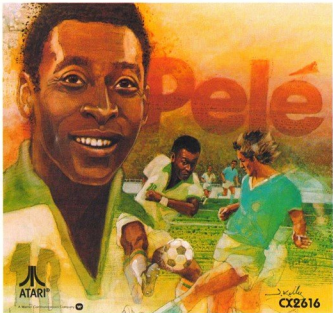


This Game Program™ cartridge is personally endorsed by Pelé.

PELÉ'S SOCCER™

ATARI® GAME PROGRAM™ INSTRUCTIONS



COMPLETE
GAME PLAY
INSTRUCTIONS

INTRODUCTION
TO
PELÉ'S SOCCER

GAME
STRATEGY
Section 8

DRILLS AND
PRACTICE
Section 9

NOTE: Turn the console **power switch off** when inserting or removing an ATARI® Game Program™ cartridge. This will protect the electronic components and prolong the life of your ATARI Video Computer System™ game.
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PELÉ'S SOCCER™

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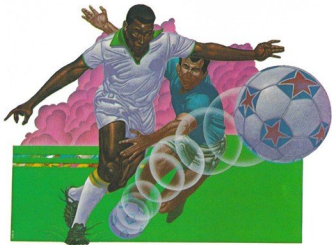
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1. INTRODUCTION TO PELÉ'S SOCCER™



We asked Pelé to take a look at our SOCCER Game Program™ cartridge and tell us what he thought. The only problem we had was getting him to stop playing it long enough to give us an opinion. When we finally got him away from the game, he confirmed our hope that we had a real winner. In short, he loved it.

The fact is, Pelé enjoyed playing ATARI's SOCCER so much, he

decided to personally endorse it. That's why it's called PELE'S SOCCER™. And even the champ himself has a tough time beating the computer team in the one-player games (Games 28-54).

So get yourself psyched up for the ultimate video soccer challenge. After all, if the greatest soccer player of all time is willing to put his name on it, it must be terrific. We know one person who thinks so!

2. CHOOSING A GAME

READING THE GAME SELECT MATRIX.

Select your game number from the **GAME SELECT MATRIX** (Section 11). The matrix describes each of the 54 games in **PELÉ'S SOCCER**. Games 1 through 27 are two-player games. Games 28 through 54 are single-player games against the computer.

TWO-PLAYER GAMES

The **GAME SELECT MATRIX** describes two-player games in terms of how fast the teams move (Team Speed), how wide the goals are (Goal Size), and what the out-of-bounds penalties are (Penalties) if penalties apply.

Some two-player games have no out-of-bounds penalties (Penalties N in the **GAME SELECT MATRIX**). In these games the ball rebounds from boundaries (sidelines and goal lines). In other two-player games the ball rebounds from goal lines but there is a penalty if the ball crosses a sideline (Penalties S). In the remaining two-player games there are penalties if the ball crosses either a sideline or a goal line (Penalties SG). For a description of the penalty plays, see Section 6-**OUT-OF-BOUNDS PENALTY PLAYS**.

The easiest two-player game is **Game 1**. The teams move slowly

(S), there are no penalties (N), and the goals are large (L). The most difficult two-player game is probably **Game 27**, with fast teams (F), out-of-bounds penalties (SG), and small goals (S).

SINGLE-PLAYER GAMES

There are no penalties in single-player games. The **GAME SELECT MATRIX** describes the games in terms of how fast the teams move (Team Speed), how wide the goals are (Goal Size), and how hard the computer is to beat (Computer Difficulty). **Game 28** is probably the easiest single-player game, since team speed is slow (S), the computer is easy to beat (E), and the goals are large (L). **Game 54** is the hardest. Teams move fast (F), the computer is difficult to beat (D), and goals are small (S).

SELECTING THE GAME NUMBER

Once you have selected your game from the **GAME SELECT MATRIX**, press down the game select switch on your ATARI Video Computer System until the game number comes up on the game number counter. The counter is at top left of your television screen (see Figure 1).

NOTE: To advance the game numbers faster, hold the game reset switch down together with the game select switch.



Figure 1. Game Number Counter

3. USING THE CONTROLLERS

Use your Joystick Controllers with this ATARI® Game Program™ cartridge.

Be sure to plug the controller cables firmly into the jacks at the back of your Video Computer System™ console.

Hold the controller with the red button to your upper left toward the television screen. Use the LEFT CONTROLLER jack for one-player games. See Section 3 of your owners manual for further details.

4. HOW TO PLAY PELÉ'S SOCCER

OBJECT OF THE GAME

The object is to score points by kicking the ball into your opponent's goal. One point is scored for each goal. The scores are shown at the top of your television screen. The left player's score is at top left; the right player's score, or the computer's score, is at top right (see Figure 2).

TEAM MOVES

Each team consists of three fielders (a Forward and two Backs)



Figure 2. Scoreboard and Clock

GAME SELECT MATRIX

Two-Player Game No.	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Team Speed	S	S	S	S	S	S	S	S	S	M	M	M	M	M	M
Penalties	N	N	N	S	S	S	SG	SG	SG	N	N	S	S	S	S
Goal Size	L	M	S	L	M	S	L	M	S	L	M	S	L	M	S
Two-Player Game No.	16	17	18	19	20	21	22	23	24	25	26	27			
Team Speed	M	M	M	F	F	F	F	F	F	F	F	F			
Penalties	SG	SG	SG	N	N	N	S	S	S	SG	SG	SG			
Goal Size	L	M	S	L	M	S	L	M	S	L	M	S			

Single-Player Game No.	28	29	30	31	32	33	34	35	36	37	38	39			
Team Speed	S	S	S	S	S	S	S	S	S	S	M	M			
Computer Difficulty	E	E	E	M	M	M	D	D	D	E	E	E			
Goal Size	L	M	S	L	M	S	L	M	S	L	M	S			
Single-Player Game No.	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54
Team Speed	M	M	M	M	M	M	F	F	F	F	F	F	F	F	F
Computer Difficulty	M	M	M	D	D	D	E	E	E	M	M	D	D	D	D
Goal Size	L	M	S	L	M	S	L	M	S	L	M	S	L	M	S

NOTE: In single-player games, sidelines and goal lines rebound the ball.



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