

Welcome to a newbie's guide to SWOS online! This is a written guide to help you to find your way around in the online world of SWOS!



First of all, before you start playing SWOS online – there are a few things you need to know first.

- **Experience** - whether you have the experience or not, on playing SWOS or SS (Sensible Soccer), you will be well and truly battered on your first 50, 100 or even 150 online matches! Seriously, even if you have plenty of experience in playing sensible soccer but nothing can prepare you for playing against some brutal human players. Not only you but the same is true for every player, even the experienced SWOS veterans.

However, don't let that puts you off. You are here to play SWOS mainly for fun, right? Even losing? If so, you have the right attitude otherwise you would get disheartened and give up easily. So my advice is not to take SWOS online game seriously or it will spoil your fun! ☺

Remember it is a learning experience and playing for fun at the end of the day.

- **Sensible chatrooms** (IRC chat) – It is the only place to arrange/play the matches. Basically, **no chatroom = no online SWOS!** But if you take part in tournament or league and you have a problem finding your free time to play the required matches before the deadline, then use the forum and/or private message to let your opponents know, to arrange for a suitable day/time to meet in IRC chatroom before playing your matches.

A word of advice: When you request for matches in the chatroom, please give it a plenty of time for someone to respond, let's say about 15 minutes. E.g. there's no need to leave the chatroom after 1 or 2 minutes if nobody answers.

- **Internet connection** – like any other online games – to play SWOS online, your internet access must be free of any interruption (e.g. any family member or partner using their tablet, laptop or wifi device). In this case, you might need to put whole of your family on hold while you play! ;-)

Also make sure any programs or updates running in the background must be closed or turned off, to reduce the interference before starting SWOS game. Although web browser for use with sensible webpage(s) and IRC chat is an exception.

Sensible websites and IRC chatrooms

Sensible websites and chatrooms – there is a couple of sensible soccer websites that organise online league, tournaments, fun cups and so on. They also have large database of SWOS players - each one with their playing statistics based on their previous matches and leagues/tournaments.

Here we have two websites catering for different needs –

- www.SensibleSoccer.de (SS.de) - is based in Germany. It offers Polish, German, Italian leagues and also Euro league for those players with no league for their native nations. From there, you can play with a team of your choice e.g. AC Milan, Real Madrid, Brazil and so on.
 - SS.de chatroom is at: <http://webchat.quakenet.org/?channels=#sensible>
 - SS.de forum is at: www.sensible soccer.de/forum/index.php

- www.SwosIT.com - is based in Italy. It offers you to build your very own custom team with a limited budget with online transfer market and then start playing against other players with their own teams in Serie A, B, C1A and C1B. You will start your way up from Serie C.
 - SwosIT chatroom is at: <http://webchat.quakenet.org/?channels=sensible.net>
 - SwosIT forum is at: www.swosit.com/forum

Help yourselves browsing around these websites and start asking questions in the chatrooms and forums as well! ☺

Now here's how to start playing online!

Each website has their own SWOS program pack for you to play online – You will need to download a program from them.

On SwosIT.com, you will need to register first before downloading their program.



Amiga SWOS Total Pack: For now, I will focus on SS.de's pack which is also called Amiga SWOS Total Pack. It is quite similar for SwosIT.com's pack too so you should have no problem getting familiar with it once you know how to use SS.de's pack (For SwosIT pack, see page 5) .

Download 33 MB installer from sensiblesoccer.de's site:

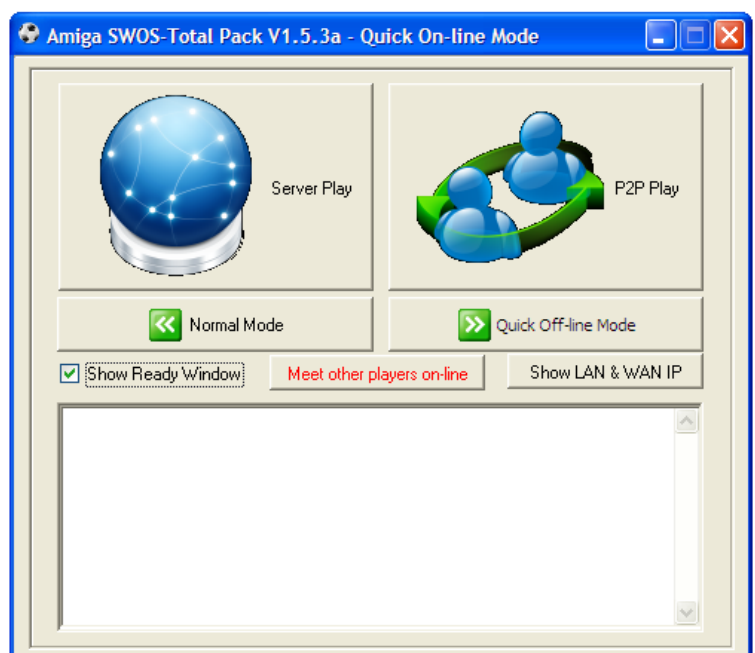
www.sensiblesoccer.de/amigatotalpack/amiga_swostp_v1.5_setup.exe and install it. When you run it, you will be prompted with an update window – to download the update for the program and once done, the program will restart itself.

STEP 1: Upon opening this, you should see the picture like this below:

Now there is two different way to connect with a player online to play:

- **Server** (See page 4)
 - Server is a computer on the internet/network – two players are connected to it. Server acts as a middle-man between you and your opponent.
- **P2P** (Peer to Peer)
 - P2P is just that: You connect directly to your opponent without the need for 3rd party, which is server.

P2P has the advantages of smoother gameplay, less lag over the server mode. P2P is always the first preferred choice for online matches if it is possible.



Further information on P2P: However, sometimes it doesn't work for some players as P2P requires a bit of work and some know-how: By opening the ports on your wifi/broadband router and sometimes on paid internet security software (anti-virus) with its own inbuilt firewall.

Newbie's Guide to Sensible World of Soccer (SWOS) Online – Page 3

For SWOS P2P requires opening of ports: 27886-27888 on both TCP/UDP (or ANY). Opening port is also called Port Forwarding. It varies from router to router so if you are not sure of how to do it, there's a guide to help you to do this: <http://portforward.com>

Don't worry about that technical part for now, P2P might work for you the first time without the need to tweak the router settings.

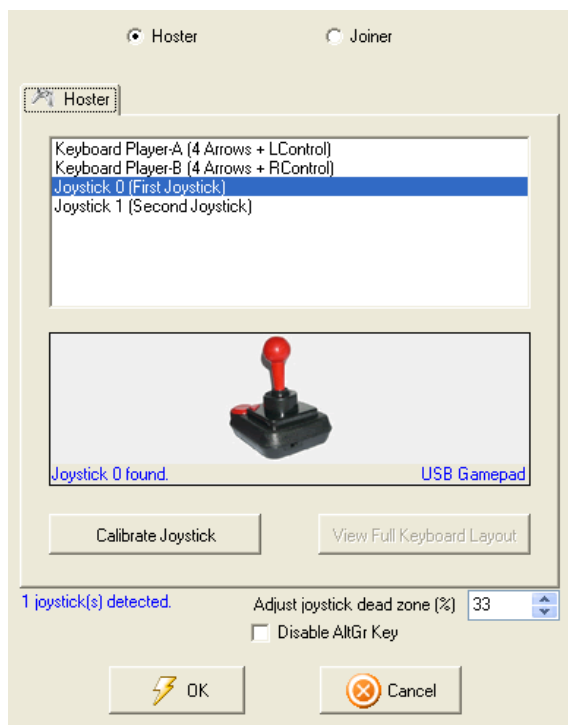
You will see why P2P may be necessary - www.sensibleoccer.de/forum/index.php?topic=11086.0

Even if you have 110ms ping connected to your opponent via P2P, it might be better than playing on server with two players with 60ms ping each (the total of at least 120ms between you and opponent via server).

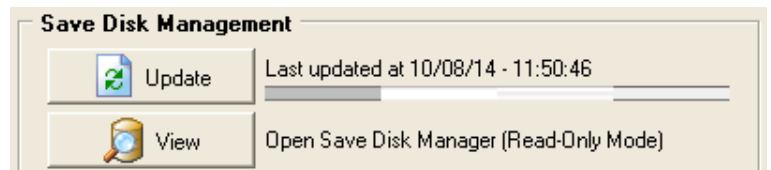
STEP 2: Select **P2P Play**

STEP 3: Select the first banner on top: **Sensible SOCCER** (see the picture on the right)

STEP 4: Then select Hoster/Joiner – **Hoster** if you are hosting or **Joiner** if your opponent is hosting.

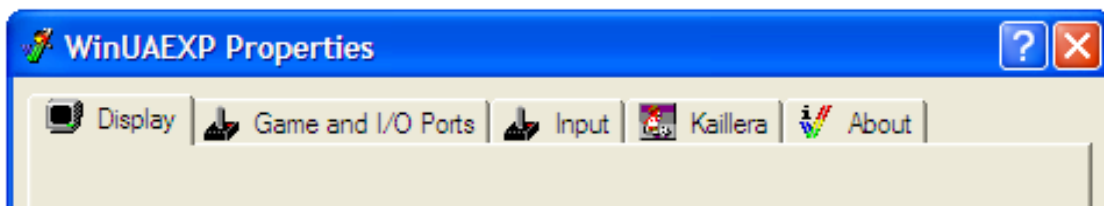


STEP 5: On the following screen, you see a large window, in the middle of it, under **Save Disk Management** as shown below. Click **Update** and **Yes** when prompted. Wait for it to be completed first before clicking **OK** and then click **OK** button at the bottom of this window, to progress.



Tip: Always Update the **Save Disk** before playing your next opponent!

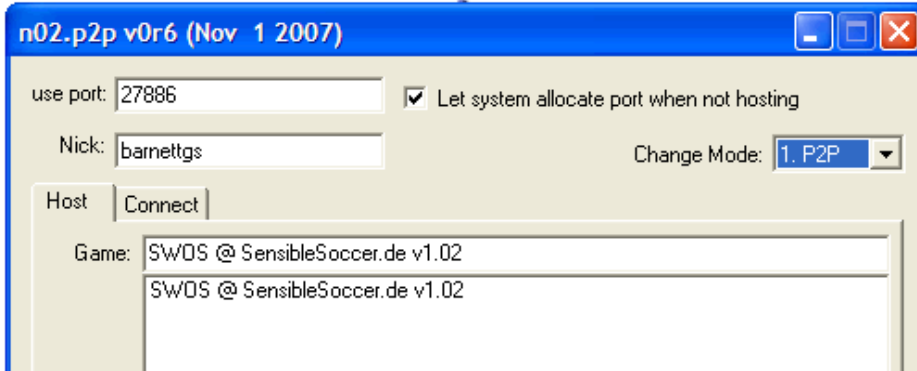
STEP 6: Then you see:



Select **Kaillera** tab and click **Launch Kaillera** button at the bottom.

For your information: During the game, while you are on your team tactic screen, you might find that you cannot move your joystick or gamepad, you will need to press **F12** key and the window will come up like the above, select **Game and I/O Ports** and click **<-swap->** button in the middle and click **OK**. Don't worry, it happens sometimes!

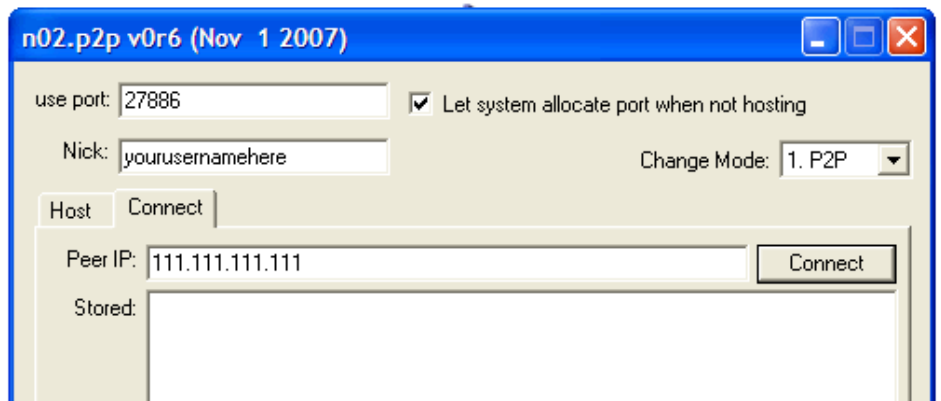
P2P STEP 7: Kaillera window comes up – enter your username for **Nick:** box



If you are hosting, then select on **SWOS @ SensibleSoccer.de v1.02** and click **Host** button. You will need to give your opponent your **IP address**. To find out what your IP address is, go to: www.google.com/?#q=what+is+my+ip

You will see your IP address on google, copy it and send it to you via IRC Chatroom. Wait for your opponent to join you and then tick box **click here when ready** then off you go! Wait for the game to load and your opponent will show you the way in the game. Have fun!

If you are a joiner, then select **Connect** tab and enter your opponent's **IP address** in the white box and click **Connect** button. Wait for the game to load and have fun!



SERVER: Need to use **Server** instead? Go back to **STEP 1** and select **Server Play**. Ignoring **STEP 2**, do the same again from **STEP 3** to **STEP 6**.

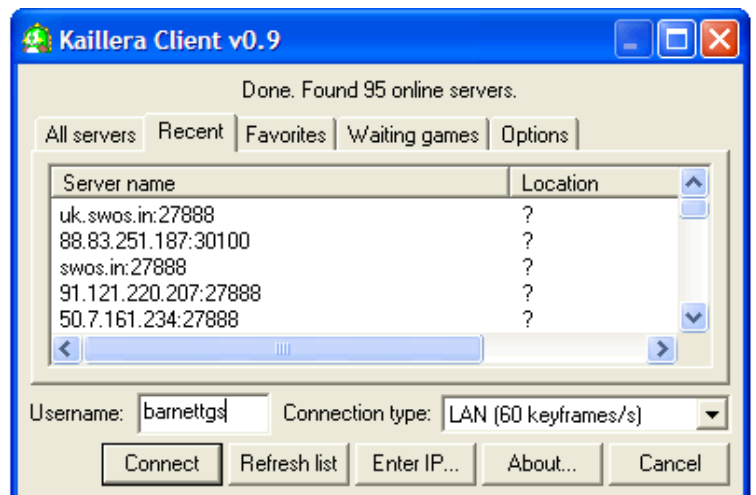
SERVER STEP 7: See the picture on right:

Make sure your **Connection type** is set to **LAN**. As well as your **Username**.

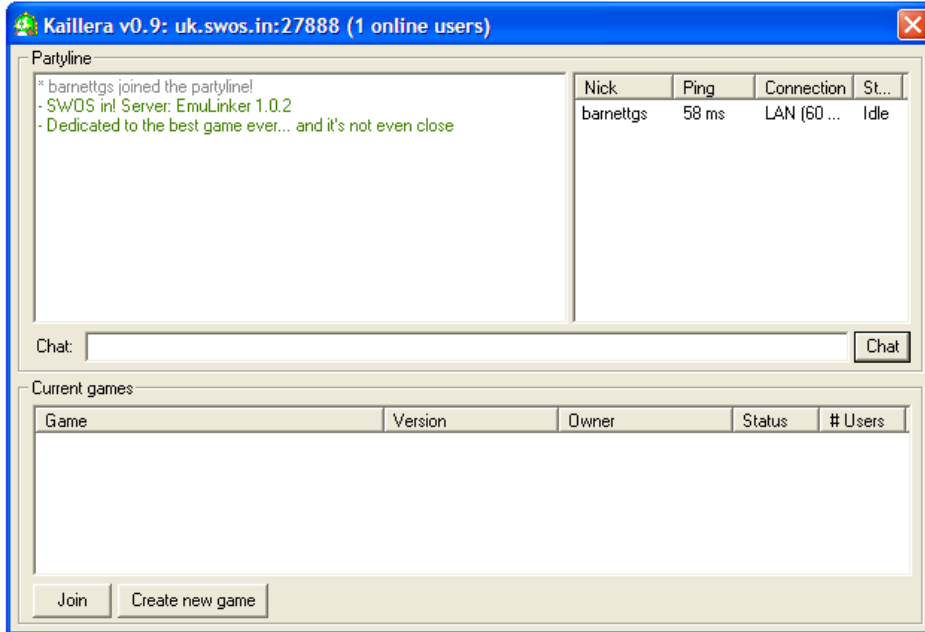
SERVER STEP 8: To join the server – click **Enter IP...** button and type in server address: e.g. **swos.in** or **91.121.220.207**.

(Alternatively, you can be given other server address in IRC chat)

Then click **Connect** button



SERVER STEP 9:



It is up to either you or your opponent to create the game in the server or whichever you or your opponent created it first and then wait for one to join in.

If your opponent has created one, then select his game and click **Join** button

Or click **Create new game** button and wait for the other to join in. When the opponent joined, click **Start game** button.

That's it!



SwosIT Pack 1.2: This pack can be downloaded from www.swosit.com/sezione-download but you still need to register first before you are able to download it. With it, you need to download ROM file separately as well.

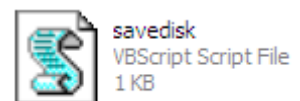
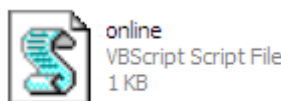
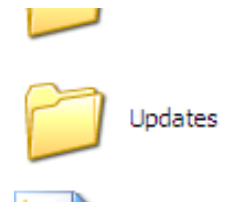
After installing SwosIT Pack 1.2, then you will need to open ROM zipped file and copy or move it into **C:\SwosIT Folder\Roms** folder where **C:** drive is the root folder of your computer's harddrive.

It can be accessed via **My Computer** or **Computer** on your Windows desktop screen.

Update SwosIT Pack 1.2: SwosIT Pack probably has the world's simplest (and easiest) update procedure!

Here's how to update and also make sure SwosIT isn't running.

1. Go to **C:** drive > **SwosIT Pack** > **Updates**
2. You see two files: **online** and **savedisk**
3. Double-click the first one: **online**
4. You will be prompted with a pop-up window and click **OK** to confirm.
5. Wait for a moment or two for update to be downloaded then another window pop-ups, click **OK**.
6. Do the same for **savedisk**
7. You are done!



Alternatively, these updates files can also be accessed via **Start** menu in Windows:

Go to **Start > All Programs > SwosIT Pack > Update** – click each file at a time to download the update and confirm **OK** messages as shown in the steps above.

Playing on SwosIT Pack: As with SwosIT Pack, the procedure to play online is simple too. Upon running it, you see this:



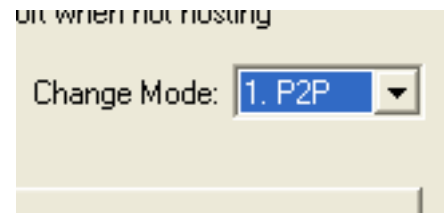
It is similar to **STEP 6:** on Page 3.

Select **Kaillera** tab and click **Launch Kaillera** button at the bottom.

STEP 7: is exactly the same as SS.de pack but in this case, you may be wondering how to change to P2P or Server and vice versa in SwosIT version.

In Kaillera window, you can see **Change Mode** there, see right:

Change to **P2P** or **Client** (Client is exactly the same as Server – just that you are connecting to the server as a client)



Then follow the same procedure from **STEP 7:** for both P2P or Server on page 4.

As you might have noticed, **Change Mode** option is also there in **Amiga SWOS Total Pack** as well. However, you must always update Save Disk before playing your next opponent, as SS.de pack get updated quite often, even in minutes.

During the Game: (For both SS.de and SwosIT.com Packs)

When the swos game comes up, you will see the menu of swos so often the first place to go for is Options. Here is the most common settings used regularly below:

1. Go to **OPTIONS**
2. Turn **all options off** and set the pitch type to **RANDOM** and select **EXIT**
3. Then go to **FRIENDLY** and change the **SUBSTITUTES** to **3** and **OK**
4. Select **CHOOSE TEAM**
5. You have two options, depends on which pack you are using:
 - a. **SS.de:** Go to **EDITED CUSTOM TEAM**
 - b. **SwosIT.com:** Go to **CLUB TEAMS > SWOSIT > A B C >** (this is where your custom team is located)
6. Select two teams – one for you and one for your opponent – in **blue** colour
7. Select **PLAY FRIENDLY**

On your keyboard:

F11 – Chat in game

F12 – Game settings – used to swap the port if you find your gamepad/joystick not working when it comes to your **team tactic** screen. Select **Game and I/O Ports** tab and click **<-swap->** button in the middle and click **OK**.

Alt + F9 (SS.de pack only) – To kill all tasks of WinUAE (SWOS) e.g. closing the game