

# SUPER ACTION FOOTBALL

FOR USE WITH YOUR SUPER ACTION™ CONTROLLER



CARTRIDGE INSTRUCTIONS  
SPIELANLEITUNG IN DEUTSCH  
MODE D'EMPLOI EN FRANÇAIS  
SPELINSTRUKTIES  
ISTRUZIONI PER LA CARTUCCIA

**CBS**  
ELECTRONICS

**Video Game Cartridge for CBS ColecoVision Video Game System**  
**Video Spiel-Kassetten für CBS ColecoVision Video Game System**  
**Cartouche de Jeux Video pour CBS ColecoVision Video Game System**  
**Video Spelkassette voor CBS ColecoVision Video Game System**  
**Cartuccia Video Gioco per CBS ColecoVision Video Game System**

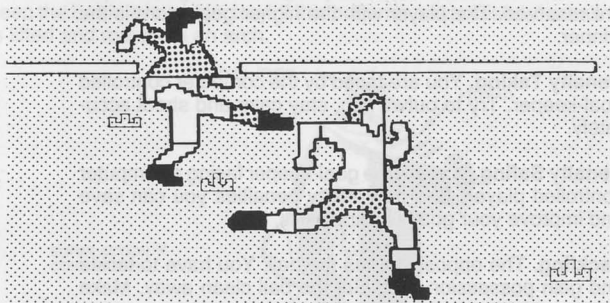
<b>English Instructions</b>	<b>Page</b>	<b>3</b>
<b>Spielanleitung in Deutsch</b>	<b>Blatt</b>	<b>12</b>
<b>Mode d'emploi en Français</b>	<b>Page</b>	<b>21</b>
<b>Nederlandse gebruiksaanwijzing</b>	<b>Bladzijde</b>	<b>29</b>
<b>Istruzioni in Italiano</b>	<b>Pagina</b>	<b>38</b>

CBS is a trademark of CBS Inc.  
ColecoVision®, ADAM™ & Super Action™  
are trademarks of Coleco Industries, Inc.  
© 1984 CBS Toys, A Division of CBS Inc.  
Printed in Holland

# GAME DESCRIPTION

Super Action Football gives you the chance to be the most accomplished star player of any team that ever was.

You will be the goal-keeper diving to make incredible saves, the full back with fierce last minute tackles, the mid-field 'general' directing shrewd passes and the centre forward scoring great goals. You will be involved all the time in the most exciting moments of the game. You will score the winning goal.



# GETTING READY TO PLAY

**ALWAYS MAKE SURE THE CBS COLECOVISION™ UNIT IS OFF BEFORE INSERTING OR REMOVING A CARTRIDGE.**

## GAME OPTIONS

Press the Re-set Button. The Title Screen appears on your T.V. Wait for the Game Options List to appear on your screen. You have seven choices: select one of them by pressing the right Keypad Button on either controller keypad.

## KEYPAD NUMBER

**DEMO.** Short demonstration of Super Action Football. You just sit, enjoy the action and get your first feel of the game.

**Fast Game.** Regular two player football match. After you have trained and practised a little, this is the game you will be playing most of the time.

**Slow Game.** Regular two player football match, at a **slower speed**. Very useful while you are still learning to handle the Control Sticks and the four Action Buttons.

**Penalty Competition.** Two player Penalty shoot-out. Players take turns kicking and trying to save penalties. After each kick the roles of the penalty taker and the goal-keeper are reserved. The player with the higher goal score is the winner.

**Penalty Taking.** You are faced by the computer controlled goal-keeper. Try to outwit him, stay calm and shoot accurately.

**Penalty Safing.** You are the goal-keeper facing a computer controlled player. See how many penalties you can save and improve your goal-keeping skills.

**Tackling.** The opposition has the ball. You have to tackle and gain possession of it. Get the ball clean away. Make sure you kick the ball and not your opponents' legs – or you are liable to give away a free kick! The score board keeps track of how successful you are.

## USING YOUR CONTROLS

**Control Stick** is used to move the players and the goalkeeper as well as to control the direction of the ball about to be kicked.

**Keypad Buttons** are used to select game options and to choose team-formation and strengths.

**Action Buttons.** The four Action Buttons allow you a great degree of control over the movement and performance of your players. Each of these Buttons has a special function:

**The Yellow Button** is for kicking the ball. The ball has to be controlled by the kicker and will move in the direction the kicker is facing. N.B. also used for throw-ins.

**The Orange Button** is for tackling and gaining possession of the ball. The tackling player has to be in the right position to make the tackle when the button is pressed.

**The Purple Button**, if pressed together with the Yellow Button, will make the kick more powerful and result in the ball going further.

**The Blue Button**, if pressed together with the Yellow Button, will keep the ball in a low trajectory. If this button is **not** pressed, the ball is lifted and moves in an arch.



\* NOTE THE YELLOW AND ORANGE BUTTONS ARE ALSO USED TO TRANSFER CONTROL **INTENTIONALLY** FROM ONE TO ANOTHER ONE OF YOUR PLAYERS ONLY WHEN YOUR PLAYER IS NOT IN CONTROL OF THE BALL. (Details later)

**When you control the goal-keeper the function of the Action Buttons is different:**

**The Yellow Button** sends the goal-keeper into a left or right dive, provided that the control stick is in a left or right position.

**The Purple Button** helps to position the goal-keeper on the goal line by moving him a step either left or right when the control stick is also in the left or right position.

**The Blue Button** controls the goal-keeper's dive. If pressed together with the Yellow Button the resulting dive will be low. If this button is not pressed the dive will be high and long.

**The Orange Button** is not used to control the goal-keeper

**The Roller** is used to move the entire team forward and backward along the field of play.

## HERE'S HOW TO PLAY

### FOOTBALL MATCH

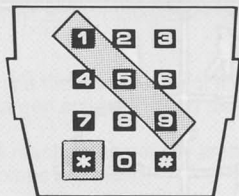
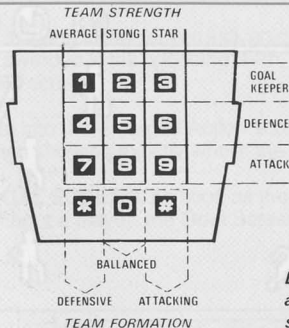
Having got the feel of the Control Stick and Action Buttons (with penalties and tackling practice) you are now ready to play a proper football match.

On selecting game options 1 or 2 a new screen appears with the title "Team Strength-Team Formation". While the music is playing, both you and your opponent will strengthen your team and choose a team formation.

### TEAM STRENGTH

If you do not press any of the Keypad Buttons you will have a team of average ability. You can do better than that. You have the following options:

- A A strong goal-keeper (Button 2), a strong defence (Button 5), and a strong attack (Button 8).
- B Star goal-keeper (Button 3) with **either** a strong defence (Button 5) **or** a strong attack (Button 8).
- C A star defence (Button 6) with **either** a strong goal-keeper (Button 2) **or** a strong defence (Button 5)
- D A star attack (Button 9) with **either** a strong goal-keeper (Button 2) **or** strong defence (Button 5)



*Example of game strategy showing an average goal keeper, strong defence, star attack and a defensive formation.*

A strong goal-keeper covers more ground, a star goal-keeper even more so.

A strong defender and a strong forward run faster.

A star defender runs faster **and** tackles more effectively.

A star forward runs faster **and** shoots harder.

## TEAM FORMATION

Choose one of the following formations:

- A. Defensive (four defenders/two forwards) – Button ★
- B. Balanced (three defenders/three forwards) – Button O
- C. Attacking (two defenders/four forwards) – Button #

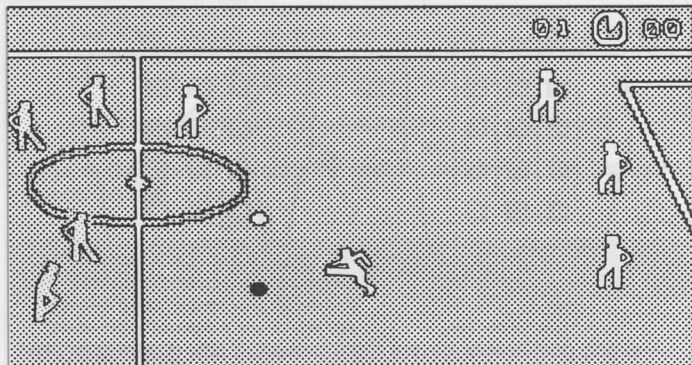
## GENERAL PLAY

There are three different screens during play, each corresponds to a different phase in the match. There is the Mid-field Screen, the Enlarged Action Screen when two players tussle for the ball and Goal Screen which corresponds roughly to the penalty area.

**MID-FIELD SCREEN.** At kick off the screen shows a general view of the central section of the pitch. As the ball moves up or down field so the screen shows the section of the pitch around the ball.

At any time your Control Stick controls only **one** of your players.

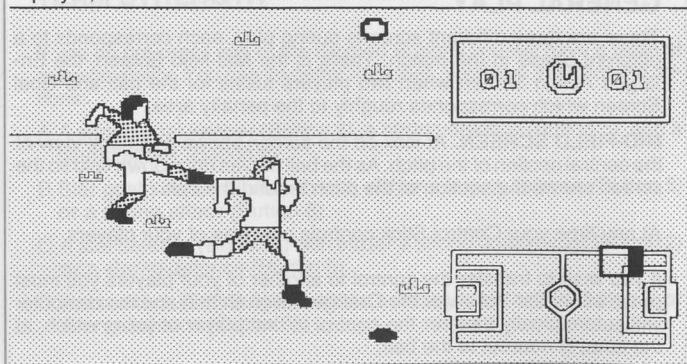
If you wish to transfer the control to another of your players you must press either the Yellow or the Orange Action Button and the computer will automatically transfer the control to that player of yours which, at the time, is nearest to the ball,



If your player has the ball, he can run with it, dribble past opponents, pass it or kick it.

If an opposing player has the ball you will try to tackle him.

**ENLARGED ACTION SCREEN.** When a player, about to tackle, is near enough the ball, the camera zooms in, and a new screen shows the enlarged action. You are now close in to make an accurate tackle. If you succeed, you control the ball and will try to move away with it or kick it away. If you gain possession of the ball, well away from the opposing player, the Mid-Field Screen returns at once.

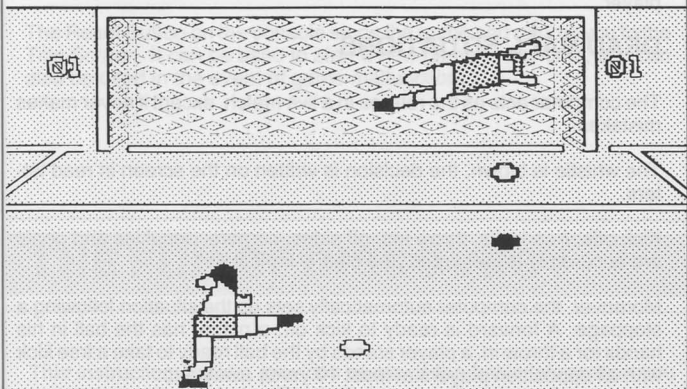




If, in trying to tackle, you kick an opponent instead of the ball, a free kick is awarded to the opposing team, and the action moves back to the Mid-field screen.

Set into the Enlarged Action screen is a reduced picture of the overall pitch showing exactly where the enlarged action is taking place.

**GOAL SCREEN.** As soon as the ball reaches the penalty area, with or without a player, the Goal Screen comes into view.



If your forward has the ball you should try to shoot immediately because the longer you hold the ball the greater the chance that one of your other forwards will run off-side.

If the ball is loose you should try to get your forward to it and shoot at once.

When the ball is in your own goal area, the control will automatically pass to your goal-keeper. This means that you cannot bring a defender back to tackle the opposing forward.

When an opposing forward has the ball the goal-keeper stays on the goal line. He can move sideways and dive. He cannot come out to tackle the opposing forward.

If the ball is loose the goal-keeper can come out to kick the ball away. When the goal-keeper is off his line he behaves like any other outfield player.

## **DEAD BALL SITUATIONS**

The computer acts as the referee in a live match, except it never makes mistakes.

The whistle is blown, the decision is written on the screen in read letters.

Kick offs, free kicks, throw ins, off sides, corners, penalties and goals are accurately represented and clearly indicated.

Moreover, the computer automatically sets up the situation following a stoppage. A forward is ready to kick off, a player has the ball in his hands for a throw in, a player stands by the ball ready to take a free kick with all opposition players at least 10 yards away, etc.

## **GAME DURATION**

Each match has two 12 minute halves, and the teams change over at half time.

If you wish to stop the match for a while just press Button O on the Keypad. To re-start press Button ★

## SCORING

The score board keeps the score and a clock shows the time elapsed.

As the full time whistle blows, the team with the higher goal score is the winner.

## RE-SET

The Reset Button on the console stops the game and returns you to the Title Screen. It can be used to start a new game at any time, and can also be used in the event of game malfunction.

# THE FUN OF DISCOVERY

This instruction booklet provides some of the basic information you need to play Super Action Football. As you will realise when you play, the game gives you a wonderful reproduction of real live three-dimensional action football, with a great many special features which give it this sense of reality. As you explore and experiment with the different controls and master the many techniques, so you will increase your enjoyment of the game.

# CBS ELECTRONICS