

Natural Soccer

User Guide

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Natural Soccer User Guide

Welcome to Natural Soccer!

Natural Soccer is an arcade soccer game rather than an accurate simulation of the sport. That is, fast-paced action and fun gameplay is the focus of the game, sacrificing realism where necessary.

Still Natural Soccer is equipped with very accurate and realistic ball physics, a clever AI and sophisticated controls.

The ball is always played freely, ahead of players, making controlling the ball a matter of skill rather than chance – just like in the real sport!

Main Menu

In the game's main menu, you may choose to play a SINGLE MATCH, a LEAGUE, go to the OPTIONS MENU or take a look at HOW TO PLAY.

Single Match

A single match consists of, well, a single match.

If more than one physical controller is available, you will be presented with the CONTROLLER ASSIGNMENT screen. Move the controller of your choice to the left or right to assign it to either the home or away side. Press **B** on that device to cancel the assignment. This allows you to play either against each other or team up against the CPU or play in many different combinations with up to 4 players. Once the controllers are assigned, press **A** to continue.

Note: if there is only one controller available (on touch devices, for example), your team will always be HOME, your opponent AWAY – the CONTROLLER ASSIGNMENT screen will be skipped.

Now select the teams to play against each other (please note that only those controllers assigned to the given team can be used to make the selection).

You may also change the starting formation of your team, which you may also always change during the match.

Press **A** once you are happy with your selection and are ready to kick off.

League

A league consists of a single-season championship. Select your team and play a championship in the selected team's league.

To start a league, select an empty save slot. This allows you to play several leagues in parallel or let friends and family start their own independent leagues.

The game auto-saves. So to continue a league, just return to the game and select an existing save game.

Options

On the OPTIONS SCREEN, you will find several different categories of options to fine-tune the game to your favorite style of play.

I won't list each and every option in this user guide as they are all explained in-game for easy reference. Just highlight an option and follow the marquee at the bottom of the screen explaining



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the different settings.

Playing the Game

On the pitch, you control one member of your team at a time. That player is indicated by a colored circle around him. The color depends on the physical controller you use.

To move your player, just push the analogue stick of your controller to the desired direction. If you are playing with the keyboard or another digital device, you are limited to eight different directions, though. So we strongly recommend using an analogue controller to enjoy the full 360° degrees of freedom.

There are basically two types of controls, depending on whether you are in possession of the ball or not.

Controls while in Possession

When in possession, you are the one to control the ball. You may dribble with it, pass it, shoot it or chip it.

Dribbling

In Natural Soccer, there are three fundamental different dribbling options for you to choose from:

“Easy” Dribbling Mode

In this mode, the ball is dribbled very tightly allowing for fast turns and easy ball control. The game assists in dribbling and makes this the easiest dribbling mode, recommended for beginners.

“Natural” Dribbling Mode

As the name implies, this is the recommended dribbling mode, and a balance between the “easy” and “hard” ones.

The ball is dribbled less tightly than in “easy” mode, adding a natural “lag” to the dribbling: you may only change the direction of the ball when actually touching it, quite like in real life.

The game still assists you by automatically aiming for the ball if you are close to it and allows to you easily change direction. While close to the ball, just point the stick in the direction you want to dribble. The active player will still run towards the ball and, once he touches it, change direction accordingly.

To perform a full stop, just release the stick when close to the ball. The active player will still move towards it but stops once he has the ball under control.

“Hard” Dribbling Mode

This mode offers the most of freedom, is more flexible but harder to play. Your player’s movement is not restricted or altered in any way, so this dribbling mode feels most direct. On the other hand, turning with the ball requires a lot of practice.

To change direction, run into the ball, already pointing the stick in the direction you want it to travel.



Shooting

To shot the ball, just press **B** while pointing the stick in the direction you want the shot to go. The shot will immediately be taken – so there is no need to hold down the shot button to adjust the shot's height or power.

Aftertouch

You rather use "Aftertouch" for this: briefly after a shot, you can bend and curve the ball by moving the stick left to right (relative to the direction the shot originally was aimed at) and/or lift the ball by moving the stick in the opposite direction.

The longer you keep the stick in the new position, the stronger the effect of Aftertouch will be.

Distance Shots

Natural Soccer will automatically "boost" shots which are taken just outside the penalty box. As they are more powerful and the ball is hit harder, you cannot apply as much Aftertouch to them as to normal shots. So aim them carefully.

Passing

Passing in Natural Soccer is the key to success. Just push **A** while pointing the stick towards the team mate you want to pass to. The game is rather tolerant about how exact you are pointing at your team mate, but if you find it to choose the wrong player or not passing at all frequently, try to improve your aim. If the game cannot find any team mate in the given direction, nothing happens and you continue to dribble.

The game will automatically care to play intelligent (through) passes that cross the current path of the pass receiver, instead of always playing directly at his current position.

Chipping

Besides passing and shooting, there is chipping. You can use chips for a variety of maneuvers just as crossings, far balls into the opponent's half or even to fool the opponent's keeper and score spectacular goals.

To chip the ball, just point the stick in the desired direction, then press and hold **X**. While you cannot apply normal Aftertouch to chips, you can make the ball travel higher and farer by holding down the **X** button.

Sprinting with the Ball (PC only)

To sprint while dribbling, hold **[RT]** or **[RB]**. While the player will run faster, he will dribble the ball farther, making it more likely to get intercepted or lost.

Controls while Not in Possession


While you are not in possession and trying to win the ball, just move the stick to the direction you want your controlled player to move.



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If you manage to run into the ball, chances are high you will win it over. If not, try to tackle the ball carrier with sliding tackles or intercept any passes or shots.

Sliding Tackles



To perform a sliding tackle, just press (and hold) the  button, pointing the stick into the direction you want the player to slide. Holding down the button makes the player slide farther.

While sliding, hold the stick into the direction you want the ball to go if you hit it. Moving it towards a team mate makes the sliding player try to pass the ball to him, otherwise the ball is just deflected in the general direction.

Make sure not to hit an opponent with a sliding tackle as this might result in a foul – or even in a yellow/red card if you happen to hit the opponent too hard and/or from behind.

Headers

Headers are performed automatically instead of shots or passes by the game if the ball is airborne.





To start a header, just point the stick in the direction of the jump and press either  or . The player will immediately start his jump. While the player is jumping, move the stick to the direction you want your shot/pass to be aimed at. If the player manages to reach the ball, he will head it there.

Sprinting without the Ball (PC only)

Hold [RT] or [RB] to sprint. Sprinting makes your player slightly less controllable and he won't get the ball as quickly under control on an interception than without sprinting.

Set Pieces

There is a visual indicator on set pieces (except penalties), and you generally have several options when executing them:

1. **Shoot the ball using the indicator.** Move the stick to change the direction and height of the trajectory. Once satisfied, start pressing  and release it once the desired shot power is reached. Remember to apply Aftertouch on free kicks for most dangerous attempts.
2. **Shoot the ball manually** without the help of the indicator. Just ignore the gauge, move the stick in the desired shooting direction and press and hold  to shoot. The longer you hold the button, the stronger and higher the shot will be.
3. **Pass the ball using the indicator.** Adjust the indicator so that it point towards the team mate you want to pass to. *Center* the stick and push  to pass.
4. **Pass the ball manually.** Just ignore the gauge altogether, move *and hold* the stick in the direction of the team mate to pass to and press .

Controlling the Goalkeeper

The goalkeepers in Natural Soccer are controlled by the AI. Only when taking a goal kick or once the goalkeeper caught the ball, control is given to you (or any other human player in your team) to take



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the shot or pass (still no control about the keeper's movement).

Taking a goal kick or punt is done in the same way as the Set Pieces, while for a punt there is no visual indicator, leaving only manual shooting or a pass.

Penalties

Taking Penalties

To aim your shot, hold your controller to the left or right. The longer you hold it there the farther to the left or right your shot will go. Be careful as holding the controller too long will make the ball miss the goal.

Release the controller once you are happy with your choice. If you change your mind, and want to re-aim your shot, just move the controller to the left or right again.

To actually shoot the ball, press and hold **B**. The longer you keep the button down, the higher the ball will travel. Again, make sure not to hold the button down for too long, otherwise you will miss the goal.

Defending Penalties

To defend a penalty, you can make the goalie dive left or right to parry the shot.

To make your choice, just hold your controller to the left or right. The longer you hold it there, the farther the keeper will dive. Release the controller once you are happy with your setup. The goalie will automatically dive accordingly once the penalty taker shoots.

You might also make the goalie stay put by never moving the controller at all or only very briefly.

Player Switching

Player switching in Natural Soccer is automatic and clever. The game always tries to anticipate which player you might want to control automatically. This might not be the player closest to the ball but the one you seem to want to control according to which direction your controller is pushed.

So, if the game happens to not switch to the player you would rather be, just *anticipate* to be that player already, by moving your controller towards the ball, relative to that player. The game will notice that and switch accordingly after a few moments.

If multiple players are playing in the same team, the game tries hard to be fair when switching players. Additionally the game ensures that, more often than not, passing will always be between players controlled by different controllers (avoiding one human player to "pass to himself"), creating real cooperative gameplay.

Adjusting Tactics


You can adjust your tactics anytime to adapt your playstyle to the current situation.

Switching Formations



You can change the formation your team plays in anytime. Press and hold **Y** until your current formation is shown in the score display. Keep **Y** down and move your stick left/right (or up/down



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when playing with the horizontal view) to choose a formation. Release  and your team changes to the selected formation.

Adjusting Tactic Balance

Besides switching the formation completely, you can always set the balance of the current one. Press and hold  until your current formation and balance are shown in the score display. Keep  down and move the stick in your team's playing direction or to the opposite direction. Moving the stick towards your team's direction will change the balance towards attacking, while the opposite makes your team play more defensively.

If you prefer, you can also change your tactics calmly, by pausing the game and choose the "Tactics" option. This is actually recommended for touch devices.

Pause

Tap  briefly to pause the game and enter the pause menu.

Action Replays

Select "Action Replay" to review the last seconds of the match.

Move the stick left to rewind or fast-forward. Press  to pause or play,  to quit.

Game Time

The game automatically compensates for the difference between the game time you chose and the 90 minutes of a match in real life. That is, while the ball is out of play (Goal kick, free kick, ...) the game time automatically runs (much) slower to avoid that, for example, a goal kick takes several "virtual" minutes.

When the end of a period is reached, the referee will, like in real life, first add some injury time and also try to avoid to blow the whistle whilst a promising attack is running. So the referee will rather blow the whistle while the ball is close to the center line or out of play. (But note, that, if the overtime exceeds a reasonable amount, the referee will end the period, no matter what.)



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