



PlayStation

TM

NTSC U/C

PlayStation™



VR
SOCCER™
'96



KIDS TO ADULTS



TM

AGES 6+

SLUS-00199



W A R N I N G

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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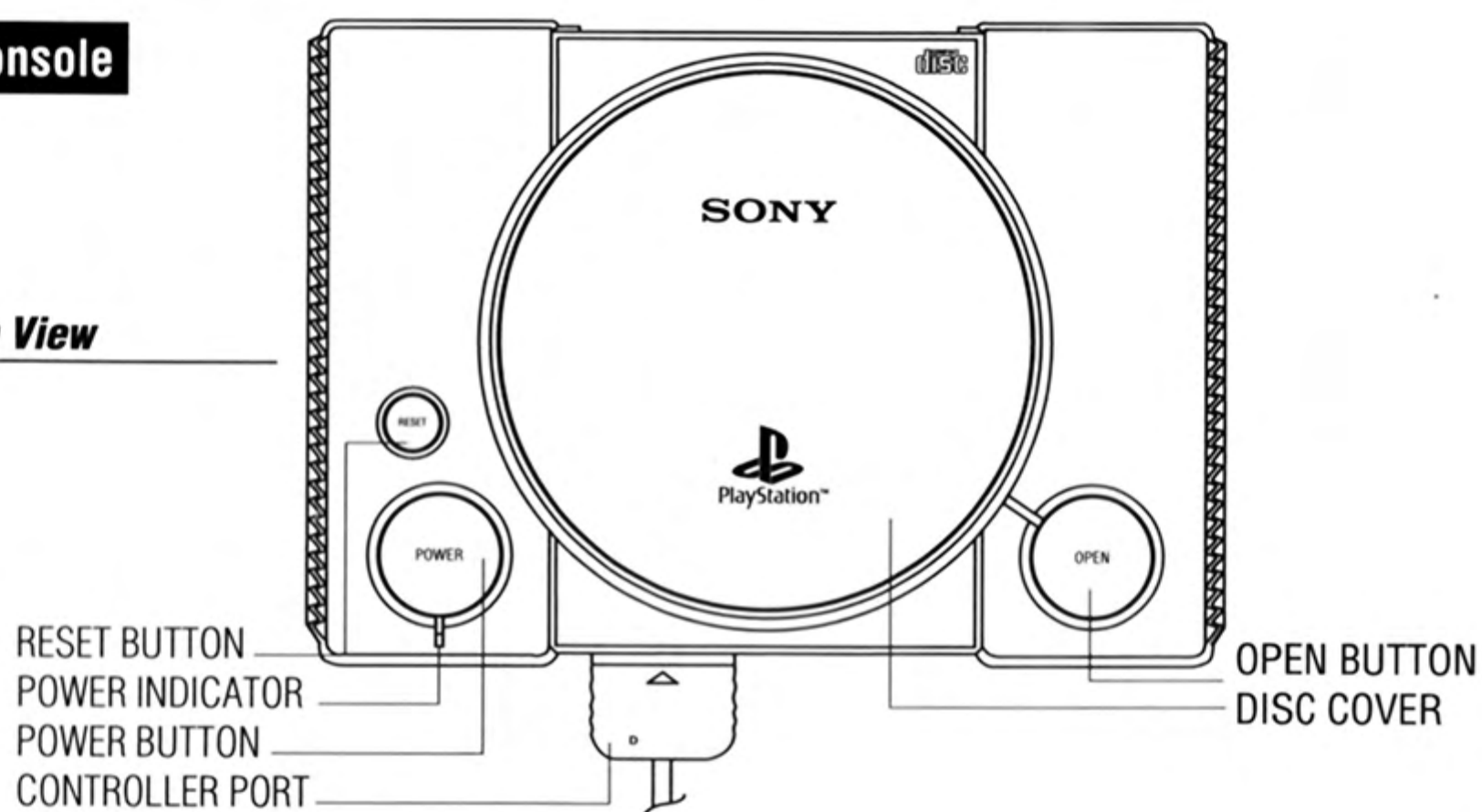
STARTING THE GAME

To play VR Soccer™ '96 on your PlayStation™:

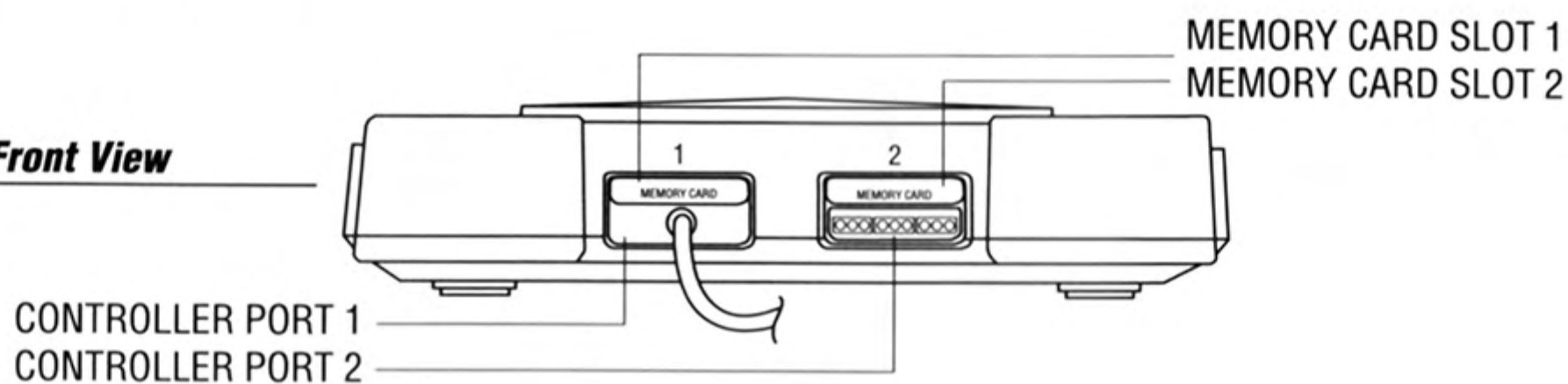
1. Set up your PlayStation™ in accordance with the instruction manual supplied with the system.
2. Follow your system directions to open the CD drive and place the CD on the bed of the drive, making sure the printed side faces upwards.
3. Close the CD drive and press the Power button to load and play the game.

Console

Top View



Front View



CONTROLS: MENU SCREENS

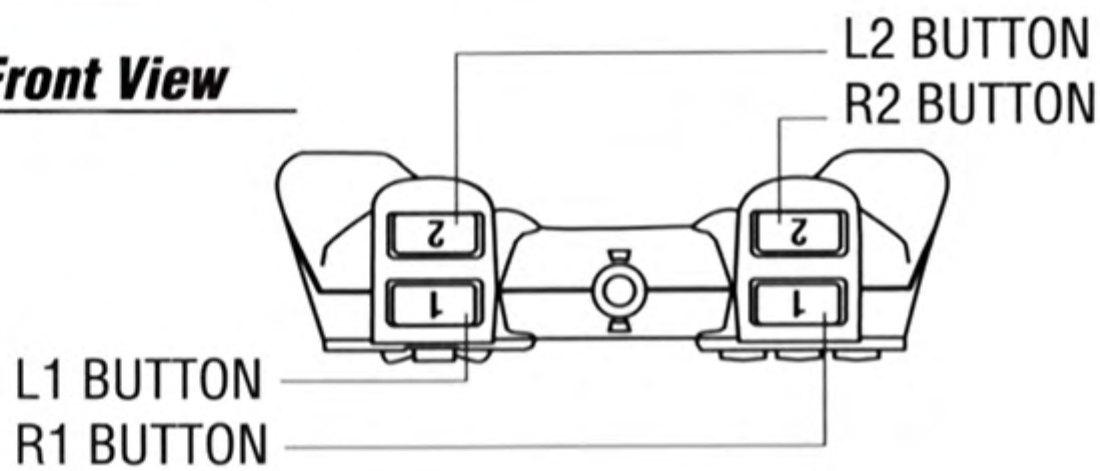
To select an option from the menu screens, use the Directional buttons on the controller to highlight an option and press the X button to select.

If you make a mistake on any of the menus and wish to return to the Main Menu, press both SELECT and START to return to the Main Menu.

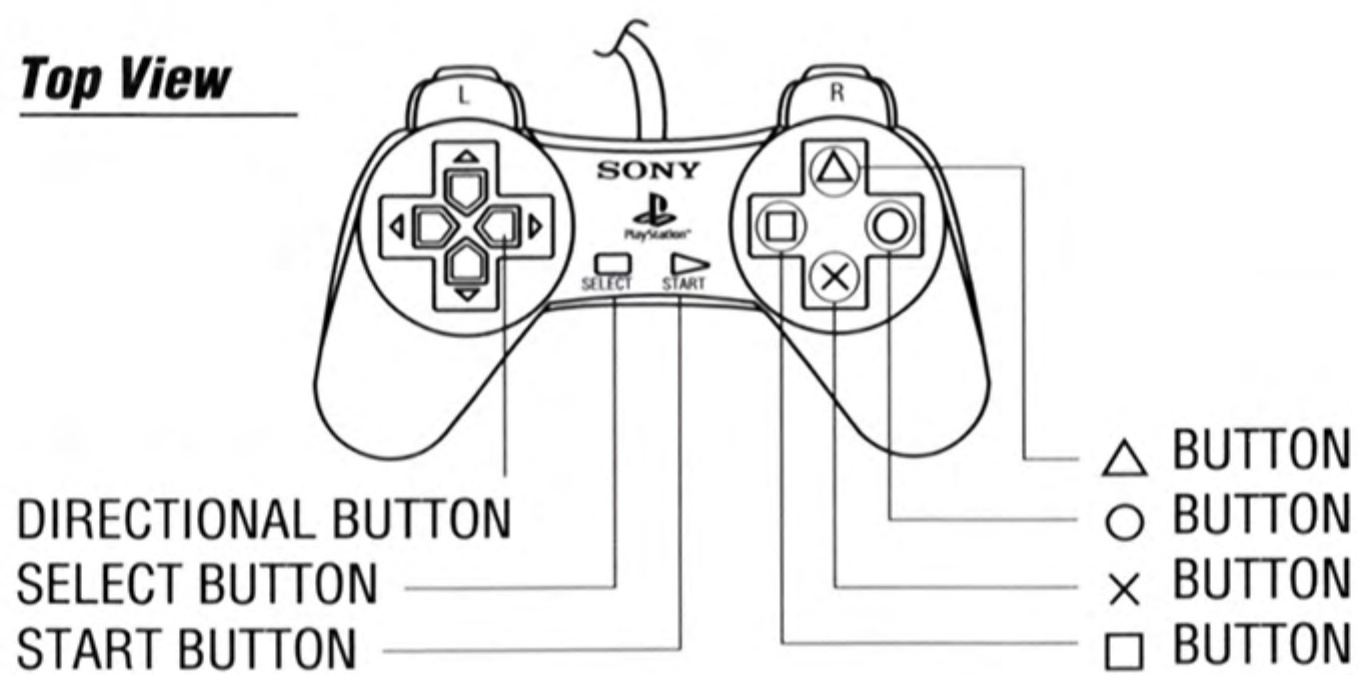
For In-Match Controls, see page 22.

Controller

Front View



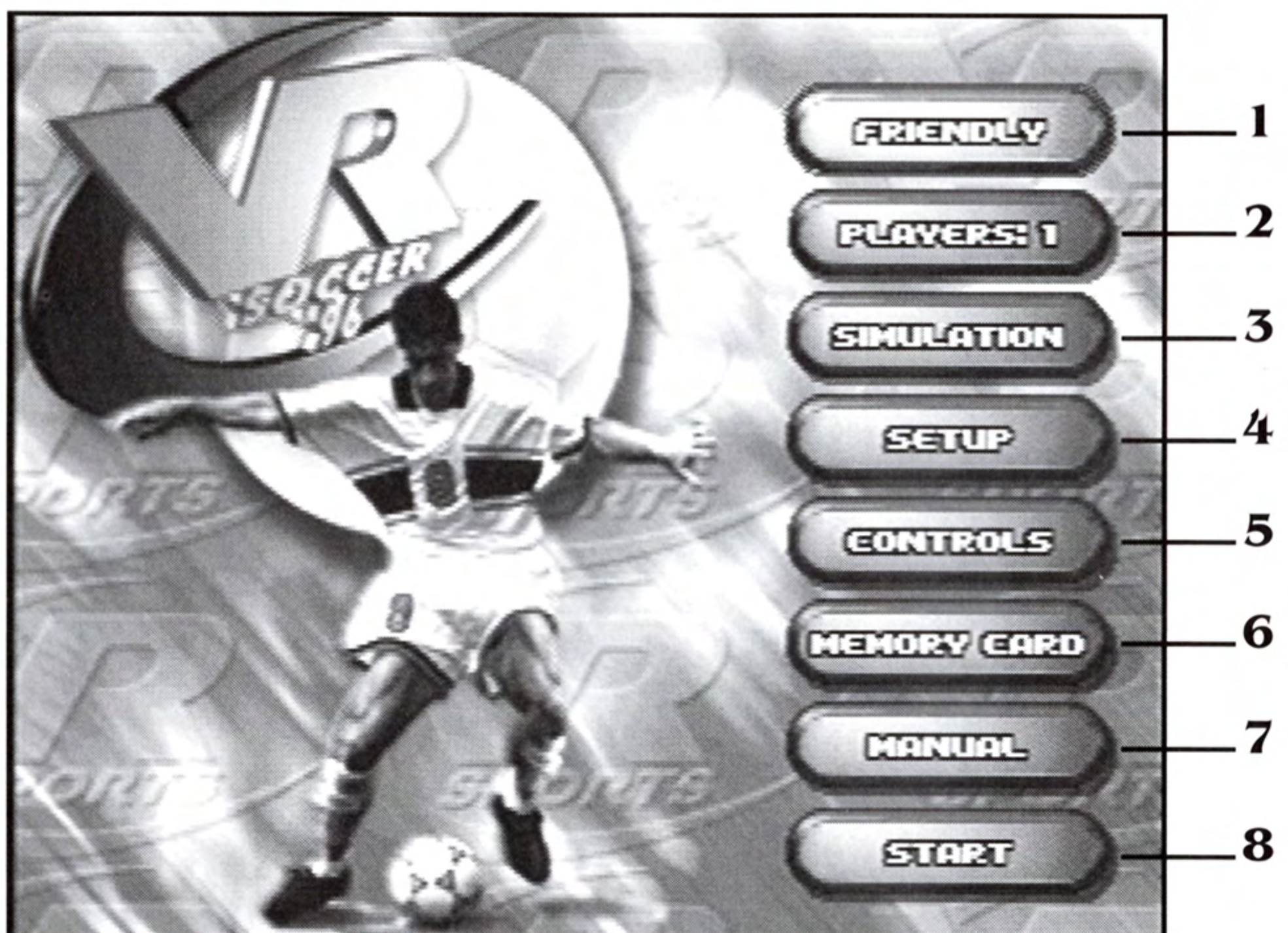
Top View



VR Soccer™ '96

After the Introductory and Title screens, the Main Menu will come up. This menu allows you to set up all your options for VR Soccer™ '96.

1. Game Type button
2. Players button
3. Game Style button
- 4 Setup button
5. Controls button
6. Memory Card button
7. Player Control Button
8. Start button



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Notice that the Game Type button is highlighted in red. Moving the Directional button will move the highlight between buttons and options. Pushing the X button will select the currently highlighted option. Many of the buttons will revolve to different options when they are selected and others will take you to an entirely different menu.

DEMO MODE

If you leave the game on the main menu for more than 20 seconds, the game will go into a demo mode which shows two computer-controlled teams matched up against each other.

GAMETYPE

Friendly Game

A one-time match where you can pit any team against any other team. Once you've selected your options for the game, select the START button on the Main Menu, and press the X button or "START" to go to the Friendly Next Match screen.

To select a team, highlight the up or down arrows at the side of the flags to scroll through all of the available teams. Once you've selected the two teams, select the question mark of either team to view the team's player information in the Squad Selection screen.



VR Soccer™ '96



Who's Playing and What Formation

If you're playing against the PlayStation™ you can't change the computer's team structure, but you can change yours. In the Squad Selection screen you'll see a full list of your squad and the formation in which they're playing. To move or change any of the players around, move the highlight to the player and push the X button, then move the highlight to the player you want to switch positions with and push the O button. To view a player's personal stats, move the highlight to the player and push the O button.



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Each player has a set of personal stats based on a scale of 100%. If a player has a rating of 80% or over in any of the skills, this will be represented by a small icon in front of his name on the Squad Selection screen.

It's important that you check each player's stats because you'll want to be playing with the strongest squad possible if you're going to stand a chance of winning. Listed below are the stats that are important to each type of player.

Goalkeeper: Vision, Pace, Control, Accuracy, and Discipline

Defender: Power, Discipline, Pace, Flair, and Stamina

Mid-Fielder: Control, Flair, Vision, Pace, and Accuracy

Attacker: Flair, Power, Accuracy, Pace, and Control

To change your team's formation, highlight the Formation button on the bottom left of the screen and push the X button. As you continue to push the X button, the button will revolve through all the available choices. The formation map gives you a visual representation of the chosen formation. Once you're happy with your squad and their formation, select "DONE" to return to the Friendly Next Match screen. Click on "DONE" to start the match or click on "CONTROLS" (see Controls: In-Match in this manual) to configure your buttons. See "It's A Game Of Two Halves" for in-match tactics and gameplay.



VR Soccer™ '96



League Game

Select "LEAGUE" to play in league competition. Here you will play against all the other teams in your league in a bid to win the league or gain promotion to the league above you.

Select "LEAGUE" from the Game Type button on the Main Menu, then select "START" to begin the League competition. The Player 1 Select Team screen will now be presented; from this screen you select the team you want to play and select "DONE" to start.



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If you've selected more than one player from the Players button on the Main Menu, Player 1 selects his/her team first, then selects "NEXT" so that Player 2 can select a team. Player 2 can select to play a different team or play on the same team as Player 1. You'll notice that a small soccerball appears below the team's name – this indicates that the other player already selected the team. Two players can play together on the same team, or can play on different teams if you desire.

All forty-four teams are divided into three leagues depending on how the teams are seeded. So if you pick England you'll be in group B, but if you pick Germany you'll be in group A. If more than one player is playing and the players are playing different teams, then the games will be played in the order of the fixture list.

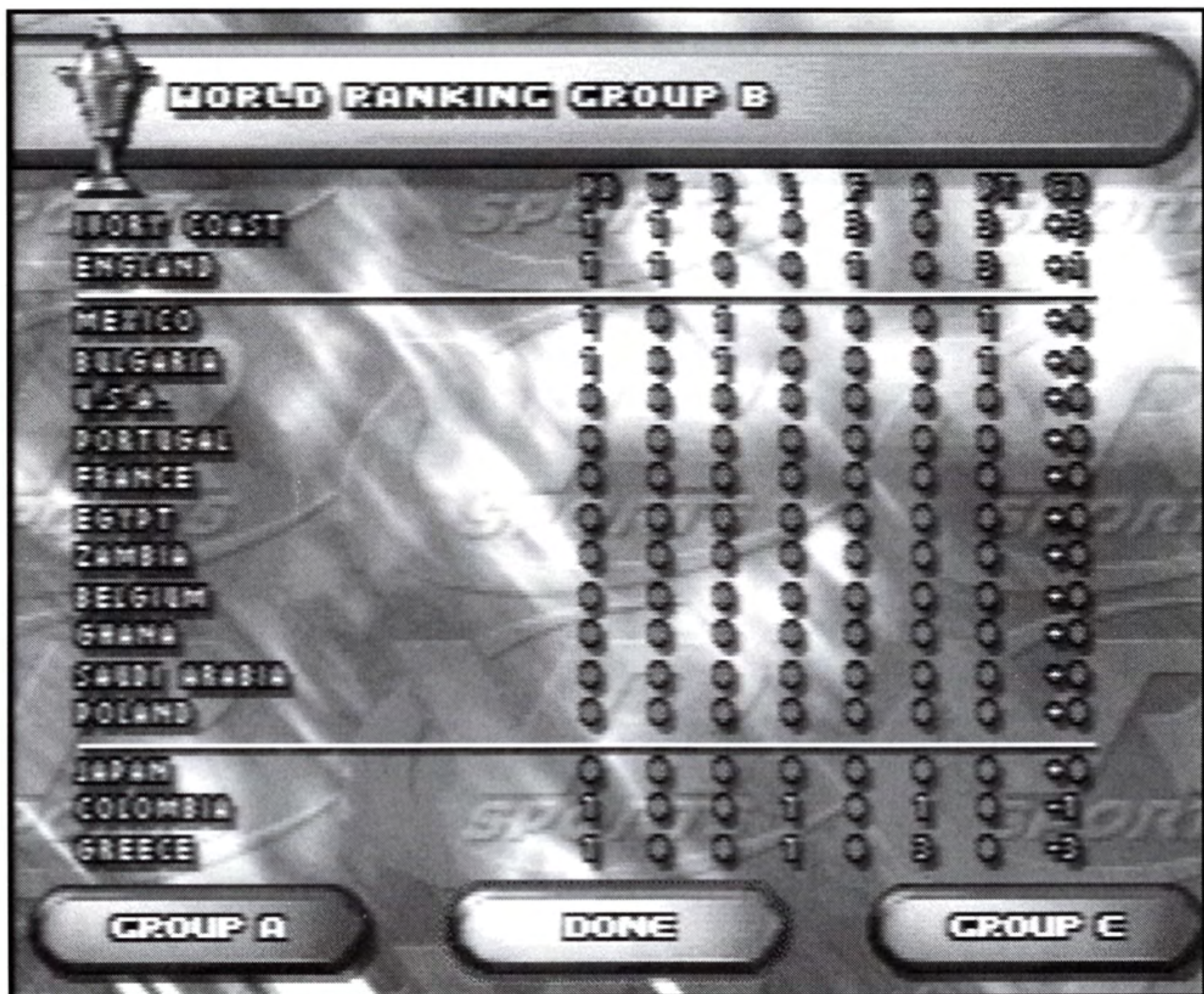
Before the match you'll be presented with the Next Match screen; from this you change your controller configuration (see "Controls: In-Match" in this manual) and use your memory card to save or load games (see "Memory Card" in this Manual). See "Who's Playing" and "What Formation" under "Friendly Game" for details on how to set up your squad. Once your squad is ready, select "DONE" to begin the match.

After every match you'll be taken to the League Tables. From this screen you can see your current position in the league as well as view the two group's league tables by clicking on the appropriate group menu bar.

Select "DONE" to move to the Results Round-Up screen. This screen displays the results of all the matches played in your league.



VR Soccer™ '96

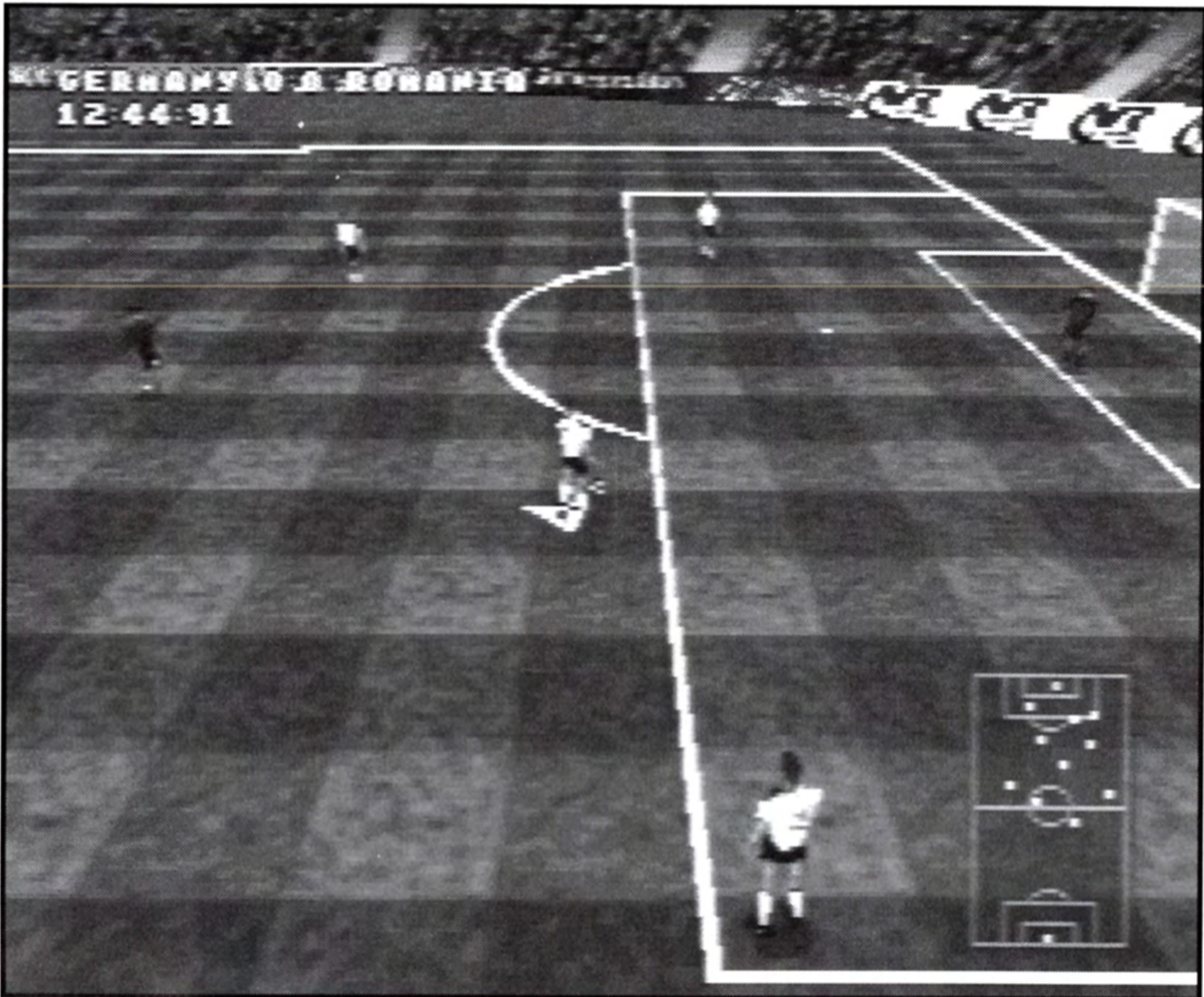


Select "DONE" to move on to the next match. When you complete all the games; the End of Season screen will be displayed which gives all the information with regard to promotions and relegations. Select "NEW SEASON" to start the new season.

Playing In Simulation Mode

When you play a League competition in Simulation Mode you get to see which teams are playing each other and the results of the matches one by one plus the effects of each match in League Tables. Your match may be the first or last match in the competition but either way you get to see what you're up against.





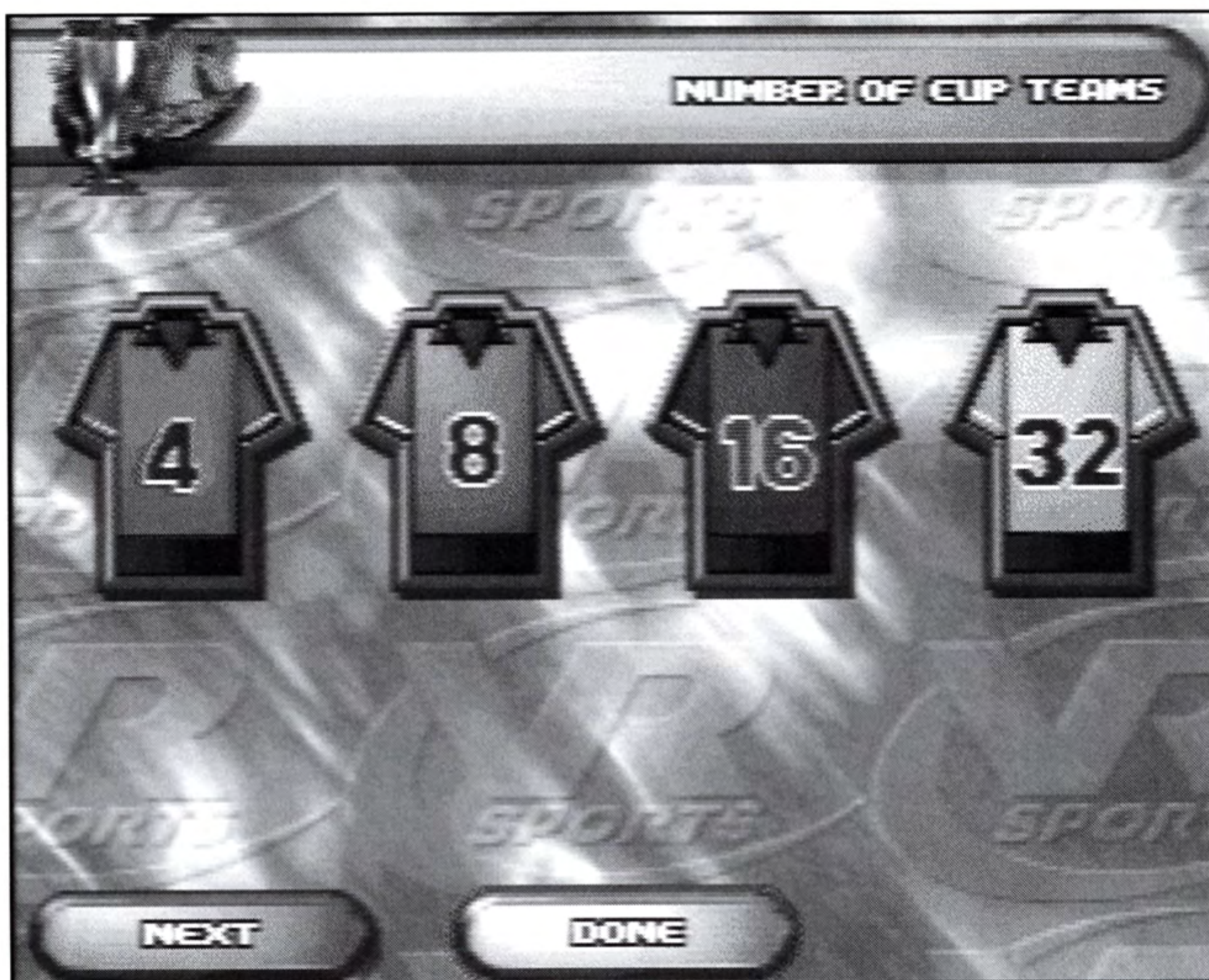
See "It's A Game Of Two Halves" for in-match tactics and gameplay.

Cup

This is a single-elimination tournament. One loss and you're out of it. If you select "CUP," you can choose how many teams and what teams play in the Cup competition. Make sure "CUP" is selected on the Game Type button and then select the SETUP button in the Main Menu. From the Setup screen, select "CUP" from the bottom right hand corner.



VR Soccer™ '96



To select how many teams play in the Cup competition, select the shirt with the appropriate number of teams on it. Once you have selected the correct number of teams, select "NEXT" to view the Participating Teams screen.

The Participating Teams screen allows you to pick all the teams that will be in the tournament. The game will automatically select the best teams to play. Teams that are active in the tournament are listed in white, inactive teams are listed in grey. To change the teams, you must first deselect the teams you wish to remove from the tournament by highlighting them and pushing the O button. As you do this the DONE button on the bottom of the screen will rotate away and will not come back up until you have the correct number of teams in your tournament. To add teams, highlight the team you wish to add and push the X button. Once you have the correct

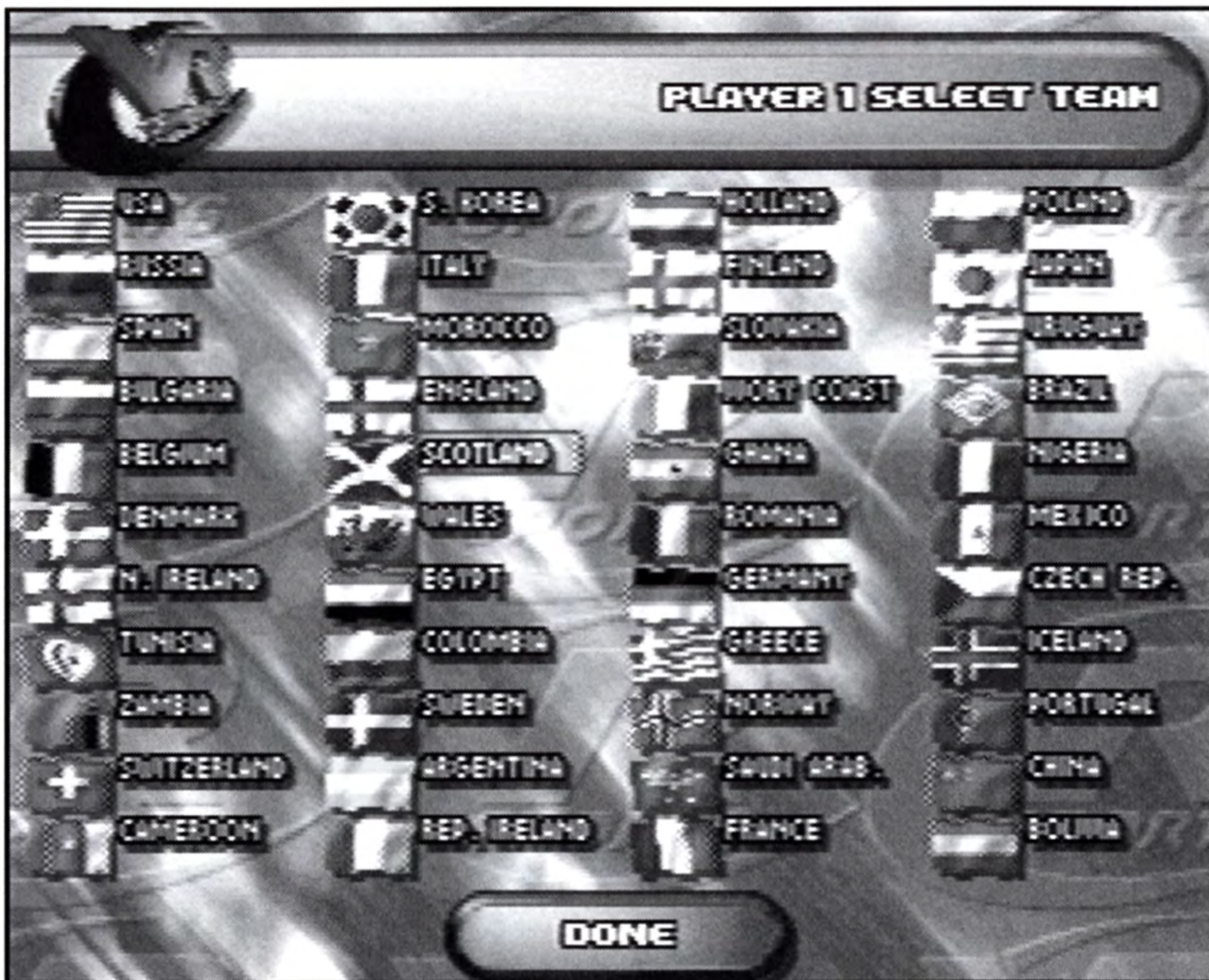


VR Sports™

teams in your tournament, select "DONE" on the bottom of the screen, and then select "START" button on the Main Menu to begin the competition.

You now have to select a team you want to control in the Cup from the Team Selection screen. Choose the team you want to play by selecting that team's flag and then select "DONE" to go into the competition. If two players are participating, the first player will select NEXT instead of "DONE" and then Player 2 will be allowed to pick his/her team.

Before the match you'll be presented with the Next Match screen from which you can configure your controller selecting "CONTROLS" (see "Controls: In-Match" in this manual). You can also save or load your game by selecting "MEMORY CARD" (see "Memory Card" in this manual.)



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If you win you'll go to the next round, but if you lose you're out. The computer will display the results of a round of the competition so you can see who got through to which round and who won the Cup. Also see "Who's Playing" and "What Formation" under "Friendly Game" for details on how to set up your squad.

Playing in Simulation Mode

When you play a Cup Competition in Simulation Mode you get to see which teams are playing each other and the results of the matches one by one. Your match may be the first or the last match in the competition, but either way you get to see what you're up against, unless you lose of course.

See "It's A Game Of Two Halves" for in-match tactics and gameplay.



Practice

Having some problems with your one-touch passes? Need work on those chip shots? Then Practice is probably just what your team needs. Select this from the Game Type menu bar and select the START button on the Main Menu. You will then be presented with the Next Match screen. From this you can select the team you wish to practice with. But remember this while you pick the opposing team: the only defensive player on the field is the other team's goalie. Select "DONE" when you're finished picking teams.



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The game will start, but since there is no opposing team, you have free run of the pitch to practice your insole pass, your one-touch play, and even your corner kicks. You only get to play one half in Practice Mode, so you may want to change the Game Length under Setup to get a little extra time.

See "It's A Game Of Two Halves" for in-match tactics and gameplay.

PLAYERS

Highlight this button and push the X button to select the number of players playing VR Soccer™ '96. One or Two players can play on the PlayStation™ at one time. Two players can play on the same team or head to head.

While in the main menu, and within all of its functions, the first player's controller is the only one that has the ability to make any changes. The second player's controller is only active while within the second player's squad selection screen.

GAME STYLES

Arcade

When you play in Arcade Mode, the team's overall rating counts over the player's individual stats. This makes picking individual team members for the squad less important and gets you straight into the game.



VR Sports™



Simulation

This is the real thing. What players you pick to play and where you put them makes a difference. This mode is for the reality nuts who want to make sure their power kicker is whaling it in every time.



VR Soccer™ '96

SETUP

Did you ever get bored with all those lousy offside calls? Maybe you don't want your players getting red-carded for a little tackle. Well the Setup menu lets you change the rules and even the game conditions. The Setup menu contains the following options:

- Offside:** Toggle on/off
- Substitutions:** Toggle on/off
- Free Kicks:** Toggle on/off
- Game Length:** 5/10/20/40/90. This sets the length of the game in real-time.



VR Sports™

- Bookings:** Toggle on/off
- Wind Speed:** Off/Low/Med/High.
This sets the speed of the wind, the higher the setting, the greater effect it has on the ball.
- Referee:** Toggle through all the different referees to choose one that you like, or choose "RANDOM" and have the computer choose for you. Of course, if you're playing in League or Cup mode, the computer will choose for you.

AUDIO VISUAL

Sound

Selecting "Audio Visual" will take you to a menu that allows you to adjust all the in-game volumes. To adjust the sound level on any of the available options, highlight your choice and press the O button to increase and the X button to decrease the volume levels. The options have the following effects:

- Crowd:** This slider affects the crowd noise.
- Pitch:** This changes the volume of the on-pitch sounds.



VR Soccer™ '96



Commentary:

This changes the sound level of the in-game commentary.

Music:

This changes the volume of the background music.

Screen Pos:

Highlight this option to adjust the position of the image on the screen. Press the X button to begin, move using the directional button (see "Controls: Menu Screens"), and then press the X button when you are finished.



Cameras

This is the last option on the Audio Visual screen. To change the viewing-point/camera for the match, highlight this option and press the X button to toggle through the available options.

While you're playing VR Soccer™ '96, you can switch from one camera to another by pressing the L2 or R2 buttons to toggle through all the available viewpoints. If you pause the game you can then zoom the camera in and out using L1 and L2 or you can move the camera up and down using R1 and R2.

Note that these camera adjustments only work in the Wire, Goal-line, Isometric, and Touch-line Cameras. The current camera being used will be displayed in place of the match time for five seconds after the camera has been changed.

The following descriptions are a quick breakdown of each of the available cameras in VR Soccer™ '96.

- | | |
|---------------------|--|
| Wire Camera: | This camera follows the ball closely. |
| Far Camera: | Select this camera to view the match from the distance of the stand. |
| Plan Camera: | An overhead view of the action. |

Goal-Line Camera (G.Line):

View the game from your goal-line.



VR Soccer™ '96

Isometric Camera (Iso): This camera allows you to play from the classic isometric viewpoint.

Touch-line Camera (T.Line):

View the game from the touch-line on the near side of the field.

CONTROLS: IN-MATCH

This Main Menu option allows you to change the buttons used on your standard PlayStation™ controller. Use the direction buttons to select the Type button and press the X button to toggle through all the available button configurations.



VR Sports™

If you are playing with two players, select a controller configuration for Player 1 and then toggle the Player button in the bottom left corner so that it revolves to Player 2. Then select the controller configuration that Player 2 would like to use.

The default settings are:

Direction buttons:	Move your player in the desired direction.
X button:	On offense, passes the ball. On defense, attempts to steal the ball.
Square:	On offense, shoots the ball. On defense, performs a slide tackle.
Triangle:	Switches to the player closest to the ball.
Circle:	Speed burst.
L1 and R1:	Used during free kicks and goal kicks to rotate your player right and left.
L2:	Selects last camera.
R2:	Selects next camera.



MEMORY CARD



The memory card screen will allow you to save and load games from a Memory Card. To do this, you must have a memory card properly inserted in either of the memory card slots on the front of your PlayStation™.

To save a game, highlight the Slot # button in the bottom left corner and select the proper slot number. If you only have one memory card plugged into the PlayStation™, the correct slot number will already be selected for you. Highlight the Save/Load button in the bottom right corner and toggle it so that "SAVE" is displayed. Now move the Directional button to select the slot where you want to save the game and push the X button. A message will be displayed to make sure you wish to save the game. Select "YES," and your game will be saved.



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To load a game, follow the same procedure you would to save a game, but toggle the Save/Load button so that it displays "LOAD." Move the highlight to the slot with the game you wish to load and select it. Loading a game will erase any game you are currently playing. If this is what you wish to do, select "YES" when the game prompts you. Your game will then be loaded from the memory card.

When you are finished saving or loading your game, select "DONE."

PLAYER CONTROL

The player control button will allow you to toggle on either the Manual or Automatic player control. Highlight the button and push the X button to toggle between these options.

Automatic Control: This option will have the computer switch players for you during the course of the game. While you are playing in this mode, you can still select the Nearest Player on your control pad if the computer picks the wrong player at some point, but for the most part you can depend on the computer to choose the best player for you to control.

Manual Control: This option allows you to determine when to switch players. The computer will switch for you occasionally, during set pieces and in certain situations, but in general, you will have to switch players in the game using the Nearest Player button on your control pad.



VR Soccer™ '96

START

After you have selected all of your game options and controls, select "START" to begin the match.



IT'S A GAME OF TWO HALVES

THE KICK OFF

The team on the left of the pitch always gets the kickoff.

CONTROLLING YOUR PLAYERS

The Directional button controls movements of the players on the pitch. The player with the highlight under his feet is the player you currently have control of. See "Controls: In-Match" to see how the PlayStation™ buttons are configured. The only player you do not control in VR Soccer™ '96 is the goalkeeper. The PlayStation™ will control him at all times except when there is a goalkick, in which case you can choose whether to punt or pass the ball as well as in what direction.

HIGHLIGHTS

The player who is currently being controlled will have a colored highlight at his feet. If there are two players, Player 1's highlight will be yellow and Player 2's will be white.



VR Soccer™ '96



There are four different highlights each symbolizing a different status for the player:

- | | |
|-------------------------|---|
| Circle: | Controlled player does not have the ball. |
| Triangle: | Controlled player is in possession of the ball. If the triangle flashes, the player is within shooting range. |
| Star (flashing): | Controlled player is in a good position to perform a first-time touch. Pressing the Shoot button at any time |



will cause your player to run onto the ball and attempt to first-time it. The star will remain solid while the PlayStation™ quickly maneuvers your player into position and performs the touch. Once you've mastered this skill your players will perform headers, diving-headers, volleys, and bicycle kicks quite often.

Square:

Controlled player is in a good position to square or cross the ball. Keep running down the wing and press the Pass button and your player will attempt to chip the ball into the box. If one of your teammates is in the direction that the winger is facing, he will attempt to play the ball to that player rather than crossing the ball.



DEFENDING

When you're defending press the Slide Tackle button to attempt a tackle on opposing players or the Steal button to forcibly take the ball from them. For a longer tackle, press the Speed Burst followed by the Slide Tackle button. Another method to attempt to steal the ball is to just run your player into the opposing team member and attempt to muscle them off the ball, but watch those fists!



SHOT AND PASS CONTROL

You can bend the ball or make it dip by adding after-touch. After-touch is achieved by putting spin on the ball as it is kicked. This is accomplished in VR Soccer™ '96 by pushing the directional pad just after a shot or pass is made. Pushing left will swerve the ball left, and right will swerve the ball right. To loft the ball, push up; to keep the ball on the ground, push down.

The quicker you apply the after-touch when the ball is kicked, the greater the effect will be.

PASSING AND SHOOTING TECHNIQUES

There are many different ways the players can pass and hit the ball in VR Soccer™ '96. Listed below are the moves and combinations possible:

- | | |
|--------------------------|--|
| Normal Pass: | Directional buttons + Pass button. |
| Normal Shot: | Directional buttons + Shoot button. |
| First Time Touch: | When a ball is passed to a player and the highlight around his feet becomes a star, the player can attempt a first-time touch. Hold the Pass button without using the Directional buttons and the player will attempt to run onto the ball |



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and control it using a trap of some kind. If you hold the shoot button, your player will attempt to run onto the ball and perform a first-time shot. You do not control your player in these situations. Note that the star will become solid (stop flashing) when you have correctly selected this action.

Disguised Pass:

Hold down both the Shoot and Pass buttons. Select a direction to make the pass and then release the Shoot button.

Chip Shot:

Hold down both the Shoot and Pass buttons. Select the direction to make the shot and then release the Pass button. The power of the chip is determined by how long the button is held before it is released.

Dummy Pass:

Hold down the Pass button. Select a direction to make the pass in and then release the Pass button. Your player must be standing still to make this pass.

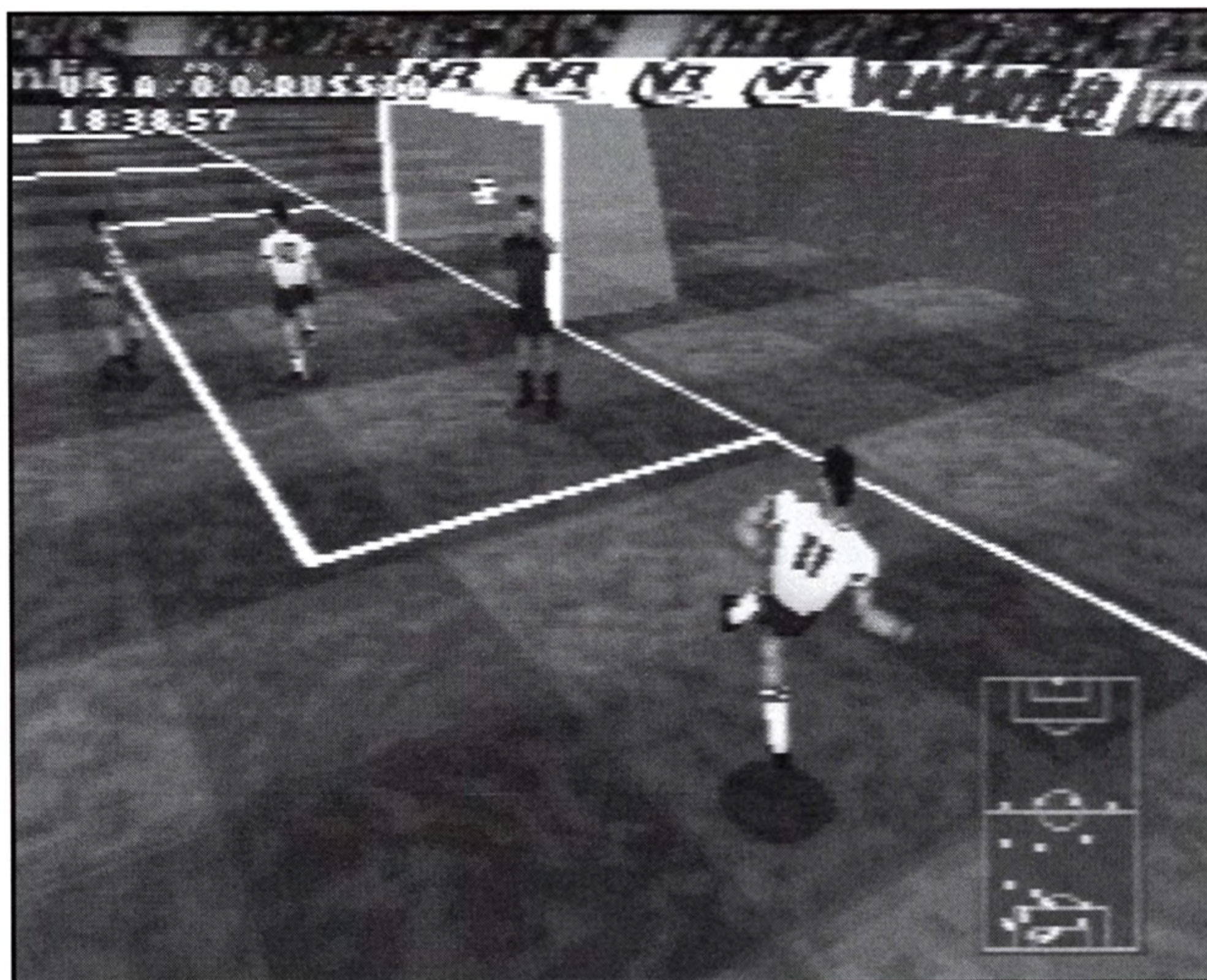


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High Pass: Hold both the Shoot and Pass buttons. Release the Pass button to make a high pass to a teammates head.

Power Pass: Pass button. The power of the pass is determined by the duration the button is held before it's released.

Power Shot: Shoot button. The power of the shot is determined by the duration the button is held before it's released.



VR Soccer™ '96

There are over forty different kinds of shots and passes in VR Soccer™ '96, including diving headers, back-heels, chesting down the ball, bicycle kicks, and volleys. Many of these can be difficult to perform, with a little practice, you'll be pulling off big moves in no time.

BALL OUT OF PLAY

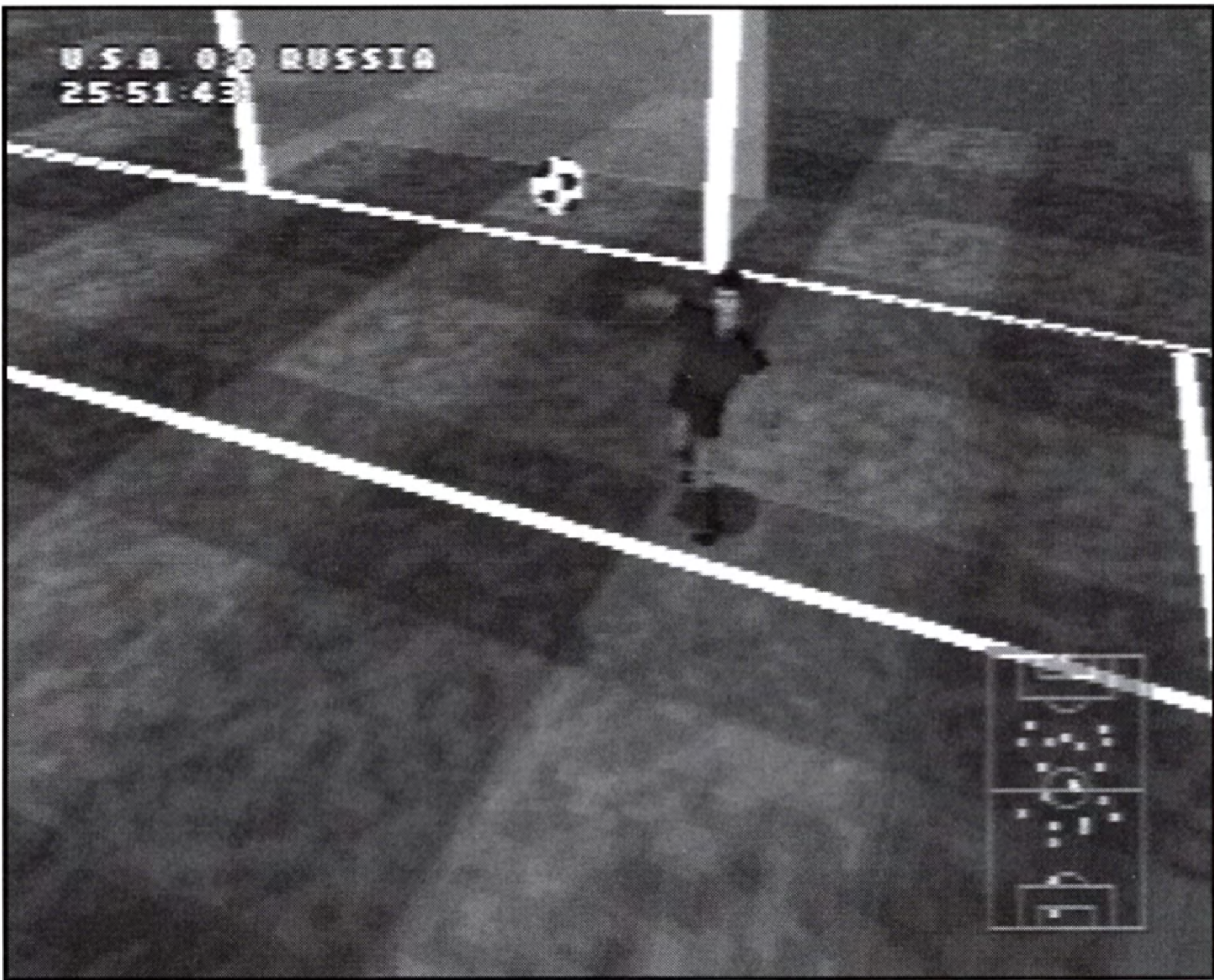
Goal Kicks

If an attacker kicks the ball out of play along the defenders back out-of-bounds line, then the defending team is given a Goal Kick. Use R1 and L1 to make fine adjustments, and then perform any of the moves listed under "Passing and Shooting Techniques" to start the ball back into play. Goal kicks are taken from the corner of the Goal Box on the side where the ball went out.

Throw-Ins

When a player kicks the ball out of bounds along the side of the field, the opposing team receives a Throw-In. All throw-ins are taken from the touch line and the player taking the throw is automatically selected. For a direct throw-in to a team-mate, use the Directional buttons to move the target to the player you wish to throw to and push the Pass button. Or, use the Shoot button for a long throw-in to no particular player. If you push up or down on the Directional buttons, the throw-in will go higher or longer depending on the situation.





Free Kicks

If a player performs a bad foul or other infringement, a Free Kick is awarded to the other team, usually from the point of infringement. The player taking the free kick is automatically selected and can perform any of the maneuvers listed under "Passing and Shooting Techniques."

Corners

If a defending player kicks the ball out of bounds along the touch line bordering his own goal, the attacking team is awarded a Corner Kick. The player to perform



VR Soccer™ '96

the corner kick is automatically selected and moves to the corner to take the kick. The kick is similar to a Goal Kick in all other respects.

Penalties

The player to take the penalty shot is automatically selected. Use the Direction and Shoot buttons for a normal shot allowing after-touch or go for a Power Shot by just using the Shoot button.

Bookings

If the referee witnesses a poor tackle it is more than likely he will issue a booking to the offending player. Play will stop while the referee takes the player's name and shows him the card. If the offending player commits a second poor tackle, or if a player's tackle is flagrant and dangerous, that player will be given a red card. Players who have been sent off cannot be replaced by substitution and the team must continue to play with one less team-mate on the pitch.

GoalGoalGoalGoalGoal!!!!!!!!!!!!!!

There's nothing like it! Two quick short passes, and a shot rounded past the defenders into the back of the net. It may sound easy, but it takes practice, vision, and skill to master the game.



VR Sports™



IN-MATCH MENU

Press the Select button on the PlayStation™ Controller to access the in-match function menu. This menu allows you to watch a replay, substitute a player, quit the match, and change the formation of your team.

FORMATION

This option allows you to change the team's formation. Highlight "FORMATION" and press the X button. This will bring up the Formation menu. Highlight the Formation and press the X button to toggle through all the available Formations. Highlight "DONE" when you've chosen your new formation to return to the In-Match Menu.

SUBSTITUTION

To substitute a player highlight the SUBSTITUTION button and press the X button to bring up the Substitution menu. Highlight "OFF" and press the X button to toggle through who you would like to send off. Now highlight "ON" to select which player you would like to bring on. Select "DONE" when you are finished. You will have to wait for a dead-ball situation before your substitute can be brought on. You must wait while the substituted players run off and on the field.



REPLAY

The replay function automatically records the last 9 seconds of the action. Highlight and select "REPLAY" to bring up the replay bar and enter replay mode. The buttons with the right and left arrows will speed up and slow down the speed of the replay which is indicated by the number next to them. "5" indicates full speed playback while "1" is extremely slow. The stop and play buttons do just that, stop the playback and start it up again. All the cameras are available in Replay Mode.

Aside from the normal cameras, several additional cameras are available in replay mode. These can all be accessed by using the L2 and R2 buttons on the controller. The other cameras available are:

1st Person: This camera allows you to view the action from any of the player's perspectives. Hold the triangle button and use L1 and R1 to change forward and backward through the different players on each team

Referee Camera: See the action from the ref's point of view.

Net Camera 1: View from behind net 1.

Net Camera 2: View from behind net 2.

Box Camera 1: View from the right corner of the goal box around net 2.

Box Camera 2: View from the left corner of the goal box around net 2.



VR Soccer™ '96

Box Camera 3: View from the left corner of the goal box around net 1.

Box Camera 4: View from the right corner of the goal box around net 1.

QUIT

Highlight and select the QUIT button to quit the current game and return to the Main Menu.

MATCH

Once you have made all the changes you wish to make in the In-Match menu, highlight and select "MATCH" to return to the action.



CREDITS

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CUSTOMER SUPPORT

If you have any questions about this, or any other VR Sports product, you can reach our Customer Service/Technical Support Group at:

**VR Sports
17922 Fitch Avenue
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Customer Service is available 24 hours a day through our Automated Customer Service system, with a Customer Service representative available during normal business hours at (714) 955-9592.

Please have your system information available, or better yet, try to be at your PlayStation™. The more detailed information you can provide our support personnel, the better service we can provide you.

Internet: You can reach VR Sports by sending Internet E-mail to "support@vrsports.com". Many VR Sports demos and patches are available at Internet FTP sites. To visit our World Wide Web site, point your browser to: "http://www.vrsports.com" or you may ftp to ftp.vrsports.com.



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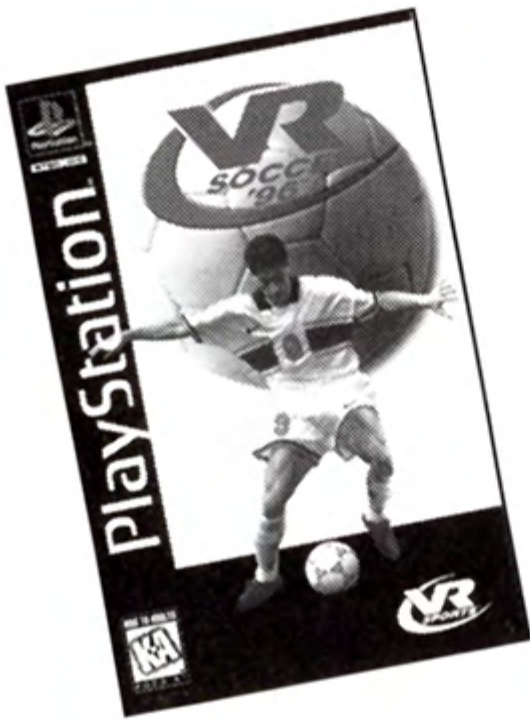
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VR SPORTS TIP

Check out VR Sports at <http://www.vrsports.com> for free game demos, sports tips and more.



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