

# SOCCER KID™



**ENGLISH  
INSTRUCTIONS**





# SOCCER KID™

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Krisalis Software Ltd, Teque House, Masons Yard, Downs Row, Moorgate, Rotherham S60 2HD.

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## **WELCOME!**

Welcome to Soccer Kid. Years of work has gone into producing Soccer Kid. It wasn't easy, and software piracy doesn't help. For every pirate copy of Soccer Kid made, a sale is lost. This reduces the level of money that can be invested in future software development. Any fool can copy software. It takes a little more intelligence not to.

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## **CAUTION!**

Diskettes are magnetic media, just like cassette tapes. Do not expose diskettes to x-rays or intense magnetic fields as the data they hold will be erased. Do not attempt to 'back up' this data as it may be destroyed in the process.

All Soccer Kid disks are guaranteed to be in working order and virus free. Any disks found to be faulty at the time of purchase will be replaced. Send your details and return the disk(s) only to Krisalis Software Ltd, Teque House, Masons Yard, Downs Row, Moorgate, Rotherham. Krisalis always ensure to analyse any returned disks. Note that it is the purchaser's responsibility to avoid damage to the disks by irresponsible use of virus killers. Any disks which have become damaged in this way will be replaced at a cost of £3.00. Return the disk(s) only, enclosing an SAE.

## **EPILEPSY WARNING**

### **READ THIS BEFORE PLAYING SOCCER KID**

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain light patterns of backgrounds on a television screen or while playing computer games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms in persons who have no history of prior seizures of 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 computer 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.





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## THE STORY SO FAR...

It's 1994, the day of the World Cup Final in the United States of America. The atmosphere is e-lec-tric. A capacity crowd is waiting for the match to begin. So too, thousands of miles across the water, is Soccer Kid, sat in front of his television.

A million miles away in outer space, far above the planet Earth, the alien pirate Scab is scanning the area for a trophy of Great Importance to add to his enormous collection. 'Beep beep beep!' goes the scanner as it locates the World Cup, the most prestigious reward on Earth, shining brightly in the American sun.

Suddenly, a blanket of darkness falls over the stadium and Scab's spaceship materialises. The crowd is dumb struck until the World Cup disappears from view. They gasp. They boo. They cry seconds later when the stadium is relit... and Scab's ship is already orbiting the Earth.

BANG! The smug Scab collides with an asteroid. The World Cup shatters into five pieces which fall to Earth, each chunk landing on a different part of the globe.

Soccer Kid decides there and then to save the day by recovering the five pieces of the World Cup.

## BOX CONTENTS

Accompanying this manual inside the box you should find four Soccer Kid diskettes. We advise that these disks are 'write-protected' at all times by ensuring that the black plastic tab in the corner of each disk is moved 'up' so that a 'hole' is created.

## LOADING SOCCER KID

Set up your computer as described in its instruction manual. Plug your joystick into the joystick port (alternatively you can use the keyboard to select options and play). If your computer is turned on, turn it off. Wait for at least 30 seconds before turning on your computer again.






Insert the Soccer Kid Program Disk into the computer's internal disk drive. The program will load and run automatically. You will then be presented with a screen showing Soccer Kid in three poses. These poses are also found on a page of this manual - find them and then use the keyboard to type the page number. If you accidentally type the wrong page number, press the 'backspace' key to delete it and then retype the correct page number. Press the 'Enter' key when you are sure that the Soccer Kid poses shown on the page match those presented on screen.



When you are prompted to insert a Soccer Kid Data Disk, do so. You will know Soccer Kid has loaded when the title screen appears. Do not remove a disk from the computer's internal drive unless you are prompted to swap it.

## PLEASE NOTE

Just because your joystick is playing up doesn't mean you have to miss out playing Soccer Kid. The following keys provide a more than adequate joystick substitute...

<u>KEY</u>	<u>JOYSTICK FUNCTION</u>	<u>KEY</u>	<u>JOYSTICK FUNCTION</u>
	UP		LEFT
	DOWN		RIGHT
		FIRE BUTTON	

### **HARD DISK DRIVE OWNERS PLEASE NOTE**

It is not possible to install Soccer Kid onto a hard disk drive.

### **EXTERNAL DISK DRIVE OWNERS PLEASE NOTE**

The Amiga version of Soccer Kid can be used with up to four floppy disk drives, ie, an Amiga A500 with up to three external disk drives.

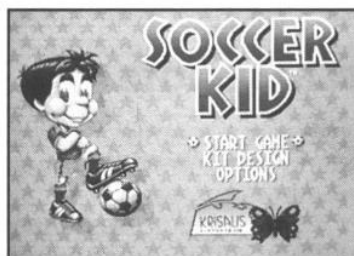
## LOADING PROBLEMS

In the unlikely event that Soccer Kid fails to load, turn off your computer and remove any external peripherals such as printers (leave the monitor or television connected) before repeating the loading procedure. If Soccer Kid still refuses to load then pop the faulty disk(s) (not the packaging) and your name and address into a suitably-sized jiffy bag or padded envelope. To aid our trouble-shooting department, please provide as much detail as possible about your equipment configuration (not forgetting any RAM expansion devices). Send the package to: SOCCER KID REPLACEMENTS, Krisalis Software Ltd, Teque House, Masons Yard, Downs Row, Moorgate, Rotherham S60 2HD. Krisalis Software Ltd will endeavour to replace the faulty disk(s) within 14 days of receipt.



## THE TITLE SCREEN

Hey! There's Soccer Kid, ready to roll. Three options are presented: 'START GAME', 'KIT DESIGN' and 'OPTIONS'. Push the joystick up or down to move the football marker between the options and press the firebutton to select an option.



The Soccer Kid title screen

## START GAME

Select this option when you are ready to play.

## KIT DESIGN

If Soccer Kid's red and yellow strip is not to your liking, you can change the colours of his shorts and shirt to those of your favourite team. Push the joystick up or down to change his shirt colour, and left or right to change the colour of his shorts. Press the firebutton to return to the title screen.

## OPTIONS

Five options are presented: "MUSIC ON", "SOUND ON", "TUTORIAL", "RESUME GAME" and "EXIT". Push the joystick up or down to move the arrow between the options, and press the firebutton to select an option. You can turn the music and sound effects heard during play on or off (the sounds can prove useful so you'd best leave them on). Or you could try the Soccer Kid tutorial where you can view his skills. "Resume Game" enables you to carry on from where you last saved your game. Select the "EXIT" option to return to the title screen.

## TODAY'S TOP SCORERS

If no option is selected from the title screen and you leave the computer and joystick alone for a short while, the top 10 best scores are presented. If you leave the computer and joystick alone for a little longer a demonstration of Soccer Kid in action will be shown. Press the firebutton to return to the title screen.



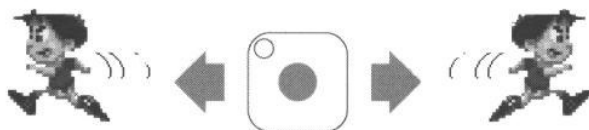


## CONTROLLING SOCCER KID

Soccer Kid is one talented individual, no doubt about it. He's an athletic fellow but his real talent shines through when he has a ball at his feet. Soccer Kid gains possession of the ball as soon as he touches it, and he can also use the ball to remove adversaries from play and collect items otherwise out of reach.

### HE CAN RUN!

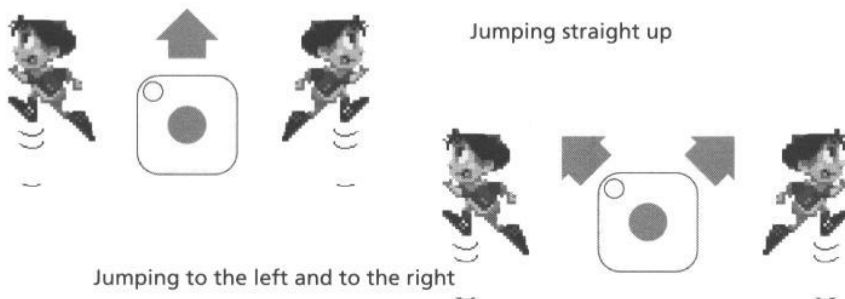
Push the joystick LEFT or RIGHT to make Soccer Kid move in those directions, whether he's in possession of the ball or not.



Running to the left and to the right

### HE CAN JUMP!

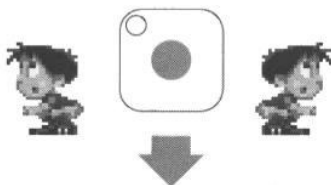
Push the joystick UP to make Soccer Kid jump. The longer the joystick is held in the direction of the jump, the higher Soccer Kid will leap. Note that Soccer Kid will not take the ball with him.



Jumping to the left and to the right

### HE CAN DUCK!

Push the joystick DOWN to make Soccer Kid duck on the ground. Note that this move allows you to see what's below Soccer Kid.



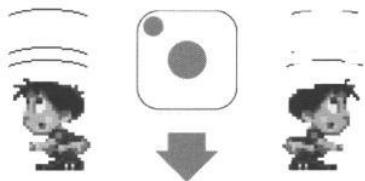
Soccer Kid ducks



### ***HE CAN FALL THROUGH THIN PLATFORMS!***

Push the joystick DOWN and press the firebutton to make Soccer Kid fall through a thin platform. Note that Soccer Kid will take the ball with him if he has it.

Falling through a thin platform



### ***HE CAN 'DO' SLIDING TACKLES!***

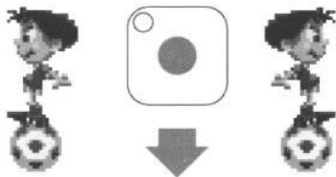
Push the joystick DOWN when Soccer Kid is running left or right. Soccer Kid will perform a sliding tackle, whether or not he's in possession of the ball. This move is particularly useful for sliding under low gaps.



A sliding tackle to the left  
and to the right

### ***HE CAN LAND ON THE BALL!***

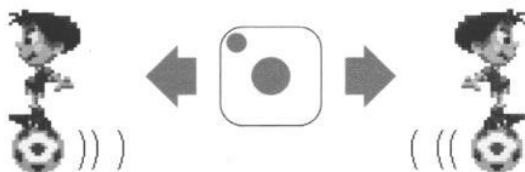
When Soccer Kid's in the air, push the joystick DOWN to make Soccer Kid land on the ball - but only if he's above it. To make Soccer Kid step off the ball push the joystick in any direction except UP.



Balancing on the ball



### **HE CAN ROLL ON THE BALL!**



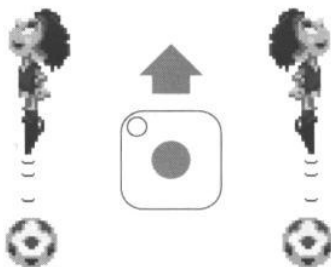
Rolling on the ball

When Soccer Kid's standing on the ball, press and hold the firebutton, then push the joystick LEFT or RIGHT to make Soccer Kid roll the ball in those directions. To make Soccer Kid step off the ball, release the firebutton and push the joystick in any direction except UP.

### **HE CAN JUMP HIGH OFF THE BALL!**

Here's a handy move for when Soccer Kid can't quite reach a platform above him. Push the joystick UP when Soccer Kid's standing on the ball to make him jump high. Push the joystick LEFT or RIGHT to guide Soccer Kid in the air.

Jumping high off the ball



### **HE CAN KICK THE BALL!**

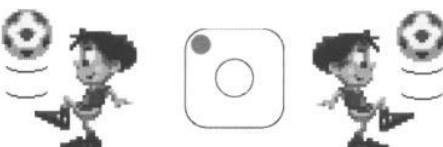
Soccer Kid can kick the ball in many different directions. Press the firebutton and push the joystick LEFT or RIGHT to make Soccer Kid kick the ball in those directions. Note that the ball can be kicked straight across small gaps.

Kicking the ball to the left and to the right



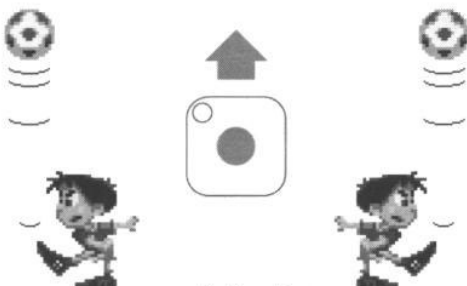
### **HE CAN 'DO' TRICK KICKS!**

Press the firebutton to make Soccer Kid tap the ball on his foot. From here Soccer Kid can perform many tricks. To make Soccer Kid drop the ball, release the firebutton and push the joystick DOWN or away from the direction he's facing. A 100 point bonus is given for every adversary removed from play with a Trick Kick.



Soccer Kid is ready to perform trick kicks

**When Soccer Kid is tapping the ball on his foot you can perform any of the following trick kicks...**



Kicking the ball high in the air

### **HE CAN KICK THE BALL HIGH!**

Push the joystick UP to make Soccer Kid kick the ball straight up.

### **HE CAN KICK THE BALL LONG AND HARD!**

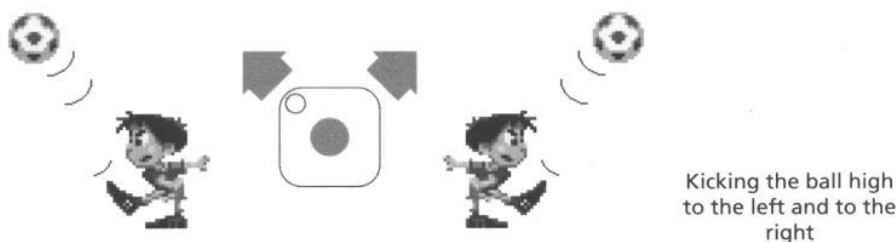
Push the joystick in the direction Soccer Kid is facing to make him kick the ball long and hard.

Kicking the ball long and hard



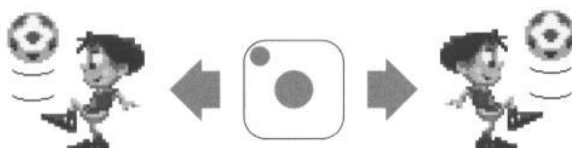
### **HE CAN PLAY A HIGH CHIP!**

Push the joystick UP and in the direction Soccer Kid is facing to make him chip the ball.



### **HE CAN USE BOTH FEET!**

Press and hold the firebutton then push the joystick away from the direction Soccer Kid's facing to swap feet.



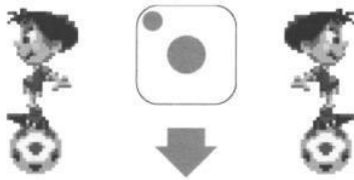
Swapping feet

### **HE CAN 'DO' FLYING HEADERS!**

This move will take a little more practice than most. Kick the ball straight up then jump, press and hold the firebutton and push the joystick in the direction Soccer Kid's facing to make him head the ball in the air - but only if the ball is near his head. A 400 point bonus is given for every adversary removed from play with a Flying Header.



## ***HE CAN BALANCE ON THE BALL (AGAIN)!***

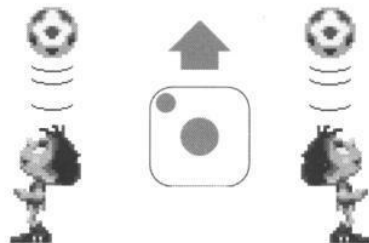


Balancing on the ball

Press and hold the firebutton, then push the joystick **DOWN** to make Soccer Kid stand on the ball. To make Soccer Kid step off the ball, release the firebutton and push the joystick in any direction except **UP** (otherwise he jumps high off the ball).

## ***HE CAN HEAD THE BALL!***

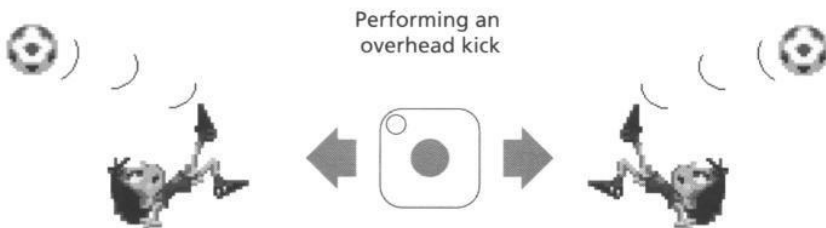
Press and hold the firebutton, then push the joystick **UP** to make Soccer Kid flip the ball onto his head. To make Soccer Kid drop the ball, release the firebutton and push the joystick in any direction except away from the direction he's facing.



Performing a header

## ***HE CAN PLAY OVERHEAD KICKS!***

When Soccer Kid has the ball on his head, push the joystick away from the direction Soccer Kid's facing to make him perform an overhead kick. An 800 point bonus is given for every adversary removed from play with an Overhead Kick.



Performing an overhead kick



### **HE'S A TRUE SWINGER!**

In some sections Soccer Kid needs to use ropes to swing across chasms. To make Soccer Kid jump onto a rope, simply time his leap so that he will collide with the end of the swinging cord. Push the joystick in the direction of the swing to speed it up. Push the joystick in the opposite direction to the swing to slow it down. Press the firebutton to make Soccer Kid jump off the rope.



Slow down the swing...



And speed it up!

### **NEW BALLS PLEASE**

It's not uncommon to lose Soccer Kid's ball. But don't despair! When Soccer Kid's standing still, press and hold the firebutton for approximately a second to bring a new ball into play. Note that the less balls you use to complete a scene, the bigger the bonus you will receive at the end.



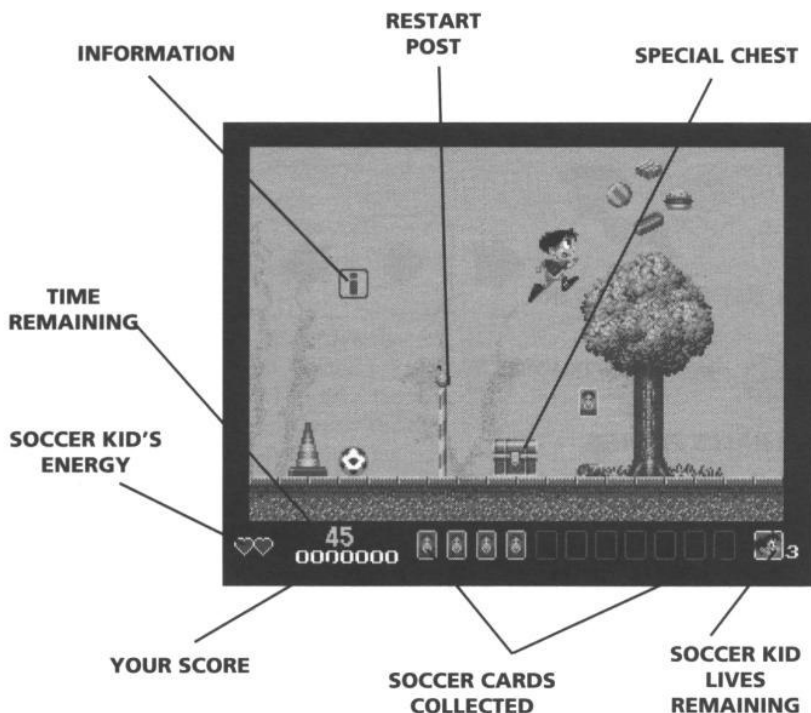
Now you don't...



And now you see it!



## WHAT YOU CAN EXPECT TO SEE DURING PLAY



### ***SOCCER KID'S ENERGY***

Soccer Kid starts with two hearts, but if he bumps into an adversary or anything associated with it, he loses one of these hearts. Extra energy and even a third heart can be collected (see PICK 'EM UP! on page 23). A Soccer Kid life is lost when no more hearts are remaining. Soccer Kid's energy is topped up when a scene is completed.





## **TIME REMAINING**

Soccer Kid has 45 time units to reach the end of a scene. Bonus points are given for any time remaining when Soccer Kid completes a scene.

## **YOUR SCORE**

Points are scored for removing adversaries from play, collecting bonus items and so on. 1 Extra Life is awarded for every 200,000 points scored. But only one hit per kick is permitted when using the ball to kill enemies, open chests, etc.

## **SOCCER CARDS COLLECTED**

You need to collect all 11 Soccer Cards hidden throughout each scene to qualify for the Bonus Game where you can attempt to retrieve a piece of the World Cup. Every Soccer Card collected in a scene is shown here. Don't forget: get the set!

## **SOCCER KID LIVES REMAINING**

You start with three lives but extra ones can be picked up along the way. When no more lives remain, the final whistle blows and it's all over... until next time. Pressing the "Escape" (ESC) key quits the current game and returns you to the title screen.

## **INFORMATION**

Kick the ball into this symbol for information about the current scene.

## **RESTART POST**

Should Soccer Kid touch one of these posts he will return to this point instead of the beginning of a scene when a life is lost.

## **SPECIAL CHEST**

Kick the ball at the chest until it explodes. Inside every Special Chest you will find a powerup of some description. For Further details see PICK 'EM UP! on page 23.



## THE SCORE BOARD

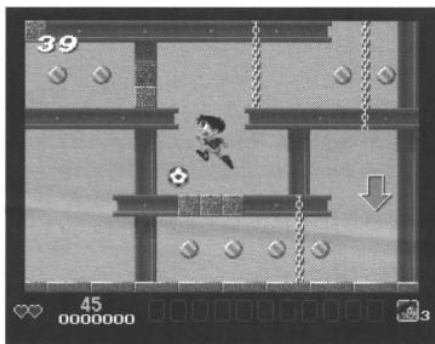
Once you have completed a scene you are given bonus points for the number of Soccer Cards collected, the number of balls you didn't lose, and time remaining. You are also awarded points for the number of trick kicks used to remove adversaries from play or to collect bonus items.



The Score Board

## THE BONUS GAME

If you can manage to collect all 11 Soccer Cards from a scene you can play the Bonus Game in an attempt to pick up a piece of the World Cup. In each Bonus Game there are 50 items to collect (the number remaining is shown in the top left-hand corner of the screen) before a piece of World Cup appears below the large flashing arrow. Watch the clock! But don't worry if you don't succeed at first - you have three attempts in each country.

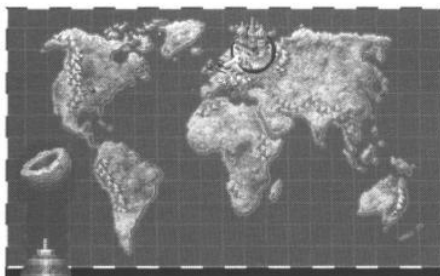


The Bonus Game



## **THE MAP**

The map shows Soccer Kid's progress between countries.



The map

## **HOLD IT!**

Maybe you need to take a break, in which case press the F10 key to freeze the action. The word 'PAUSED' will be shown for a few seconds. To resume play press the F10 key again while the action is frozen.

## **THE COUNTRIES AND THEIR INHABITANTS**

There are five countries to visit. Each country features three scenes to explore and complete. With the exception of the Russian Battleship and the Japanese Train there are two halves to a scene. Among the obstacles you will find are pits, moving platforms, crumbly platforms, and spikes which not only hurt Soccer Kid but also burst his football. Watch out for secret passages where bonus items are found... and sometimes Soccer Cards!

## **SAVE / LOAD GAME**

After completing each country you will be presented with a "Save Game" option. Highlight your selection by choosing either of the icons shown on-screen. If you do not wish to save your game press the firebutton and the game will carry on loading onto the next country. If, however you wish to save your game, move the joystick left, press the firebutton and follow the on-screen prompts. If you wish to save more than one game then a separate disk must be used each time.



# ENGLAND

## HOME TOWN

Soccer Kid's journey begins in his home town of Rotherfield. Beware of falling bricks, Simon's Silly Cyclists, Stoo's Psychotic Skateboarders and a bonkers builder called Derek.



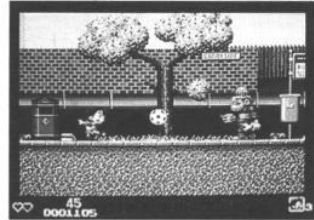
SIMON



STOO

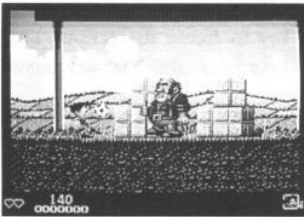


DEREK



## THE ENGLISH COUNTRYSIDE

Who'd have thought a walk over pleasant pastures could be so bad for your health? Mind the frogs, snakes, and Farmer Giles who hates football and kids running around on his land.



A FROG



A SNAKE



FARMER GILES

## LONDON

Welcome to the smoke, home to the Houses Of Parliament, Big Ben, Tower Bridge, and Gareth, a rogue rugby player.



GARETH



# ITALY

## THE RUINS

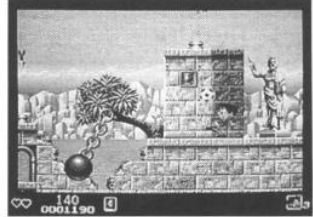
Among the crumbling masonry you will find swinging demolition balls, deadly darts, Roger the roamin' Roman and (gulp) ghosts.



ROGER

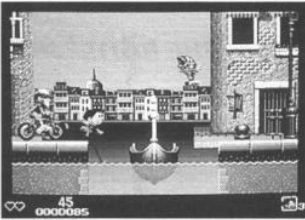


A (GULP) GHOST



## VENICE

Ah, Venice is very nice, especially the waterways. But bear in mind that Soccer Kid can't swim. Beware of the fish, and watch out for Wicardo, a wacky pizza-wielding waiter.



A FISH



WICARDO

## THE RIVIERA

It's hard to miss the Moped Maniacs riding up and down the beach. Will you get to see world famous opera singer Pavarelli? He hates football and kids. Oh dear!



MOPED MANIAC



PAVERELLI



# RUSSIA

## THE FREEZING FOREST

Heavy snow is forecast but there's plenty here to keep you warm. Don't bump into the Slav Sledgers, the squirrels or the wolves. Climb the tall trees if you have to!

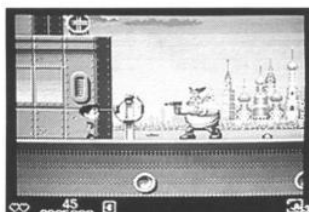


A SLAV SLEDGER



A WOLF

## THE BATTLESHIP



Beware the big guns - especially the ones in the hands of crazy sailors!



RED, THE CRAZY SAILOR



A SWORDFISH

## RED SQUARE

The snow is falling, the tanks are parked... and the Russian Gymnasty Assassins are out in force.



A GYMNASTY ASSASSIN



# JAPAN

## THE COUNTRYSIDE

Watch out for falling conkers, and beware of birds, dragonflies and flying fish. And remember: Soccer Kid hates deep water.



BIRRY BIRD



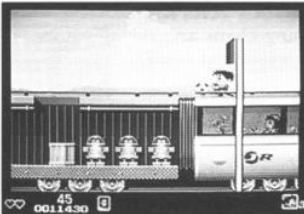
D'LAGONFRY



FRYING FISH



## THE TRAIN



Think again... Prepare yourself for a high-speed train trip you won't ever forget. Avoid the coal-throwing moles and the restless robots. And mind the signposts - you will be warned, so prepare to duck!



A COAL MOLE

## THE FACTORY

Don't let the fireballs, sparks and crushers make their mark. Not all of the robots are docile. Look out for the Mad Professor who's almost as nutty as the sumo wrestler.



LOBBY ROBOT



THE MAD PLOFESSOR



SARKY SUMO  
WRESTLER



# USA

## THE WILD WEST

And isn't it just! Mind the tumbleweed, Chief Pain's Indians and the porcupines...



TUMBLEWEED



CHIEF PAIN INDIAN



A PORCUPINE



## BABE-WATCH BEACH

Falling coconuts and bouncing beach balls are best avoided, and so too are the mad, jumping clams and the alligators.



A CLAM



A BEACHBALL



A BABY ALLIGATOR

## THE CITY

It's not safe here. Rats scurry around the sewers, and deranged dogs run wild in the streets. Watch out for Pneumatic Man, Ricky's 'High Rollers' Roller Blade Troupe, and Chuck, a crazed American footballer.



A DERANGED  
DOG



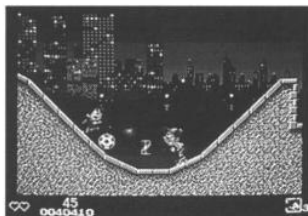
PNEUMATIC  
MAN



RICKY  
ROLLER BLADE



CHUCK





# PICK 'EM UP!

Run or jump into any of the following - or use the ball to collect them.

## **EXTRA TIME**



Collect an extra 15 units of time to help Soccer Kid complete the scene.

## **EXTRA STAMINA**



Have a heart... Soccer Kid can have a maximum of three, which means he can take an extra hit from something bad.

## **EXTRA ENERGY**



Tops up Soccer Kid's energy level by one heart's worth.

## **INVINCIBILITY**



The effect is temporary. Soccer Kid flashes while he is invulnerable. Actually, he's not quite invincible: he is still hurt by spikes.

## **EXTRA LIVES**



Collect one for an extra life.

## **SPEEDY BOOTS**



When Soccer Kid has these he runs twice as fast and is invulnerable - but he should still avoid spikes!



# PLAYING ADVICE

- Before you play, take time to familiarise yourself with Soccer Kid's control and skills. Use the TUTORIAL option from the OPTIONS menu on the Title Screen.
- A scene may contain more than one Information symbol. Hit them with the ball whenever you see them.
- Kick the ball over spike pits - it could save your life!
- Kick the ball ahead - you may hit an off-screen adversary!
- Look down before dropping into a gap - there may be danger below!
- To activate the dynamite in the Russian forest - jump on the plungers!







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