



NTSC U/C

PlayStation™

# STRIKER 96™



SLUS-00210  
#21061



**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 in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

**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.

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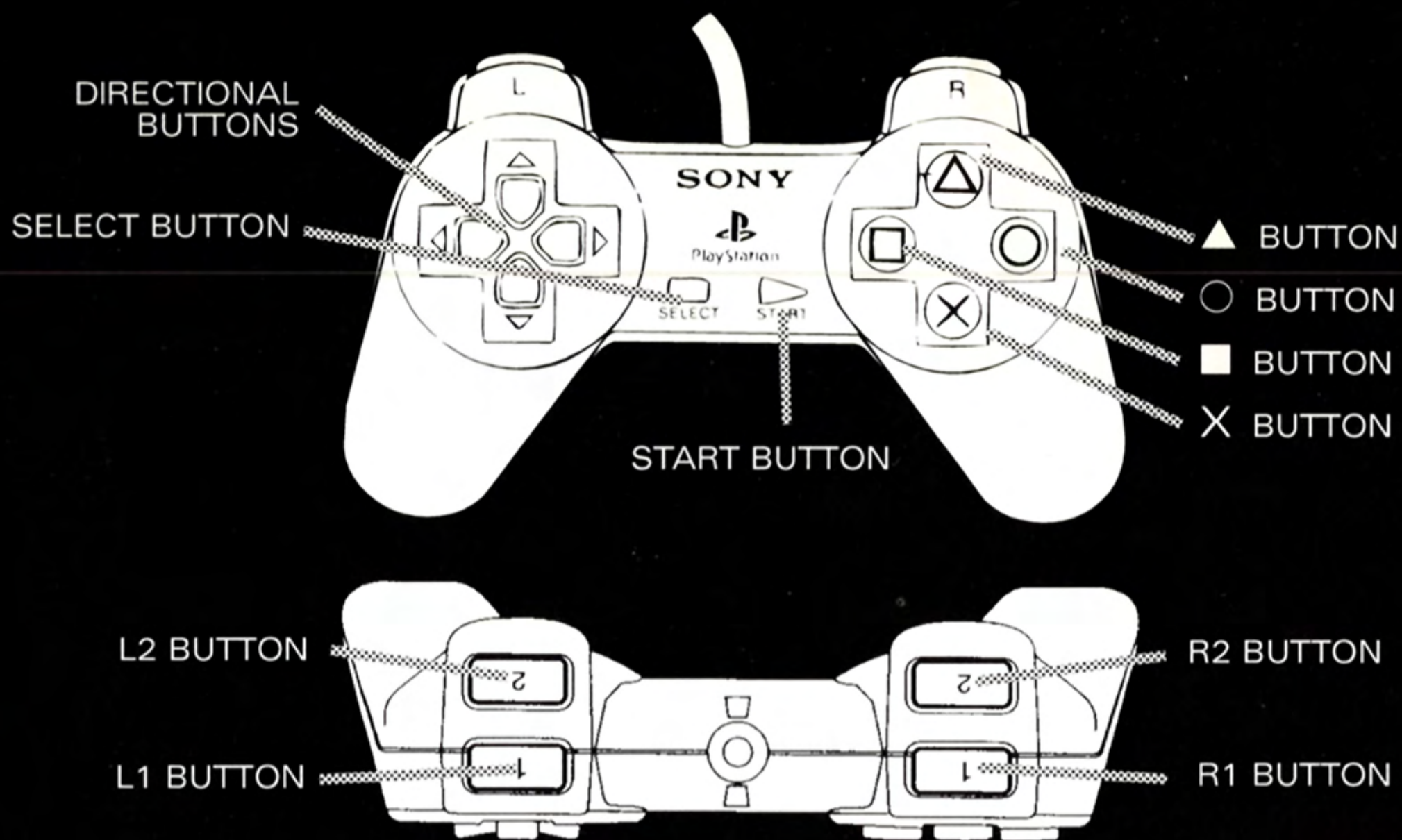


# Starting The Game

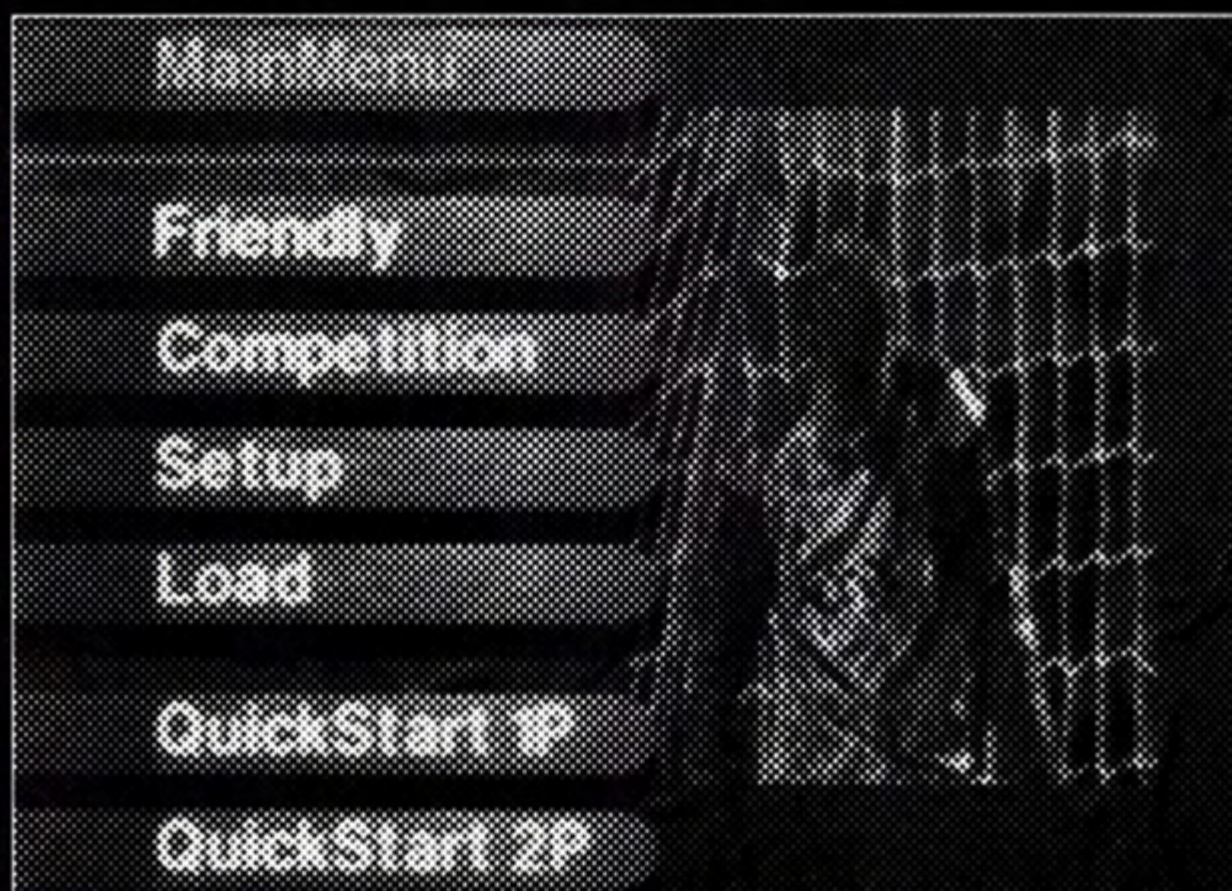


1. SET UP YOUR PLAYSTATION™ GAME CONSOLE ACCORDING TO THE INSTRUCTIONS IN ITS INSTRUCTION MANUAL AND MAKE SURE THE PLAYSTATION™ GAME CONSOLE POWER IS OFF.
2. INSERT THE STRIKER 96™ DISC AND CLOSE THE CD DOOR.
3. INSERT GAME CONTROLLERS AND TURN ON THE PLAYSTATION GAME CONSOLE. IF YOU WISH TO PLAY A THREE OR FOUR PLAYER GAME, PLUG IN THE MULTI-TAP (SOLD SEPARATELY) AS DESCRIBED IN ITS INSTRUCTION MANUAL. FOLLOW ON-SCREEN DIRECTIONS TO START A GAME.

AN INTRODUCTORY TITLE SEQUENCE WILL BEGIN. TO BYPASS THIS AT ANY TIME AND GO TO THE MAIN MENU, PRESS THE START, X, ■, ▲, ● BUTTONS OR ANY DIRECTIONAL PAD ARROW ON THE PLAYER 1 CONTROLLER.



# The Main Menu



WHEN THE MAIN MENU SCREEN APPEARS, YOU WILL SEE 6 CHOICES: FRIENDLY, COMPETITION, SETUP, LOAD, QUICKSTART 1P AND QUICKSTART 2P. TO ACCESS ANY CHOICE, PRESS UP OR DOWN ON THE DIRECTIONAL PAD TO HIGHLIGHT YOUR CHOICE, THEN PRESS THE ■, X, OR ● BUTTON.

- TO GO BACK TO THE MAIN MENU AT ANY TIME, PRESS THE SELECT BUTTON.
- TO ADVANCE TO THE NEXT SCREEN, PRESS THE START OR X BUTTON.
- TO SELECT OR TOGGLE A MENU ITEM, PRESS THE ■, X OR ● BUTTON.

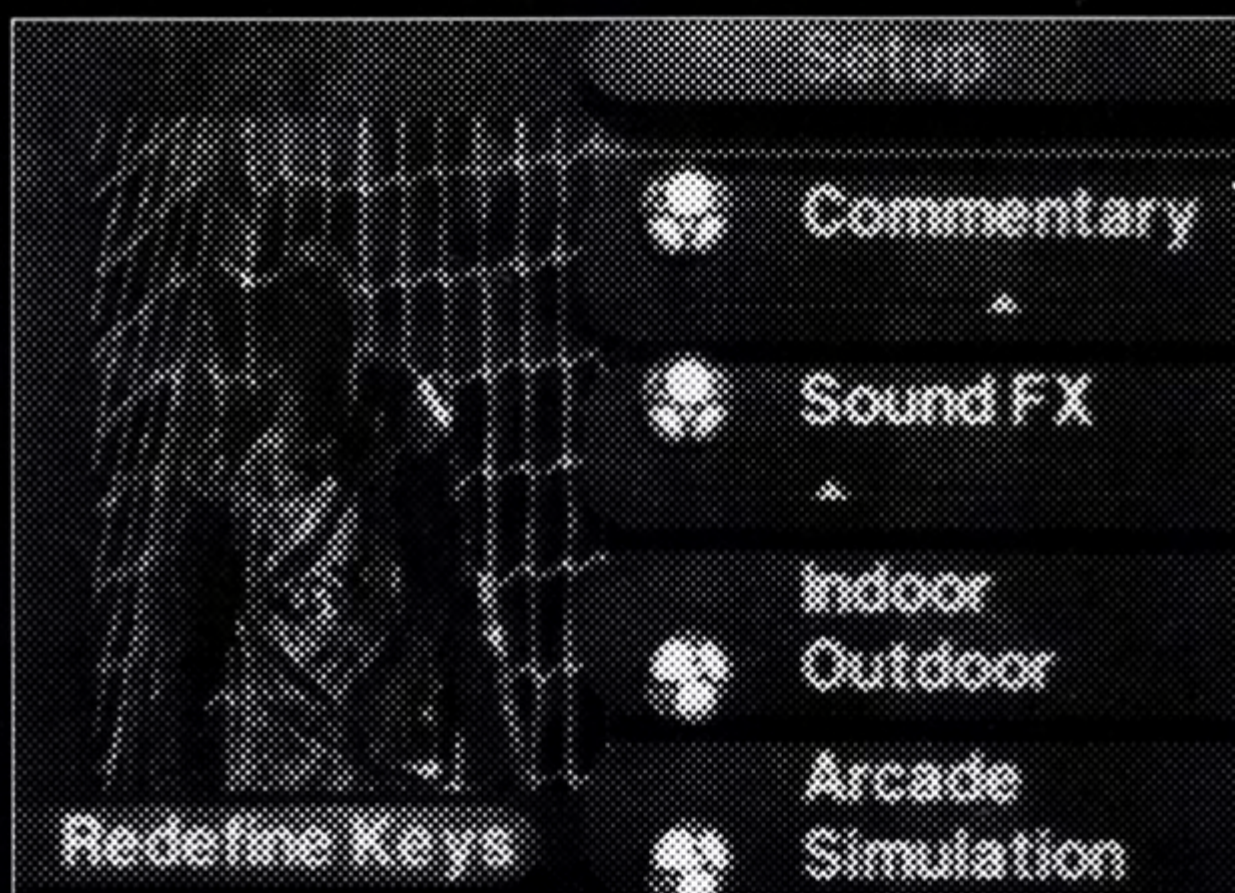
# Friendly

A FRIENDLY MATCH IS A SINGLE GAME FOR BETWEEN ONE AND FOUR PLAYERS.  
FOR DETAILS ON THIS PLAY MODE, SEE FRIENDLY MATCHES ON PAGE 9.

# Competition

CHOOSING COMPETITION ALLOWS UP TO 4 PLAYERS TO COMPETE IN A VARIETY OF ONGOING MATCHES, INCLUDING TROPHY, TOURNAMENT AND LEAGUE MATCHES. FOR DETAILS ON THESE DIFFERENT GAME MODES, SEE COMPETITION MATCHES ON PAGE 10. YOU CAN ALSO LOAD A PREVIOUSLY SAVED COMPETITION MATCH HERE BY HIGHLIGHTING LOAD, THEN CHOOSING THE DESIRED SAVED MATCH SLOT AND PRESSING THE **START OR X BUTTON**.

# Set Up



TO SELECT AN OPTION, PRESS UP OR DOWN ON THE DIRECTIONAL PAD. AN OPTION IS ON WHEN A BALL IS DISPLAYED NEXT TO IT. TOGGLE THE BALL DISPLAY OFF AND ON BY PRESSING THE **■, X OR ● BUTTON**. FOR OPTIONS WITH A SLIDER VOLUME CONTROL, PRESSING LEFT OR RIGHT WILL DECREASE OR INCREASE THE VOLUME. ONCE YOU'VE SET UP YOUR GAME THE WAY YOU WANT IT, PRESS THE **START BUTTON** TO RETURN TO THE MAIN MENU.

# Commentary

CHOOSE TO PLAY WITH OR WITHOUT COMMENTARY.  
ALSO SET THE VOLUME OF THE IN GAME COMMENTARY.

# Sound Effects

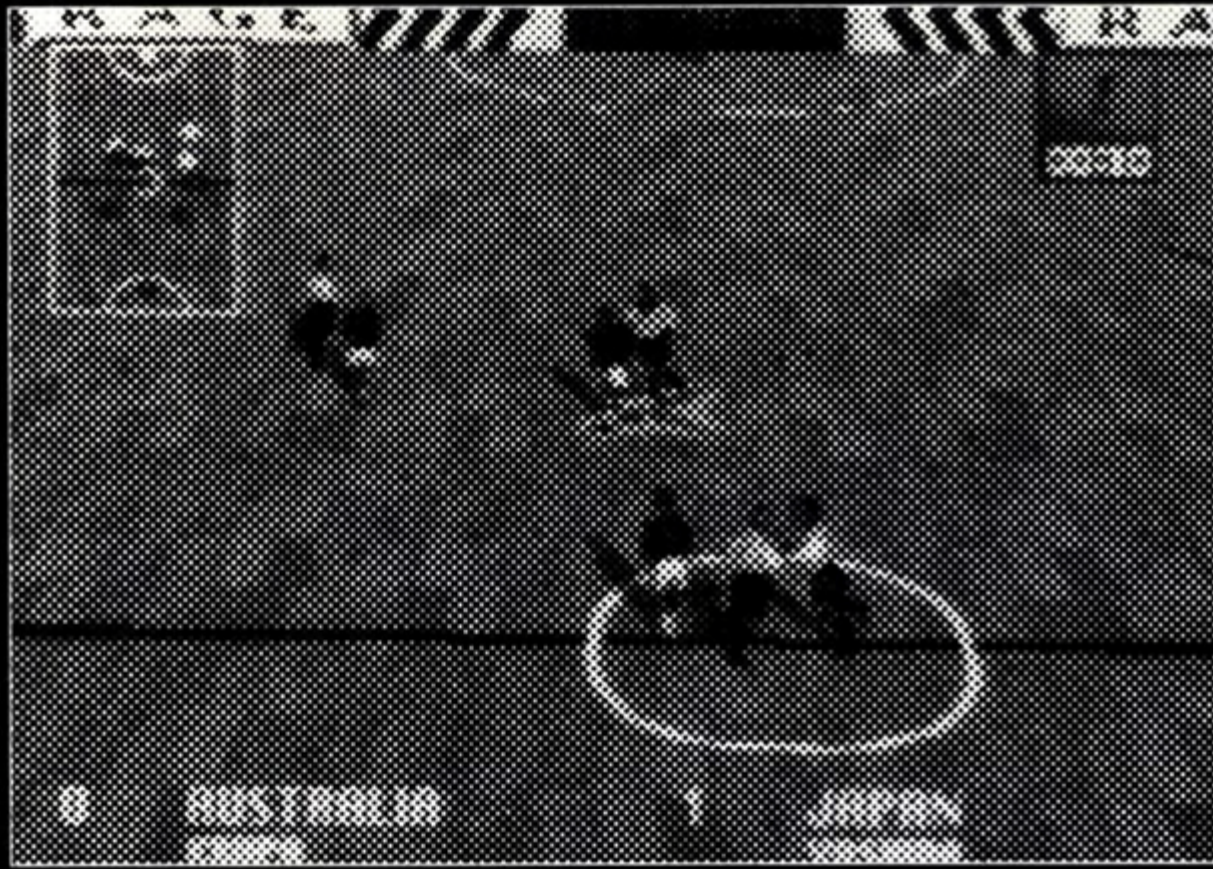
CHOOSE TO PLAY WITH OR WITHOUT SOUND EFFECTS.  
THE DEFAULT SETTING IS ON. ALSO SET SOUND EFFECTS VOLUME.

# Indoor/Outdoor

CHOOSE YOUR GAME SETTING. THE DEFAULT SETTING IS OUTDOOR.

**OUTDOOR** GAMES ARE PLAYED ON A REGULATION  
SIZE OUTDOOR FIELD WITH A FULL  
COMPLEMENT OF 11 PLAYERS.  
THE STANDARD RULES  
OF SOCCER APPLY.





INDOOR GAMES ARE PLAYED ON A SMALLER INDOOR FIELD WITH ONLY 6 PLAYERS (INCLUDING THE GOALIE) PER SIDE. WEATHER AND FIELD CONDITION OPTIONS ARE TURNED OFF. IN INDOOR GAMES, THE FIELD IS SURROUNDED BY A WALL WHICH CAUSES THE BALL TO BOUNCE BACK INTO PLAY. BECAUSE OF THE WALL, THERE

ARE NO THROW INS, CORNER KICKS OR GOAL KICKS. BECAUSE FOUL KICKS AND PENALTIES ARE IMPOSSIBLE, NO FOULS ARE CALLED.

## Arcade/Simulation

CHOOSE YOUR PLAY MODE. EACH MODE OFFERS DIFFERENT DEGREES OF CONTROL (SEE CONTROLS, PAGE 15). THE DEFAULT SETTING IS SIMULATION.

**SIMULATION** PLAY FEATURES A FULL ARRAY OF REALISTIC SOCCER CONTROLS, MAKING THIS MODE IDEAL FOR THE EXPERIENCED ENTHUSIAST.

ARCADE MODE FEATURES SIMPLER CONTROLS, AND IS A BIT MORE FRANTIC—IDEAL FOR THOSE WHO ARE NEW TO THE GAME, OR WHO JUST WANT TO ENJOY SOME HECTIC ACTION!

## Redefining Keys

AT THE REDEFINE KEYS SCREEN YOU HAVE THE OPTIONS OF CHANGING THE DEFAULT BUTTONS TO SUIT YOUR PLAY STYLE, AND OF PLAYING WITH OR WITHOUT AFTERTOUCH REVERSE. AFTERTOUCH GIVES A KICKED BALL AN ELLIPTICAL MOVEMENT AFTER A KICK. FOR EXAMPLE, IF YOU PRESS L1 JUST AFTER A KICK, THE BALL CURVE TOWARDS THE RIGHT. WHEN AFTERTOUCH REVERSE IS ON, THE EFFECT IS REVERSED, AND THE BALL WILL INSTEAD TRAVEL TO THE LEFT WHEN L1 IS PRESSED.

- TO CHANGE WHICH BUTTON WILL PERFORM AN ACTION, HIGHLIGHT THE DESIRED ACTION, THEN PRESS THE BUTTON YOU WISH TO PERFORM THAT ACTION.
- TO TOGGLE AFTERTOUCH REVERSE ON OR OFF, PRESS THE ■, X, ▲ OR ● BUTTON.

TO RETURN TO THE OPTIONS SCREEN, PRESS THE START BUTTON.



## **Load**

CHOOSE THIS OPTION TO RESUME YOUR PLACE IN A PREVIOUSLY SAVED COMPETITION MATCH SCHEDULE. A LIST OF SAVED COMPETITION GAMES WILL APPEAR. HIGHLIGHT THE DESIRED ONE AND PRESS THE START OR X BUTTON TO BEGIN. **NOTE:** YOU MUST HAVE A MEMORY CARD™ IN ORDER TO SAVE GAMES.

## **Quickplay 1P**

SELECT THIS TO BEGIN A SINGLE MATCH AGAINST THE COMPUTER. IN A QUICKPLAY GAME, THE COMPUTER CHOOSES THE TEAMS. THIS IS A GREAT WAY TO PRACTICE YOUR GAME SKILLS! QUICKPLAY GAMES ARE NOT SAVED.

## **Quickplay 2P**

SELECT THIS TO PIT TWO PLAYERS AGAINST EACH OTHER IN SINGLE MATCH PLAY.

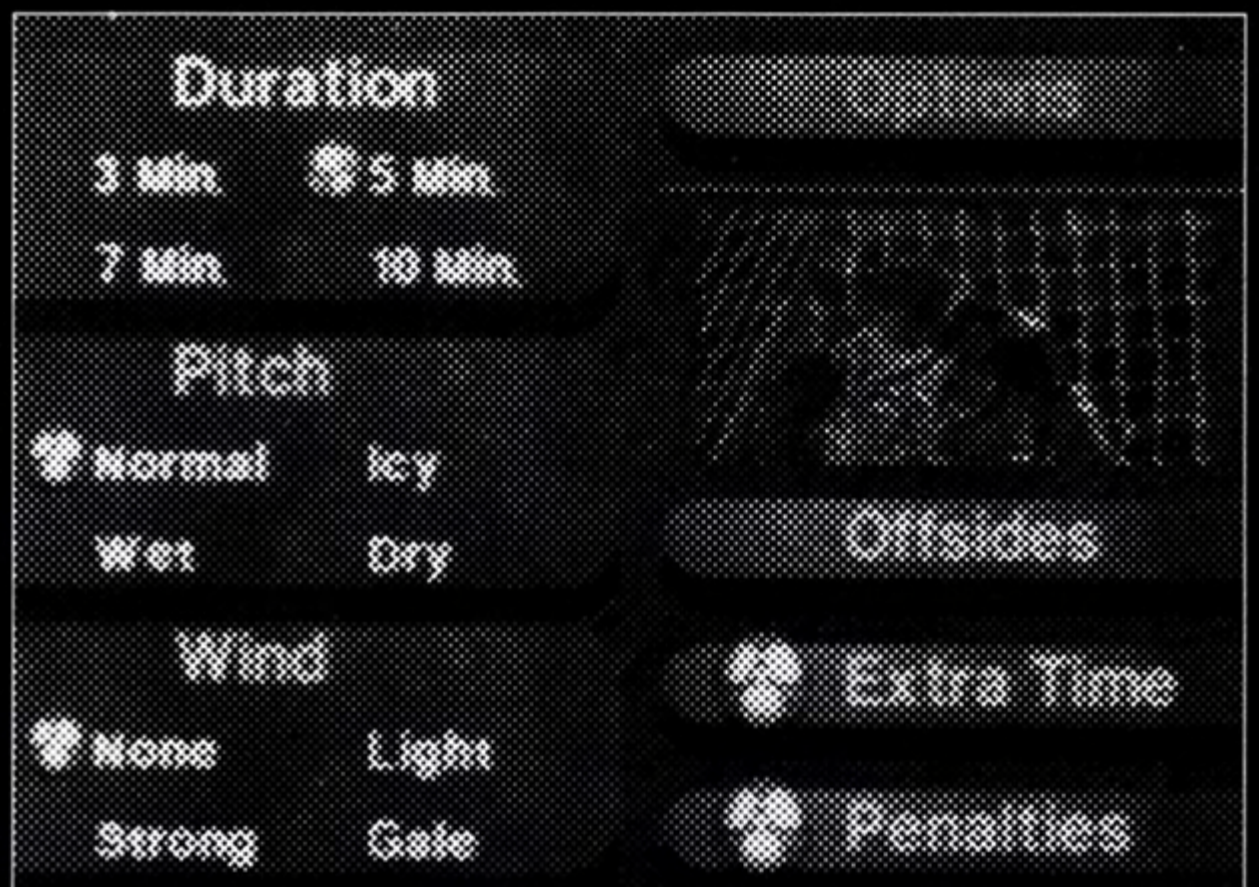
# **Game Mode**

THE GAME MODE SCREEN IS WHERE YOU CHOOSE HOW MANY PLAYERS WILL BE PLAYING, AND HOW THE RIVALRY WILL BE CONFIGURED. THE PLAYSTATION™ WILL SENSE HOW MANY CONTROLLERS ARE PLUGGED IN, AND DISALLOW ANY GAME CONFIGURATION THAT IS NOT POSSIBLE.

# **Game Options**

ONCE YOU'VE MADE YOUR SETUP AND OTHER GAME PLAY SELECTIONS, IN BOTH FRIENDLY AND COMPETITION MODES YOU'LL BE ASKED TO SET GAME OPTIONS SPECIFIC TO EACH MODE. PLAYER 1 ALWAYS SETS THE GAME OPTIONS. PRESS UP OR DOWN ON THE DIRECTIONAL PAD TO HIGHLIGHT A DESIRED OPTION, AND LEFT OR RIGHT ON THE DIRECTIONAL PAD TO TOGGLE BETWEEN THE VARIOUS SETTINGS. WHEN YOU'RE SATISFIED WITH YOUR SETTINGS, PRESS THE **START BUTTON** TO CONTINUE TO THE NEXT SCREEN.

# Friendly Options



## Duration

CHOOSE THE MATCH LENGTH.  
SETTINGS INCLUDE 3, 5, 7 AND 10 MINUTES.

## Pitch

CHOOSE THE GROUND CONDITIONS ON THE "PITCH" (FIELD). TOGGLE BETWEEN NORMAL, ICY, WET AND DRY CONDITIONS:

## Wind

CHOOSE THE WIND CONDITIONS ON THE FIELD.  
TOGGLE BETWEEN NONE, LIGHT, STRONG AND GALE WINDS.

## Offsides

PLAY WITH THE OFFSIDES RULE OBSERVED OR IGNORED.  
(SEE RULES ON PAGE 23 FOR DETAILS).

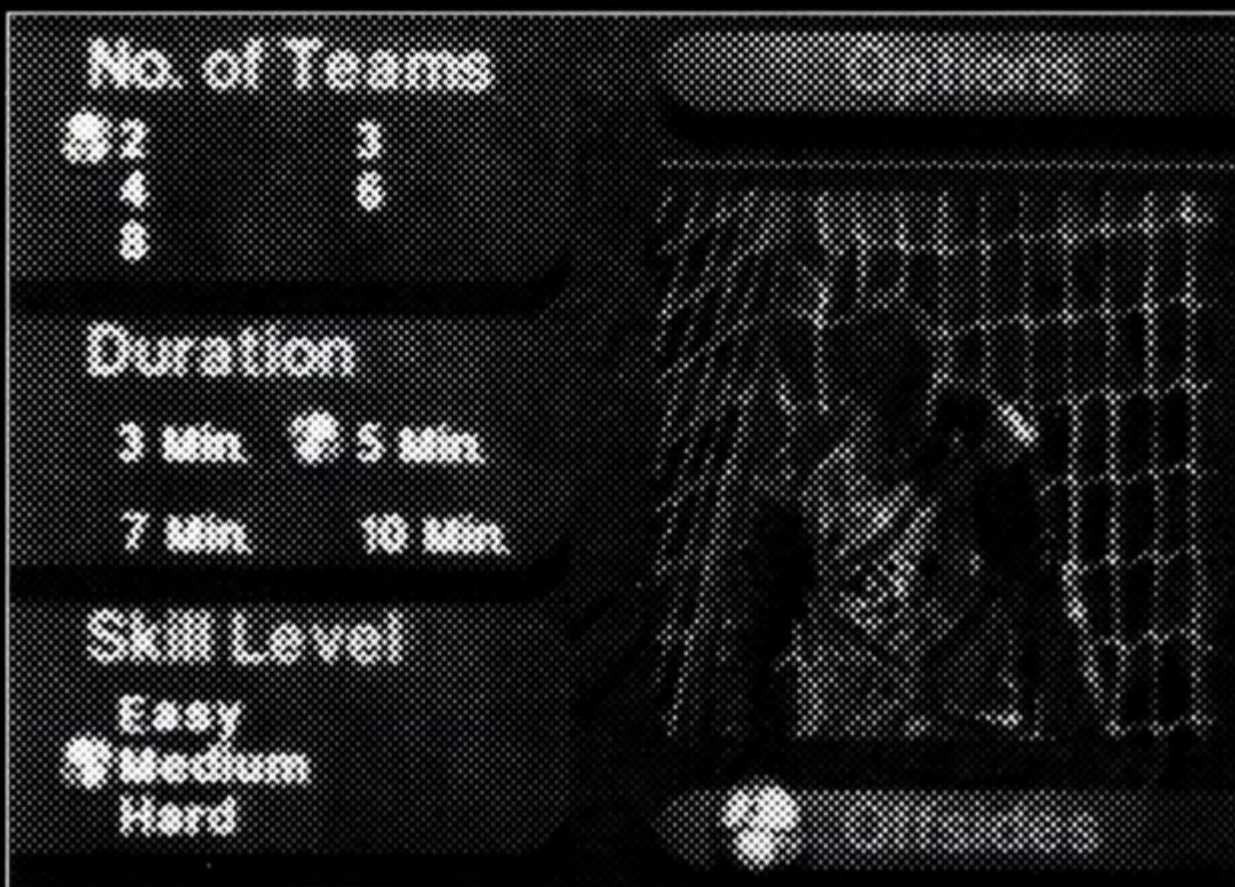
## Extra Time

CHOOSE TO PLAY WITH OR WITHOUT A TOURNAMENT-STYLE  
OVERTIME TIE-BREAKER PERIOD.

## Penalties

CHOOSE TO PLAY WITH OR WITHOUT THE "PENALTY SHOOT OUT",  
WHERE OPPOSING TEAMS WHO REMAIN TIED AFTER EXTRA TIME  
HAS EXPIRED SETTLE THE MATCH BY TAKING TURNS TRYING TO  
KICK A GOAL PAST EACH OTHER'S GOAL-KEEPER.

# Competition Options

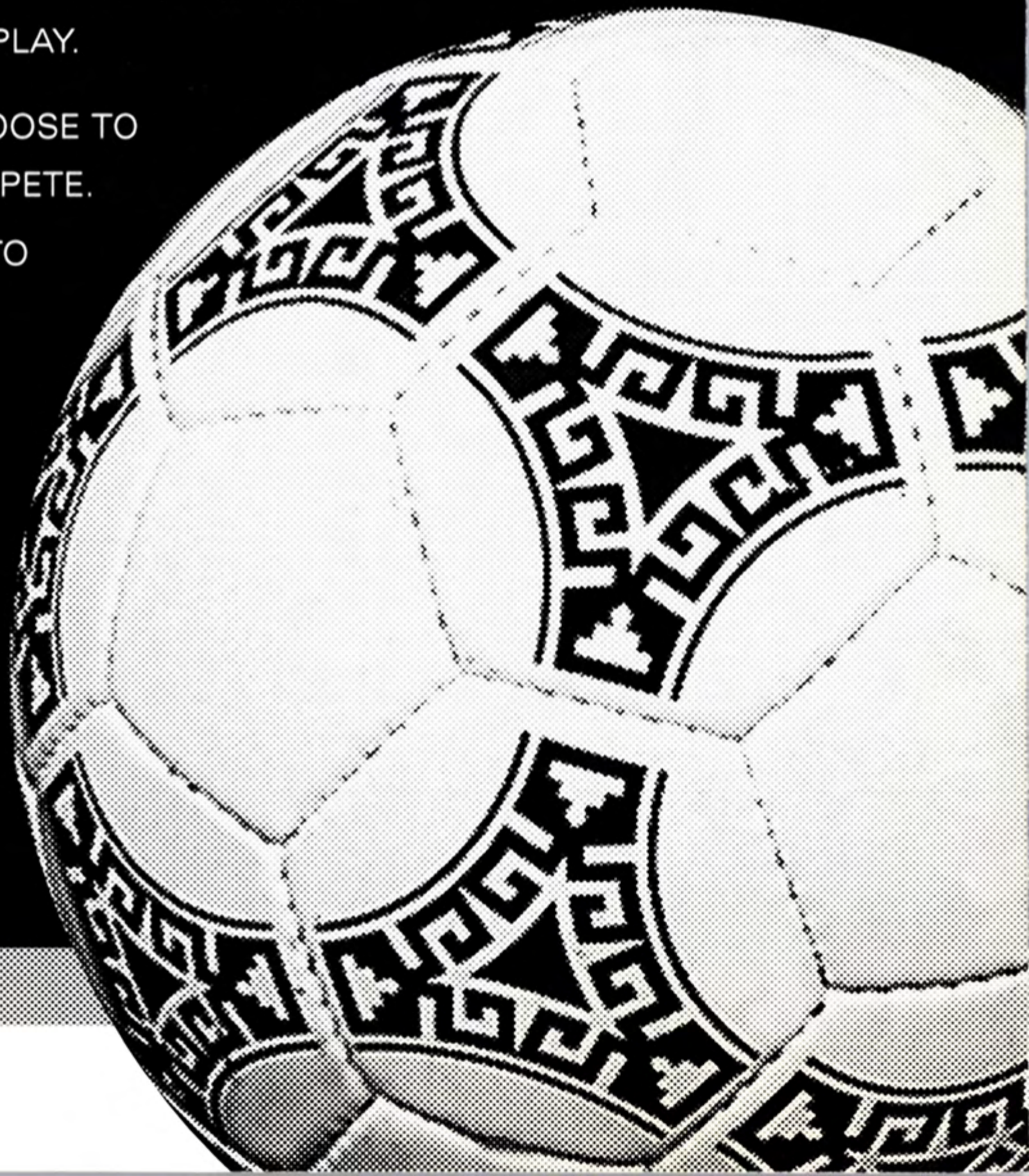


AFTER SELECTING ONE OF THE THREE COMPETITION GAME TYPES, YOU WILL SEE THE COMPETITION OPTIONS SCREEN. NOTE THAT IN TROPHY MODE, ONLY MATCH DURATION AND OFFSIDES OPTIONS ARE AVAILABLE. THE REMAINING OPTIONS APPLY TO BOTH LEAGUE AND TOURNAMENT PLAY.

## Number of Teams

SET HOW MANY TEAMS WILL BE PARTICIPATING IN TOURNAMENT OR LEAGUE PLAY.

- IN TOURNAMENT MODE, CHOOSE TO HAVE 4, 8, OR 16 TEAMS COMPETE.
- IN LEAGUE MODE, CHOOSE TO HAVE 2, 3, 4, 6 OR 8 TEAMS IN COMPETITION.



## Duration

CHOOSE THE MATCH LENGTH. SETTINGS INCLUDE 3, 5, 7 AND 10 MINUTES.

## Skill Level

CHOOSE BETWEEN EASY, MEDIUM AND HARD SKILL LEVELS.

## Offsides

PLAY WITH THE OFFSIDES RULE OBSERVED OR IGNORED.

(SEE RULES ON PAGE 23 FOR DETAILS).

# Selecting Teams



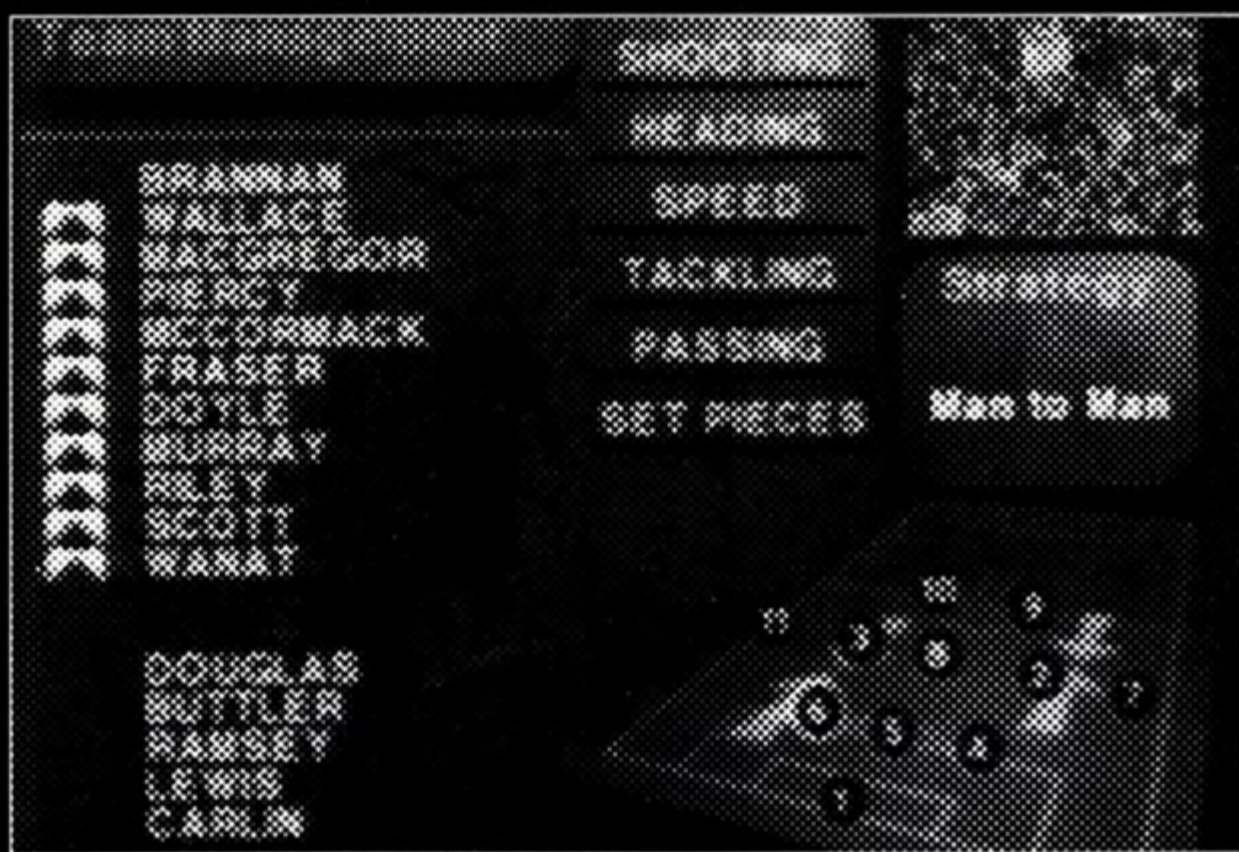
AFTER SETTING YOUR GAME OPTIONS (IN EITHER FRIENDLY OR COMPETITION MODE), YOU'LL COME TO THE TEAM SELECT SCREEN, WHERE YOU CAN CHOOSE FROM AN OUTSTANDING ROSTER OF INTERNATIONAL COMPETITORS.

IF PLAYING A FRIENDLY ONE PLAYER GAME, YOU WILL CHOOSE BOTH YOUR TEAM AND WHICH COMPUTER-CONTROLLED TEAM YOU WILL FACE. IN MULTI-PLAYER FRIENDLY AND COMPETITION GAMES, PLAYERS CHOOSE TEAMS IN

ORDER, BEGINNING WITH PLAYER ONE. **TO SELECT A TEAM:** SCROLL TO HIGHLIGHT THE DESIRED TEAM BY USING THE DIRECTIONAL PAD. THE FLAG OF THE HIGHLIGHTED COUNTRY WILL APPEAR ABOVE THE WORD PLAYER. PRESS THE **■, X OR ●** BUTTON TO INITIALIZE YOUR SELECTION. THE COUNTRY NAME WILL APPEAR UNDER PLAYER, AND WILL BE GREYED OUT ON THE TEAM LIST, MEANING IT IS NO LONGER AVAILABLE.

**NOTE: IF ALL PLAYERS CHOOSE THE SAME TEAM, THEY WILL PLAY AGAINST A COMPUTER-CONTROLLED TEAM.**

# Team Management

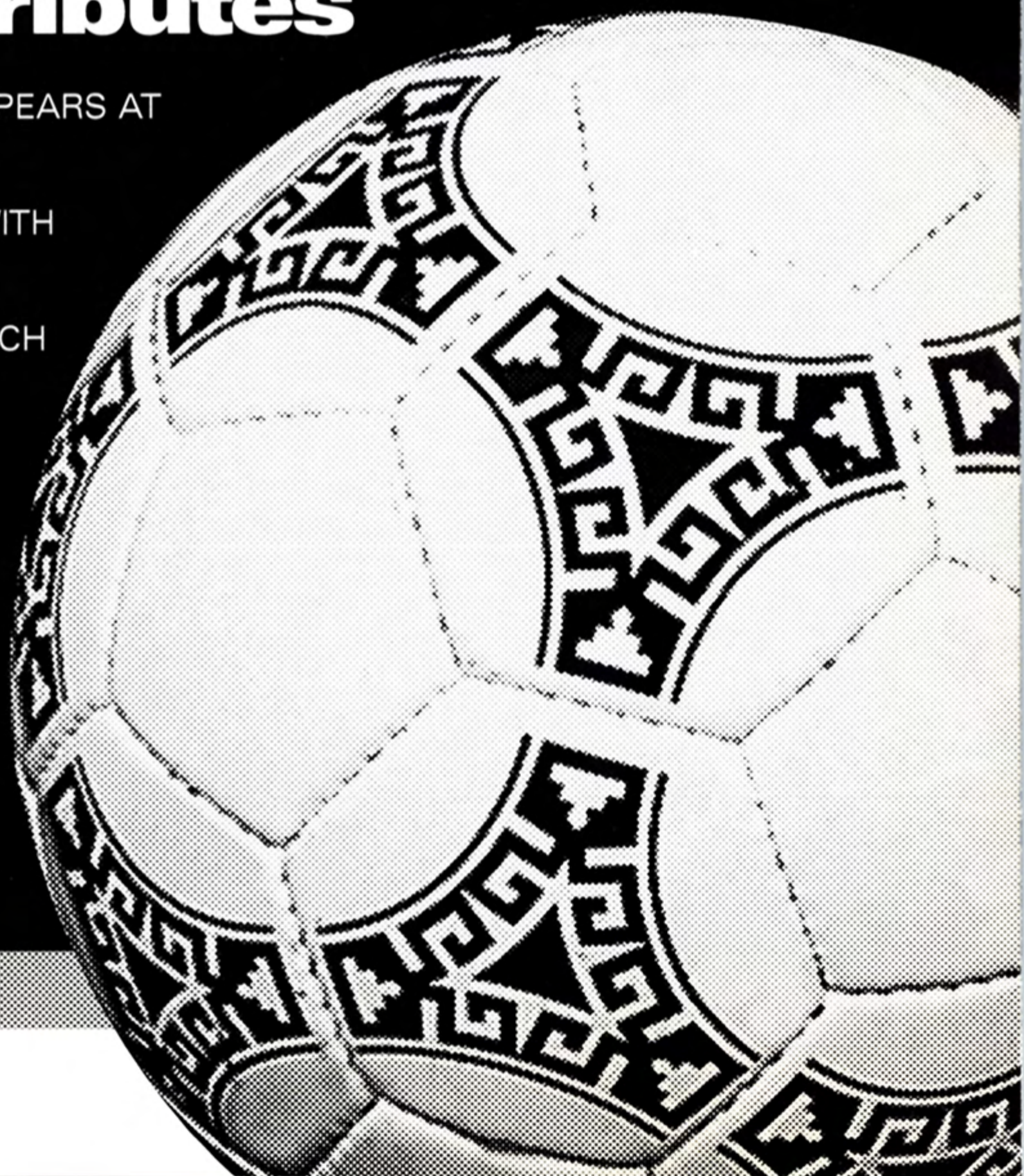


WHEN ALL PLAYERS HAVE MADE THEIR TEAM SELECTIONS (OR IF YOU'VE LOADED A PREVIOUSLY SAVED COMPETITION TEAM), IT'S TIME TO VIEW THE ATTRIBUTES OF INDIVIDUAL TEAM MEMBERS, AND TO MAKE DECISIONS ABOUT THE FORMATION AND THE STRATEGY YOU WANT TO USE PRIOR TO KICKOFF (FORMATIONS AND STRATEGY CAN ALSO BE ALTERED DURING A MATCH IN THE PAUSE SCREEN).

**NOTE: YOU CAN MAKE CHANGES TO YOUR TEAM ROSTER ON THE SUBSTITUTION SCREEN IN PAUSE MODE (SEE SUBSTITUTIONS ON PAGE 19).**

## Player Attributes

AN 11 MAN TEAM ROSTER APPEARS AT THE LEFT OF YOUR SCREEN (SUBSTITUTES ARE BELOW), WITH THE HIGHLIGHTED PLAYER'S ATTRIBUTES TO THE RIGHT. EACH PLAYER IS RATED IN 6 IMPORTANT SKILL CATEGORIES: SHOOTING, HEADING, SPEED, TACKLING, PASSING AND SET PIECES. TO VIEW ANY PLAYER'S ATTRIBUTES, PRESS UP OR DOWN ON THE DIRECTIONAL PAD TO MOVE THE HIGHLIGHT.



THE ATTRIBUTES WILL AUTOMATICALLY CHANGE WITH EACH PLAYER. THE HIGHLIGHTED PLAYER'S POSITION NUMBER WILL ALSO BE HIGHLIGHTED ON THE FIELD DISPLAY AT THE RIGHT.

## Formation

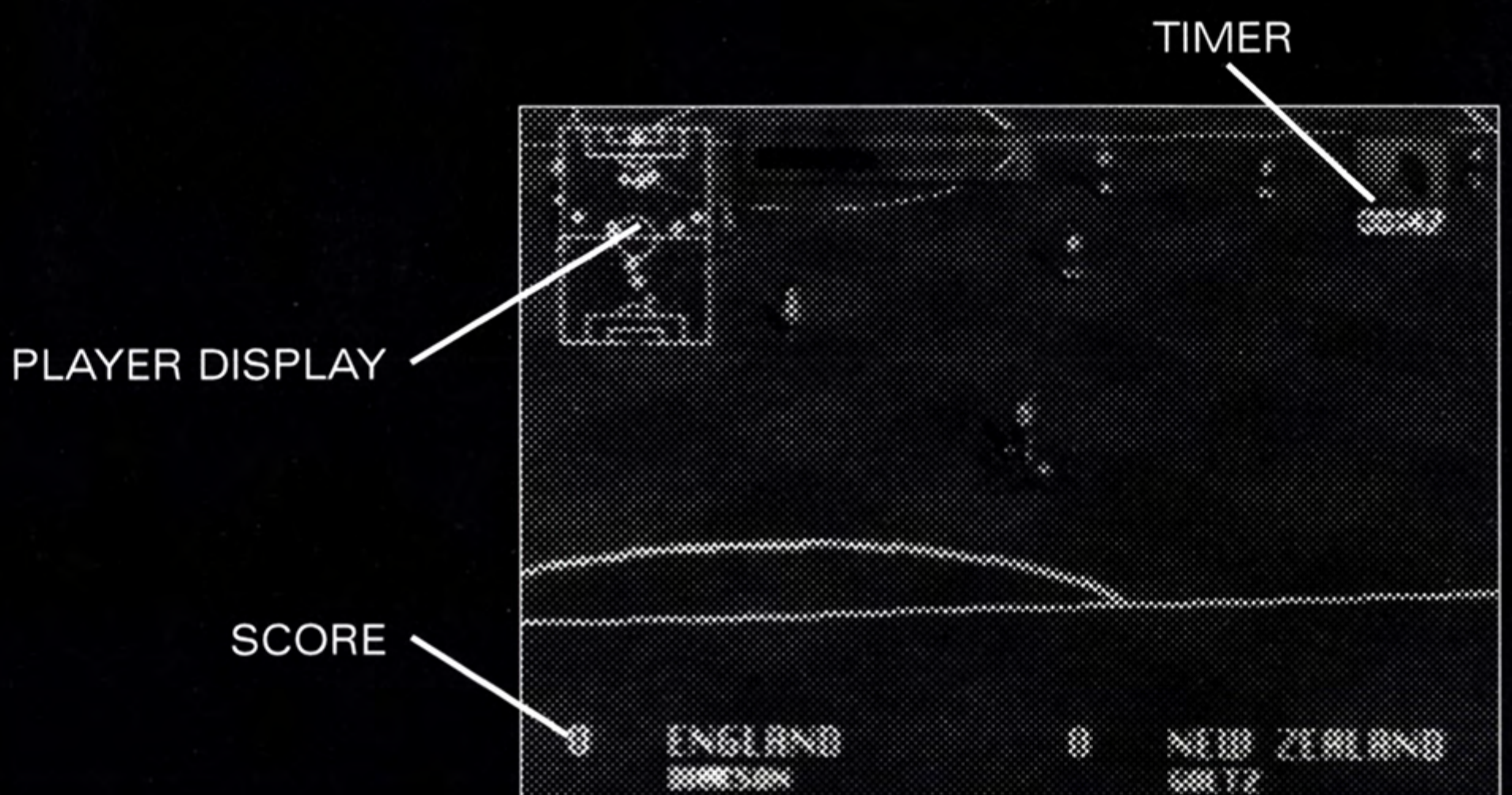
YOU CAN CHOOSE BETWEEN NINE FORMATIONS. TO VIEW THE DIFFERENT FORMATIONS, PRESS UP OR DOWN ON THE DIRECTIONAL PAD. THE FIELD DISPLAY AT THE BOTTOM RIGHT OF YOUR SCREEN WILL SHOW THE NUMBER AND LOCATION OF EACH POSITION/ PLAYER.

## Strategy

YOU HAVE NINE STRATEGIC OPTIONS TO CHOOSE FROM! ACTION ARROWS ON THE FIELD DISPLAY INDICATE THE GENERAL MOVEMENT OF EACH STRATEGY.

WHEN YOU'RE THROUGH VIEWING YOUR TEAM ROSTER AND SETTING YOUR TEAM MANAGEMENT OPTIONS, PRESS THE **START BUTTON**.  
IT'S GAME TIME!

# Game Features



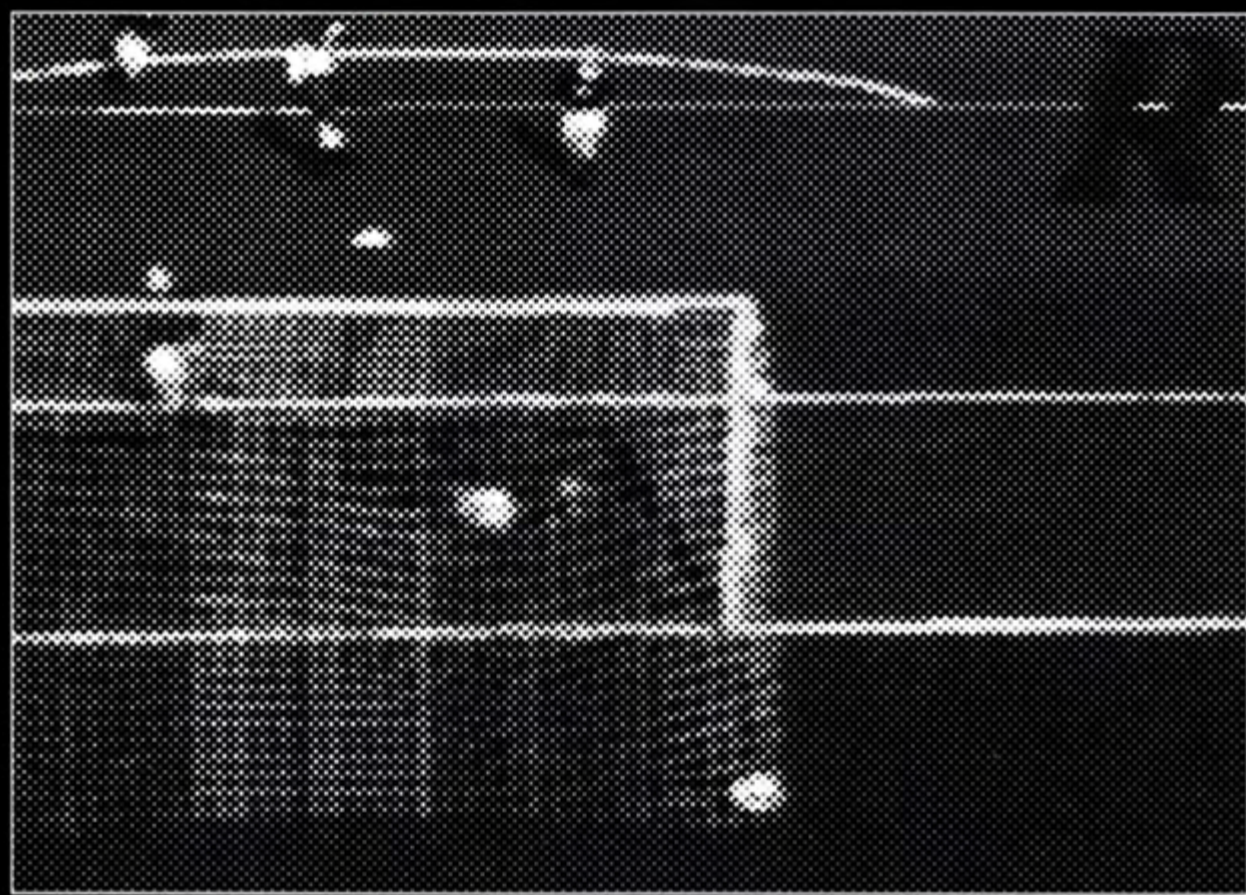
# Player Display Scanner

DURING A MATCH, THE POSITION OF ALL TEAM PLAYERS IS SHOWN ON A SCANNER DISPLAY IN THE UPPER LEFT OF THE SCREEN. USE THIS DISPLAY TO KEEP TRACK OF THE ACTION.

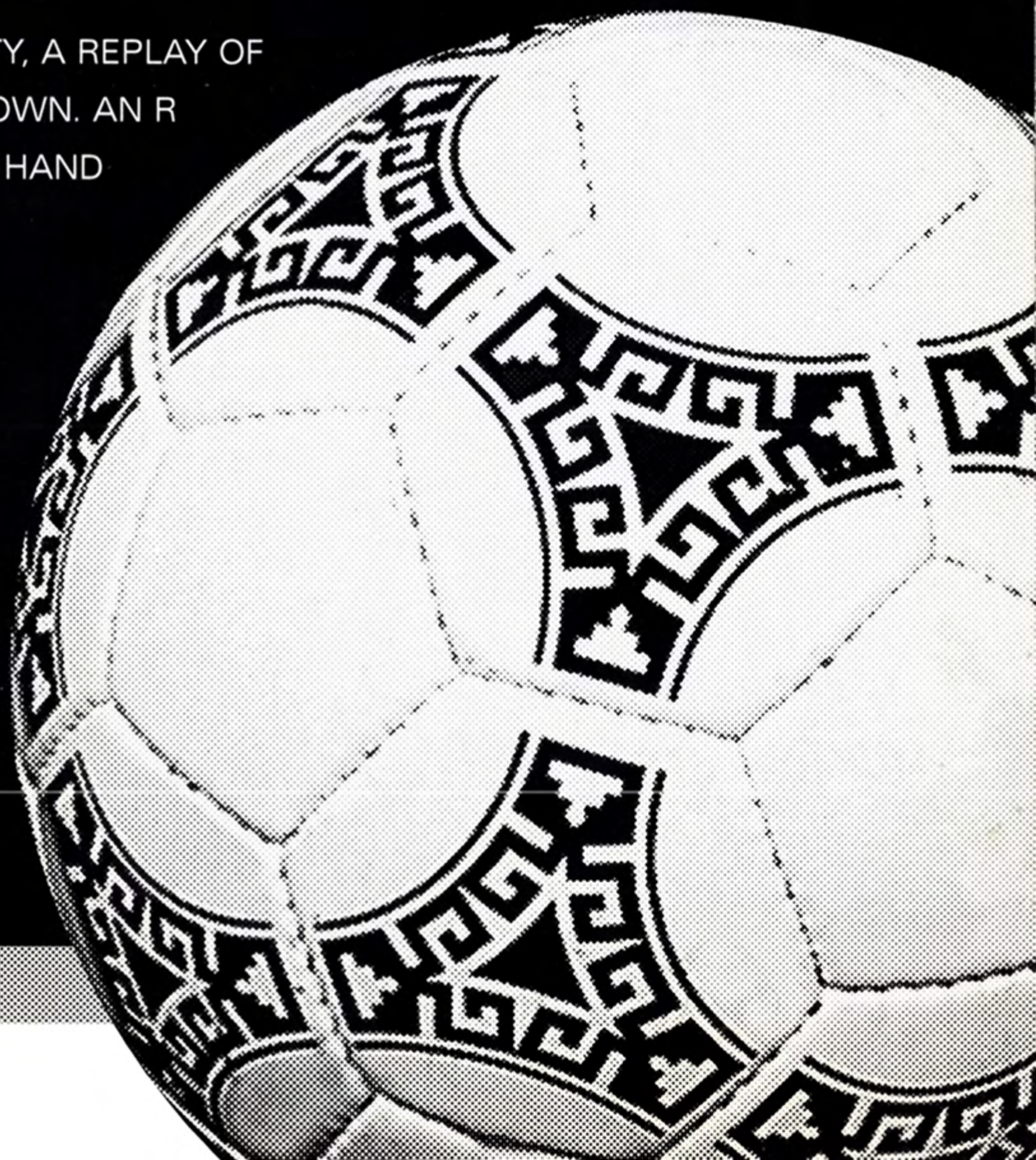
## Timer

DURING PLAY, A TIMER IN THE UPPER RIGHT CORNER COUNTS DOWN THE MINUTES LEFT IN EACH HALF. WHEN THE CLOCK IS COMPLETELY RED, TIME IS OUT AND THE HALF OR THE GAME IS OVER.

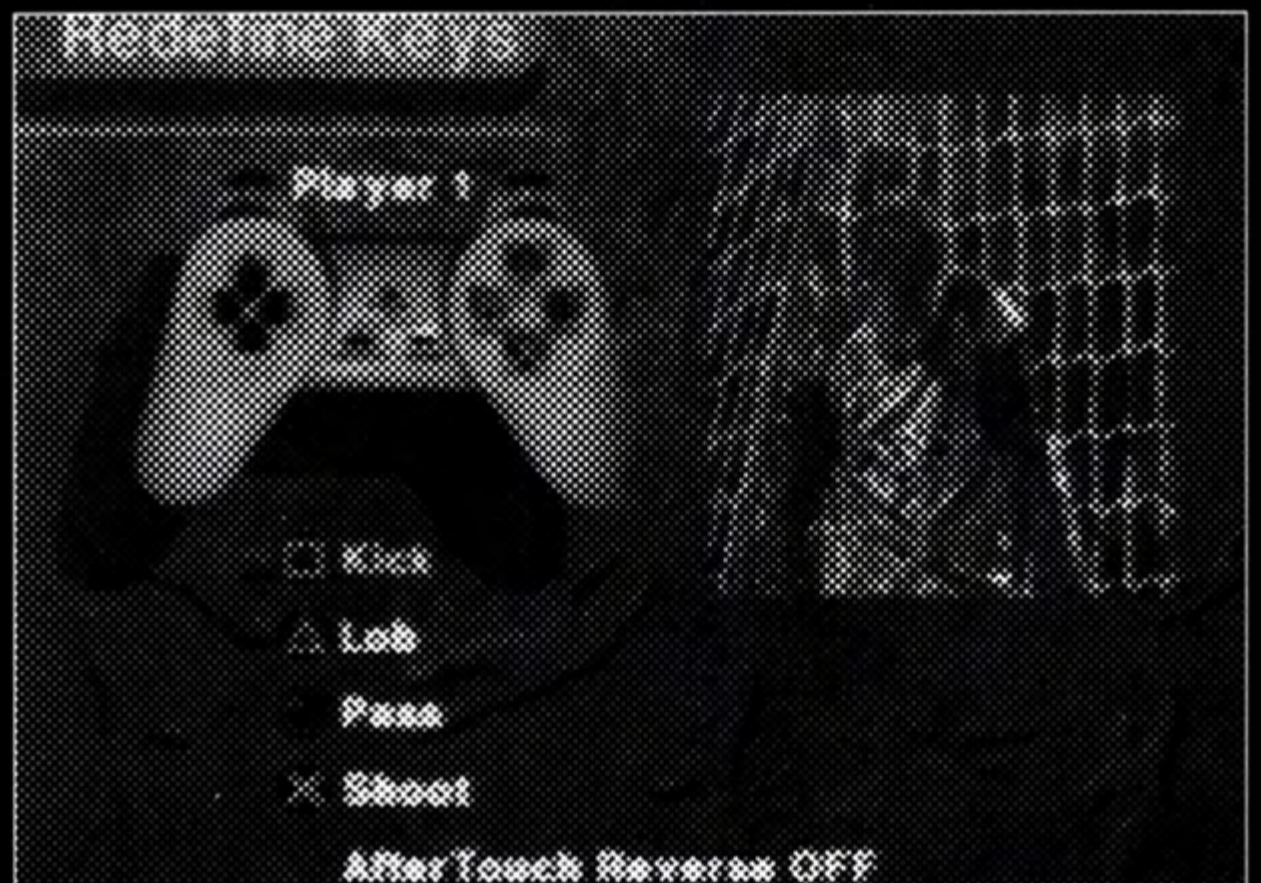
## Replays



AFTER EACH GOAL OR PENALTY, A REPLAY OF THE EXCITING MOMENT IS SHOWN. AN R FLASHES IN THE UPPER RIGHT HAND CORNER OF THE SCREEN.



# Default Controls



CONTROLS ARE FOR BOTH SIMULATION AND ARCADE MODES, EXCEPT WHERE NOTED.

THESE ARE DEFAULT CONTROLS.

YOU MAY RECONFIGURE BUTTON CONTROLS TO YOUR LIKING BY SELECTING REDEFINE KEYS IN THE SETUP OPTION SCREEN.

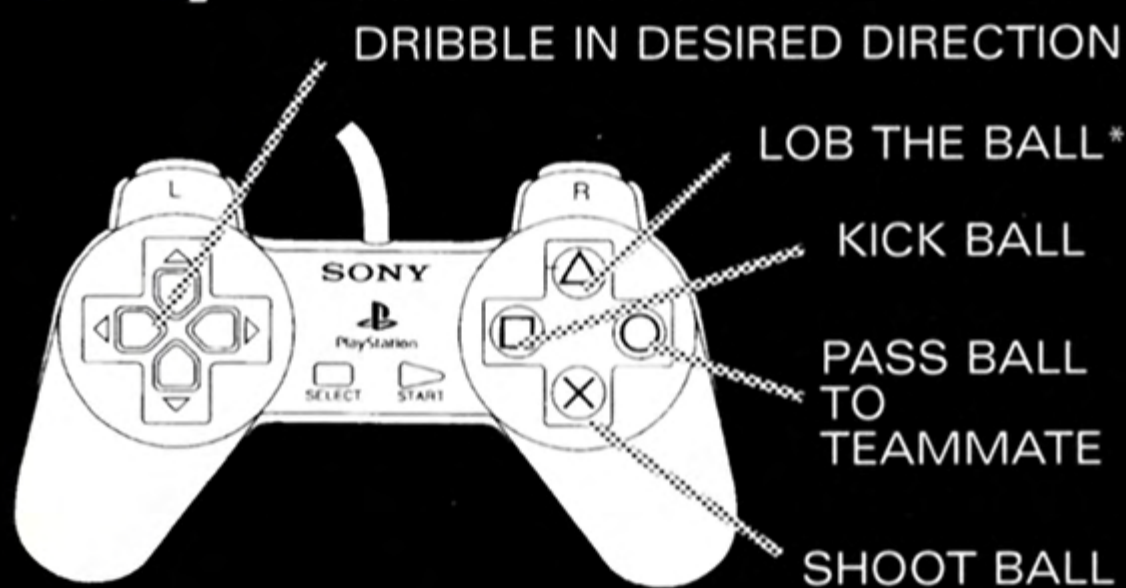
- THE GOAL-KEEPER IS AUTOMATICALLY CONTROLLED, EXCEPT WHERE NOTED BELOW

- THE LONGER AN ACTION BUTTON IS HELD, THE HARDER THE KICK, SHOOT OR PASS WILL BE.

- TO CURL THE FLIGHT OF THE BALL, ROTATE THE DIRECTIONAL PAD AS THE ACTION BUTTON IS RELEASED

- IF THE DIRECTIONAL PAD DIRECTION IS PRESSED BACKWARD, THE DIRECTION OF MOST ACTIONS WILL BE REVERSED.

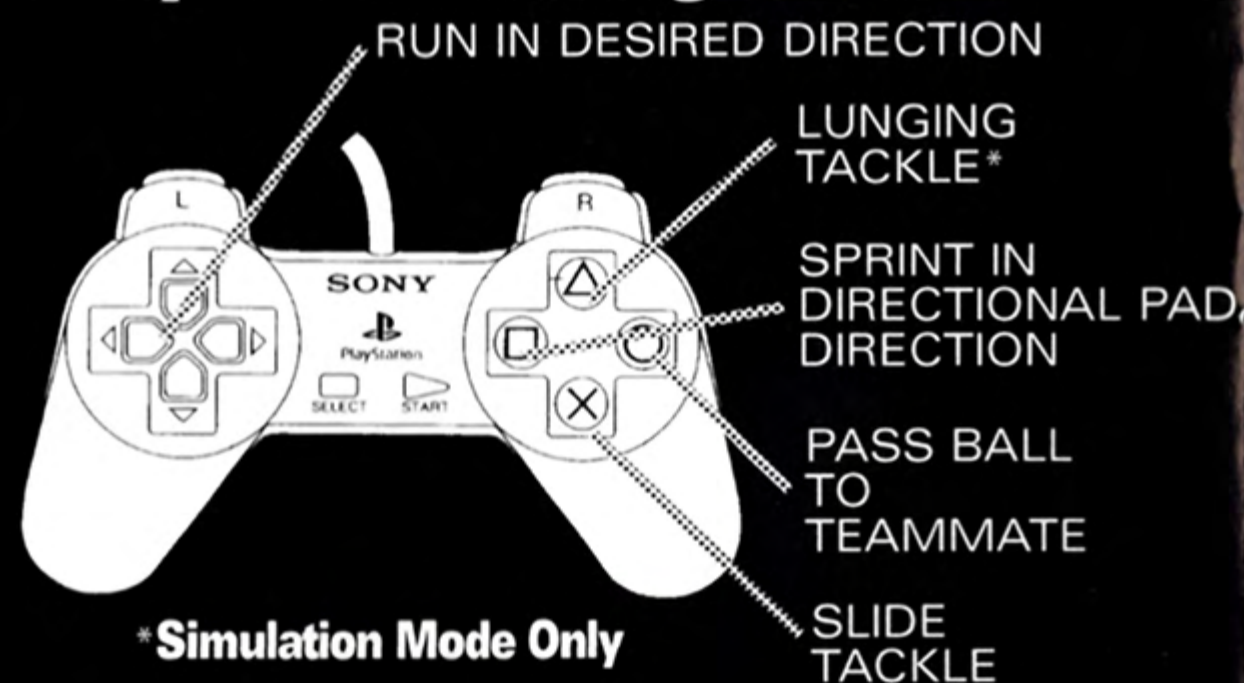
## Player has the ball



PRESSING ■ AND ▲ SIMULTANEOUSLY WILL MAKE THE PLAYER "CHIP AND RUN"\*

\*Simulation Mode Only

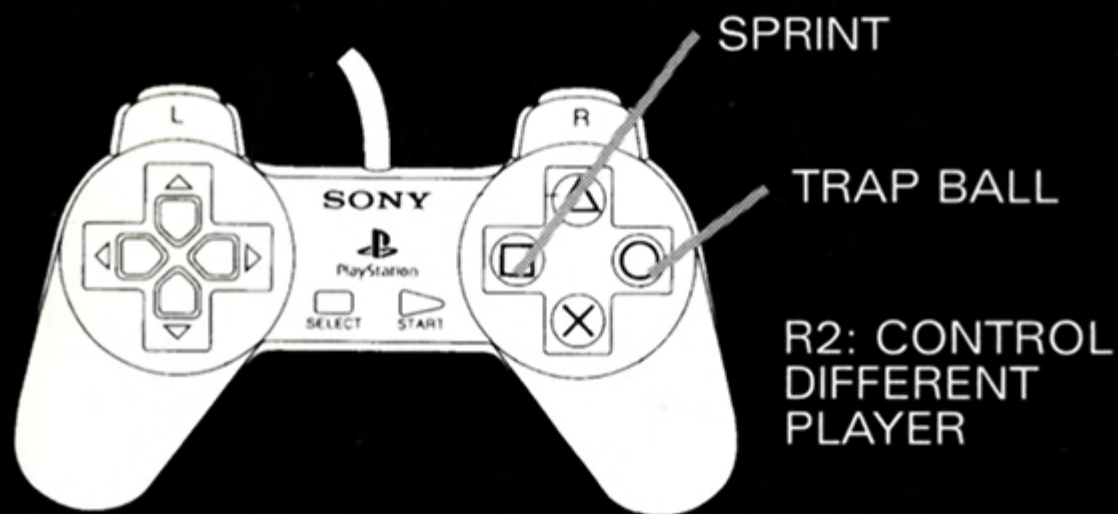
## Player is chasing the ball



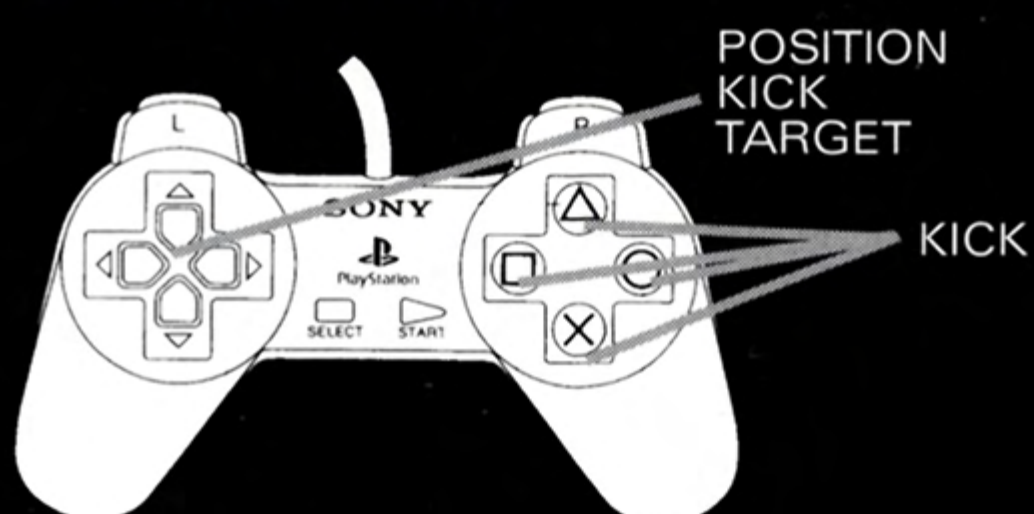
\*Simulation Mode Only



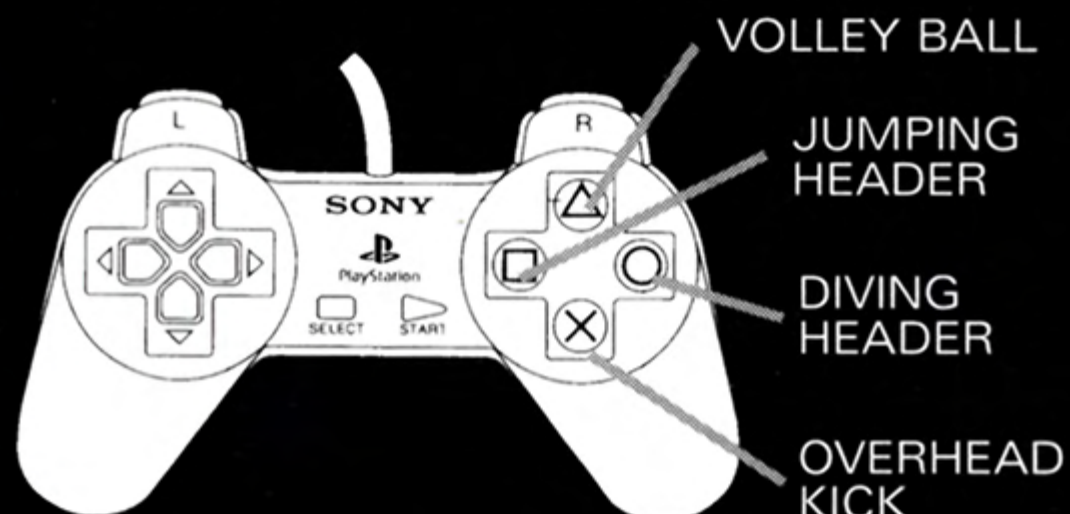
### Ball is Free (Simulation Mode)



### Corner Kick



### Ball is in the Air (Simulation Mode)



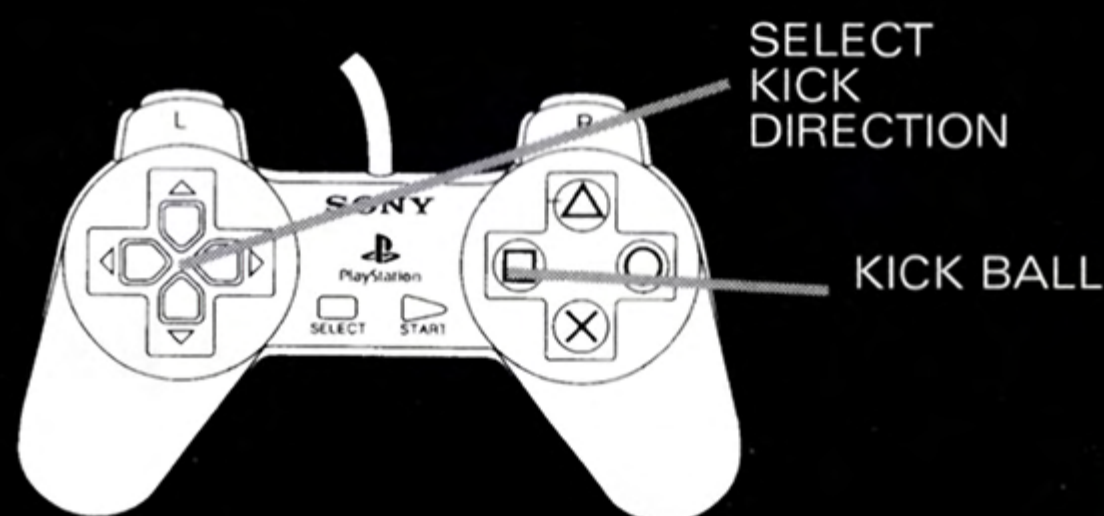
### Throw In



### Ball is Free on ground or in air (Arcade Mode)



### Penalty



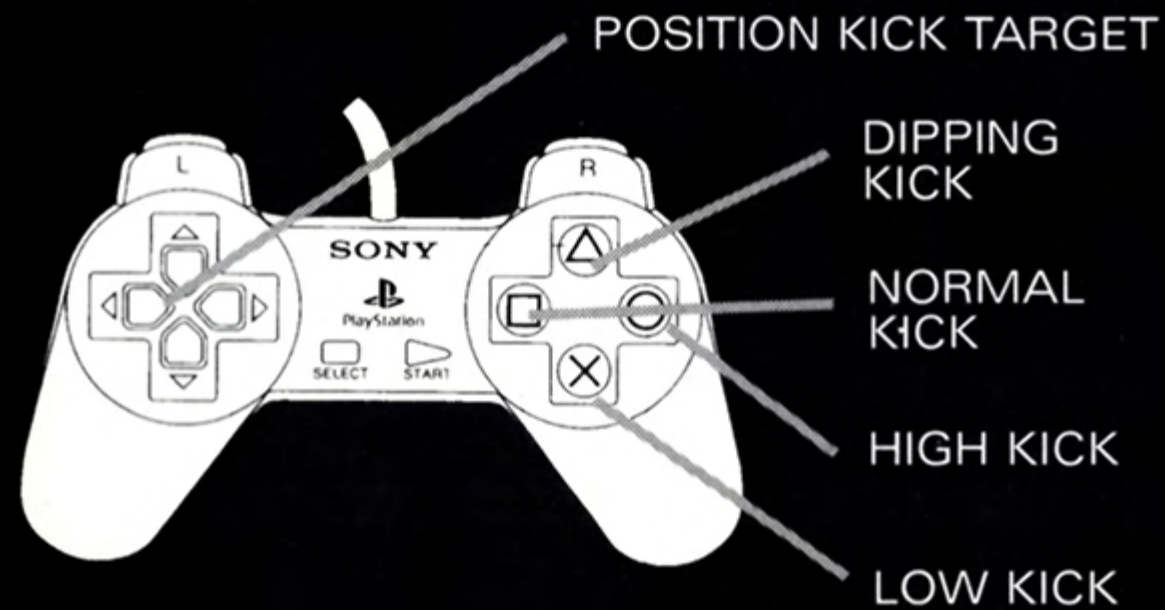
### Goal-Keeper is holding ball



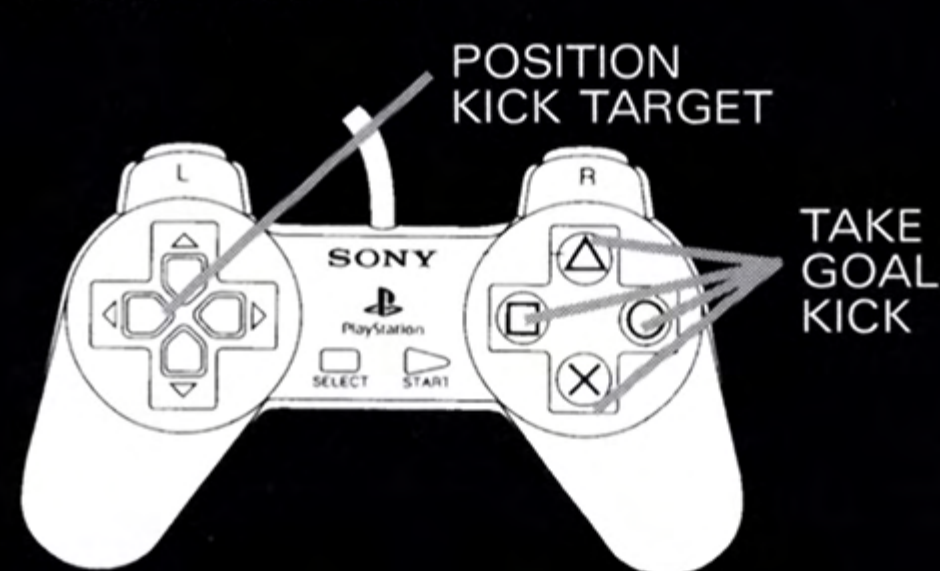
### Penalty (Goal-keeper)



### Free Kick



### Goal Kick



# Friendly Games

THESE SINGLE MATCHES ARE IDEAL FOR HONING YOUR SKILLS AND PRACTICING YOUR TACTICS. IN FRIENDLY MATCHES, YOU CHOOSE AND MANAGE YOUR TEAMS AS IN COMPETITION MODE, BUT YOU CANNOT SAVE THESE GAMES.

# Competition Games

STRIKER 96™ OFFERS YOU THREE THRILLING GAME TYPES: TROPHY, TOURNAMENT AND LEAGUE. THESE GAMES CAN BE SAVED AND LOADED LATER SO YOU CAN RETAIN YOUR PLACE IN THE TENSE COMPETITIONS THAT AWAIT— AND MAYBE SURVIVE TO WIN IT ALL!

## Trophy

MATCHES CONSIST OF TWO STAGES. FIRST, SIX LEAGUES WITH FOUR TEAMS EACH BATTLE UNTIL 16 REMAIN. THESE TEAMS THEN ENTER A TOURNAMENT ROUND UNTIL A FINAL WINNER EMERGES.

## Tournament Play

CONSISTS OF 4, 8 OR 16 TEAMS COMPETING IN PAIRS. THE WINNER OF THE FIRST ROUND GOES ON TO THE NEXT AND SO ON, UNTIL ALL BUT THE BEST HAVE BEEN ELIMINATED AND A SINGLE TEAM IS CROWNED CHAMPION. IN TOURNAMENT PLAY, IF A MATCH RESULTS IN A DRAW, EXTRA TIME (OVERTIME) PLAY BEGINS, FOLLOWED BY A PENALTY SHOOTOUT IF NEEDED.

**EXTRA TIME** THIS IS AN OVERTIME PERIOD DURING WHICH THE TEAM WITH HIGHEST SCORE AT THE END OF THE EXTRA PERIOD WINS.

**PENALTY SHOOTOUT** IF NO WINNER EMERGES IN EXTRA TIME, THE MATCH GOES TO THE PENALTY SHOOTOUT PHASE. THIS CONSISTS OF EACH TEAM TAKING FIVE FREE KICKS AT THE OPPOSING GOAL. THE TEAM WITH THE MOST POINTS IS THE WINNER. IF THERE IS STILL A TIE AFTER FIVE KICKS APIECE, THE SHOOTOUT CONTINUES UNTIL ONE OF THE TEAMS MANAGES TO SCORE.

## **League**

COMPETITION FEATURES BETWEEN TWO AND EIGHT TEAMS. EACH TEAM MUST PLAY AGAINST ALL THE OTHER TEAMS IN THE LEAGUE. TEAMS ARE AWARDED POINTS IN LEAGUE PLAY AS FOLLOWS:

**WINNING = 3 POINTS**

**DRAW (EVEN SCORE) = 1 POINT**

**LOSING = 0 POINTS**

WHEN ALL TEAMS HAVE FACED EACH OTHER, THE TEAM WITH THE HIGHEST POINT TOTAL IS THE WINNER. EXTRA TIME AND PENALTY SHOOTOUTS ARE NOT PART OF LEAGUE PLAY.



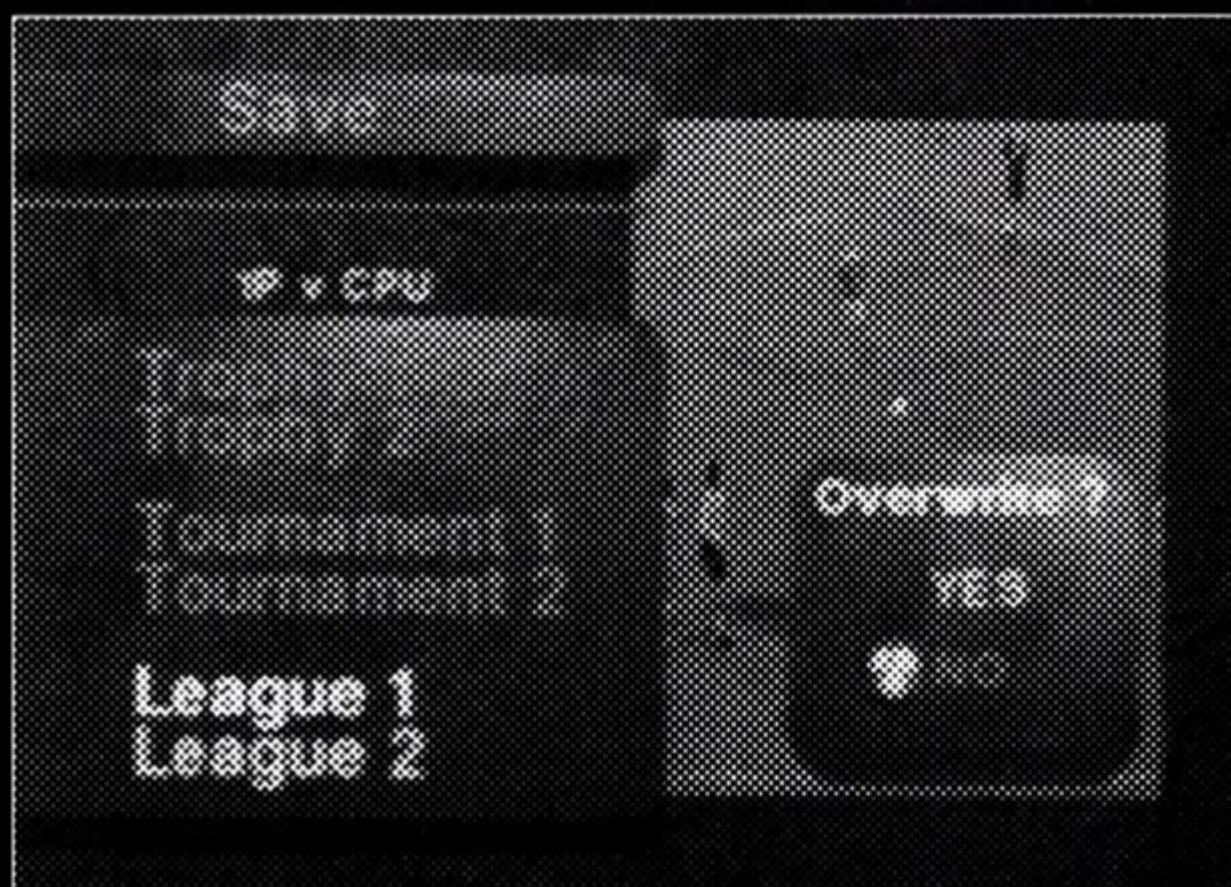
# Competition Status Screen



IN TROPHY, TOURNAMENT OR LEAGUE PLAY, YOU CAN TRACK YOUR PROGRESS BY VIEWING THE STATUS SCREEN. THIS SCREEN WILL APPEAR AFTER LOADING IN A PREVIOUSLY SAVED GAME. IT SHOWS THE WINS, LOSSES AND POINTS FOR EACH TEAM INVOLVED IN THE PARTICULAR TYPE OF COMPETITION PLAY CHOSEN. IT IS ALSO WHERE YOU CAN CHOOSE TO BEGIN GAME PLAY, SAVE A MATCH, OR QUIT OUT OF THE GAME.

TO BEGIN PLAY, PRESS ANY BUTTON WHEN PLAY GAME IS HIGHLIGHTED

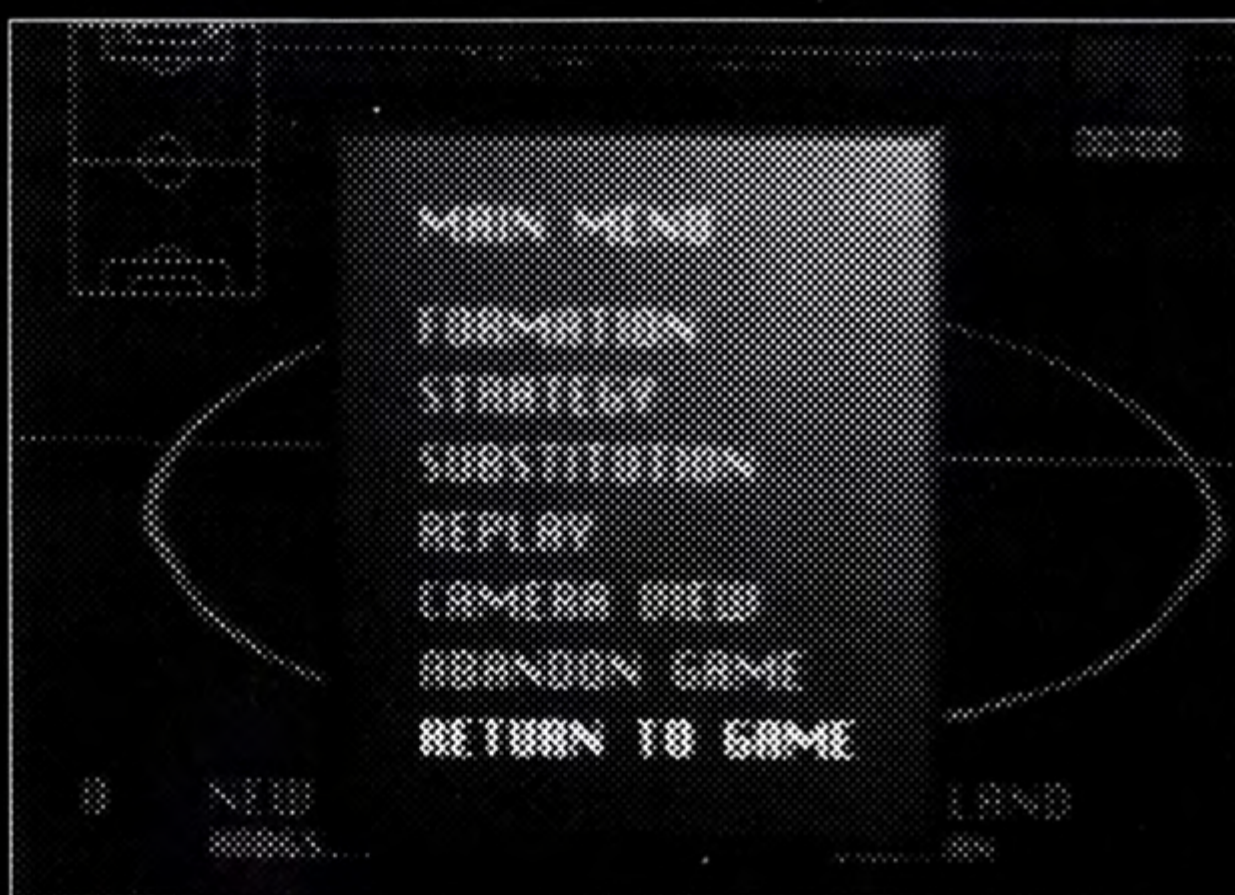
## Save



THE STATUS SCREEN IS ALSO WHERE YOU CAN SAVE YOUR CURRENT PLACE IN ANY COMPETITION SCHEDULE AT THE END OF A MATCH. YOU MUST HAVE A MEMORY CARD INSERTED IN ORDER TO SAVE GAMES. TO DO SO, HIGHLIGHT SAVE AND PRESS THE START, ■, X OR ● BUTTON.

YOU WILL THEN SEE THE SAVE SCREEN, WHERE YOU CAN SAVE YOUR PLACE IN ONE OF TWO SLOTS FOR EACH COMPETITION GAME TYPE. IF THE CURRENT SLOTS ARE FULL, YOU WILL BE ASKED IF YOU WISH TO OVERWRITE THE CURRENTLY SAVED ITEM. HIGHLIGHT YES TO DO SO. YOUR NEW MATCH WILL BE SAVED AND THE OLD ONE ERASED. YOU WILL THEN RETURN TO THE STATUS SCREEN.

# Pause Options



AT ANY TIME DURING PLAY, YOU MAY YOU MAY PAUSE THE GAME BY PRESSING THE START BUTTON AND THEN BRING UP THE PAUSE OPTIONS MAIN MENU BY PRESSING THE SELECT BUTTON. NOTE: IN INDOOR MODE, FORMATION, STRATEGY AND SUBSTITUTIONS ARE NOT AVAILABLE.

## Formation

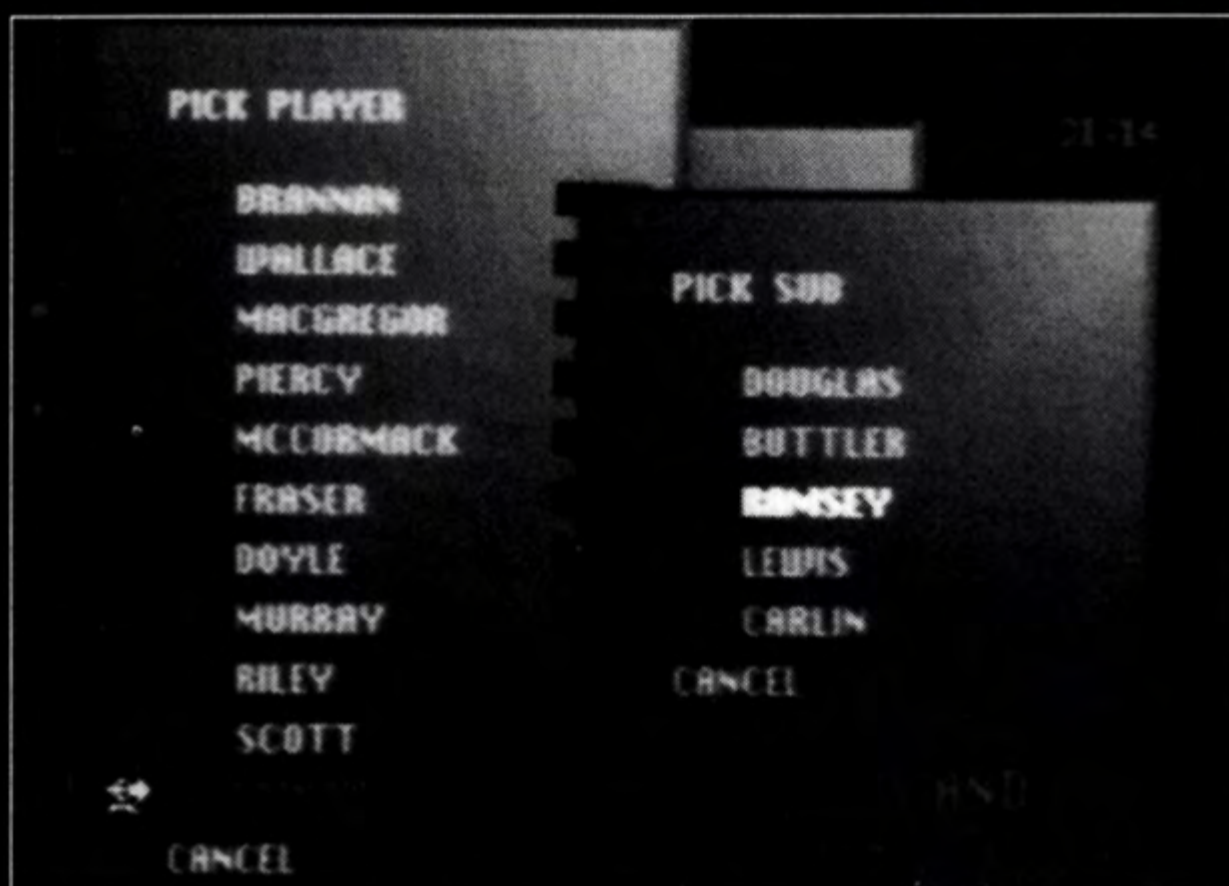
SEE TEAM MANAGEMENT FOR DETAILS.

## Strategy

SEE TEAM MANAGEMENT FOR DETAILS.



# Substitution



PLAYERS MAY BECOME INJURED THROUGH TACKLES, LUNGES, ETC., WHICH WILL DEGRADE THEIR PERFORMANCE. DEGREE OF INJURY IS SHOWN BY THE AMOUNT OF RED IN EACH PLAYER'S INJURY METER ON THE SUBSTITUTE SCREEN. TO SUBSTITUTE A NEW PLAYER FOR A CURRENT PLAYER, SELECT THE PLAYER YOU WISH TO TAKE OUT BY PRESSING UP OR DOWN ON THE DIRECTIONAL PAD, THEN PRESS THE START OR X BUTTON TO SELECT HIM. A LIST OF AVAILABLE SUBSTITUTES WILL APPEAR ON THE RIGHT. HIGHLIGHT THE ONE YOU WISH TO BRING IN AND PRESS THE START OR X BUTTON. TO RETURN TO THE PAUSE OPTIONS SCREEN WITHOUT SUBSTITUTING A PLAYER HIGHLIGHT CANCEL AND PRESS THE START OR X BUTTON.

## Replay

TO VIEW THE LAST BIT OF ACTION, HIGHLIGHT REPLAY, THEN PRESS THE START OR X BUTTON. YOU WILL SEE A FLASHING RED R IN THE UPPER RIGHT CORNER OF THE SCREEN TO INDICATE THAT YOU ARE VIEWING A REPLAY.

## Camera View

CHOOSE THIS OPTION TO SELECT ANY OF SEVEN DIFFERENT CAMERA ANGLES FROM WHICH TO ENJOY THE GAME. CHOOSE CANCEL TO RETAIN THE CURRENT SETTING.

## Abandon

GAME SELECT THIS TO QUIT OUT OF CURRENT GAME AND RETURN TO THE MAIN MENU.

## Return to Game

CHOOSE THIS TO RESUME THE CURRENT MATCH.

# Results Screen

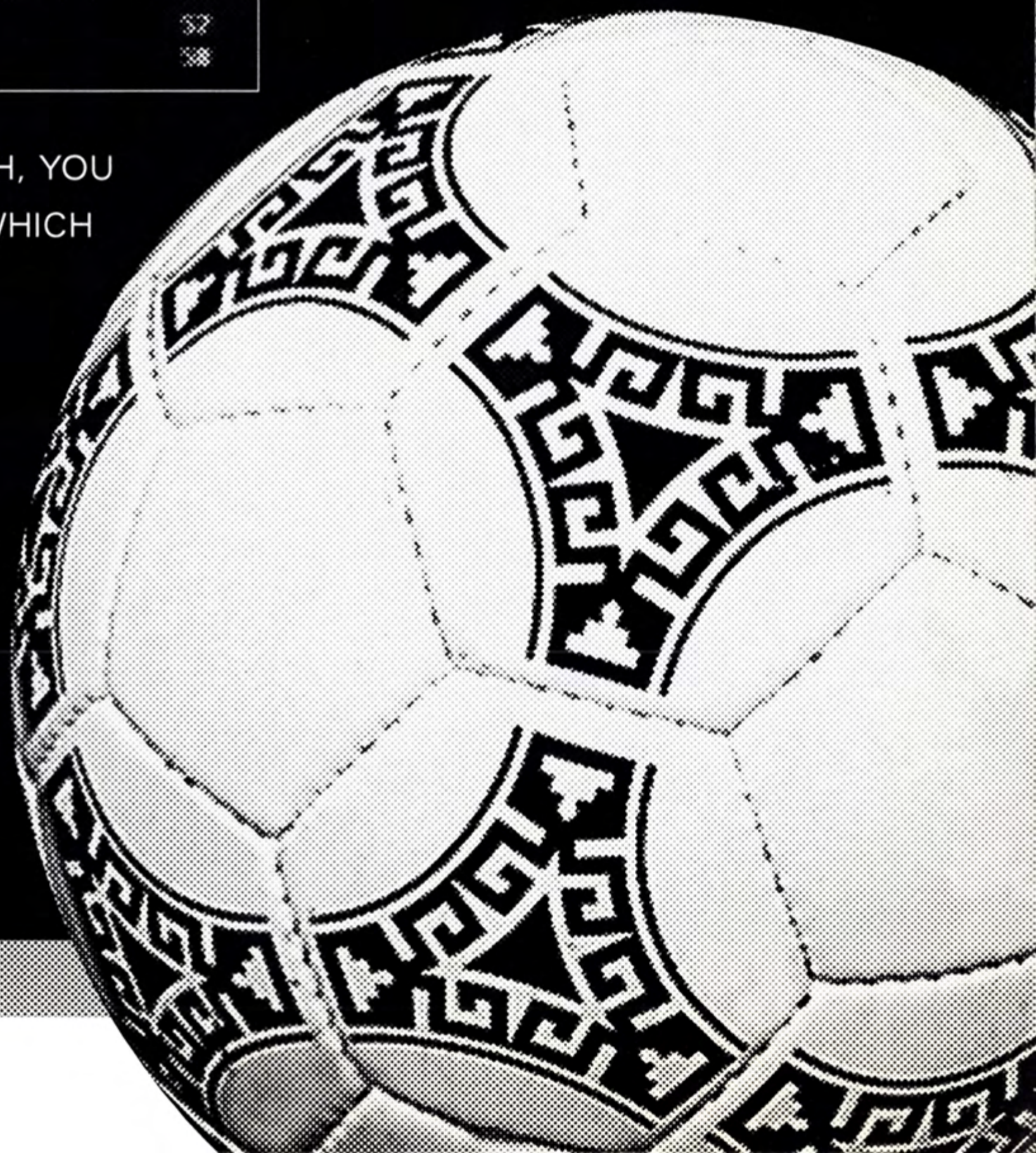
AT EACH HALF, AND FOLLOWING MATCHES AND OVERTIME, A RESULTS SCREEN WILL APPEAR, GIVING STATS, INCLUDING TERRITORY AND POSSESSION

# Match Analysis

	SCOTLAND 0	SCOTLAND 0
GOALS	0	0
FREEDOMS	0	0
PENALTIES	0	0
RED CARDS	0	0
YELLOW CARDS	0	0
SHOTS AT GOAL	5	3
SAVES	0	0
PASSES	17	5
THROWS	5	5
TERRITORY	43	57
POSSESSION	42	58

AT THE END OF EACH MATCH, YOU WILL SEE THREE SCREENS WHICH GIVE YOU A THOROUGH BREAKDOWN OF EACH TEAM'S PERFORMANCE.

**RESULTS** THIS SCREEN SHOWS THE FINAL SCORE, TO SEE THE NEXT SCREEN, PRESS THE X BUTTON.



## Match Stats

THIS SCREEN GRAPHICALLY REPRESENTS HOW EFFECTIVE YOU WERE AT SHOOTING, HEADING, PASSING AND TACKLING. THE DARK BARS SHOW HOW MANY ATTEMPTS WERE MADE, THE BRIGHT BARS THE AMOUNT THAT WERE SUCCESSFUL. IT ALSO GIVES A RUNDOWN ON THE NUMBER OF CORNERS, FREE KICKS, PENALTIES AND OTHER IMPORTANT STATS. PRESS THE X BUTTON TO SEE THE FINAL STAT SCREEN.

## Player Scoring Screen

THIS SCREEN SHOWS WHICH TEAM PLAYERS SCORED, AND WHEN.

# Advanced Features

## One Touch Passing

IN SIMULATION MODE, STRIKER 96™ GIVES YOU THE ABILITY TO SET UP A SERIES OF PASSES BY PRESSING THE ● BUTTON QUICKLY SEVERAL TIMES. THE NEXT PASS CAN BE SET UP BEFORE THE CURRENT PLAYER HAS THE BALL. THIS IS GREAT FOR MOVING THE BALL IN AND AROUND THE PENALTY AREA. THIS TECHNIQUE CAN ALSO BE USED FOR HEADING THE BALL BY PRESSING THE ■ BUTTON WHEN THE BALL IS IN THE AIR. THE PLAYER IN THE BEST POSITION TO INTERCEPT THE BALL WILL AUTOMATICALLY MOVE AND PERFORM A HEADER. SET UP THE NEXT MOVE WHILE THIS IS HAPPENING BY AGAIN PRESSING THE ■ BUTTON!

## Anticipating Passes

WATCH YOUR OPPONENTS! IF THE ● BUTTON IS PRESSED AS YOUR OPPONENT IS MAKING A PASS, YOUR PLAYER WILL AUTOMATICALLY MOVE TO INTERCEPT IT. IF THE PLAYER IS CLOSER THAN THE INTENDED PASS TARGET, YOU'LL INTERCEPT IT!

## Tips

- SHOOT GOALS FROM AS CLOSE UP AS POSSIBLE, ROBBING THE GOALIE OF REACTION TIME



- DON'T PASS THE BALL WHEN FACING OPPOSING PLAYERS— IT'S TOO EASY FOR THEM TO STEAL IT! TURN AROUND TO PASS.
- WORK ON TRAPPING THE BALL. IF YOU CAN MASTER THIS DEMANDING SKILL, YOU'LL BE ABLE TO TAKE ADVANTAGE OF THE TIME IT GIVES YOUR TEAMMATES TO MOVE UPFIELD.
- MATCH A PLAYER'S ATTRIBUTES TO HIS ROLE.

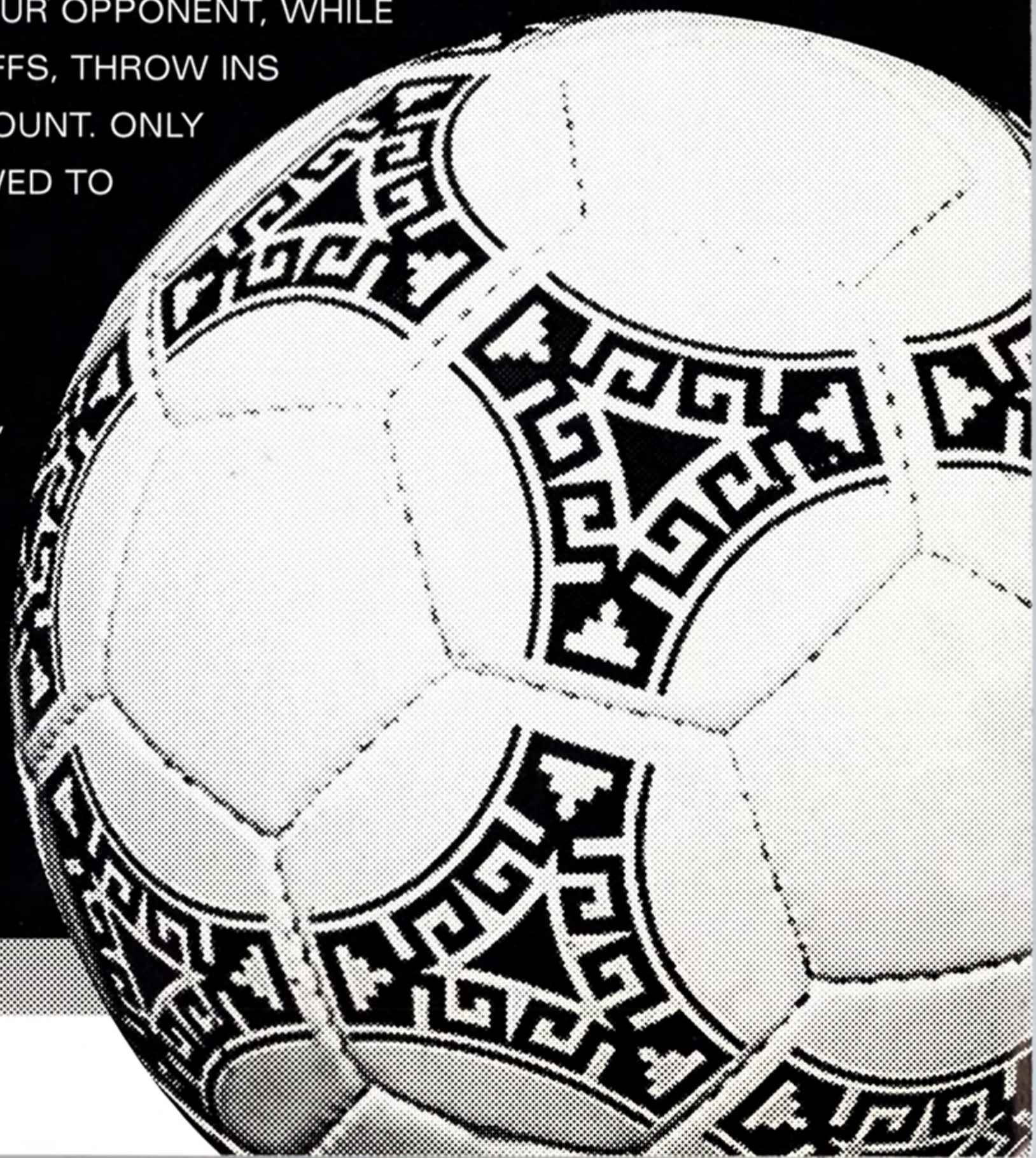
# Rules

THIS SECTION IS NOT MEANT TO BE A FULL OR DETAILED EXPLANATION OF THE RULES OF SOCCER (OR FOOTBALL, AS IT IS COMMONLY CALLED OUTSIDE THE U.S.), BUT A BRIEF REFERENCE FOR THOSE NEW TO THE GAME. BOTH AVID SOCCER FANS AND THOSE NEW TO THE GAME WILL GET A WORLD OF ENJOYMENT OUT OF STRIKER 96™. FOR MORE INFORMATION ABOUT THIS FAST-PACED, FACE-GROWING INTERNATIONAL GAME, VISIT YOUR LOCAL LIBRARY.

## Basics

IN SOCCER, TWO TEAMS OF 11 PLAYERS EACH COMPETE TO SEE WHO CAN SCORE THE MOST GOALS OR POINTS. PLAY IS DIVIDED INTO TWO HALVES OF EQUAL LENGTH. GOALS ARE SCORED WHEN THE BALL ENTERS AN OPPONENT'S NET. KICKING OR HEADING THE BALL INTO YOUR OWN NET COUNTS AS A GOAL FOR YOUR OPPONENT, WHILE GOALS MADE FROM KICK OFFS, THROW INS AND GOAL KICKS DO NOT COUNT. ONLY THE GOAL KEEPER IS ALLOWED TO TOUCH THE BALL WITH HIS HANDS WITHIN BOUNDS.

THE REMAINING PLAYERS CAN EITHER KICK OR "HEAD" (BOUNCE OR DIRECT THE BALL WITH THE HEAD) THE BALL.



# Kick Off

A KICK OFF OCCURS AT THE BEGINNING OF EACH GAME, AT THE START OF A HALF, AND AFTER EACH GOAL SCORED. THE BALL IS PLACED AT THE CENTER OF THE FIELD AND KICKED FORWARDS.

# Set Pieces

IF A PLAYER CAUSES THE BALL TO LEAVE THE FIELD, THE OPPOSING TEAM DOES ONE OF THE FOLLOWING, DEPENDING ON WHERE THE BALL WENT OUT OF BOUNDS:

**THROW IN** WHEN THE BALL GOES OUT OF BOUNDS TO THE RIGHT OR LEFT, THE OPPOSING TEAM THROWS THE BALL BACK IN TO PLAY FROM THE POINT WHERE IT WENT OUT.

**CORNER KICK** WHEN THE BALL GOES OUT AT A PLAYER'S OWN END OF THE FIELD, THE OPPOSING TEAM WILL KICK IT BACK INTO PLAY FROM THE CORNER CLOSEST TO WHERE IT WENT OUT.

**GOAL KICK** WHEN THE BALL GOES OUT AT THE OPPONENT'S END OF THE FIELD, THE GOAL KEEPER KICKS IT BACK INTO PLAY FROM ANY POINT IN THE SIX YARD BOX.

# Fouls

A PLAYER IS AWARDED A FREE KICK IF HE IS FOULED (TRIPPED OR KICKED BY AN OPPOSING PLAYER) WHILE BEING TACKLED. A FREE KICK IS KICKED DIRECTLY AT THE OPPONENT'S GOAL WITH ONLY THE GOAL KEEPER DEFENDING IT. THE OFFENDING PLAYER IS "YELLOW CARDED" FOR EACH OFFENSE. TWO OFFENSES WILL RESULT IN EXPULSION.

# Offsides

A PLAYER IS CONSIDERED OFFSIDES WHEN HE IS IN FRONT OF THE BALL ON THE OPPONENT'S END OF THE FIELD AND THERE ARE LESS THAN TWO OPPOSING PLAYERS (INCLUDING THE GOAL KEEPER) BETWEEN HIM AND THE OPPOSING GOAL.

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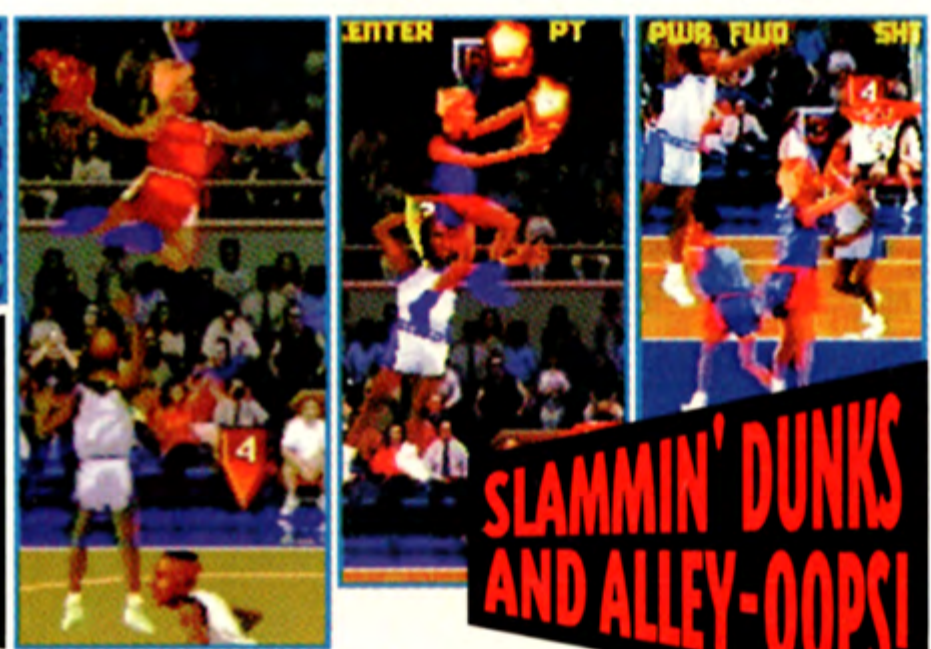
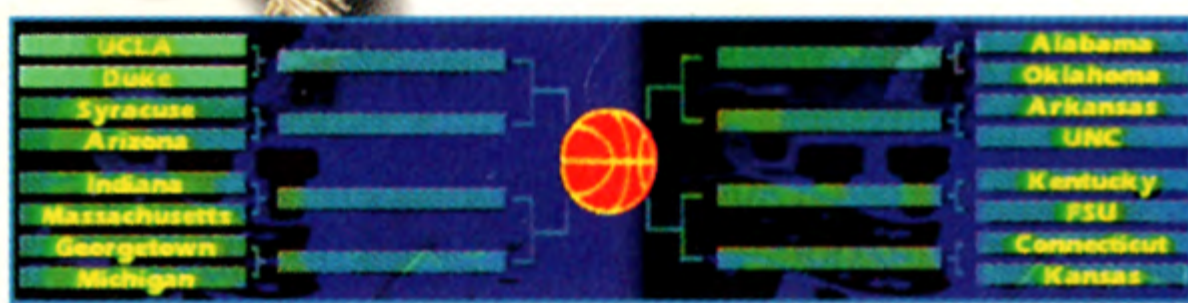
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# COLLEGE SLAM™



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**UP TO 16 PLAYERS - IT'S TOURNEY TIME!**

**SLAMMIN' DUNKS AND ALLEY-OOPS!**

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