FOOSBALL F3 INSTRUCTIONS
AMSTRAD CPC

Have you ever played table football? Now you have it in your Amstrad!

For almost 100 years has been a game that has been perfected over time thanks to inventors such as Harold Searles, Lucien Rosengart or Alejandro Finisterre, and thanks to many players and federations around the world have made this a top-level sport.

In Foosball F3 you can test your reflexes by challenging your friends or against the machine, that you will have to beat as many times as you can.

Load the game
Use the **|DISC** or **|TAPE** commands to access your unit.

With disc:
   Type **RUN"FOOSBALL** press **RETURN** and follow the instructions.

With cassette:
   Type **RUN"** press **RETURN** and follow the instructions.

To load the ROM file in the M4 Board access to the contents of the DSK file, type **|ROMUP,"FOOSBALL.ROM ",1** Press **ENTER**, wait for "Ready" to appear on the screen and restart your CPC. Once rebooted you can use the command **|FB** to load the game whenever you want.

To load the ROM file into other expansions, see the instructions of your hardware.

Controls
To change the controls of the players simply press the keys [1] or [2] until you find the configuration that you like. There are 5 configurations available:

	Left	Right	Up	Down	Bar	Zone (1 vs 1)
Set 1	O	P	Q	A	TAB	SPACE
Set 2	F2	F3	F4	F1	F0	F DOT
Set 3		JOYSTICK			FIRE1	FIRE2
Set 4		CURSORS			DEL	RETURN
Set 5	Z	X	H	B	J	SPACE

The control sets can be swapped to play on different side of the table.

   Player 1 plays at the bottom of the screen.
   Player 2 plays at the top of the screen.

In game mode 2 both players are located on the bottom side of the screen.
(See game modes).

The direction controls will move the selected bar vertically or sideways allowing shots by lifting the figure forward. Remember that if you play on the top side of the screen the controls will be reversed.

You can change the zone or bar to move your figures out of the active area and pressing ZONE + BAR to access the farthest bar. (See other options).

Game modes

1.- Player 1 against AI (CPU)   (with points)
2.- Players 1 and 2 against AI   (with points)
3.- Player 1 against Player 2
4.- Player 1 and IA1 against AI2
5.- Player 1 and IA1 against Player 2 and AI2
6.- Demo mode

Put your record making points in individual mode or team (modes 1 and 2). Points accumulate when you win consecutive matches, you will receive 200 bonus points for each game won. You will also receive points when shooting or scoring goals to your opponent. (See number of balls).

Color

It changes the color of the outfit and the table, it can be useful if you have a green monitor.

Victory condition

"Scoring": will win the player or team that manages to reach the number of balls set and beat the opponent by 2 goals.
"Best of": win the player or team with the most goals scored between the number of balls.

Number of balls

The match will be long or short depending on this value.
It will also change the number of points obtained by shots or goals scored for modes 1 and 2. The more balls the points are lower.

Start

Once you have the desired configuration, press the [0] key to play. Another screen will appear to give the READY signal until you press the [RETURN] key. After the countdown the match will start and the first serve will depend on where the goal was scored for the last time.

Other options

The "auto-bar" keeps active the bar closer to the ball in each play area.

The "auto-zone" keeps active the zone of defenders or forwards closer to the ball when playing in mode 1 vs 1.

The option of "mid-line" allows the bar of 5 figures to score or not.
With this option disabled, a foul will be shown if a goal is scored in the opposite box by making a shot or touching for the last time, canceling the goal with the corresponding goal kick for the opponent.

With possession activated, the player has 15 seconds (10 visible) to take the ball out of the area or a foul will be shown, with the corresponding drop in favor of the opponent.

The "Regs" option allows the CPU to be reminded the shot data made by both teams. With this option disabled the data will be deleted every time you start a new game.

You can also activate/deactivate sound and music with the [S] key, see the scoreboard pressing the [7] key, or exit the screens pressing the [ESCAPE] key.