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INTRODUCTION
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Usually, for the games I cover, I try to illustrate the best characteristics and thus use them to make the game sound quite good. Not for this. This is a pathetic football game that should never have been published, even in its time when game-making capabilities were certainly higher. It's a game you'd only play if you were stuck with it. The game design is horrible as is the player's uniqueness and artificial intelligence. Music and sound effects are nothing to be envied: they are simply dreadful with the exception of some nice ones but none actually fit as stadium background music. Even the title of the game is wrong and dumb. Honestly, they couldn't have made it worse.

As you might've guessed, I WAS stuck with this game and was forced to play it. It only gets good if you have a good friend to play against.

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FAQS
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Here, I have compiled a selection of questions which I deem as common despite the fact that there are inexistant online World Cup '92 communities and active message boards.

>I fixed my options. But they did not come up in the World Cup! Why?<  
~The Options provided can be changed and applied but only in the single player mode, not the World Cup one. In the World Cup, you HAVE TO stick with the firty-five unit timer and with your opponents' level of skill.

In Two Player mode where you can play against a good friend providing you have another controller, you can adjust the time but you cannot adjust your friend's skill. (Unless you whack him with a bat, that is)~

>What functions do the buttons have?<  
~The standard direction button with the Up, Down, Left, Right keys is used to





5

The difficulty increases as you increase the level.

-->TIME

45

30

15

The length of each half.

-->BGM (Background Music)

0 (Selecting a team or formation)

1 (Team Selection screen)

2 (Main screen)

3 (Credits)

4 (Winning the World Cup screen)

5 (One of the match tunes)

6 (Scoring a goal)

7 (Losing match)

8 (One of the match tunes)

9 (One of the match tunes)

10 (One of the match tunes)

11 (One of the match tunes)

12 (One of the match tunes)

13 (Final tune)

Press 'A', 'B' or 'C' to play each.

-->SE

1 (Tackling)

2 (Shifting between choices)

3 (Kick ball)

4 (Ball ricocheting off the crossbar or pole)

5

6

7

8 (Referee's whistle at beginning of half)

9 (Tackling)

10 (Tackling)

11

12 (Tackling)

13 (Selecting choice)

14 (Referee's whistle at end of half)

15 (Referee's whistle when ball goes out of play)

16

17 (Kick ball)

18

19 (Crowds during game mingled with background music)

20 (Crowds during game mingled with background music)

Press 'A', 'B' or 'C' to play each.

-->KEY

'A' 'C'= PASS  
'B' = SHOOT

'A' 'C'= SHOOT  
'B' = PASS

Alter the settings for the functions of the 'A', 'B' and 'C' buttons.

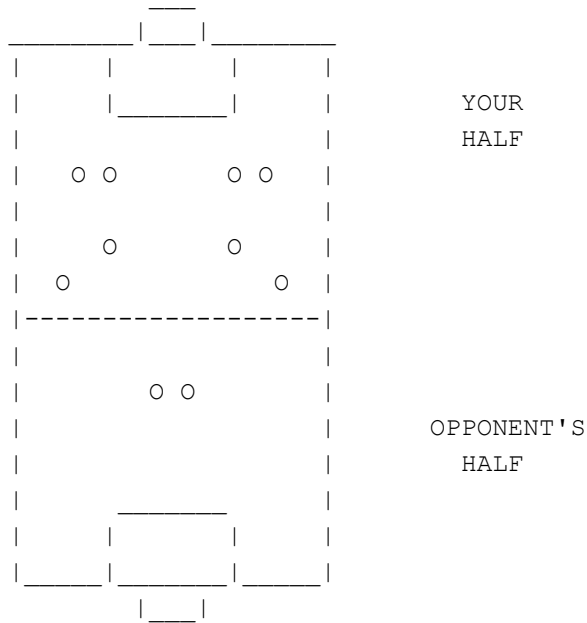
-->EXIT

Press 'Start' to return back to the Main screen.

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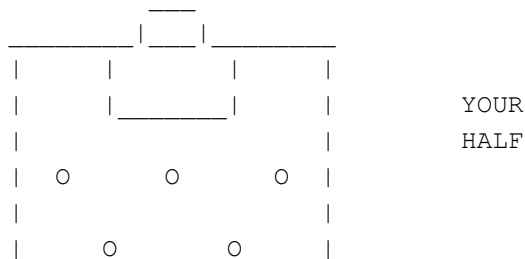
After choosing the country you are representing before beginning the actual play, you're face with the Team Formation screen. There are four different types to choose from: Type A, Type B, Type C and Type D of course. Each one has its own invaluable characteristics and you ought to learn how to exploit them.

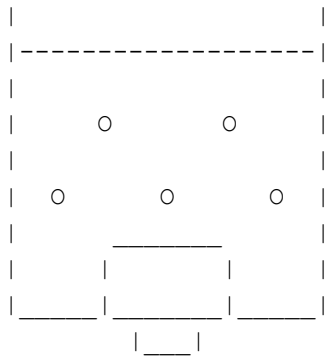
TYPE A



This is more defensively-orientated with four backs but there's also a thinner midfield providing a slot for a second forward.

TYPE B

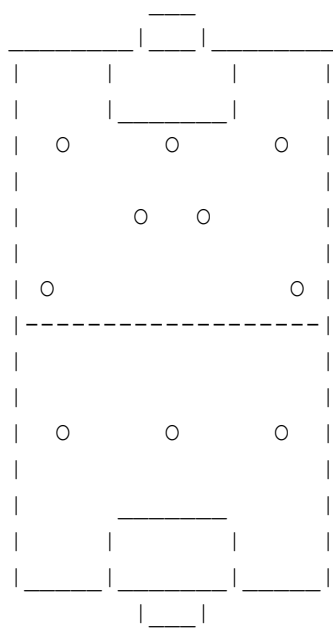




OPPONENT'S  
HALF

This is probably the one with the most equally dispersed formations. I often fo with this and many beginners may also find this very useful.

TYPE C

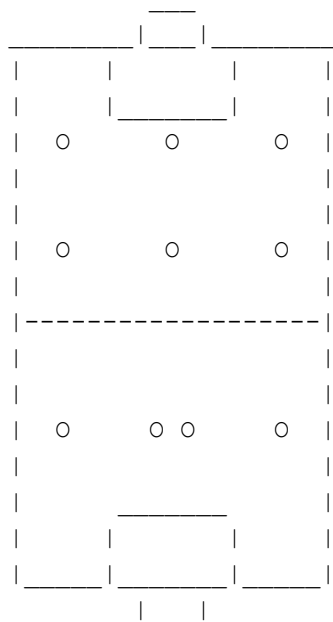


YOUR  
HALF

OPPONENT'S  
HALF

Wide open in midfield but well defended and has three forwards. Make whatever you want out of this.

TYPE D



YOUR  
HALF

OPPONENT'S  
HALF

Very, very offensive.

Now that you've chosen which one appeals to you, commence play.

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+++++          CONS & DISADVANTAGES          +++++
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Below are some of the reasons that make this game bland and dull. Not to mention unnatural

- 1- There is no referee visible on the pitch. Only his whistles are heard when the match finishes, ends and when the ball rolls out of play or a goal kick is earned.
- 2- There are no red cards. No tackles are punishable unless they are close to the touch line and the ball rolls out as a result.
- 3- The above furthermore allows for tackles such as those from behind to be totally unpunishable. In real life these are poisonously evil and it is simply off-putting to watch such bad and unspatsmanlike play. But of course, sometimes it's the only way to steal a ball, and that's what makes #4.
- 4- The only way to win a ball from an opponent is to challenge him with a tackle. As I said before, there are no cards and no fouls.
- 5- There are no injuries and bad player ailments meaning each character can get tackled hundreds of times and continue playing.
- 6- Each player looks and handles exactly the same as others. You cannot tell the difference between the skill of a defender and a forward. They all look like identical clones.
- 7- There are no characters and personalities representing each separate figure. If there were, I'm sure this game'd have received at least 50% more profits from sales.
- 8- There is a funny, incompatible-in-real-life flag waving on each side of the halfway line. Whoever put it remains a mystery.
- 9- Sometimes, the ball will hurtle straight into the goal, according to the graphics. But the game does it's own calculations and lets the ball out. Very annoying bug.
- 10- There are no penalties along with fouls. The game is portrayed as a bloody, ruthless and merciless sport. They even put a penalty spot in each team's box but that, of course, is of no use.
- 11- There are almost no tricks to show-off with in-game, while in possession of the ball. Just some characters that kick a ball around. Dumb.
- 12- The goalkeepers can either be very clever and catch the ball in seemingly impossible situations or foolishly let the ball in through their legs while jumping upwards. Sometimes, if you aimlessly kick a ball high towards the opponent's goalmouth from the top left corner of the opponent's half it will land and roll for a distance. The blunderous goalkeeper will not realize where it is going and lets it in.



13- The first half is labelled "Top Half" and the second half is called the "Latter Half." Why!? Why!? WHY!?!? \*kills self\*

14- Actually winning the World Cup will only satisfy you with a dull screen of some brown and white players celebrating. What is more, as a form of congratulating you, the programmers have also added your scores and 'Road to Victory' history scrolling upwards.

15- The timer indicating how much time is left actually runs backwards, as is the case in other sports like handball and basketball. That means that each half ends at 00:00.

16- The inexistant referee (or maybe he's hiding in the stands) does not give extra time for wasting the fixed time. This makes the game too mechanical.

17- There isn't and wasn't a FIFA World Cup on 1992, so you'd be pretty much left out as to why Tecmo actually made the game.

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+++++          PROS & ADVANTAGES          +++++
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Here I am listing what is actually good about this game.

1- You can actually score goals. And plenty of them if you become a hardcore Tecmo World Cup '92 gamer.

2- You can do some exciting tricks such as the diving and heading of the ball towards the goal. This often comes by after corner kicks and can prove an effective tool in scoring attractive goals as is also the case with the bicycle kick achieved in the same way. These can also be pulled off by passing a high ball to the nearest teammate in the opponent's box.

3- In the finals, if you end a game tied in a draw, you get PENALTIES! Yes, to determine who's the winner, the standard penalty taking is put into use. There is no Golden Goal, or nowadays, a Silver Goal- you go straight for the penalties.

4- Despite the fact there are no offsides in the game since the referee is pretty much unqualified and there are no helper referees along the flanks, all players respect this rule. That means, you won't catch any player ahead of your opponent's last defender. Good.

5- There are NO available cheats. If you read any of my other FAQs, you would've noted my avid disgust towards cheaters and cheats. Cheaters are cowards who shouldn't be giving a game the pleasure of being played. Cheats poison games unless you're an honest person who can't overcome a bug or glitch unless using a cheat to overcome it.

6- Errrrrrmmmmmm...

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WORLD CUP

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The most attractive part of the game is the World Cup mode. You chose it from the Main Screen menu. You then have to select your country from the twenty-four(24) available ones.

The next screen brought up is the 'Formation Select' where you chose the formation by which your team will perform.

Next, you're shown a white screen with your preliminary group table. These are chosen randomly by the game and your three opponents are there, on the table below you. Here is an example:

TEAM	1	2	3	POINT
Soviet Russia				0
Argentine				0
Mexico				0
America				0

What you have to do down is press any button to commence play- the first group match. This will be with the second team. So, you (Soviet Russia) are going to first play Argentine. Mexico and America will meanwhile also battle it out.

If our Soviet Russia loses its first match against Argentine the box corresponding to it and column '1' is filled with an X to signify a loss. The 'POINT' column remains at 0.

Second match, the Russians play Mexico. In the end, it's a big, fat draw. In the box for Soviet Russia, column '2' a /\ (triangle) comes up and this represents a tie and awards the country a point which drops down into the 'POINT' column. So, having come this far it's time we drew up a table to assist our senses. I will not include the results of the other draws- just those involving Soviet Russia

TEAM	1	2	3	POINT
Soviet Russia	X	/\		1
Argentine	0			3
Mexico		/\		1

America					0	
_____		__		__		__

Lastly, the third and final match of the Preliminary round comes up and our dear Soviet Russia plays the fourth team in the group, America. Presuming Soviet Russia wins this difficult tie, a circle O will come up in column '3' while an X representing a loss will fill America's column. The 'POINT's add up to a final number.

TEAM	1	2	3	POINT
Soviet Russia	X	/\	O	3
_____	__		__	
Argentine	O			2
_____	__		__	
Mexico		/\		1
_____	__		__	
America			X	0
_____	__		__	

The table only shows the results that matter to Soviet Russia. Now, presuming that the following matches ended like this:

Soviet Russia : 0  
 Argentine : 2

Mexico : 1  
 America : 1

Soviet Russia : 2  
 Mexico : 1

Argentine : 1  
 America : 1

Soviet Russia : 1  
 America : 0

Argentine : 0  
 Mexico : 0

...the table comes out like this:

TEAM	1	2	3	POINT
Soviet Russia	X	O	O	4
_____	__		__	
Argentine	O	/\	/\	4
_____	__		__	
Mexico	/\	X	/\	2

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|_____||_|_|_|_|_____|
|         || | | | |         |
|America  ||\/|\/| X|  2  |
|_____||_|_|_|_|_____|

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Firstly, note that I am NOT trying to offend or humiliate ANY team or country before proceeding. Many draws, but they were needed to emphasise the differences in scoring. Once again, the designers got it all wrong by giving only two(2) and not three(3) point pers win. The two top teams qualify and in this case Soviet Russia and Argentine.

Next, are the finals. The countries left out (which you did not select in your start and did not appear in your Preliminary group) appear now. There are groups no more. There's a single battle to the death with each opposing team. The easiest match is the first. The next is part of the quarterfinals. If you manage it through, you reach the semifinals and finally the big FINAL.

The final match is the most difficult mode available. ('5' in the Options screen) It is very difficult and you might actually need penalties to go through if you cannot manage to go ahead.

At last, if you win the World Cup, a screen with your jubilant players appears in the backdrop of the stands. Your scores throughout the road to glory show as well. You can also see a 'SEGA' ad far behind. This is it.

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HISTORY

01/01/2004- The FAQ was started today. A large chunk, it was. (7KB)

28/12/2003- Possibly the complete, full version. Anything more to be received and made use of will be gladly appreciated. I'll include the different team configuration options later. (21.4KBs)

05/03/2004- Finally, this is fully complete. I finished and the Formation Select screen so there you go. (24.5KBs)

29/02/2004- Great improvement on the outline and shape. My new standard headers are up and running. (29.9KBs)

11/09/2005- I am rather content to say I am leaving FAQ writing to the past. I am glad this document was completed and will be left as wholesome as you see it right now. Farewell.

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THANKS

Here I would like to thank:

CJayC for mentaining a huge site like GameFAQs, hosting supertankerloads of

