

Section One: Intro **GOAL!_1**

Welcome to another FAQ of mine. This one covers the GameBoy game Goal!. Much like the other game I wrote an FAQ for earlier in the night when I wrote this, it is a sports game, but moreso based on soccer rather than hockey. So I'll have to try to enjoy this one.

Yeah, I don't know much to say about this. But try to enjoy.

Section Two: Version History **GOAL!_2**

Final - First and likely only version of this FAQ completed.
10:08 PM 5/9/2012

Section Three: Legalities **GOAL!_3**

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If you would wish to contact me concerning this or my other FAQs, use this e-mail: keyblade999.faqs@gmail.com, or PM (Private Message) me on the GameFAQs message boards.

Table with 2 columns: Allowed sites for my FAQs and Forever-Banned Sites. Lists various websites like GameFAQs, CheatCC, and Mega Games.

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.
- ~~ A Button : - 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.

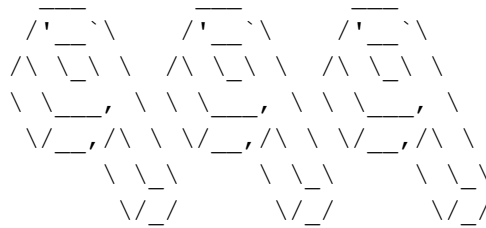
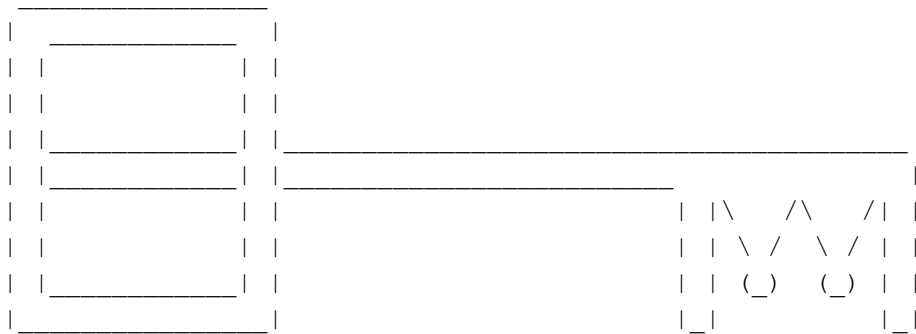
Penalty kicks are executed by using a certain D-Pad combo, as seen in the lower-right hand corner -- it can be a high shot, low shot, one to the right

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

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|           This is the end of KeyBlade999's           |
|           FAQ for the GameBoy game                   |
|           Goal!.                                     |
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KeyBlade999