virgin games
VIRGIN GAMES PRESENTS
presents

GOAL!

© 1993 Dino Dini
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Goal! has its own cup competition known as the Goal! cup. You can also create your own.

There are five options available.

1) NEW COMPETITION

Use this option to start a new cup competition from scratch. It will take you to the design cup menu. Here you can create your own cup rules.

Cup Name

To change the name, select the 'Cup Name' box and a cursor will appear. Delete the current name and type in your own.

Rounds

The number of rounds can vary from 1 (which is effectively the Final) up to 5. The choice is yours. The number of teams involved in the competition is automatically amended depending on the number of rounds you have chosen. For 1 round, there are only two teams, of course. For 5 rounds there are 32 teams. You will only be able to play with 32 teams if 32 are loaded in the current team file. Click on the number of rounds to change it.

Computer Level

The Computer level is basically the maximum speed the computer players will run at. For novice, they will run more slowly than for Ace. The faster the computer players are, the harder they are to beat. The default is NOVICE. See also COMPUTER SKILL in this addendum.

Human Level

The Human level is basically the maximum speed your players will run at. For novice, they will run more slowly than for Ace. Speed gives an advantage, but also requires more skill. The default is SEMI-PRO.

Legs

This has nothing to do with choosing how many legs your players have (although three might be an advantage!). The number of legs refers to whether the round is played over 1 or 2 matches and if away goals are counted or not. This can be chosen for matches before the semi-final stage (Pre-semi), the semi-final itself and the cup final. You have one of three choices.

    1 - The Match will be played over One Leg.
    2 - The Match will be played over Two Legs without Away Goals.
    2AG - The Match is over Two Legs with Away Goals counting.

Extra Time

Extra time can be introduced if, at the end of the game, the scores are tied. For each stage (Pre-semi, semi and final) you have one of three choices.

No - The match will go to as many replays as is required.

Yes - The match will play extra time and then go to a replay if required.

If Replay - Selecting this options means that if the match goes to a replay, you will want Extra Time at the end of the replay.

Penalties

Matches can be decided on penalties instead if the scores are tied at the end. The three options are the same as for Extra time.

No - You don't want a penalty at the end so the match will go to as many replays as is required.

Yes - The match will be decided on penalties if at the end the scores are tied.

If Replay - If the match goes to a replay, the replay will be decided by penalties.

Notes on Away Goals

This rule allows a team that loses 2-1 away but wins 1-0 at home over 2 legs to go through to the next round. The aggregate score over both matches is 2-2 but they scored an away goal so they are favoured and go into the next round. To play with this rule, select '2AG' as the LEG option.

Default settings

ROUNDS		3	
COMPUTER LEVEL		NOVICE	
HUMAN LEVEL		SEMI-PRO	
	PRE-SEMI	SEMI	FINAL
LEGS	2 AG	2 AG	1
EXTRA TIME	YES	YES	YES
PENALTIES	IF	IF	IF
	REPLAY	REPLAY	REPLAY

This means that 3 rounds are played, with eight teams. The quarter finals and semi finals are played over two legs. If after two legs the combined score (aggregate) is the same, then the Away Goals rule is applied. If still tied, Extra Time is played. If after extra time the game is still tied, then the match is replayed (over one leg). If this replay is a draw at full time, extra time is played. If after extra time it is still a draw, then the result will be decided on a penalty shoot out. It sounds complicated, and it is.The final is simpler, it is played as a single match, and if tied extra time is played, and if still tied after that, the Winner of the cup is decided on penalties.

Options

Select 'OPTIONS' for an options screen just like that found in the Main Menu, but it is specifically for the Cup matches and is saved when you save the cup. Some options can not be changed without making the cup invalid. A warning will appear, and you will have the option of canceling.

Play

Play will take you to the team select screen to choose the teams you want to include in the cup draw. Select each team in turn onceto give them computer control (indicated by a C). To control a team yourself select it once more to go to joystick control (represented by a J). To cancel the choice select the same team a third time. Note that the number of teams to select is shown at the bottom of the screen. This will be updated each time you choose a team until there are none left to select (0). Select Done to confirm that you are finished. This will then take you to the cup table.

Cancel

Cancel will take you back to the Main Menu.

2) RESTART

You can restart a cup competition using this option. Do not select this if you still have matches left to play as the current competition results will be cleared.

3) EXIT

This will take you back to the Main Menu. If a cup competition is currently underway, you can return here later and choose Continue to carry on.

4) CONTINUE

This option will allow you to continue with the current cup competition.

5) LOAD

If you have saved a cup competition, you can load it in from here and continue from where you left off.

Cup Table

This shows the fixtures for the current round. Click on the arrows to see the top or bottom half of the list when all 32 teams are in the competition. The next fixture is show at the bottom. Click on a team to have that match selected as the next fixture. At the bottom there are four buttons, PLAY, SKIP, SAVE and EXIT.

Play

Play will play the next scheduled fixture.

Skip

Skip is a handy feature for getting to player fixtures quickly. Selecting skip will rapidly play all of the scheduled computer vs computer matches until it comes to the next player fixture.

Save

Save allows you to save the current cup competition to a data disk.

Exit

Exit will leave this screen and return you to the main cup menu.

Options Screen

In the options screen there are two features not mentioned in the manual. They are explained here.

Computer Skill

Think of this as the ability of the computer to play Goal! It effects how fast and effectively the computer thinks about passing, chasing the ball and tackling. If you want to play the computer on an equal level (e.g. PRO Vs. PRO levels), but find the computer is too good, set this option to EASY. If you find it too easy, then set it to HARD. The default is, well, MEDIUM. Not really much of a suprise there.

Single Match

There is the option of playing single matches from the SINGLE MATCH option on the main menu with extra time and penalties. EXTRA TIME selects extra time after a draw. PENALTIES selects extra time after a draw, followed by penalties after that.

Note that even though this option appears in the CUP and LEAGUE options screens, it has no meaning in those competitions.