USER MANUAL

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1. Introduction

1 to 1 soccer is a game developed in assembler language using the CPCTelera framework. The game is a frenetic multiplayer soccer videogame with a colorful and childish aesthetics.

The gameplay consists of two minutes matches where two players compete to win. The game has multiplayer and single player mode against an AI.

If you are going to load the cassette software on a real Amstrad CPC system, you will have to insert the cassette and type:

RUN”

and then press the large ENTER key.

2. Controls

You can choose between two predefined control sets in the game controls menu.

2.1. Keyboard

ACTION	PLAYER 1	PLAYER 2
Left	A	J
Up	W	I
Right	D	L

2.2. Keyboard and joystick

ACTION	PLAYER 1	PLAYER 2
Left	O	Joystick left
Up	Q	Joystick up or joystick fire
Right	P	Joystick right

3. Mechanics

The main mechanics of our game are moving left, right and up to hit the ball.

Also you can hit the ball with the foot so you will jump on it this will stop the ball.

You can hit the ball with the center of the head so the ball will jump straight up and down.

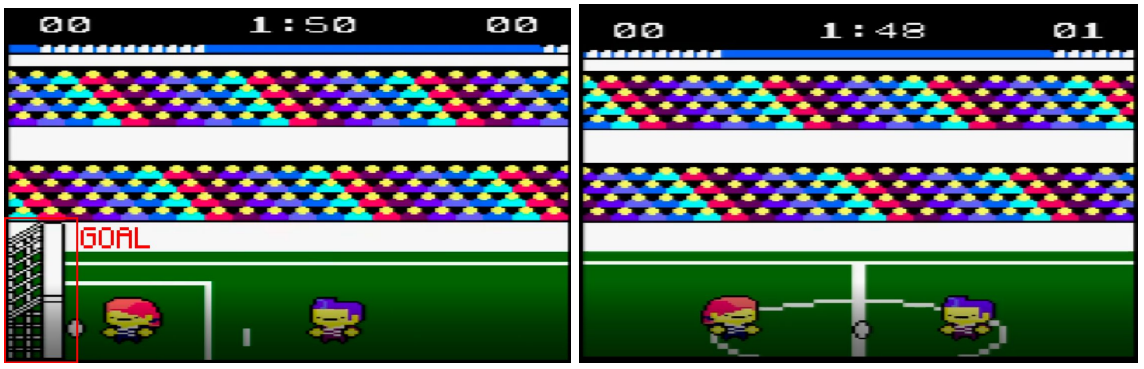
4. Game objectives

To win the game you have to score more goals than your opponent to do so you have to make the ball enter the goal. The matches have a duration of two minutes.

Scoring goal.

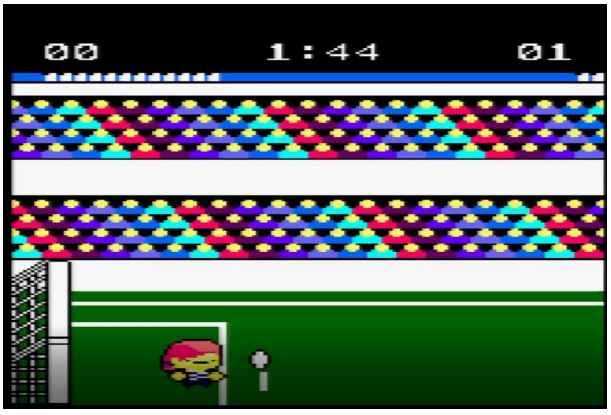
You have to shoot the ball into the goal but beware not to shoot it too high. You can score a goal or shoot the ball out.

If you score a goal the players will respawn at the center of the map like at the beginning of the match.



Out.

If you shoot the ball out, the player of the side where the ball was shooted will respawn in front of his goal to restore the action. The other player will respawn at the center of the map.



5. Game modes

The game can be played by one or two players for this purpose we have implemented two game modes: single player and multiplayer. Both modes have the same objectives and gameplay.

In single player mode you play against an AI and to play multiplayer mode you need to be with someone else to play it.

In both cases you can choose between four skins which will only add a cosmetic aspect to the gameplay.