

INSTRUCTION MANUAL

ITALIA 90

SEGA

Loading Instructions:

Starting Up

1. Make sure the power switch is OFF.
2. Insert the game cartridge into the Console as described in your SEGA MEGA DRIVE/GENESIS SYSTEM manual.
3. Turn the power switch ON. If nothing appears on the screen, turn the power switch OFF, remove the cartridge, and try again.

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

For 1 Player: Press Start Button on Mega Drive/Genesis Control Pad 1.

For 2 Players: Press Start Button on Mega Drive/Genesis Control Pad 2.

① Insert Mega Drive/Genesis Cartridge.
② Insert Mega Drive/Genesis Control Pad 1.
③ Insert Mega Drive/Genesis Control Pad 2.

Take Control

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

① **Directional Button (D Button):**

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

② **Start Button:**

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

③ **Button A:**

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

④ **Button B:**

- High pass
- Cancel selection during Mode Selection Screen

⑤ **Button C:**

- Ground pass
- Operates during Mode Selection Screen

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; Mid-fielders, choose four; and Forwards, choose two.

① Miniature field

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.

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.

Special Instructions For Test Match and 2-Player Games

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.

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 Cup 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.

① Insert one Control Pad.
② Insert two Control Pads.

Select From World Cup or Test Match Screens

Whether you choose to play World Cup 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.

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. The 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 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."

Now Make Your Move

It's time for real competition. But to follow the game closely, read the following rules and regulations.

Time

Elapsed game time is 45 minutes for the first half and 45 minutes for the second half at a progressively faster rate than normal time. There is no overtime held, should the game end in a tie.

Win, Lose or Tie

When the game time ends, the team with the most points wins. In the event of a tie score, the game ends in a draw. A round of penalty kicks will be played to decide the winner of a tie game during the Final Tournament only.

Qualifying Results

When the time has elapsed for the qualifying rounds, the results for the 6 groups will be displayed automatically on the Elimination League 1st Day screen. Here you'll see total tournament points, losses, wins and draws for every team including which players competed. During this screen, a group can be selected with the D Button and the win/loss chart will be displayed by pressing Button A.

Following this screen, the Elimination League Screen will appear again displaying next day's game and the competing teams when you press Button C.

When Day 3's matches are finished, the qualifying teams will be displayed. If your team is not included, the game will end.

Final Tournament

16 teams will participate in the Final Tournament. A tournament groupings screen will be displayed and announced if you press Button C. The game will proceed exactly as it did in the Qualifying Rounds, with one exception.

During the Final Tournament, there are no draws. A Penalty Kickoff will take place in the event of a tie.

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.

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.

① Time

② Score

③ Mini-game Screen

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.

HANDLING THE MEGA DRIVE/ GENESIS CARTRIDGE

The Mega Drive/Genesis Cartridge is intended exclusively for the SEGA MEGA DRIVE/ GENESIS SYSTEM.

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.

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