

WARNING: READ BEFORE PLAYING

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 computer screen, or while playing video games, 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, have an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video or computer 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.

Football Generation



User's Manual

1. GETTING STARTED.....	3
2. GAME CONTROLS	4
3. INSTALLATION	5
MINIMUM SYSTEM REQUIREMENTS	5
PROCEDURE	5
4. GAME MODES.....	7
QUICK MATCH	7
CLUBS CUP	7
CLUBS LEAGUE.....	7
CUSTOM COMPETITION	7
5. FEATURES.....	8
STADIUMS	8
FORMATION / TACTICS	8
REPLAY.....	8
LOAD / SAVE	8
6. SCENARIO MODE.....	9
7. OPTIONS.....	10
GAME OPTIONS	10
SOUND CONFIGURATION	11

1. Getting Started

After installation, if you want to play a quick game immediately (before going further into the Football Generation rules and options) select the Quick Match option on the main screen.



Then press Enter on the main selection menu. Use the Up/Down arrow keys to select teams and press Enter to go to the Stadium selection screen.

Important: Before you start the game, use the Left/Right arrow keys to choose the team you control.



Then press Enter to start the game.

2. Game Controls

With a **Qwerty** keyboard, the main controls are the following:

When possessing the ball:

Cursor keys	MOVE THE PLAYER
D	AIR PASS\CROSS
S	PASS
A (Q for Azerty)	SHOOT
E	THROUGH PASS
W (Z for Azerty)	DASH

When not possessing the ball:

Cursor keys	MOVE THE PLAYER
D	SLIDE TACKLE
S	TACKLE
E	KEEPER RUSH OUT
Q (A for Azerty)	SWITCH PLAYER CONTROL
W (Z for Azerty)	DASH

Special mode controls. When controlling a single player, and a team mate has the ball:

Cursor keys	MOVE THE PLAYER
D	ASK FOR A CROSS
S	ASK FOR A PASS
W (Z for Azerty)	DASH

3. Installation

Minimum System Requirements

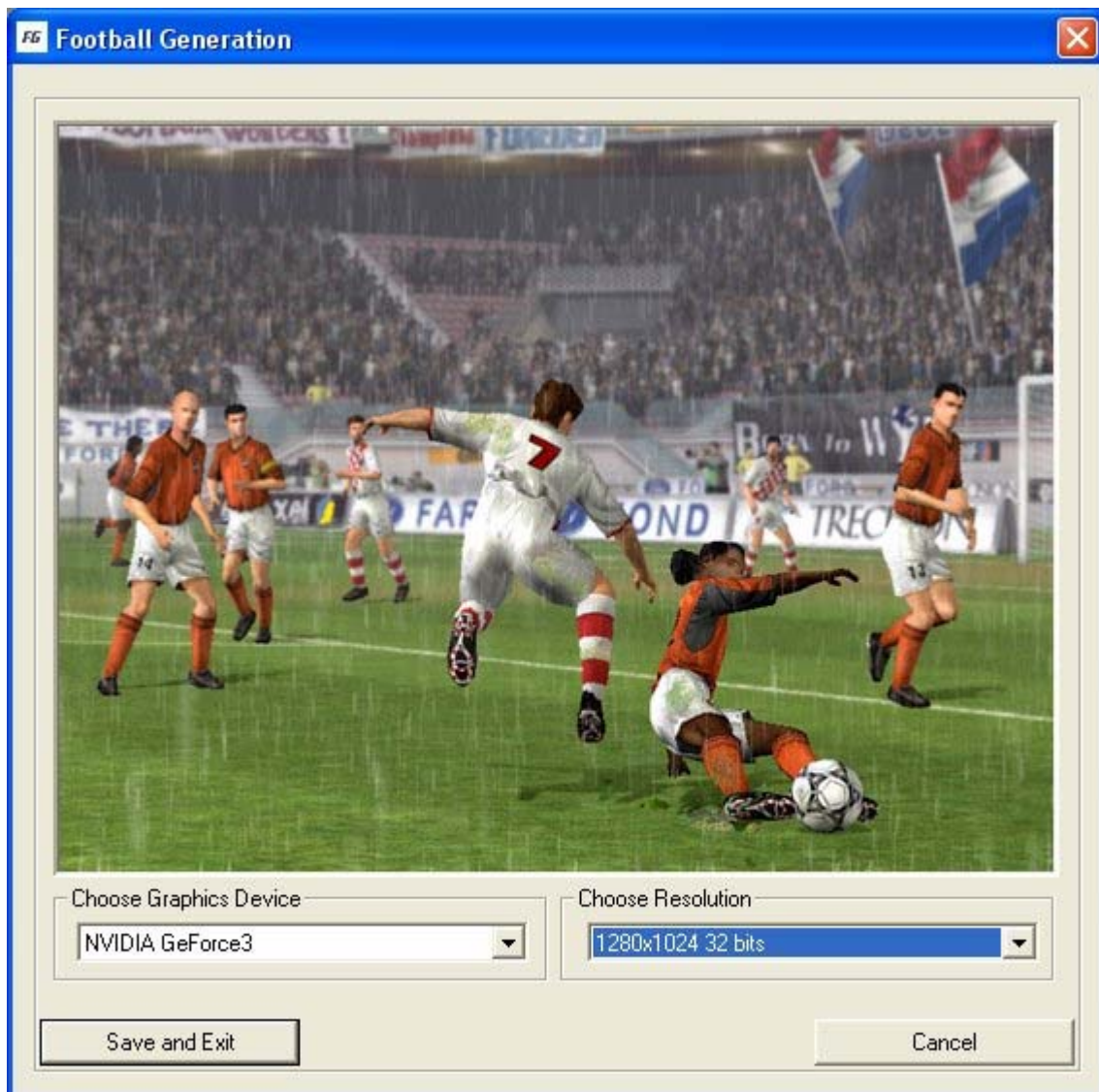
PC computer with:

- 400 Mhz Pentium II CPU or equivalent
- 128 MB RAM
- 3D Graphic card with at least 32 MB memory
- DirectX 8.1 compatible sound card
- CD-ROM drive
- Windows 98/Me/XP
- at least 420MB of free Hard Disk space

Procedure

1. Launch Windows 98/Me/XP.
2. Place the Football Generation CD in your CD-ROM drive.
3. The installation program should appear on the screen automatically. If this does not happen, open My Computer on the desktop and double-click on the **autorun.exe** program on the CD-ROM.
4. Choose your preferred language.
5. **Click on the PLAY button in the menu.**
6. Follow the instructions in the installation dialogue.
7. When installation is complete, you may need to reboot the computer. Once you have done that, to launch the game all you need do is select **Football Generation / Setup** in the Windows Start menu (see picture below).
8. Select **Football Generation / Play** in the Start menu.

If the game does not run, please check that your computer meets at least the technical specifications above (see MINIMUM SYSTEM REQUIREMENTS).



Game Setup screen

Here you can choose the resolution. Please note that you cannot choose a higher resolution than the one configured on your Windows Desktop.

4. Game Modes

Football Generation features 46 national teams and 34 club teams, allowing you to compete in the following game modes:

- Quick Match
- Clubs Cup
- Clubs League
- Custom: create your own competition and then play it

Quick Match

Quick Match is the classic friendly match. You can choose to play a friendly match between two national teams or between two clubs. Alternatively, a club and a national team can compete together, bringing to life an epic match between Brazil and a favourite club!

Clubs Cup

Clubs Cup mode allows you to take part in a Cup counterpart, with first-leg and second-leg matches, starting from Round 32. You can choose which team to control and which teams are taking part in the competition, or generate a random cup. Each phase will follow real counterpart rules, featuring the away goal rule, extra time and the golden goal.

Clubs League

The Clubs League mode is a mixture of Cup and Championship and features the same formula (first stage groups, second stage groups, semi-finals and final). You will be able to choose participating teams and form customised first stage groups.

Custom Competition

Custom competition mode allows you to create a competition choosing from several options such as team category (nationals or clubs), the number of participating teams, the number of rounds, formula (Knock-Out, Groups, League), away goal rule, etc.



5. Features

Stadiums

Playing on highly detailed reproductions of soccer pitches - distinguished even by the way the grass is cut – really creates the right atmosphere for a thrilling match!

The lively, colourful crowd reacts to events on the field, be it a goal or a nice finish, chanting even louder when their team has the ball or watching in silence when it's making an attack.

Every match can be played by day or night, and with variable weather conditions (Sun, Rain, Snow, Random): this option is available under Stadium Selection before you begin a match.

Formation / Tactics

You can access this menu during the game from the Pause menu (press Escape key).

Use the cursor and Enter keys to change the players' formation and position within the team.

Replay

From the Pause menu, this option allows you to review the last actions. Follow the instructions on screen to rewind, play, and stop the action.

Load / Save

From the Main Menu, choose Load and use the cursor and Enter keys to load or save a game.

Tips: use this feature when you play a whole championship.



6. Scenario Mode

Select Scenario in the Main Menu and press Enter.

In this mode, you can participate in critical situations.

First select the length and difficulty, then choose the desired match.



7. Options

Game Options

In the Main Menu, choose Options to change:

- Game Difficulty Level (opponent's intelligence) [Easy/Normal/Difficult]
- Referee Severity [Easy/Normal/Difficult]
- Match Length [6/10/50/90]
- Replay Configuration [All/Only Goals/None]
- Radar Display [Yes/No]



Sound Configuration

Select Options in the Main Menu and choose Audio Options using the Right arrow key. Here you may adjust the five different volume levels.

