

ACTUA CLUB EDITION INSTALLATION INSTRUCTIONS

INSTALLING ACTUA SOCCER CLUB EDITION FROM WINDOWS® 95

1. Insert the CD-ROM into the CD-ROM drive, picture side facing upwards.
2. The installation program will automatically load. If the installation program does not load straight away, double click on the My Computer icon, locate the CD-ROM and double click on the CD icon, the installation program will now start.
3. Follow all the on screen instructions, click on the NEXT button at the bottom of the window, to proceed onto the next stage of the installation.
4. At this point you must select which type of Install you require. Click on the button next to either Minimum, Medium or Maximum. Click on NEXT to continue installation.
5. When instructed you will need to select a drive to install the program onto. If you wish to change the destination drive and directory for your installation, firstly click on the BROWSE button, then locate the correct drive to install the game to, for example d:\Actua Soccer Club Edition. Click on NEXT, when you have located your preferred destination.
6. The game will now install onto the chosen destination drive. Follow the on-screen instructions until the installation has completed the operation.

Once the main installation is complete, you should ensure that the following items are installed correctly within your system:

Windows® 95: A dialogue box will be displayed, informing you that DirectX™ will need to be installed. If you already have DirectX™ installed you will not need to re-install it, unless the version you have is older than v3.0.

RUNNING PROGRAMS FROM WINDOWS® 95 & NT 4

To run the game select the Actua Soccer Club Edition program from the START/PROGRAMS/GREMLIN INTERACTIVE menu, or click on the icon called Club Soccer which can be found in the directory that you specified when installing the game. As this runs the game from within Windows® 95 & NT 4, it's a good idea to have as few applications running as possible.

An activity menu will be displayed whenever the game CD-ROM is inserted again, from this you can Run the Game, Re-Install, Un-Install or Quit. You can also un-install Actua Soccer Club Edition, by accessing the Add/Remove Programs option from the Control Panel directory, then click on the game program from the list, clicking on the Add/Remove button.

NETWORK GAMES INSTALLING AND RUNNING

If you only have one copy of Actua Soccer Club Edition , it is possible to play a Multiplayer game. You must install the game on the HOST machine, then perform a maximum installation on the other machine(s), returning the CD-ROM into the HOST'S CD drive before commencing play. Commentary will not be available on the REMOTE players machines. If each player has a copy of Actua Soccer Club Edition , all participating player's must have the game installed on their machines, as either a minimum, medium or maximum installation, commentary will be available to all players using this method .

CONFIGURATION OF MOUSE, SOUND & NETWORK DEVICES

You must configure your Mouse Sensitivity, Sound, Modem and Network devices from within Windows® 95 for them to be operational when playing. To configure these items, locate the relevant icons in your Control Panels folder on your Hard Drive, Set up the devices within these dialogue boxes, following any on screen instructions carefully.

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Please see the README.TXT file supplied on the CD-ROM for any changes not contained in this manual.

Menu Screen Controls

To select items from the Menu screens use the Mouse pointer to highlight options. Press the left mouse button to select where necessary. Some options on the menu screens will take you onto other screens or the menu bar will change to reveal another option; continue to press the left mouse button to toggle forwards or the right mouse button to toggle backwards through all the available options on the menu bar. To return to the previous menu screen or Quit the game, press the ESC key.

MAIN MENU

From the Main Menu you can select your Game Type, Load a previously saved game and start the selected Game Type match.



1 GAME TYPE

Click on the Game Type menu bar to select your preferred Game Type, continue to click on this button to toggle through all the available Game Types. See Game Types in this manual for more information.

2 PLAYER NUMBERS

Click on this to select the number of players that will take part. In a League Competition 16 Players can be selected, up to 4 players can take part in a Friendly Game, when a Practice Match or Practice Penalties have been chosen 2 Players can play and up to 10 players can be selected to play a Network game.

3 LOAD GAME

This button allows you to load a previously saved game, see [Saving and Loading a Game](#) in this manual.

4 CONTINUE

Once you've selected your Game Type click on the Continue button to select the teams before you start the match.

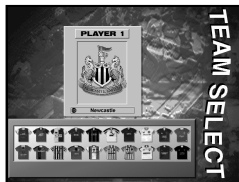
GAME TYPES

Select your Game Type by clicking on the Game Type button 1 to toggle through all the available options.

League Competition

This is the real thing, you versus the rest of the teams in the Premiership. Select this option from the Main Menu and click on the CONTINUE button to start the season. You'll then be taken to the Team Select screen, from this screen you can select which team you're going to play.

To choose a team highlight and select a Team Shirt, then click on the Team menu bar in the centre of the screen when your happy with your choice; repeat depending on the number of players. You can have up to 16 Human players, but you must remember that only One Human player can play a team at any one time. Once the last team has been selected, you will automatically enter the League Table screen.



On the League Table screen you will see the League Table, this displays your position within the league so far and the Fixture List, this determines automatically who you are going to play your matches against for all 38 weeks. To view CPU matches, click on the required match on the Fixture List, a football will appear. To view the previous scorers stats of each team and how the team has performed over the last 3 seasons, choose the desired team from the League Table and select it, to return to the League Table screen click on any

COUNTRY	F	P	A	S	T	M
BLACKBURN	1	0	0	0	0	2
BIRMINGHAM	1	0	0	0	0	1
EVERTON	1	0	0	0	0	1
ACTON VILLA	1	0	0	0	0	1
LEDS UTD	1	0	0	0	2	1
LEICESTER	1	0	0	0	2	1
NUFC	1	0	0	0	0	1
LIVERPOOL	1	0	1	0	0	0
NEWCASTLE	1	0	1	0	0	0
NOTTM FOREST	1	0	0	1	2	0
QPR	1	0	0	0	0	0
RISHLAN	1	0	0	1	1	2
SHEFF WED	1	0	0	1	1	2
SUNDERLAND	1	0	0	1	1	2
WOLVES	1	0	0	0	0	0
MIDSWANDRO	0	0	0	0	0	0
SHALGERS	0	0	0	0	0	0
SOUTHAMPTON	0	0	0	0	0	0
MAN UTD	0	0	0	0	0	0
WARRINGTON	0	0	0	0	0	0
WEST HAM	0	0	0	1	0	1
DERBY CO.	1	0	1	0	0	0

mouse button. Before continuing onto the Next Match screen, setup your Control method, game environment and sound, see Environment for more information.

Click on the NEXT MATCH button to go to the Next Match screen. On this screen you'll see the options, PLAYER No. button, Control Method button (select this to toggle through to the desired method of control), then Team Line-Ups and the Start Match button these are fully explained later in this manual, look them up to change the settings. Once you've selected your settings click on the Start Match button to go in to a match, after every match you'll be taken back to the League Table screen to see the results of the other matches.



Friendly Game

Select this from the Game Types icon on the Main Menu and then click on the CONTINUE button to play a Friendly Game. This will take you to the Team Select screen, to select a team click on a Team Shirt, repeat depending on the number of players. Player 1's choice always defaults on the left and Player 2/Computer on the right. However, if you select more than one player by clicking on the PLAYERS button, for example 3 Players, Players 1 and 3 will play together against Player 2. This can be changed using the PLAYER(S) button in the middle of the team choices. Highlight and select the ENVIRONMENT button to change your game setup, see Environment section for more information.

Once you've selected your settings and teams click on the CONTINUE button to proceed onto the Next Match screen. On this screen you'll see the options PLAYER No. button, Control Method button, then Team Line-Ups and Start Match these are fully explained later in this manual, look them up to fine tune the settings. Once you've selected your settings click on Start Match button to go in to match.



Practice Match

Is a good way to practice your passing, throw-ins, corners and shooting without the opposition being on the pitch, well only their goalkeeper. You can play as all the players or as a single player and even with a friend to practice those moves - See Player Setup, Team Line-Ups and Environment when setting up a Practice Match. You only get to play one half in this game mode so you may want to change the Match Length, click on the PLAYER No. button on the Next Match screen to take full advantage.

Practice Penalties

This is a great mode to practice at not doing a Chris Waddle, you can play against the Computer or another Human player. When you're not whacking the ball into the back of the net, you'll be controlling the goalkeeper.

Network Game

Before you start a Network Game, ensure that you have initialised all the network drivers on your machine, if your drivers are not running this option will not be available from the Game Types on the Main Menu. Up to 10 players can play in one game but only one player per machine.

When the network drivers are running select Network Game from the Game Type button on the Main Menu, then highlight the MATCH NUMBER:X button, click on this to toggle through to select the required Match number. If another game is already running on that Match Number the computer will prompt you to select another, every player wanting to play in the same game must select the same Match Number from the MATCH NUMBER:X button on the Main Menu screen. Once selected all the players should click on the CONTINUE button. This will take you into the Team Select screen, select the teams you want from this screen. However, once one player has selected a team from the menu you cannot change the two teams selected, so you should sort out the teams beforehand.

On the Network game screen each network player selects which side they are on and which player they are going to play by clicking on a players name, once someone has selected a footballer the other network player(s) will not be able to select the same footballer to play. Only two players can select Autoplayer per team.



You can also set-up your controls from this screen by accessing Control Set-Up on the Environment screen. See Environment, Control Set-Up for more information on how to set-up your controls.

The network information box will tell you the number of network players and the number of players still left to choose. Once you've selected a Player or Autoplayer click on the CONTINUE button. Once you've clicked on CONTINUE you cannot make any changes, you simply wait for all the other players to select and click on CONTINUE to start the game.

ENVIRONMENT

This menu allows you to change the game environment and the sound settings:

Control Set-Up

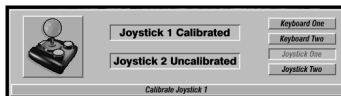
This menu option allows you to set-up your control method, redefine the keyboard setup and calibrate your joystick(s).

Redefine Keyboard

This option allows you to redefine the keys used in the game. To change the keyboard settings click on the Keyboard One button, then click on the Redefine Keyboard One button, keyboard one is now ready to be redefined, press the keys you want to use. The computer will not change the key if you have selected a key that is already being used. For two players on the same keyboard highlight and click on the Keyboard Two button, Keyboard Two will now appear in the Redefine menu bar, use the same method to define as described above.

Joysticks One and Two

Before you select this option ensure that your Joystick(s) are connected properly. Select the Joystick One button and click on the Calibrate Joystick One button, then follow the on screen instructions. If you have two joysticks connected select the Joystick Two button and follow the on screen instructions. To use the Joystick after it has been calibrated ensure that you have selected it on the Next match screen for the required user.



Game Settings

To change an option under Game Settings highlight the option you want to change with the mouse pointer and click on the left or right mouse button, to toggle forwards or backwards through all the available options. The following options are available:

Resolution	High	Screen Size	100%
Camera Type	Wire	Video Wall	On
Pitch Detail	Medium	Line Detail	High
Player Detail	High	Sky	Off
Wind Strength	Off	Wind Direction	None
Player Names	On	Mini Radar	Off

Resolution - Low or High, this option effects the resolution the game is played in.

Camera Type - This selects the camera viewpoint from which you'll be playing the match. The following is a break down on each of the camera's available:

Far Camera - View the match from the distance of the stand. Press 1 while you're in the match to change to this viewpoint.

Wire Camera - This camera will follow the ball closely and you can adjust the height of the camera by using the Up and Down arrow keys on the numeric keypad. Use the Left and Right arrow keys on the numeric keypad to zoom in and out. Press 5 on the numeric keypad to set the view back to default. Press 2 while you're in the match to select Wire.

Isometric (Iso) Camera - To view the game from the now classical isometric viewpoint. Press 3 while you're in the match to select Isometric Camera.

Plan Camera - This view gives you an over-head view. Use the up and down arrow keys on the numeric keypad to zoom in and out. Press 4 while you're in the match to select Plan View.

Goal-line (G.Line) Camera - To view the game from your goal-line, use up and down on the numeric keypad to adjust the height of the camera and left and right to zoom in and out. Press 5 while you're in the match to select Goal-line.

Ref Camera - (Available only in Replays) To view the match from the Ref's point of view. Press 7 while you're in the replay to select Ref Camera.

Manual (Man) Camera - (Available only in Replays) To select the manual camera. Once started the replay use the mouse to select a view point. You can also use the up and down keys to change the view. Press the left mouse to zoom in and the right mouse button to zoom out. Press 8 while you're in the replay to select Manual Camera.

Player Camera - (Available only in Replays) This camera which gives you the view point of any of your players, you can almost feel the ball at your feet. Press 6 while you're in the replay to select the Player Camera. To change from player to player use the 8 and 2 keys on numeric keypad.

Pitch Detail (only in Low resolution) - This adjusts the amount of detail the pitch is displayed in.

Player Detail - This adjusts the amount of detail the players are displayed in.

Wind Strength - Adjust the strength of the wind with this option, if the Wind Strength is set to Off, the Wind Direction will automatically be set to None.

Player Names - This option turns the Player Names On or Off in game.

Screen Size - This adjusts the size of the in match-screen.

Video Wall - This turns the Video Wall at each ground On or Off.

Line Detail - This option effects the amount of detail the lines on the pitch are displayed at.

Sky - This option turns the Sky On or Off.

Wind Direction - The Wind Strength option must be On to use this option.

Mini Radar - This option turns the pitch radar On or Off.

Sound Settings

To increase or decrease the volume settings, highlight the option required and press the right mouse button to increase in 1 point increments, or the left mouse button to decrease the volume by 1 point increments.



Crowd Volume - This affects the volume of the Crowd.

Commentary Volume - This allows you to turn the Commentator volume up, down or even off.

Master Volume - This affects the overall volume.

Sound Effects - This adjust the volume of the Sound effects in-game.

Music Volume - This affects the music volume when you are using the menu screens.

Audio State - This turns all the audio completely On or Off.

Once you've selected all the options you want click on the CONTINUE button to return to the previous screen.



PLAYER/MATCH SETUP

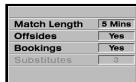
Player Setup

To access the Player/Match Setup screen click on the PLAYER No. button next to the control method on the Next Match screen.

The Player Setup option allows you to play as an individual Player within a team or to play as all the team using Autoplayer. Autoplayer



automatically selects the nearest player to the ball for you. To play the whole game as just one of the players click on his name and you'll be that player for the match, word of warning though - if you get sent off you'll have to watch the rest of the match from the bench. The only player you can't select to be is the goalkeeper.



Match Setup

The Match settings section on this screen allows you to change the Match Settings and the referee (Friendly Game only).

Because of the nature of the League Competition some of the options will be available and some only apply to Friendly games.

Match Length - Highlight and click on this option to change the 'real time' match clock, for example if it's set to 10 Mins, each half of the match will last 5 Mins.

Offside - The very word Offside says it all, select to turn them On or Off.

Bookings - Turn this option off and the referee will not get to use his red and yellow cards.

Substitutes - This option allows you to select how many substitutes you have in a Friendly Game, go for None or up to Five. In a League Competition this option is not selectable but you still have substitutes of course. You can nominate 5 substitutes but you can only play three of the five.



Selecting a Referee (Friendly Game Only)

To select a referee move the mouse pointer over the arrows pointing left and right and click on a mouse button to select. The referee's name and his rating will be displayed. The higher the rating for Vision and Discipline the stricter the referee will be, so if both ratings are 99 it means he's very strict and you can count on a few bookings if you play dirty.

TEAM LINE-UPS

Select this option to set-up your team, change the formation and view each players statistics. You can view your opponents team but you can't edit or change their Team Line-Up or Formation.

To change the position of any of the players click on the player you want to move with the left mouse button keeping it pressed down, and drag it over the player you want him to swap with, both players will now swap places. Remember, that you can't select a player who's been banned or injured, these Player(s) will be "greyed" out in your players list. The stats of each player should help you decide which players to play and which not to.



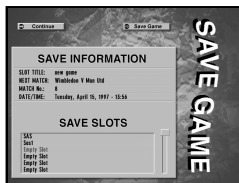
To change the teams formation click on the formation button underneath the pitch diagram, until the desired formation has been selected.

Click on the CONTINUE button to return to the Next Match screen.

SAVING AND LOADING

Saving A Game (League Competition Only)

One CPU match or Human match must have been played to save, click on the Save button when you are on the League Table screen. Highlight the Slot Title text and click on a mouse button, now enter the name of the save and press return to confirm. Notice that the Next Match, Match No. and Date/Time information is displayed below the Slot Title, this should help you in identifying your saves. Once you've entered the Slot Title highlight a slot in the Save Slot box and then click on the Save Game button. Your game will now be saved to the slot. You can overwrite existing saves, the computer will ask to confirm the overwrite.



Loading A Game (League Competition Only)

To load a game select the Load Game icon from the Main Menu. Then select a game from the Load Slots and then click on the Load button to load the game. The Load information box will help you identify which save you want.

Keys Used In Game

F1 - Activates In Match Menu

- F1 - In Match Menu Options/Replay
- F2 - In Match Menu Options/Substitution
- F3 - In Match Menu Options/Formation
- F4 - In Match Menu Options/Cancel

F5 - Change Pitch detail (only in Low Resolution)

F6 - Change Line detail

F7 - Turn Sky On/Off

F8 - Change Player detail

F9 - Turn Video Wall On/Off

F10 - Change Screen Resolution

+ (plus) - To Increase Screen Size

- (minus) - To Decrease Screen Size

ESC - Aborts Game/League/Options Menu

Tab Key - Pitch Radar On/Off

BackSpace - Quit player animations

Pause - Pause Game/Play Game

Ctrl+F1 - Calibrate Joystick connected to Port 1

Ctrl+F2 - Calibrate Joystick connected to Port 2

1 - Far Camera

2 - Wire Camera

3 - Iso. Camera

4 - Plan Camera

5 - Goal-Line Camera

6 - Player Camera (Replay Only)

7 - Referee Camera (Replay Only)

8 + Numeric Keypad Cursors - Manual Camera (Replay Only)

9 - Bring up In-Match Statistics menu. Press any key to clear.

0 - (normal zero) Toggle player selection mode (Manual/Auto)

Passing and Shooting Techniques

There are many different ways a player can pass and hit the ball: listed below are some of the moves and combinations.

Key: Dir = direction determined by Joystick/Keyboard movement.
B1= shoot button/key one on Joystick/Keyboard.
B2= pass button/key two on Joystick/Keyboard.

Normal pass - Dir+B2

Normal shot - Dir+B1, you can also use aftertouch on this type of shot by moving the direction of the player before B1 is released.

First Time Touch - When a ball is passed to a player the highlight around his feet is a star, this is when you can make the first time touches. Hold in B1 and keep the joystick centred and then release the button and the player will shoot at the goal.

Disguised pass - B1+B2 & Dir, hold down both buttons then select a direction and the release B1. This will look like a dummy pass but it will be passed to a team mate who must then shoot or punt the ball.

Chip Shot - B1+B2, hold both buttons down, then release B1 to chip the ball forward. The power of the chip is determined by the duration the button is held in before it's released.

Dummy pass - B2+Dir, hold B2 and select a direction and release B2 to pass to a team mate. Your player must be standing still to make this pass.

High pass - B1+B2, hold both buttons then release B2 to make a high pass to a team-mates head.

Power pass - B2, kick forward along the ground. The power of the shot is determined by the duration the button is held in before it's released. Use Dir on the Joystick to select the direction of the shot if you wish.

Power Shot - B1, Your player must be standing still to make this shot.

You can also use the following button combinations:

B2 (When opponent has the ball) - Speed Burst, press the button rapidly.

B2 (When opponent has the ball and is very close) - To steal the ball.

B2+B1 (When opponent has the ball and is not close) - To force Player re-selection.

Use Practice Match to put your combinations and set pieces together.

KICK OFF

With all your options selected, it's time to leave the dressing room and head for the pitch, the following information is vital.

Player Highlights

The currently selected player in the match will be highlighted, the following gives you a break down of each highlight and their meanings.

Triangle - Player has possession of ball. When this flashes he is within shooting range.

Star - (Flashing) Player is in a good position to perform a first time touch.

Pressing B1 at anytime the star is flashing will cause your man to automatically run onto the ball and first time it. The star highlight will remain solid whilst the computer quickly manoeuvres your player into position and takes the first time touch. Once you've mastered this skill your players will perform headers, diving-headers, volleys and reverse kicks on a regular basis. Press B2 to trap and control the ball.

Circle - Current controlled player (not in possession).

Square - Player in position to square or cross the ball.

When the square highlight appears your player is in a position to square or cross the ball into the box. Simply keep running down the wing and press B2 (no need to aim) and your player will attempt to chip the ball into the box. If one of your team-mates is in the direction that the winger is facing he will attempt to play the ball to that player rather than cross the ball.

In a multi-player game each players highlight will be a different colour to help you distinguish who is who.

BALL OUT OF PLAY

Goal kicks

If the ball has been shot wide of the goal by an opposition player and it didn't touch any of your players then it's a goal kick. Use the Joystick/Keyboard keys to position the keeper and use any of the moves listed in Passing and Shooting. If you pull back on the joystick you'll notice your player steps back, the further back you move the more power the player puts into the kick. Press B1 to kick, the longer the button is held down the higher the kick.

Throw ins

All throw-ins are taken from the touch line and the player taking the throw is automatically selected. For a direct throw-in to a team-mate use Dir+ B2; use Dir+ B1 to throw the ball in the selected direction to no particular player. If you combine any of these throw-in moves with a pull back on the joystick/keyboard you'll get a high or long throw-in depending on the situation.

Free Kicks

Given after a dirty foul or other infringements. The player is automatically selected and you can use any of the moves listed in Passing and Shooting. Press B1 to kick, the longer the button is held down the higher the kick.

Corners

The player is automatically selected to take a corner, which is taken from the quarter circle round the corner flag. Use any of the moves listed in Passing and Shooting. If you pull back on the Joystick you'll notice your player steps back, the further back you move the more power the player puts into the kick. Press B1 to kick, the longer the button is held down the higher the kick.

Penalties

A player on your team is automatically selected. Use Dir+ B1 for a normal shot allowing after-touch or just use B1 for a power shot at the goal. The trajectory line should help you get it on target. Press B1 to kick, the longer the button is held down the higher the kick. Don't forget that you control the goalie for penalties if it's against you.

Bookings

If the referee witnesses a dirty tackle, it's more than likely that the offending player will get a yellow card; play will stop while the referee takes the players name and shows him the card. If the tackle is very dirty or the player is a repeat offender he'll be shown the red card and sent off. Players who have been sent off, cannot be replaced by a substitution.

In-match menu functions (Not Available in a Network Game)

Press F1 to access the in-match function menu. This menu screen allows you to watch a replay, substitute a player and change the formation of your team.

Replay: The replay function automatically records the last 15 seconds of the action, so if you've just scored a cracking goal you can watch it again and again. Select the Replay function and press F2 to watch the replay, press F2 again to slow down and speed up the replay. You can also change the camera angle you view the replay from by pressing 1 to 8 on the keyboard, see Keys. Press F3 to pause the replay at any point. Press F5 (when you've finished basking in the radius of your own excellence) to return to the match.



Substitution: To substitute a player press F2 while the in-match function menu is displayed. This will display the Substitution menu. Press F1 to toggle through your players to select who you want to take off. Now press F4 to select which player you want to bring on. Then select F2 to confirm the substitution or press F3 to cancel. You will have to wait for a dead ball situation before your substitute can be brought on, a small football shirt with the letter S on it will appear by your team name if you are waiting to bring a sub on. As soon as a dead ball situation occurs your player will be substituted. If you are only controlling one player in the team, and you substitute that player, his replacement will come on and you will then control him.



Formation: This option allows you to change the team's formation. Press F1 to toggle through all the available formations and then press F2 to select or F3 to cancel. If 4 players are playing, each player has their own F-key to access the in-match functions menu, player 2 uses F2, 3 uses F3 and 4 uses F4.



CREDITS

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ANY PROBLEMS?

If you have problems loading Actua Soccer Club Edition, then return it to your retailer, or to Gremlin Interactive Limited at the address on the packaging.

Before you call the Helpline you should have the following information available for our operators, contact your supplier if you don't know this information: What type of computer you have (e.g. 486DX2 66hz), how much memory (RAM) you have fitted. How much memory you have available, you can find this out by typing MEM at the Prompt (C: >), write down everything on screen. You also need to know the contents of the following two files CONFIG.SYS and AUTOEXEC.BAT, to view these files go to the Prompt (C: >) and type in the following TYPE [then one of the file names] this will display the file content. Write down all the information on both files. When you have all this information then call the Gremlin Interactive Limited Helpline, which is available between the hours of 9.45am and 5.00pm U.K. time Monday to Friday, on 0114 2799020. You can E-Mail us on help@gremlin.co.uk

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