



**WORLD  
CHAMPIONSHIP  
SOCCER™**

**INSTRUCTION MANUAL**

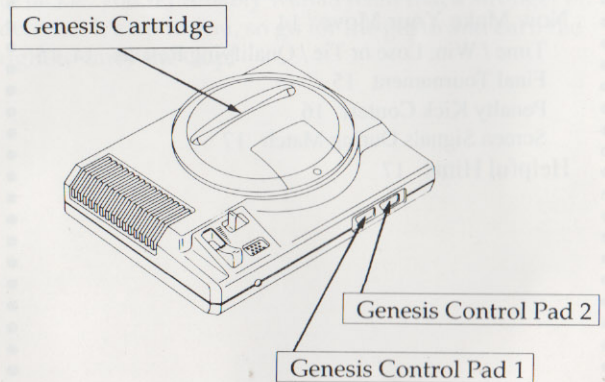
## Loading Instructions: Starting Up

1. Make sure the power switch is OFF.
2. Insert the World Championship Soccer™ cartridge into the Genesis System (shown below) by following instructions in your GENESIS SYSTEM manual.
3. Turn the power switch ON. If nothing appears on screen, recheck insertion.

**IMPORTANT:** Always make sure the System is turned OFF when inserting or removing your Genesis Cartridge.

For 1 Player: Press Start Button on Genesis Pad 1.

For 2 Player: Press Start Button on Genesis Pad 2.



## CONTENTS

- World Championship Soccer™ 3
- Take Control 4
  - Locate Mode Selection Screen 5
  - Select From World Championship or Test Match Screens 5
  - Team Selection Screen / Member Select Screens 6, 7
  - Elimination League Screen 8
  - Elimination League: 1st Day 8
  - Special Instructions For Test Match and 2-Player Games 9
- Take Control 10
  - Attacking : Kickoff / Dribble / Kicking 10
  - Shooting / Throw-In 11
  - Corner Kick 12
  - Defense / Tackling 12
  - Operating the Goalkeeper / Goal kick 13
- Now Make Your Move 14
  - Time / Win, Lose or Tie / Qualifying Results 14, 15
  - Final Tournament 15
  - Penalty Kick Contest 16
  - Screen Signals During Match 17
- Helpful Hints 17

## World Championship Soccer™

Here it is! The ultimate soccer game. One grand stadium, twenty-four international teams and enough fierce competition to make your blood boil. That is, if you've got any interest in beating the odds and grabbing the World Championship as your very own prize.

To win won't be easy since qualifying is a must before you're allowed to take on the best of the bunch for spirited soccer play.

But to prepare yourself, try a few practice games to master your weaknesses and improve your strengths. Then you'll be ready to qualify against the six separate groups of teams, all vying for a spot in the Final Tournament.

Sixteen players are registered on each team, and before a match begins, the starting eleven are selected. To help you select the team of your choice, each team's offensive and defensive strengths are represented in numerical value. Naturally, your offensive and defensive strengths will help you decide. If you're quick to dribble, but slow to tackle, you'll probably want a team that's stronger on defense. It's up to you, so go for the gusto and earn the right to carry the Cup!

## Take Control

Before you begin playing, learn which buttons prompt the moves and functions you'll rely on during play.

Directional Button  
(D-Button)



Start Button

Button C

Button B

Button A

**Directional Button:** (D-Button)

- Operates selection arrow during Mode Selection
- Dribble
- Guides direction of the ball

**Start Button:**

- Selects Mode Selection Screen: World Championship or Test Match 1P
- Pause during game
- Resumes play
- Begins play

**Button A:**

- Shoot
- Slide tackle
- Goalie: Jump and catch the ball
- Operates during Mode Selection Screen

**Button B:**

- High pass
- Cancel selection during Mode Selection Screen

**Button C:**

- Ground pass
- Operates during Mode Selection Screen

## Locate Mode Selection Screen

During the Title Screen, you'll be offered three modes of play. Use the D-Button to move the arrow to either World Championship or Test Match 1P during the Title Screen. When you're playing with an opponent, and Control Pad 2 is engaged, Test Match 2P will be offered as a selection. When you're ready, press Button A or C to view the game screens.



Insert a Genesis Control Pad.



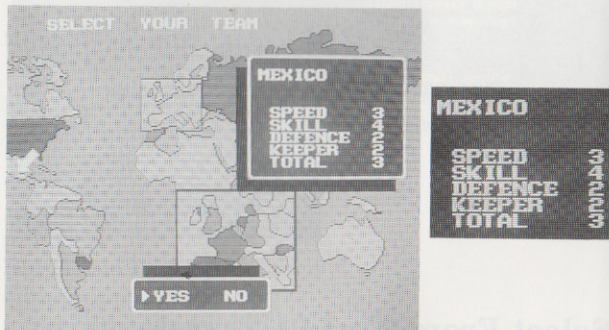
Insert two Genesis Control Pads.

## Select From World Championship or Test Match Screens

Whether you choose to play World Championship competition from the onset against the computer or against another player or play a Test Match first, the same screen and choices will be offered to you regardless. Here's how you get ready. Special instructions for Test Match 1P, Test Match 2P and a 2-Player game will follow this section.

## Team Selection Screen

Following your mode selection, the Team Selection Screen will automatically appear. Before you is a map of the world. Use the D-Button to move the arrow to the country of your choice. Once the arrow's settled on the country, it will begin to flash. Now press Button A or C to review the team's numerical qualifications. The data is displayed from numbers 1 to 5, the highest representing the best and vice versa. Depending on their given strengths, you may use the D-Button to move the arrow to either "YES" or "NO" and then press either Button A or C to enter your selection. If you wish to choose another team, choose "No" and repeat the procedure or press Button B to cancel your selection. If you cancel, you may choose another team from the map.

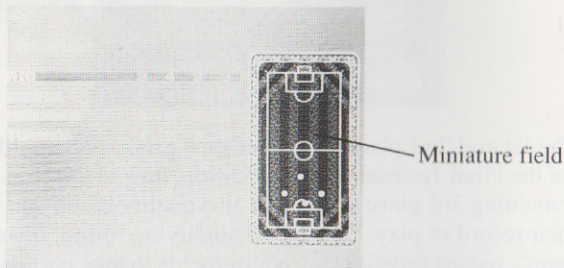


## Member Select Screens

After you've entered your team selection, the Member Select Screens will automatically start to appear. You'll have to select a starting lineup of eleven players from a group of sixteen. You will have to choose from four different screens which will automatically appear one after the other once you've completed your selection

from each one. The first Member Select Screen is the Goalkeeper Screen. On the miniature field opposite the players' names, you'll notice a blinking position. Match the number or numbers of players with the blinking position or positions.

Choose one goalie by using your D-Button to move the arrow to the player of your choice. Now press Button A or C to enter your selection. To cancel your selection, press Button B. When you press Button B during any Member Select Screen, you will automatically return to the Goalkeeper Screen. The Member Select Screens will follow in this order: Defenders, choose four; Midfielders, choose four; and Forwards, choose two.



To help you choose, the players' statistics are listed opposite their names. These statistics are based on speed, kicking strength, tackling strength and accuracy. They are numbered from 1 to 5, 5 being the best. A player's numerical value is based on a comparison with other players on the same team. So if a player on a different team is awarded the same stats, both players' abilities may vary based on their team's total data.

## Elimination League Screen

After you've selected your team and starting players, six groups will be displayed. Your team will be highlighted in a different color. These teams represent your qualifying opponents. While you're playing, the computer is busy playing the other groups against themselves so the victors will emerge for the Final Tournament.

ELIMINATION LEAGUE	
<b>GROUP A</b> JAPAN SPAIN USSR BRASIL	<b>GROUP D</b> SCOTLAND REP. KOREA HUNGARY
<b>GROUP B</b> POLAND PERU ALGERIA	<b>GROUP E</b> BELGIUM HOLLAND DENMARK YUGOSLAVIA
<b>GROUP C</b> USA ARGENTINA ENGLAND CHINA	<b>GROUP F</b> MEXICO MOROCCO FRANCE URUGUAY

The 1st and 2nd placed teams of each group will qualify for the Final Tournament. In addition, four of the remaining 3rd place teams will also qualify based on their record of play. During the qualifying round, if your team's record satisfies the requirements to take part in the Final Tournament, your team may advance, however; if your team does not satisfy the requirements, the game is over at the end of the match. After sizing up your competition, press Button A or C to view the Qualifying Screen.

## Elimination League: 1st Day

The Elimination League: 1st Day screen will display your team and the name of the opposing team. Press Button A or C to start play.

ELIMINATION LEAGUE	
1ST DAY	
PLAYER	COMPUTER
FRANCE	US M. GERMANY

## Special Instructions For Test Match and 2-Player Games

When you play a Test Match, only one match is held. During Test Match 1P, you'll compete against the computer although you're allowed to choose its team. During Test Match 2P, you'll play against your opponent. Game will kick off immediately following the selection of the opponent's team.

When two people play, each player selects a team and competes against each other. If you end in a tie, the winner is selected by a penalty kickoff. When the match is over, the names of up to three players who score and their times will be displayed.



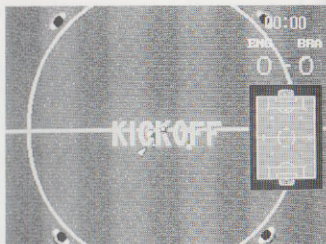
## Take Control

In Soccer, the attacking team and defending team frequently change. The team that is controlling the ball or nearest the opponent's goal is the attacking team. The instant the opponent takes the ball, attacking and defending roles switch.

## Attacking

### Kickoff

At the start of the match, Player 1 kicks off. At the start of the second half, player 2 kicks off. When a goal is scored, the side that has scored, kicks off to resume play.



### Dribble

During game play, you can only control the moves of the player with an arrow overhead at any given time. The computer will control the rest. To move a player in contact with the ball, press the D-Button in your desired direction and the player and ball will advance.

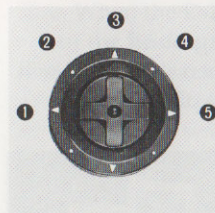
### Kicking

To pass the ball, Buttons A - C each execute a different style of kick. When using Button A, the ball will always advance in the direction of the opposing goal until you're in sight of the goal. Then use your D-Button to guide the ball accurately into the goal (see Shooting).

When using Button B, the direction of the pass is established with the D-Button. Use this pass for long overhead passes. When using Button C, the direction of the pass is established.

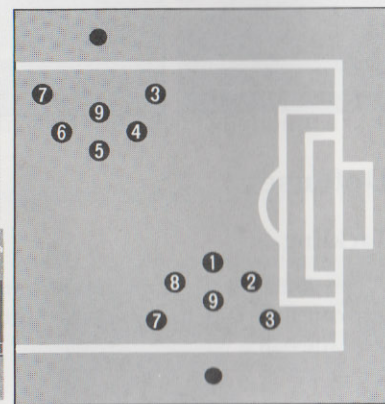
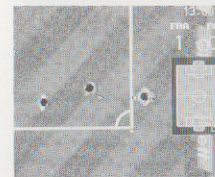
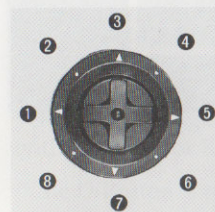
## Shooting

When the opponent's goal appears on the screen, using Button A and the D-Button will allow you to aim and shoot. Depending on the height of the ball's shot and its timing, the shot can be a header, overhead, volley or diving shot.



## Throw-In

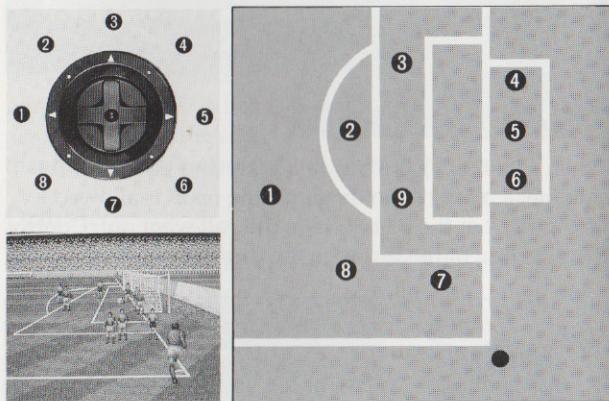
When a ball touches a player's body and goes over the sideline, a player from the opposing team is allowed a throw-in from the place where the ball went out. Control the direction of the throw-in, by using the D-Button.



## Corner Kick

When the ball goes over the defending team's end line after being last touched by one of the defending team's players, the attacking team is awarded a corner kick. Select the point where the ball is to hit the ground by pressing the D-Button in that direction. Use Button A or B to kick the ball.

The points where the ball may hit the ground are indicated by the field diagram. Numbers 4, 5, and 6 will aim directly at the goal and award the player with a "banana shot."



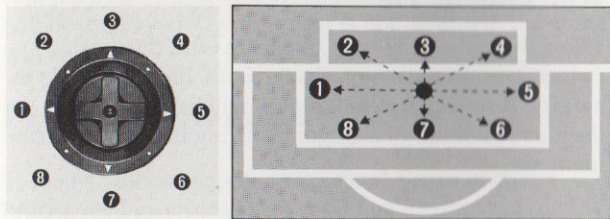
## Defense

### Tackling

When you approach a player in contact with the ball, you can slide tackle by pressing Button A. Now you can steal the ball.

## Operating the Goalkeeper

When your goalkeeper is indicated by the arrow, you can stop the opponent's shot by moving the keeper with the D-Button. Now push Button A to make the keeper jump and catch the ball. If you push Button A while pushing the D-Button simultaneously, the keeper will dive. When the D-Button is pressed in the direction of one of the field numbers, the keeper will move in the direction of the corresponding number in the goal. After a set time has elapsed while the goalkeeper holds the ball, the keeper will automatically kick the ball even if no buttons are pushed.

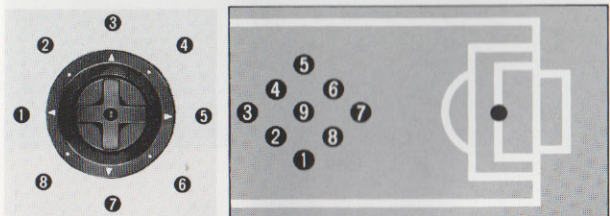


### Goal kick

If the ball goes over the defending team's end line after touching a player on the attacking team last, the defending team is awarded a goal kick.

Select the kicking direction with your D-Button and kick with Button A or B.

If the D-Button is not pushed, the ball will travel to the center.



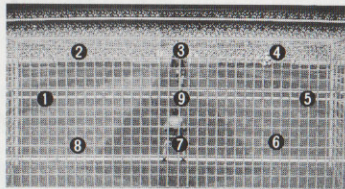
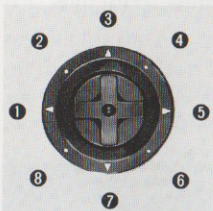
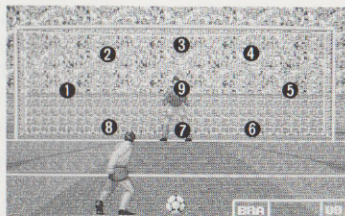
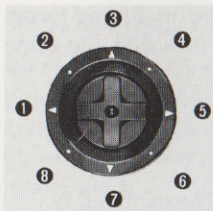




## Penalty Kick Contest

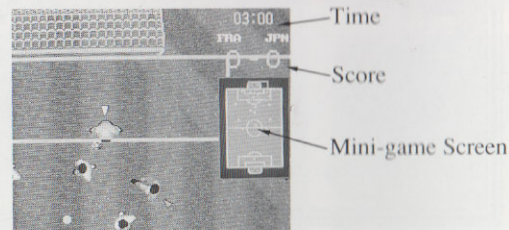
5 players will come forward and the two teams will face off by taking alternate penalty kicks. The team that scores the most goals wins. If the 5 players finish shooting and the number of goals is the same, it becomes a sudden death between the subsequent players until a winning score is established.

During a 1P game, you and the computer will face off.  
During a 2P game, Player 1's team will kick first.



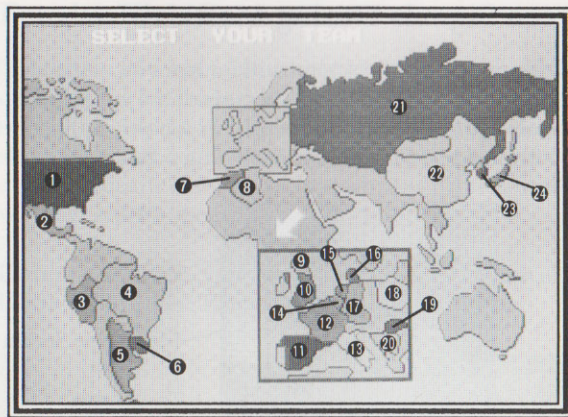
## Screen Signals During Match

During game play, the screen will inform you of elapsed time, current score, an overhead view of the entire field via a mini-game screen and the player who is eligible to be controlled by his overhead matching arrow.



## Helpful Hints

When you're setting up for a goal, passing the ball, or throwing the ball in from the goal, line the D-Button up with any one of the coordinating numbers 1 - 5 on the field and the ball will follow in that exact direction. When you contact opposing players head-on, you can steal the ball more easily.



**1 USA**  
USA

SPEED ..... 3  
SKILL ..... 1  
DEFENCE ..... 1  
KEEPER ..... 1  
TOTAL ..... 1

**2 MEX**  
MEXICO

SPEED ..... 3  
SKILL ..... 4  
DEFENCE ..... 2  
KEEPER ..... 2  
TOTAL ..... 3

**3 PER**  
PERU

SPEED ..... 2  
SKILL ..... 4  
DEFENCE ..... 1  
KEEPER ..... 1  
TOTAL ..... 2

**4 BRA**  
BRAZIL

SPEED ..... 5  
SKILL ..... 5  
DEFENCE ..... 5  
KEEPER ..... 4  
TOTAL ..... 5

**5 ARG**  
ARGENTINA

SPEED ..... 5  
SKILL ..... 5  
DEFENCE ..... 4  
KEEPER ..... 4  
TOTAL ..... 5

**6 URU**  
URUGUAY

SPEED ..... 3  
SKILL ..... 5  
DEFENCE ..... 4  
KEEPER ..... 4  
TOTAL ..... 4

**7 MOR**  
MOROCCO

SPEED ..... 2  
SKILL ..... 4  
DEFENCE ..... 2  
KEEPER ..... 2  
TOTAL ..... 2

**8 ALG**  
ALGERIA

SPEED ..... 2  
SKILL ..... 3  
DEFENCE ..... 1  
KEEPER ..... 2  
TOTAL ..... 2

**9 SCO**  
SCOTLAND

SPEED ..... 3  
SKILL ..... 3  
DEFENCE ..... 3  
KEEPER ..... 3  
TOTAL ..... 3

**10 ENG**  
ENGLAND

SPEED ..... 5  
SKILL ..... 2  
DEFENCE ..... 4  
KEEPER ..... 5  
TOTAL ..... 4

**11 SPA**  
SPAIN

SPEED ..... 4  
SKILL ..... 3  
DEFENCE ..... 3  
KEEPER ..... 3  
TOTAL ..... 3

**12 FRA**  
FRANCE

SPEED ..... 4  
SKILL ..... 5  
DEFENCE ..... 4  
KEEPER ..... 4  
TOTAL ..... 5

**13 ITA**  
ITALY

SPEED ..... 4  
SKILL ..... 2  
DEFENCE ..... 5  
KEEPER ..... 5  
TOTAL ..... 4

**14 BEL**  
BELGIUM

SPEED ..... 4  
SKILL ..... 3  
DEFENCE ..... 2  
KEEPER ..... 3  
TOTAL ..... 3

**15 HOL**  
HOLLAND

SPEED ..... 5  
SKILL ..... 3  
DEFENCE ..... 4  
KEEPER ..... 3  
TOTAL ..... 4

**16 DEN**  
DENMARK

SPEED ..... 5  
SKILL ..... 4  
DEFENCE ..... 4  
KEEPER ..... 3  
TOTAL ..... 4

**17 FRG**  
W.GERMANY

SPEED ..... 4  
SKILL ..... 3  
DEFENCE ..... 5  
KEEPER ..... 5  
TOTAL ..... 5

**18 POL**  
POLAND

SPEED ..... 5  
SKILL ..... 3  
DEFENCE ..... 4  
KEEPER ..... 4  
TOTAL ..... 4

**19 HUN**  
HUNGARY

SPEED ..... 4  
SKILL ..... 4  
DEFENCE ..... 4  
KEEPER ..... 4  
TOTAL ..... 4

**20 YUG**  
YUGOSLAVIA

SPEED ..... 3  
SKILL ..... 4  
DEFENCE ..... 2  
KEEPER ..... 3  
TOTAL ..... 3

**21 URS**  
USSR

SPEED ..... 5  
SKILL ..... 4  
DEFENCE ..... 4  
KEEPER ..... 5  
TOTAL ..... 5

**22 CHI**  
CHINA

SPEED ..... 1  
SKILL ..... 2  
DEFENCE ..... 1  
KEEPER ..... 1  
TOTAL ..... 1

**23 KOR**  
REP KOREA

SPEED ..... 3  
SKILL ..... 2  
DEFENCE ..... 2  
KEEPER ..... 2  
TOTAL ..... 2

**24 JPN**  
JAPAN

SPEED ..... 1  
SKILL ..... 1  
DEFENCE ..... 2  
KEEPER ..... 1  
TOTAL ..... 1

# Scorebook

Date		
Name		
Score	—	—

Date		
Name		
Score	—	—

Date		
Name		
Score	—	—

Date		
Name		
Score	—	—

Date		
Name		
Score	—	—

# Scorebook

Date		
Name		
Score	—	—

Date		
Name		
Score	—	—

Date		
Name		
Score	—	—

Date		
Name		
Score	—	—

Date		
Name		
Score	—	—

## Scorebook

Date		
Name		
Score	—	—

Date		
Name		
Score	—	—

Date		
Name		
Score	—	—

Date		
Name		
Score	—	—

Date		
Name		
Score	—	—

## Handling The Sega Genesis Cartridge

- The Sega Genesis Cartridge is intended exclusively for the Sega Genesis System™.
- Do not bend, crush or submerge in liquids.
- Do not leave in direct sunlight or near a radiator or other source of heat.

### Warranty

Sega of America, Inc., warrants to the original consumer purchaser that the Sega Genesis Cartridge shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Sega will repair or replace the defective cartridge or component part, at its option, free of charge.

This warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering, or any other causes not related to defective materials or workmanship.

To receive fast, reliable warranty service, call the Sega Consumer Service Department at the following number:

**1-800-USA-SEGA**

Our Consumer Service Department is in operation from 9:00 a.m. to 5:00 p.m. (Pacific Time), Monday through Friday. **DO NOT RETURN YOUR SEGA GENESIS CARTRIDGE TO YOUR RETAIL SELLER.** Return cartridge to Sega Consumer Service. Please call first for further information.

If the Sega technician is unable to solve the problem by phone, we will provide you with instructions on returning your defective cartridge to us. The cost of returning the cartridge to Sega's Service Center shall be paid by the purchaser.

### Repairs After Expiration of Warranty

If your Sega Genesis Cartridge requires repairs after termination of the 90-day warranty period, you may contact the Sega Consumer Service Department at the number listed above. If the technician is unable to solve the problem by phone, he will advise you of the estimated cost of repair. If you elect to have the repair done, you will need to return the defective merchandise, freight prepaid and insured against loss or damage, to Sega's Service Center with an enclosed check or money order payable to Sega of America, Inc. for the amount of the cost estimate provided to you by the technician. If, after inspection, it is determined that your cartridge cannot be repaired, it will be returned to you and your payment will be refunded.

### Limitations on Warranty

Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to ninety days from the date of purchase and are subject to the conditions set forth herein. In no event shall Sega of America, Inc., be liable for consequential or incidental damages resulting from the breach of any express or implied warranties.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts, or exclusion of consequential or incidental damages, so the above limitation or exclusion may not apply to you. This warranty provides you with specific legal rights. You may have other rights which vary from state to state.

---

---

©1989 Sega of America, Inc.

Sega of America, Inc. P.O. Box 2167, South San Francisco, CA 94080

Printed in Japan