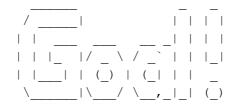
Goal! FAQ

by KeyBlade999

This walkthrough was originally written for Goal! on the SNES, but the walkthrough is still applicable to the NES version of the game.



While I do write all of my guides for free, it does take a lot of time and effort to put them together. If you're feeling generous and want to show your appreciation, I am gladly accepting donations. I don't know exactly what the donations will be used for, but just know that you would definitely be helping me make more quality FAQs! Even the smallest donation amounts are appreciated, and are a great way to say how much you appreciate the work I do. If you do decide you'd like to donate, please send the donations through PayPal at the e-mail address listed below. Thank you so very much for considering this!!

keyblade999.faqs@gmail.com

By the way, this is also my contact e-mail, so if you want to contribute something to this or any of my other FAQs, or have a question to ask about one of them, go ahead and use this e-mail.

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=~=~=~=~=~=~=	Section One: Intro ~=~=~=~=~=~====	**GOAL!_1**
like the other game I wrote as	e. This one covers the GameBoy n FAQ for earlier in the night so based on soccer rather than	when I wrote this,
Yeah, I don't know much to sa	y about this. But try to enjoy	
	~=~=~=~=~=~=~=~= ion Two: Version History ~=~=~=~=~=~=~=	**GOAL!_2*
Final - First and likely only 10:08 PM 5/9/2012	version of this FAQ completed	
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Section Four: Basics of the Game

GOAL!_4

Controls

~~ D-Pad : - (General) Move character; move cursor.

- (Goalie) Move left/right; hold Up and use A to block a

penalty shot.

 ${\scriptstyle \sim \sim}$ A Button ${\quad \ :}$ - Sliding dash-tackle or jump (with A Button) (when not in

possession).

- Lob it (when in possession).

~~ B Button : - Low kick (when in possession).

~~ Start Button : - Pause; begin game; confirm decision.

~~ Select Button: - N/A.

~~ L/R Buttons : - These only have functions on the GBA SP and GameBoy Player

ways of playing the game. They will widen/narrow the

screen respectively. Otherwise, N/A.

Playing the Game - Modes

In Super Cup, you'll play games in a tournament type of fashion, going up in the ranks for a win.

Exhibition is just a regular game for fun.

Penalty Kick ... it let's you practic penalty kicks, obviously.

Playing the Game - The Game

Okay, this game is really hard to detail, given my current lack of a manual and the way the game screens switch, so I may be inaccurate at some point.

You'll begin a game by selecting the teams by country (I haven't noticed an AI difference, though that kinda is possible), then formations, then you get to change those formations. Those are all personal opinion, so leave me out of it.

As for the game itself, you'll need to move the ball into the other players' goal. After the coin toss, you want to take possession of the ball (if you currently lack it) with a sliding tackle. You'll be controlling the flashing player.

Once you have possession, try passing it to your teammates because, trust me, these guys play rough. If you make it to the goal, you'll need to kick it one more time into the goal for a point.

On defense, as mentioned before, you'll want to take possession with sliding tackles. You usually can manage to take away the ball by the time it's shot at the goalie. Once the goalie has it, kick it downfield.

If the ball goes out of bounds, a player of the team opposing the one causing the event gets to throw it inbounds.

If a player is fouled, a penalty kick may be allowed.

Penalty kicks are executed by using a certain D-Pad combo, as seen in the lower-right hand corner -- it can be a high shot, low shot, one to the right

of those. Additionally, fouls may result in a yellow card or a red card, if violent enough. Two yellow cards or one red card equal an ejection from the game. A foul's violence/stupidity determine the end result. As for game length, that time is decided prior to the game's start. When you choose the options, you'll end up choosing each half's time (1 to 45 minutes); therefore, the game can last 2 to 90 minutes. This is the end of KeyBlade999's FAQ for the GameBoy game Goal!. 1 1 | |\ /\ /| | 1 1 | | (_) (_) | /' `\ /' `\ /' `\ /\ _\ \ \\ _\ \ \ \\ \ \ ___, \ \ ___, \ \ ___, \ \/__,/\ \ \/__,/\ \ \/__,/\ \

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along the middle, one to the left along the middle, or a combination of two

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