

MEGA DRIVE

U.S. GOLD

SEGA

Fever pitch soccer



*instruction
manual...*

Feverpitch soccer

ING

re using this video game system or allowing
use it.

ceptible to epileptic seizures or loss of
exposed to certain flashing lights or light patterns

ive a seizure while watching certain television
ertain video games.

en if the person has no medical history of epilepsy or
epileptic seizures.

your family has ever had symptoms related to
r loss of consciousness when exposed to flashing
doctor prior to playing.

ents should monitor the use of video games by their

experience any of the following symptoms: dizziness,
r muscle twitches, loss of consciousness,
nvoluntary movement or convulsion, while playing a
HATELY discontinue use and consult your doctor.

TAKE DURING USE

close to the screen. Sit a good distance away from
een, as far away as the length of the cable allows
e game on a small television screen.

you are tired or have not had much sleep.

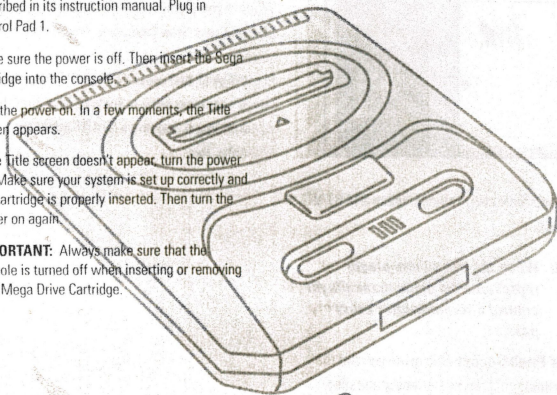
the room in which you are playing is well lit.

10 to 15 minutes per hour while playing a video

STARTING UP

1. Set up your Sega Mega Drive System as described in its instruction manual. Plug in Control Pad 1.
2. Make sure the power is off. Then insert the Sega cartridge into the console.
3. Turn the power on. In a few moments, the Title screen appears.
4. If the Title screen doesn't appear, turn the power off. Make sure your system is set up correctly and the cartridge is properly inserted. Then turn the power on again.

IMPORTANT: Always make sure that the Console is turned off when inserting or removing your Mega Drive Cartridge.



verpitch soccer

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FEEL THE FEVER

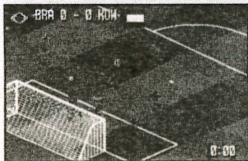
Feel the full-blooded fever in this frantic feast of fast and furious football action!

GASP in awe when a 40-yard scorcher bursts into a flaming fireball and blasts the 'keeper into the back of the net.

SCREAM in agony as Barger charges across the field and slams you hurtling into the hostile crowd.

JUMP with joy as you swing a curving corner through the crowded box and head home that last-minute winner against the boys from Brazil.

This is total football : qualified to satisfy the most demanding arcade appetite.



Anyone can pick-up and play - you'll grasp the basics within a few games.

However, to appreciate the intricate subtleties woven into the gameplay you should study this manual and plan your strategy.

Take on the world's top teams in international competition or play with seven friends in an exhibition match!

But beware - this game can seriously threaten your friendship as passion overheats and you reach boiling point in the wild world of **Fever Pitch Soccer**

3 m m D V B L A V 3 C L Q

Feverpitch soccer

PLAYER CONTROLS

MISSION

CONTROLLER

B

D-pad LEFT/RIGHT

When the ball is in the air)

Position crosshair + A

s only:

3: C

+ A

6-BUTTON CONTROLLER

Kick/Shoot: X

Ball swerve: D-pad LEFT/RIGHT (after touch)

Pass: A

Head: Y

Throw-in: Position crosshair + A

Star Players only:

Special move: B

Back heel: Z

Cross: C

WINNING THE BALL

Slide tackle: A

AT ANY TIME

Pause: START (any control pad)

To quit a game, pause, hold A/B/C simultaneously and press the D-pad UP to return to Game Select (Main Menu).

GOALKEEPER CONTROL

Your 'keeper is predominately computer-controlled, but you do have an influence with the D-pad once a shot has been fired.

Drop kick: B

Throw: A

Goal kick: Position crosshair +
B (long kick) / A (short pass)

PLAYER CONTROLS



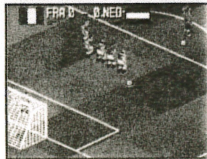
Defending a penalty: In real soccer, goalies must anticipate a penalty kick before it is taken. **Fever Pitch Soccer** goalies are no exception. Guess where the penalty-taker will shoot and move the D-pad to dive the right way and make a save. If the D-pad is not pressed, the goalie will drop to the floor to save a straight shot.

SET-PIECES

Corner/Indirect free kick:

Position crosshair + A

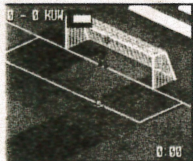
Direct free kick: Position crosshair and press B (6-button Controller = X) to nominate initial direction of shot. Now re-position the crosshair to determine the final destination of your shot (preferably in the back of the net), press B (X) to confirm your aim (hold B (X) longer for more height) and press B (X) again to unleash your shot. Practice will help you find the right balance between the initial direction and final destination to produce spectacular swerving shots around the defensive wall.



Note: *At a direct free kick, the crosshair is represented icon of a ball bouncing on a small circle.*

PLAYER CONTROLS

crosshair sweeps across the
from left to right. Press B (X) to
im, hold B (X) to determine shot
onger you hold B (X), the higher
and release B (X) to unleash your



MENU CONTROLS

Move D-pad UP/DOWN between options,
LEFT/RIGHT to scroll through variables and
press START to select.

In multi-player mode, any control pad
governs menu controls.

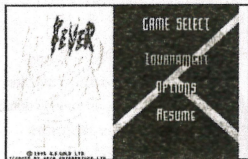
Note: *If your control pad has a rapid-
fire feature, switch it OFF when
you play Fever Pitch Soccer.*

LANGUAGE SELECT

At the end of the introduction sequence, the
Language Select screen appears. Move D-
pad UP/DOWN to highlight your chosen
language and press START to select. All
subsequent on-screen text will now appear
in this language.

4m ^yBmm BB CBV sm ^{yy}06

GAME SELECT (MAIN MENU)



GAME TYPE

Move D-pad Left/Right to toggle Exhibition or Tournament mode and press Start to confirm your selection.

EXHIBITION

An Exhibition match is a one-off friendly between two teams of your choice.
See Team Select.

TOURNAMENT

The **Fever Pitch Soccer** World Tournament is a 28-team knockout competition, featuring national sides from across the globe.

Once you've chosen a country to represent (*see Team Select*) you progress through the contest by beating the world's best in four continental groups of seven.

There are 51 teams in the overall pool, so the competition structure looks like this;

First Round: Asia

7 from 8 teams

Second Round: Africa

7 from 11 teams

Third Round: Americas

7 from 12 teams

Final Round: Europe

7 from 20 teams

Naturally, the quality of opposition increases as you progress, and you have the opportunity to strengthen your side *Players*.

Before each match you are presented with the Tournament Start-up screen. Press Start to kick-off or C to return to the previous display.

Feverpitch soccer

GAME SELECT (MAIN MENU)



Select (Main Menu), highlight
press START to view the Options
UP/DOWN to highlight the
option you wish to customise.

TIME

Move D-pad LEFT/RIGHT to select the length of each half; 1 minute, 3 mins (default), 5 mins, 10 mins or 15 mins.

If scores are level at the final whistle, a period of extra-time will be played, equivalent to one-third of normal-time (eg. 1-min half normal-time = 20-second half extra-time, 3-min half normal-time = 1-min half extra-time). And if the result remains a draw, a penalty shoot-out will take place to decide the winners.

DIFFICULTY

Move D-pad LEFT/RIGHT to set overall standard of computer-controlled matchplay; Easy, Medium or Hard.

SWITCHES

Press START to modify in-game preferences.

Note: * = default

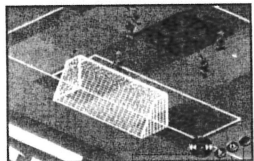
Replays: On*/Off

Set ON to view an automatic action replay of every goal scored. To cut the replay short during a match, press START.

Use the following video controls to revel in the glory of your own magic moments of

Fever Pitch Soccer;

GAME SELECT (MAIN MENU)



Note: Press B + C simultaneously to watch from the other side of the pitch.

Cameos: On*/Off

Do you want to watch celebration sequences after every goal/victory?

Aggro: On*/Off

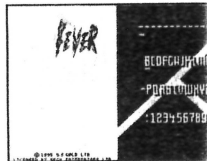
Determines tolerance level of the referee when players commit fouls.

RESUME

Click on Resume to enter the password entry screen. This option allows you to input a 13-character password to resume play from the desired stage within a previously contended Tournament. Passwords are supplied at the Tournament Start-up screen before each match (except the first match, obviously). See *Tournament*.

Password characters are displayed in one of two colours; white or yellow - take care to record and enter them correctly. Enter each

character from the main grid into the password entry slot at the top of the screen. Move the D-pad to highlight a character on the grid, and press A to enter it. To move the cursor along the password, hold button B and move the D-pad LEFT/RIGHT.



Change the colour of each letter by pressing button B and moving the D-pad UP/DOWN. To confirm your password press START.

TEAM SELECT

ur team, move LEFT/RIGHT (D-
l) through the available countries.

out shows team formation.



ayers are displayed in the
ours, while Star Players are
d as bright yellow dots.

**Tournament mode you begin
h eleven Standard players.**

The Players.

If you are playing an Exhibition match, use
the above method to select Team 1 and then
press D-pad DOWN.

Now move LEFT/RIGHT to choose one of four
different Pitch Types.

***Note: The playing surface is
automatically allocated in a
Tournament, according to the
origin of your opponents (ie.
which continent they are from).***

Press D-pad DOWN again and move
LEFT/RIGHT to select Team 2.

When you are satisfied with the teams
selected, press START to continue.

CONTROLS

Now pick sides! Each connected control pad
can be allocated to one of the participating
teams. An icon appears on-screen to
represent every control pad connected.

With the D-pad, you can move your icon into
one of three different positions to determine
your role in the forthcoming match; Team 1
(top), Team 2 (bottom) or no-man's land
(middle) i.e. not participating.

This procedure allows you to play with up to
seven friends (using Sega approved multi-
player systems) in the line-up of your choice -
the computer will take control of any team
not enlisted by human players. So you can
play One vs. One, Four vs Three, or Eight vs
Computer - any combination you wish.

CONTROLS



Once you have chosen sides, press START to continue.

Note: *When more than one player represents the same team, player control alternates after every pass.*

Fever Pitch Soccer also gives you the opportunity to intervene at any stage of a match.

When a spare control pad is available during play, a 'Press Start' message flashes on-screen.

Press START and move LEFT/RIGHT to select which team you wish to join (highlighting the national flags) and press START again to enter the fray.

THE PLAYER

Fever Pitch Soccer is not played of animated clones. Star players sh among Standard players, with individual characteristics, personalities and d styles of play.

The key to **Fever Pitch Soccer** su make full use of your Star players' skills. Star players are distinguished by striking individual features in the appearance and unique abilities. But if you still have trouble recogni when controlled they are identified star floating above their heads.

In Exhibition mode, Star players ha been appointed to each national te wide variety of formations.

Feverpitch soccer

THE PLAYERS

are blessed with only one or two others boast a perfect eleven. with as many different teams as find the right line-up to suit your

in a Tournament, Star players are y available - you must earn them!

h Soccer employs a top-secret controlled talent scout, which our performance in each match o a predetermined set of hidden

match, this assessment system is o reward you with bonus 'credits', not revealed to you but used to which new Star signings are

Star players want to play for quality teams, so if your performance in a match impresses the stable of superstars watching, they will offer to join your side.

After an impressive performance, the Player Select screen appears to showcase the stars who are willing to sign-up.



Highlight **Select**, move D-pad LEFT/RIGHT to scroll through the available players and choose your man.

Move the D-pad DOWN and nominate the position you want him to play in your new team line-up by moving LEFT/ RIGHT and pressing START to confirm.

Note: *Your new Star player is represented by a yellow dot on the pitch layout.*

Press START to continue without recruiting a new Star player and your bonus 'credits' (which remain secret) will be saved to give you more weight in the transfer market after the next match.

PLAYER PROFILES

STANDARD PLAYER



Average, run-of-the-mill, no frills, no thrills ordinary Joe Bloggs. He can't even manage a back heel or put a decent cross into the box.*

Standard man's strongest asset is his consistency - he is consistently ordinary.

**** All Star Players can back heel and cross the ball.***

BARGER



Shoulder-barging, iron-pumping, muscle-bound, rough'n'ready hard man of **Fever Pitch Soccer.**

This rock-solid powerhouse flattens any opponents who get in his way - hard enough to make sure that they don't get up again for a long while!

THE CHEAT



Slippery and sly, sneering, unscrupulous Oscar-winning, rascal fooling, slap-head **CHEAT!**

When he dives in The Cheat has a chance of winning a kick - the odds are reduced to 25% penalty in the box.

PLAYER PROFILES

KER

Tight-marking, shirt-tugging, boot-stomping, hair-pulling, nose-biting, man-to-man marker. This solid team player has no special move, but he will stick to key opponents like glue. He won't give them an inch. He'll get inside their shirt, Brian.

PASSER



Clinically-precise, technically-perfect, prime physical specimen with an uncanny ability to find the forwards with inch-perfect, defence-splitting long balls.

TRICKY



Silky-skilled, weaving, leaping, dazzling dribbler who dances through dumb defenders' desperate lunges and makes inspirational darting dashes upfield with the ball stuck to his feet.

WBBVB4BLBQC

PLAYER PROFILES

STRIKER 1



Stylish-swerving, spectacular-swinging, killer-curling, bombastic-bending, banana-kicking legend with the awesome ability to fire the ball on a wicked curve around impossible angles.

STRIKER 2

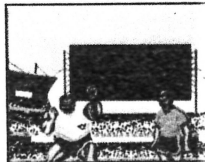


Power-blasting, thunder-bolting, fire-cracking, net-busting, hammer-thumping, disintegrating, woodwork-whacking, whip-lashing, thigh-slapping, rocket-blazing, ball-bursting, bone-breaking hot-shot hero!

THE FINAL WHISTLE

After an Exhibition match, you are given the opportunity to replay the game by pressing START within ten seconds.

The Tournament is a knockout competition so if you lose a match, you're out! But if you feel that defeat was unjust or you can't bear to start all over again, you have the option to replay the match and rewrite history, by pressing START within ten seconds of the final whistle.



Feverpitch soccer

TUCK?

our hints, cheats & tips

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HANDLING THE CARTRIDGE

This cartridge is intended exclusively for the
Sega Mega Drive. For proper usage:

1. Do not immerse in water!
2. Do not bend!
3. Do not subject to any violent impact!
4. Do not expose to direct sunlight!
5. Do not damage or disfigure!
6. Do not place near any high temperature source!
7. Do not expose to thinner, benzine, etc!

- When wet, dry completely before using.
- When it becomes dirty, carefully wipe it with a soft cloth dipped in soapy water.
- After use, put it in its case.
- Be sure to take an occasional recess during extended play.

Warning

For owners of projection televisions.

Still pictures or images may cause permanent picture tube damage or mark phosphor of the CRT. Avoid repeated or extended use of video games on large screen projection televisions.

Final
BmmDVBLBVXCbV

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