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CHAMPIONS™

WORLD CLASS SOCCER™

GENESIS™



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SEGA™ GENESIS™ SYSTEM.



THE ULTIMATE ARCADE
JAM COMES HOME!



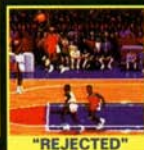
"KABOOM!"



"HE'S ON FIRE!"



"OH, MY!"



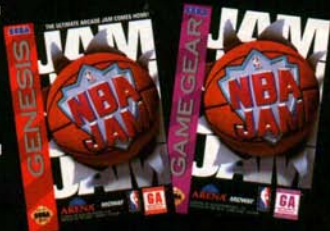
"REJECTED"

BOOMSHAKALAKA!

You control the super moves, amazing blocks and awesome slam dunks of 54 of the NBA's hottest stars!

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- Saves your records and stats as you drive to the Championship

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on the court and
above-the-rim!



GENESIS GAME GEAR MIDWAY Acclaim

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INSTRUCTION MANUAL PRINTED IN THE U.S.A.



This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA™ GENESIS™ SYSTEM.

HANDLING YOUR CARTRIDGE

- The Sega™ Genesis™ Cartridge is intended for use exclusively with the Sega™ Genesis™ System.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega Cartridge.

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

WARNING: READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game - dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions- **IMMEDIATELY** discontinue use and consult your physician before resuming play.

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THE WORLD IS WATCHING!

The stadium is packed with 80,000 soccer fans who have traveled here from dozens of countries around the globe to witness the final contest in this year's Champions World Class Cup tournament.

You were there at the very beginning: As a player on one of the 24 teams entered into World Class Cup play, you had a dream of making it past the first round. When you found yourself in the second round amidst 16 surviving teams, you feared it might have been a fluke. But it was no fluke: You made it through the quarterfinals and semifinals, and now the eyes of the world are focused on you as you trot to the center circle for the opening kickoff

of the Champions World Class Cup final!

Soccer fans worldwide have been waiting four years since the last Champions World Class Cup final for this game. But you've been waiting—and training—your entire life for this very moment. You feel the adrenaline begin to rush through your veins as the referee joins you at center spot in preparation for the opening kickoff.

The coin is tossed... the choice of field position is made... the ball is placed on the grass... the referee's whistle exhorts 80,000 screaming fans to their feet...

The game is on!



SOCCER RULES: A PRIMER

In soccer, the object is quite simple: score by kicking the ball into the other team's goal, and prevent the other team from scoring in your goal.

Each goal is worth one point, whether it is made as the result of regular game play or a penalty kick. In order for a goal to be legal, the entire ball must cross over the goal line.

Each team consists of 11 players: forwards, midfielders (or halfbacks), defenders (or fullbacks), and a goalkeeper.

Any player on a team may score for his team, though scoring goals is generally the job of the forwards. The midfielders' main task is to move the ball upfield to the forwards so they can score. Defenders are given the job of preventing the other team from scoring. The goalkeeper has the task of preventing the ball from going into the goal when the other team shoots.

To avoid offside errors, remember: When a player is running forward on an attack, and his team plays the ball, he must have two defenders between himself and the goal.

A player may use any part of his body to shoot or advance the ball—with the exception of his hands or arms. The goalkeeper, however, may use any part of his body—including his hands and arms—to block or catch the ball.

A soccer game consists of two equal halves usually 45 minutes in duration. The clock stops only when a goal is scored, when a penalty kick is awarded, when a player is cautioned or ejected from the game, or whenever else the referee deems it appropriate.



Referees may award two kinds of kicks as the result of rules violations: free kicks and penalty kicks.

Free kicks can be shot to the goal without being touched by another player. Free kicks are awarded for serious fouls such as tripping, kicking, striking, or pushing an opponent, or using one's hands to control the ball.

Penalty kicks are awarded when a direct free kick violation is made by the defense inside its own penalty area.

Free kicks are taken from the point where the penalty occurred. Penalty kicks are taken from the penalty spot in front of the goal.

If a team hits or deflects the ball over a sideline, the other team takes a throw-in from the point where the ball crossed the line.

Corner kicks result for the attacking team when the ball passes out of the field of play on the defending side of the field, and it was last touched by the defending team.

Goal kicks result when the ball passes over the defending team's goal line and it was last touched by the attacking team.

A card system is used for penalties. A player receives a yellow card for a major penalty such as tripping, punching, kicking, tackling, or gouging an opponent. The yellow card is designed as a warning to the player. If that player engages in activity that earns him another penalty, he receives a red card and is ejected from the game. Since each team only has 11 players on its Champions World Class Cup roster, if a player gets ejected, his team must play shorthanded! In addition, the opposing team receives either a free kick or a penalty kick.



BEFORE YOU LACE UP YOUR CLEATS

1. Make sure the power switch is OFF.
2. Insert the Champions World Class Soccer cartridge as described in your Sega™ Genesis™ instruction manual.
3. Turn the power switch ON.

When you see the Champions World Class Soccer logo on your screen, press the START BUTTON. You will be presented with the following options. Use the D-BUTTON to both highlight and change each option.



LANGUAGE: Chooses whether game text is in English, Spanish, French or German.

MATCH TYPE: You will be asked whether you wish to play a 1 player exhibition match, a 2 player exhibition match, begin a new 1 player tournament, or to enter a password which will allow you to resume a playoffs previously begun. If you choose to enter a password, press the D-BUTTON horizontally to select the letter and press it vertically to change it. Press the START BUTTON when the password is correct. If you begin a new playoffs, you will be asked to select the team you wish to control throughout the playoffs. See the section entitled "The Champions World Class Cup Structure" on p.26 for more details on tournament play.

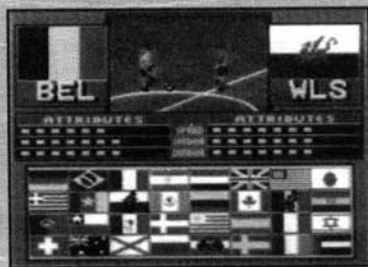


OFFSIDES: Chooses whether or not offsides penalties are called. See the Soccer Rules section on p.4 for more information regarding the offsides rule.

FOULS: Chooses whether or not fouls are called.

TIME: Selects either 45, 30, or 15 minute halves.

Press START to lock in the options and to move to the Team Selection screen, where you may pick teams and set several team options.



TEAM SELECTION: Choose from among 32 international teams. Each team has varying speed, offensive and defensive characteristics, illustrated by the bar charts on the display. When you've made your selection, press the A Button.

FORMATION SELECTION: Choose from four different formations: 4-3-3, 4-4-2, 4-2-4, or 4-5-1 using the D Button. The first number refers to the number of defenders, or fullbacks, used by your team (always four). The second number refers to the number of midfielders, while the third number denotes how many forwards you have.



GOALIE SELECTION. Next, choose one of three different goalkeeping modes: automatic, semi-automatic or manual using the A BUTTON. For more information on the variations see the Goalkeeping section on page 12.

When you've made your selections, press the START Button. This will confirm your formation choice and automatic goalie mode.

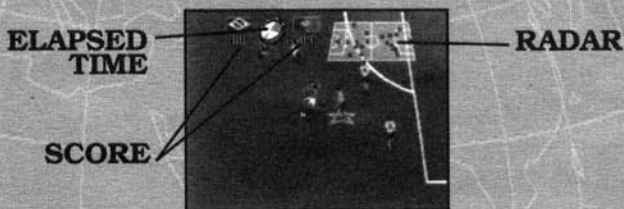
After you've made your choices, the computer will toss a coin to determine which team has the choice of first possession or end of the field. Once that choice is made, the opening kickoff begins the game.

Between halves, you will be able to change your formation and your goalie control.



YOUR VIEW OF THE FIELD

As you play CHAMPIONS WORLD CLASS SOCCER, the screen provides you with the following important information:



SCORE displays the current game score.

TIME ELAPSED indicates how much time has gone by in the current half. A game consists of two halves.

The **RADAR** indicates the field positions of the players and the location of the ball to aid your game. Players are displayed as colored circles, the ball is displayed as a flashing white circle, and the currently active player on each team is marked with an X.

The information displayed on the screen can be changed in Pause mode by pressing the **START BUTTON** during gameplay. When in Pause mode, you will be presented with a menu. Press the appropriate button to toggle the desired option, then press the **START BUTTON** again to exit.



BASIC OFFENSE AND DEFENSE

The active player is always represented on-screen by a star. If the active player has been penalized with a yellow card, his star will be bordered in yellow. If the active player is not on the screen, his relative direction is marked at the screen border by an indicator.



INDICATOR

If the active player is on-screen, this indicator will mark his nearest teammate. To switch players, press the C BUTTON. The player you are controlling is able to run in any one of eight directions: the four directions indicated by the D-BUTTON ARROWS, plus the four diagonal directions between them.

The other basic controls are as follows:

When kicking, passing, or clearing the ball, the distance of the kick or head shot that is made is determined by the length of time you hold the **BUTTON** and the direction on the **D-BUTTON** when it is released.

When the ball reaches a player at the end of a kick, pass or clear, he automatically becomes active. However, pressing the **C BUTTON** while the ball is in the air activates him *before* the ball reaches him, enabling him to execute free ball maneuvers such as heads and bicycle kicks.

When shooting for the goal, the velocity of the kick is determined by how long you hold the **C BUTTON** pressed, the area you are aiming for is determined by the direction of the **D-BUTTON** when it is released, and the height of the shot is determined by whether the **D-BUTTON** is being pressed towards the goal when the button is released (low shot), or away from the goal (high shot).

When attempting any maneuver without the ball the level of aggressiveness you want to use is determined by how long you keep the button pressed. The more aggressive the play, the greater its chances of success, but the greater the chance of a penalty being called. The direction of the maneuver is determined by the **D-BUTTON**.

	PLAYER CONTROLLING BALL	PLAYER WITHOUT BALL	FREE BALL (BALL IN THE AIR)
A Button	Pass the ball	Attempt to Tackle Ball	Attempt to Pass the Ball
B Button	Clear the Ball	Attempt to Slide Tackle/ Shove	Attempt to Clear the Ball
C Button	Shoot towards the Goal	Switch to best defender	Switch to receiver or player nearest ball/ Special Kicks

GOALKEEPING

Champions World Class Soccer offers three different ways to tend goal: **AUTOMATIC**, **SEMI-AUTOMATIC** and **MANUAL**.

In **AUTOMATIC** mode, the computer will control all of your goalkeeper's functions for you.

In **SEMI-AUTOMATIC** mode, the computer controls all of your defensive functions, but returns control to you when the goalie gains possession of the ball. Semi-automatic goaltending controls are identical to the offensive Manual controls on the chart below.

In **MANUAL** mode, you control all of your goalkeeper's functions, both offensive and defensive. To switch control to him at any time, press the **C BUTTON** while holding the **D-BUTTON** downwards. Manual goaltending controls are as follows:

Like his teammates, the distance of the goalkeeper's clears and passes is determined by the length of time you press the button, and their direction by the direction of the **D-BUTTON**.

FAFI rules dictate that once a goalkeeper drops the ball, he cannot pick it up until it is touched by another player. Similarly, the goalie cannot hold the ball outside of his extended goal box.

OFFENSIVE

(GOALIE HAS CONTROL OF BALL)

A Button

Will cause goalkeeper to drop the ball to his feet. Afterwards, he is controlled like a normal player. Press the A Button again to kick the ball.

B Button

Will cause goalkeeper to throw the ball.

C Button

Will cause goalkeeper to punt the ball.

DEFENSIVE

(GOALIE DOES NOT HAVE CONTROL OF BALL)

Attempts a fetal slide, pouncing on the ball.

Attempts to catch the ball.

Changes Active Player/
Dives on Ball



CORNER KICKS, GOAL KICKS, FREE KICKS, AND THROW-INS

Corner kicks, goal kicks and throw-ins result from the ball going out of bounds. Free kicks and penalty kicks are awarded by the referee when a rules violation or foul has occurred.

A corner kick is taken by the attacking team in the offensive zone. On a corner kick, you can either pass the ball to a teammate by pressing the B BUTTON, or shoot towards the goal by pressing the A BUTTON.

A goal kick, on the other hand is taken by the defensive team in the defensive zone. On a goal kick, you can clear the ball by pressing the A BUTTON or you can pass the ball by pressing the B BUTTON.

A free kick can be granted anywhere on the field where a rules violation occurs. On a free kick, you may pass the ball by pressing the A BUTTON, clear it by pressing the B BUTTON, or shoot towards the goal with the C BUTTON.

To execute a throw-in, use the D-BUTTON to select the angle at which your player will throw, and the A, B or C BUTTON to throw. The strength of the throw is determined by how long the button is held.



CHAMPIONS WORLD CLASS SOCCER: A TEAM DIRECTORY

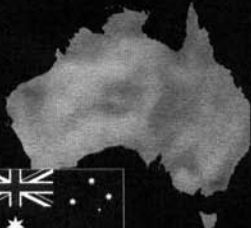
ARGENTINA

Full Name: Argentine Republic
Location: southern South America
1990 Population: 32,291,000
World Class Cup Titles: 1978, 1986
Team Strength: excellent
speed and offense



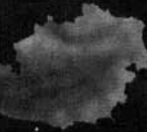
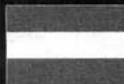
AUSTRALIA

Full Name: Commonwealth
of Australia
Location: continent between
Indian and Pacific oceans
1990 Population: 16,923,000
World Class Cup Titles: none
Team Strength:
strong defense



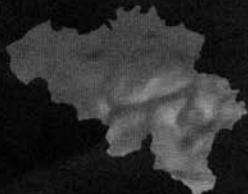
AUSTRIA

Full Name: Republic of Austria
Location: central Europe
1990 Population: 7,644,000
World Class Cup Titles: None
Team Strength: excellent speed



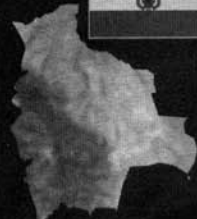
BELGIUM

Full Name: Kingdom of Belgium
Location: northwestern Europe
1990 Population: 9,909,000
World Class Cup Titles: none
Team Strength: solid offense
and defense



BOLIVIA

Full Name: Republic of Bolivia
Location: central South America
1990 Population: 6,707,000
World Class Cup Titles: none
Team Strength: strong offense
and speed



BRAZIL

Full Name: Federative
Republic of Brazil
Location: central/northeast
South America
1990 Population: 152,505,000
World Class Cup Titles:
1958, 1962, 1970
Team Strength: excellent offense





CAMEROON

Full Name: Republic of Cameroon
 Location: western coast of central Africa
 1990 Population: 11,092,000
 World Class Cup Titles: none
 Team Strength: excellent blend of speed and offense



CANADA

Full Name: Canada
 Location: northern North America
 1990 Population: 26,538,000
 World Class Cup Titles: none
 Team Strength: speed



CHILE

Full Name: Republic of Chile
 Location: south Pacific coast of South America
 1990 Population: 13,083,000
 World Class Cup Titles: none
 Team Strength: excellent speed and defense



COLOMBIA

Full Name: Republic of Colombia
 Location: northwestern coast of South America
 1990 Population: 33,076,000
 World Class Cup Titles: none
 Team Strength: superb offense



DENMARK

Full Name: Kingdom of Denmark
 Location: northern Europe
 1990 Population: 5,131,000
 World Class Cup Titles: none
 Team Strength: strong offense



GREAT BRITAIN

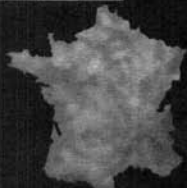
Full Name: Great Britain
 Location: northwestern Europe
 1990 Population: 56,750,000
 World Class Cup Titles: 1966
 Team Strength: fine speed





FRANCE

Full Name: French Republic
Location: western Europe
1990 Population: 56,538,000
World Class Cup Titles: none
Team Strength: solid defense



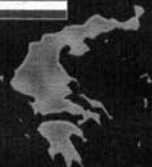
GERMANY

Full Name: Federal Republic of Germany
Location: north central Europe
1990 Population: 78,475,000
World Class Cup Titles: 1954, 1974, 1990 (all West Germany)
Team Strength: superlative speed, offense, and defense



GREECE

Full Name: Hellenic Republic
Location: southeastern Europe
1990 Population: 10,028,000
World Class Cup Titles: none
Team Strength: fine offense



IRELAND

Full Name: Ireland
Location: North Atlantic Ocean
1990 Population: 3,550,000
World Class Cup Titles: none
Team Strength: strong offense



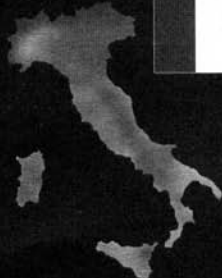
ISRAEL

Full Name: State of Israel
Location: Western Asia, on eastern shore of Mediterranean Sea
1990 Population: 4,409,000
World Class Cup Titles: none
Team Strength: above average speed



ITALY

Full Name: Italian Republic
Location: southern Europe
1990 Population: 57,664,000
World Class Cup Titles: 1934, 1938, 1982
Team Strength: excellent defense





JAPAN

Full Name: Japan
 Location: Sea of
 Japan/Pacific Ocean
 1990 Population: 123,643,000
 World Class Cup Titles: none
 Team Strength: consistency



MEXICO

Full Name: United Mexican States
 Location: southern North America
 1990 Population: 87,870,000
 World Class Cup Titles: none
 Team Strength: fine balance



NETHERLANDS

Full Name: Kingdom of the
 Netherlands
 Location: western Europe
 1990 Population: 14,936,000
 World Class Cup Titles: none
 Team Strength: superb offense



PERU

Full Name: Republic of Peru
 Location: western coast of
 South America
 1990 Population: 21,905,000
 World Class Cup Titles: none
 Team Strength: fine speed



PORTUGAL

Full Name: Republic of Portugal
 Location: southwest Europe
 1990 Population: 10,355,000
 World Class Cup Titles: none
 Team Strength: good speed



RUSSIA

Full Name: Russian Republic
 Location: central Asia
 1990 Population 146,200,000
 World Class Cup Titles: none
 Team Strength: strong speed
 and offense





SCOTLAND

Full Name: Kingdom of Scotland
Location: northern Britain
1990 Population: 5,242,000
World Class Cup Titles: none
Team Strength: superior speed



SPAIN

Full Name: Spanish State
Location: southwest Europe
1990 Population: 39,269,000
World Class Cup Titles: none
Team Strength: exceptional defense, with superior offense and speed



SWEDEN

Full Name: Kingdom of Sweden
Location: northwest Europe
1990 Population: 8,401,000
World Class Cup Titles: none
Team Strength: good defense



SWITZERLAND

Full Name: Swiss Confederation
Location: central Europe
1990 Population: 6,742,000
World Class Cup Titles: none.
Team Strength: good speed



UNITED ARAB EMIRATES

Full Name: United Arab Emirates
Location: eastern Arabian Peninsula
1990 Population: 2,254,000
World Class Cup Titles: none
Team Strength: good speed



UNITED STATES

Full Name: United States of America
Location: North America
1990 Population: 248,710,000
World Class Cup Titles: none
Team Strength: good speed



URUGUAY

Full Name: Oriental Republic of Uruguay
Location: southeastern coast of South America
1990 Population: 3,037,000
World Class Cup Titles: 1930, 1950
Team Strength: excellent speed



WALES

Full Name: Principality of Wales
Location: western Britain
1990 Population: 2,900,000
World Class Cup Titles: None
Team Strength: superlative speed and offense



THE CHAMPIONS WORLD CLASS CUP STRUCTURE

The greatest prize in soccer today, the Champions World Class Cup, is awarded every four years to the winning team in a 24-nation, 52-game tournament sponsored by FAFI: the Federación Acclaim de Football Internationale.

The 24 teams chosen for the tournament are picked from a qualifying pool of the best national teams the world over. The 24 finalists are then split into six groups of four. Each team in the four-team group plays every other team in that group: a total of three games each. A team is awarded 2 points for each win, 1 point for each tie, and no points for each loss. The two top-placing teams from each division

advance to the next phase, along with the four best third-place teams. The second phase is a four-round single-elimination playoff



consisting of 15 games (a 16th game determines third place).

Should two teams tie in the second phase, the game enters sudden-death overtime. If the game is still tied at the end of two 15 minute OT periods, there is a shoot-out. In the shoot-out, each team takes five shots. The team that scores the most goals wins. If the teams tie here too, the shoot-outs continue with each team taking one shot each, until one scores and the other does not.

With the rise of soccer as the premier international sport, the Champions World Class Cup has become a global phenomenon, eagerly anticipated by billions of citizens in hundreds of countries on six continents around the world, each proudly supporting their favorite nations as they strive for the Cup!



A SOCCER GLOSSARY

ARC: The quarter circle at each corner of the field in which the ball is placed for a corner kick.

CENTER CIRCLE: The 10-yard circle around the middle spot on the field where play begins at the opening of each half or restarts after a goal. Opposing players must remain outside the circle until play begins.

CLEARING: To break up the opposing team's attack by kicking the ball away.

CORNER KICK: A free kick taken from the arc at the corner of the field by the attacking team when the ball goes over the endline last touched by a defender.

CROSSBAR: The top bar of the goal that is parallel to the ground.

DRIBBLING: Advancing the ball with one's feet.

FAR POST: The goalpost that is farthest from the ball.

FORWARD: A player in the front line.

FREE KICK: A kick given to a team when the other team commits a foul.

HEADING: Act of moving the ball by hitting it with one's head.

OFFSIDE: An infraction that occurs when an offensive player with the ball does not have at least two defensive players between himself and the goal line.

SIDELINE: The border of the playing field that runs perpendicular to the goal line (also called the touchline).

SLIDE TACKLE: To kick the ball away from an attacker by sliding on the ground.

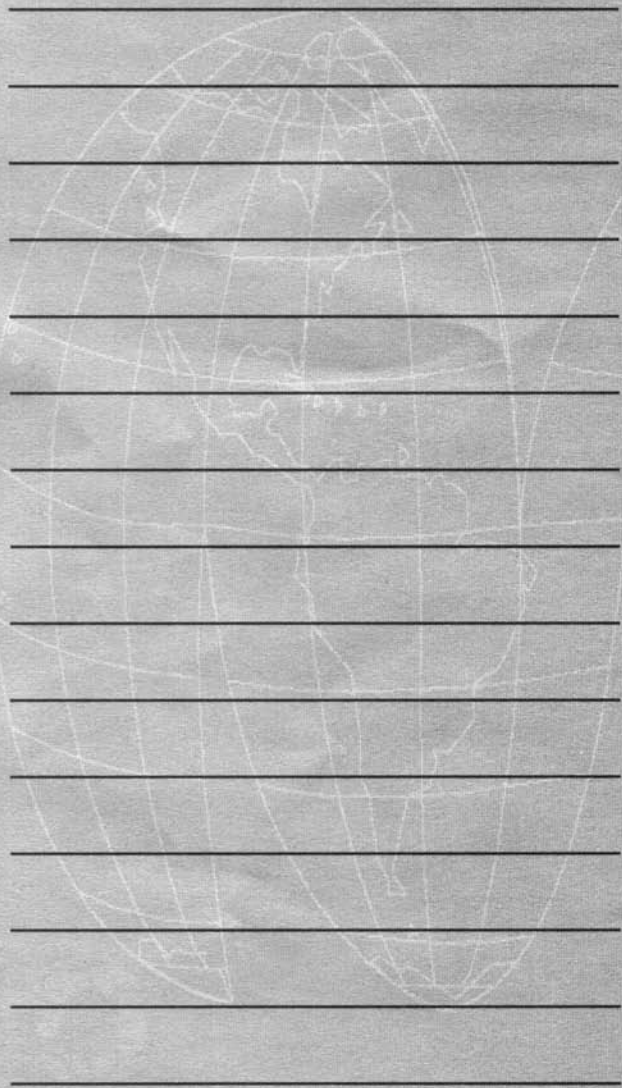
TACKLE: To take the ball away from an opposing player.

THROW-IN: A throw made by holding the ball with both hands behind the head. This results when play is halted because the ball crosses the sideline.

VOLLEY: To kick the ball while it is in the air.



NOTES



NOTES

