
PlayStation
NTSC U/C
PlayStation
adidas® POWER SOCCER™
KIDS TO ADULTS
CONTENT RATED BY ESRB
SCUS-94502
adidas
PSYGNOSIS

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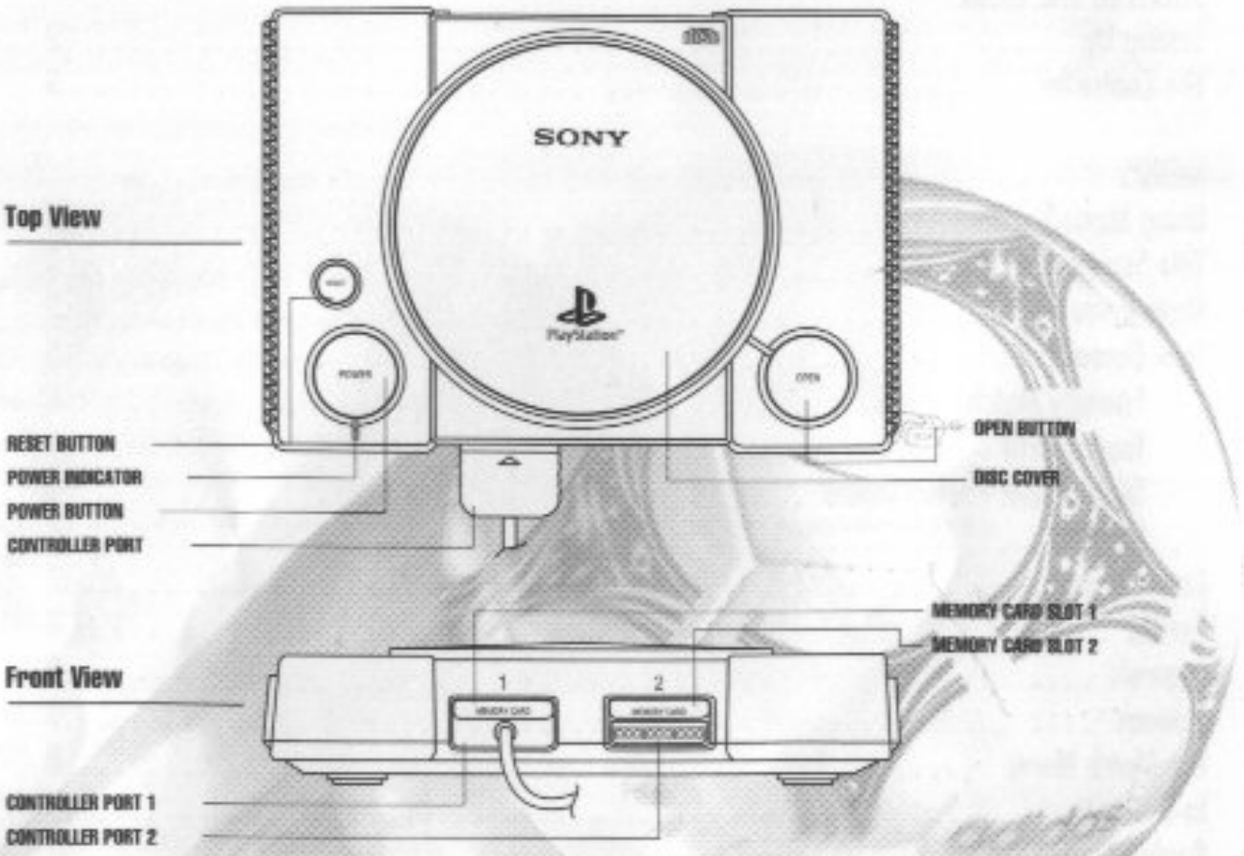
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adidas POWER SOCCER

SETTING UP



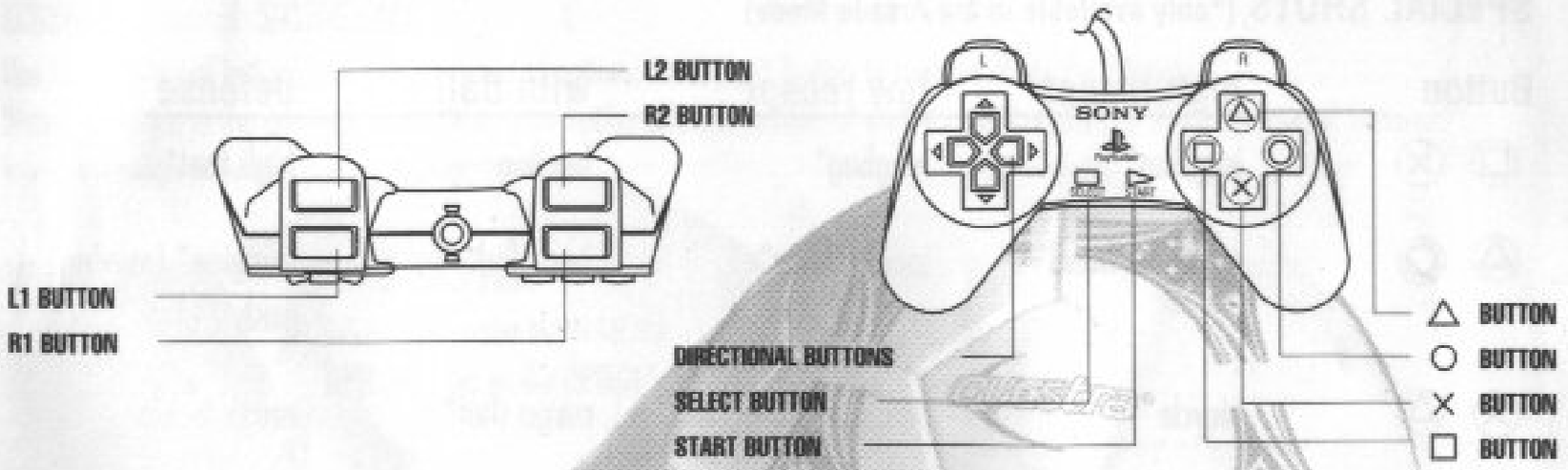
Set up your "PlayStation" game Console in accordance with the instruction manual supplied with the system. Follow your system directions to open the Disc cover and place the CD onto the bed of the drive, ensuring the printed side faces upwards.

Close the Disc cover. If the unit is switched off, press the POWER Button to begin play. If the unit is already on, press the RESET Button.

WARNING! adidas Power Soccer can be played by 4 players simultaneously with a Multi Tap. Do not plug/unplug peripherals during the game.

NOTE: The game only works with standard and compatible Controllers.

CONTROLLER



BUTTONS CONFIGURATION

NORMAL SHOTS

Button	with Ball	without Ball
⊗	low pass	tackle
○	shot	serious tackle
□	high pass	serious tackle
△	avoid tackle	intercept

CONTROLLER CONT.

SPECIAL SHOTS (*only available in the Arcade Mode)

Button	high recept	low recept	with Ball	defense
□ ✕	juggling*	juggling*	heeling	high foot*
△ ○	goal with hand*	mega volley*	back flick	nudging* (moving) push 2 arms*
✕ △	bicycle	diving head	mega shot*	mega tackle*
□ ○		*mega run**		

CAMERA

Buttons	camera
Rear Right 1	Zap Focus
Rear Left 1	Change Camera sub-mode
Rear Right 2	Aftertouch Right
Rear Left 2	Aftertouch Left
Rear Left + Right 2	Aftertouch Retro

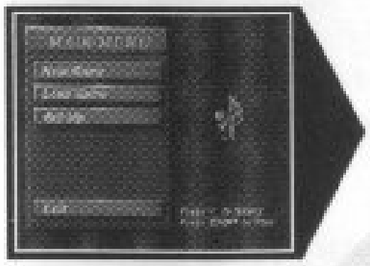
USING MENU SCREENS

Use the Directional buttons to highlight required options. Press the X button to confirm. Press the Triangle button to return to the previous menu. Where an option offers a number of choices, use the Left and Right Directional buttons to cycle through them.



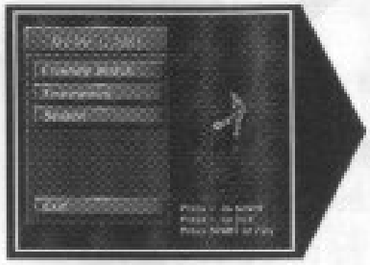
TITLE SCREEN

START - Go to the MAIN MENU.
OPTIONS - Go to the OPTIONS MENU.



MAIN MENU

NEW GAME - Go to the NEW GAME MENU.
LOAD GAME - Go to the LOAD GAME MENU.
(See LOAD GAME section.)
SET UP - Go to the SET UP MENU. This allows you to alter the playing conditions.



NEW GAME MENU

Choose FRIENDLY MATCH, TOURNAMENT or SEASON.

MENUS CONT.



FRIENDLY MATCH MENU (One-off game)

SELECT TEAM A and SELECT TEAM B

Use the Up and Down Directional buttons to highlight SELECT TEAM A, then press the X button. Use the Directional buttons to scroll through the team menu and press the X button when your chosen team is highlighted. Repeat the process to choose TEAM B.

MODE ARCADE: fast and furious game with added special moves.
SIM: strategic and tactical game.
START - Go to the PRE-MATCH MENU.



TOURNAMENT MENU (National or International matches)

TEAMS - Choose between 4, 8, 16 or 32 teams.

EVENT - Choose between CHAMP (home and away matches - league style) and CUP (elimination matches).

MODE - (See FRIENDLY MATCH).

START - Go to the TOURNAMENT - SELECT TEAMS MENU.



TOURNAMENT- SELECT TEAMS MENU

Use the Up and Down Directional buttons to scroll through the team list and highlight your chosen teams. As each team is highlighted, press the X button if the team is to be controlled by a human, or the Square button if it is to be controlled by the computer. In this way, several people can join the competition, playing each other or the computer when appropriate.

Once you have selected the appropriate number of teams, press the START button.on the Controller

MENUS CONT.



SEASON (NATIONAL LEAGUE BASED GAMES)

SELECT TEAM A - Use the Up and Down Directional buttons to highlight SELECT TEAM A, then press the X button. Use the Directional buttons to scroll through the team menu and press the X button to confirm your chosen team.

START - Go to the PRE-MATCH MENU.



LOAD GAME MENU

To load a game, make sure you have a Memory card installed according to the system instructions. Do not insert or remove a Memory card or any other peripheral during the game.

The LOAD GAME MENU contains the following information:

- Number of the active Memory card.
- 15 slots. The slots used for Power Soccer will be marked by a rotating ball with a corresponding description (your initials or SET UP).
- LOAD: Move the cursor here, then press the X button. Use the Directional buttons to cycle through the adidas Power Soccer slots. To load a game, highlight the required slot and press the X button to confirm. You will be taken straight to the game.
- NEXT: Switches between Memory cards 1 and 2 if more than one card is fitted.
- EXIT: Quit the menu.
- DELETE (useful when no free slots are available): Move the cursor here, then press the X button. Use the Directional buttons to cycle through the adidas Power Soccer slots. To delete a file, highlight the required slot and press the Square button to confirm or the Triangle button to exit.
- FORMAT: Initialize a Memory card. NOTE: this option will only be available if the Memory card is not formatted. If there is nothing saved on the Memory card, the message "There is no saved game on that card" will appear on the screen. You can then either check another Memory card using the Next button or replace the Memory card with the correct one.

MENUS CONT.



SET UP MENU

OFFSIDE - Turn the Offside rule ON or OFF.

FIELD - Play your match in SUMMER (dry), SPRING (normal), AUTUMN (wet), WINTER (snowy) or RANDOM. This will affect the way the ball and players move across the field.

REFEREE - Alter the severity of the refereeing by choosing between BLIND, MEDIUM, SEVERE, UNKIND or RANDOM.

HALF TIME - Alter the length of each half. Choose between 2, 5, 10 or 15 minutes.

CONTROLS - Go to the CONTROLS MENU.

SAVE - Allows you to save your current settings to a Memory card using the SAVE SET UP screen (make sure you have a Memory card installed according to the system instructions). This also saves the settings of the OPTION MENU. This menu is almost identical to the LOAD GAME MENU except that the LOAD button becomes OVERWRITE (or SAVE if you haven't yet saved a set up on the Memory card). It allows you to save a configuration in a slot. NOTE: Only one setting can be saved to a Memory card. It is automatically loaded at the start of adidas Power Soccer. If there is no Memory card, the default configuration is chosen. Once the game has started, it's too late to load a configuration.



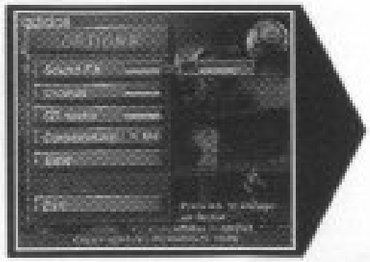
CONTROLS MENU

ACTIONS - Shows all the shots and moves available in the game along with the corresponding Controller buttons. Use the Left and Right Directional buttons to cycle through each shot, and press the X button for a video demonstration. Press the X button again to skip the video sequence.

BE WARNED - there are hidden special moves to be found...

CONTROL MODE -Select between two pre-set Control modes. Mode A is the default setting.

MENUS CONT.

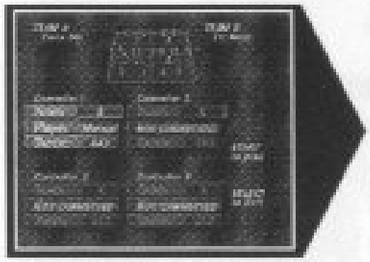


OPTIONS MENU

SOUND FX, CROWDS and CD - Choose 1 of 5 volume settings.

COMMENTARY - Turn the commentary ON or OFF.

SAVE - Allows you to save your current settings to a Memory card using the SAVE SET UP screen.
NOTE: This option will also save the SET UP MENU settings



PRE-MATCH MENU

Allows the user of each Controller to set a few options independently of the others.

TEAM - Choose whether you control TEAM A or TEAM B.

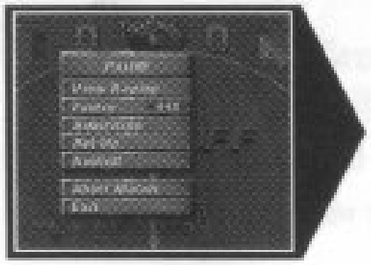
PLAYER - Choose a MANUAL or AUTOMATIC player marker. AUTOMATIC means the highlighted player which you control will always be the one nearest the ball.

MANUAL means you can press the R1 button to move the marker to other team members.

TACTIC - Choose from 7 team formations: 442, 361, 433, 433 line, 532, 352 or 424.

MODE - Choose between the two pre-set Controller configurations.

NOTE: The user of each Controller should press the START button when they are ready to begin play. If several Controllers are connected, a 20 second Timer is activated when one player presses START. Once 20 seconds has elapsed, it's too late to join the game. You can accelerate the countdown by pressing the X button.



IN-GAME MENU

Access this menu by pressing the SELECT button while a game is in play.

VIEW REPLAY - View the last 5 seconds of the game.

TACTIC - Choose between the 7 team formations.

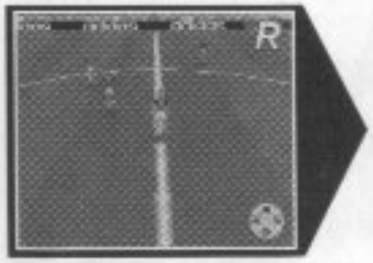
SUBSTITUTE - Go to the SUBSTITUTION MENU.
This allows you to switch a player on the field for a player on the bench.

SET UP - Go to the IN-GAME SET UP MENU.

AUDIO - Set the game's sound options (see OPTIONS MENU).

ABORT MATCH - Abandon a match.

EXIT - Returns you to the current match.

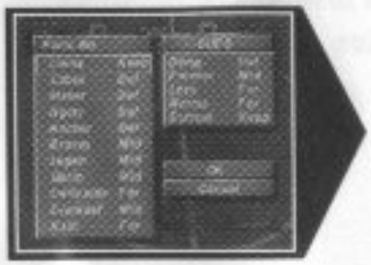


REPLAY MODE

When you select this option, the IN-GAME MENU disappears to show the game screen. You can view the last 5 seconds of the game using the following Controller buttons.

- ⊗ - Play/Pause
- □ - Fast Rewind
- ○ - Fast Forward
- △ - Stop

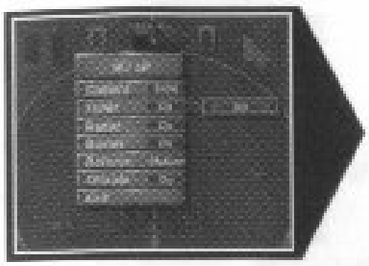
While in Replay Mode, use the Directional buttons to move the camera.



SUBSTITUTION MENU

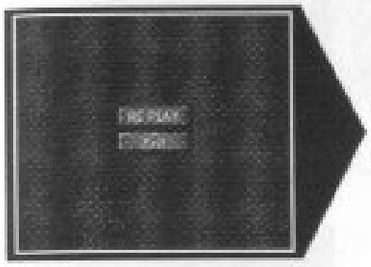
Use the Directional buttons to scroll through the list of players until you highlight the player you want to remove.

Press the X button to confirm. The highlighter will move to the list of substitutes. Scroll through the list until you highlight the player you want to join the game. Use the X button again to confirm. The highlighter will move to the OK/CANCEL selection. Highlight OK and press the X button to confirm the substitution. Highlight CANCEL and press the X button to cancel the substitution. The substitution will take place next time the ball goes out of play.



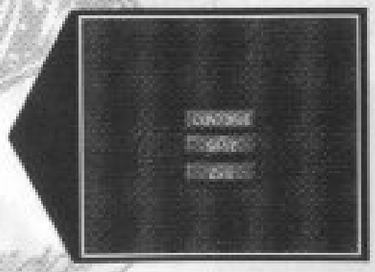
IN-GAME SET UP MENU

CAMERA - Choose from 4 camera views: SIDE, SKY, VIRTUAL or PAN.
TIMER - Turns the on-screen clock ON or OFF.
RADAR - Turns the on-screen radar ON or OFF. This shows the position of all players on the pitch.
NAMES - Displays the name of the player in possession of the ball. Turns this option ON or OFF.
REFEREE - Alter the severity of the refereeing.
OFFSIDE - Turn the Offside rule ON or OFF.



END OF MATCH - IN FRIENDLY MATCH MODE:

REPLAY - Allows you to replay the same game.
EXIT - Return to the MAIN MENU.
In other modes: CONTINUE - Play the next match.
SAVE - Save the current game via the SAVE GAME MENU.
EXIT - Stop the current tournament/season.



SAVE GAME MENU



To save a game, make sure you have a Memory card installed according to the system instructions. Do not insert or remove a Memory card or any other peripheral during the game. This menu is almost identical to the LOAD GAME MENU except that the LOAD button becomes:

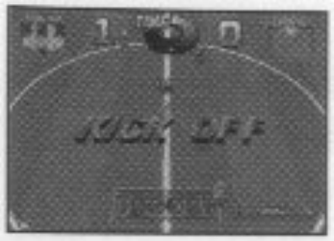
NEW FILE - Save a game automatically in the first available slot.

OVERWRITE (if games have already been saved) - Cycle through the different used slots and overwrite a previously saved game. As you choose NEW FILE or OVERWRITE, an additional screen appears on which you can enter your initials as the file name.
NEXT: Switches between Memory cards 1 and 2 if more than one card is fitted.

Whichever type of game you're playing, the basic control system remains the same. A summary of the controls can be found at the beginning of the manual.

PLAYING THE GAME

GAMEPLAY INFORMATION



KICK OFF

Starts the match, or re-starts the game after a goal has been scored. If your team is kicking off, press the X button to pass to a team-mate.



PASSING

If your team is in possession of the ball, pass the ball to a team-mate using the X button for a low pass, or the Square button for a high pass.

To aim passes, press the appropriate Directional buttons as you make the pass.



RUNNING WITH THE BALL

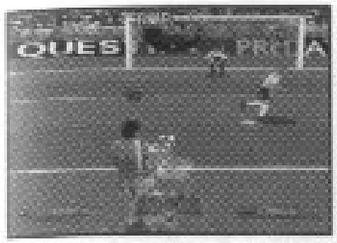
When one of your players has the ball, press the appropriate Directional buttons to control the direction in which he runs. To avoid a tackle, press the Triangle button.



TACKLING

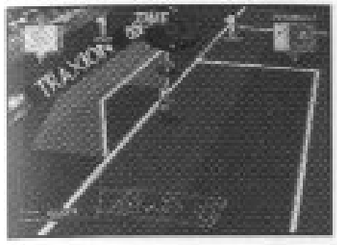
When the opposing team has the ball, you can tackle their players to regain the ball. Use the Directional buttons to bring your marked team-member near the player with the ball. Press the X button to execute a careful tackle. Press the O button to execute a hard tackle.Remember that a clumsy tackle could result in the referee awarding a free kick against you.

PLAYING THE GAME CONT.



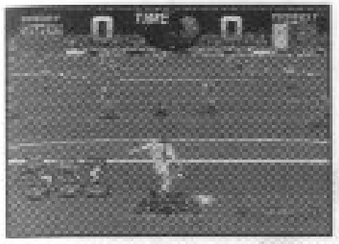
SHOOTING AT GOAL

Make the player in possession shoot at goal by pressing the O button. Add aftertouch to swerve the ball left or right using the L2 or R2 buttons. After a goal is scored, there will be replays of the action. Skip replays by pressing the START button or any action button.



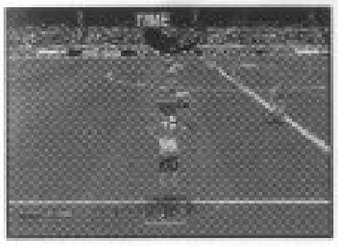
GOALKEEPING

The goalkeepers are able to handle the ball to prevent a goal being scored so long as they do so within the goal area marked out on the field. The only exception is if a team member passes the ball to him, the keeper CANNOT then pick up the ball.Each team's goalkeepers are computer controlled. They only come under your control when they have collected the ball during play, when they are taking a goal kick or taking a penalty.



KEEPER'S BALL

When the keeper has collected the ball during play, he can throw or kick the ball back into play. Use the Left and Right Directional buttons to view the field and point the keeper in the correct direction. Use the X button to make him throw the ball a short distance, or the Square button for a longer throw. Use the O button to make him kick the ball.



THROW-INS

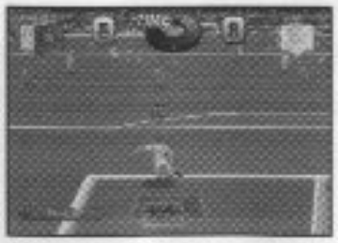
When the ball is kicked over one of the sidelines, it goes out of play and a throw-in is awarded against the team which last touched the ball. If you are awarded a throw-in, one of your players will stand behind the sideline with the ball in his hands. Use the Left and Right Directional buttons to view the field and point the player in the correct direction. Press the X button for a short throw or the Square button for a longer throw.



CORNER KICKS

When a defending player is the last player to touch the ball before it goes over the touchline, a corner kick is awarded to the attacking side.

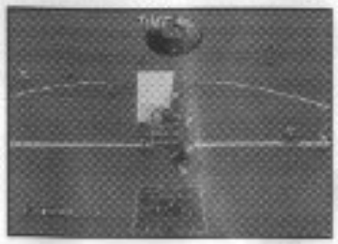
If you are awarded a corner kick, one of your players will stand by the corner flag with the ball at his feet. Use the Left and Right Directional buttons to view the field and point the player in the correct direction. A Power Bar will appear on the right of the screen. Press the ○ button and hold it down to increase the power, then release it to kick the ball.



GOAL KICKS

When an attacking player is the last player to touch the ball before it goes over the touchline, a goal kick is awarded to the defending side.

The goalkeeper will stand in his area with the ball at his feet. Use the Left and Right Directional buttons to view the pitch and point the keeper in the correct direction. A Power Bar will appear on the right of the screen. Press the ○ button and hold it down to increase the power, then release it to kick the ball.



FOULS

The referee looks out for fouls, and when he spots them he awards a free kick against the offending team. See the section headed FREE KICKS (following) for more information. If a defending player commits a foul in the penalty area, a penalty is awarded. See PENALTIES (following) for more information.



OFFSIDE

If an attacking team member is the player furthest upfield in the opponent's half when the ball is passed to him (other than the defending keeper), he is offside and a free kick is awarded against him. You can turn the Offside rule off using the SET UP MENU.

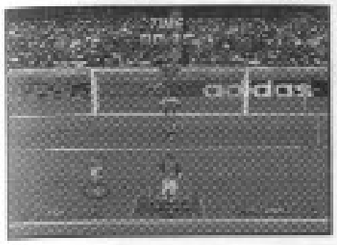
PLAYING THE GAME CONT.



FREE KICKS

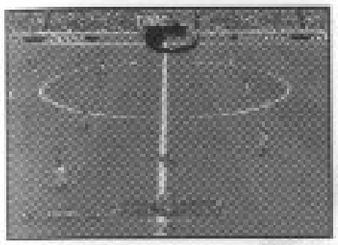
When you are awarded a free kick, the ball will be placed where the infringement took place. A player will be designated to take the kick.

Use the Left and Right Directional buttons to view the field and point the player in the correct direction. Use the X button to make a short pass to a team mate. Use the Square button to make a long pass. If the free kick is near the opponent's goal, you can attempt to score using the ○ button.



PENALTIES

When you are awarded a penalty, the ball will be placed on the penalty spot and a player will be designated to take the kick. A Power Bar will appear on the right of the screen. Press the ○ button and hold it down to increase the power, then release it to kick the ball. Use the Left and Right Directional buttons to direct the shot. If a penalty is awarded against you, the goalkeeper will be under your
control while the kick is taken. Use the Left or Right Directional buttons to make the keeper dive left or right.



SUBSTITUTIONS

If you have a player who is injured, or you want to alter the relative strengths of your team during a match, you can replace up to three of the players on the field with substitutes. Refer to the section headed SUBSTITUTION MENU for instructions on how to do this.



HALF TIME

Each match is divided into two halves. At half time, the teams change ends so that in the second half, they play in the opposite direction. The game will run a video sequence at half time. If you want to skip through it, press the X button or the START button. A summary screen will give you some statistical information about the game.

PLAYING THE GAME CONT.

PAUSING THE GAME

Press the START button on the Controller to pause the game, then press it again to return to the game.

If you want to access the IN-GAME MENU, press the SELECT button.



NEW CHALLENGER: FRIENDLY MATCH

If you want to play with a friend who has already started a game, press the START button on any free Controller. You can join a match at any time.

Choose your team with the Left or Right Directional buttons, then press the START button or the X button to confirm. Press the SELECT button to abort.



EXTRA TIME

If you are playing in Tournament Cup Mode and the scores are level after the designated time is up, extra time will be played.

END OF GAME

Once the designated time is up, including extra time if it's applicable, the referee will blow his whistle to end the match. The team which has scored the most goals is the winner. If the score is equal, it's a draw.

TOURNAMENTS



CUP

Cups are played on a round by round elimination basis. Each winning team from the first round goes forward to the next round, and so on until the final.

If a Cup game is still a draw after extra time has been played, there will be a penalty shoot-out to determine a winner. See the PENALTIES section for details on how to take a penalty.

PLAYING THE GAME CONT.

The teams take penalties in turn, each team having up to 5 chances to take an unassailable lead. If the score on penalties is level after each team has taken 5 kicks, the shoot-out enters a sudden death phase. Both teams continue taking turns, but as soon as one team scores and the other misses, the game is over.

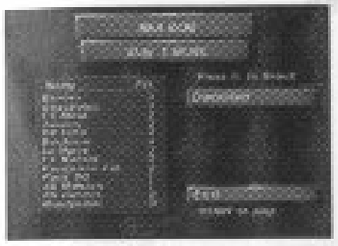
CHAMPIONSHIP

This is a multi-player International Season in which you can choose the number of teams. Teams play each other twice. 3 points are awarded for a win, 1 point for a draw.

SEASONS

League seasons involve each team in the league playing each other twice. 3 points are awarded for a win, 1 point for a draw.





MATCHES SCREEN

At the end of each game, you will be shown the results of the day's play across the league. Press the X button to reach the STATISTICS SCREEN.

STATISTICS SCREEN

The updated league table is displayed. Use the Up and Down Directional buttons to scroll up and down through the table.

To access the Detailed Statistics Screen, use the Directional buttons to highlight DETAILED, then press the X button.To continue the season, highlight EXIT then press the X button. You will then be able to CONTINUE or SAVE the current game.



DETAILED STATISTICS SCREEN

Shows the league table complete with more detailed information. Press the Triangle button to return to the previous screen.

USING A MULTI TAP

A Multi Tap allows up to 4 players to join a game. Connect the Multi Tap to either of the Controller ports on the "PlayStation" game Console. Up to 4 Controllers can be connected to the Controller ports on the Multi Tap.

NOTE: Do not plug/unplug peripherals into your "PlayStation" game Console during a game.

When you reach the Pre-Match Menu, the user of each Controller can select which team they want to control. In this way, you could play with 2 human players on each side, 3 humans against 1 human, and so on. During the game, the player markers clearly indicate to which Controller they correspond.