

Look at the direction the corner and half way line flags are fluttering.

Try any of the following in the OPTIONS menu:

- Use a CHECKED or FLAT pitch instead of TEXTURED
- Switch CROWD FX to OFF
- Reduce the TARGET FPS from 60 to 30
- Switch SOUND FX off altogether

Other more expensive solutions include:

- Get a faster video card
- Get a faster processor for your PC

See answer to question below "Why the overhead mode ?".

Whilst there are no definite plans yet for a management option, it is a fairly likely addition, though not in the immediate future.

Unlikely - this is due to the fact that Total Soccer 2000 relies on very quick responses from the user, which would definitely not be possible over modems. It may be possible over local networks, but at present there are no plans to include any form of Network play in Total Soccer 2000.

Fast playable soccer games simply don't "work" very well when played in 3D mode, which is why most 3D soccer games are relatively slow, and don't actually feel like you are controlling much of the game, merely watching it. We have our own theories on why fast 3D soccer games don't "work", including stuff about human eyesight and brain not being quick enough to work out where a ball is in 3D on a 2D picture etc. We're not saying 3D soccer games are all crap, they're just different. Some people like 'em, and some people don't.

In case you hadn't noticed, the overhead view for Total Soccer is actually a 3D view, and not 2D in the normal sense.

We felt that the PC soccer game market was lacking a decent fast, and most importantly playable arcade soccer game. It was swamped with 3D simulations, which whilst visually very impressive, often lacked the key to a decent soccer game - raw gameplay!

We are realistic about the system requirements for Total Soccer.

- By switching various options off (textured pitch, crowd sound, etc.) you should be able to play Total Soccer 2000 very smoothly on a Pentium 75.

- A minimum system to play with all options on would be a Pentium 133, with a reasonably fast video and sound card compatible with DirectX 6.



No.

GOLDEN GOAL means that the match will end when the first goal is scored.

Make sure that you have DirectX 6.0 or later installed. Certain older videocard drivers may not be supported by DirectX 6.0. In that case you need to buy a new videocard.

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