

U.S. GOLD

SNS-U4-USA

WorldCupUSA94™

*8 Languages including
Español, Deutsch,
and Français.*



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INSTRUCTION BOOKLET

SUPER NINTENDO
ENTERTAINMENT SYSTEM

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WorldCupUSA94

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WELCOME TO WORLD CUP USA '94

On June 17th, 1994 the greatest soccer event in the world kicks-off in the USA. Soccer's elite 24 nations meet head-on in their quest for the most prestigious prize in sport – the FIFA World Cup. For over 60 years the World Cup has symbolized sporting excellence and winning the esteemed trophy is the goal of every soccer playing country.

Here's your chance to take up the ultimate challenge and 'make soccer history.' Steer your team to the height of international success against the best soccer players in the world and re-write the XV World Cup record books.

World Cup USA '94 is the most comprehensive soccer simulation ever, capturing the magic of the world's largest single-sport event to the finest detail. You can make every strategic decision involved in the four-week tournament, or if you don't want to be bothered with tactics, go straight to kick-off.

The build-up to each game can be as complex or as simple as you like, but when you get onto the field only one question remains – have you got what it takes to win the World Cup, or will you be eliminated in the first round?

SOCCKER –The Game

Here's a brief summary of the basics for beginners:

22 players (two teams of 11) chase a ball around a rectangular field trying to kick or head the ball into the opponent's goal.

There are several types of players:

Goalkeeper – *Each side has one 'goalie' who is allowed to touch the ball with his hands in his own penalty area (unless it is deliberately passed back by one of his teammates). The 'keeper has the immense responsibility of stopping the opposition from scoring goals.*

Defenders – *These players must protect the goal by preventing opponents from shooting.*

Mid-fielders – *As the name suggests, 'middies' usually play in the middle of the field as a link between defense and attack, adopting the role of defender or forward as required.*

Forwards – *Also known as 'strikers,' they play up front and try to score goals.*

To score a goal a player must first gain possession of the ball, either by receiving a pass from one of his teammates, intercepting an opponent's pass or tackling the opponent with the ball. The referee may apply his vast knowledge of the game to decide that a tackle is illegal and award a free kick or penalty shot (if the foul is committed in the offender's own penalty area) to the opposition. The referee may then warn the aggressor by showing him a yellow card, remove him from the game with a red card, or ignore the infraction completely!

If the ball is knocked out of play; either a throw-in, goal kick or corner kick is awarded to the other team, according to where it goes out of play.

Each match is divided into two halves of 45 minutes, plus extra-time if the result is a draw (in a knockout tie) and a penalty shoot-out if the scores are still even after extra-time. Play kicks-off from the center-spot at the start of each half and after a goal is scored, and the teams swap ends at half-time.

There are many more rules and intricacies of this great game which you will pick-up as you play – the main point to remember is that the team that scores the most goals, wins.



PLAYER CONTROLS

WITH THE BALL

A button SHOOT (OR LONG KICK)*

B button PASS

Y button CHIP*

**After Touch*

By adding *After Touch* you can curve the ball in flight to devastating effect. Use the **Control pad** to bend shots and chips left and right immediately after you kick the ball.

Passing

When you press the **B button**, move the **Control pad** to direct your pass. The ball is played to your nearest teammate in the area (that is 45° wide) in front of you.

Ball Trap Option

This option allows for greater control of the ball. If the *Ball Trap Option* is ON, holding the **B button** allows your player to turn on the spot before passing when the button is released. The *Ball Trap Option* is a very quick move and must be mastered to be used effectively.

WINNING THE BALL

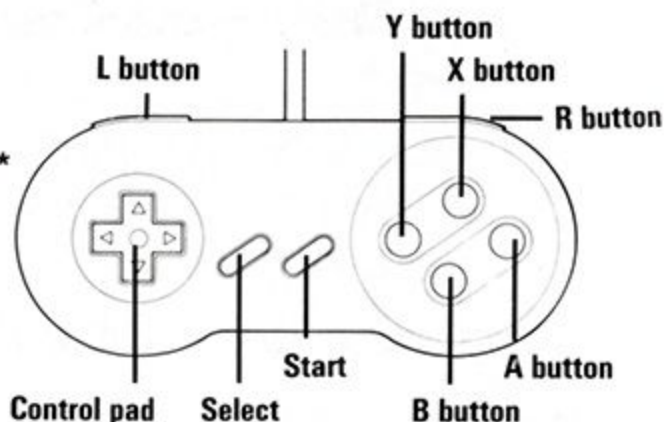
A button SLIDE TACKLE

B button BLOCK TACKLE

Y button PROFESSIONAL FOUL – use with extreme caution as the ref may be looking!

HIGH BALLS

When you receive a pass in the air or intercept a high ball, you can hit it by using one of four spectacular moves, determined by the height and direction of the ball.



Press the **B button** to try a Volley, Jumping Header, Diving Header or Bicycle Kick.

Remember, these moves take a lot of practice to master. Professional Strikers train for years to perform these feats, so don't be discouraged.

SET PLAYS

Set plays are when you are kicking or throwing the ball to another teammate after stop in play. For corner kicks, goal kicks, free kicks, and throw-ins, a power/direction indicator appears, represented by an arc of white dots from the ball.

Move the **Control pad left and right** to alter the direction of the kick/throw, **up** decreases power and **down** increases power.

A button KICK/THROW (along indicator line)

B button PASS (to selected team mate)*

R button + Control pad SELECT SPECIAL PLAY

*At a set play you can select a player to receive a direct pass using the power/direction indicator.

Based on how you have configured your strategy in the Set Plays Editor, the direction you move the **Control pad** will determine which of the Set Plays you perform.

If you don't make a move within ten seconds, the computer automatically puts the ball in play.

X button – SCAN MODE

Scan Mode is available only during set plays to nominate players off-screen to receive a pass. By holding the **X button** a selection cursor appears which can be moved around the field with the **Control pad**. Find the intended teammate, he will wave his arms to indicate he is chosen, and release the **X button** to make your selection. You now return to the set play and can pass to your



designated player by pressing the **B button** (or fool your opponent by pressing the **A button** to kick/throw the ball along the power/direction arc).

Note: If the indicator is pointing directly at a player when Scan Mode is activated this player will be re-selected when you return to the set play, so the indicator must point into an empty space before you enter Scan Mode.

Y button – MOVE THE CHOSEN PLAYER

Pressing and holding the **Y button** while holding the **X button** will allow you to move the player into the area where you want him to be with the **Control pad**. This is a great feature to allow you to change defensive or offensive positions before your opponent can react!

STARTING UP YOUR SYSTEM

1. Make sure your Super Nintendo Entertainment System is OFF.
2. Plug a Controller into the port labeled 1 on your system.
3. Insert the World Cup USA '94 Game Pak into your Super Nintendo Entertainment System. Press firmly to lock the Game Pak in place.

WARNING: Never try to insert or remove a Game Pak when the power is ON.

4. Turn the power switch ON. Press Start and the Language Selection screen will be displayed.

Control pad:	Move the Control pad to highlight options.
A/B/X/Y buttons:	Press to confirm your selections.
Start:	Press to pause during the match and access your in-game options (see Pause menu). Will also be used to select certain options.

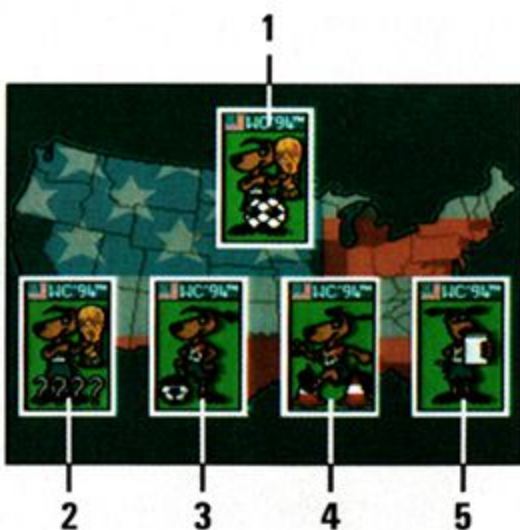
LANGUAGE SELECTION

You can play *World Cup USA '94* in one of eight languages, represented by flags on the Language Selection screen. Use the **Control pad** to move the bouncing ball icon over the desired flag and press the **A, B, X** or **Y** button to make your choice. You will not be able to change the selection once it has been made unless you turn the system off.



GETTING STARTED—The Main Menu

To select any feature on the Main Menu, move the bouncing ball over your desired option and press the **A, B, X** or **Y** button.



1. Official World Cup Tournament
2. Customized World Cup Tournament
3. Scrimmage
4. Practice Menu
5. Options Menu

1. Official World Cup Tournament

By selecting this feature you are able to use the **Control pad** to scroll through the qualifiers for *World Cup USA '94* and select which of the 24 countries you wish to represent. Press the **A, B, X** or **Y** button to select your team and then enter your name by using the **Control pad** to select each letter and pressing any button to confirm your choice until your name is complete (maximum 11 characters). You can designate control of as many teams as you want or leave them computer-controlled. The Team Power Display shows a graphic representation of ability (speed, tackling, skill).





*The screen will confirm your selections. When you are happy with the choices made, press **Start**.*

*Should you wish to delete a team you have already selected, press **Start** before entering your name.*

2. Customized World Cup Tournament

If your favorite team hasn't qualified for the 1994 World Cup, you can re-design the tournament by adding up to eight countries in place of the Official qualifiers and allocate each team to the group of your choice.



*Select **Option A** and you are presented with the Official World Cup groupings plus an additional eight teams. These additional teams are listed in the box at the bottom left of the screen. Use the **Control pad** to highlight the team you wish to include and press the **A, B, X** or **Y** button. You will see the team's name move to the box in the lower right of the screen. Now select the team you wish to replace and press the **A, B, X** or **Y** button again. After selecting the team you want to replace, that team's name will move to the box on the lower left where all the non-qualifying teams were listed. Then, highlight the team, in the box on the lower right that you wish to add to your customized World Cup tournament and presto now they are in the World Cup.*

*Repeat this procedure as often as you like until you have the tournament of your choice. When you are satisfied with your customized World Cup, press **Start** to begin the tournament.*

Your customized World Cup tournament is automatically saved by the back-up battery for future use.

Option B** enables you to enter the previously saved game. Press the **A, B,

X or Y button to restore your customized tournament.

Option C allows you to Exit to the Main Menu.

3. Scrimmage

Warm-up for future competition with a scrimmage against the team of your choice. Select one of three formats:

- 1. Computer vs. Computer - watch a demo match to pick up helpful hints.*
- 2. Human vs. Computer - Controller 1 or 2.*
- 3. Human vs. Human - Controller 1 for team 1, Controller 2 for team 2.*

Press the A, B, X or Y button to make your selection.

4. Practice Menu

When you select this option, you must first choose a team then press Start.

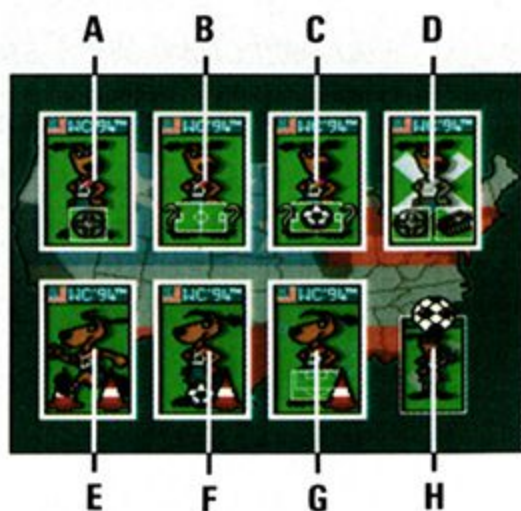
A Team 1 Control Selector: *Switch between Human/Computer control for Team 1.*

B Team Options: *Enter Team Options sub-menu. To exit the Team Options sub-menu, select the check mark and press the A, B, X or Y button.*

C Options: *Enter the Options Menu.*

D Team 2 Control Selector: *Switch between Human/Computer control for Team 2 (If you are playing alone you can select Human control for Team 2 so that you can practice your skills).*

E Practice Set Plays: *This will set up a special version of the game. Stop kicking the ball and let it drift away from your players. This will allow you to control the placement of the ball. Use the Control pad to move the ball around the field until you find the spot where you wish to practice a set play. Press the A, B, X or Y button to begin practicing the set play.*





The computer will set up a free kick, corner kick or throw-in according to your position on the field. This is a must for players who want to learn the intricacies of the game.

F Practice Match: *Practice your match play with the odds in your favor all the referee's decisions will go your way! This is a practice match in which your team members train against each other. No other team is on the field. As you have total control, less experienced players should use this feature to enhance their skills.*

G Practice Penalties: *Fine tune your shoot-out skills. You and the computer take turns taking a shot on the goal, then guarding the goal. You will see an arrow traveling along the goal area, this indicates where you are aiming. Press the **X button** to shoot the ball. The longer you hold down the **X button**, the higher the shot will be.*

- To guard against a low shot on the left, hold the **X button** and press **left** on the **Control pad**.*
- To guard against a low shot on the right, hold the **X button** and press **right** on the **Control pad**.*
- To guard the goal against a high shot on the left, press **left** on the **Control pad**.*
- To guard the goal against a high shot on the right, press **right** on the **Control pad**.*
- To guard the goal against a high shot in the center, press **up** on the **Control pad**.*
- To guard against a low shot in the center, don't use the controls at all, the goalie will automatically catch the ball.*

When you have practiced all the shots, the computer will automatically reset the game, just as if you had restarted the system.

H Exit to Main Menu.

5. Options Menu

Music

Select Music test.

Sound FX

Select Sound FX test.

In-game Options

The In-game Options Menu presents you with a number of variables, represented by individual Striker icons, which allow you to customize the playing conditions and rules for the tournament. Move the bouncing ball over each alternative and make your choices by pressing the **A**, **B**, **X** or **Y** button to switch or select an option.

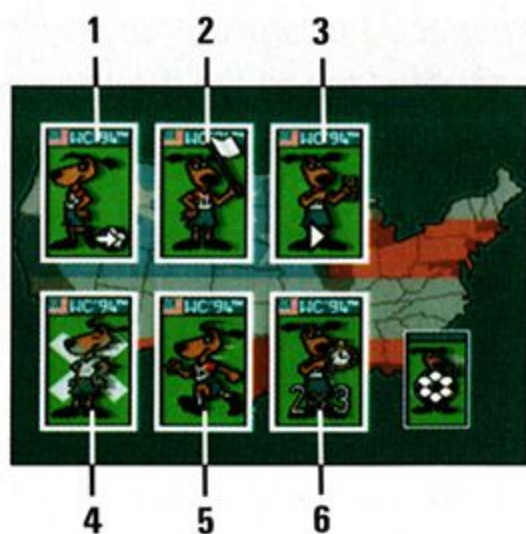
1. Back-pass Rule: Recently, the rules of the game were changed so the goalie can no longer pick up the ball with his hands when a teammate passes it back to him. If your goalkeeper isn't happy with this new rule, you can revert to the old laws.

2. Offside Rule: A player is offside if he is beyond the last defender when a pass is made to him. Unlike real international managers, you have the option to play without the offside rule and give your strikers license to hang by the goal - but remember, it's the same for the opposition.

3. Instant Replay: Switch instant replay option ON/OFF.

4. Weather: When the weather option is ON, wind will affect the game to varying degrees. The playing conditions are randomly selected for each match, so you have no control over the weather - as in real life!

5. Game Speed: Select the pace of your players; slow, normal or fast.





6. Match Duration: Each match consists of two periods. You select the length of each match by choosing how long you want a period to last. The options are: 2 x 3 minutes, 2 x 5 minutes, 2 X 10 minutes, 2 x 20 minutes or 2 x 45 minutes. Default is 2 x 3 minutes.

When you have modified the match play to your liking, move to the **Exit** icon and return to the previous menu.

EASY PLAY MODE

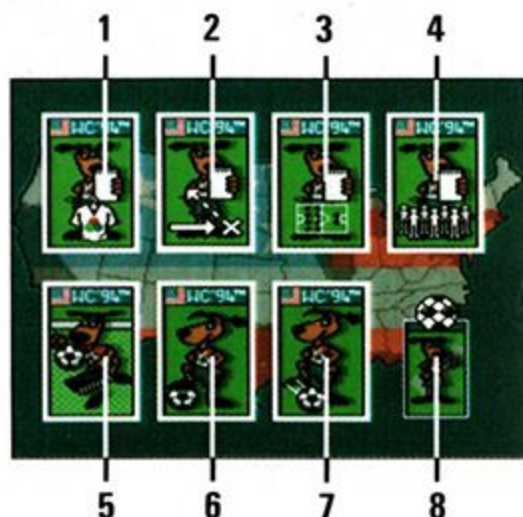
World Cup USA '94 allows the novice to try their hand at winning the 1994 World Cup by simplifying the game with one-button control. To start a game, select the Official World Cup tournament icon then select the team you want to represent. After you have completed those selections, change the Team control from computer to player control. Once the tournament has begun you only need to use the **A** button and the **Control pad** to win the World Cup.

TEAM OPTIONS

As a national team manager, there are crucial tactical decisions to be made before the big match. The Team Options Menu gives you the chance to make various strategic adjustments to your team and style of play.

In *World Cup USA '94* you have complete control over the players in your squad and the way they play in each match. By using the individual customization editors you can fine-tune every aspect of your team's character to suit your own personal approach to the game.

1. Uniform
2. Set Play Editor/Special Plays
3. Formation Editor
4. Squad and Formation Selection
5. 'Keeper Control
6. Ball Trap
7. Dribble Control
8. Exit



1. Uniform

Use the **Control pad** to select which item of uniform you wish to change and press the **A, B, X or Y button** to cycle through the choices available. The top 3 selections are for your home uniform and the bottom 3 for your away uniform.

2. Set Play Editor/Special Plays

A Field display shows special plays and how they really work.

B Load a previously saved special play from the battery back-up.

C Save the current special play to the battery back-up.

D Exit Special Plays Editor

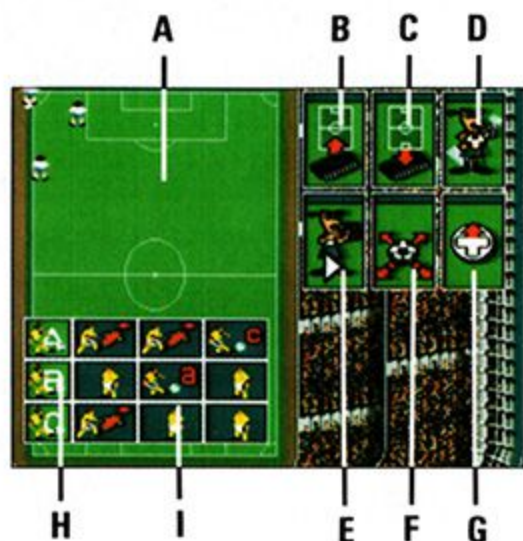
E Demonstrate current special play.

F Move your player to the relevant position to choose a set play from which the special play will be called (corner kick, throw-in, etc.).

G Select a **Control pad** direction that will activate the special play within the game (Up, Down, Left or Right) by pressing the **A, B, X or Y button**. This is where you set this feature for in-game use.

H Select player **A, B or C** to designate a pre-determined move within **Option I** and use the **Control pad** to move him into the desired starting position (Note: The other two players will also move in direct relation to your selected player). Press the **A, B, X or Y button** to select a player, now you may move that player around with the **Control pad**. When you are finished, press the **A, B, X or Y button**.

I Now use the **Control pad** and the **A, B, X or Y button** to decide which moves you wish that player to perform, and in what order. The options available are 'waiting for the ball,' 'running into position' (by pressing

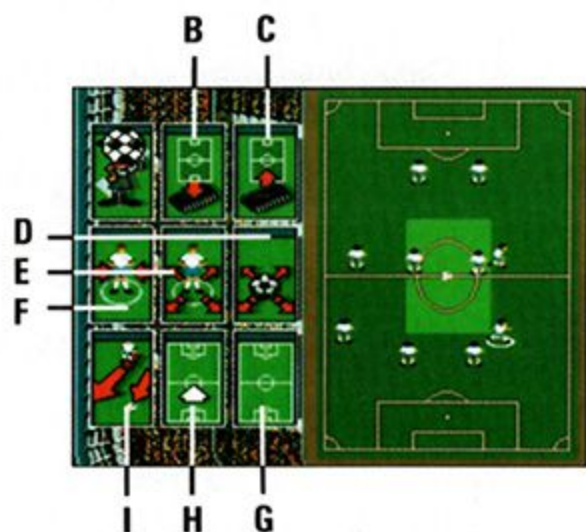




the **A, B, X** or **Y** button again within this option, you can use the **Control pad** to decide where your player will run) and 'receive a pass.' There are numerous combinations of moves you can program to create individual special plays. The first box represents the first move the player will perform, the second box the second move and the third box the third move. Press the **A, B, X** or **Y** button when the ball is in whatever box you wish to change. Now you may change that move by pressing **left** or **right** on the **Control pad**. When you are finished, press the **A, B, X** or **Y** button. You may see what your new set-up will look like by selecting the **Demonstration** icon. You may save the play by selecting the **Save** icon.

3. Formation Editor

The field is divided into nine sectors so that you can see how your formation changes with the flow of play. This means that you can instruct players specifically how to react to different situations in a match to comply with your winning strategy.



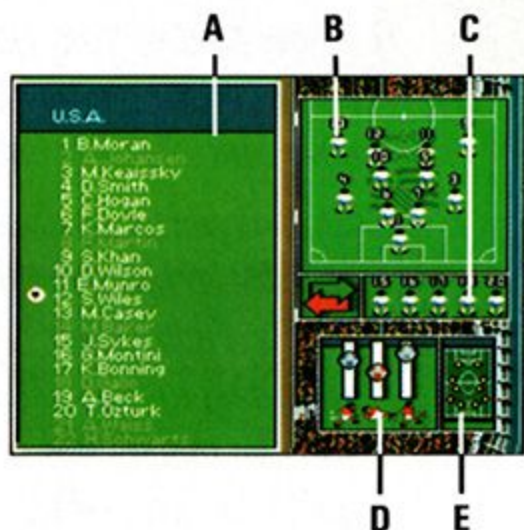
- B** Use one of the pre-set formations or load a previously saved line-up. Move the ball over each formation and press any button to make a choice. As you select a formation the players on the field run into the appropriate positions so that you can decide whether you want to go with that formation or try another.
- C** Save a new formation. You can save a maximum of seven personal line-ups at any time, for use in future games. When you have designed the desired formation, press the **A, B, X** or **Y** button to save your formation. You must be sure that the ball icon is on whichever one of the seven numbered save slots where you wish to save the play.

- D** Show field sectors. Hold the **A, B, X** or **Y** button and use the **Control pad** to move the ball and highlight each field region to demonstrate how your player formation adapts with the flow of play.
- E** Change player positions. After selecting a set formation, it is now possible to tailor the behavior of individual players and devise new tactics. Each player adopts a different position in relation to the ball according to the specified formation and match circumstances, so you can modify this position to suit your style of play and overall game strategy - if you have one! Hold the **A, B, X** or **Y** button and use the **Control pad** to move your player to his new position. You can use this function to allocate your players to different positions in every situation in all regions of the field, thus creating a unique formation which can then be saved for future games.
- F** Select a player. Press the **A, B, X** or **Y** button to cycle through your players' positions on the field.
- G** Player modifier. You can fine tune the movement of individual players in direct relation to the ball within each highlighted field sector. Hold the **A, B, X** or **Y** button and use the **Control pad** (left and right) to select one of four settings to determine how far your players position themselves from the ball.
- H** Defense/Attack. Press the **A, B, X** or **Y** button to show how your formation changes according to a defensive or offensive situation.
- I** Set play/Open play. Press the **A, B, X** or **Y** button to alternate between formation changes in open play (according to field sector and position of the ball) or at specific set plays.



4. Squad and Formation Selection

A The 16 selected players from the 22 player squad are highlighted. You may bench selected players by pressing the **A**, **B**, **X** or **Y** button to remove them from the line-up. You select a replacement player by moving the cursor up or down the squad list and pressing the **A**, **B**, **X** or **Y** button when the cursor is on the player of your choice.



B Shows your players in the starting line-up with their individual squad numbers.

C Current substitutes.

D Speed/Tackling/Skill display.

E Present formation. Alternative formations may be selected by moving the cursor to the Formation icon and pressing the **A**, **B**, **X** or **Y** button.

Note: The 'Note Pad' shows a formation not yet saved and currently in the formation editor.

5. 'Keeper Control

Press the **A**, **B**, **X** or **Y** button to choose player or computer control for your goalkeeper. When your goalie is computer controlled you only have control for goal kicks and throw-outs. The computer automatically intervenes if you do not make a move within ten seconds.

Defending a penalty: You take control of the goalkeeper to defend penalties. Direct the **Control pad** and press the **B** button to make a save.

- To guard against a low shot on the left, hold the **X** button and press left on the **Control pad**.
- To guard against a low shot on the right, hold the **X** button and press

right on the Control pad.

- *To guard the goal against a high shot on the left, press **left** on the Control pad.*
- *To guard the goal against a high shot on the **right**, press right on the Control pad.*
- *To guard the goal against a high shot in the center, press **up** on the Control pad.*
- *To guard against a low shot in the center, don't use the controls at all, the goalie will automatically catch the ball.*

6. Ball Trap Control

If this option is ON, your players trap the ball when they receive a pass. If you turn OFF this feature, your players run with the ball.

*Press the **A, B, X or Y** button to switch the Ball Trap Option ON/OFF.*

7. Dribble Control – The Glue Factor

*If you have played other soccer games you will have noticed how much the degree of ball control varies from game to game - in some, the ball practically sticks to your feet while in others it is almost impossible to dribble effectively. World Cup USA '94 allows you to modify the 'Glue Factor' to suit your personal style of play. Press the **A, B, X or Y** button to select one of four settings - the higher the 'Glue Factor', the closer your ball control.*

8. Exit Team Options Menu

TOURNAMENT STATUS

The current tournament status is displayed before you move on to the next match.



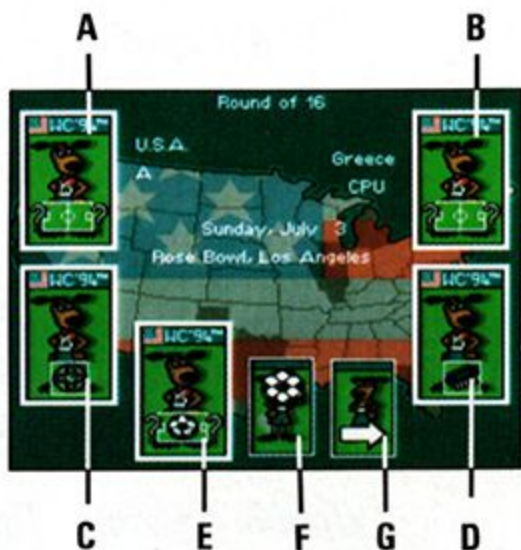


PRE-MATCH OPTIONS

Before kick-off you can customize the gameplay to suit your own soccer style and make a range of strategic and managerial decisions to prepare your team for each fixture.

Press the **A**, **B**, **X** or **Y** button to select your choice.

- A** Team 1 options.
- B** Team 2 options.
- C** Team 1 control: switch Human/Computer.
- D** Team 2 control: switch Human/Computer.
- E** In-game Options Menu.
- F** Go to kick-off (or watch the match if both teams are computer-controlled).
- G** Skip match.

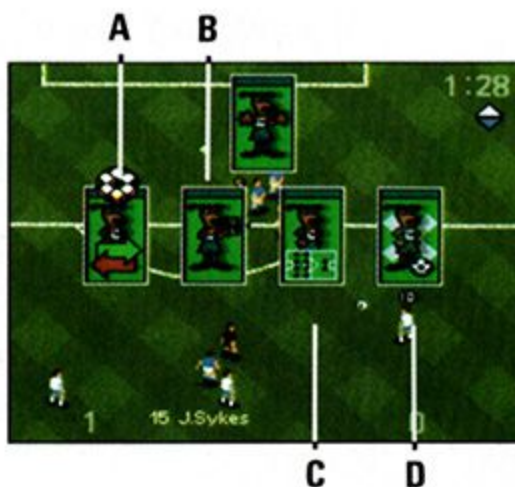


PAUSE MENU

Press **Start** during play to pause the game. You will see Striker, the 1994 World Cup mascot, in a 'stop' pose with his arms outstretched. A number of options are now accessible if you press the **A**, **B**, **X** or **Y** button.

- A Substitution:** You can make 2 substitutions during each match. You cannot substitute a player who has been given a **RED** card by the referee and only **ONE** substitution can be made at a time.

The shirt number and player name will appear at the bottom of the screen. Press **left** or **right** on the **Control pad** to scan through the players on the field.



*When the player you wish to substitute appears, press the **A, B, X** or **Y** button. The names of your substitutes will then appear. Use the **Control pad** to cycle through them, pressing the **A, B, X** or **Y** button to execute the substitution or press **Start** to cancel the substitution. A substitution can only be made when the ball is out of play. If a player is injured, substitution is automatic (substitutions cannot be made in Practice Mode).*

- B Instant Replay:** *Press the **A, B, X** or **Y** button to replay the camera action. This will show you the last few seconds of gameplay. You can review game play with VCR-like control: fast-forward, rewind, forward, pause, stop.*
- C Formation:** *Press the **A, B, X** or **Y** button to change your current formation. You will be given the option of 8 preset formations or the 7 formations saved to battery back-up.*
- D Quit:** *Quit game to go to an Options Menu. Press **Start** to resume play.*

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1. This certificate is valid for:
\$25.00 Off any individual adult round-trip excursion fare of \$150.00 or more, or
\$50.00 Off any individual adult round-trip excursion fare of \$319.00 or more, or
\$75.00 Off any individual adult round-trip excursion fare of \$439.00 or more.

For travel to any American Airlines or American Eagle destination within the contiguous 48 states and Canada. All other destinations are excluded including travel originating in Canada.
2. Certificate must be presented when a ticket is purchased. The individual named on the face of the certificate must purchase the ticket, but may purchase the ticket for himself or herself, or a passenger of his or her choice.
3. Certificate may be redeemed and reservations made at any authorized travel agency, American Airlines or American Eagle airport or city ticket office, or by mail. Redemption is limited to one certificate per passenger per ticket, and surcharges, if applicable, must be paid at the time the ticket is purchased.
4. Reservations are subject to seat availability at the time reservations are made. Seats available for certain fares are capacity controlled and may be unavailable on certain flights or dates.
5. The ticket must be purchased at least 14 days in advance of the start of travel, or as required by the fare purchased, whichever is earlier, and a Saturday night stay is required. For additional information about your excursion ticket call 1-800-237-7981. Refer the representative to the star file number or the focus number on the front of the certificate.
6. The ticket purchaser is responsible for any tax liability and airport passenger facilities charges, if applicable.
7. This certificate is not transferable and is not redeemable for cash. The certificate is void if sold for cash or other consideration and is void if altered, counterfeited, obtained or used improperly, or where prohibited by law.
8. A ticket issued against this certificate is not combinable with any other discount, certificate, AAdvantage Award, or Senior Saver Discount.
9. A ticket issued against this certificate is not transferable and may not be reissued once travel has commenced. An open ticket may not be issued and stopovers are not permitted. Every ticket has a cancellation penalty.
10. Travel using this certificate is not permitted on the following inclusive blackout dates:
1994: May 27, May 30, July 2 - 5, November 22 - 23, November 26 - 28, December 17 - 18, December 22 - 23, December 26, December 30 - 31. 1995: January 1 - 3, February 16 - March 31 (Saturday/Sunday ONLY), May 26, May 29. Certificate must be redeemed and all travel completed by midnight, May 31, 1995.
11. If this certificate is tendered in connection with a wholly unused ticket, all applicable penalties shall apply. The current fare and all applicable rules shall apply to the new ticket, including a \$25.00 administrative charge to reissue a ticket.
12. This certificate has no value except when redeemed in accordance with these terms and conditions.
13. This certificate is not applicable toward the purchase of a miscellaneous charge order (MCO), prepaid ticket (PTA), or special service ticket (Form 406).
14. Any voluntary refund of a ticket purchased with this certificate shall be equal to the amount actually paid, less the fare applicable to the transportation used. If the fare applicable to the transportation used is subject to a refund penalty, such penalty shall apply when a ticket is wholly or partially refunded.
15. The person presenting this certificate may be required to furnish identification.
16. Travel on a ticket issued for this promotion will be by the most direct American Airlines or American Eagle routing between the origin and the destination, and must be on a routing where American maintains a fare. Unnecessary and circuitous routing, connecting points and/or segments are prohibited.
17. Travel is valid as referenced on this certificate to American Airlines/American Eagle destination within the contiguous 48 states and Canada served at the time of certificate redemption and ticket usage.
18. Rules as written for this promotion cannot be changed by any statement or representation of any unauthorized person including employees of American Airlines, Inc., or U.S. Gold, Inc.

Send For Your American Airlines Travel Certificate(s).

It's easy - just follow these steps:

1. Fill out legibly all the requested information on the enclosed application. (Limit four certificates per customer please.) There is a postage and handling fee of \$5.00 for each certificate.
2. Cut out UPC code and include with original cash register receipt, as proofs of purchase, with application.
3. Mail application and proofs of purchase along with check or money order for the correct amount made payable to:
U.S. Gold American Travel Offer
P.O. Box 1833, Orlando, Florida 32801-1833
4. Application must be received by February 28, 1995. Your travel certificates will be mailed to you. Allow 3 to 4 weeks for delivery.

It's also easy to make your reservations and purchase your tickets - just follow these steps:

1. You must have the actual certificates at the time of ticketing. After you receive your certificates, make your reservations at an authorized travel agency or by calling American Airlines reservations at 1-800-237-7981.
2. At least 14 days prior to travel, purchase your tickets at an authorized travel agency or an American Airlines airport or city office.



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Send in your application today!

\$25

**American Airlines Travel
Savings Certificate Application**

\$50

PLEASE TYPE OR PRINT LEGIBLY COMPLETE INFORMATION BEFORE MAILING

NAME _____

ADDRESS _____

CITY _____ STATE _____ ZIP _____

CHECK ONE:

- Issue one certificate in the name below. Enclosed is a check or money order for \$5.00 for postage and handling.
- Issue two certificates in the names below. Enclosed is a check or money order for \$10.00 for postage and handling.
- Issue three certificates in the names below. Enclosed is a check or money order for \$15.00 for postage and handling.
- Issue four certificates in the names below. Enclosed is a check or money order for \$20.00 for postage and handling.

AMOUNT ENCLOSED: \$ _____

Name(s) to be printed on certificates:

1. _____ 2. _____

3. _____ 4. _____

Return to: U.S. Gold American Travel Offer, P.O. Box 1833, Orlando, FL 32802-1833.
Allow 3 to 4 weeks for delivery. Application must be received by February 28, 1995.

\$75

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