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MATCHDAY II



MATCHDAY II is an all action arcade soccer simulation featuring variable strength volleys, lobs, backheels and ground shots, jumping headers, barging, diving keepers, variable tactics and the highly accurate diamond deflection system. You may compete against your friend or against a computer team, alternatively you and your friend may team up against the computer.

LOADING

Press **SHIFT** and **RUN/STOP** keys simultaneously.

GETTING STARTED

To get started quickly, load the game and press Commodore key three times, this will get you onto the pitch, you may now start playing.

The game may be played using a joystick in port 2 or the following keys: ← = left, → = right, **F3** = down, **F1** = up, **F7** = kick/jump. These may all be redefined if you require.

THE MENU SYSTEM

Use any key other than Commodore key to move the cursor. Use Commodore key to select the entry indicated by the cursor.

Please note that when the instructions refer to **TEAM 1** they mean the team that starts at the left hand end.

JOYSTICK MENU

This menu only appears when you first load the game, so try not to make any mistakes as it will mean you have to reload it. (a) **One joystick in port 2** Selected if only one joystick is used. If two player game is then selected, player two will have to use keys (see keys menu). (b) **Two joysticks** Selected when both player one and player two will be using joysticks (c) **No joystick** Selected when no joysticks at all are

available. Both players will have to use keys (see keys menu).

MAIN MENU

Near the bottom of the screen, the last result is displayed.

- (a) **1 PLAYER MATCHDAY** You play soccer against the computer.
- (b) **2 PLAYER MATCHDAY** You and a friend play against each other.
- (c) **TWIN PLAYER MATCHDAY** You and a friend team up against the computer.
- (d) **MATCHDAY CUP** You and up to seven friends may take part in a three round cup competition.
- (e) **MATCHDAY LEAGUE** You and up to seven friends may take part in a league championship.
- (f) **KEYS AND OPTIONS** Access numerous options and facilities. Before you kick off each half, you may use the handicap system. (Not available for cup or league matches).
- (a) **START HALF** Kick off.
- (b) **SCORE TEAM ONE 0** Give team 1, goal advantage
- (c) **SCORE TEAM TWO 0** Give team 2, goal advantage

PAUSE MENU

This menu may be selected only during the match by pressing **RUN/STOP**.

MATCHDAY OPTIONS MENU

Each option in this menu may be selected, and then changed by pressing **ENTER**.

PLAYER 1 & 2 KEYS MENU The default controls have been defined as follows:-

PLAYER 1

LEFT Left cursor key **DOWN F3**

RIGHT Right cursor key **UP F1**

KICK/JUMP F7

PLAYER 2

LEFT ← RIGHT ↑ KICK/JUMP Space DOWN S UP E

The Commodore joystick ports are interactive with the keyboard. When 1 or 2 joysticks are selected certain keys are not available.

PLAYING THE GAME

Deadball situations. (Centres, throws, corners, goal kicks).

The player taking the kick/throw will automatically run to the ball, pressing the fire key sends the ball to one of nine positions. The positions are selected by pressing the joystick the way you want the ball to go. A different set of nine is provided for each deadball situation. Please note that the kickometer has no effect on these kicks and throws.

Controlling a player. You have control of the player in the best position to get the ball, when the ball is kicked you gain control of the player nearest the landing spot, however, when control swops from one player to another, you will, for a short time, control both players to give you a better chance in the case of a rebound. The player you control will have a miniature copy of the kickometer just above his head.

Getting possession. If the ball hits your player below his knees, he will gain possession. This means that your player will automatically dribble the ball. Please note that a player will run slower while he is in possession. To gain possession of the ball you must judge its path and time your interception so that the ball arrives at your feet.

The Kickometer. The kickometer determines the kick pressure, where III is very hard, II is medium, I is very soft -I

is a backheel.

The range of the meter may be altered from the MATCHDAY OPTIONS menu.

Please note. When you play twin player matchday, the two players under control are indicated by two different miniature kickometers. Player two controls the man with the double kickometer.

Kicking the ball while in possession. Pressing fire while possession will kick the ball. If your player is standing still, he will kick along the ground, if he is running, he will do a lob. The final pressure is determined by the kickometer.

Locking the kickometer & volley shots. If you press and hold your fire key, you will lock the kickometer reading for your team, this means that if your player contacts the ball, he will instantly volley the ball. The volley is a low, hard shot, ideal for shooting at goal. The final pressure of the shot is determined by the locked kickometer (shown above your players head).

Jumping. If the ball is above waist height and fairly near your player, he may jump by pressing the fire key.

The Keeper. The keeper will automatically get in a good position to save any possible shot. You get control of the keeper if the ball is coming towards the goal, pressing the fire key will make the keeper dive. Pressing up on the joystick will dive him towards the far post, pressing down, toward the near post and he will dive straight up if the joystick is left in the middle.

If playing twin player matchday, control of the keeper always goes to player one. When you get control over the keeper, you retain control over the nearest player. It is possible to

delegate control of your keeper to the computer, this is done on the MATCHDAY OPTIONS menu.

Barging. You may shoulder barge players to force mistakes, however when playing the computer team on the HIGH skill level, you will find they are very good at holding their ground and even barging back.

Diamond deflection system (DDS). The DDS has been incorporated to provide maximum realism when the ball deflects from a player. In practice the ball responds not only to the angle the player is standing and the ball direction, but also the direction he is moving, including if he is jumping and also detects his forehead for extra control.

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