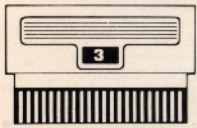


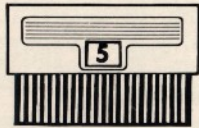
SOCCER

... intense competition as the arch-rival Blues and the Orangemen battle for the Odyssey World Cup.

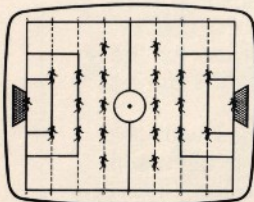
GAME AIDS



GAME CARD NO. 3



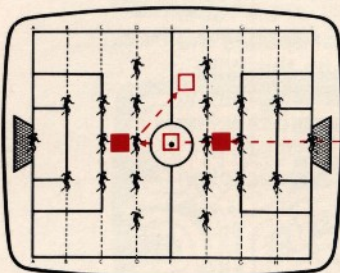
GAME CARD NO. 5



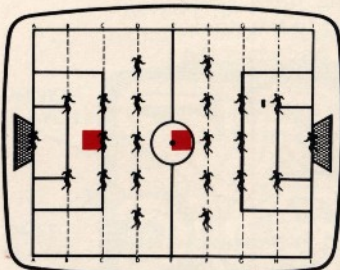
GAME OVERLAY



SCOREBOARD



A



B

SET UP

1. Place the Soccer Overlay on the TV screen.
2. Insert Game Card No. 3 into the Master Control Unit.
3. Set the Speed control all the way to the left (The Speed Control can be adjusted to match the skill of the players).
4. Set the Scoreboard Dials to read "0".

PLAY

The object of the game is to move the ball down the field through a series of successful plays and then drive the ball through the goal and score. In order to achieve this and come as close as possible to the reality of the game, the Odyssey Soccer game is divided into separate moves that correspond to the moves of the real Soccer.

The game is divided into two halves of 15 minutes each. A play starts when the ball is brought on to the television screen and an attempt is made to drive the ball past an opponent. A play is completed when one player is successful in driving the ball past his opponent and off the goal edge of the screen.

The Soccer Game Overlay has 9 vertical defense or attack lines identified as A through I. When a team is successful in driving the ball past his opponent, he is entitled to move his team one line towards his opponent's goal. The losing team, at the same time, must move his team back one line closer to his goal.

Goals count 1 point each and may only be scored when the offensive team is on the defensive teams half of the field.

The players flip a coin. The winner becomes the Blue Team, defends the goal on the right, and starts the game. The other player becomes the Orange team and defends the goal on the left. The Blue team must use the Player Control Unit number 2, the Orange team uses Player Control number 1. Play begins with a kick-off at the center of the field. (Both players should always center their BALL Control before the ball is brought on to the screen.)

KICK-OFF

To begin, the Blue team must position their team light in the middle of line "F" and the Orange team is positioned in the middle of the "D" line. (Illust. A) The Blue team depresses his Start Button. When the ball appears on the screen, the Blue team must manipulate his Ball Control in such a manner that the ball will first contact his player and then move around his opponent. The Orange team will attempt naturally to intercept the ball and move it around the Blue team and so on. The important part is that the players may only use their vertical control. During the first kick-off, the players remain on their starting lines "D" and "F" respectively. The first play is completed the moment one of the players succeeds in moving the ball around his opponent and crossing (going through) his starting line. The successful team then moves one line toward the goal of his opponent and becomes the offensive team for the next play, while the loser moves one line to the rear.

EXAMPLE

Blue team, located on the "F" line, has succeeded in moving the ball around the Orange team, going to the left. Thus, the Blue team has completed successfully the first move. The Blue team moves his player to the "E" line, while the Orange team must fall back to the C line. (Illust. B)

The ball must always pass through the line that is being defended. Should the ball disappear from the screen, at the top or bottom, the throw-in of the ball must be performed. If a player uses his Horizontal control, a free kick will be given to his opponent. (The Throw-in and the Free Kick will be explained later).

The play then continues as outlined above subject to the following regulations.

1. The team which has lost the preceding move and had to fall back one line to the rear will start the next move by pushing the Start button. In this case, the ball does not have to touch his own player when it appears on the screen.
2. When one of the teams has passed the centerline and is operating on his opponent's half of the field, his team may try to score a goal. The goal is considered scored the moment any segment of the yellow area in the goal lights up (brightens up) when the ball passes through.
3. The Orange team may, through successful moves, advance to the "G" line, the Blue team to the "C" line.
4. If the Orange team reaches the "G" line and is successful in the next play, the Orange team is permitted to use both Vertical and Horizontal controls, while he operates on his opponent's half of the field. Should the Orange team lose, the play starts on the "G" line again and only the Vertical control may be used. The same regulations apply to the Blue team the moment they arrive on the "C" line.
5. The moment the goal has been scored the game starts again, with the Orange and Blue teams returning to their respective attack and defense positions in the middle of lines "D" and "F."

THROW-IN

A Throw-in is called when the ball touches or crosses the sidelines. Both players must remain on the same zone lines as the previous play. The team to last touch the ball must then restart the play by bringing the ball on to the screen and causing the ball to touch the other team light. The team receiving the ball must be stationary until touched by the ball, but may be positioned at any point along the Zone line. A goal may not be scored from a "Throw-in" until both teams have touched the ball once.

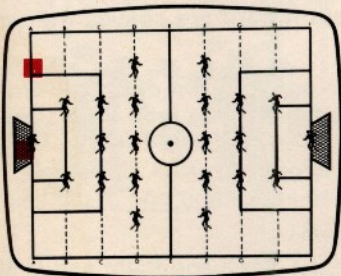
FREE KICK

The free kick will be given to the team whose opponent illegally uses his Horizontal control or did not place himself correctly on the attack line when the game started. The free kick will be performed by the offender's opponent. The procedure for a "free Kick" is exactly the same as for a "Throw-in" except a goal can be scored regardless of the field position of the teams if the team receiving the ball can score after only one contact.

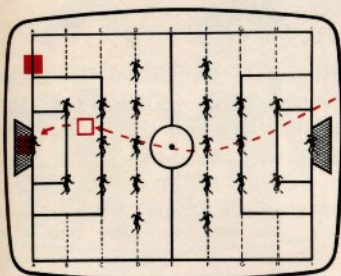
ELEVEN METER KICK

In case one of the players touches the horizontal control while playing his own penalty area, the eleven meter kick will be offered to his opponent. This will be done in the following manner:

1. Remove Game Card No. 3 and insert Game Card No. 5.
2. The Start button of the Player Control number 1 will be pressed and held for a few seconds to position the ball off the screen to the right.
3. Turn the Speed control to the right for the highest speed.
4. Since the eleven meter kick, because of technical limitations, can be performed from the left side of the field (Orange) only, the player who was given the eleven meter kick must be given the Player Control number 2, and use it to place his player in the goal. (Illust. C)
5. The defending team uses Player Control number 1 and places his player on the goal line outside the penalty area (Illust. C)
6. The player who is executing the eleven meter kick depresses the Start button on the Player Control number 2 and directs the ball, using the "Ball" control, through the circle in the center of the field and guides it towards the goal on the left side (Illust. D). The defending player will try to defend himself against the eleven meter kick. He is permitted to use his Vertical control on the Player Control number 1 only. The defender is permitted to move in the Vertical direction only after the ball has passed the centerline of the field.
7. The eleven meter kick is successful and scores a goal only if the player number 2 and the ball disappear from the screen. If Player number 1 deflects the ball, the kick is not successful.
8. After the eleven meter kick has been successfully completed, the goal number is to be recorded and the play begins again.
9. The play lasts 30 minutes (two halves, 15 minutes each).



C



D