



PlayStation

TM

NTSC U/C

PlayStation™

OLYMPIC SOCCER



Atlanta 1996



KIDS TO ADULTS



CONTENT RATED BY ESRB

SLUS-00156



EIDOS INTERACTIVE

WARNING

READ BEFORE USING YOUR PLAYSTATION GAME CONSOLE

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, including games played on the PlayStation game console, may induce an epileptic seizure 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.

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. Refer to your projection TV instruction manual for more details.

HANDLING YOUR PLAYSTATION DISC

- This compact disc is intended for use only with the PlayStation game console.
- 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 rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use.
- Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

CONTENTS

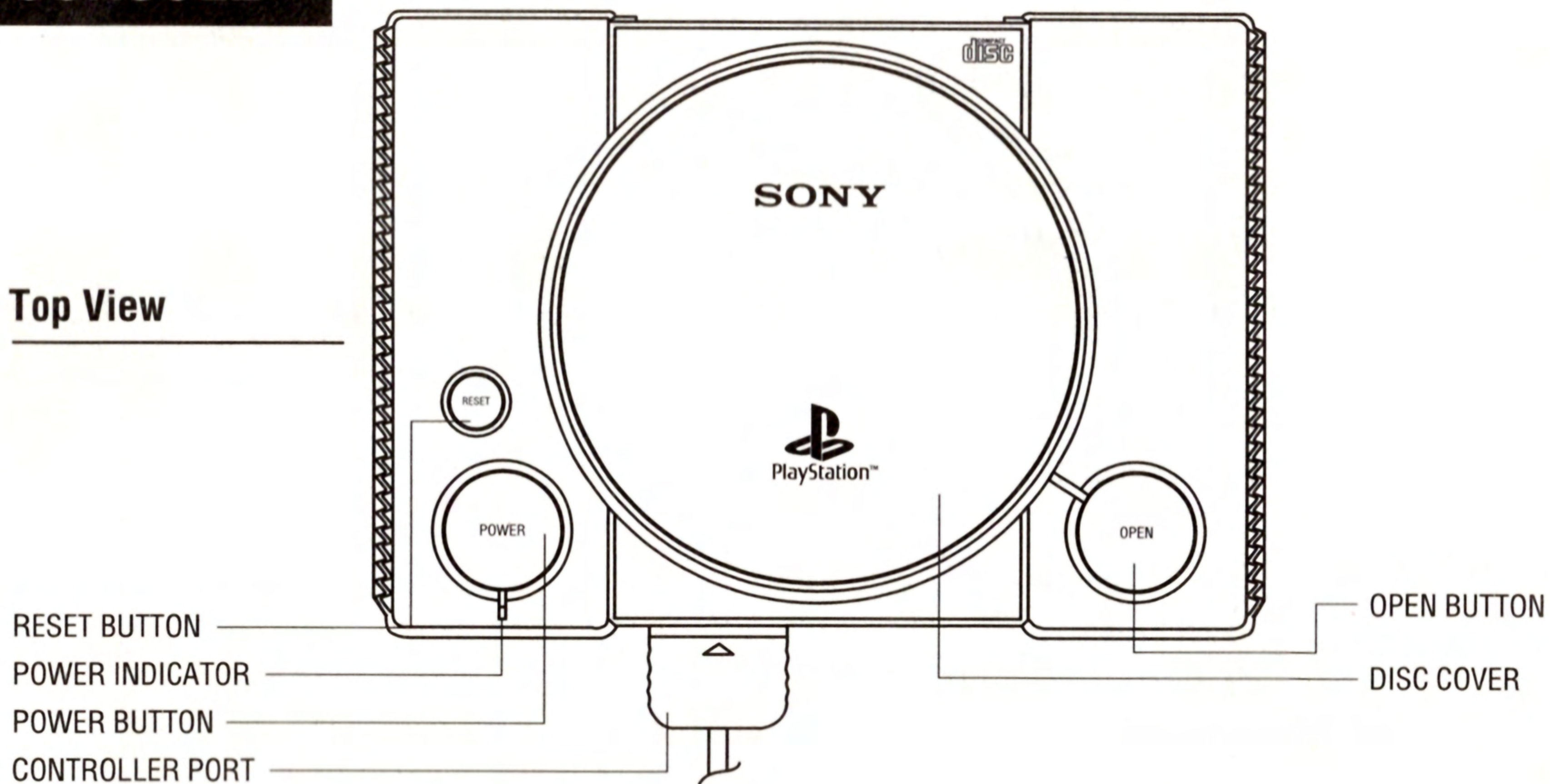
SETTING UP	2
CONTROLS	3
In Possession	5
After Touch	5
Winning the Ball	6
Receiving A Long Pass	6
Set-Pieces	7
THE OLYMPIC ENIGMA	8
MAIN MENU	10
Arcade	11
Olympic	11
Countries	12
Tables	12
League	12
Exhibition	13
Load	13
Demo	14
Starting Your Game	14
Options	14
OPTION WHEELS	15
IN-GAME OPTIONS	22
FULL-TIME	25
CREDITS	26



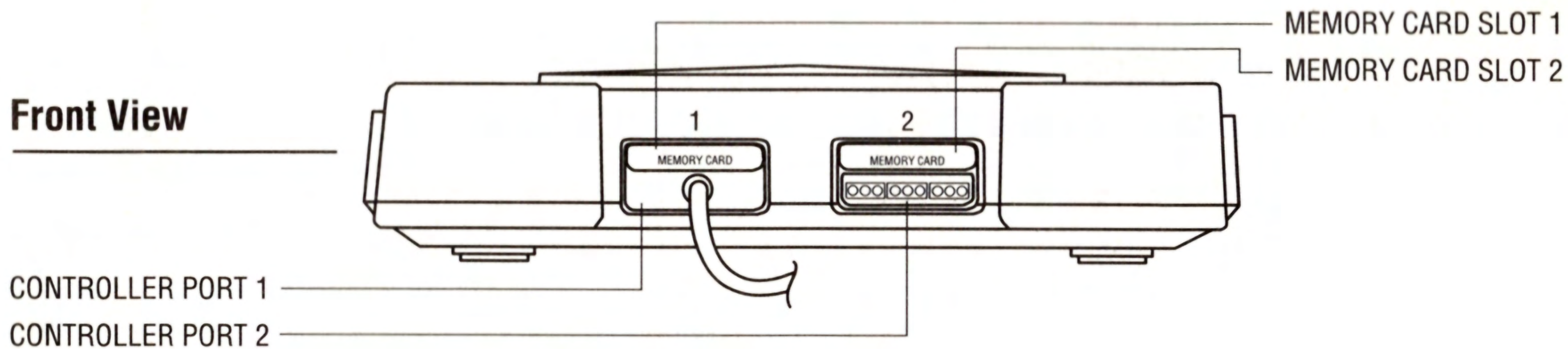
SETTING UP

CONSOLE

Top View



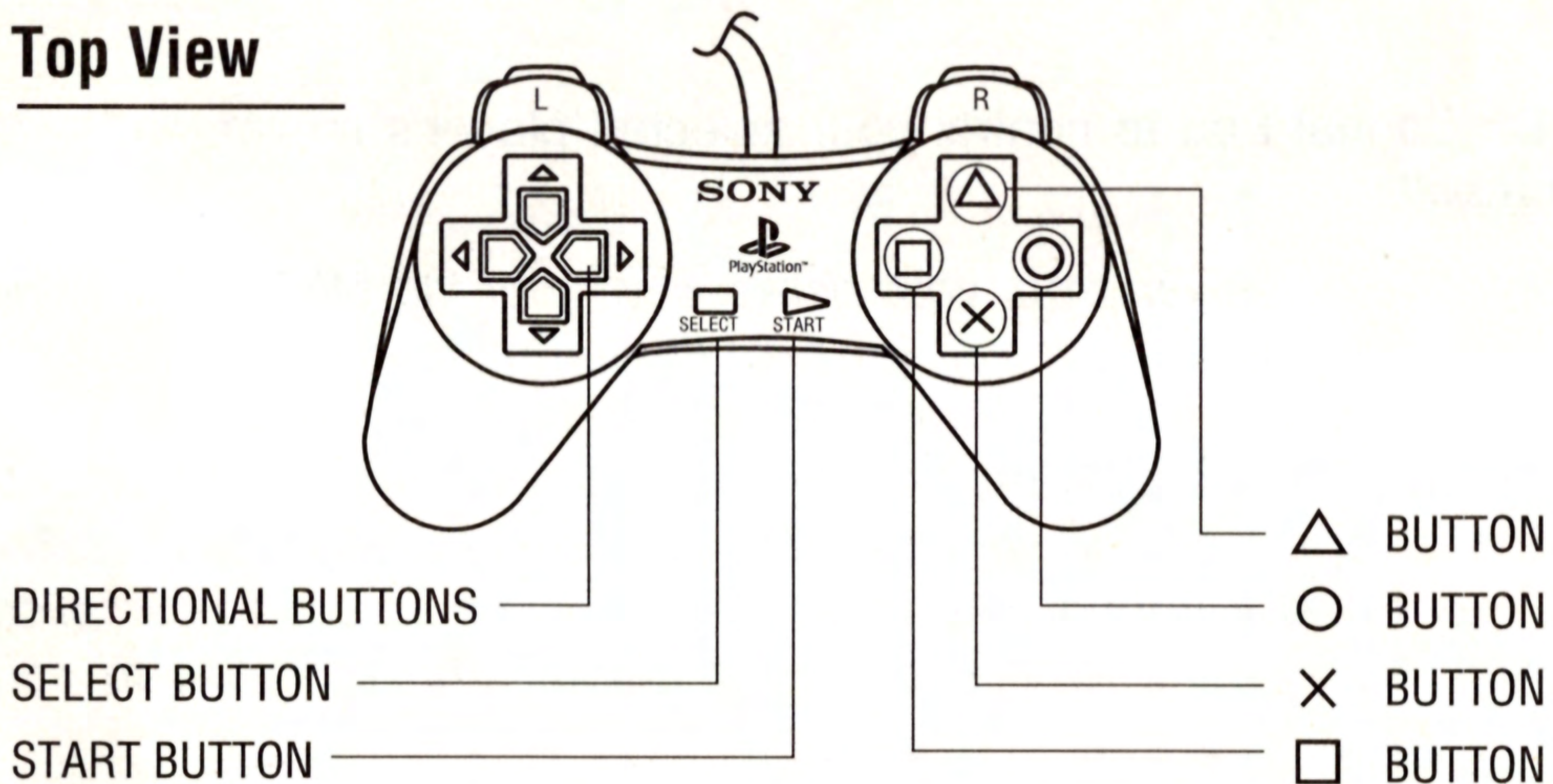
Front View



1. Set up your PlayStation game console according to the instructions in its Instruction Manual.
2. Insert the Olympic Soccer disc and close the CD cover.
3. Insert a game controller and turn the PlayStation game console on. Follow the on-screen instructions to start a game.

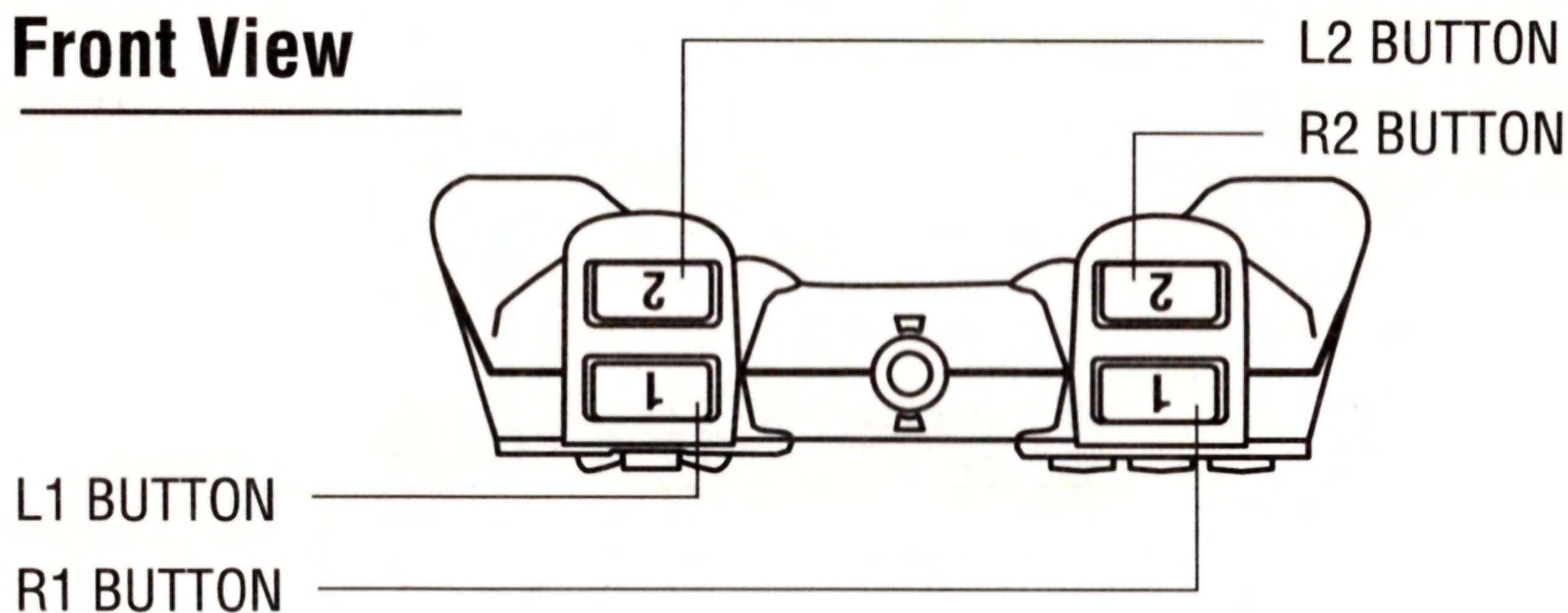
CONTROLS

Top View





Front View



Use the Directional Pad to control your selected player's movement, with or without the ball.

Note: Control is perceived from your perspective, not the player on the pitch. For example, if the player is facing towards the left of your screen, by moving the Directional Pad UP he will move to his right (towards the top of your screen). The following directional references relate to a player facing towards the top of your screen (ie. the same as you) and must therefore be modified to suit the current posture of your selected player. This may sound complicated but in practice you will find it is the most natural and easy-to-use control method.

Note: For multi-player games, insert the multi-tap into port-2 for best results.

IN POSSESSION

Shoot: □ (hold to increase power).

Pass:

1. Tap × to pass to your nearest teammate (in the direction you are facing).
2. Tap × twice to play a give and go with your nearest team mate.
3. Tap × and then tap ○ to receive a chipped return pass from a give and go.
4. Press and hold × to hit a long pass to your furthest team mate (in the direction you are facing), who will receive the ball at chest height (see *Receiving a Long Pass*).

Chip: ○ (hold to increase power).

Back heel: The L1 Button

Cross*: The R1 Button

* To use this special move you must be situated in a suitable crossing position on the wing.

AFTER TOUCH

From a shot (□) or chip (○) you can apply After Touch using the Directional Pad;

Ball swerve: LEFT/RIGHT

Chip (backspin): DOWN

Dip (topspin): UP



WINNING THE BALL

Sprint: Repeatedly tap .

Slide tackle: X

Diving header: ○* (when the ball is between knee and head height).

Header: ○* (when the ball is above head height).

Bicycle kick: ▲* (when the ball is above head height).

* Hold to increase power.

***Note:** You can use the Directional Pad to direct headers and bicycle kicks, subject to simulated natural body movement. If you do not press one of the Directional Pad, you will head/kick the ball in the direction you are facing.*

RECEIVING A LONG PASS

When a player has been assigned to receive a long pass, button assumes a new 'chest control' function;

1. Tap to trap the ball.
2. Press (hold to increase power) and move the Directional Pad to play a lay-off.

-
-
3. Press (hold to increase power) without moving the Directional Pad to chest the ball into the air (ie. set yourself up for a header or bicycle kick).

SET-PIECES

Corner kick/Goal kick/Free kick: Position the crosshair using the Directional Pad to nominate your target and then all controls remain the same as in open play.

Penalty kick: A target ball sweeps across the goal mouth from side to side. When it reaches the point you wish to aim at, press X to strike the ball.

Note: Your goalkeeper is computer-controlled except when you receive a back pass and he assumes the control of an outfield player, or when you defend a penalty and you must move the Directional Pad LEFT/RIGHT to dive for the ball.

Throw-in: Position the crosshair and tap X to throw the ball to your team mate's feet, or press and hold X to throw the ball at head height.



THE OLYMPIC ENIGMA

Soccer has always endured an enigmatic relationship with the Olympic Games. According to most fans and pundits, the Olympic soccer tournament lacks the prestige associated with other events.

This has emerged from the conflict between the modern era of professionalism in soccer and the traditional amateur status of the Olympic Games. However, in recent years the move towards universal professionalism has helped reunite the world of sport, and this is reflected in the new eligibility rules introduced for the 1996 Olympic competition.

From 1900 to 1928, the Olympic Games produced the first eight recognized world soccer champions, until FIFA declared that a separate global tournament should determine this honor. Uruguay, the reigning Olympic gold medallists, played host to the inaugural World Cup in 1930, condemning the Olympic competition as the domain of amateur teams.

Profiting from this status, Eastern European nations dominated the post-war period, fielding full-strength sides under the approved notion that none of their state-supported players were professional. Hungary proved the most successful, winning three Gold medals plus a Silver and a Bronze from 1952-1972.

The Eighties saw more revered soccer nations claim honors, as the eligibility rules gradually relaxed to admit young professional players.

At the 1996 tournament in Atlanta, the only competitor restrictions apply to age. With the exception of three team members, each international squad must be comprised of players under the age of 23. Many countries regard this contest as an invaluable opportunity to give their national Under 21 teams competitive experience.

One notable exception will be Great Britain, who have not entered a team for many years. This stems from fear among the governing bodies of England, Scotland, Wales and Northern Ireland that if a unified side played in the Olympic Games, FIFA would apply similar constraints to the World Cup and other international competitions, where each home nation currently enjoys the luxury of individual teams (and votes).

The Olympic tournament will be contested from July 20th to August 3rd between 16 nations, as determined by regional qualification competitions. A league system of four groups will decide the preliminary rounds, to be played at four venues across the USA: Florida Citrus Bowl; Legion Field in Birmingham, Alabama; Miami's Orange Bowl; and RFK Memorial Stadium in Washington DC.

From each group, the top two teams qualify for the knockout stage: single-elimination matches at Sanford Stadium in Athens, Georgia.



Olympic Football Champions 1900 - 1992

1900	Great Britain	1952	Hungary
1904	Canada	1956	Soviet Union
1906	Denmark	1960	Yugoslavia
1908	Great Britain	1964	Hungary
1912	Great Britain	1968	Hungary
1920	Belgium	1972	Poland
1924	Uruguay	1976	East Germany
1928	Uruguay	1980	Czechoslovakia
1932	None	1984	France
1936	Italy	1988	Soviet Union
1948	Sweden	1992	Spain

NOTE: Soccer was not a medal sport in 1932 at Los Angeles.

MAIN MENU



ARCADE



This is an arcade-style 64-team knockout contest, played over six rounds (including the Final). Scroll through the list of available teams, highlight the team you wish to control and press X to select (your choice will be flagged on-screen).

When you have finished, highlight Start and press X to continue.

Note: You can only enter one team into the Arcade competition, although 2 players can join forces against the computer.

OLYMPIC



The Olympic tournament is an accurate simulation of the 1996 competition in Atlanta. See *The Olympic Enigma*.

Scroll through the group tables, highlight the team you wish to control and press X to select (your choice will be flagged on-screen). Using this method you can allocate team control to Players 1-2 (1-4 with a compatible multi-tap adapter) or the computer.



If you wish to customize the tournament line-up, highlight Countries and press X.

COUNTRIES



Follow the on-screen prompts, move the Directional Pad UP/DOWN through the list of 33 available nations and press X to allocate four teams to each group.

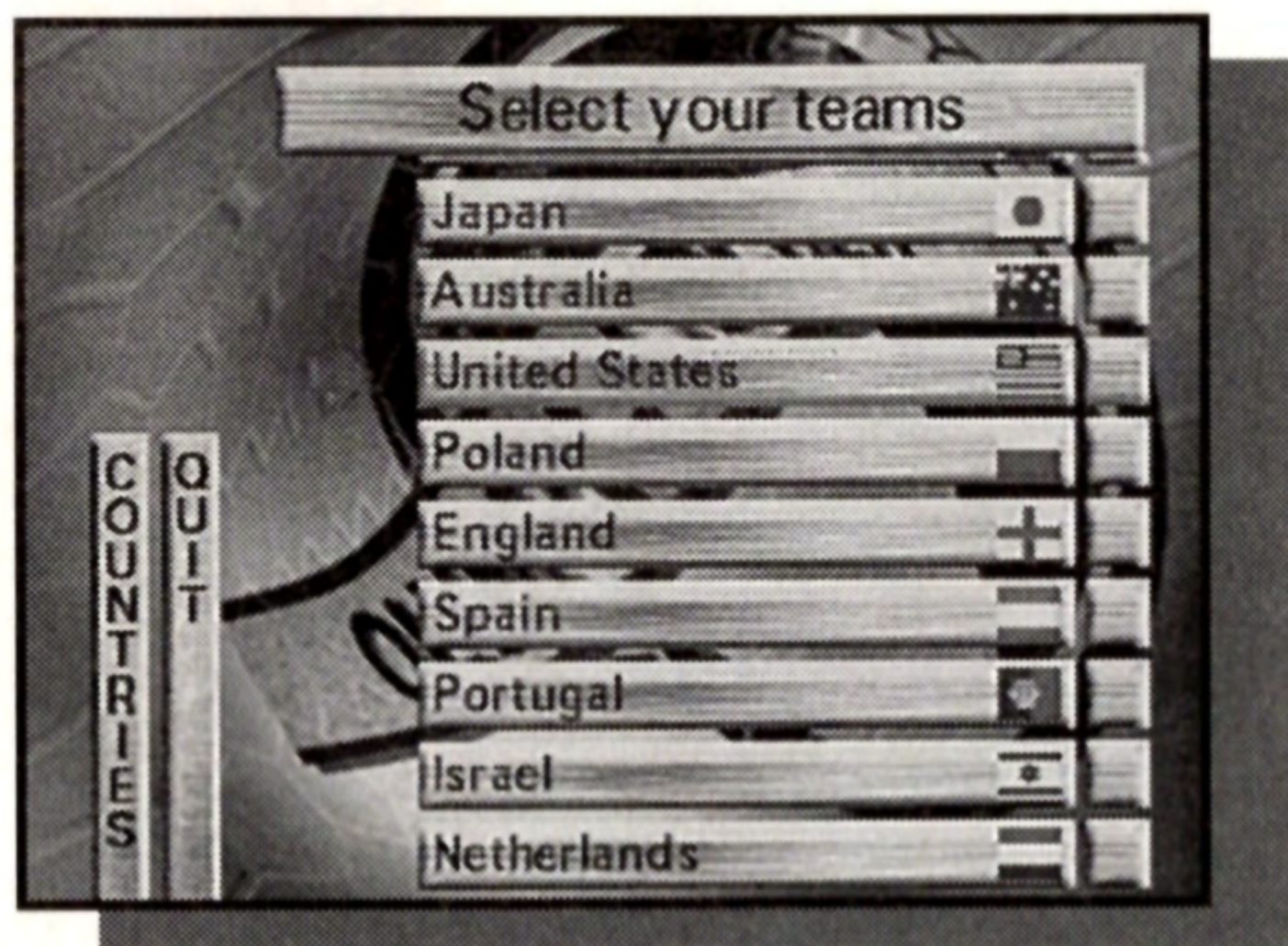
When you have finished, highlight Start and press X to proceed.

TABLES

Before any Olympic match, the current status of each group in the tournament will be displayed, followed by the forthcoming round of fixtures. Select TABLES to return to the group status screen.

LEAGUE

Olympic Soccer also gives you the option to play a season in your own custom-built league of 2-16 teams.



Scroll through the default league of 16 teams, highlight the team(s) you wish to control (subject to the number of connected controllers) and press X to select (your choices(s) will be flagged on-screen). If you wish to customize the league line-up, highlight Countries and press X. Now move the Directional Pad UP/DOWN through the list of 33 available nations and press X to choose 3 - 16 teams to

compete in your league, or select Randomize to allocate 16 teams at random.

When you have finished, highlight Start and press X to continue.

EXHIBITION

Select two teams to play a friendly match. Scroll through the team entry list, highlight the team you wish to control and press X to select (your choice will be flagged on-screen). Now use the same method to choose your opponent. When you have finished, highlight Start and press X to continue.

LOAD

Move the Directional Pad UP/DOWN to highlight a previously saved game (if applicable) and press X to resume this game.

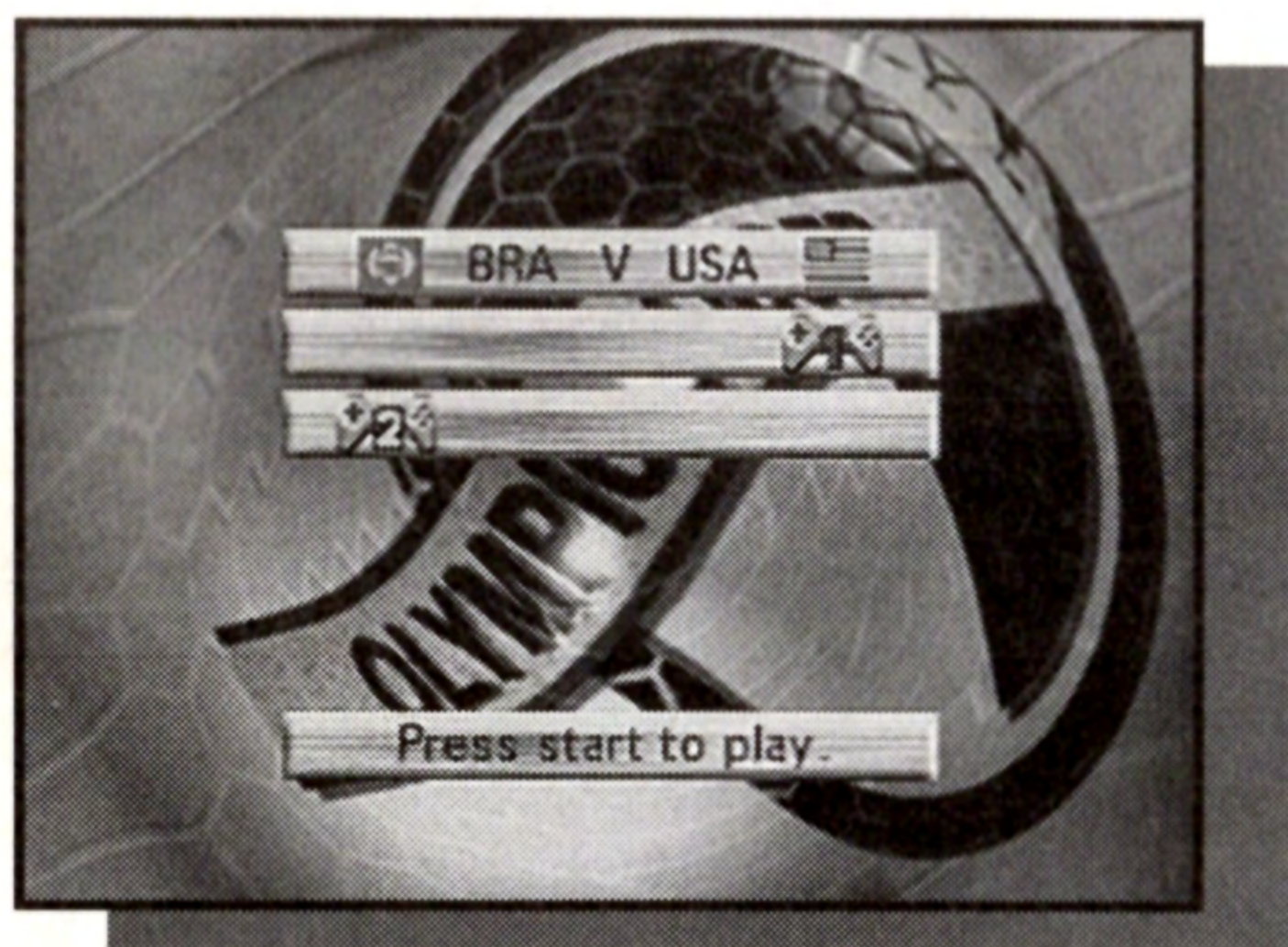
NOTE: There can be a maximum of two players per team on any game. Two human selected teams must compete to be able to play with four controllers.



DEMO

Watch a computer-controlled demo.

STARTING YOUR GAME



Before kick-off you will be presented with the Player Allocation screen.

Move the Directional Pad LEFT or RIGHT to assign each connected control pad to one of the available teams for the forthcoming match and then press START to go to kick-off.

Do not unplug or switch controllers when a game is in progress.

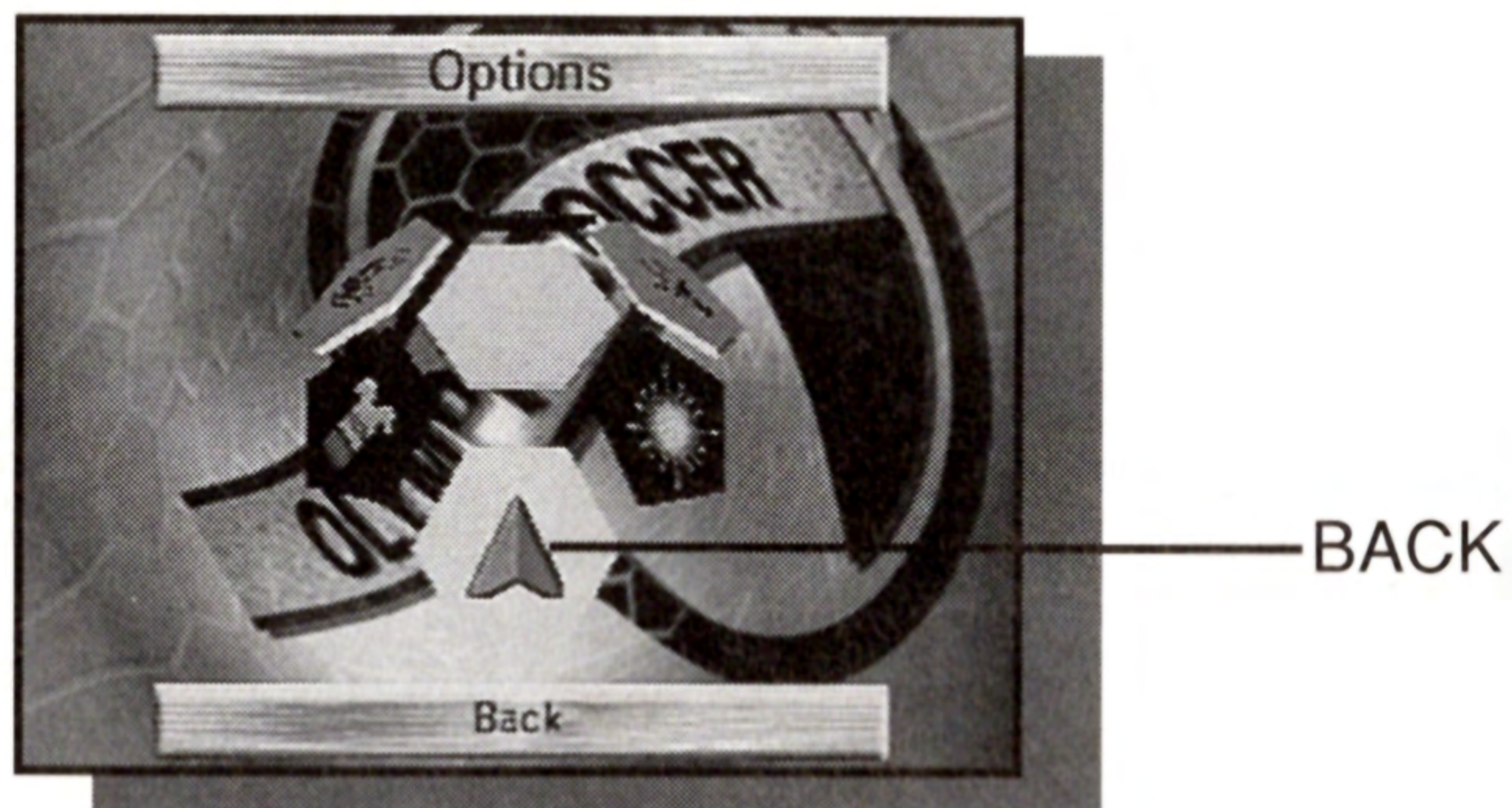
Note: If a team has not been allocated to a player during Player Select, it will be automatically computer-controlled.

OPTIONS

Olympic Soccer allows you to modify the game features using a series of 'Option Wheels'.

OPTION WHEELS

Option Wheels contain a selection of game settings which enable you to customize *Olympic Soccer* matchplay. Move the Directional Pad LEFT/RIGHT to cycle through the options on each Option Wheel and then press button X to toggle the variables (forwards: ▲, ◻, or ○; backwards: X). When you have modified every option on a wheel, move to the *Back* icon and press X to return to the previous screen.



Many Options Wheels include a *Random* option, represented by a dice icon, which will allocate this option randomly.



RANDOM



SOUND



COMMENTARY: On/Off



MUSIC: On/Off



SOUND FX: On/Off



TEST SAMPLE: 1/2/3



TEST TUNE: 1/2/3



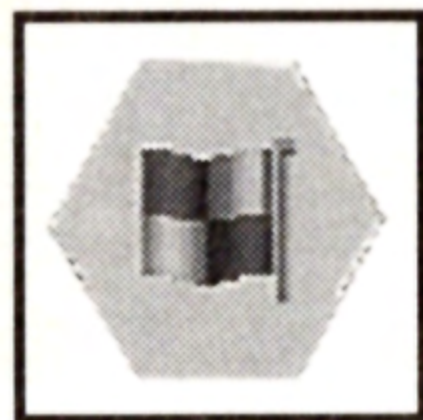
RULES



DRAW RULE: If a match is drawn either play 30 minutes EXTRA-TIME, followed by a penalty shoot-out, if the scores are still level, or adopt the new SUDDEN DEATH rule,



whereby the first team to score in extra-time, wins (within 90 minutes, otherwise a penalty shoot-out will decide the outcome).



OFFSIDE RULES: On/Off



GAME



GAME DURATION: 3 minutes, 5 mins, 10 mins, 20 mins, 45 mins or 90 mins.



CONTROL: Reconfigure controls



RESET OPTION: revert to default game options



GOAL REPLAY: View an automatic action replay of every goal scored



SCANNER: Radar display On/Off



TEAM ATTRIBUTES

You can make strategic changes to your team line-up and edit individual player characteristics. First select your team formation by moving the Directional Pad UP/DOWN through the preset options (eg. 4-4-2, 5-3-2, etc).



Now you can customize the characteristics of each player in your team. Move the Directional Pad RIGHT to highlight the desired player (as shown on the formation display) and then move the Directional Pad UP/DOWN to assign a pre-set 'player type' (eg. winger, chaser, etc) to that player, which will determine his role within the team and individual style of play.

Note: If you nominate a player to be a man-to-man marker, you can decide which of your opponent's players he will mark. Move the Directional Pad LEFT/RIGHT to highlight the desired player (as shown on the your opponent's formation display) and press X assign your marker's attention to this player throughout the forthcoming match.

When you have finished planning your team tactics move the Directional Pad LEFT/RIGHT until the ACCEPT CHANGES message appears and then press X to continue.



CONDITION



WIND STRENGTH: Strong, Breezy, Weak, None or Random



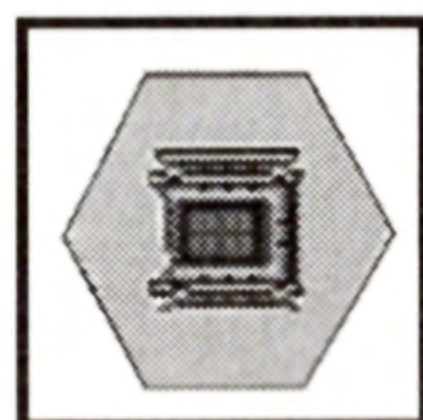
WIND DIRECTION: North, East, South, West or Random



DAMPNESS: Dry, Normal, Wet, Soggy, Frozen or Random



ROUGHNESS: Bumpy Slightly Bumpy, Flat or Random



STADIUM: Sanford, Citrus Bowl, Legion Field, Orange Bowl, RFK Memorial or Random



IN-GAME OPTIONS

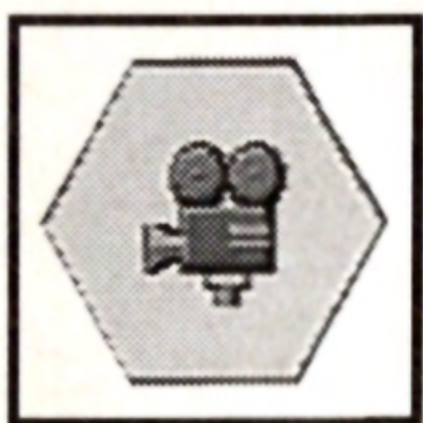
Press **START** at any time during a match to freeze play and then press **SELECT** to access the in-game options.



SOUND FX: On/Off



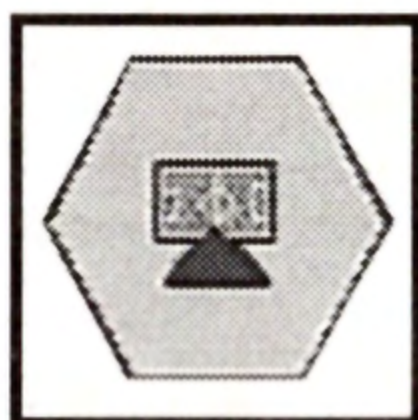
COMMENTARY: On/Off



CAMERA VIEW: Position/Angle/Controller



POSITION: 20°, 35°, 40°, 55°, 70° or Top View



ANGLE: Sidelines, Goals or Corners



CONTROLLER: Loose 1, Loose 2, Fixed



PLAYER ATTRIBUTES EDITOR: Formations, Defensive Strategies, and Offensive Strategies



SUBSTITUTION: On/Off

Press X to requests Substitution and return to the match. The next time the ball goes out of play you will be given the opportunity to nominate which player you wish to replace (using up/down on the Directional Pad). Now press X to make the substitution.

Note: The computer automatically chooses the substitute on your bench most suited to the vacant position.



REPLAY: The Action Replay function operates like a VCR, with the added ability to change camera angles;

□: Rewind.

X: Play/Pause (hold for slow motion).

O: Fast Forward.

Directional Pad LEFT/RIGHT: Pan left/right

Directional Pad UP/DOWN: Move up/down.

L1 Button: Zoom in.

R1 Button: Zoom out.

Start: Resume play.



QUIT: Abandon match



BACK: Resume play.

FULL-TIME

At full-time the match statistics will be displayed and you will be given the opportunity to **Continue**, **Quit** or **Save** the game.

Note: After an Exhibition match you will be given the opportunity to replay the fixture.



CREDITS

PRODUCER

Tom Marx

UK PRODUCER

Mark Walden

QC MANAGER

Tom Marx

QC LEAD TESTER

Dan Wong

QC TESTERS

Rickey Chow, Frank Hom
Mike Schmitt, Brian Schorr

MANUAL

Lee Wilkinson

PRODUCT MANAGER

Sean Mylett

SPECIAL THANKS TO

Anamaria Hernandez, Gavin Cheshire,
and Mr. Monkey Slap.

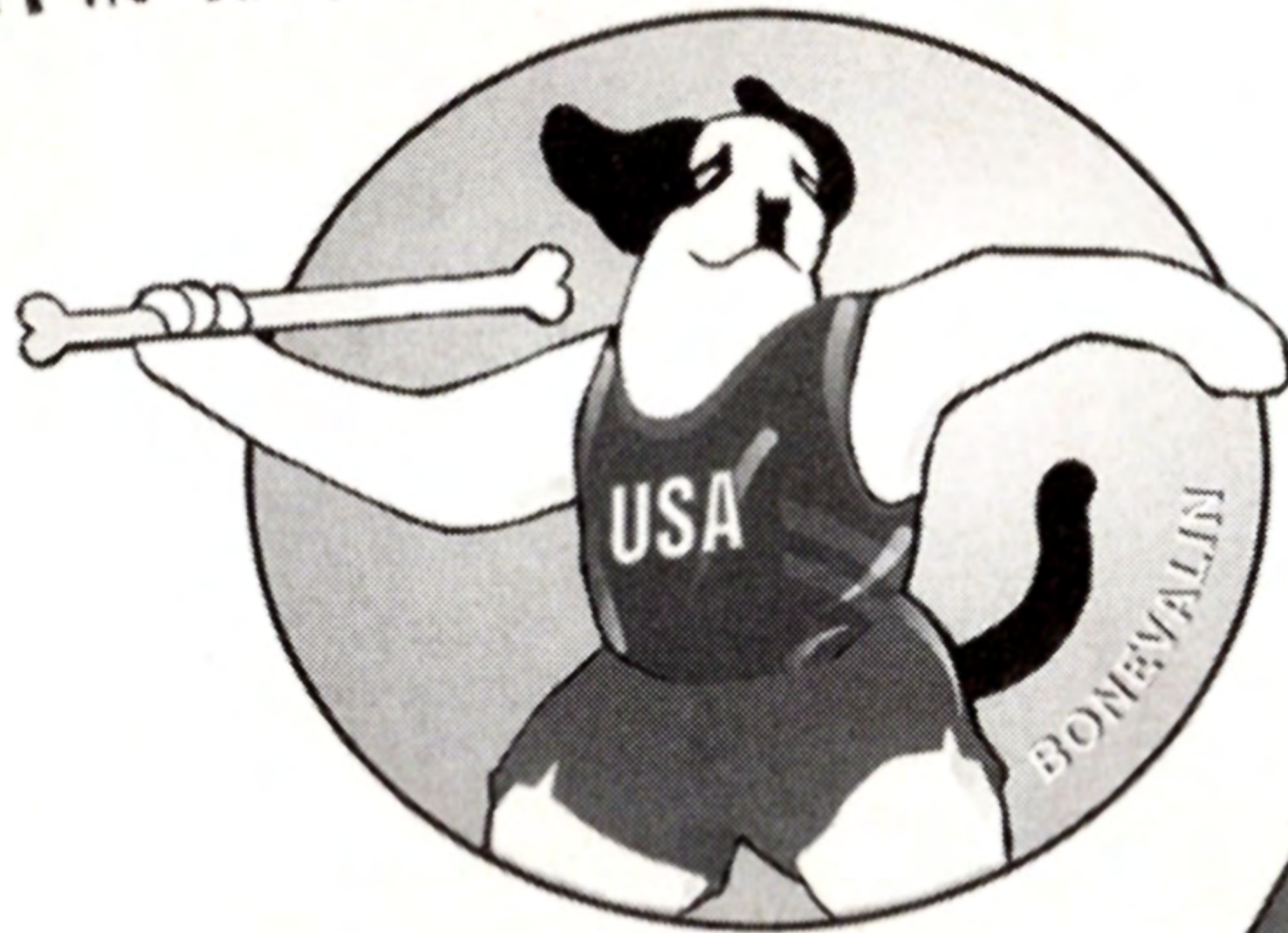
THE NEXT LEVEL HAS A DRESS CODE:

BIG DOG



SPORTSWEAR.

THIS COUPON IS WORTH 10% OFF ANY OFFICIAL OLYMPIC GAMES VOLLEY SHORTS BY BIG DOG SPORTSWEAR. THE GREATEST SPORT SHORT IN THE WORLD FOR THE GREATEST SPORTING EVENT IN THE WORLD!



BIG DOG COUPON

CALL 1-800-642-DOGS FOR THE STORE NEAREST YOU OR TO REQUEST A COPY OF OUR CATALOG.

TO RECEIVE YOUR DISCOUNT PRESENT THIS COUPON AT ANY BIG DOG STORE OR MENTION THIS SEGA PROMOTION WHEN YOU PLACE A BIG DOG CATALOG ORDER!



BIG DOG COUPON

BIG DOG COUPON

EIDOS INTERACTIVE LIMITED WARRANTY

EIDOS Interactive warrants to the original purchaser that this EIDOS Interactive disk is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This EIDOS Interactive disk is sold "as is" without expressed or implied warranty of any kind, and EIDOS Interactive is not liable for any losses or damages of any kind resulting from use of this program. EIDOS Interactive agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any EIDOS Interactive disk, 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 EIDOS Interactive disk 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 EIDOS Interactive. 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 EIDOS Interactive be liable for any special, incidental, or consequential damages resulting from possession, use or malfunction of this disk.

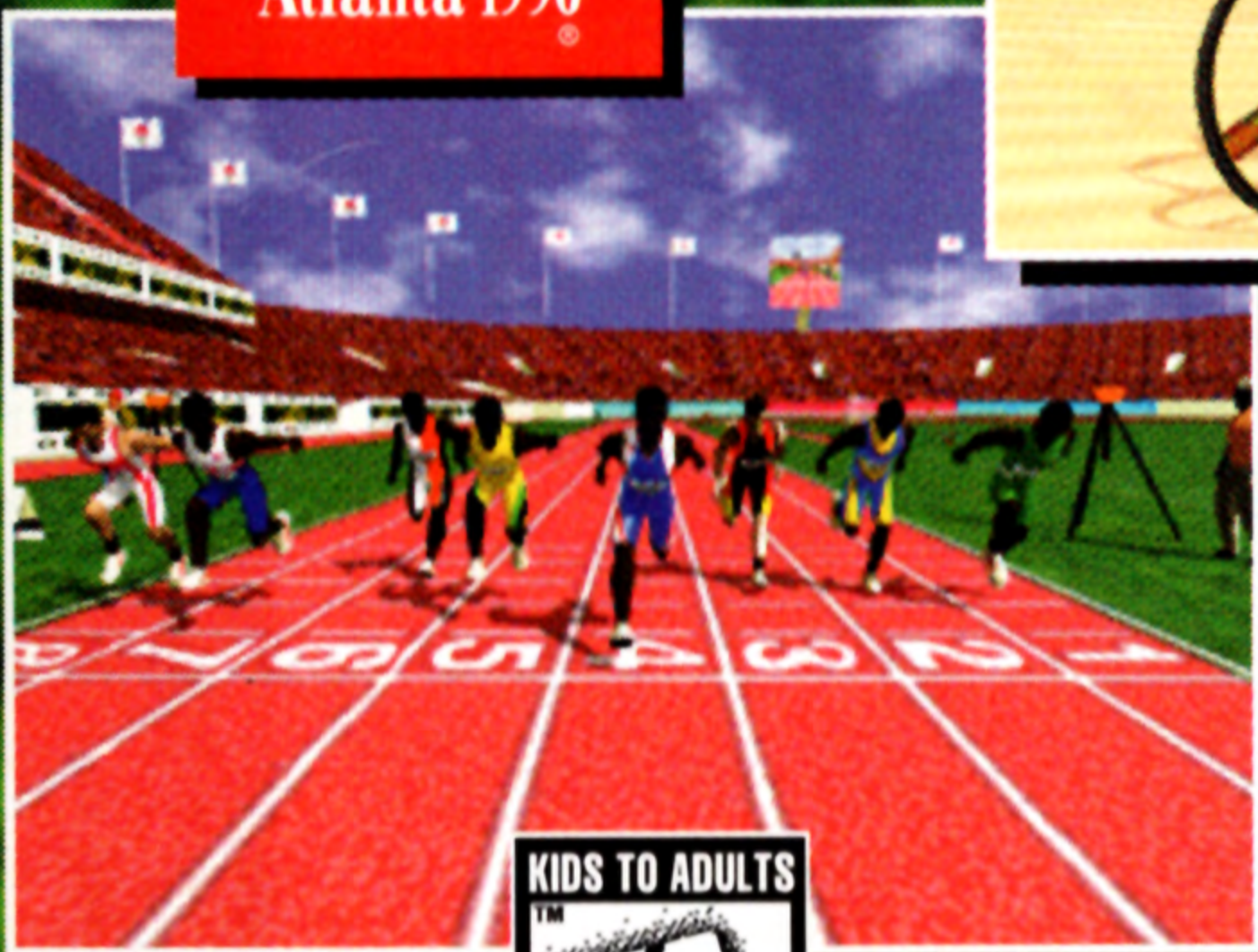
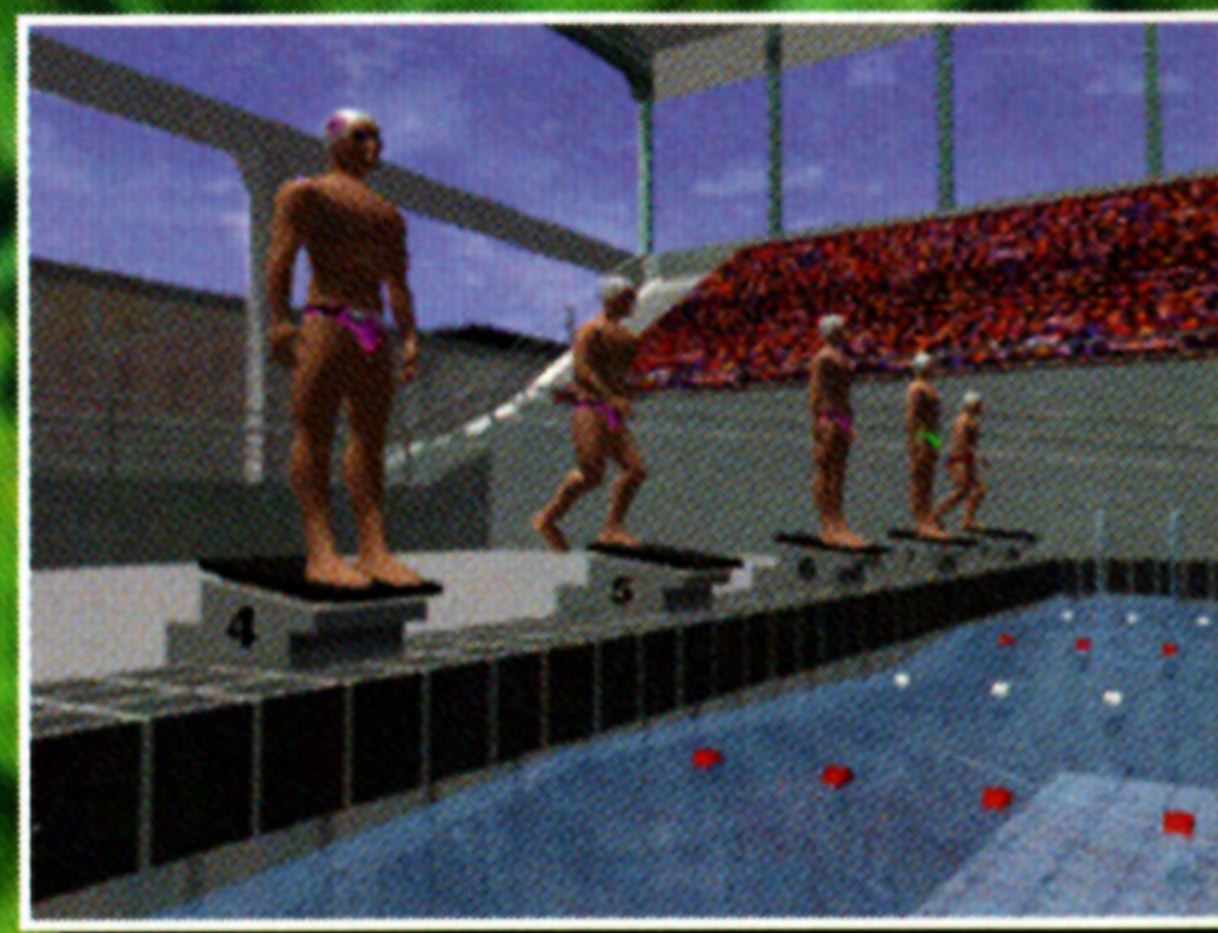
Some states do not allow limitation as to how long an implied warranty lasts and/or exclusions or limitations or incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights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

Our HELP Line number is (415) 217-4111. Customer service is available Monday through Friday 9:00AM to 5:00PM Pacific Time.

OLYMPIC SUMMER GAMES



Atlanta 1996



Welcome to the most spectacular sporting event of the decade — The 1996 Atlanta Centennial Olympic Games! Compete against your friends and the world

in 15 intensely competitive events. Incredible 3D graphics and motion-capture technology bring each athlete to life in a dramatic television-style presentation. With the world watching, you'll run faster, jump higher and be stronger than ever before.

U.S. Gold Sports and Eidos Interactive are trademarks of Eidos Plc. © 1996 Eidos Plc.
303 Sacramento Street, San Francisco, CA 94111

Official Licensed Product of The Atlanta Committee for The Olympic Games, Inc.

**U.S. GOLD
SPORTS**

EIDOS
INTERACTIVE

Licensed by Sony Computer Entertainment America for use with the PlayStation game console. PlayStation and the PlayStation Logos are trademarks of Sony Computer Entertainment Inc. The ratings icon is a registered trademark of the Interactive Digital Software Association. Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION GAME CONSOLES WITH THE NTSC U/C DESIGNATION. U.S. AND FOREIGN PATENTS PENDING.

