

actua

SOCCER

actua

SPORTS



Updated Version, Modern & 3D Master



Install

Installing ACTUA SOCCER from CD-ROM

1. Insert the ACTUA SOCCER CD-ROM into your CD-ROM drive.
2. Select the correct drive letter that your CD-ROM drive uses e.g. D:
3. Type INSTALL at the prompt. The Install program will now execute. The Install program is made up of a number of separate menus each with selectable options. The current menu selection appears highlighted. You can move position by using a mouse if you have one installed. Clicking a mouse button will select an option, or you can use the cursor keys on the keypad. Return selects an option.
4. When you have installed the game and chosen your Sound Effects and Music cards select Exit from the menu and select to save the configuration from the menu. Your choices will be saved and used every time you play the game.

Installing ACTUA SOCCER from Floppy Disk

1. Insert the ACTUA SOCCER Floppy Disk 1 into your floppy disk drive.
2. Select the correct drive letter that your floppy disk uses i.e. A:
3. Type INSTALL at the prompt. The Install program will now execute. At various points you will be requested to insert another disk into your floppy drive. The Install program is made up of a number of separate menus each with selectable options. The current menu selection appears highlighted. You can move position by using a mouse if you have one installed. Clicking a mouse button will select an option, or you can use the cursor keys on the keypad. Return selects an option.
4. When you have finished choosing your control method and Sound Effects and Music cards select Exit from the menu and select to save the configuration from the menu. Your choices will be saved and used every time you play the game.

Playing ACTUA SOCCER

The CD-ROM Version

Even though you execute the game from your hard drive the game is played from CD-ROM and you must keep the CD-ROM in the drive at all times whilst playing ACTUA SOCCER.

1. Make sure that the ACTUA SOCCER CD-ROM is placed in your CD-ROM drive.
2. At the DOS Prompt select the directory that you have installed ACTUA SOCCER into e.g. CDWASOCCER.
3. When you are in the correct directory type SOCCER to execute the game. The game checks your system and optimises itself to your machine's capabilities.

The Floppy Disk Version

During the install process the contents of the floppy disks will have been copied onto your hard drive. You can now play the game straight from your hard drive. You cannot play directly from the floppy disks.

1. At the DOS Prompt select the directory that you have installed ACTUA SOCCER into e.g. CDWASOCCER
2. When you are in the correct directory type SOCCER to execute the game.

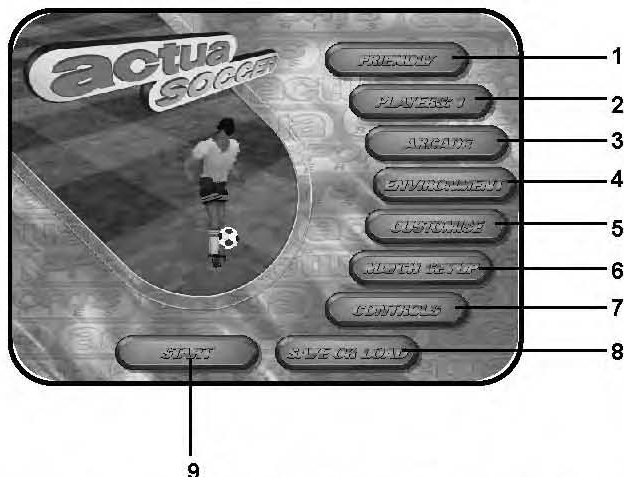
PROTECTION

(floppy disk version only)

When you first load actua soccer, an instruction screen will appear requesting that you enter a number from the code wheel, which you will find in your actua soccer package. Two letters will appear on the screen, one above the other; this should be recreated using the code wheel by aligning the letters to match the image on screen. You will be asked for the number that appears in one of the windows in the inner section of the codewheel. Locate the window and enter the number visible through the window and press return. Once you have completed this actua soccer will begin.

Main Menu

After you've installed actua soccer, the first menu screen that appears is the Main Menu screen. From the Main Menu you set up your game mode, configure the sound and control method and change the graphic detail.



1. Game Type menu bar. 2. Players menu bar. 3. Game Style menu bar. 4. Environment menu bar. 5. Customise menu bar. 6. Match Set-Up. 7. Controls menu bar. 8. Save or Load menu bar. 9. Start.

To select an item from the Main Menu place the mouse pointer over the option you require and click on the left or right mouse button. Some options on the Main Menu will take you to another screen or the menu bar will revolve to reveal another option; continue to click on the menu bar to toggle through all the available options.

Before you start to play read the rest of this manual to set up your game options.

Once you've selected everything you want, click on START to go in to the match.

Screen Saver.

If you leave actua soccer running on your computer unattended for a couple of minutes while you are using the Main Menu, an automatic screen saver will kick in to save your screen from image burn. To stop the screen saver press any key to return to the Main Menu.

Game Type Friendly Game

A one-off match where you can select to be any team and play against any other team. Once you've selected your options (number of players etc.), click on START to play a friendly game.

Once you've clicked on START, the Friendly Next Match screen will be presented; from this screen you select which team you're going to play and who you are going to play against.



To select a team, click on either of the two arrows at the side of the flags to toggle through all the available teams. Once you've selected the two teams, click on the question mark button of either team to view the teams player's information.

Who's playing and what formation ?

If you're playing against the computer you can't change the computer's team structure but you can change yours. Click on the question mark button next to the flag to reveal the Squad Selection screen. Here you'll see a full list of your squad and the formation in which they're playing. To move or change any of the players around, click on the player you want to move with the left mouse button to highlight the player. Then click on the player you want to swap him with using the right mouse button. The players will now change places. To view a player's personal stats, click on his name using the right mouse button.

Each player has a set of personal stats marked out of one hundred per cent; if a player has a rating of 80% or over in any of the skills this will be represented by a small icon in front of his name on the Squad Selection screen. It's important that you check each player's stats because you want to be playing with the strongest squad possible if you're going to stand a chance of winning. Listed below are the stats that are important to each type of player:

GOALKEEPER

VISION
PACE
CONTROL
ACCURACY
DISCIPLINE

DEFENDER

POWER
DISCIPLINE
PACE
FLAIR
STAMINA

MID

CONTROL
FLAIR
VISION
PACE
ACCURACY

ATTACKER

FLAIR
POWER
ACCURACY
PACE
CONTROL



PLAYER STATISTICS

To change your team's formation, click on the Formation menu bar on the bottom left of the screen; continue clicking to toggle through all the available choices. The formation map gives you a visual representation of the chosen formation. Once you're happy with your squad and their formation, click on DONE to return the Friendly Selection screen. Click on DONE to start the match or click on CONTROLS to configure your chosen control method (see Controls in this manual). See It's A Game of Two Halves for in-match tactics and gameplay.

League Game

Select League to play in league competition, where you play against all the other teams in your league in a bid to win the league or gain promotion to the league above you.

Select League from the Game Type menu bar on the Main Menu, then click on START to begin the league competition. The Player 1 Select Team screen will now be presented; from this screen you click on the team you want to play and click on Done to start.

If you've selected more than one player from the Players menu bar on the Main Menu, player one selects his/her team first, then clicks on NEXT so player two can select a team. Player two can select to play a different team or play on the same team as player one. You'll notice that a small football appears below a team's name with a number on it, this indicates that another player has already selected the team and the number represents the player's number. Up to four players can play together on the same team on one PC or they can all play on different teams if they desire.

All the forty four teams are split into three leagues depending on how the teams are seeded, so if you pick England you'll be in group B or if you pick Germany you'll be in group A. If more than one player is playing and all the players are playing different teams, then the games will be played in the order of the fixture list.

Before the match you'll be presented with the Next Match screen; from this you can set up your controls (see Controls in this manual) and save or load a game (see Save and Load in this manual). Also see Who's playing and what formation under Friendly Game for details on how to set your squad up. Once you've selected your squad, click on DONE to begin the match.



WORLD RANKING GROUP A		Points				
Rank	Team	P	W	D	L	PTS
1	Italy	10	7	1	0	22
2	Spain	9	6	3	0	20
3	Norway	8	6	1	1	19
4	Sweden	8	5	3	0	18
5	Holland	8	4	3	1	15
6	Germany	7	4	3	1	15
7	Romania	6	3	3	0	12
8	Argentina	6	3	2	1	11
9	Spain	6	3	2	1	11
10	Denmark	5	3	1	1	10
11	Russia	4	1	2	1	5
12	Republic Of Ireland	3	0	3	2	3
13	Switzerland	3	0	3	0	3
14	Nigeria	3	0	1	2	1

LEAGUE TABLES

After every match you'll be taken to the League Tables.

From this screen you can see your current position in the league as well as view the two group's league tables by clicking on the appropriate group menu bar.

Click on DONE to move to the Results Round-Up screen, this screen displays the results of all the matches played in your league.

Click on DONE to move on to the next match. At the end of the season the End of Season screen will be displayed, this screen gives all the information with regard to promotions and relegations. Click on New Season to start the new season.

Playing In Simulation Mode

When you play a League competition in Simulation Mode you get to see which teams are playing each other and the results of the matches one by one plus the effects of each match in league tables. Your match may be the first or last match in the competition but either way you get see what you're up against.

See It's A Game of Two Halves for in-match tactics and gameplay.



Team 1	Score	Team 2	Score
COLOMBIA	1	ENGLAND	2
GERMANY	3	HOLLAND	1
S. KOREA	4	URUGUAY	1
FRANCE	0	PORTUGAL	2
USA	1	GHANA	0
SWITZERLAND	3	NEW ZEALAND	1
CHINA	1	FINLAND	0
ZAMBIA	1	EGYPT	1

RESULTS ROUND-UP

Cup

This is an instant knock-out cup competition, if you lose one match you're out. If you select Cup you can choose how many teams and what teams play in the Cup competition. Make sure Cup is selected on the Game Type menu bar, then click on Customise on the Main Menu. Once at the Customise screen, click on NEXT at the bottom left on the Customise screen.



NUMBER OF TEAMS

To select how many teams play in the Cup competition click on a shirt with the number of teams you desire. Once you've selected the number of teams, click on NEXT to view the Participating Teams screen.

On this screen you select the teams you want to play in the Cup. The selected teams will be highlighted in white and those not selected will be in grey. To deselect a team, click on their name with the right mouse button. To select a team click on their name with the left mouse button. Once you've selected the teams you want to play in the Cup click on DONE to return to the Main Menu. Now click on START to begin the competition.



PARTICIPATING TEAMS

You now have to select a team you want to play from the Team Selection screen. Select the team you want to play by clicking on that team's flag and then click on DONE to go into the competition.

Before the match you'll be presented with the Next Match screen; from this you can set up your controls (see Controls in this manual) and Save or Load a game (see Save and Load in this manual).

If you win you'll go through to the next round, but if you lose you're out. The computer will display a results round of the competition so you can see who got through to which round and who won.

Also see Who's playing and what formation under Friendly Game for details on how to set your squad up. Once you've selected your squad click on DONE to begin the match.

Playing In Simulation Mode

When you play a Cup Competition in Simulation Mode you get to see which teams are playing each other and the results of the matches one by one. Your match may be the first or last match in the competition but either way to get see what you're up against, unless you lose of course.

See It's A Game of Two Halves for in-match tactics and gameplay.

Network

(CD-ROM VERSION ONLY)

Before you attempt to run a network game of actua soccer, ensure that you have your network drivers running before you start playing a game. To play a network game, go to the Game Type menu bar on the Main Menu and click on the Game Type menu bar to toggle to Network. Once you've selected Network you notice that the Players menu bar changes to Game. The Game menu bar allows up to 8 different network games to be played on the same network at the same time. Actua soccer also allows twenty players to play in one network game and you only need one copy of actua soccer to play, so there is no need to buy multiple copies of the game. Ensure the game is installed on all the machines to be included in the network game.

Before you click on START each of the players wanting to play in the same game should decide on a Game setting. If four players are playing a network game they should all set the Game menu bar to the same Game number (e.g. Game:1). Now all the players click on START; the first player to register the network game will be presented with the Next Match screen. From this the player selects the two teams to play the match.

Once the two teams have been selected, click on DONE to go to the Network Player Selection screen; from this screen you select which of the two teams you are going to play for. To select a player, click on his name using the left mouse button; once a player has been selected his name will flash to indicate your choice. If there are only two players playing the network game, select auto player. By selecting auto player the computer will automatically switch you to the nearest player. If you have more than two (human) players, they can each select an individual player in the game, which allows them to play that player for the entire game; or, if all the players select Auto Player, their players are automatically selected to be those players closest to the ball. If you're playing a game as individual players, each team can only have one individual player in it; if another player has already selected a player from a team, this will be indicated by a small football with a number on it. So if some sneak has selected your player you'll have to sort it out off the pitch, alright Eric?

When you've selected which side you're on and who you're going to play for, click on DONE to start the match. The computer will display WAITING on the menu bar; once all the other network players have made their selections and clicked on DONE the match will begin. See It's A Game of Two Halves for in-match tactics and gameplay.

Practice

Not too hot or do you have the average flair and style of the local pub team (i.e. very poor)? Then Practice is the game type you need. Select this from the Game Type menu bar and click on START. You will then be presented with the NEXT MATCH screen; from this screen you select the team you're going to play and the team you're going to play against. Click on the arrows at the side of each flag to toggle through all 44 teams.

Once you've selected the teams click on DONE to go into the match. Once on the pitch you'll notice you're the only team on the pitch apart from the opposition's goalkeeper. This provides an excellent opportunity to practice those passing combinations and first touch shots. You only get to play one half in Practice mode so you may want to change the Game Length under Match Set-up on the Main Menu to take full advantage of this game type. See It's A Game of Two Halves for in-match tactics and gameplay.

Players

Click on this to select the number of players playing actua soccer. Up to four players can play on one PC at a time. Select the number of players by clicking on this option to toggle through all the available choices. See Controls in this manual to configure your control method.

Game Styles

Arcade

Select Arcade to play in arcade mode where the team's overall state rating counts over the player's individual stats. This makes picking individual team members for the squad less important and for those who are not interested in stats it cuts out the select and study from the game and provides the plug and play aspect to the game.

Simulation (Cup and League matches only)

This is the real thing, you have to pick the squad and all the players you pick count. This mode is for the real stato's out there, once you've selected your team it's down to your choice of players and how you actually play that counts.

Environment

This option allows you to adjust our game environment, you can make fine adjustments to the graphics and adjust the sound levels to suit your own personal taste.

Environment

This set of options allows you to adjust the graphic detail you see while you are playing actua soccer. To change any of the options click on the option with the mouse using the left or right mouse button. This will either turn the option on/off or toggle to another available option. All the options and their functions are as follows:

Sky - Select On or Off

Stadium - Select High or Low

Line Detail - Select High or Low

Video Wall - Select On or Off

Player Detail - Select High or Low

Pitch Detail - Select High, Medium or Low

Resolution - High or Low

Camera - Select from Wire, Far, Plan, G.Line, Iso, Player and Ref.

Every camera angle has been included in actua soccer and each one can be adjusted to the player's taste. See F-Key and other Keys for a full break-down of the available camera viewpoints.

Screen Size - 100%, 85%, 85%W, 75%, 75%W, 65%, 65%W, 50% and 50%W. Use this to change the screen size. While you're in the game you can use the + and - keys to toggle through all the available screen sizes.



ENVIRONMENT

Sound

Select Sound by clicking on it, here you can adjust all in game volumes. To adjust the sound level hold down the left mouse and pick up the volume slider you want to adjust. Move the slider to the left to decrease the volume and to the right to increase the volume. Increasing and decreasing the volume has the following effect on each option:

Crowd - This slider affects the crowd noise.

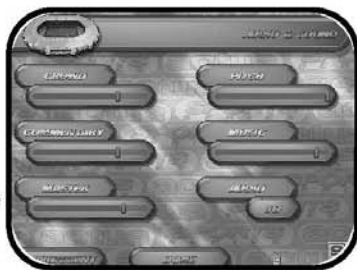
Pitch - This increases the volume of the on-pitch sounds.

Commentary - To increase the volume of actual soccer's excellent commentary slide the volume switch to the right. Set to zero to turn the commentary off.

Music - This slide turns the in-game music volume up and down.

Master - The master volume switch affects all the volume levels.

Audio - Select 3D for a big full-on stereo sound. Select mono for, well, mono sound.



AUDIO AND SOUND

Customise



Customise allows you to change the names of the coach and players in every team. Click on the team's flag with the left or right button to toggle forwards/backwards through all the available teams. Once you've found a team you wish to edit, click on a coach's\player's name using the left mouse button. A flashing cursor will appear at the end of the selected player's name, delete the existing name and enter a new name. Once you've entered the coach's\player's name press return to confirm the change. You can change as many names as you wish.

CUSTOMISE

Match Set-up

Fancy changing the rules! Match set-up allows you turn the offside rule on and off, it's annoying anyway-right!. You can also turn on or off the substitutes, free-kicks and bookings. Turning off these options make the game less realistic but for a fast and furious end to end friendly match they're ideal.

Game length has several options available (5, 10, 20, 40 and 90); this allows you to set the match length in real-time. For example if you set this option to 20, you'll play a 20 minute real time game (10mins each half). To change this option click on it to toggle through all the available options.

Wind speed has three settings, low, med and high. The higher the setting the more affect on the ball it has, obviously this is an advantage if you're kicking with the wind but a disadvantage if you're kicking against. The last option on this screen is the selection of a Referee, this option is only effective if you're playing a friendly game.



MATCH SET-UP

In Cup and League matches because of the ruling of neutral referee's you can't select a referee. To select a ref for a friendly match click on the ref's shirt with the left or right mouse button to toggle forwards/backwards through all the available refs. There is also a random selector available, if this is selected the computer will select a referee for the match .

Click DONE to return to the Main Menu.

Controls

This menu screen allows you to change your selected control method. To select a method of control, highlight the method you want to use by clicking on it with the left mouse button. To move a control method to a particular player highlight the left mouse and then click on the control method you want to change with using the right mouse button; the two control methods will now exchange places. To configure a control method, highlight the control method you want to configure then click on the Configure menu bar on the bottom. To configure your joystick follow the on-screen instructions. To configure the keyboard highlight and click on Configure. The computer will prompt you to press a key for a particular action. Click on DONE to return to the Main Menu.



CONTROLS

Save and Load

After every League and Cup match you will be given an opportunity to save your progress, if you select to save you will be taken to the Save and Load screen.



SAVE AND LOAD

To save a game to a slot click on text on the right in the Slot Title box at the top of the screen using the left mouse button. A flashing cursor will appear at the end of the text, delete the text and type in a save name for your game and press return to confirm the name. Then select a slot to save it to by clicking on a slot using the left mouse button. The selected slot will flash, indicating that it's selected; then click on SAVE to save the game to the

slot.

To load a game select the slot that holds the saved game and then click on LOAD to load the previously saved game.

Start

After you've selected your game options and configuration click on START to begin the match.

It's A Game of Two Halves Out of The Tunnel.

Once you've selected your match options and configurations it's time to hit the pitch.

The Kick Off

The team who are playing on the left hand side of the pitch always get the kick-off.

Controlling your Players

The computer automatically picks the nearest player to the ball, use the joystick/keyboard keys to move your player. Button one on the joystick makes your player pass the ball and button two instructs him to shoot. Your selected player will be highlighted on the pitch with the following highlight around his feet.

The only player in actual soccer that you don't control is the goalkeeper. The computer controls him but you control how he takes his goal kicks.

Highlights

Triangle - Player has possession of ball. When this flash 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 to 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 kick 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 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.

Defending

When you're defending press B2 to tackle another player (your player must be close) or press B1 to do a sliding tackle. Another method is to just run into a player to try to muscle the other player off the ball.

Shot/Pass Control

You can bend the ball or make it dip at the last minute by adding aftertouch. Aftertouch is achieved by pulling left to swerve the ball left or right to swerve the ball right on the joystick/keyboard keys. To loft the ball pull back and to keep low push forward. The quicker you apply the aftertouch after the shot/pass has been struck, the greater the effect.

Passing and Shooting Techniques

There are many different ways the players can pass and hit the ball: listed below are all the moves and combinations possible.

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 B2 and keep the joystick centered 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 stood 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 stood still make this shot.

There are over forty different kinds of shots and passes in actual soccer including diving headers, back-heels, chesting down the ball, bicycle kicks, over-head kick and volleys. Add this to the possible number of combinations and you have over a thousand possible moves. Although all the moves aren't listed they are easy to find, use Practice mode to put your combination and set pieces together.

Ball Out of Play

Goal kicks

If the ball has been shot wide by an attacking 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

F-Keys and other Keys

F1 to F4 players (1 to 4) ability to call the in match menus.

F5 to toggle through the pitch details.

F6 to toggle the line detail on or off.

F7 to toggle the sky on or off.

F8 to toggle the player detail on or off.

F10 to toggle between low and high resolution.

Pause - press Pause while you're in a match to pause the game.

9 - press 9 to toggle the video screen on and off.

ESC to return to the Main Menu from a game. Pressing ESC on the Main Menu will exit from the game to the DOS prompt.

TAB - pressing the TAB key in the match toggles the pitch display on and off. Press TAB on the Main Menu to view the Video footage of The Making of actual soccer.

CAMERAS

WIRE CAMERA (default) Press 6 while you're in the match to select Wire, 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.

FAR CAMERA Press 1 to view the match from the distance of the stand.

PLAN CAMERA Press 2 to view in plan view, this view gives you an over-head view. Use the up and down arrow keys on the numeric keypad to zoom in and out.

GOALINE (G.Line) CAMERA Press 3 to view the game from your goalline, use up and down on the numeric keypad to adjust the height of the camera and left and right to zoom in and out.

REF CAMERA Press 7 to view the match for the Ref's point of view. Unlike most of the referees that ref the matches I go to see you can actually see something from this view point, if only real life was the same as computer games we'd be top of the league.

MANUAL (Man) CAMERA Press 4 to select the manual camera. Use the mouse to select a view point. You can also use the up and down arrows to change the plane view.

PLAYER CAMERA Press 5 for this camera which gives you the view point of any of your players, you can almost feel the ball at your feet. To change from player to player use the 8 and 2 keys on numeric keypad.

ISOMETRIC (ISO) CAMERA Press 8 to view the game from the classic isometric viewpoint.

In any of the above camera modes use the keys 8 and 2 on the numeric keypad to raise and lower the camera. In Goalline, Wire and Isometric views use 4 and 6 on the numeric keypad to zoom in and out.

Trouble Shooter

If you are having trouble running actua soccer here are some hints to help get you started.

1. To use the CD-ROM version of actua soccer you need the correct CD-ROM driver. To do this you must insert a line into CONFIG.SYS. Consult the documentation accompanying your CD-ROM drive for the exact command line needed. You will also need to add the Microsoft CD extensions driver (MSCDEX.EXE) in your AUTOEXEC.BAT.
2. If the program is not booting correctly, or crashing in game it is possible you do not have enough memory available for the game to run. The first thing to do is to make a boot disk using the actua soccer INSTALL program, located in the directory to which actua soccer was installed on the hard drive. If this does not help, or you do not want to create a boot disk follow these hints: actua soccer needs 400 KB of base memory and 3 Mb of extended memory (XMS). You can determine how much memory you have available by running INSTALL /i.
3. Make sure that you do not have SMARTDRIVE running in your AUTOEXEC.BAT file.
4. If the program is not producing sound correctly check that you have set up the correct sound card, port, IRQ and DMA using the actua soccer INSTALL program.

See the READ.ME file for last minute changes to the manual.

Credits

Game Design

Andy Findlay and Ade Carless

Programming

Andy Findlay
Laurent Noel
Richard Stevenson
Kevin Dudley

Graphics & Artwork

Lead Artist Wayne Laybourn

Additional Artists

Oliver Murry
Matt Furniss
Martin Calpin
Les Spink

FMV Video

Camera and Editing Alan Coltman
David Lewis
Jim Tibutt

Motion Capture Technology

Paul Hiley
Ben Wilson
Mick Sheehan
Tony Wills

Commentary

Barry Davies

Footballers

Chris Woods (Sheffield Wednesday Football Club)
Andy Sinton (Sheffield Wednesday Football Club)
Graham Hyde (Sheffield Wednesday Football Club)

Team Data Research

Rysard Bolowski & Rob Millington

Sound Technology

Human Machine Interface Ltd.

Music & Sound Effects

Neil Biggin
Patrick Phelan (Creative Manager)

Producer

Tony Casson

Documentation

Claire Reynolds and Kim Blake

Manual Design and Layout

Malchick Nostra

Software Manager

Tim Heaton

Product Director

James North-Hearn

Quality Assurance

Rob Millington, Lee Campbell, Sim Furniss, Tony Howe and Carl Bilby