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FIRST THINGS FIRST

SYSTEM REQUIREMENTS

Windows®

Operating System:	Windows® 98/2000/Me/XP
Processor:	Pentium® II 233 MHz or higher
Memory:	32 MB RAM (64 MB for XP)
Hard Disk Space:	40 MB Free (if you wish to save your coaches)
CD-ROM Drive:	8X Speed or faster
Video:	2 MB Windows® 98/2000/Me/XP-compatible SVGA video card*
Sound:	Windows® 98/2000/Me/XP-compatible sound card*
DirectX®:	DirectX® version 5.0 or higher (DirectX® version 8.0 included)

* Indicates device should be compatible with DirectX® version 5.0 or higher.

Macintosh®

Operating System:	System 8.1 or higher (OS X Classic)
Processor:	233 MHz G3 or higher
Memory:	32 MB RAM
Hard Disk Space:	40 MB Free (if you wish to save your coaches)
CD-ROM Drive:	24X Speed or faster

THE README FILE

The *Backyard Soccer™ 2004* CD-ROM game has a ReadMe file where you can view both the License Agreement and updated information about the game. We strongly encourage you to read this file in order to benefit from changes made after this manual went to print.

To view this file:

Windows®

- Double-click on it in the *Backyard Soccer 2004* directory found on your hard drive (usually C:\Program Files\Infogrames Interactive\Backyard Soccer 2004), or

- Click on the START button on your Windows® taskbar, then on Programs, then on Infogrames Interactive, then on Backyard Soccer 2004, and finally on the ReadMe file.

Macintosh®

- Double-click on the *Backyard Soccer 2004* CD-ROM icon on your desktop. Next double-click on the ReadMe file icon.

SETUP AND INSTALLATION

Windows®

- Start Windows® 98/2000/Me/XP.
- Insert the *Backyard Soccer 2004* CD-ROM game disc into your CD-ROM drive.
- If AutoPlay is enabled, a title screen should appear. If AutoPlay is not enabled, double-click on the "My Computer" icon on your Windows® desktop. Next, double-click on your CD-ROM icon to install the game. If the install screen still does not appear at this point, locate the AutoRun.exe file in the root folder of the game disc (usually D:\Backyard Soccer 2004) and double-click on it. Click on the INSTALL button when it appears.
- Follow the remainder of the on-screen instructions to finish installing the *Backyard Soccer 2004* CD-ROM game. Choose **Compact** (only files that must reside on the hard drive will be installed); **Full** (all game data will be copied to the hard drive, which may result in improved game performance); or **Custom** (choose your install options — installing Dialogue and Music files is recommended).
- Once installation is complete, click on the "Let's play!" box, and then click on Finish to start the game.
- Any time you want to play the game, click on the Start button on the Windows® taskbar and choose Programs\Infogrames Interactive\Backyard Soccer 2004 to start the game. Or double-click on your "My Computer" icon, then double-click on the icon for your CD-ROM drive, and then double-click on the AutoRun.exe file. Once the AutoRun menu appears, click on PLAY.

Installation of DirectX® (Windows® Users Only)

The *Backyard Soccer 2004* CD-ROM game requires DirectX® 5.0 or higher in order to run. If you do not have DirectX® 5.0 or higher installed on your computer, you will be prompted to install DirectX® 8.0. **Note:** Some systems may require that you install DirectX® 8.0 manually from the game disc by launching the dxsetup.exe file inside the Game\DirectX folder.

Macintosh®

- Insert the *Backyard Soccer 2004* CD-ROM game disc into your CD-ROM drive.
- If AutoPlay is enabled, a title screen should appear. Click on the PLAY button.
Note: Macintosh® OS X does not support the automatic launching of AutoPlay; you must launch it manually by double-clicking on the CD icon and then double-clicking on the AutoPlay icon.
- Follow the on-screen instructions to finish installing the *Backyard Soccer 2004* game. You will have the option of installing a Spoken dialogue file, a Music file and an Art file. Installing any of these files increases the quantity of files on your hard drive but also improves performance of the game.
- Once installation is complete, the game will start automatically.
- Any time you want to play the game, double-click on the *Backyard Soccer 2004* CD-ROM icon on your desktop. Then double-click on the *Backyard Soccer 2004* game icon.

UNINSTALLING

Windows®

From the Start button on your Windows® taskbar, select Settings, then Control Panel, then double-click on the Add/Remove Programs icon. In the drop-down menu, highlight *Backyard Soccer 2004*, then click on Change/Remove. Follow the on-screen instructions to finish uninstalling the *Backyard Soccer 2004* CD-ROM game.

Macintosh®

Double-click on the *Backyard Soccer 2004* CD-ROM icon on your desktop. Next double-click on the Uninstall icon and follow the on-screen instructions to finish uninstalling the *Backyard Soccer 2004* CD-ROM game.

WELCOME TO BACKYARD SOCCER™ 2004!

Think you have what it takes to create a winning soccer team? Here's your chance to find out! Build the championship soccer team of your dreams. Pick your team, set the positions and direct the action. Choose from Major League Soccer™ teams or customize your own Backyard team. It's the chance of a lifetime to play with the pros in your own backyard!

MAIN MENU



The Backyard Clubhouse is where the excitement starts. Access the following features by clicking on the appropriate area:

A. SINGLE GAME

This is the place to play a spontaneous afternoon pick-up game! Choose a single game, friendly match or penalty kicks, then set the rules, select your soccer field, controls, team name and players. **Note:** Playing a Single Game does not affect the Record Book, career statistics or league standings.

B. SEASON PLAY

Create a coach, draft your players and lead your team through the 14-game Backyard Soccer League season.

C. CARDS

Browse through trading cards of all of the Backyard and Pro Kids. Look at the kids' portraits, read their biographies and skill ratings, or click on their pictures to hear them tell stories.

D. HALL OF FAME

Here you'll find all the championship trophies, a list of all the coaches who have won them and pictures of the winning teams. Plus, check out the Record Book — a list of the greatest achievements in *Backyard Soccer 2004*, and the players behind them.

E. SOCCER BALL

Play the animated intro again by clicking on the soccer ball.

F. PENALTY PRACTICE

Click here to take a shortcut to the selection screen for Penalty Kicks. (You can also get there through the Single Game screen.)

G. QUICK GAME

To go directly into a single game with randomly selected teams, click on the arrow in the lower-right corner.

H. QUIT GAME

To stop playing the game, click on the arrow in the lower-left corner.

SINGLE GAME SETUP

These are preferences and rules that you set before the game begins. You cannot modify these options once you have passed this screen.

CHOOSE A GAME

Single Game

Pick a new team to play a pick-up game that won't affect your season stats. This gives you a chance to try new players, new fields and different difficulty levels.



Friendly Match

Choose an existing season team for a matchup that won't affect their season stats.

Penalty Kicks

Choose a Kicker or a Goalie and get some penalty-kick practice in before your next big game.

DIFFICULTY LEVEL

Easy

This setting is for novice players.

Medium

The perfect setting for intermediate players.

Hard

If you know your Backyard Soccer and you're prepared for the big time, choose this setting.

GAME LENGTH

Choose a short (four-minute) or long (six-minute) game duration.

GAME ENDS

Set the game to end in a tie or proceed to penalty kick shootout (tiebreaker).

OFFSIDES AND FOULS

Turn ON/OFF. Offsides and fouls are described on page 20, under the "Game Rules" section.

CHOOSE A FIELD

Select from one of 12 available soccer fields. Each has its own advantages and disadvantages. Both the ball and the players move faster on pavement and grass than they do on dirt or sand. On dirt, the ball will sometimes take an odd bounce off a rock or piece of debris, making for trickier play.

Click on the arrow in the lower-right corner to advance to the next screen:

CHANGE GAME OPTIONS

Play-by-Play

Turn Sunny Day's commentary ON/OFF.

Color Commentary

Turn Earl Gray's humorous talk ON/OFF.

Game Music

Turn menu music ON/OFF.

Background Sound

Turn background sounds (like people in the bleachers) ON/OFF.

Player Talking

Turn players' "Pick Me" dialogue ON/OFF.

Chatter

Turn players' "On Field" dialogue ON/OFF.

CHOOSE CONTROLS

Select which device you will use to control your team: Mouse (default), Keyboard or Gamepad (for Windows® users only, if installed). Choose Computer for Player 2 to play against the computer instead of a human opponent. See pages 15 and 16 for more information on game controls.

Click on the arrow in the lower-right corner to advance to the next screen:

CHOOSE TEAM NAME AND COLORS

Choose a Major League Soccer™ team. Or, click on the Create a Team tab to pick a silly Backyard team like the Mighty Melonheads or the Humongous Wombats, then choose your team uniform's colors.

Click on the arrow in the lower-right corner to begin selecting your players:

HEADS OR TAILS

When playing a Single Game, the computer flips a coin to see which coach chooses his or her players first. Heads picks first.

DRAFT PLAYERS

Bleachers

The Backyard and Pro Kids are sitting on a long set of bleachers — waving, wiggling and being squirmy. Use the arrows in the upper left and right corners to see more of the bleachers. Or, use the Player Finder at the bottom middle to scroll through a list of available players.

Player Cards

Clicking on a kid makes that player's card pop up. From here, decide whether or not you want that player on your team. Click on the photos to hear the kids talk.

You can also click on the arrow in the lower-right corner to fill up your Roster with randomly selected players.

TEAM PAGE

Once you have built your team, you will see the Team Page — the “home” page for your team.

Team Photo

Team photo, player portraits and player profiles.

Statistics

View statistics for each player on your team and on opposing teams. Move your cursor over the column headings to see definitions of each stat.

Options

Described on page 9 under “Change Game Options”.

Click on the arrow in the lower-right corner to advance to the Roster screen:



ROSTER PAGE

Before you hit the field, set your team Roster, choose a formation and pick a team strategy.

Roster

The Roster lists starting players and substitutes.

To change the player used for kickoffs, click on the Kicker icon, then move it over the new player and click again.

Hint: Sneak a peek at the other team's Roster — this might help you make better strategic decisions about your formation and player positions.

Formation

Click on the arrows below the formation window to choose one of the available formations.

To change a player's position, click on the head of the player and then click on the new position where you want to move that player.

The horizontal bar underneath each player shows that player's stamina level. These levels change throughout the game as players become fatigued, so make sure you check your Roster often.

Team Strategy

Click on the arrows above the formation window to choose a team strategy. Pick an offensive, defensive or balanced scheme.

The symbols in the formation window represent the style of each player. Some players are conservative (red square), some are aggressive (green double-arrow), and some use a combination of conservative and aggressive play (yellow arrow).

Once you've set your Roster, formation and team strategy, click on the arrow in the lower-right corner to start playing soccer!



PAUSED GAME OPTIONS

When you press the spacebar during the game, the game will pause and a menu will appear with the following choices: Play (resume play), Quit (quit game), Restart (start game over from beginning) and Options. The following choices are available under the Options menu:

Display in Window	Display the game in a window, instead of full-screen.
Expand Screen	Display the game full-screen.
No Background Music	Turn music in the game ON/OFF.
No Commentary	Turn the commentary in the game ON/OFF.
No Background Sound	Turn sound effects in the game ON/OFF.
No Printing	Turn ability to print screens ON/OFF.
No Instant Replay	Turn ability to view instant replays ON/OFF.
No Screen Transitions	Turns transition screen animation in the game ON/OFF.
Sound Options	Switch from DirectSound to WaveOut (Windows® users only).

KEYBOARD COMMANDS

ACTION	WINDOWS®	MACINTOSH®
Quit without saving	Spacebar + Quit or Alt + F4	Spacebar + Menu or Command + Q
Pause/Unpause	Spacebar	Spacebar
Play in a window	Shift + F5	F5 or Shift + F5
Re-size the screen	Shift + F5	N/A
Terminate a scene	Esc	Esc
Terminate dialogue	. (period)	. (period)
Change Options	Spacebar	Spacebar + menu select

SEASON PLAY SETUP

You set Season Play preferences before the season begins, and you cannot modify them once you have passed this screen. This information is saved at the end of each Season Game, but will not be saved if you quit mid-game.

COACH SIGN IN

Create a new season coach by clicking on the New Coach button, or continue with an existing coach by clicking on the coach's name, then on the arrow in the lower-right corner:

Note: If you select an existing coach, the game skips ahead to the Team Page.



DIFFICULTY LEVEL, GAME LENGTH, GAME ENDS, OFFSIDES, FOULS, FIELD, TEAM NAME AND COLORS

These options work the same as those described under "Single Game Setup" (see pages 8-11). Click on the arrow in the lower-right corner to advance to the Draft Players screens:

DRAFT PLAYERS

Pick your eight players first, then the computer teams take turns drafting players.

Bleachers

Use the arrows in the upper left and right corners to see more of the bleachers. Or, use the Player Finder at the bottom middle to scroll through a list of available players.



Player Cards

Clicking on a kid makes that player's card pop up. From here, decide whether or not you want that player on your team. Click on the photos to hear the kids talk.

You can also click on the arrow in the lower-right corner to fill up your Roster with randomly selected players.

Once you are done choosing players, a league is created and the game advances to the Team Page:

TEAM PAGE

The "home" page for your Season Team contains the following additional pages:

Team Photo	Team photo, player portraits and player profiles.
Statistics	View season, career, playoff and game statistics for each player on your and your opponents' teams. Move your cursor over the column headings to see definitions of each stat.
Trophy Case	Which team members hold the records for most goals and most saves in a game? Review all your player records here, as well as your team's game records.
Schedule	View every team's schedule and track the results of every game. At playoff time, view all the matchups and results in the Playoffs section.
Standings	View A and B Division standings.
League Leaders	Browse the top 10 players and teams in a wide range of statistical categories.
Options	Described on page 9 under "Change Game Options."
Click on the arrow in the lower-right corner to advance to the next screen:	

ROSTER PAGE

This works the same as described under "Single Game Setup" on page 11.

Click on the arrow in the lower-right corner to start the season!



SAVING AND LOADING

Saving and Loading happens automatically after each game in Season Play. To pick up exactly where you left off, return to that season by signing in as the same coach (see the "Coach Sign In" section on page 13 for details). **Note:** Games that are not part of a season (Single Games) will not be saved.

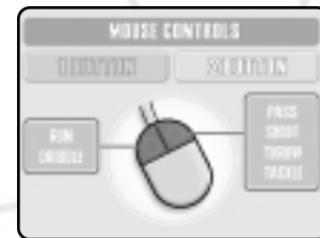
CONTROLS

MOUSE

One-button:

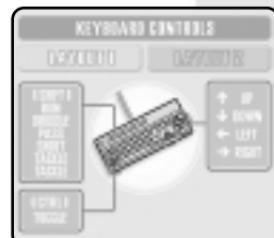


Two-button:



KEYBOARD

Layout 1:

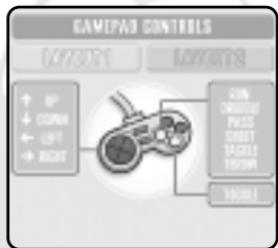


Layout 2:



GAMEPAD (WINDOWS® USERS ONLY)

Layout 1:



Layout 2:



HOW TO PLAY

SCOREBOARD



During a game, the scoreboard appears whenever there is a goal, a foul or a ball out of bounds. The scoreboard game clock shows the time remaining in the current half of play.

Click on the arrow in the lower-left corner to go to the team bench, where you can make player substitutions. You can also change player positions, formations or team strategy. Click on the arrow in the lower-right corner to return to the scoreboard.

To exit the scoreboard and resume playing, click on the arrow in the lower-right corner.

POSITIONS

Goalkeeper

The Goalkeeper (also referred to as Goalie or Keeper) is the last line of defense. There is only one Goalkeeper per team. Keepers are the only players that can legally use their hands, but this is restricted to the goal area. Their jerseys are different colors than those worn by teammates and opposing teams.

Defender

The Defender's role is to stop the other team from getting shot opportunities and to control the ball within his or her half of the field. At times, the defensive player might be asked to concentrate on supporting the attack or actually making attack runs and long distance shots. They are also referred to as Fullbacks and, if in a center position, might be called a Sweeper or a Stopper.

Midfielder

The Midfielder helps transition the ball between the Defenders and the Forwards. They also support the Forwards in the attack and become the first line of defense when the opposing team has the ball. Their overall role is dependent on the team's chosen strategy, which might ask them to take on more of an attacking role or stay back and help the defense. Midfielders are also referred to as Halfbacks and, if positioned toward the sideline, might be called a Wing or Winger.

Forward

The main priority of a Forward (also referred to as a Striker) is to penetrate the opponent's defense, create opportunities to score, and ultimately score. In most strategies, a Forward's overall role will change very little, but depending on the style of play, they may need more of certain skills. For example: When playing the long ball strategy (Defense 2), running and kicking may matter more but, if the style of play leans toward passing (Offense 1), ball control and defense should be considered as well.

Substitutes

Substitutes sit on the bench until the coach needs them to sub in for another player. They can be subbed into any position during breaks in play.

FORMATIONS

1-1-3

Pros: Most directly offensive formation.

- Puts half of the team in the attacking end, which can result in many scoring chances.
- Good choice if the team is losing the match and needs to score or if the team has an outstanding defender and midfielder.

Con: This is the weakest formation for defense.

1-2-2

Pros: This is an offensive-weighted formation.

- Creates a good presence in the midfield, which aids the transition from defense to offense.
- Good choice if the lone defender is strong, and when the team needs to improve scoring without excessive risk.

Con: It may provide more goal-scoring chances for the other team.

1-3-1

Pros: This puts the strength of the team at the midfield.

- Putting several players in the midfield gives the team a better chance of keeping the ball in the opponent's end.
- Good choice if the team has an outstanding defender or forward, or lacks good midfield players.
- The key to this formation is to use the midfield to support the defense at times, and to provide scoring punch when needed.

Con: If the lone defender gets beaten, the midfield is usually too far away to help in time.

2-1-2

Pros: A balanced formation, equal in both the offense and defense.

- Lends itself well to quick counterattacks, because of the concentration of players at opposite ends.
- Good choice if the team's most-skilled player is positioned at midfield.

Con: Lack of midfield depth, but its overall balance makes it a good all-around choice.

2-2-1

Pros: One of the better defensive formations.

- Gives the team a solid line of defenders and a good midfield presence.
- Good choice if the team has a strong goal-scorer who can score quickly when an opening appears.

Con: The team's attack is directed into the middle, where the opponent's defense is usually concentrated.

3-1-1

Pros: The safest of all the formations.

- Places several players in front of your goal.
- Limits the opposing team's attack.

Con: Lacks players positioned to attack the opponent's goal.

STRATEGIES

Normal 1

A balanced strategy. Combines a solid defense with a controlled counterattack.

Normal 2

Another balanced strategy that combines defense with a fast-transitioning attack.

Offense 1

This scheme emphasizes scoring and short, quick passes.

Offense 2

The most aggressive offensive strategy. All players (except the Goalie) attack and try to score.

Defense 1

This strategy relies on keeping the ball away from the opposing team.

Defense 2

Similar to Defense 1, this defensive strategy uses long passes to keep the ball away from the team's own goal.

GAME RULES

The rules for *Backyard Soccer 2004* are a hybrid of U10 and professional soccer rules:

1. Offsides is called within the 19-yard area in front of the goal. **Note:** A player can be called offsides if there are fewer than two opponents (including the Goalie) between that player and the goal, when the ball is played to him/her.
2. Fouls occurring outside of the penalty box result in direct free kicks.
3. Fouls occurring within the penalty box result in penalty kicks.
4. Balls that go out of bounds result in the appropriate throw-in, goal kick or corner kick.
5. Substitutions are unlimited.

Special exceptions during Indoor Tournament Play:

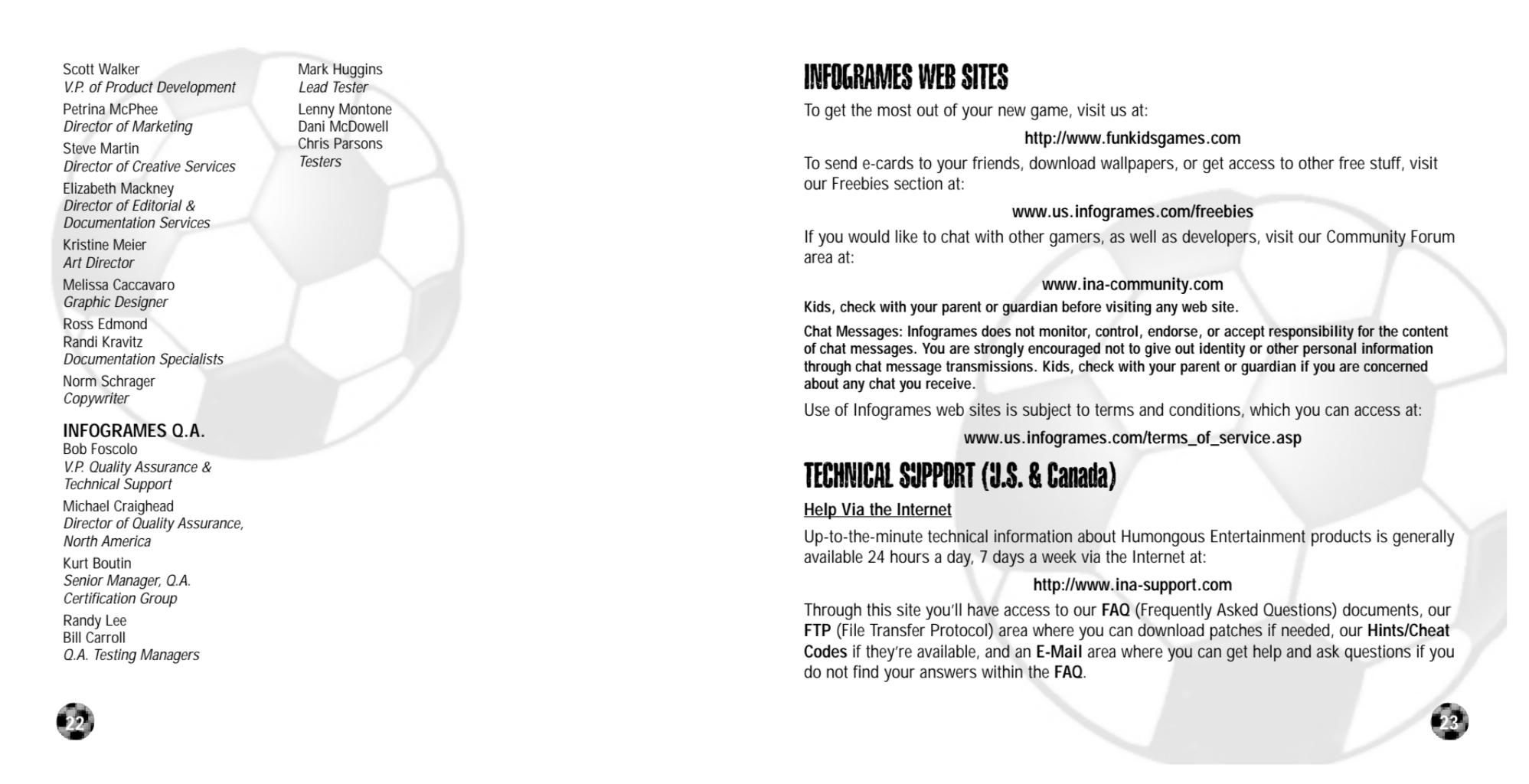
1. No offsides called.
2. Throw-ins are replaced by free kicks where the ball went out.

CREDITS

HUMONGOUS ENTERTAINMENT

Leah Verre
Production Art Lead
Peter Crayne
Programming Lead
Valerie Tucker
Susan Merrill
Producers
Eric Gross
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Roberto B. Sanchez
3D Character Animation
Adrian Bourne
Background Layout
Dale Rutter
Background Paintings
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Josh Sterling
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Geoff Kirk
Sound Engineering
Rhett Mathis
Original Kid Themes Composer
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Hakeem Garrett
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INFOGRAMES WEB SITES

To get the most out of your new game, visit us at:

<http://www.funkidsgames.com>

To send e-cards to your friends, download wallpapers, or get access to other free stuff, visit our Freebies section at:

www.us.infogrames.com/freebies

If you would like to chat with other gamers, as well as developers, visit our Community Forum area at:

www.ina-community.com

Kids, check with your parent or guardian before visiting any web site.

Chat Messages: Infogrames does not monitor, control, endorse, or accept responsibility for the content of chat messages. You are strongly encouraged not to give out identity or other personal information through chat message transmissions. Kids, check with your parent or guardian if you are concerned about any chat you receive.

Use of Infogrames web sites is subject to terms and conditions, which you can access at:

www.us.infogrames.com/terms_of_service.asp

TECHNICAL SUPPORT (U.S. & Canada)

Help Via the Internet

Up-to-the-minute technical information about Humongous Entertainment products is generally available 24 hours a day, 7 days a week via the Internet at:

<http://www.ina-support.com>

Through this site you'll have access to our **FAQ** (Frequently Asked Questions) documents, our **FTP** (File Transfer Protocol) area where you can download patches if needed, our **Hints/Cheat Codes** if they're available, and an **E-Mail** area where you can get help and ask questions if you do not find your answers within the **FAQ**.

Note: In the event we must send you a Hint Sheet, FAQ document, patch or update disc via E-mail, we may require verifiable consent from a parent or guardian in order to protect children's privacy and safety online. Consent Forms are available at the web site listed above.

Help Via Telephone/Fax or Mail in the United States & Canada

For phone assistance, call Humongous Entertainment **Tech Support** at **(425) 951-7108**. Our **Interactive Voice Response** and **Faxback** system is generally available 24/7, providing automated support and allowing FAQ documents to be faxed to you immediately.

Great News! We've improved our Automated Systems so that you can get product-specific Troubleshooting help more quickly. All you need to do is enter the product's **Part #** when prompted to do so. This will take you directly to all of our known issues and solutions for this title. The product's **Part #** is located in several places (on the CD label, package and/or plastic disc case) and is usually identified by a number such as **04-12345**. When prompted by the Automated System, enter the **last five digits** of your product's Part #. (For example, Part # 04-12345 would require that you enter the "12345" portion of the number for that product.) **Note:** Some products simply feature a five-digit Part # without an "04-" prefix.

Live support is generally available Monday through Friday, 8:00 AM until 6:00 PM (Pacific Time). **Note:** We may be closed on major holidays.

Before making your call, we ask that you be at your computer, have the following information available, and be ready to take notes:

- Computer Type (PC or MAC)
- System Make and Model
- Processor Type
- Operating System, including version number if possible (such as Windows® 98, Windows® Me, Macintosh® OS 9.1, etc.)
- RAM (Memory)
- Video and sound card data and drivers
- Any screen or error messages you've encountered (and where)

You may also fax in your Technical Support questions or problems to: **(425) 806-0480**, or write to the address below.

Product Return Procedures in the United States & Canada

In the event our technicians at **(425) 951-7108** determine that you need to forward materials directly to us, please include a brief letter explaining what is enclosed and why. Make sure you include the Return Merchandise Authorization Number (RMA#) supplied to you by the technician, and your telephone number in case we need to call you. Any materials not containing this RMA# will be returned to you unprocessed. Send your materials to the following address:

Humongous Entertainment
Attn: TS/CS Dept.
13110 NE 177th Place
Suite # B101, Box 180
Woodinville, WA 98072-9965
RMA #:

END-USER LICENSE AGREEMENT

IMPORTANT — READ CAREFULLY: Please be sure to carefully read and understand all of the rights and restrictions described in this End-User License Agreement ("EULA").

AGREEMENT

This document is an agreement between you and Infogrames, Inc. and its affiliated companies ("Company"). The enclosed software game disc(s), cartridge or Game Pak ("Software") and any accompanying printed materials are licensed to you only on the condition that you accept all of the terms contained in this EULA.

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You will be given a Return Merchandise Authorization number (RMA #) by the technician. You then have 15 days from the date of this contact to return the Software in its protective covering, the Manual and the original sales invoice to the address supplied to you.

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