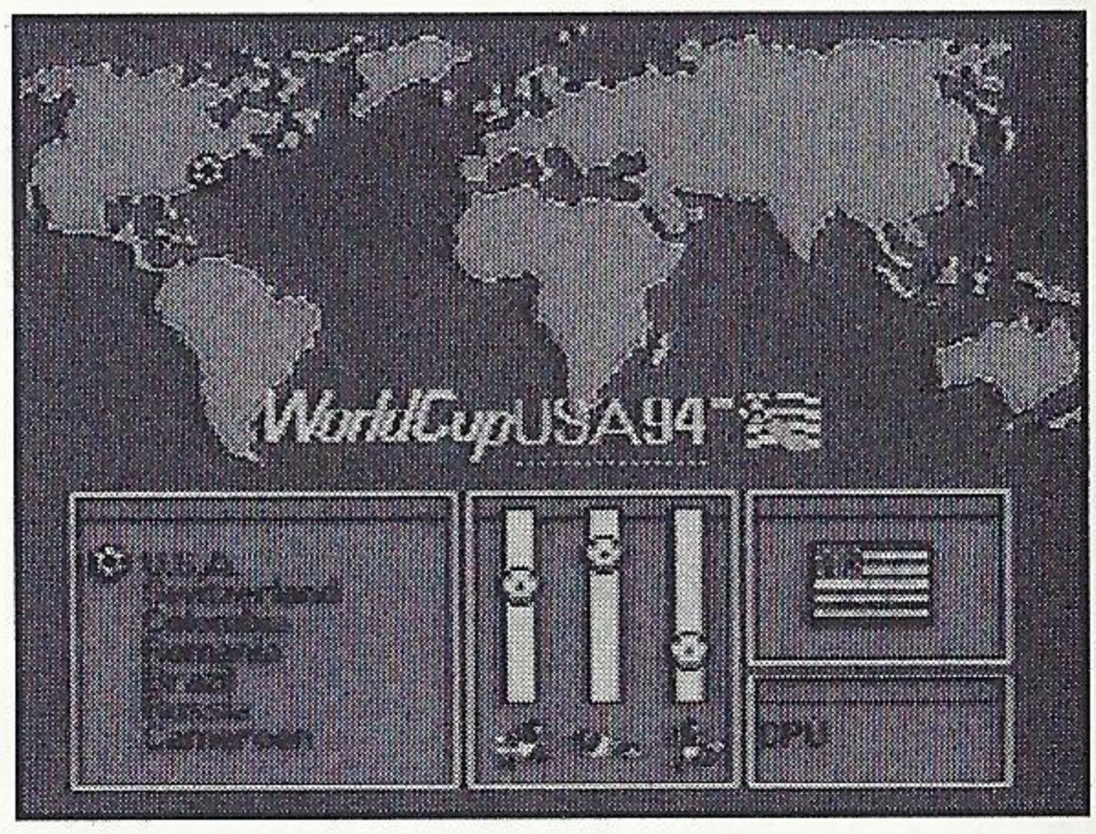
GETTING STARTED - THE Main Menu

To select any feature on the Main Menu, move the bouncing ball over your desired option and press the **B button**. You may choose to activate "Easy Play Mode" by pressing **Start** at this screen.



1. **Official World Cup Tournament**
2. **Customized World Cup Tournament**
3. **Stadium Fly-bys**
4. **World Cup Trivia Quiz**
5. **Scrimmage**
6. **Practice Menu**
7. **Options Menu**

1. Official World Cup Tournament



By selecting this feature you are able to use the **D-pad** to scroll through the qualifiers for World Cup USA '94 and select which of the 24 countries you wish to represent. Press the **A button** to select your team and then enter your name by using the **D-pad** to select each letter and pressing any button to confirm your choice until your name is complete. You must enter a name. 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).

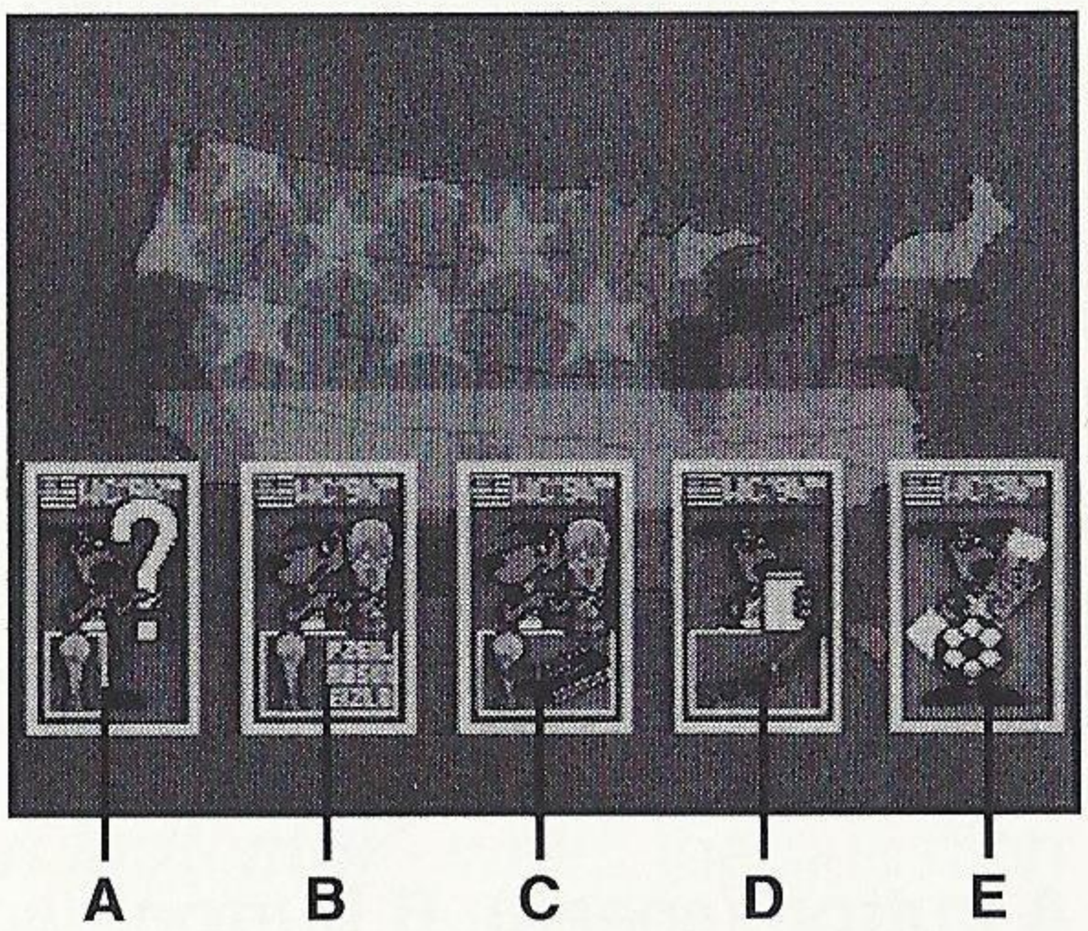
The screen will confirm your selections with white highlighted text. When you are happy with the choices made, press **Start**.

Should you wish to select another team instead of the one you have already selected, press the **A button** before leaving the qualifiers screen and the team should now change back to computer con-

trolled. To select another team, repeat the procedure above, when finished press **Start**.

2. Customized World Cup Tournament

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

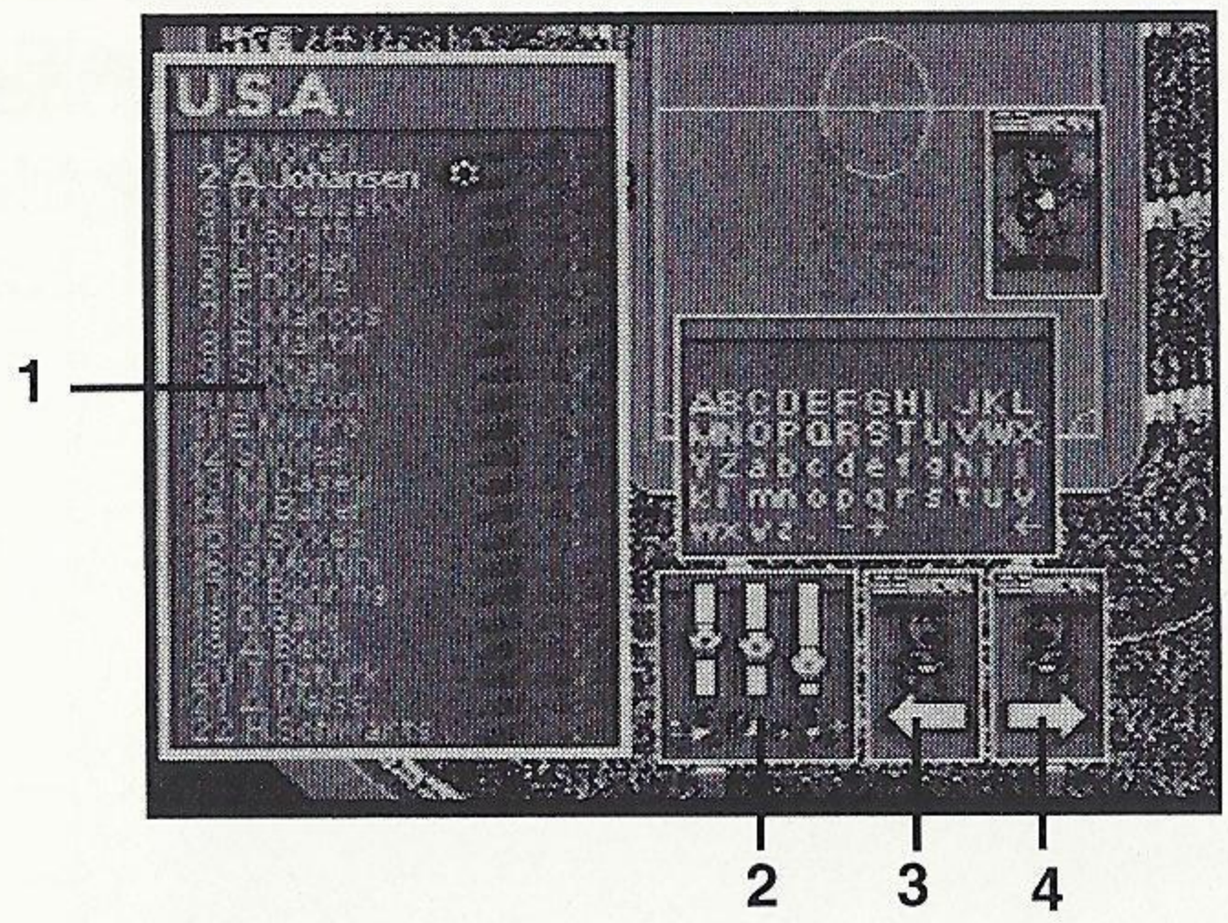


A-You are presented with the Official World Cup groupings plus an additional eight teams. These additional teams are listed in the box at the bottom left of the screen. Use the **D-pad** to choose the team you wish to include from the lower left hand box and press the **A, B or C button**. You will see the team's name move to the box in the center of the screen. Now select the team you wish to replace from the boxes above and press the **A, B or C button** to move your selection to the qualifiers box. 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, press **Start** to begin the tournament.

B-Lets you start up a Password to restore your customized World Cup tournament at the desired round.

C-Enables you to save your customized tournament.

D-Squad editor allows you to personalize your team by changing player's names and abilities.



1-Scroll through your squad and press the **A button** to high light the player you wish to rename. Enter the new identity and press **Start**.

2-Hold the **A button** (speed), **B button** (tackling), **C button** (skill) and move the D-pad up or down to alter the highlighted players ability.

3/4-Cycle through all the qualified teams.

E- Exit

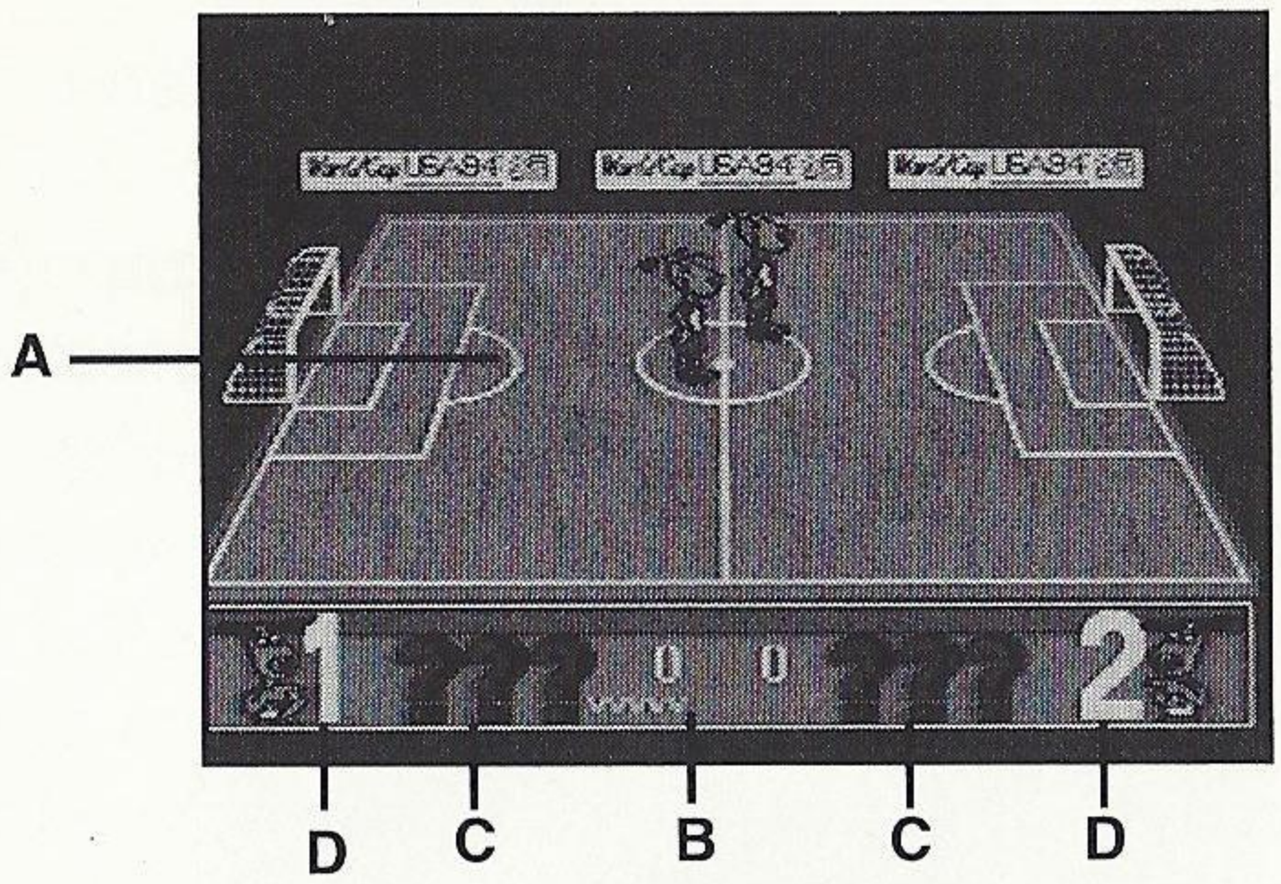
3. Stadium Fly-bys

You are presented with a stunning “birds-eye" view of the nine spectacular host stadiums for in World Cup USA ‘94, accompanied by some fascinating facts about each venue.
Use the icons surrounding the Fly-by to select which stadium you wish to see.

4. World Cup Trivia Quiz

Pit your World Cup wits against the computer or a friend in the U.S. Gold trivia challenge. Select a country to represent and you will be faced with a mini field and two Strikers.
Your objective is to score in the opponent’s goal by winning ‘moves’ up the field with correct answers to the random trivia teasers. Press the **A button** to see the question and then choose the **A, B or C button** from the multiple choice responses. If you answer correctly, 1-3 ‘moves’ are awarded (depending how quickly you respond) but a wrong answer hands possession to your opponent.

The first player to score twice wins the game.



A-*Mini soccer field* - the quiz venue.

B-*Time Scale* - answer within the allocated time limit or lose possession. If an answer has not been made when the scale passes half-way, the question is thrown open to both players.

C-*Possession Indicator* - when the question marks flash on your side, answer the question.

D-*Scoreline* - best of three.

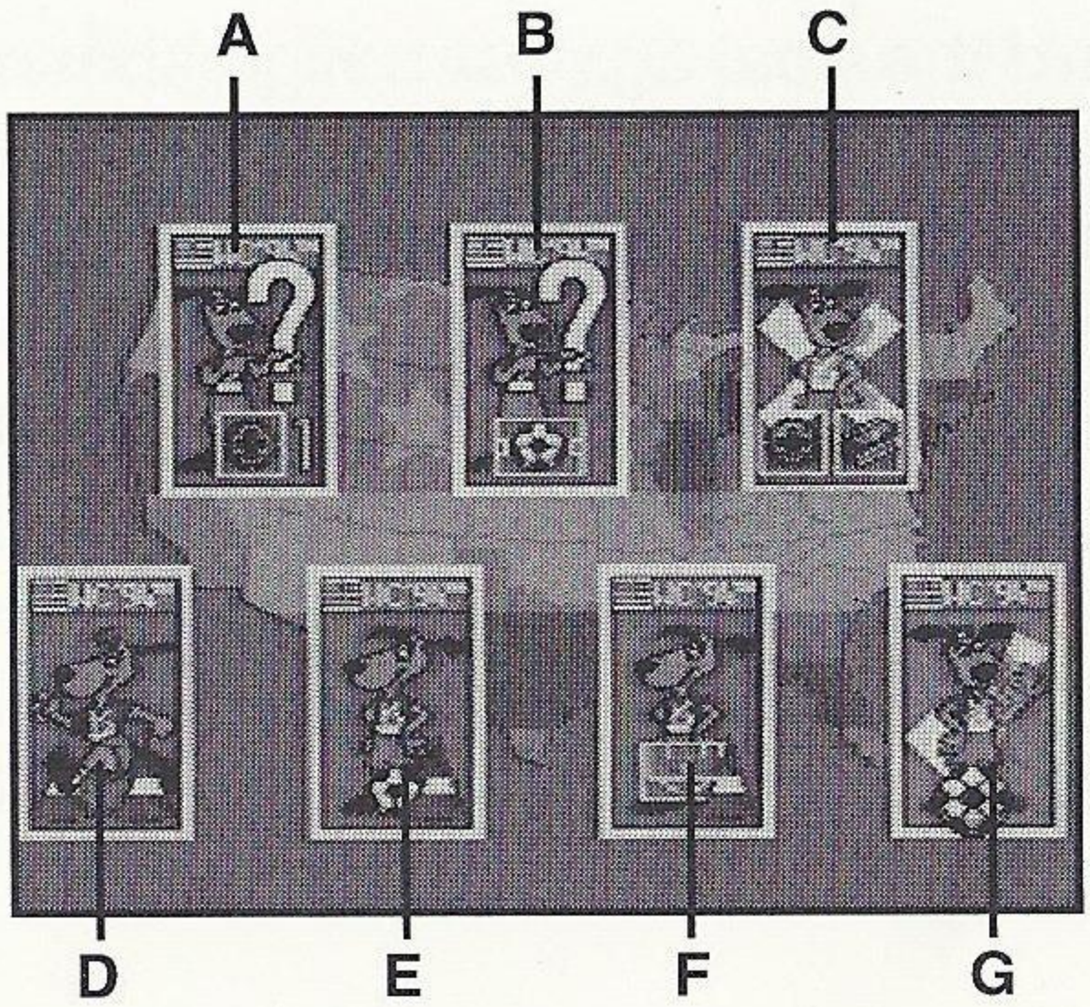
5. Scrimmage

Warm-up for future competition with a scrimmage against the team of your choice. Select one of three formats:

1. Computer vs. Computer - watch a demo match to pick up helpful hints.
2. Human vs. Computer - Joypad 1 or 2.
3. Human vs. Human - Joypad 1 for team 1, Joypad 2 for team 2.

Press the **A, B or C button** to make your selection.

6. Practice Menu



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

A-*Team Options*: Enter Team Options sub-menu.

B-*Options*: Enter the Options Menu.

C-*Team 2 Options*: Switch between Human/Computer control for Team 2 (If you are playing alone you can select Human control for Team 2 so that you can practice your skills).

D-*Practice Set Plays*: This will set up a special version of the game in which you may use the **D-pad** to move the ball around the field until you find the spot where you wish to practice a set play. Press the **A, B or C button** 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.

E-*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. No other team is on the field. As you have total control, less experienced players should use this feature to enhance their skills.

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 the **A button** to shoot the ball. The longer you hold down the **A button**, the higher the shot will be.

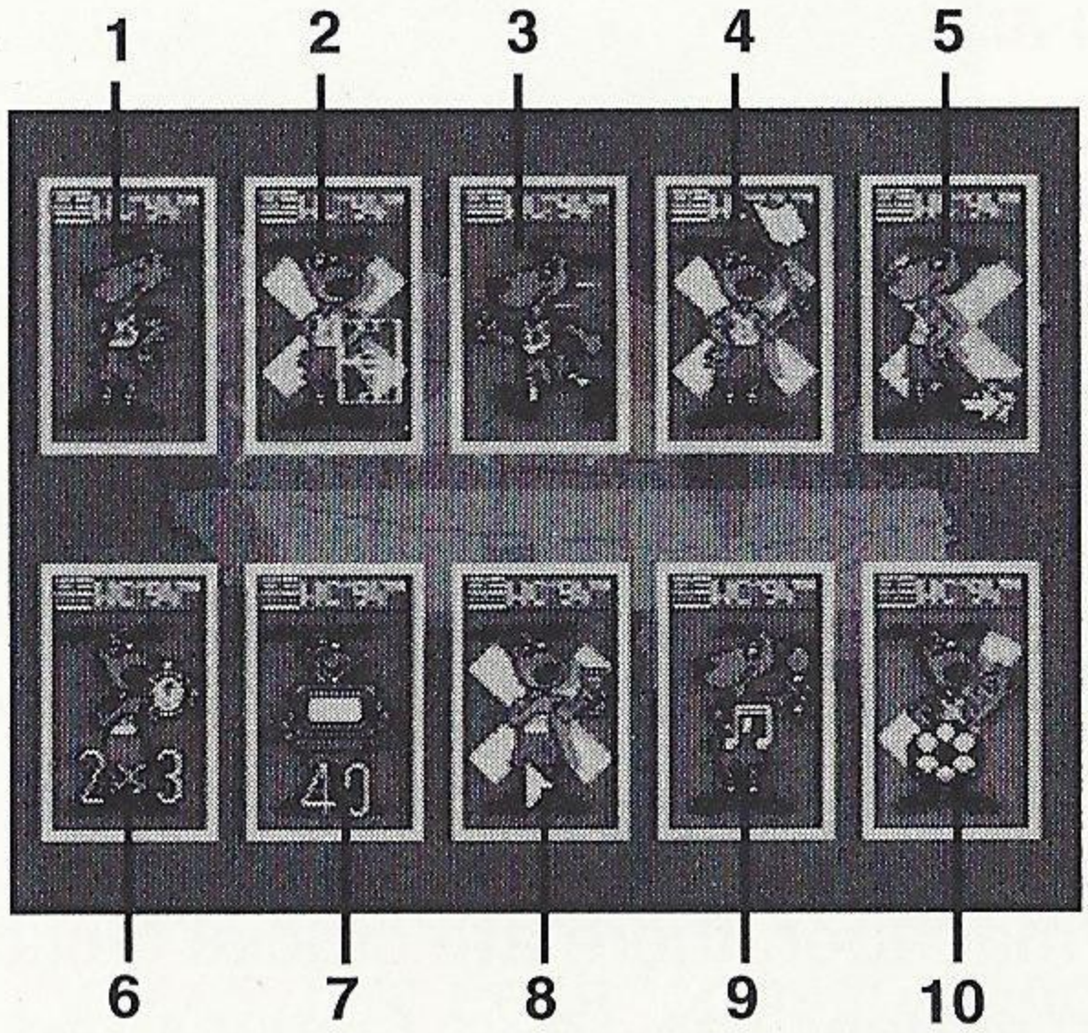
- To guard against a low shot on the left, hold the **A button** and press **left** on the **D-pad**.
- To guard against a low shot on the right, hold the **A button** and press **right** on the **D-pad**.
- To guard the goal against a high shot on the left, press **left** on the **D-pad**.
- To guard the goal against a high shot on the right, press **right** on the **D-pad**.
- To guard the goal against a high shot in the center, press **up** on the **D-pad**.
- To guard against a low shot in the center, don't use the controls at all, the goalie will automatically catch the ball.

When you have practiced all the shots, the computer will automatically reset the game to the practice menu.

G-*Exit* to Main Menu.

IN-GAME OPTIONS

The In-game 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 the **A, B or C button** to switch or select an option.



1. ***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!
2. ***Radar***: Mini-field display showing the position of every player. Choose Small, Large, or Shaded
3. ***Game Speed***: Select the pace of your players; slow, normal or fast.
4. ***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.
5. ***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.
6. ***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 3 minutes.

7. ***Screen Mode*:** Select screen width; 32 or 40.
8. ***Instant Replay:*** Turn the action option ON/OFF.
9. ***Music & Sound FX***
10. ***Exit***

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

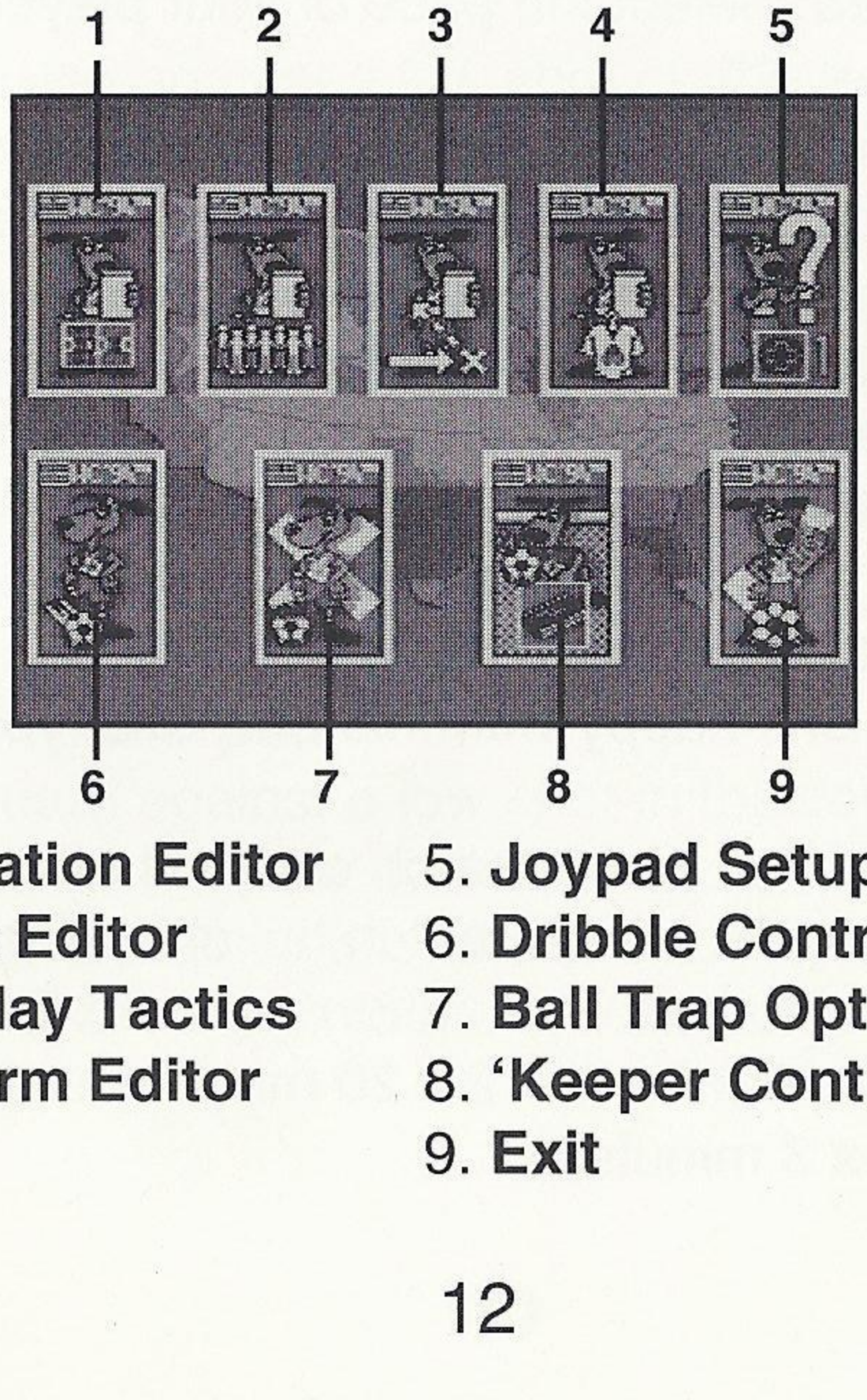
EASY PLAY MODE

World Cup USA '94 allows the novice to try their hand at winning the 1994 World Cup by simplifying the game with one-button control. To by-pass **all** the menu screens, when you are at the Main Menu screen, press **Start.** The computer will randomly select 2 teams and all other options will default to a medium setting. You will go straight into gameplay. This option is only for one player versus the computer. Once you have entered a match all you need to use is the **A button** to do the basic maneuvers including tackles and passing.

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.

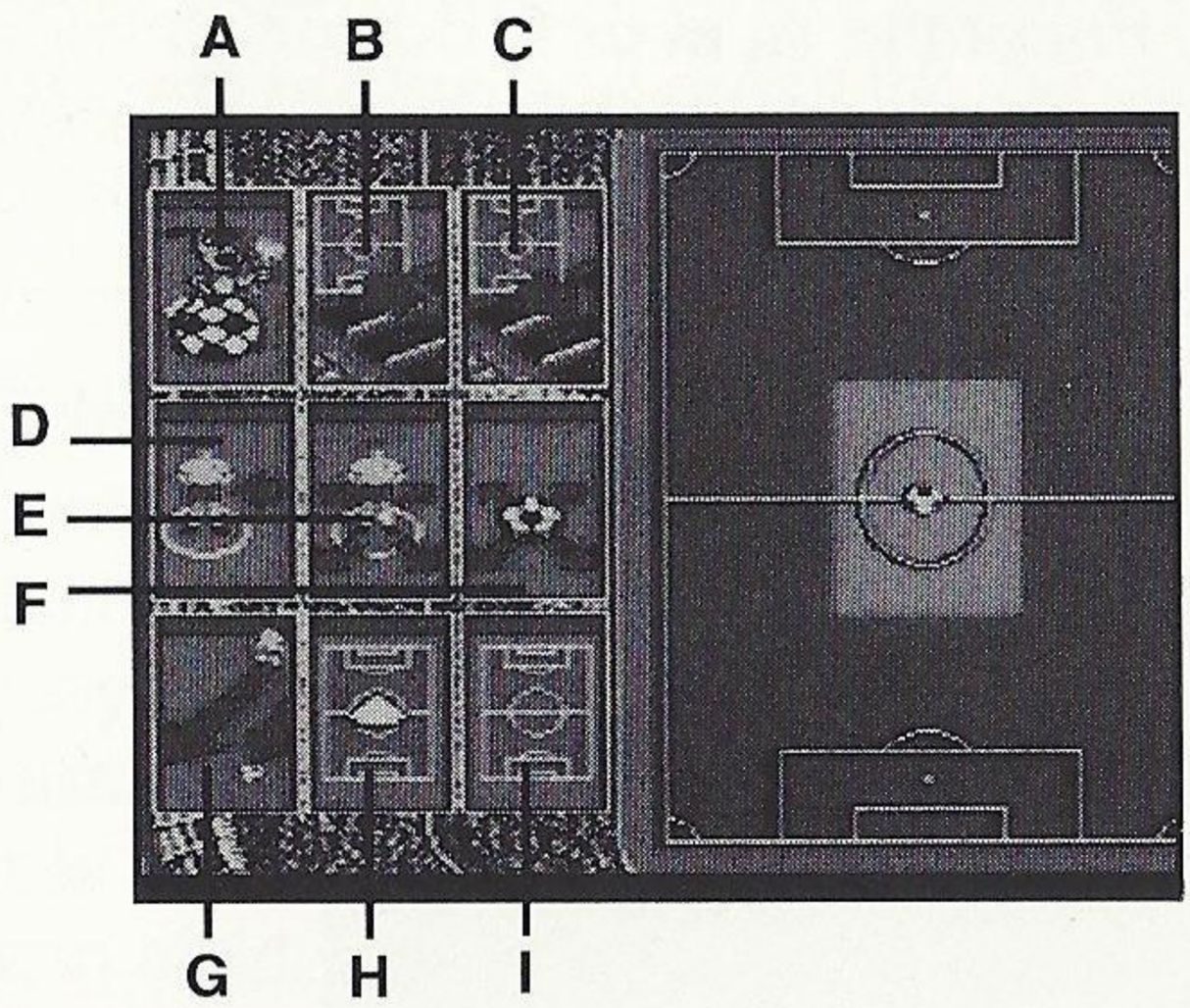
In *World Cup USA '94* you have complete control over the players in your squad and the way they play in each match. By using the individual customization editors you can fine-tune every aspect of your team's character to suit your own personal approach to the game.



1. **Formation Editor**
2. **Team Editor**
3. **Set Play Tactics**
4. **Uniform Editor**
5. **Joypad Setup**
6. **Dribble Control**
7. **Ball Trap Option**
8. **'Keeper Control**
9. **Exit**

1. *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-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.

C-Save a new formation. You can save a maximum of seven personal line-ups at any time, for use in future games. When you have designed the desired formation, press the **A, B or C button** to save your formation. You must be sure that the ball icon is on whichever one of the seven numbered save slots where you wish to save the play.

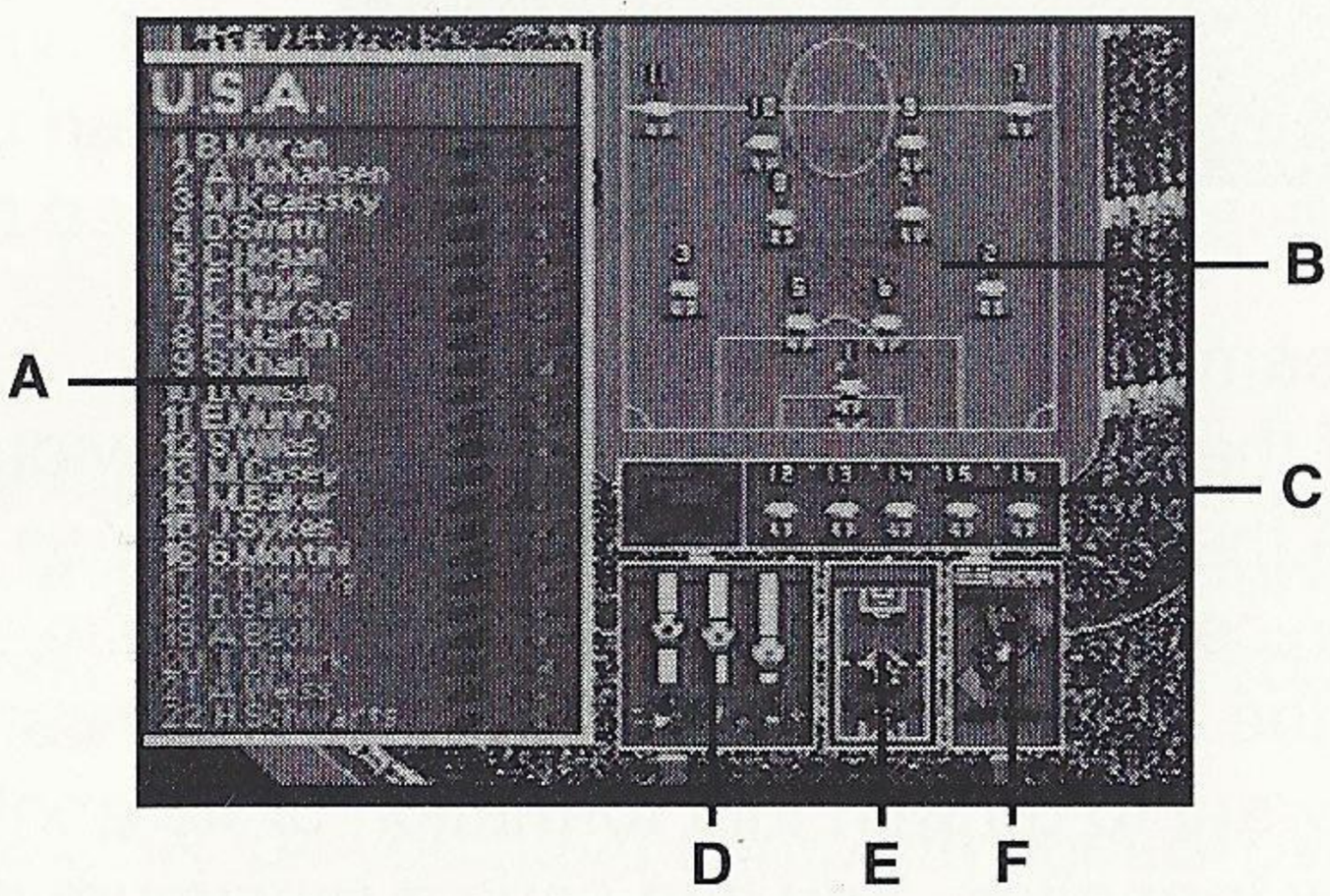
D-Select a player. Hold the **A, B or C button** and use the **D-pad** to cycle through your players' positions on the field.

E-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 the **A, B or C button** and use the **D-pad** to move your player to his new position. You can use this function to allocate your players to different positions in every situation, thus creating a unique formation which can then be saved for future games.

F-Show field sections. Hold the **A, B or C button** to move the ball and highlight each field to demonstrate how your player formations adapts with the flow of play.

G-Player modifier. You can fine tune the movement of individual players in direct relation to the ball within each highlighted field sector. Hold the **A, B or C button** and use the **D-pad** (left and right) to select one of four settings to determine how far your players position themselves from the ball.
H-Defense/Attack. Press the **A, B or C button** to show how your formation changes according to a defensive or offensive situation.
I-Set play/Open play. Press the **A, B or C button** to alternate between formation changes in open play (according to field sector and position of the ball) or at specific set plays.

2. *Team Editor*



A-16 selected players from the 22 player squad are highlighted. You may bench selected players by pressing the **A, B or C button** to remove them from the line-up. You select a replacement player by moving the cursor up or down the squad list and pressing the **A, B or C button** 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-Present formation. Alternative formations may be selected by moving the cursor to the Formation icon and pressing the **A, B or C button.**

Note: The 'Note Pad' shows a formation not yet saved and currently in the formation editor.

F-Exit to Team Options.

3. *Set Play Tactics*

Use the tactic selector to choose four secret strategies to activate at set plays. Scroll through the bank of 24 master tactics (displayed in

groups of eight) and assign a D-pad direction to your favorite four. At a set play, a designated strategy can triggered by moving the **D-pad** in the nominated direction and pressing **Start**.

4. *Uniform Editor*

Use the **D-pad** to select which item of uniform you wish to change. Hold the **A, B or C button** and press the **D-pad up /down** to cycle through the choices available. The left 3 selections are for your home uniform and the right 3 for your away uniform.

5. *Joypad Setup for 1-4 Players*

Designate control of each team: Joypad 1, Joypad 2, Two players vs. Computer control. You may change the number of players to switch between 1 player ,1 and 2 players, 3 players, 3 and 4 players per side. **You must set the options for both sides in order for 4 players to be able to play**. You can use any 4 player adapter, just plug in multitap and all joypads before turning the power ON.

Each player's character has a number above their head that corresponds with the joypad. The player with the number 1 above their head is controlled by Joypad 1, the player with 2 above them is controlled by Joypad 2, and so on. Your control over a player will change to the player nearest the ball.

6. *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 the **A, B or C button** to select one of four settings - the higher the 'Glue Factor', the closer your ball control.

7. *Ball Trap Control*

If this option is ON, your players trap the ball when they receive a pass. If you turn OFF this feature, you will not be able to stop and turn effectively.

Press the **A, B of C button** to switch the Ball Trap Option ON/OFF.

8. *'Keeper Control*

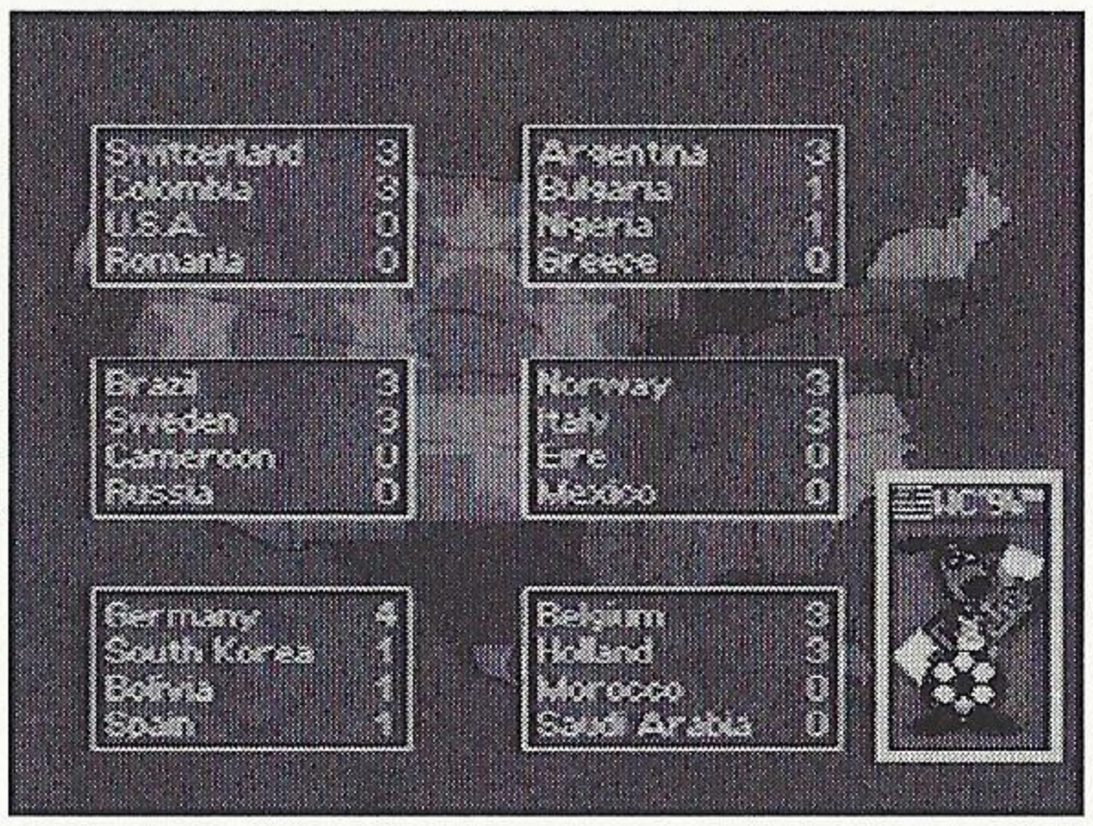
Press the **A, B or C button** to choose player or computer control for your goalkeeper. When your goalie is computer controlled you only have control for goal kicks and throw-outs. The computer automatically intervenes if you do not make a move within ten seconds.

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

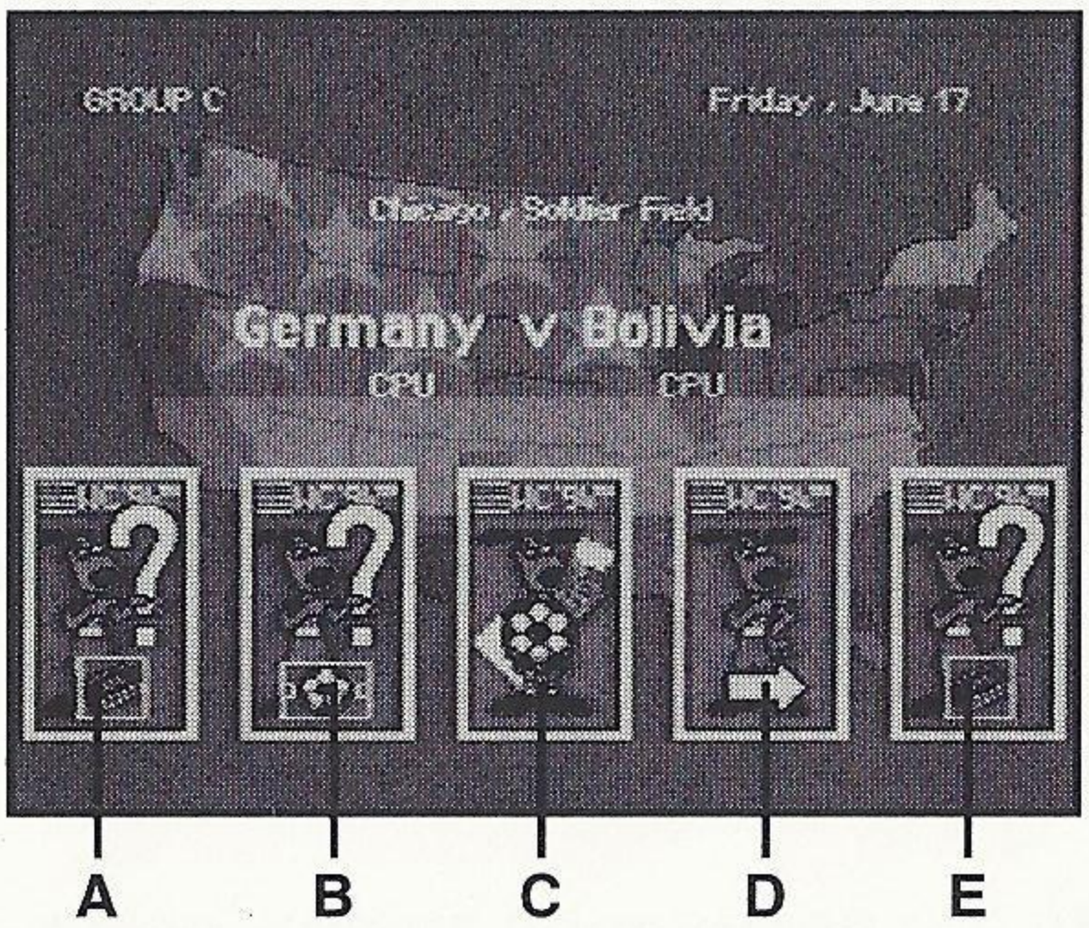
- To guard against a low shot on the left, hold the **A button** and press **left** on the **D-pad**.
- To guard against a low shot on the right, hold the **A button** and press **right** on the **D-pad**.
- To guard the goal against a high shot on the left, press **left** on the **D-pad**.
- To guard the goal against a high shot on the right, press **right** on the **D-pad**.
- To guard the goal against a high shot in the center, press **up** on the **D- pad**.
- To guard against a low shot in the center, don't use the controls at all, the goalie will automatically catch the ball.

TOURNAMENT STATUS

The current tournament status is displayed before you move on to the next match.

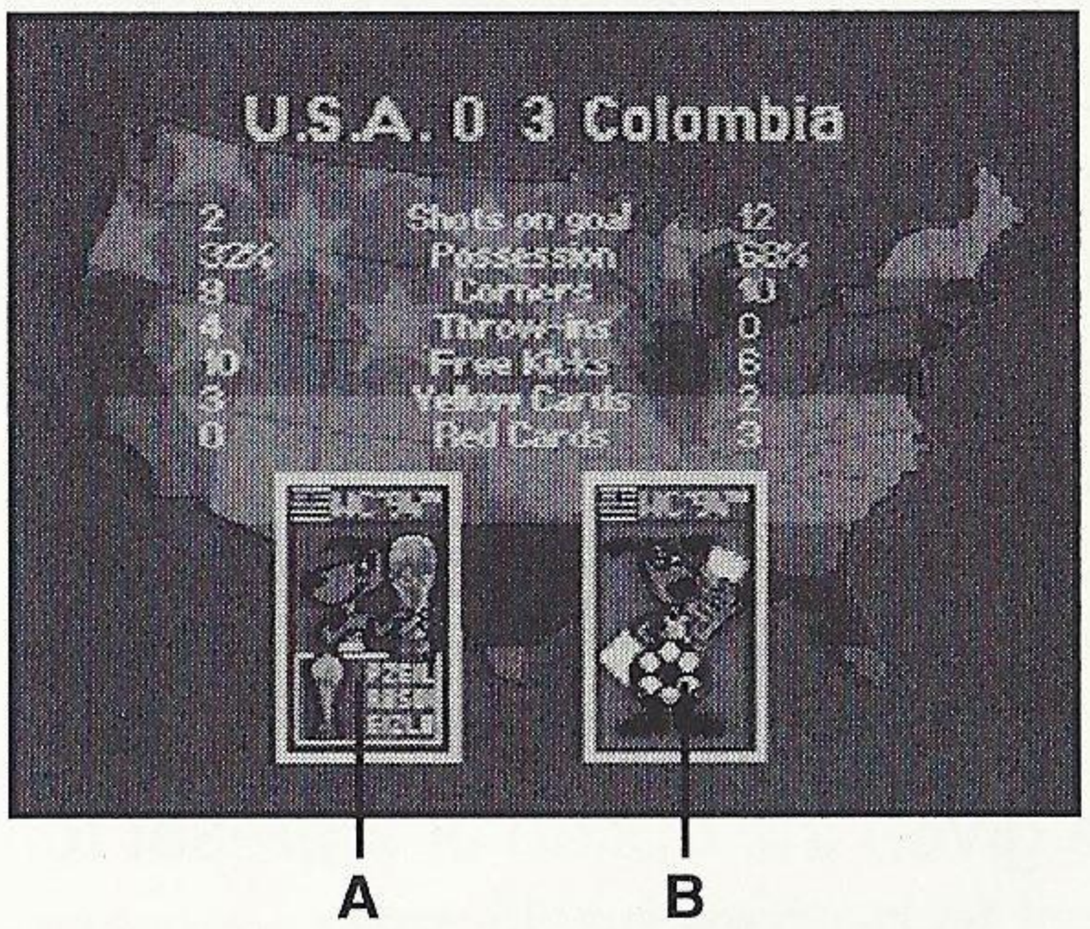


PRE-MATCH OPTIONS



A-Team 1 options.
B-In-game Options Menu.
C-Go to kick-off (or see the stats of the match if both teams are computer-controlled).
D-Skip match.
E-Team 2 options.

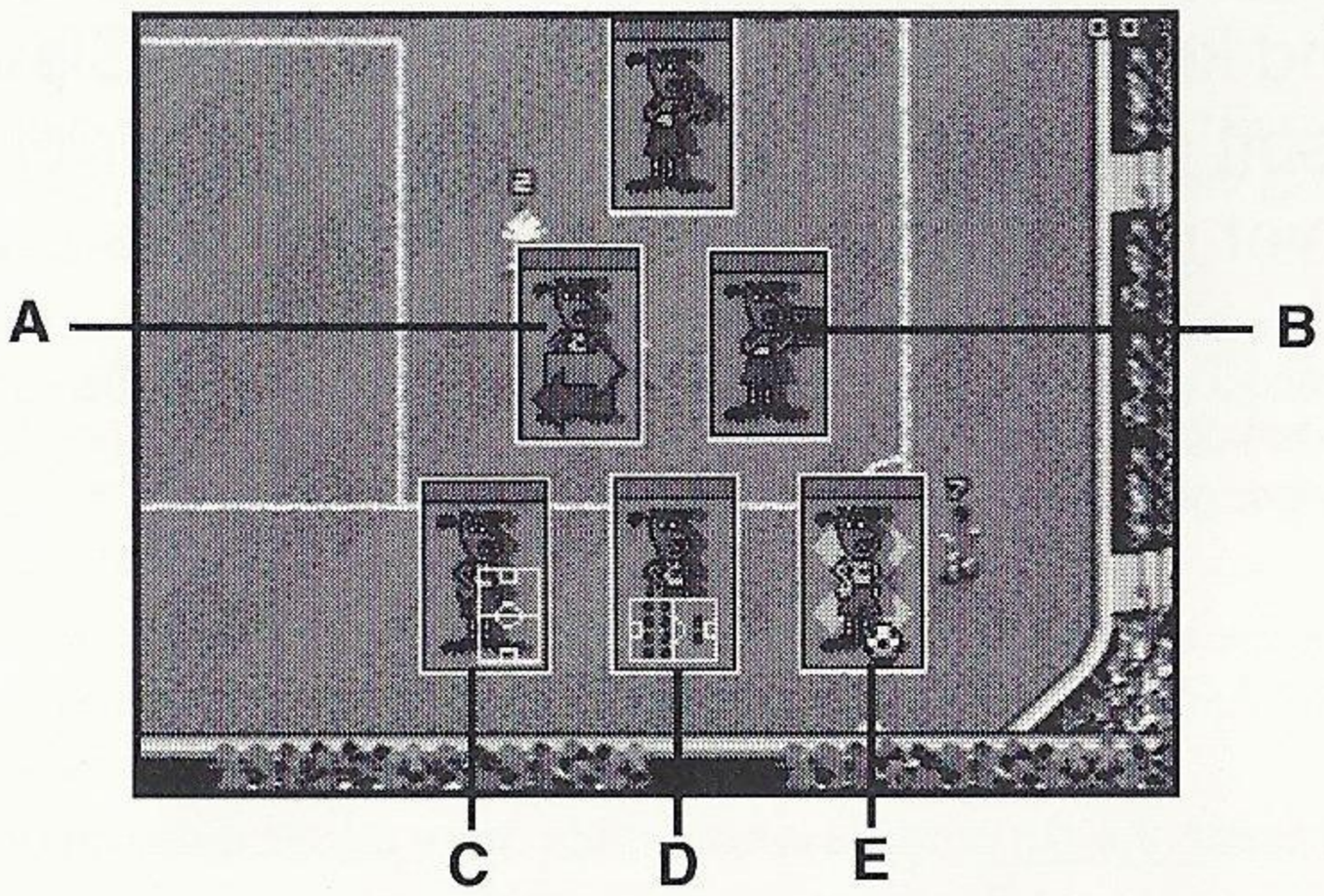
POST-MATCH OPTIONS



A-See Password: View the password that will enable you to restore your tournament at this exact stage via the customized World Cup option. Write these codes down!
B-Continue tournament.

PAUSE MENU

Press **Start** during play to pause the game. You will see Striker, the 1994 World Cup mascot, in a 'stop' pose with his arms outstretched. Press the **A button**. A number of options are now accessible to you.



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-pad** to scan through the players on the field. When the player you wish to substitute appears, press the **B button**. The names of your substitutes will then appear. Use the **D-pad** to cycle through them, pressing the

A, B or C button 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-*Instant Replay*: Press the **B button** to replay the camera action. This will show you the last few seconds of gameplay. You can review game play with VCR-like control: fast-forward, rewind, forward, pause, stop.
C-*Radar*: Select the radar screen you would like small, large, shaded or Off
D-*Formation*: Press the **B button** to change your current formation. You will be given the option of 8 preset formations or the 7 formations saved to battery back-up.
E-*Quit*: Quit game to go to Pre-Match Options.

HANDLING YOU SEGA CD DISC

- The Sega CD Disc is intended for use exclusively with the Sega CD™ System.
- Do not bend it, crush it, or submerge it it 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 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 of abrasive cleaners.

Save up to $300 on American Airlines

Each certificate is valid for $25.00 off any individual adult round-trip excursion fare of $150.00 or more, or $50.00 off any individual adult round-trip excursion fare of $319.00 or more, or $75.00 off any individual adult round-trip excursion fare of $439.00 or more.

Travel is valid to any American Airlines or American Eagle destination within the contiguous 48 states and Canada. This offer is not valid for travel originating in Canada.

Terms and Conditions for American Airlines Certificates

1. This certificate is valid for:
   $25.00 Off any individual adult round-trip excursion fare of $150.00 or more, or
   $50.00 Off any individual adult round-trip excursion fare of $319.00 or more, or
   $75.00 Off any individual adult round-trip excursion fare of $439.00 or more.
   For travel to any American Airlines or American Eagle destination within the contiguous 48 states and Canada. All other destinations are excluded including travel originating in Canada.
2. Certificate must be presented when a ticket is purchased. The individual named on the face of the certificate must purchase the ticket, but may purchase the ticket for himself or herself, or a passenger of his or her choice.
3. Certificate may be redeemed and reservations made at any authorized travel agency, American Airlines or American Eagle airport or city ticket office, or by mail. Redemption is limited to one certificate per passenger per ticket, and surcharges, if applicable, must be paid at the time the ticket is purchased.
4. Reservations are subject to seat availability at the time reservations are made. Seats available for certain fares are capacity controlled and may be unavailable on certain flights or dates.
5. The ticket must be purchased at least 14 days in advance of the start of travel, or as required by the fare purchased, whichever is earlier, and a Saturday night stay is required. For additional information about your excursion ticket call 1-800-237-7981. Refer the representative to the star file number or the focus number on the front of the certificate.
6. The ticket purchaser is responsible for any tax liability and airport passenger facilities charges, if applicable.
7. This certificate is not transferable and is not redeemable for cash. The certificate is void if sold for cash or other consideration and is void if altered, counterfeited, obtained or used improperly, or where prohibited by law.
8. A ticket issued against this certificate is not combinable with any other discount, certificate AAdvantage Award, or Senior Saver Discount.
9. A ticket issued against this certificate is not transferable and may not be reissued once travel has commenced. An open ticket may not be issued and stopovers are not permitted. Every ticket has a cancellation penalty.
10. Travel using this certificate is not permitted on the following inclusive black out dates: 1994: May 27, May 30, July 2 - 5, November 22 - 23, November 26 - 28, December 17 - 18, December 22 - 23, December 26, December 30 - 31. 1995: January 1 - 3, February 16 - March 31 (Saturday/Sunday ONLY), May 26, May 29. Certificate must be redeemed and all travel completed by midnight, May 31, 1995.
11. If this certificate is tendered in connection with a wholly unused ticket, all applicable penalties shall apply. The current fare and all applicable rules shall apply to the new ticket, including a $25.00 administrative charge to reissue a ticket.
12. This certificate has no value except when redeemed in accordance with these terms and conditions.
13. This certificate is not applicable toward the purchase of a miscellaneous charge order (MCO), prepaid ticket (PTA), or special service ticket (Form 406).
14. Any voluntary refund of a ticket purchased with this certificate shall be equal to the amount actually paid, less the fare applicable to the transportation used. If the fare applicable to the transportation used is subject to a refund penalty, such penalty shall apply when a ticket is wholly or partially refunded.
15. The person presenting this certificate may be required to furnish identification.
16. Travel on a ticket issued for this promotion will be by the most direct American Airlines or American Eagle routing between the origin and the destination, and must be on a routing where American maintains a fare. Unnecessary and circuitous routing, connecting points and/or segments are prohibited.
17. Travel is valid as referenced on this certificate to American Airlines/American Eagle destination within the contiguous 48 states and Canada served at the time of certificate redemption and ticket usage.
18. Rules as written for this promotion cannot be changed by any statement or representation of any unauthorized person including employees of American Airlines, Inc., or U.S. Gold, Inc.

Send For Your American Airlines Travel Certificate(s).

It's easy - just follow these steps:

1. Fill out legibly all the requested information on the enclosed application. (Limit four certificates per customer please.) There is a postage and handling fee of $5.00 for each certificate.

2. Mail application along with check or money order for the correct amount made payable to:

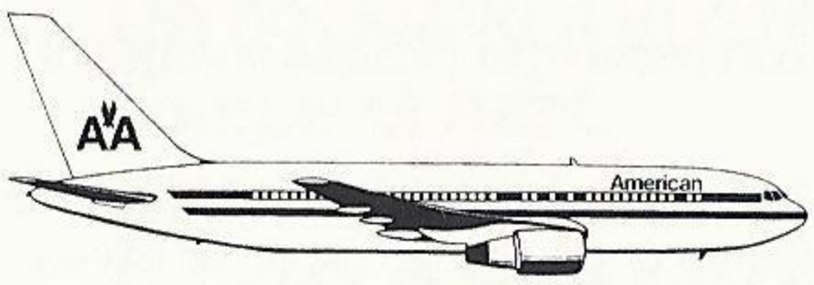
   U.S. Gold American Travel Offer
   P.O. Box 1833
   Orlando, Florida 32801-1833

3. Application must be received by February 28, 1995. Your travel certificates will be mailed to you. Allow 3 to 4 weeks for delivery.

It's also easy to make your reservations and purchase your tickets - just follow these steps:

1. You must have the actual certificates at the time of ticketing. After you receive your certificates, make your reservations at an authorized travel agency or by calling American Airlines reservations at 1-800-237-7981.

2. At least 14 days prior to travel, purchase your tickets at an authorized travel agency or an American Airlines airport or city office.



Send in your application today!

©1993 American Airlines, Inc.

American Airlines Travel Savings Certificate Application

PLEASE TYPE OR PRINT LEGIBLY COMPLETE INFORMATION BEFORE MAILING

NAME_____

ADDRESS_____

CITY_____STATE_____ZIP_____

CHECK ONE:

[ ] Issue one certificate in the name below. Enclosed is a check or money order for $5.00 for postage and handling.

[ ] Issue two certificates in the names below. Enclosed is a check or money order for $10.00 for postage and handling.

[ ] Issue three certificates in the names below. Enclosed is a check or money order for $15.00 for postage and handling.

[ ] Issue four certificates in the names below. Enclosed is a check or money order for $20.00 for postage and handling

AMOUNT ENCLOSED: $_____

Name(s) to be printed on certificates:

1._____ 2._____

3._____ 4._____

Return to: U.S. Gold American Travel Offer, P.O. Box 1833, Orlando, FL 32802-1833.
Allow 3 to 4 weeks for delivery. Application must be received by February 28, 1995.

U.S. GOLD, INC. LIMITED WARRANTY

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.

Some states do not allow limitation as to how long an implied warranty lasts and/or exclusions or limitations or incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

U.S. Gold, Inc.
San Francisco, CA 94111
(415) 693-0297

Patents: U.S.#'s 4,442,486/4,454,594/4,462,076/4,026,555;
Europe # 80244; Canada #'s 1,183,276/1,082,351;
Hong Kong # 88-4302; Germany # 2,609,826; Singapore # 88-155;
U.K. # 1,535,999; France # 1,607,029; Japan #'s 1,632,396/82-205605 (Pending).

For More Soccer Action From

U.S. GOLD

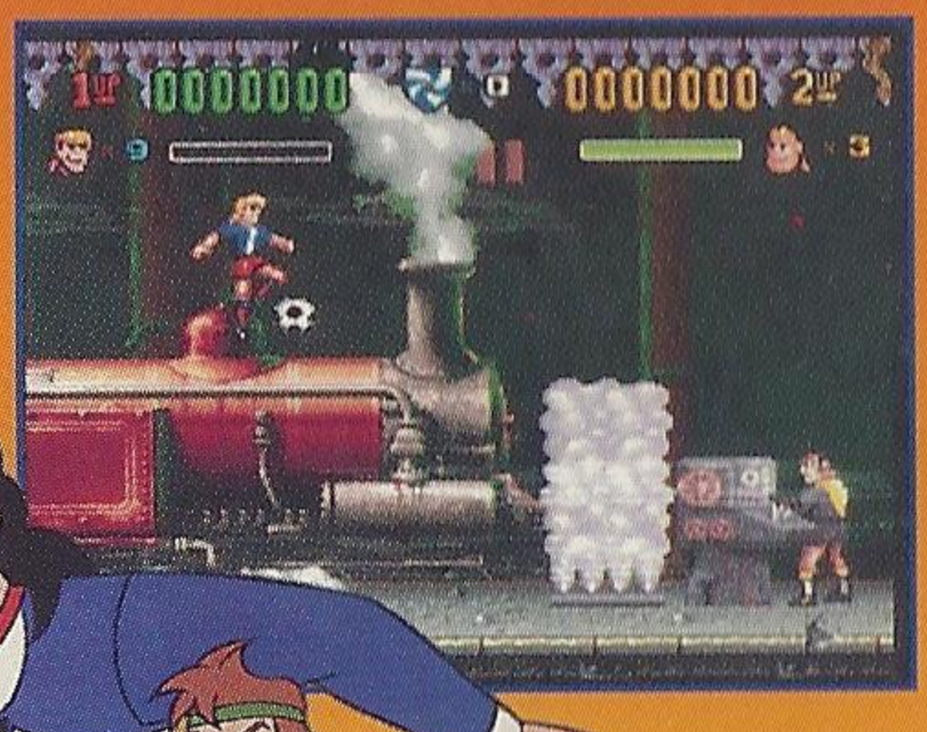
Heads Up! Here Come The...

HURRICANES™

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

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







SEGA AND SEGA CD ARE TRADEMARKS OF SEGA ENTERPRISES, LTD. ALL RIGHTS RESERVED.

World Cup USA 94™ © 1991 WC '94/ISL. Hurricanes © 1992 DIC Animation City, Inc. and Scottish Television plc.
© 1993 U.S. Gold, Inc., San Francisco, CA 94111

Manufactured in the U.S.A.