

SPEEDBALL™

2

**BRUTAL
DELUXE**

COACHING MANUAL

Issued by the
Speedball Players Association
2100 Edition



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LOADING

AMIGA

Insert your disk into the drive and turn on the computer. The game will then autoboot.

ATARI ST

Insert your disk into the drive and turn on the computer. The game will then autoboot.

THE BACKGROUND



During the past two years, Speedball has undergone a transformation. Teams have been reorganized and returned, new stadiums have been built, and the league has split into two divisions. The most important changes have occurred on the pitch: it's now 100% bigger, and includes a host of new features. Speedball 2 is a different ball game.



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GETTING STARTED



After the game has loaded that is the first screen you see.
Move the joystick up or down, and press fire to make your selection.

1 PLAYER GAME

Takes you to the SELECT MATCH screen.

2 PLAYER GAME

Takes you straight into a game between two teams of equal abilities, either as a solo match, or the best of three, or the best of five. Plug joystick 1 (Blue team) into Port 1, plug joystick 2 (Red team) into the mouse port. The teams swap ends at half-time. See PLAYING A MATCH.

DEMO GAME

If you don't make any selections, the game enters demo mode automatically after a short time.
Press ESC to exit the demo.

REPLAY GOALS

Use this to replay your saved goals.

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SELECT MATCH



In single player mode you control the blue team. There are five basic game types:

KNOCKOUT

That's how you use a match against the computer, via the gym (see THE GYM). If you want to stop training, just press the ESC key on the gym screen to go directly to the action. In a knockout game you face a series of ever-tougher teams and continue playing until you lose (see PLAYING A MATCH) - it's a way of familiarising yourself with the action without having to take part in a league or cup competition. You cannot load or save a knockout game.

LEAGUE

In both League and Cup you control Bristol Deluxe - one of the blue-fenced sides in Division 2. Each season lasts for 14 weeks: if you finish in first place you are promoted; if you finish second you enter a playoff against the team second from bottom in the First Division. Finish bottom and the shavers will haunt you for the rest of your career! 10 points are awarded for a win and 5 points for a draw, plus 1 for every 20 you score; point difference is significant if you tie on points with another team. See MANAGEMENT.

CUP

This is a knockout tournament which consists of 4 rounds. In each round you play one match over 3 legs. If you draw you play a decider. One player only.

PRACTICE

This is like an unmet game - except that there's no opposition. It's just you, the ball,



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and as much time as you need to perfect those trick shots and passes

Cup and League Sub Menu

New Game	Starts a new game
Team Game	A new game where you play as the team manager and the computer controls the team on the pitch
Load Game	Load a previously saved game

MANAGEMENT



- ⊙ Player attribute panel
- ⊙ Keyboard
- ⊙ The squad

The management side of *Speedball 2* allows you to strengthen your squad of 12 (nine team members and three subs) by buying and selling players and improving their vital attributes. At the start of the game you have a number of credits in the bank. The screen (MANAGER) allows you to select the gym or transfer screens examine the attributes of Bristol Deluxe and their opponents, and make substitutions. To activate a key, highlight it and press fire. The players' positions are indicated by letters next to their portraits.



Play game

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Both teams' relative attributes in the next match. By gauging their strengths you can train your players accordingly.



Match assumes 'Will not be operational until match has been played'.



Go to the GYM



Go to the TRANSFER screen (only if there are players on the market)



Cycle through players



Cycle through players



(League) View League table



(Cup) View fixtures



Save game - ensure you have a blank disk available



Substitute a player (see 'Changing team position' below)

CHANGING TEAM POSITION

To do this, firstly select the player you wish to move by highlighting him and pressing fire. Use the "Cycle" keys to select the player you wish to swap positions with and use the SUB key to make the substitution.

THE GYM



- Attributes panel (Individual, Group or Team)
- Keyboard
- Attribute buttons
- Training panel



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The gym screen allows you to improve your squad's attributes. These can be temporarily supplemented on the field with pieces of armour or tokens, but any work you do in the gym is permanent.

You can enhance just one attribute for an individual player, or improve all the attributes for the whole team, or everything in between. In order to train the squad, first select who you want to train using the keyboard. Individual players, Groups of players (Defence, Midfield, Attack, Subs) or the whole Team, see GYM KEYBOARD below. If you want to improve all eight attributes (see ATTRIBUTES box below) select the ALL key. If you want to improve specific areas (such as aggression or power) move the joystick right until you reach the Attribute buttons. Highlight the attribute you want to improve and press fire (this illuminates the corresponding area on the training panel). Finally, select BUY on the keyboard or press attribute button again and the cost is automatically deducted.

THE COST

ACR -	5	ATT -	10
DEF -	10	SPD -	15
THL -	10	POW -	10
SCA -	15	INT -	15

GYM KEYBOARD

The FIX (future) key is the same as for the MANAGER screen. The other keys have the following functions:



Train Individual players



Train Group



Train Team



Return to MANAGER screen.
If you're playing an INSTANT game, ESC takes you into the match.



Cycle through individual players/groups



Cycle through individual players/groups



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Increase *All* attributes by
10 units



Buy individual attributes

ATTRIBUTES

A player's attributes determine his/her individual strengths during a match. For example, you might think speed is essential to attackers and attack capabilities vital to defenses. The Attribute buttons allow you to customize your team according to your needs.



AGR - AGGRESSION. Defines whether player will attack or avoid opponent in his area. Aggressive players go off and fight their opponents rather than actually playing the game.



ATT - ATTACK. This determines how successful you are when trying to take the ball from an opponent.



DEF - DEFENCE. The stronger this is, the harder it is for someone to take the ball from you.



SPD - SPEED. Determines your speed, slide and jumping distance.



THR - THROWING. Players who can throw farther are a great asset!



POW - POWER. A player with more power tackles harder and injures his opponent more severely.



STA - STAMINA. This is a defence against POWER. A player with high stamina will be injured less severely when tackled.



INT - INTELLIGENCE. Controls prediction of player position or ball, reaction time, and how far the player can look around him. A smart squad has quicker reactions and moves into intelligent attacking positions more frequently.



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THE TRANSFER SCREEN



- ① Star Players panel
- ② Keyboard
- ③ The squad

The transfer screen allows you to purchase any of the Star Players available in exchange for a member of your own team and a cash fee. Star Players are characterized by their great strength in all departments and can have higher attributes than normal team members.

To buy a Star Player, move the up-and-down cursor arrows until the player you wish to purchase appears in the Star Player panel. Move the joystick right until you highlight the player you wish to transfer from your own squad, and press fire. Finally, highlight the BUY key, and press fire: money is automatically deducted and the Star Player should now appear as a member of your team. If nothing happens, you can't afford the transaction, or you are trying to buy a player into the wrong position.

TRANSFER KEYBOARD

The F10 (status) key is the same as for the MANAGER screen. The other keys have the following functions:



Return to MANAGER screen



Cycle through players on offer



Cycle through players on offer



Buy player

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PLAYING A MATCH



- ① Blue team score
- ② Red team score
- ③ Player energy (blue)
- ④ Player energy (red)
- ⑤ Time remaining (seconds)

Speedball 2 is played over two halves lasting 60 seconds each. Teams swap ends at half time: the action starts when the ball is launched into play in the centre of the pitch. This happens at the beginning of each period, or after a goal, or after a player has been substituted. The object of the game is to score more points than your opponent - but how you do it is up to you (see **SCORING POINTS**, below).

CONTROLLING YOUR TEAM

You control the player on your team who is nearest the ball: this is your control player (CP). He/she will be highlighted with an arc in your team's colour above his head. When the player has the ball he will have a letter above his head denoting his group position: A - centre forward; M - midfield; D - defence; W - winger; G - goalkeeper. Each member of the team can move and throw the ball in eight directions. To throw the ball, press the fire button: a short press releases it at waist height, a longer press means the ball is thrown high in the air. In addition, a subtle amount of 'aftertouch' can be applied to the ball after it has been thrown by moving the joystick up or down, left or right: this means you can direct the ball anywhere you want to.

If your team is not in possession, pressing the fire button can have one of three effects. If the ball is in the air near your CP, he/she will jump to catch it. If the ball is on the ground or at waist height, your player will slide to intercept it. If a member of the opposing team has the ball, pressing fire will attempt a tackle.

THE GOALKEEPER

The goalkeeper is controlled when he is CP. When moving away from the goal-line he can jump up and catch the ball, throw it and tackle as normal. Additionally, when the ball is moving, pressing fire with joystick left or right causes him to dash for the ball. However, he can't travel outside his own 'goal area' - about a screen's distance from the goal.

TACKLING

Successful tackles depend on the relative attack/defence attributes of the two players involved: if you win the tackle, your opponent loses energy and vice versa. Tackling a player also reduces his/her attributes. You can tackle any player at any time - even off the ball. Players are most vulnerable when jumping and being away from you.



INJURY/SUBSTITUTIONS

When their energy is reduced to zero, players are unable to move and have to be stretchered off by the attendant RoboDocs. A substitute is brought on as a replacement. For every player you square you score 10 points. Substituted players' attributes do not reset to their starting levels after a match.

SAVING AND LOADING THE GAME

Games can only be saved and loaded when playing in the League or Cup competitions. Ensure that you have a blank disk available. Press **SAV** when in Manager screen. Screen says 'Please insert game save disk'. Press fire to save. **ESC** key is abort. Any previous information will be overwritten. You can save one League or one Cup per disk.

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SCORING POINTS



GOALS

Scoring a goal has two important benefits: firstly, it gives you 10 points. To help you know where the goal is when you can't actually see it, there are two white markers at the top of the screen, or at the bottom depending on which half of the pitch you are in. Each goal is followed by an action replay: insert a new, formatted disc before a match if you wish to save out your goals. You can save up to 8 replays on each disc. Just press a key from 1 to 9 during the replay. To cancel a replay press fire.

OTHER BONUSES AND EQUIPMENT

Points can also be scored by **INJURING PLAYERS** or by using the **BOUNCE DOMES** and **STARS**. Scores can be multiplied by gaining control of the **SCORE MULTIPLIER**.



BOUNCE DOMES: Two on the pitch. 2 points every time you hit them.



STARS: Five for each team. Light them to score 2 points each. The team playing upfield has the cluster at the top left; the team playing downfield has the group at the bottom right. A 10-point bonus is awarded for lighting all five at once. Teams can 'take off' each other a star, thus subtracting 2 points from opponents' score. Targets are reset at half-time.



THE SCORE MULTIPLIER: This is a simple way to increase every score you make by up to 100%. To activate the Score Multiplier, throw the ball up the ramp. Your opponents can regain control by throwing the ball up the ramp themselves: two throws cancel out your advantage; another two increase their score by 100%. Red/blue lights on top of the SM signal who is in control.

and by how much. The Score Multiplier also affects the electrobounce (see below)



ELECTROBOUNCE There are four Electrobounce units - when you throw the ball against one of these, the ball becomes electrified and stops electrified until it comes to a complete stop. When electrified, the ball will tickle the first opponent it hits. If you retain possession of the ball after it has tickled an opponent it will remain electrified. If the opponent takes possession of the ball after moving it will be cancelled. The Sd (Score Multiplier) affects the electrified ball as follows: if you have one light lit it will tickle two opponents; if you have two lights lit it will tickle three opponents. Opponents can stop the electrified ball by tackling the player who is holding it.



WARP GATE Four warp gates (two in each half) transport the ball from one side of the pitch to the other. They can be an effective way to disorient your opponent!

INJURED PLAYERS A team is awarded 10 points for every opponent who has to be stretched off.

POINTS TABLE

This is a summary of the points system. Standard (Sd) points scores can be increased by using the Double Playfield feature once (+50%) or twice (+100%).

	Sd	+DP1	+DP2
GOALS	10	15	20
ONE STAR	2	3	4
5-STAR BOMBS	10	15	20
BOUNCE BOMBS	2	3	4
INJURE PLAYER	10	15	20

PICK-UPS

There are two basic kinds of pick up on the Speedball 2 pitch: release and ambush/rescue.

TOKENS

Tokens affect the entire team and almost all of them are fixed by a time limit of 6 seconds. Collecting one which operates on a timer cancels any currently active token.



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FREEZE TEAM Freezes opponents for a limited period



REVERSE CONTROL Reverses opponents' joystick controls
(two-player game only)



REDUCE TEAM Reduces all opponents' attributes to minimum



INCREASE TEAM Increases all your players' attributes to maximum



MUNCH Increases both teams' attributes to maximum



SLOW TEAM Reduces all opponents' speed ratings to minimum



CLEAN BALL Gives you possession of the ball



TRANSPORT Transports the ball to your centre forward



GOAL DOOR Prevents the ball entering your goal



SHIELD Makes your team immune to tackles





FULL ENERGY Boosts a single player's energy and attributes to initial values



ZAP TEAM Tackles all on-screen opponents, reducing their attributes as if a player had tackled them



COINS Coins aren't strictly items, but they are worth a whopping 100 credits (200 in a cup match). Computer teams can pick them up, but don't use them, except to restore injured players' attributes, preferring to invest their money otherwise. As a result, they can't buy Star Players or enhance their attributes.

ARMOUR AND WEAPONRY

Items of hardware affect individual players and are found lying on the pitch at various intervals. Both teams can pick them up and benefit from their effect, until they're tackled and forced to drop them. Items can be picked up a maximum of twice only.



BOOTS
enhance speed



HELMET
greater intelligence



CHESTPLATE
increases defensive ability



SHOULDER
stronger attacking ability



GLOVE
increases power



BOTTLE
a glucose solution providing extra stamina



ARMPATE
gives greater throwing ability



RHYTHM SHADES
enhances aggression

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CONTROL SUMMARY

Players can move, throw, slide and tackle in 8 directions, and apply aftertouch to the ball. Pressing the fire button has varying effects according to the circumstances.

- | | | |
|----------------------|---|---------------|
| (in possession) | - | THROW BALL |
| (not in possession) | - | TACKLE |
| (ball on the ground) | - | SLIDE |
| (ball in the air) | - | JUMP FOR BALL |

KEYS

- | | | |
|---------------|---|---|
| ESC | - | Escape to main menu |
| F | - | Fast Mode (team manager) |
| ANY OTHER KEY | - | Pauses the game - press any key to resume |



DIVISION 1

POWERHOUSE

Many followers of the league reckon that Powerhouse are well overdue for relegation. Due to several violent clashes with Lethal Formula their defence is severely weakened and their attack is unable to retain the strength that nearly brought them victory.

RAGE 2100

Despite a reputation for extreme violence the other qualities of the team have prevented them from over scraping themselves off the lower rungs of division 1. Their power and attack are notable but they are no longer an effective first division team.

MEAN MACHINE

Due to a series of defeats their defenders and midfield have become a liability to the team. They have suffered linear injuries than most teams because of their defensive abilities and stamina.

EXPLOSIVE LORDS

Although on paper this team is very average some have doubted the ability of their attack. The light build of this squad has resulted in a slightly faster team that generally avoids contact.

LETHAL FORMULA

Taking after their name, this is the most destructive team in division 1. Their attack squad contain players who combine extreme aggression, power, intelligence and attacking abilities. Many players have fallen under the blows of Lethal Formula.



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TURBO HAMMERS

The best defensive squad in the whole history of Speedball. Few balls get past the grabbing hands of the Turbo Hammers. Once they have the ball few are able to recover it and long throws down the pitch have set up many goals. The midfield compliments the strong defense and the attack are competent but nothing special.

FATAL JUSTICE

An attack that is second to none has sometimes placed Fatal Justice at the top of the league. Speed, intelligence and power have given them a string of victories though their defense has not been quite as effective.

SUPER NASHWAN

The superstars of the league spending every day in training and tactics sessions has resulted in a team that relies upon sheer skill rather than brutality. To have played Super Nashwan is to have played the best, their position in the league has sometimes been challenged by Fatal Justice and Turbo Hammers. They have no apparent weaknesses.



DIVISION 2

REVOLVER

Basically the worst team in the Speedball League. Midfield and attack are appalling. The only redeeming feature is a slightly less than average defence which have shown some signs of intelligence.

RAW MESSIAHS

Another hopeless team, their extreme aggression is let down by their low power. Their defence is the lowest in the division and the rest of the team hardly rise above this level. A team that will provide little resistance to a concerted attack.

VIOLENT DESIRE

Despite their name the team is as aggressive and weak in the attack, their defence has proved its strength in past seasons but this average team has never risen to the upper ranks of the division despite the defence's above average speed and throwing range.

BAROQUE

A team that has specialised in lightning attacks for a couple of seasons. They are intelligent but their defence has generally weakened the side. They have occasionally threatened Steel Fury for the top position in the division.

THE RENEGADES

With one of the best attacking formations in the division. The Renegades are rated highly among Speedball experts. The attacking strength is let down by an average defence. Fast, intelligent and aggressive few can stop The Renegades.



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DAMOCLES

The defensive squad of the team are legendary, few shots get past their excellent goalie. The defenders have some of the best throwing arms in the division and can down most attackers. Intelligence combined with speed makes Damocles formidable in all areas.

STEEL FURY

Steel Fury have sat at the top of division 2 for three seasons in a row, after a fringe spending spree they now have a first rate team. The fast super intelligent attackers have broken nearly every team in the league, they are supported by an experienced and unshakable mid field.

Imageworks are constantly seeking game designers, artists, programmers and writers. If you think your skills are equal to the demands of Britain's leading 16-bit software company, contact Graham Bostall on 071-928 1484.



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