

**actua**

**SOCCER**



**MANUAL**



**SOLD OUT SOFTWARE  
PRESENTS**

**GREMLIN INTERACTIVE'S**

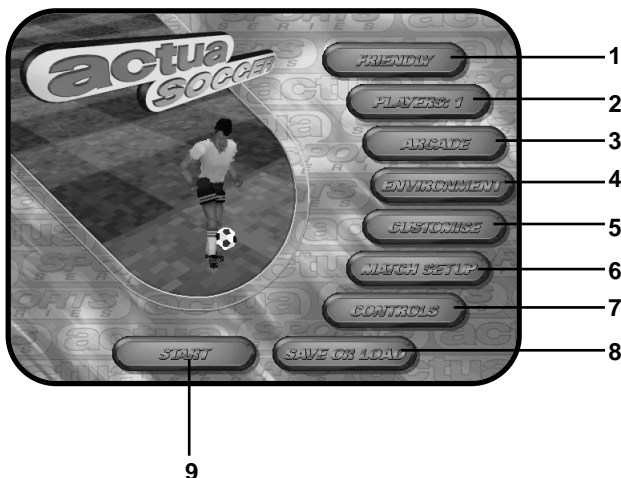
**actua**<sup>tm</sup>  
**SOCCKER**





## Main Menu

After you've installed actua soccer, the first menu screen that appears is the Main Menu screen. From the Main Menu you set up your game mode, configure the sound and control method and change the graphic detail.



1. Game Type menu bar. 2. Players menu bar. 3. Game Style menu bar. 4. Environment menu bar. 5. Customise menu bar. 6. Match Set-Up. 7. Controls menu bar. 8. Save or Load menu bar. 9. Start.

To select an item from the Main Menu place the mouse pointer over the option you require and click on the left or right mouse button. Some options on the Main Menu will take you to another screen or the menu bar will revolve to reveal another option; continue to click on the menu bar to toggle through all the available options.

Before you start to play read the rest of this manual to set up your game options.

Once you've selected everything you want, click on START to go in to the match.

## Screen Saver.

If you leave actua soccer running on your computer unattended for a couple of minutes while you are using the Main Menu, an automatic screen saver will kick in to save your screen from image burn. To stop the screen saver press any key to return to the Main Menu.





## Cup

This is a instant knock-out cup competition, if you lose one match you're out. 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 menu bar, then click on Customise on the Main Menu. Once at the Customise screen, click on NEXT at the bottom left on the Customise screen.



**NUMBER OF TEAMS**

To select how many teams play in the Cup competition click on a shirt with the number of teams you desire. Once you've selected the number of teams, click on NEXT to view the Participating Teams screen.

On this screen you select the teams you want to play in the Cup. The selected teams will be highlighted in white and those not selected will be in grey. To deselect a team, click on their name with the right mouse button. To select a team click on their name with the left mouse button. Once you've selected the teams you want to play in the Cup click on DONE to return to the Main Menu. Now click on START to begin the competition.



**PARTICIPATING TEAMS**

You now have to select a team you want to play from the Team Selection screen. Select the team you want to play by clicking on that team's flag and then click on DONE to go into the competition.

Before the match you'll be presented with the Next Match screen; from this you can set up your controls (see Controls in this manual) and Save or Load a game (see Save and Load in this manual).

If you win you'll go through to the next round, but if you lose you're out. The computer will display a results round of the competition so you can see who got through to which round and who won.

Also see Who's playing and what formation under Friendly Game for details on how to set your squad up. Once you've selected your squad click on DONE to begin the match.

### 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 last match in the competition but either way to get 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.























**Credits**

**Game Design**

Andy Findlay and Ade Carless

**Programming**

Andy Findlay  
Laurent Noel  
Richard Stevenson  
Kevin Dudley

**Graphics & Artwork**

**Lead Artist** Wayne Laybourn

**Additional Artists**

Oliver Murry  
Matt Furniss  
Martin Calpin  
Les Spink

**FMV Video**

Camera and Editing Alan Coltman  
David Lewis  
Jim Tibutt

**Motion Capture Technology**

Paul Hiley  
Ben Wilson  
Mick Sheehan  
Tony Wills

**Commentary**

Barry Davies

**Footballers**

Chris Woods (Sheffield Wednesday Football Club)  
Andy Sinton (Sheffield Wednesday Football Club)  
Graham Hyde (Sheffield Wednesday Football Club)

**Team Data Research**

Rob Millington

**Sound Technology**

Human Machine Interface Ltd.

**Music & Sound Effects**

Neil Biggin  
Patrick Phelan (Creative Manager)

**Producer**

Tony Casson

**Manual Design and Layout**

Malchick Nostra

**Software Manager**

Tim Heaton

**Product Director**

James North-Hearn

**Quality Assurance**

Rob Millington, Lee Campbell, Sim Furniss, Tony Howe and Carl Bilby

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