

ACTUA FOOTBALL

Game setup modes

- (1) Arcade. (No management. Match games with team skill level chosen by player.)
- (2) Simulation. (No management. Actual team skill levels are used.)
- (3) Career. (Management, transfer and team development.)

Arcade Mode

- (1.1) Exhibition. (One off match.)
- (1.2) Custom League. (Player creates his own league setup.)
- (1.3) Custom Cup. (Player creates his own cup competition.)

Simulation Mode

- (2.1) Exhibition. (One off match.)
- (2.2) League. (Play a season in an existing league.)
- (2.3) Cup. (Play in an existing cup competition.)

Career Mode

- (3.1) Manager. (Play as the Manager in a selected club.)
- (3.2) Player. (Be an individual player starting on the transfer market.)
- (3.3) Player-Manager (A player with managerial control over his current club.)

Arcade and Simulation Team Types

Key:- *IP* = One Player *2P*=Two Player *COM*=Computer *NET*=Network
(*i*)=Play as Individual (*t*)=Play whole team (*e*)=Either (*i*) or (*t*)

Options for any match are:-

IP(e) Vs *IP(e), COM(t), NET(i)*

2P(e) Vs *COM(t), NET(i)*

COM(t) Vs *COM(t), IP(e), 2P(e), NET(i)*

NET(i) Vs *IP(e), 2P(e), COM(t), NET(i)*