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L.A. SPORTING TIMES

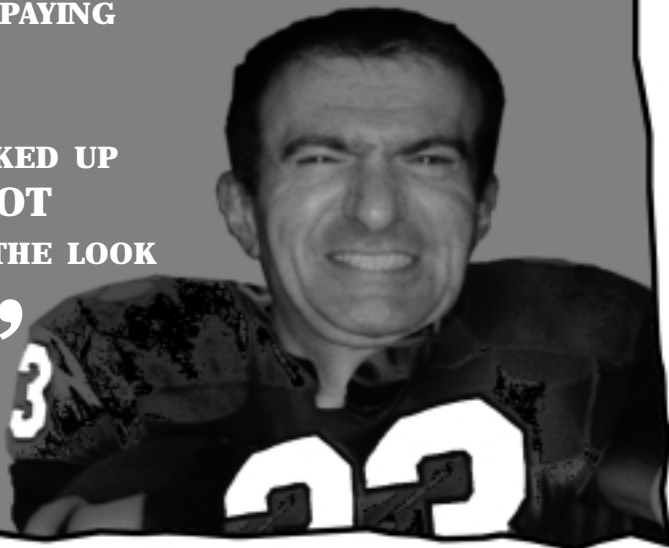
National games under threat.

Sponsors pull the plug on major
league basketball and ice hockey.
RIOT to blame!

LA SPORTING TIMES,
USN, SUNDAY 12TH NOVEMBER 2078.

**“ I DON'T KNOW WHAT I'M
GOING TO DO BUT I'M TOLD
THAT THOSE RIOT LEAGUE
TEAM CHAIRMEN ARE PAYING
GREAT SALARIES.**

**MAYBE I'LL GET HOOKED UP
WITH ONE OF THE RIOT
TEAMS, THEY'RE ON THE LOOK
OUT FOR EX-PROS. ”**



**DANNY O'NEILL,
USN, MONDAY 13TH NOVEMBER 2078.**

LAS VEGAS SENTINEL

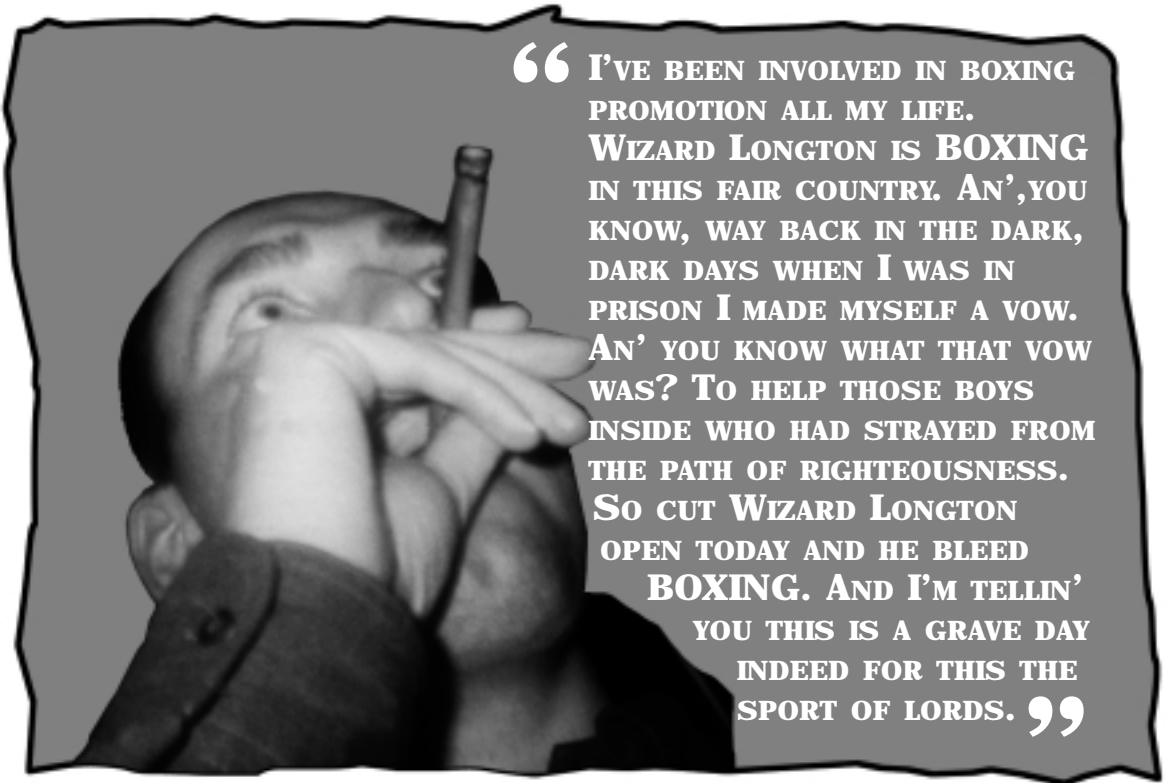
**BOXING COLLAPSES
UNDER PRESSURE
FROM RIOT**

[Grid pattern representing text columns]

LAS VEGAS SENTINEL,
SATURDAY 28TH DECEMBER 2078

“ I’VE BEEN INVOLVED IN BOXING PROMOTION ALL MY LIFE. WIZARD LONGTON IS BOXING IN THIS FAIR COUNTRY. AN’, YOU KNOW, WAY BACK IN THE DARK, DARK DAYS WHEN I WAS IN PRISON I MADE MYSELF A VOW. AN’ YOU KNOW WHAT THAT VOW WAS? TO HELP THOSE BOYS INSIDE WHO HAD STRAYED FROM THE PATH OF RIGHTEOUSNESS. SO CUT WIZARD LONGTON OPEN TODAY AND HE BLEED BOXING. AND I’M TELLIN’ YOU THIS IS A GRAVE DAY INDEED FOR THIS THE SPORT OF LORDS. ”

WIZARD LONGTON,
CNS, SATURDAY 28TH DECEMBER 2078.



FOOTBALL IS DEAD.
BASKETBALL IS DEAD.
ICE HOCKEY IS DEAD.
BOXING IS DEAD.

LONG LIVE RIOT!!!

GRAFFITI ON TIJUANA TYRANTS
STADIUM WALL

STARTING THE GAME

To play Riot on your PC follow these simple instructions.

WINDOWS 95

When the Riot disc is inserted, the game will install automatically. Should the autorun not work then follow the instructions below to install the game.

- 1. From Windows 95 Start Bar, Select Run.*
- 2. Type `x:\setup`, where `x` is the drive letter of your CD-ROM (eg. `d:\setup`)*
- 3. Click on OK.*

DOS

- 1. Change your current drive to be the drive containing the CD ROM. For example, if your CD is drive D, type `D:` and press Enter. Change directory into DOS ie. type `CD DOS`. Press Enter.*
- 2. Type `INSTALL` and press Enter.*
- 3. Follow the on-screen instructions.*

To run the game after installation.

- 1. At the `C:\>` prompt, change to your RIOT subdirectory, i.e. type `CD GAMES\RIOT`*
- 2. Type `RIOT` and press Enter to run the game.*

Sven Bartelski,
Clemens Von Reuden,
Kurt Sammer,
Matthias Vonk,
Thomas Zolt,
Rudi Francke.

HOW TO PLAY RIOT

RIOT is a very simple game to play. Two teams compete against each other in a brutal blend of ice hockey, basketball and bare knuckle fighting. The first human player is identified by a yellow triangle underneath the Riot team member, the second by a blue triangle and the third by a purple triangle. Computer controlled players are denoted by the fact that they have no controlling triangle underneath them. For instance, if you are playing a game where there are three human players on one side versus the computer, the first human player will control the Riot team member denoted by a yellow triangle, the second human player will control the Riot team member denoted by a blue triangle etc. Each team also has a star player. If you take control of the star player, the triangle will change to a star in the same colour.

The object of Riot is to score more points than your opponent within a set time limit. Points are scored by throwing the plasma ball into the goal hoop suspended above the middle of the court. However, before either team can score any points they must 'charge' the plasma ball. Each team's charger is centrally located in their opponent's territory at the opposite end of the court. To

charge the ball a team must pass the ball and keep possession while moving down to their opponent's end of the court. Once a team gets around their opponents the player in possession must place the ball in the charger.

Once charged, the ball will glow with the following colours.

Home team - blue • Away team - green

It can then be shot towards the goal. If a player happens to score with a plasma ball that has been charged by the opposition then that will count as an own goal. If a plasma ball has been charged and then possession lost, the team that has just gained possession must pass the ball down to the opposite end of the court and recharge it before a goal can be scored that will add to their own points total. The court is split into zones and where a player stands (within the 3, 2 or 1 point zone) when he scores a goal will determine the points value awarded. Other than that there is only one rule. And that is that there are no rules. No fouls either. Punch, kick and charge your way to victory. Or play a tactically astute passing game. It's for you to work out which approach works best.



London London

London London

CONTROLLING YOUR PLAYERS WHEN IN POSSESSION OF THE PLASMA BALL

X	Shoot
Z	Charge Plasma Ball/Pass
S	High pass
C	Fight

CONTROLLING YOUR PLAYERS WHEN DEFENDING/ATTACKING

X	Block goal attempt
Z	Forward Slide
C	Fight

GENERAL

Cursor Keys	Move player
Return	Pause Game
Esc	Display in game options when game is paused
INSERT	Short airhorn
DELETE	Long airhorn

N.B. These are the default keys. If you wish to change them, go into the Options Menu and use the Define Keys option to re-configure the keys to your satisfaction.

IN GAME ONLY

F1	Next camera angle
F2	Previous camera angle
F3	Reflections on/off
F4	All lighting on/off
F5	Low detail player models
F6	Medium detail player models
F7	High detail player models
F8	Floor textures
F9	Floor scoring zone lines
F10	Stadium on/off

Using the F keys allows you to tailor the game to the specification of your machine. For instance, setting the player details on low and turning off the reflections will allow the game to run faster when using a lower spec. machine.

POWER - UPS

During the course of a game the crowd will throw these onto the Riot court. To activate the power up simply make your player run over it. The effect will be immediate and lasts for up to 30 seconds. Similar in appearance to the plasma ball there are five types of power-ups.

*F De Castro,
M Buss,
I Schumacher,
A Mayer,
C Walter,
H Gerlinger*



frankfurt vipers

frankfurt vipers

Frankie Mills,
Dom Lambert,
Mel Halford,
Al Tait,
Chet Williams,
Danny Wang

SPEED UP

Player moves up to 3 times faster than normal.

POWER PUNCH

Up to 3 times the normal punching power.

POWER SHOT

Player throws the ball faster and harder. This makes an effective weapon when the ball is thrown at an opponent.

HEALTH

Restores player energy to maximum.

HAWKEYE

Ultimate accuracy of passing and shooting.

THE MENUS

Riot has two game environments, the menus and the matches.

When in the menu system, use the cursor keys or mouse to highlight each option box. Press the Enter key or click the mouse to select the option currently highlighted. Press the Esc key to back up one screen anywhere within the menu system.

THE MAIN MENU**FRIENDLY**

A one off exhibition game.

Select this to access the **TEAM SELECTION** menu.

LEAGUE

A full season of 30 games where you play each team twice in home and away fixtures.

Select this to access the **LEAGUE GAME** menu.

TOURNAMENT

A knock out competition playable over 2, 3 or 4 rounds involving up to 16 game players.

LA
LASERS

La Lasers

Select this to access the **TOURNAMENT** menu.

NETWORK

Allows you to set up a network game involving up to 8 players.

Select this to access the **NETWORK** menu

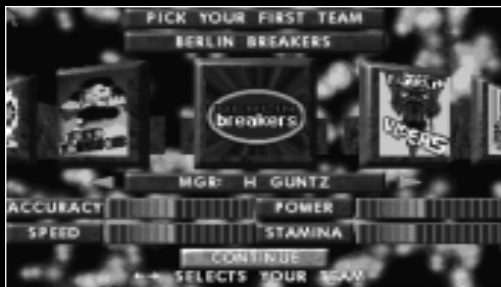
OPTIONS

Select this to access the **OPTIONS** menu.

SHOW CREDITS

Select this to view the **CREDITS** list.

TEAM SELECTION MENU



Pick your teams as follows. Use the cursor keys to scroll through the team choices. Press Enter to select the team of your choice.

Leads to **PLAYER SELECT** menu.

PLAYER SELECT MENU



Shows teams chosen and allows player to allocate teams. If you are playing in friendly mode use the cursor keys to move the Player 1 icon under the team of your choice. If you are playing in league mode the Player 1 icon will be under the team you chose in the **TEAM SELECTION** menu.

When you are happy with the allocation of gameplayers to **RIOT** teams you may then view your chosen team profiles by moving

Vladimir Bachiski,
Victor Popov,
Alexandra Onopko,
Anton Lima,
Yuri Andropov,
Alexei Garigj

PLAYERS

Leningrad reds

Leningrad reds

Leningrad reds



Andy Lowe,
 Ravindra Parasara,
 John Duffy,
 Ali McLean,
 Guy Sinclair,
 Robbie Jones

the highlighting effect over the **VIEW TEAM** icon and pressing **Enter**. This will bring up the **TEAM EDITOR** menu.

TEAM EDITOR MENU



You may edit together a team of your choice from within this menu. To do so follow these instructions.

MANAGER

Use the cursor keys to move the highlighting effect over this option. Press **Enter** to confirm. Type in the name of your team. When you have entered a name (maximum 12 letters) move the highlighting effect over **END** and the name you have chosen will be stored.

PLAYERS

Use the cursor keys to move the highlighting effect over this option. Then use the left and right cursor keys to cycle through the players. You may use the **INSERT** and **DELETE** keys to change the face of the player whose name is currently highlighted. When you have found the face you want press **Enter**. Name the player using the cursor keys to highlight letters and by pressing **Enter** to select. When you have entered a name move the highlighting effect over **END** and the name you have chosen will be stored. Do this for all six players in your team.

EDIT YOUR TEAM

Now that you have names and faces for your custom team you need to dictate their skills. Scroll through the player names using the cursor keys. When the name of your choice is displayed use the cursor keys to move the highlighting effect over the **Edit Your Team** option. This will automatically move the highlighting effect into the skills column and you will be able to adjust that player's skill level. Use the up and down cursor keys to move the highlighting effect over the skill you wish to alter. Choose from - **STAMINA**, **SPEED**, **POWER**, **ACCURACY**. Use the **ATTACK (C)** and **PASS (Z)** keys to scroll the skill level.



Rich Roberts,
John Anthony,
James Fairclough,
Lloyd Nicholas,
Peter McDonald,
Sid Jones

You will notice at the bottom of the screen that your team has been given a **TEAM ENERGY** bar. Each time you decrease an individual player's skill level the overall team energy increases. In the same way if you increase an individual players skill level the overall team energy runs down. It is important to be tactically aware when assigning skills otherwise you may find that your team has one very strong player surrounded by weak team mates. A balanced team with the right blend of skills is the key to success.

When playing in League and Championship mode you will find that winning games will increase the amount of energy available to strengthen your team.

SAVE

Once you have compiled a team that you wish to save use the Cursor keys to highlight the Save option and press Enter to select it. The team you have compiled will then be saved and the file will be automatically named after your manager.

LOAD

Loads a previously saved team. Use the Cursor keys to highlight your chosen team and press Enter to select it. The team you have selected will then be loaded. When you return to the **PLAYER SELECT** menu you will see that although the team name remains the same your customised players will have replaced the usual line up.

When you have made any necessary changes return to the **PLAYER SELECT** menu, move the highlighting effect over the **CONTINUE** icon and then press Enter. The friendly game will then begin.

AFTER GAME MENU - FRIENDLY

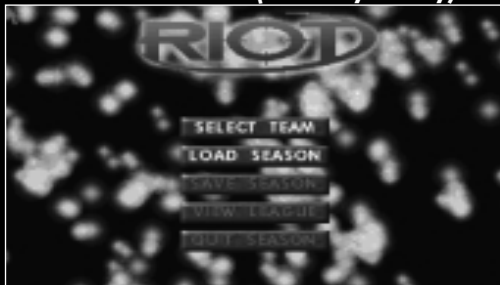
Following the game a final results table will be shown which displays various statistics about the game just played. Press Enter to bypass this and the game will return to the Main Menu.

London royals
London royals
London royals



Alexandre de Morvielle,
 François Payet,
 Jacques Cordier,
 Richard Landrian,
 Luc Amorello,
 Joseph Benouit

LEAGUE GAME MENU (One Player Only)



Use the cursor keys to move between the menu choices. Press Enter to select. Choose between:

SELECT TEAM

Leads to **TEAM SELECTION** menu. After bringing this menu up the procedure is identical to that outlined in the section that covers creating a **FRIENDLY** game.

LOAD SEASON

Leads to Load/Save menu. Use the cursor keys to move the highlighting effect over the previously saved season of your

choice. Press Enter to select and your choice will be loaded. (See section **AFTER GAME MENU - LEAGUE** for details on how to save a current league season)

AFTER GAME MENU - LEAGUE



Following the game a final results table will be shown which displays various statistics about the game just played. Press Enter to bypass this and the game will take you to a further menu where you can make further selections from the choices below.

PLAY GAME

Select this to continue with the next league fixture.



LOAD

Select this to load a previously saved league season. Use the cursor keys to highlight your chosen saved season and press Enter to select it.

The season you have selected will then be loaded.

SAVE

Select this to save your position in the current league season. To save your current league position use the cursor keys to highlight your chosen saved game and press Enter to select it. Your current season will then be saved.

VIEW LEAGUE

Shows your standing in the current season.

QUIT SEASON

Select this to quit the current season.

TOURNAMENT MENU



Use the cursor keys to move between the menu choices. Press Enter to select. Choose between:

SET UP MATCH

Leads to SET UP MATCH menu.

LOAD T'MENT

Leads to load/save menu. Use the cursor keys to move the highlighting effect over the previously saved tournament of your choice. Press Enter and your choice will be loaded.

Shane Baye,
Stefan Denis,
Blakeny Twins,
Alf Nugent,
Reg Tupper,
Prince Fats

PLAYERS

melbourne destroyers



Vic Hernandez,
Raul Martino,
Chi Valder,
Vince Curuna,
Toni Richer,
Ralph Panico

SET UP MATCH MENU



Use the cursor keys to move between the menu choices. Then use the left and right cursor keys to scroll through the choices.

NUMBER OF ROUNDS

Choose a tournament of either 2, 3 or 4 rounds.

NUMBER OF PLAYERS

Choose a tournament involving up to 16 game players.

CONTINUE

Leads to **TEAM SELECTION** menu. Each player must select a team

as outlined in the section titled **TEAM SELECTION**. Once each player has selected a team the knockout fixtures will be displayed. Press Enter to continue and this leads to the **PLAYER SELECT** menu, which allows the game player to allocate teams as outlined in the section titled **PLAYER SELECT** menu. Once you have edited the team to your satisfaction press Enter to continue and play the game.

AFTER GAME MENU - TOURNAMENT

Following a game you will be shown a stats table about the game just played. Press Enter. This takes you to a further menu which shows the next round of fixtures to be played in the tournament. Use the cursor keys to move the highlighting effect over the Continue icon and press Enter. The menu structure from here is identical to that described in the sections titled **TEAM SELECTION**, **PLAYER SELECT** and **TEAM EDITOR MENUS**.

NETWORK MENU

Up to eight gamers can play network Riot simultaneously. Each player wishing to join the game must be running their own version of Riot.

The term **HOST** refers to the computer that sets up the new game.



Ivan Konovich,
Dimitri Romanov,
Karl Litbarski,
Georgy Mialosovic,
Andrei Rashanikov,
Kharin Leshnev

The term **CLIENT** refers to all other computers in the network (up to 7 other computers). In order to set up a network game follow these simple instructions.

To set the name of your computer, access **GAME OPTIONS** from the **MAIN MENU** options. Once there select **NETWORK NAME** and type in the new name for your computer. Once the name is set up, all players must select **NETWORK** from the **MAIN MENU**.

All active games are displayed down the left side of the screen. All active players in the current game are displayed down the right. All players will always start in the **CHATROOM**. To change the game you are in, select the **ACTIVE GAMES** option and use the up and down keys to select different games.

Each player can send a message to all other players in the same game by selecting the **SEND MESSAGE** option, then typing their message and pressing Enter.

To begin a new game, select **NEW GAME**. You will see the new game in the **ACTIVE GAMES** list. Now all other players can join the game by selecting the **ACTIVE GAMES** option and using the up

and down keys to highlight the game of their choice. They must press Enter or select **JOIN GAME** to confirm the choice. All players that have joined will be highlighted in red on the **PLAYERS** list and they now become **CLIENTS**. When all players who wish to take part have joined the game, the **HOST** must select the **START GAME** option.

The **HOST** then selects the two teams who are to play against each other. Then all players must select which team they wish to play on. Following this the **HOST** must select **PLAY GAME** and the game will begin.

N.B. The network play option only allows you to play a friendly game and it is not possible to pause the action during a game. To exit from a network game, press Esc. All other players will continue playing.

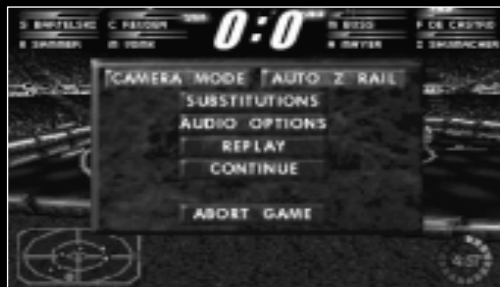
moscow maulers

moscow maulers



Danny O'Neill,
Kirk Warschega,
Toni Casaraghi,
Earl Lee,
Jeff Johnson,
Chad Earnhardt

IN GAME MENUS



At half time in each game there will be a stats table displayed showing how each team has progressed during that half. When you want to begin the second half simply press Enter.

You may also press Enter at any time during a game to pause the action. Once the game is paused press Esc to bring up the IN GAME menu. You can then alter a wide range of in-game settings as follows.

CAMERA MODE

Use the cursor keys to move the highlighting effect over this option. Use the left and right cursor keys to scroll through all the camera angles available.

SUBSTITUTIONS

Use the cursor keys to move the highlighting effect over this option. You will then see a list of the four players currently in the game and the two substitutes to the right.

If you want to make a substitution use the cursor keys to move the highlighting effect over SWAP PLAYER and press Enter to confirm. Then use the up and down cursor keys to move the highlighting effect over the player that you wish to remove from the game. Press Enter to confirm your choice. Following this the highlighting effect will move over the two substitutes available. Use the cursor keys to highlight the player you wish to take to the field of play. Press Enter to confirm.

The substitution will not take place until the next goal is scored.

AUDIO OPTIONS

Use the cursor keys to move the highlighting effect over this option. Press Enter to confirm. You may then adjust the FX and audio volumes.



Len Toshi,
Ken Yakua,

Masakazu Suzuki,
Shinichi Sadaaki,

Keiso Shimakawa,
Teruhisa Takashi

REPLAY

Use the cursor keys to move the highlighting effect over this option. Press Enter to confirm. Now use the cursor keys to view the replay.

Press the up cursor key to run the replay at normal speed. The down cursor key to reverse the replay at normal speed. The left cursor key to rewind and the right cursor key to fast forward. Press the space bar to change the camera views. Press Esc to exit the Replay mode and return to the In Game Menu.

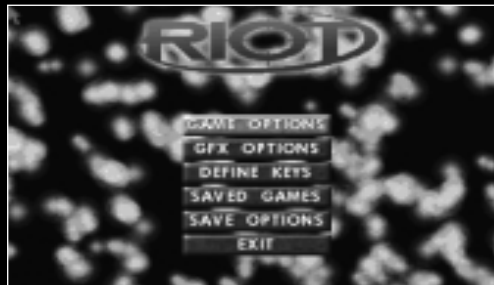
ABORT GAME

Leaves current game.

CONTINUE

Return to current game.

THE OPTIONS MENU



The OPTIONS menu can be accessed from the Main Menu. Once in the OPTIONS MENU you can choose to alter a wide range of in-game settings from the list set out below.

Use the cursor keys to move the highlighting effect around the menu choices. Press Enter to implement your choice.

osako comets



L Philippon,
N Peon,
A Merier,
O Excellans,
JB Casanova,
F Laroche

GAME OPTIONS



MASTER VOLUME

Use the up and down cursor keys to highlight this option. Then use the left and right cursor keys to adjust the master volume along a sliding scale.

FX VOLUME

Use the up and down cursor keys to highlight this option. Then use the left and right cursor keys to adjust the FX volume along a sliding scale.

CD AUDIO

Use the up and down cursor keys to highlight this option. Then use the left and right cursor keys to adjust the in game music along a sliding scale.

AUDIO MODE

Use the up and down cursor keys to highlight this option. Then use the left and right cursor keys to scroll between surround, stereo and mono sound.

STICK TYPE (DOS ONLY)

Allows you to change your joystick type from 2, 4 or 6 button.

NETWORK NAME

Allows you to change your name when playing a new network game.

EXIT

Return to Options Menu

MARIO STRIKERS

GFX OPTIONS



CAMERA MODE

Use the up and down cursor keys to highlight this option. Then use the left and right cursor keys to scroll through several camera angles. The one you pick will be the default for every match.

SCREEN MODE

Choose the screen mode that is most suitable for your PC. Average modes are 320 x 200, 320 x 240, 640 x 480, 800 x 600 etc. Choose the mode you want from the list and it will show you a test for 10 seconds. If you do nothing the screen will return to

the original resolution. If you press Enter or choose the SELECT option the chosen resolution will be the default. Use the SAVE OPTIONS feature to save this.

REFLECTIONS

Use the cursor keys to highlight and press Enter to confirm. Toggles reflections on and off.

MODEL DETAIL

Use the cursor keys to highlight and press Enter to confirm. Choose between low, medium and high model detail.

FLOOR LINES

Use the cursor keys to highlight and press Enter to confirm. Toggles floor lines on and off.

LIGHTING

Use the cursor keys to highlight and press Enter to confirm. Toggles lighting on and off.

Brad Ramsay,
Georgio Costas,
Zoot Hagi,
Mel Davies,
Jimmy Barnes,
Bruce Chadwick

PLAYERS



*Juan Sanchez,**Herve Meringuez,**Jaime Gonzalez,**Hugo Rodriguez,**Jose-Maria Domingo,**Sol Astilla***FLOOR TEXTURE**

*Use the cursor keys to highlight and press Enter to confirm.
Toggles floor texture on and off.*

STADIUM

*Use the cursor keys to highlight and press Enter to confirm
Toggles stadium on and off.*

EXIT

Return to Options Menu.

DEFINE KEYS

Allows you to change the control configuration. Highlight the key you want to change and press Enter. Then press the key that you wish to adopt the control. When you are happy with your changes, go to Exit and say YES to SAVE KEYS when prompted.

SAVED GAMES

This screen allows you to delete previously saved leagues, configurations, teams etc.

DELETE

Use the Cursor keys to move the highlighting effect over the game you wish to delete. This will now be automatically selected. Use the Cursor keys to move the highlighting effect over the DELETE option. Press Enter. An on screen prompt will appear asking if you are sure this is the file you wish to delete. Select YES and the file will be deleted.



EXIT

Return to Options Menu.

SAVE OPTIONS

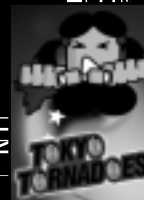
Once you have configured the front end settings such as controls, audio settings, camera angles etc. you may save them. Use the Cursor keys to move the highlighting effect over the Save Options icon and press Enter. Your choices will then be saved and automatically titled Riot Configuration.

John Chan,
Tosikatu Yukitoku,
Mariko Hashimoto,
Mo Lazuna,
Megumi Inoue,
Kaji Hasegaura

tokyo tornadoes

tokyo tornadoes

tokyo tornadoes



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