

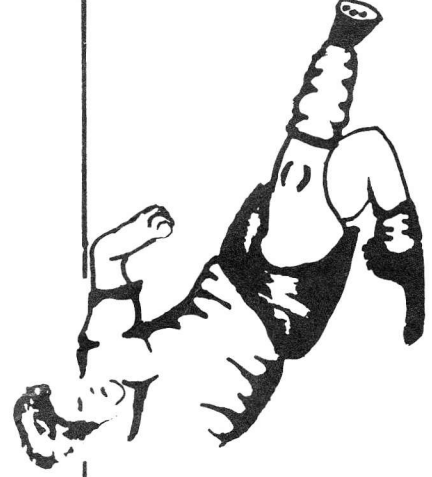
MODEL 1/111 16K Tape Version  
 MODEL 1/111 32K Disc Version

## INDOOR SOCCER

(C) 1982 By Ed Levy

A new and exciting arcade game for the TRS-80 Mod I or III — Features:

- Four levels of play against the computer
- Or play head to head against a friend
- Real time graphics — dribble, pass, steal, shoot the ball, play the boards
- Control the whole team
- Sound effects and Joystick compatible



INDOOR SOCCER by Ed Levy  
Published and Distributed By:

PEL/TEK

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**P**el-tek  
P.O. Box 1026  
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*Original location:*

# INDOOR SOCCER

For the TRS-80(TM) MOD I or III  
Copyright 1982 By Ed Levy - All Rights Reserved By :  
PEL/TEK PO Box 1026, Southampton Pa, 18966 (215)947-2334

Orig. location:  
4330-665F, 4330

INDOOR SOCCER is a fast paced Arcade style game written in machine language. The game simulates the current form of Indoor Soccer now being played professionally. The game may be played in two forms - either ONE PAYER or TWO PLAYER.

## PLAYING THE GAME

The Left Side Opponent (initially designated the HOME TEAM) is played by the Computer in the One Player game. In a Two Player game the HOME team Player uses the following keys to operate his team :

(left)  (up)  
  (right)  
 (down)

Eight directions of motion are available by pressing these keys individually or in combination. You would press the "Q" and "S" keys together to move NorthEast

Pressing the "A" Key will cause the player to shoot - shots will generally go in the direction that a player is running. The longer the shot key is held before releasing - the farther the kick will travel.

The Right Side Player (AWAY) uses the following keys:

(left)

The Right Hand Player operates his team in a similar manner to the Left Hand Player. Note that the shot key is the "L" key in this case.

## Game Sounds

SOCCER game sounds can be heard by connecting the jack that is normally connected to the AUX Input on the Cassette Recorder to a small speaker amplifier similar to Archer/r.s. no. 277-1008

## Loading Instructions

### CASSETTE VERSION -

In response to MEMORY SIZE? press (ENTER). In response to READY type SYSTEM (ENTER). (Model III OWNERS: in response to "CASS ?" type L). In response to "\*?" type SOCCER (ENTER). The program will then load from tape - when done, "\*?" will re-appear, you will then type "/" (ENTER) and the game will begin.

### DISK VERSIONS -

Place the SOCCER Discette in Drive 0. Press the reset button. The game will start automatically. NOTE: SOCCER is recorded in a dual format that will allow both MOD I AND III to use the same discette. The discette is copy protected.

## Warranty

PEL/TEK had made all efforts to insure a high quality product. However, we Warrant that the program will load and run on standard TRS80 configurations. In the event that the program does not load within 90 days of purchase, PEL/TEK will replace the product free of charge. The user has determined the suitability of this product for his purposes and PEL/TEK shall not be held responsible for any adverse consequences resulting from the use of, or problems with this product.