

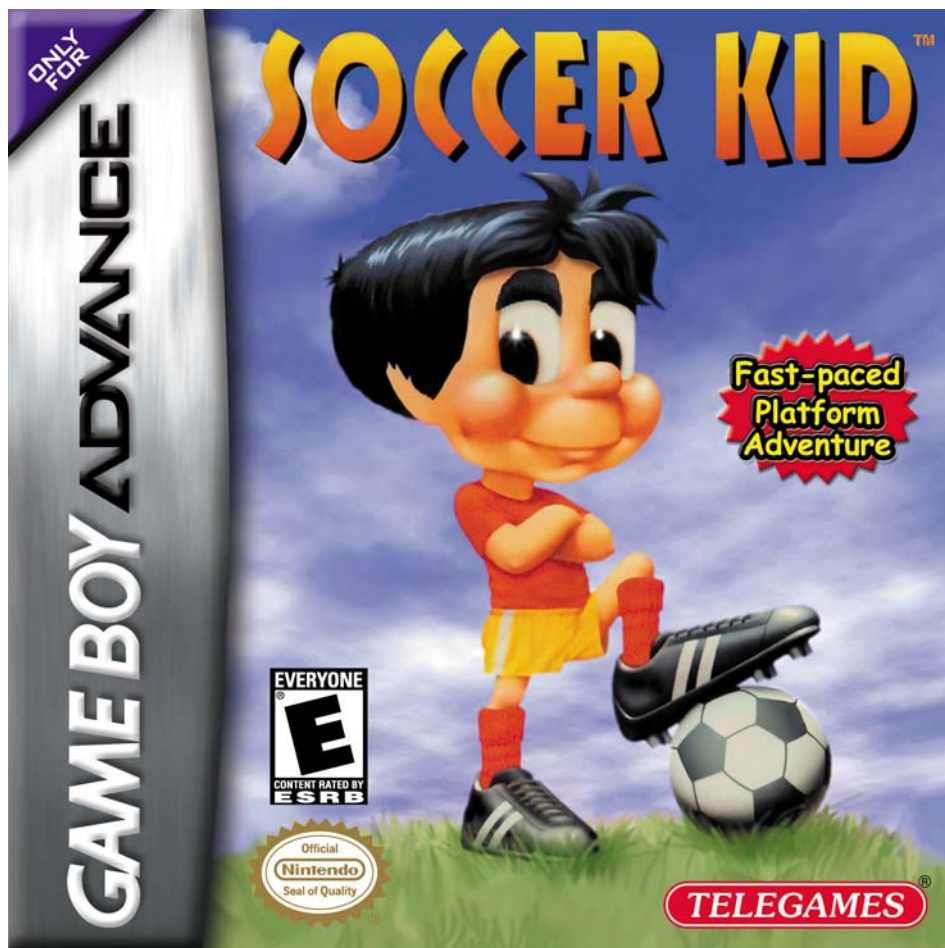
INTRODUCING!



GAME BOY ADVANCE

Published worldwide by

TELEGAMES[®]



Overview

Soccer Kid is a Platform Arcade Adventure game that improves upon the genre established by the original Sonic The Hedgehog and Super Mario series.

Jump around platforms and search out hidden areas.

Use your soccer ball to take out a multitude of enemies, each with their own unique attack AI.

Collect 'Soccer Cards' to unlock the bonus levels between worlds.

Complete the bonus levels in order to collect the missing pieces of the Universal Soccer Trophy!

Feature Points

Great platform based game play, with a unique soccer twist.

10 visually different, themed stages.

15 levels, plus 5 bonus levels.

40+ unique enemies to battle.

5 end of stage, plus 1 giant end of game, guardians.

Over 20 pieces of special themed digital music.

Special moves - perform tricks to gain extra points; use headers, overhead kicks, and volleys to defeat the enemies.

Non-stop action with puzzle solving.

Simple password save system.

Runs at a super smooth 60 frames per second.

Custom sound driver for playback of 8 digital music and sound FX channels simultaneously.

The Story So Far....

A million miles away in outer space, far above the planet Earth, the alien pirate Scab is scanning the area for a trophy of great importance to add to his enormous collection. "Beep beep beep" goes the scanner as it locates the Universal Soccer Trophy, the most prestigious soccer award on the planet, shining brightly in the American sun.



Suddenly, a blanket of darkness falls over the stadium as Scab's spaceship materializes. The crowd is dumb struck as the Universal Soccer Trophy disappears from view. They gasp, they boo, they cry!

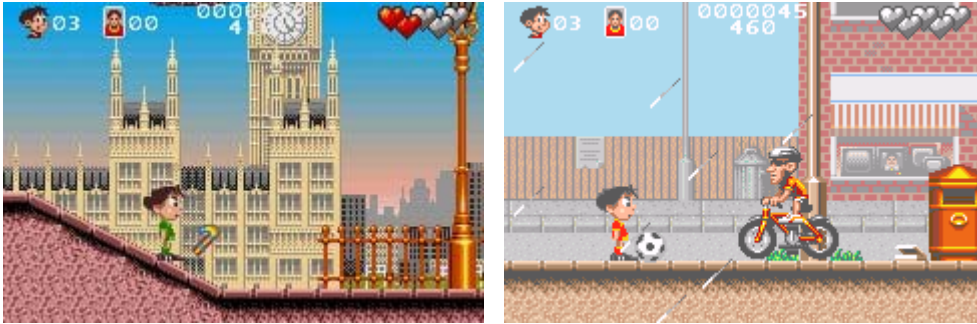
Seconds later the stadium is re-lit, as Scab's spaceship flees to outer space.... Bang! the smug Scab collides with an asteroid. The Universal Soccer Trophy shatters into five pieces which fall to earth, each chunk landing on a different part of the world.



Soccer Kid decides there and then to save the day by recovering the five pieces of the Universal Soccer Trophy.

The Countries And Their Inhabitants

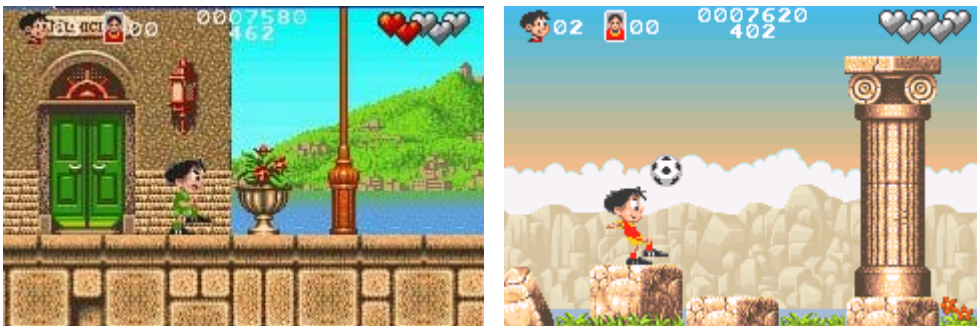
England



London- Home to The Houses of Parliament, Big Ben, and Tower Bridge. Beware of Gareth, a rogue rugby player.

Hometown - Soccer Kid's home town of Rotherham. Beware of falling bricks, cyclist Simeon, Stoo's skateboard, and Derek the builder.

Italy



The Riviera- Beware of the moped maniacs driving up and down the beach. Will you get to see the world famous opera singer Pavarelli? He hates Soccer Kid.

The Ruins - Amongst the crumbling ruins you will find swinging demolition balls, deadly darts, Roger the roaming Roman, and (gulp) ghosts.

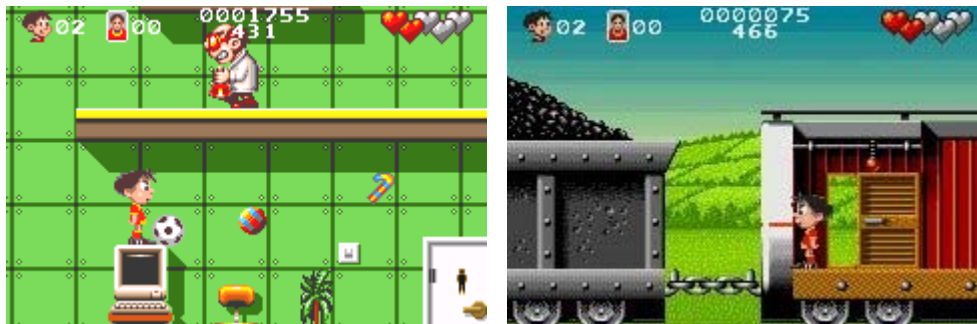
Russia



Red Square - Snow is falling, the tanks are parked... and the Russian gymnast assassins are out in force.

The Battleship - Beware of the sword fish, big guns, and crazy sailors.

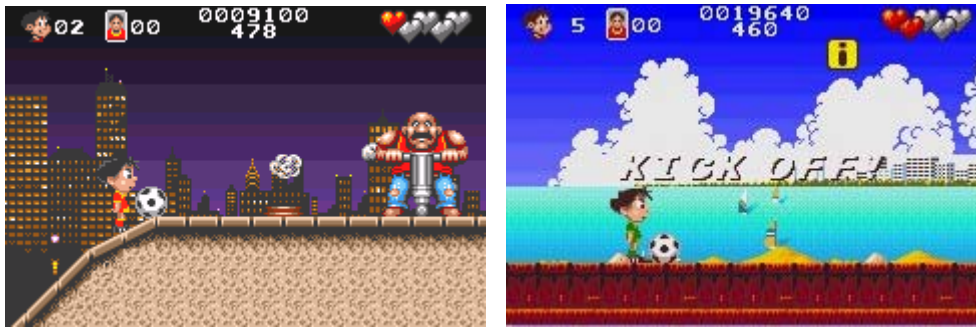
Japan



The Factory - Don't let the fireballs, sparks and crushers make their mark. Not all of the robots are docile. Look out for the mad professor who's almost as nutty as the sumo wrestler.

The Train - Prepare yourself for a high-speed train trip you will never forget. Avoid the coal throwing moles and restless robots.

U.S.A



The City - Rats scurry around the sewers, and deranged dogs run wild in the streets. Watch out for pneumatic man, Ricky's 'High Rollers' roller blade troupe, and Chuck, a crazed American soccer baller.

Babe Beach - Falling coconuts and bouncing balls are best avoided and so too are the mad jumping clams and alligators.

The Map



The map screen shows Soccer Kid's progress as he travels from country to country.

The Bonus Game

If you manage to collect all 11 soccer cards from a country, you are rewarded with a chance to play the bonus game in an attempt to pick up a piece of the Universal Soccer Trophy. In each bonus game there are 50 items to collect (the number remaining is displayed below the score) before a piece of Universal Soccer Trophy appears below the large flashing arrow. Watch the clock! But don't worry if you don't succeed at first, you have 3 attempts in each country.

The Score Board



Once you have completed a country, you are given bonus points for the number of soccer cards collected, the number of balls remaining, and the time remaining. You are also awarded points for the number of trick kicks used to remove adversaries from play or to collect bonus items.

What You Can Expect To See During Play



(from left to right)

Lives Remaining

You start with 3 lives but extra ones can be picked up along the way. When no more lives remain, the final whistle blows and its all over.

Cards Collected

You need to collect 11 soccer cards hidden throughout each country to qualify for the bonus game where you can attempt to retrieve a piece of the Universal Soccer Trophy. Every card collected is displayed here, don't forget the set!

Your Score

Points are scored for removing adversaries from play, and collecting bonus items. Extra lives are awarded as key scores are passed.

Time Remaining

Displayed under the score, the time remaining shows how long you have left to complete the country. Bonus points are given for the time remaining at the end of the country.

Energy

Soccer Kid starts with 2 hearts, but if he bumps into an adversary or anything associated with it, he loses one of these hearts. Extra energy and even a 3rd heart can be collected (see Pick 'em ups). A life is lost when no more hearts are remaining. At the start of each new level, the energy is restored.

Information



Kick the ball at this symbol to receive information.

Restart Post



Once passed, if a life is lost, Soccer Kid will return to this point rather than the start of the level.

Special Chest



Kick the ball at the chest until it explodes. Inside every chest you will find a power-up of some description.

Clock - 15 extra units of time for each clock.

Hearts - Extra stamina, up to a maximum of 3.

T-Shirts - Invincibility. The effect is temporary. Soccer Kid flashes when invincible, though he can still be hurt by spikes!

Soccer Kids Picture - An extra life.

Boots - Extra speed. When Soccer Kid has the boots he runs twice as fast, and is invulnerable (apart from spikes).

Playing Advice

- Before you play, take time to familiarize yourself with Soccer Kid's controls and skills.
- Levels may contain more than one information symbol. Hit them with the ball whenever you see them.
- Kick the ball over spike pits; you may hit an off screen adversary.

Controlling Soccer Kid

Soccer Kid is one talented individual, no doubt about it. He's an athletic fellow, but his real talent shines through when he has a ball at his feet. Soccer Kid gains possession of the ball as soon as he touches it, and he can use the ball to remove his adversaries from play and collect items otherwise out of reach.

He Can Run....

Press the LEFT or RIGHT buttons to make Soccer Kid move in the corresponding direction, whether he's in possession of the ball or not.

He Can Jump...

Press the B button to make Soccer Kid jump. The longer the button is pressed, the higher Soccer Kid will leap. Note : Soccer Kid will not take the ball with him.

He Can Duck...

Press the DOWN button to make Soccer Kid duck. This move allows you to see what is below Soccer Kid.

He Can Fall Through Thin Platforms...

Press the DOWN button and the B button to make Soccer Kid fall through thin platforms. Note : Soccer Kid will take the ball with him if he has it.

He Can Do Sliding Tackles...

Press the DOWN button while Soccer Kid is running left or right. This move is particularly useful for sliding under low gaps.

He Can Land on The Ball...

Press the B button to jump, and aim to land on top of the ball.

He Can Roll on The Ball...

When Soccer Kid is standing on the ball, press and hold the the B button, then press LEFT or RIGHT to roll the ball in the corresponding

direction. To make Soccer Kid step off the ball, release the B button and push any direction except up.

He Can Jump High Off The Ball...

Here's a handy move for when Soccer Kid can't quite reach a platform above him. Push UP when Soccer Kid is standing on the ball to make him jump high into the air. Push LEFT or RIGHT to guide Soccer Kid while he is in the air.

He Can Kick The Ball...

Soccer Kid can kick the ball in many different directions. Press the A button and either the LEFT or RIGHT buttons to kick the ball in the corresponding direction.

He Can Do Tricks...

Press the A button to make Soccer Kid tap the ball on his foot. From here, Soccer Kid can perform many tricks. To make Soccer Kid drop the ball, release the A button and press the DOWN button or the opposite direction to which he is facing. A 100 point bonus is given for every adversary removed from play with a trick kick.

He Can Kick The Ball High...

Press the UP button to make Soccer Kid kick the ball straight up.

He Can Kick The Ball Long And Hard...

Push the direction in which Soccer Kid is facing to make him kick the ball long and hard.

He Can Play A High Chip...

Press UP and the direction in which Soccer Kid is facing to make him chip the ball.

He Can Use Both Feet...

Press and hold the A button, then push away from the direction Soccer Kid is facing to swap feet.

He Can Do Flying Headers...

This move will take a little more practice than most. Kick the ball straight up, then jump, press and hold the A button and press in the direction Soccer Kid is facing to make him head the ball in the air - but only if the ball is near his head. A 400 point bonus is given for every adversary removed from play with a flying header.

He Can Balance On The Ball (Again!)...

Press and hold the A button, then press DOWN to make Soccer Kid stand on the ball. To make Soccer Kid step off the ball, release the A button and push in any direction except UP (otherwise he will jump high).

He Can Head The Ball...

Press and hold the A button, then press UP to make Soccer Kid flip the ball onto his head. To make Soccer Kid drop the ball, release the A button and press any direction except away from the direction he is facing.

He Can Play Overhead Kicks...

When Soccer Kid has the ball on his head, press the direction opposite to that which he is facing to make him perform an overhead kick. An 800 point bonus is given for every adversary removed from play with an overhead kick.

He's A True Swinger...

In some sections Soccer Kid needs to use ropes to swing across gaps. To make Soccer Kid jump onto a rope, simply time his leap so that he will collide with the end of the swinging rope. Press the direction of the swing to speed it up, or in the opposite direction to slow the swing down. Press the B button to make Soccer Kid jump from the rope.

New Balls Please...

It's not uncommon to lose Soccer Kid's balls. But don't despair! When Soccer Kid is standing still, press and hold the A button for approximately 1 second to bring a new ball into play. Note : the less balls you use to complete a level, the bigger bonus you will receive at the end.