TABLE OF CONTENTS

Introduction .......................................................... 1
Getting Started .................................................. 2
Controller Layout ............................................... 2
Selecting Your Game ........................................... 3
How Many Players? ............................................... 4
Choosing a Team ................................................ 5
Customizing Your Game ....................................... 7
Selecting a Stadium and Ball ............................... 9
The Coin Toss .................................................... 10
Selecting a Formation .......................................... 11
Selecting Your Players ......................................... 13
Entering a Password ........................................... 14
The Play Screen .................................................. 15
Pop-Up Messages During Play ............................... 16
Playing Super Goal 2! .......................................... 17
Fouls .............................................................. 21
Penalty Kicks ...................................................... 22
Injuries ............................................................ 22
The Super Cup – First Round Results ................... 23
The Super Cup – Playoffs .................................... 24
A Few Facts About Soccer ..................................... 25
The Soccer Field .................................................. 27
Game Tips ........................................................ 28
INTRODUCTION

Welcome to the world’s most popular sport with the kind of detail and realism that only Jaleco can deliver. In Super Goal 2! you’ll be able to choose from three stadiums, each of which requires a different play strategy. You’ll come to know your team, and you’ll learn the offensive and defensive formations that will best match your opponent. But you will have to assign your players to positions carefully, checking their ratings to make sure they’re just right for the spot. So get out there and get started. You’ve got a lot of work – but even more fun – ahead of you!
GETTING STARTED

1. Place the Super Goal 2! cartridge into your Super Nintendo Entertainment System and turn on the unit.

2. When the title screen appears, press START.

CONTROLLER LAYOUT

[Diagram of a Super Nintendo controller with labels for various buttons: L Button, R Button, X Button, A Button, Select Button, Start Button, Y Button, B Button, Control Pad]
SELECTING YOUR GAME

The Game Select menu will appear on the title screen. You can choose to play one of three options. Press UP or DOWN on the control pad to highlight your choice, then press A to select it.

SUPER CUP

This full-scale tournament is your chance to prove you’re the world’s number 1 team. If you select Super Cup, you’ll be asked whether you want to play a New Game or Continue. In order to continue, you will need a password.

EXHIBITION MODE

If you just want to play one game against a particular opponent this is your chance.

PK MODE

The penalty kick mode, this is your chance to practice those vital 1-on-1 contests between kicker and goalie.
HOW MANY PLAYERS?

After you select your mode, you will be able to decide how many people are playing. Highlight your selection by pressing UP or DOWN on the control pad, then press A to confirm it. Your options vary depending on what mode you selected, but here is a complete list:

1P VS COM
A standard one-player game. You take on the computer.

1-2P VS COM
You and a friend play on the same team, uniting forces against the computer.

1P VS 2P
You get to play against one of your friends.

COM VS COM
If you select this mode you can sit back and watch two computer-controlled teams play against each other. Use this to study different strategies, then apply them to your own game.
CHOOSING A TEAM

When the Select Team screen appears, you’ll be able to compare the skills of different teams, then pick the one you want to play.

On the bottom of the screen is a box listing abbreviations for all the teams. If you are playing a Super Cup, the box will contain the letters A-F, showing which leagues the teams are in. For example, all the teams above A are in the A league.

The teams you can select from are:

GER  MEX  DEN  BEL  ENG  ITA
Germany  Mexico  Denmark  Belgium  England  Italy
ARG  HOL  BRA  FRA  USA  NOR
Argentina  Holland  Brazil  France  USA  Norway
CMR  ESP  URU  SWE  RUS  POR
Cameroon  Spain  Uruguay  Sweden  Russia  Portugal
KOR  JPN  WEL  IRL  GRE  LAT
Korea  Japan  Wales  Ireland  Greece  Latvia

You can select your team by moving the flashing box on top of the team with the control pad, and then pressing A. Player one’s box is labeled with a “1,” player two’s box is labeled with a “2.” If you are playing an exhibition game against the computer, you can select the computer’s team by moving the box labeled “COM.” If you are playing a Super Cup game,
the computer’s team will be selected automatically, according to the Super Cup schedule.

At the top of the Select Team screen you will see information about the team you have highlighted. The team’s abbreviation and flag will appear above a player wearing the team’s uniform.

This screen also contains a bar graph (near the top in the center) that shows the strengths and weaknesses of your team. The longer the red bars are, the stronger a team is in the following areas:

- **AK** Attack How well the team works offensively, including passing and shooting.
- **SP** Speed How fast the team is.
- **DF** Defense How well the team works defensively, including stealing, blocking, and tackling.
- **GK** Goal keeping How good the goalie is.
CUSTOMIZING YOUR GAME

The options screen gives you a chance to customize a game so it’s just the way you want it. Press UP or DOWN on the control pad to move the blue highlight bar onto the option you want to change. Then press LEFT or RIGHT on the control pad to change the option. When you are finished, highlight EXIT and press A.

Not all of the options are available during a Super Cup, but here’s a complete list of options, and what they mean.

**Foul**

If you want the referee to make the call when players commit fouls, highlight ON.

**Back Pass**

This option will allow you to pass backwards as well as forwards, if you set it to ON.

**Offside**

If you set this to ON, the referee will call your players who step offside. For a description of the offside call, see the section Fouls and Offside.

**Home Game**

If this option is turned ON, the home team will get support from the crowd, and maybe even from the ref!
**Over Time**

If you set this to ON, your tie games will continue for extra time. If you turn it OFF, a penalty kick will decide ties.

**Music**

If you leave it ON, music will play during the game. Otherwise you’ll hear sound effects only.

**Stereo**

If your television has stereo speakers, set this to ON.

**Time**

Press LEFT or RIGHT on the control pad to set the number of minutes in one period, from 1 to 45.

**Exit**

Highlight EXIT and press A when you’re finished adjusting your options.
SELECTING A STADIUM AND BALL

In Exhibition mode only, you can select a stadium and ball color. All Super Cup matches are played in Milano Stadium with a white ball. Highlight your stadium with the control pad and press A to select it. Then do the same with your ball. The stadium choices are:

**Milano Stadium**
A grass field with average speed and a “lively” ball play.

**Tokyo Stadium**
A dirt field which deadens shots, increases the likelihood of injuries, and slows down the ball.

**Rainbow Stadium**
A wet, grass field with slow movement and little bounce.

**Snowman Stadium**
A snow-covered field with slow movement and no bounce.
THE COIN TOSS

After you select your teams, the Coin Toss screen will appear. The coin toss determines which team has first possession of the ball (the other team gets the ball in the second half), and which way each team is oriented on the field for the first half.

Press LEFT or RIGHT on the control pad to decide whether you want heads or tails (a coin showing your decision will appear under your team flag). Then press A once to start the coin spinning, and again to stop it. Whoever wins the toss can choose either possession of the ball (the ball flashes), or a direction on the field (an arrow flashes). When your selection is flashing, press A. Remember that at half time, you’ll switch sides.
SELECTING A FORMATION

After the coin toss you can select your formation – where your players will stand on the field. The formations are listed as three numbers. The first number shows how many defensemen (fullbacks) you will use. The second is the number of midfielders, and the third, forwards. For example:

4 - 2 - 4

4 fullbacks    2 midfielders    4 forwards

As you press UP and DOWN to highlight different formations, the diagram of the field on the left will show roughly where the players will stand. Player #1 is always your goalie, and he always plays in the goal. Press A to make your selection, and press X if you want to cancel your selection.

Obviously a formation with many forwards will be stronger offensively, whereas a formation with many fullbacks will be stronger defensively. You’ll have to decide which formations are the best for your team, and which ones work best against particular opponents. The bottom five formations on the list all include a “sweeper,” a single defenseman who stays just in front of the goal to assist the goalie. These
bottom formations are particularly powerful defensively.

After selecting your formation, you will be able to select either an **Automatic** or **Manual** goalie. An automatic goalie (computer controlled) will do a fairly good job all the time. A manual goalie (you control him) is much tougher to use, but you might be able to make that spectacular play that the auto goalie would miss. Press A to make your selection.
SELECTING YOUR PLAYERS

On the Select Member screen you can assign particular players to the formation you just set up. The first 11 players in the roster correspond to the 11 players on the field. If you press UP or DOWN on the control pad, you can highlight a player. When you highlight one of the first 11, the player’s number will flash on the field, so you can easily see his position.

You can see the strengths and weaknesses of a highlighted player at the bottom of the player roster. Each player is rated on a scale of 1 to 15 in five different categories. A 15 is excellent, and a 1 is poor. The five categories are:

- **J** jumping ability
- **K** kicking ability, including shooting strength
- **T** technique: dribbling, stealing, etc.
- **S** speed
- **D** defensive ability, including tackling accuracy

To swap any two players (on the field or on the bench), just highlight the first player and press A. A second highlight bar will appear. Move it over the second player and press A again. The two players will
change places. Note: You cannot change the goalie – the goalie is a special player, and not just anybody can fill his shoes.

When you are finished adjusting your players’ positions, highlight OK and press A.

**ENTERING A PASSWORD**

If you choose to Continue a Super Cup tournament, the Password screen will appear (a password is given after each Super Cup match). Simply highlight the letter or number by moving the box, and press A to enter it. If you make a mistake, you can press X to clear your last entry. When you are finished entering your password highlight the word END and press A.

If the message INVALID PASSWORD flashes, then you did not enter your password correctly (or maybe you made a mistake when you were copying it down). You can try again by pressing A, or you can exit the screen by pressing SELECT.
THE PLAY SCREEN

The top left corner of the play screen displays the score.

The top right corner of the play screen displays the amount of time remaining in the period.

Underneath all the players are their numbers. Once you learn which of your players are particularly strong, you’ll find the numbers useful so that you know who to pass to, or who can best steal an enemy’s ball.

A small 1P flag will appear next to the player that player one is controlling. Similarly, player two’s character will have a 2P flag over his shoulder.

When you are on offense, the word PASS will appear over the selected receiver.
POP-UP MESSAGES DURING PLAY

When something special happens during play, a pop-up message will appear to explain what happened. For example, if the referee calls a foul, a pop-up message will appear showing the player against whom the foul was called. Similarly, if a player scores a goal, a pop-up message will appear, showing the player who scored, and listing how many goals that player has scored this game. Other pop-up messages include: goal kick, throw in, corner kick, and offside.

After the first half and at the end of each game a screen will appear showing statistics for the game. For example, the Half Time screen shows the score and how many corner kicks, off sides calls, and fouls each team had. Press A to clear this screen.

Also at the end of each game a screen will appear, summarizing how many goals were scored by each player on both teams.
PLAYING SUPER GOAL 2!

Offensive Controls

Here are all the moves you can make when you have the ball.

Moving
Press the control pad in any direction to move your player.

Strong shot
Press the B button and simultaneously press the control pad to shoot in any direction. If you press and hold the control pad LEFT or RIGHT while the shot is in the air, you can put “English” on the shot to make it curve.

Short shot or pass
Press the A button and simultaneously press the control pad to make a short, lofty, shot or pass in any direction.

Pass
Press the Y button to pass directly to the receiver (marked with the PASS flag).

Long kick
Press the X button to kick the ball long and hard. Pressing LEFT or RIGHT on the control pad while the ball is in flight will curve the ball.

Select a receiver
Press the L or R button to select a different player as a pass receiver.
Defensive Controls

Moving  Press the control pad in any direction to move your active player (marked with the 1P or 2P flag).

Sliding tackle  Press the A button while running towards the player who has the ball.

Short tackle  Press the B button while running towards the player who has the ball. This tackle is the least likely to result in a foul being called, but it is also the least effective.

Shoulder tackle  Press the X button while running towards the player who has the ball.

Foul tackle  Press the Y button while running towards the player who has the ball. This tackle is both the most effective and the most likely to result in a foul being called.

Defensive Moves for a Loose Ball

Header  Press the A or B button while you are very near the loose ball. Your player will jump or dive if necessary.

Head lob  Press the X or Y button while you are very near the loose ball. Your player will jump or dive if necessary.

Bicycle kick  Press the A or B button while you are near, but not very near, the loose ball.
Your player will make a spectacular bicycle kick.

**Bicycle lob** Press the X or Y button while you are near, but not very near, the loose ball.

**Controlling the Goalie**
If you selected a **Manual** goalie on your options menu, you will have complete control over your goalie during the game. The goalie will move LEFT or RIGHT as you press LEFT or RIGHT on the control pad. The goalie will move even when you’re moving another player, so be careful! When the opposing team makes a shot, you’ll gain total control of the goalie. Press A or B for a quick jump or dive; X or Y for a slower jump or dive. See the section on **Penalty Kicks** for more details.

**Throw-ins**
When the opposing team knocks the ball over the touchline (side lines), your team is awarded a throw-in. Press a direction on the control pad to aim your throw, then press X, Y, A, or B to throw.

**Corner kicks**
When the opposing team sends the ball over their own endline, your team is awarded a corner kick. Four dots will appear in front of the player making the kick to help you aim. Press LEFT
or RIGHT on the control pad to aim, then press X, Y, A, or B to kick.

**Pausing**

You can pause the game at any point during game play by pressing START. Press START again to resume play.

**Instant Replays**

When the game is paused (press START), you can see an instant replay of the last several seconds of play by pressing SELECT. A set of VCR-type controls will appear in the upper right hand corner of the screen. Press these buttons to work the controls.

- **Fast rewind**  Press the L button on top of the controller.
- **Slow rewind**  Press the Y button.
- **Play**  Press the A button.
- **Slow motion**  Press the X button.
- **Fast forward**  Press the R button on top of the controller.
- **Pause**  Press the B button.
- **Return to game**  Press the SELECT button.
FOULS

A foul may be called if a player makes a sliding tackle or shoulder tackle from behind another player while the referee is on the screen.

Yellow card  A warning. A player who receives a yellow card will be ejected from the game for his next foul.

Red card  An ejection. For a serious foul, a player is ejected immediately. The offending player cannot be replaced with a substitute.
**PENALTY KICKS**

If a defending team’s player commits a foul within the Penalty Area in front of the goal (the large box around the Goal Box), a Penalty Kick is awarded to the offensive team.

To shoot a penalty kick, simultaneously press the B button and a direction on the control pad. The direction will determine the height of the ball, and whether the ball is aimed at the right corner, center, or left corner of the goal.

To control the goalie, press A or B and a direction on the control pad for a quick jump. Press X or Y and a direction on the control pad for a slow jump.

**INJURIES**

If a player is injured, the Player Select screen will appear so that you can make a substitution. You can choose from any of the players on the bench.
THE SUPER CUP – FIRST ROUND RESULTS

The First Round Results screen appears before every Super Cup game to show you how your team is doing compared to other teams in your group. You will play each team in your group once, for a total of three games. Then the teams in your group are ranked according to their total points for the round. Wins earn two points, and draws earn one point. The top 16 teams worldwide advance to the tournament stage of the Super Cup.

The top right corner of the First Round Results screen shows what group you’re in, and the box (lower left) shows the abbreviations and flags for all the teams in that group. Each team’s wins and losses are recorded in that box. Press A to clear the First Round Results screen.
THE SUPER CUP – PLAYOFFS

If you score enough points (explained above) during the first round competition against the other teams in your group, you will be selected as one of 16 teams to participate in the Super Cup Playoffs. A series of elimination rounds (Eighth Finals, Quarter Finals, Semifinals and Final) will eliminate the competition until only one team makes it to the top – the Super Cup World Champions.
A FEW FACTS ABOUT SOCCER

A full length-soccer game consists of two halves. Each half is 45 minutes. If the game is a tie, it goes into overtime for two more halves of 15 minutes each. If neither team scores during overtime, the game is decided by penalty kicks. Each team shoots five times, and the team with the most successful shots wins.

A soccer field is rectangular. Its sides are called touchlines, and its ends are called endlines. In the center is a center line. At the start of each half, and after each goal, the ball is put into play from the center line.

In front of each goal is a goal box. If the offensive team sends a shot over the opponent's endline, the goalie must put the ball back into play with a goal kick. He can make the goal kick from anywhere within the goal box.

Around the goal box is a penalty box. The goalie is allowed to use his hands only within the penalty box – if he steps outside he has to use his feet like any other player. If a defender commits a major foul within the penalty box, the offensive team gets a penalty kick. Penalty kicks score about 80% of the time – so it's really important not to foul somebody within the penalty box.

The offside rule is an option in Super Goal! 2, but it's important in real soccer. In case you're planning on
using it, here’s an explanation:

A player is offside when he is closer to the opponent’s goal line than the ball when the ball is in play.

And here are the exceptions:

1. A player can’t be offside while he’s on his own half of the field.

2. If an opponent was the last one to touch the ball, the player is not offside.

3. If the player was the last one to touch the ball, he’s not offside.

4. If there are two or more opponents between the player and the opponent’s goal line (including the goalkeeper), the player isn’t offside.

5. If the player got the ball from a corner-kick, goal-kick, or throw in, he’s not offside.
GAME TIPS – THE JALECO HOTLINE

If there’s something you don’t understand about your new Jaleco game, or if you’re having problems with your cartridge, or if you’re just plain stuck, you’re welcome to call the Jaleco Hotline between the hours of 9:00 AM and 5:00 PM (Central Standard Time, Monday through Friday). One of our sometimes sanguine, if generally jaded, game counselors will be happy to give you tips or help you out with any problems you’re having. Here’s the number to call:

708-215-2359

Note: Normal telephone charges apply when you call the hotline number. It’s not a toll-free number, so you kids should get your parent’s or guardian’s permission before calling.

CREDITS

Game Design
Mr. Aoki

Product Management
H. Nunokawa

Manual
Michael Hardt

International coordination
Oliver Tang and Masao Ohata

Laocoon to this Project
Michael Hardt

Quality assurance
Jason Kilshaw

Packaging
Beeline Group
LIMITED WARRANTY

Jaleco USA, Inc. warrants to the original purchaser of this Jaleco software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Jaleco software program is sold “as is,” without express or implied warranty of any kind, and Jaleco is not liable for any losses or damages of any kind resulting from use of this program. Jaleco agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Jaleco software product, postage paid, with proof of date of purchase, at its Factory Service Center.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Jaleco software product has arisen through abuse, unreasonable use, mistreatment, or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE JALECO. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL JALECO BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE, OR MALFUNCTION OF THIS JALECO SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

JALECO USA, INC. 685 Chaddick Drive, Wheeling, IL 60090. (708) 215-2359