Updated to v1.1 on May 14, 2005

Goal! FAQ

by blkhwks19

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GOAL! FAQ
For the NES
Version 1.1 (05/14/2005) By Jeff Schaefer (Blkhwks19@yahoo.com)
by deli senderer (bikhwksiseyanoo.com)
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1. Version History
=======================================
Version 1.1 $(05/14/05)$ - Finished adding the rest of the teams in the Players
Stats section. FAQ now 100% COMPLETE! The only
updates I will make to this FAQ now are to correct
any errors or to add new strategies if I receive any.
Version 1.0 $(11/17/04)$ - Began and completed this FAQ minus a few teams in the
Player Stats section
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2. About GOAL! and this FAQ
GOAL! is my favorite soccer game on the NES. Although that doesn稚 say much

since pretty much any soccer game made for the NES, except GOAL!, sucked. In any case this FAQ will provide you with the basics and fundamentals of the

game, as well as provide a few tips and tricks along the way.

| 3. Menus/Modes |

World Cup (1 or 2 players) - Play as one of 16 international teams and compete for the coveted World Cup. Play by yourself or team up with a friend to see how far you can advance your team.

1st Round: Teams are divided into four pools, or groups, Zones A, B, C, D. Each team must play every other team within its zone once. The 2 teams with the best record move on to the 2nd round.

2nd Round: Teams are regrouped into 2 more zones, Zones E and F. Each zone will contain 2 first place teams and 2 second place teams from Zones A, B, C, and D from the 1st round. Just as in the 1st Round, each team will play every other team within its zone once and the two teams with the best record move on to the Semifinals.

Semifinals: The first place team from Zone E will play the second place team from Zone F. Similarly the first place team from Zone F will play the second place team from Zone E. The two winners advance to the Finals.

Finals: A one game match between the two semifinal winners to determine the championship.

Tournament (1 or 2 players) - Play as one of 8 American cities and compete in a single elimination tournament. Once again, play by yourself or team up with a friend and take on the computer together.

Shoot Competition (1 or 2 players) - Play as one of 3 star players and attempt to score. Sounds simple, right? Actually it痴 pretty tough. You get fives tries to dribble past two defenders and score past a goalie. After those five tries, get five more tries to beat your previous score, or see if a friend can beat your score.

VS Mode (2 players) - Obviously, a head to head match with a friend. Do I really need to exaplin this?

CONTINUE (1 or 2 players) - Enter a password to continue a previous World Cup competition. CONTINUE can be used for solo play or when playing with a friend.

| 4. Controls |

A. OFFENSE

Running/Dribbling

Without possession of the ball, your player will run in the direction you press on the D-pad. With the ball in possession, your player will still run in the

direction pressed on the D-pad, but he automatically dribbles the ball as well. Piece of cake. Press UP on the D-pad to dribble the ball upfield, press DOWN to dribble downfield, etc. You can also run/dribble in diagonals as well.

Passing/Shooting

Pressing B and a direction on the D-pad simultaneously will pass the ball in that direction. Pressing A will kick the ball a lot harder for a shot. Just like passing, pressing a direction on the D-pad will aim the shot. NOTE: When passing and shooting be aware of which direction your player is facing. If he is facing an area with no teammates and you press B he will pass the ball to the empty area, which leaves it vulnerable to be intercepted by an opponent. Also, it IS possible to face your own goal and press A and take a shot on goal and it IS possible it will go in.

Hooking/Slicing Shots and Passes

One of the best features in the game is the ability to slice or hook your shot or pass. Once the ball has been kicked press and hold the B button and press LEFT or RIGHT to hook or slice the ball to the left or right. Hold B and press UP to give the ball a forward spin and make it go farther, and also press DOWN while holding B to give the ball a backspin and shorten the length of the shot or pass.

Headers

Headers are tricky to perform but they help immensely in moving the ball upfield or preventing the opponent from moving the ball downfield. To perform a header position your player in the flight path of a kicked ball and press A when the ball is directly overhead. If the ball is too high above the player then obviously a header isn稚 possible. As long as the ball is in flight it is eligible to be headed, provided it is low enough. This means that the ball can be headed several times before it touches the ground, a great way to move the ball without the risk of it getting stolen. NOTE: Headers can be performed while on offense or defense.

B. DEFENSE

Controlling Players

You control only one defensive player at any time and the computer controls the rest for you. To switch control of your defensive player press the B button. Your controlled player will now have #1 below his feet to indicate that you (player 1) have control of him.

Slide Tackles

No soccer game would be complete without slide tackling. Get near an opponent and press A and a direction on the D-pad to perform a slide tackle. If aimed and timed properly your player will steal the ball from the opponent. Beware, sometimes slide tackling from directly behind a player will result in a penalty.

C. Goal Kicks/Corner Kicks/Throw Ins

Goal Kicks

If an attacking team kicks the ball over the endline of the defending team, the defending team病 goalie gets a free kick from the corner of the goalkeeper痴 box known as a Goal Kick. Press A to kick the ball back into play. Don稚 forget to aim it and also give it a slice, hook, backspin, topspin, or combination. Press B to pass the ball into play to a teammate.

Corner Kicks

The opposite of Goal Kicks, Corner Kicks occur when the defending team kicks the ball across their own goal line. The attacking team gets a free kick from the nearest corner of the playing field. Similar to Goal Kicks, press A to kick the ball into play, or B to pass it into play. Again, don稚 forget to add spin.

Throw Ins

When the ball crosses the sidelines at any time, a throw in by the team NOT touching the ball last occurs. Press B and a direction on the D-pad to aim the throw in to a teammate.

D. Penalties

There are two types of penalties: Offsides and Tripping.

Offsides occur when an offensive player who does not have possession of the ball moves past the last defensive player and then receives a pass from a teammate. If the ball is kicked deep into enemy territory and your player reaches it before the opponent, that is NOT offsides. It is only offsides when the player is behind the defender when the ball reaches him.

Tripping occurs when you perform a slide tackle from directly behind a defender. Tackling from any direction is fine except from behind.

Like in real soccer, however, the referee does not always see the play, so penalties are not always called. It痴 up to you to decide if the risk of getting called is worth making the play. Getting called for a penalty simply means the other team gains possession and gets a free kick from the point where the penalty occurred.

| 5. Tips and Tricks |

If an opponent passes up your defender, it痴 probably a better idea to switch to a closer defender, preferably to one that is in front of the opponent, as it is very difficult to chase down an attacking player. Some of your players are quicker than others, so switching to a different player will definitely help (see player stats below).

Anticipating is a part of every sport, and in GOAL! anticipating passes can lead to interceptions and great scoring opportunities. By positioning your player in the path of a passed ball you will gain possession and can begin your counterattack immediately.

To create better chances to score, shoot the ball from just inside midfield. On the way give the ball lots of slice or hook and add topspin to speed it up and try to hook the ball into the corners of the goal. The goalie is very good

at defending straight on shots, but for some reason has trouble with long shots that slice or hook into a corner of the goal. If you notice your shot will most likely go wide, you can attempt to give the ball backspin to keep it from crossing the goal line and giving the other team a goal kick.

Your players can also perform a diving header shot when in front of the opponent痴 goal. The ball must be in the air, and a slight distance away from the player. To perform the diving header shot, simply use the same controls as when performing a regular header.

When performing a goal kick, make sure none of your opponents are in front of him. Your opponents could head the goal kick right back into your net if you池e not careful.

In Shootout mode, if you池e receiving the pass from the left of the goal, run towards the ball as it approaches you and keep running left until the first defender slides and (hopefully) misses you. Now痴 your chance to take a few steps towards the goal and let off a shot before the second defender can reach you (and before the first defender gets up and continues pursuit). Aim your shot to the upper right corner (the same direction you池e running in) and you should sneak it by the goalie. If you池e receiving the pass from the right side of the goal, run towards the ball and take the pass. Run left beneath the first defender until he slides and misses you. Keep running left toward the second defender and try to diagonal up towards the goal before he gets to you. Take a few more steps and let it rip before either defender can touch you or you fail at the attempt.

NOTE: If you find another strategy that works better for any situation in shootout or any other mode, please email me and let me know and I will add your strategy to this FAQ, and give due credit.

| 6. Player Stats |

SHOOT COMPETITION

+ PLAYER	 	KICK	 	SPEED	 	COMMENTS
Hansen	l	2		2		Consistent speed and power.
Roko				3		'
Juarez				2		Good speed. Very powerful kick.

WORLD CUP/TOURNAMENT

Rating Definitions:

Dribble(0-10) - The player's ability to move with the ball

Kick(0-10) - The strength of the player's kick

Speed(0-10) - Player's running speed

Tackle(0-3) - Player's ability to slide tackle and take the ball away from an opponent

Shot Ratio (0-3) - Percentage of shots on goal that score

Mark(0-3) - On defense, the player's ability to recognize the most dangerous offensive threat on the opposing team, and guard him

Ballkeep(0-3) - The ability to dribble the ball past defenders

Jumping(0-10) - The player's ability to leap into the air (goalie only)

Blocking(0-3) - The player's ability to block a hard shot (goalie only)

Catching(0-3) - The player's ability to catch a hard shot (goalie only)

NOTE: Some American Tournament teams, in parenthasis, have the same stats as some international World Cup teams.

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Semi-finals with England vs. Brazil:

Enter GTXAREZCGZHIKUIK as a password.

Finals with England vs. USSR:

Enter HTXAREZCGZHIKULL as a password.

World Cup passwords:

Team Password CTXAREZCGPLOPEOB Algeria Argentina JTXAREZCGXIKLUEL Belgium ATXAREZCGRHFOEOB Brazil ITXAREZCGPIGKCMB Denmark ITXAREZCGVIGKWIL England JTXAREZCGZLGKUGJ ETXAREZCGAISKWHJ France Holland QTXAREZCGWLUOUGJ DTXAREZCGAHKLUIL Italy PTXAREZCGXMKLWIJ Japan ATXAREZCGUMJPCTD Poland DTXAREZCGOHFOCOB Spain Uruguay ITXAREZCGULGKESB HTXAREZCGWHKLWEJ USA USSR ZTXAREZCGOHGOERB

Unlock the Championship Game

LTXAREZCGTMGOCRD

To unlock the Championship Game simply enter the following password in the password screen: STXAREZCGWULWG

Germany

| 8. Credits/Thanks |

I would like to thank the following:

Nintendo, Inc. (obviously)

Jaleco Entertainment for developing a really fun soccer game

GameFAQs for inspiring me to write this

Also, all player stats, some tips/tricks, and the World Cup Mode are courtesy of the GOAL! Instruction Manual

| 9. Legal Stuff |

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-Jeff Schaefer (Blkhwks19@yahoo.com)

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