PlayStation

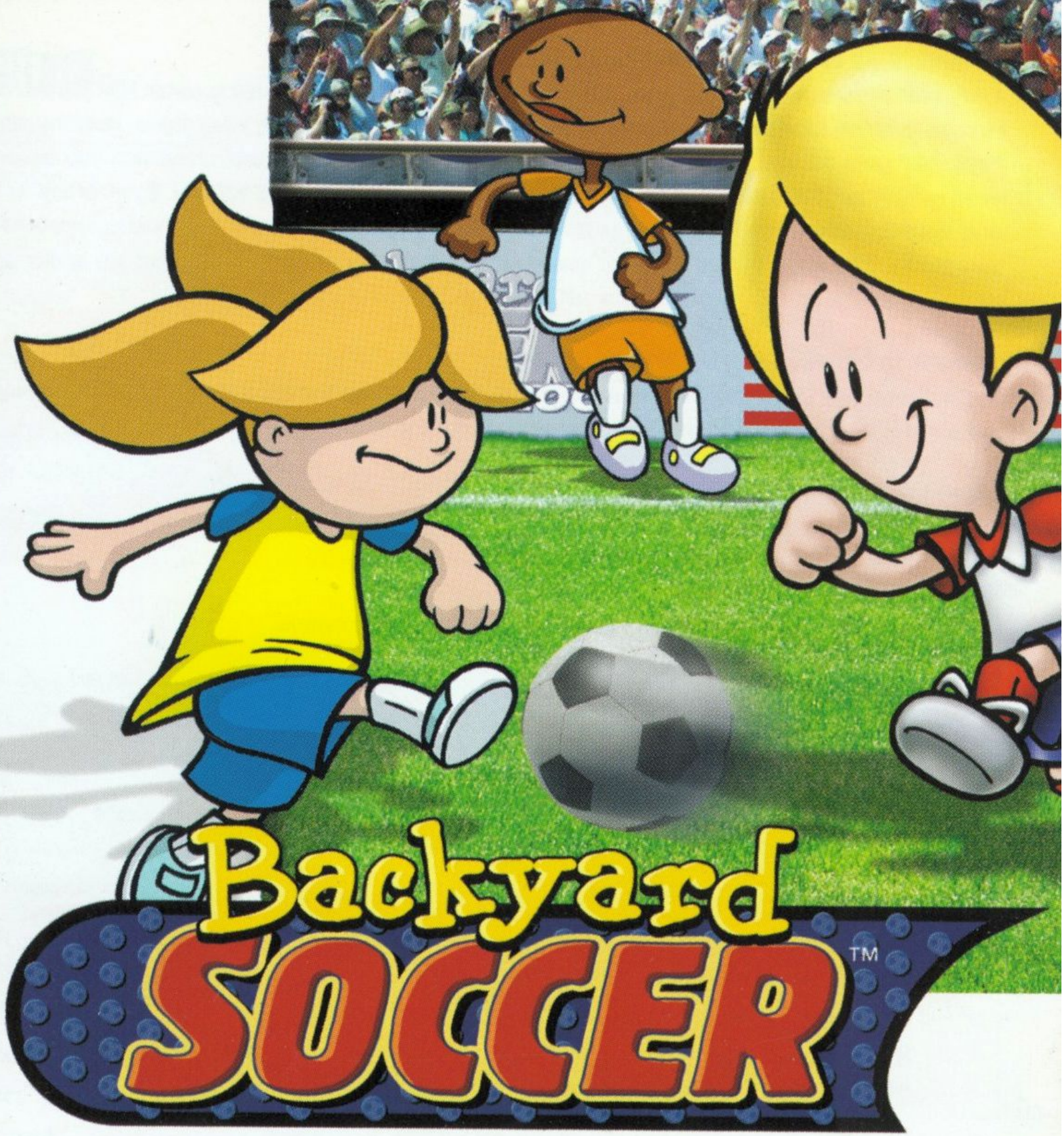
NTSC U/C

PlayStation

EVERYONE

CONTENT RATED BY ESRB

SLUS-01094
22671



Backyard SOCCER™

Take the field for fast-paced action!

INFOGRAMES™

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation® game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNOFFICIAL PRODUCT:

The use of unofficial products and peripherals may damage your PlayStation game console and invalidate your console warranty.

HANDLING YOUR PLAYSTATION DISC:

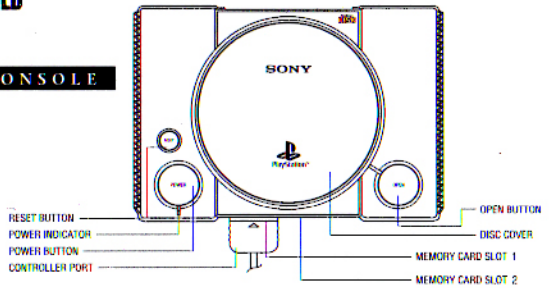
- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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GETTING STARTED

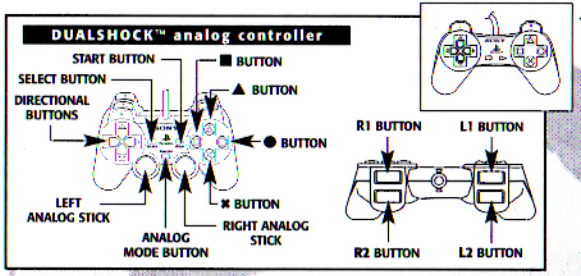


Important! Do not insert or remove peripherals or MEMORY CARDS once power is turned on. You will need a MEMORY CARD in slot 1 to save your games.

1. Set up your PlayStation® game console according to the instructions in its Instruction Manual.
2. Make sure the power is OFF before inserting or removing a compact disc.
3. Insert the *Backyard Soccer*™ disc and close the disc cover.
4. Insert the game Controllers (and MEMORY CARD if you have one).
5. Turn ON the PlayStation game console. The introductory sequence will begin. To skip this sequence and go directly to the Main menu, press the START button.

Note: You will not be able to save your progress or game information if you don't use a MEMORY CARD. Make sure there are at least three free blocks on your MEMORY CARD before beginning your game in order to save games. You should not swap MEMORY CARDS during play and you must leave the card in MEMORY CARD slot 1-A of your Multi Tap if you are using one.

CONTROLS SUMMARY



◀ **NOTE: You may have a controller that looks like this. If so, please follow the digital instructions outlined below.**

1-Button Method

Directional buttons	Move your selected player
✖ button	Shoot, tackle, pass and change players
START button	Pause game and access Paused Game Menu

4-Button Method

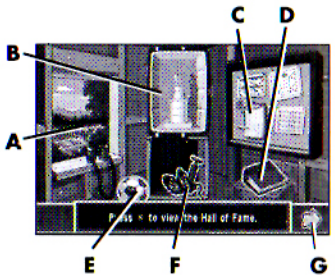
Directional buttons	Move your selected player
✖ button	Tackle and shoot
▲ button	Change players
■ button	Pass the ball
● button	Boot the ball
START button	Pause game and access Paused Game Menu
R1/R2 button	Select nearest Forward to ball (playing L to R). Select nearest Defender to ball (playing R to L).
L1/L2 button	Select nearest Defender to ball (playing L to R). Select nearest Forward to ball (playing R to L).
SELECT button	Not used

Each Controller can be changed between the 1- and 4-button method, via the Advanced Options screen (described on page 26) or Choose Controllers (described on page 9) prior to gameplay, and via the Game Options menu (described on page 26) during a match.

Press the directional buttons on your Controller to highlight the available items on the screen. Press the ✖ button to confirm the highlighted choice. To return to the previous screen, press the ▲ button (or select the large yellow arrow in the bottom-left corner, when there is one). Select the large yellow arrow in the bottom-right corner of the screen to progress to the next screen. Many screens also have a tree house icon, to allow you to return to the Clubhouse.

THE CLUBHOUSE

Welcome to the *Backyard Soccer*™ Clubhouse! Use the directional buttons to select any of the following Clubhouse items:



A. Window – Start a single game (see page 7)

B. Trophy – View Hall of Fame (see page 21)

C. Corkboard – Start or continue a season game (see page 17)

D. Notebook – Meet the Backyard Kids (see page 21)

E. Ball – Watch a demo game

F. Shoes & Pump – Change game options (see page 26)

G. Yellow Arrow – Quick Start a match

Highlight the area of your choice, and then press the ✖ button to continue.

SINGLE GAME



Game Type

Use the directional buttons to highlight the type of game you wish to play — Single, Mini League, Penalties or Beach Tournament. Press the ✖ button to confirm your selection.

Single – This game type is a single match between two teams. Up to four players can play in any combination on the teams. For example, two players can play on the same side, or with four Controllers, three players can play against one. **Note:** A separate Controller is required for each player.

Mini League – Up to four players can play in a mini-tournament featuring four teams. **Note:** Only two Controllers are required for human multiplayer Mini League games.

Penalties – Need some practice? Choose to practice penalty kicks, or practice blocking them. This game can be played by one or two players, each using a separate Controller.

Beach Tournament – Compete for the Beach Tournament Cup! This is a one-player game only, giving you the opportunity to take part in an exciting, 3-round beach knock out championship!

Difficulty Level

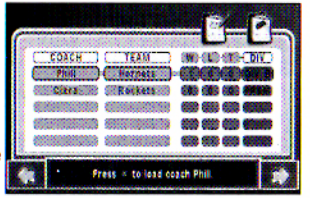
Use the directional buttons and the ✖ button to select Easy, Medium or Hard.

Game Field

The game field is shown in the preview window. You can choose another field to play on by using the directional buttons to select the small arrows next to the field name and then pressing the ✖ button. The preview picture and field name will change.

When you are happy with your settings, highlight the yellow arrow in the bottom right of the screen and then press the ✖ button.

Load Game



If you want to load a game, highlight the **Save/Load** icon at the top right corner of a screen and press the ✖ button — this will take you to the Load Game screen.

From this screen, you can load a previously saved Beach Tournament or Mini League game (Single Games cannot be saved). Press the up and down directional buttons to highlight the different games on the list. Press the ✖ button to show information for the highlighted game on the right of the screen. Press the ✖ button again to load the highlighted game, or press the ▲ button to exit the screen.

CHOOSE NUMBER OF PLAYERS

If you chose a game that allows more than one player, this screen allows you to choose the number of human players in the game. It also lets you choose whether you'll pick your own players or let the computer pick them for you (Quick Start).

In a Single or Mini-League game, there may be one to four human players. In a Penalties game, there may be one or two human players. Beach Tournament is a one-player game only.

If you choose less than the maximum number of human players in a game, the remaining players will be computer-controlled at the skill level you previously selected. **Note:** You may not choose more human players than the number of Controllers you have plugged in.

If you want to play the game with randomly assigned teams and players, highlight **Quick Start** and press the ✖ button. Upon leaving this screen and choosing your Controller setup, you will be taken immediately to the Team Photo screen, described on page 10.

If you would prefer to create a unique team, highlight **Choose Teams** and press the ✖ button.

When you're done, highlight the yellow arrow in the bottom right of the screen and press the ✖ button.

CHOOSE CONTROLLERS



This screen allows you to choose your Controller method (1- or 4-button), and whether to play as the Home or Away team. **Note:** In a single-player game, you must always use the Controller in Controller port 1.

For each Controller being used, select Home or Away team using the left and right directional buttons. Next, choose 1- or 4-button control mode using the up and down directional buttons, then press the ✖ button to confirm your choice.

CHOOSE TEAM

Here you can create a unique identity for your team. Scroll through the first name by selecting the arrows on either side of the blue name in the upper right of the screen and then pressing the ✖ button. Notice the new name also shows up on the left side of the screen. Next, choose the team's second name — their nickname — by selecting a team badge/icon from the ten shown in the center of the screen and then pressing the button. Each badge has a name associated with it, which will also show up on the left side of the screen.

Select your team's uniform colors by choosing them from each of the two color swatch rows. A small uniform in the lower left corner of the screen shows your current team "look."

When you're done, highlight the yellow arrow in the bottom right of the screen and then press the ✖ button.

CHOOSE PLAYERS



Here we are at the player bench, where all the Backyard Kids are waiting to be picked. Who picks first? It's all up to the luck of the draw.

To view information about a player, highlight the player and then press the ✖ button. Then, to learn even more about the player, highlight the **Player Details** button and then press the ✖ button. To see the player's stats again, select the **Player Stats** button and then press the ✖ button. To hear a player speak, select the player's picture and then press the ✖ button. If you

want the player to stop talking, press the ▲ button. Select the **Yes** button to pick the player for your team, or the **No** button to turn the kid down. Press the ✖ button to confirm your selection.

To view the list of the players that have been picked for each team, highlight the numbered **Team List** camera icon(s) and then press the ✖ button. Close the team list by pressing the ▲ button.

The **Player Finder** feature allows you to quickly find the exact player for your team. To use it, select the magnifying glass icon and then press the ✖ button. Next, press the up and down directional buttons to scroll through the list of names. To view a selected player's details, press the ✖ button. To close the window, press the ▲ button.

To have the remainder of your team chosen for you automatically, select the yellow arrow in the bottom right corner of the screen and then press the ✖ button.

TEAM INFORMATION

Team Photo

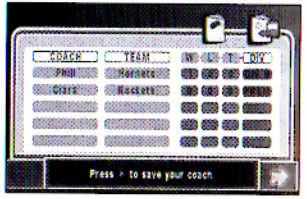


Highlight the small arrows on either side of the **Meet the Player** button and then press the ✖ button to scroll through the different members of your team.

To view a selected player's statistics, highlight the **Meet the Player** button and then press the ✖ button. To view more information about the player, select the **Player Details** button and then press the ✖ button. To return to the Team Photo view, press the ✖ button again.

To hear a player speak, highlight the player's picture and then press the ✖ button. If you want the player to stop talking, press the ▲ button.

Save Game



To access this screen and save your game, highlight the **Save/Load** icon (clipboard with memory card) at the top right corner of the screen and press the ✖ button.

Note: Only Season, Beach Tournament and Mini League games can be saved, and you may only save your game between matches (when you see the icon).

- Please note that when the game is saving, you must NOT remove the MEMORY CARD or reset the console.
- Each saved game requires two free blocks on the MEMORY CARD.

A list of any existing saved games on your MEMORY CARD will be shown. Status information for each saved game is shown on the right side of the screen.

To save your current game in an unused slot, highlight the **Save/Load** icon and the press the ✖ button. If you want to save your game over an older existing game, press the up and down directional buttons to highlight the saved game and press ✖. Highlight the **Save/Load** icon again and press the ✖ button to save over the selected game, or press the ▲ button to exit the screen without saving.

You may also delete a saved game by selecting it from the list, pressing the ✖ button, selecting the **Delete** icon at the top of the screen, then pressing the ✖ button.

Team Roster



Soccer is all about strategy, and here is where you can make it happen! You can change your team's field positions and check on each player's stamina bar (under his or her picture). If you're feeling confident, you can experiment with different formations and strategies to better suit your team's strengths.

Kicker — Select the soccer shoe icon and then press the ✖ button. Next, select the member of your team that will take corners, free kicks and penalties, and then press the ✖ button. A small shoe icon will appear to the right of the Kicker's name.

Opponent's Roster — Take a sneak peek at your opponent's lineup! Select the chalkboard roster icon and then press the ✖ button. You can see each player's strengths and position. The only things you can't see are their stamina bars.

Rearrange Player Positions or Use Substitute Players:

1. Select a player's name and then press the ✖ button. The player's face will appear next to the list.

2. Move the player's face to the position you want the player to play and then press the ✖ button.

3. The two players will switch positions.

To scroll through the formations and strategies, select the arrows on either side of their current settings and then press the ✖ button. To hear a description of a selected formation or strategy, press the ✖ button.

POSITIONS

The field of play is divided into three areas: defense, midfield and offense. Defenders start in the defense zone, Midfielders in the midfield zone and Offense (Forwards) in the offensive zone.

Goalkeeper (G): The Goalkeeper (also referred to as Goalie or Keeper) is the last line of defense. There is only one Goalkeeper per team. Keepers are the only players that can legally use their hands, but this is restricted to the goal area.

Defender (D): The Defender's role is to stop the other team from getting shot opportunities and control the ball within their half of the field. They do this by positioning and disruption. At times, Defenders might be asked to concentrate more on supporting the attack or actually making attack runs and long distance shots. Defenders are also referred to as Fullbacks and, if in a center position, might be called a Sweeper or a Stopper.

Midfielder (M): Midfielders help transition the ball between the Defenders and the Forwards. They also support the Forwards in the attack and as the first line of defense. Their overall role is dependent on the team's chosen strategy, which might be for them to take on more of an attacking role or stay back and help the defense more. They are also referred to as Halfbacks and, if positioned toward the sideline, might be called a Wing or Winger.

Forward (F): The main priority of Forwards, also called Strikers or Attackers, is to penetrate, create opportunities to score and to ultimately score. In most strategies, their overall role will change very little. The skills the player must have, however, may. *For example:* When playing long-ball style, the player's stamina and heading may matter more. If the style of play leans toward passing, however, dribbling and trapping should be considered as well.

Substitutes: The Substitutes sit on the bench until the coach needs them to sub in for another player who is playing poorly or whose stamina has run out. You can substitute players at any time during a match by pressing the START button on the Controller and selecting Tactics to return to the Team Roster page.

FORMATIONS

The different formations determine how the players are positioned on the field. The numbers below refer to the number of Defenders, Midfielders and Forwards there are (in that order).

1-1-3

Pros: Most directly offensive formation.

1. Puts half the team in the attacking end, which can result in many scoring chances.
2. Good choice if the team is losing the match and needs to score, or if the team has an outstanding Defender and Midfielder.

Cons: The defensive power it provides is the worst of all the formations.

1-2-2

Pros: This is an offensive-weighted formation.

1. Good presence in the midfield, which aids the transition from defense to offense.
2. Good choice if the lone Defender is strong, and when the team needs to improve scoring without excessive risk.

Cons: It may provide more goal-scoring chances for the other team.

1-3-1

Pros: This puts the strength of the team at the midfield.

1. Many players in the midfield allows the team a better chance of keeping the ball in the opponent's end.
2. Good choice if the team has an outstanding Defender or Forward, or lacks good midfield players.
3. The key to getting the most benefit from this formation is to use the midfield to support the defense at times, and to provide scoring punch when needed.

Cons: If the lone Defender gets beaten, the Midfielder is usually too far away to help in time.

2-1-2

Pros: A balanced formation, equal in both the offense and defense.

1. Lends itself well to quick counterattacks because of the concentration of players at opposite ends.
2. Good choice if the team's most-skilled player is positioned at midfield.

Cons: Lack of midfield depth, but its overall balance makes it a good choice in all cases.

2-2-1

Pros: One of the better defensive formations.

1. Gives the team a solid line of Defenders and a good midfield presence.
2. Good choice if the team has a strong goal-scorer who can score quickly when an opening appears.

Cons: The team's attack is directed into the middle, where the opponent's defense is usually concentrated.

3-1-1

Pros: The safest of all the formations.

1. Many players in front of the goal.
2. Limits the opposing team's attack.
3. Good choice if the team has a big lead, is playing for a tie, or if the team has poor Defenders.

Cons: Lacks players positioned to attack the opponent's goal.

STRATEGIES

The strategy a team uses determines the aggressiveness of the team and the way they play the game.

Offense 1

This strategy focuses the team's energy on scoring, but does so with short, quick passes.

1. The defense plays a midfield role, while the Midfielders support the Forwards in the attack.
2. Attempts to contain the ball near the offensive end until a scoring result is achieved.
3. The defense is vulnerable to a long-ball counterattack.

Offense 2

This strategy is the most aggressive, offensive style known to the Backyard Soccer League.

1. The defense takes the midfield and the Midfielders and Forwards are unified in the charge to score.
2. This style emphasizes an aggressive long-ball attack, attempting to create immediate scoring opportunities.

Normal 1

This strategy balances a solid defense with a controlled counterattack.

1. The midfield supports the defense when needed, and assists the Forwards during the attack.
2. This style emphasizes short, accurate passes and patience to await the opening for a scoring chance.
3. This is a good strategy if the team has players with good ball control and passing ability.

Normal 2

This strategy features a good balance of defense with an emphasis on fast transitioning to the attack.

1. The midfield aids on defense, but rushes upfield to support the Forwards when the ball is won.
2. This style has a spread out, open attack, with aggressive forward runs to allow long passes over the midfield.
3. This is a good strategy if the defense has good kicking ability, or the Forwards have great speed.

Defense 1
This defensive strategy stresses time of possession.

1. The entire team packs into the defensive half, making it difficult for the opposition to get a good scoring chance. Once the team wins the ball, the players are positioned simply to play keep-away. The theory behind this is that if the other team can't win the ball, they can't score.
2. This strategy is best used to protect a lead, but requires good ball handlers.

Defense 2
This defensive strategy utilizes the long-ball to keep the ball away from the team's goal.

1. The entire team protects the goal until the ball is won. The Forwards then run to provide a deep outlet to the defense. At the worst, the long clearances from the defense will waste precious time for the opposition.
2. This strategy is useful for protecting a lead, especially when the Defenders have excellent kicking ability.

Coach-Assigned Play Tactics
The players' heads in the small field window have a red square, a yellow arrow or two green arrows behind them. These indicate the type of play each team member will exhibit, depending on the formation and strategy you pick.



Red Square
Players will not leave their designated zone. Defenders and Midfielders will look to pass the ball forward and will only dribble short distances. They will look to pass the ball forward at the earliest safe moment. Offense and Midfielders will look to track back by one zone to assist the defense.



Yellow Arrow
Players will look to push forward to the front edge of their zone and seek attacking options. Defenders or Midfielders in possession of the ball will dribble forward outside of their zone, and they will pass or shoot as the best opportunity arises. Dribbling, passing and shooting are all equally weighted choices.



Two Green Arrows
Very aggressive play. Players will look to push forward at every opportunity. They will advance into the next zone without the ball to seek attacking options. Dribbling and passing are equally weighted choices. Players will attempt to make a goal at the first suitable opportunity.

Attention and aggression strongly affect how an individual will react to the events on the field around them. A player with low aggression will not chase a ball down and is less likely to make a tackle than a more aggressive player. A player with low attention will miss much of what is happening on the field around them. However, players with low stamina will quickly tire if they're running around too much. Learn players' strengths and weaknesses to mold the best team.

Select the yellow arrow in the bottom right of the screen and then press the ✖ button to send your team off to their first match!

SEASON PLAY

From the Clubhouse screen, highlight the corkboard and then press the ✖ button to start a season game.

In Season Play, you can create a customized eight-player team and track the statistics of all players during the season. You'll create a new coach and sign up your team for a full Division schedule, tracking your team's progress each time you save your coach's name.

SETTING UP A GAME



You can be the coach of your very own Backyard Soccer League team! If you have a good season, your team may be invited to participate in the Off-The-Wall Indoor Invitational!

If you finish your season as one of the top two teams in your league, you'll be promoted to the "A" Division.

Make it to the top of "A" Division, and you'll qualify for the Premier Division. And, if you make it to the top of the Premier Division, you will be invited to compete in the Astonishingly Shiny Cup of All Cups World Tournament!

Before you can begin a season, you must first sign in.

Important! You must have a valid MEMORY CARD inserted to save and retrieve your coach.

COACH

To create a new coach, select the **New Coach** icon (clipboard & pencil) and then press the ✖ button. Next, create your coach's name (one to eight characters) by using the directional buttons and the ✖ button to select letters from the Alphabet screen. When done, select the "check" icon and then press the ✖ button.

To erase a coach's name, highlight the name and then press the ✖ button. Next, select the **Delete Coach** icon (clipboard and green eraser) and then press the ✖ button.

To access your current season, select your coach's name and then press the ✖ button. Next, select the yellow arrow in the bottom right of the screen and press the ✖ button again to load the coach and continue directly to the Team Photo screen.

Note: This screen also shows your team's current **W**ins, **L**osses and **T**ies in the current **DIV**ision for the saved game.

GAME SETUP

From this screen, choose the season game difficulty level and the field you want to use as your home field.

Select the difficulty level for your game by highlighting the appropriate button with the directional buttons and then pressing the ✖ button. Select the black arrows on either side of the home field name to scroll through the alternative fields.

When you're finished, select the yellow arrow in the bottom right of the screen and then press the ✖ button.

Name Your Team

Team naming follows the same method as described for a Single Game on page 9 under "Choose Team."

Pick Your Players

Since Season Play is a one-player game, there is no need to toss a coin before picking your team. Go straight ahead and use the same method to pick your players as described for a Single Game on page 9.

TEAM INFORMATION

In Season Play, the Team Photo screen serves as a hub to the season game status information. Team information appears on a number of different screens, all of which may be accessed from one another via the icons at the top of each screen. Advancing from here will take you to the Team Roster screen previously discussed on page 11 for a Single Game.

Schedule

The schedule shows the teams you're scheduled to play and whether you'll be playing At Home or Away.

Statistics

Statistics will be tracked for each player in every game, but will only be cumulative if you're playing a season.



Your team's statistics will be shown by default. To view statistics for the other teams in your division, highlight the arrow icons on either side of your team name and then press the ✖ button.

Highlight a column and press the ✖ button to hear an explanation of a statistic.

Team Standings

You can see the standings for each team on the League Standings screen.

Wins (W)	The number of games the team has won.
Losses (L)	The number of games the team has lost.
Win Percentage (%)	This percentage is the number of games won divided by the number of games played.
Games Back (GB)	The number of games by which the team is behind the #1 team.

League Leaders

The League Leaders record book shows how the top 10 players in the league are doing.

To scroll through various statistics, highlight the arrows at the top of the screen and then press the ✖ button.

Trophy Case

This is where you can see all the trophies your team has picked up during the season as well as your record for Wins, Losses, Draws, Goals For and Goals Against. Trophy Case information can be saved to the MEMORY CARD at the end of each season, or if you win the Mini League or Beach Tournament. You will be offered the chance to save to the MEMORY CARD. If you accept, the Trophy Case will be updated and saved.



Note: When the Trophy Case is being saved, you must NOT remove the MEMORY CARD or reset the console. Be sure there is at least one free block available on the MEMORY CARD to save the Trophy Case.

Team Photo

This screen works the same as described in the Single Game on page 10.

Game Options

The same game options are available here as directly from the Clubhouse, described on page 26. However, once a coach has been created, the Season Play settings (on the right) cannot be altered because they apply to the entire season.

Save Coach

Use this option to save your coach, or to delete other coaches. To save your current coach in an empty slot, select the **Save/Load** icon (clipboard with memory card) at the top right corner of the screen and then press the ✖ button. To save over an old coach, highlight that coach's name and press the ✖ button, then highlight the **Save/Load** icon and press the ✖ button again. To delete a coach, highlight that coach's name and press the ✖ button, then select the **Delete Coach** icon and press the ✖ button again.

Clubhouse

Select the tree house icon if you wish to return to the Clubhouse, stopping Season Play for now. Be sure your coach's status is saved before leaving, if you want to retain your current standing in the division.

MEET THE BACKYARD KIDS

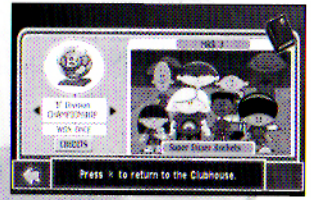
The sports cards have useful information about the skills and preferences of individual players, which is handy when you're trying to get to know a player's strengths. If you select the picture of a character and then press the ✖ button, you might get even more helpful information!



To view the sports cards for all of the Backyard Soccer League players, select the **green notebook** in the Clubhouse and then press the ✖ button.

HALL OF FAME

From the Clubhouse screen, highlight the **trophy** and then press the ✖ button. The Hall of Fame features the history of the Backyard Soccer League! Winning teams and coach's names are listed here.



The Division champions receive a plaque with their team name and coach's name. To cycle through the three divisions (B, A and Premier), select the black arrows and then press the ✖ button.

The winners of the Off-The-Wall Indoor Tournament receive a trophy, inscribed with their team name and coach's name, too (that's you!).

The Astonishingly Shiny Cup of all Cups goes to the all-time victorious team! They receive a trophy, with their team name and coach's name, which should inspire the next neighborhood team!

PLAYING BACKYARD SOCCER™

PRE-MATCH COMMENTARY

If you have the commentary option enabled, Sunny Day and Earl Grey will give you the lowdown before each game!

VERSUS SCREEN

After the commentary, you will see the opposing team badges and names, and the chosen playing field. Proceeding from here will start the match!

GAME RULES

Backyard Soccer League rules are a hybrid of U10 and professional soccer rules:

1. Offside is called within the 19-yard area in front of the goal.
2. Fouls occurring outside of the penalty box result in direct free kicks.
3. Fouls occurring within the penalty box result in penalty kicks.
4. Balls that go out of bounds result in the appropriate throw-in, goal kick or corner kick.
5. Substitutions are unlimited.
6. No robots allowed.

Special Exception for Indoor Tournament Play: No offside is called.

Clarification of Offside Rule: A player can be called offside when the ball is played to him/her if there are fewer than two opponents (including the goalie) between that player and the goal.

CONTROLS

You have the choice of playing with a 1-button method, or a 4-button method. You can change this setting from the Choose Controller screen or from the Advanced Options part of the Game Options screen, which can be accessed via the Clubhouse, the Team Information screens and via the START button during a match.

1-Button Method

Use the directional buttons to move your selected player, and the ✖ button to shoot, tackle, pass and change players.

4-Button Method

Use the directional buttons to move your selected player; the ✖ button to tackle and shoot; the ▲ button to switch players; the ■ button to pass, and the ✖ button to boot the ball in the direction you are facing.

Passing Method

The game's Artificial Intelligence (AI) will decide to whom to pass the ball. With the 1-button method, it will also decide whether to pass the ball or to kick it.

KICKOFF

A kickoff is a way of starting or restarting play and occurs in the following circumstances:

1. At the start of the match.
2. After a goal has been scored.
3. At the start of the second half of the match.

The Away team kicks off to start the match. The Home team kicks off the second half of the match.

When you kick off, an arrow shows the player to whom you will kick the ball. Press the left and right directional buttons to change where you want to pass the ball.

All players stand on their half of the field, with the opponents of the team taking the kickoff at least eight yards from the ball until it is in play. The ball is stationary on the center mark until the referee gives a signal. The ball is in play when:

1. It is kicked and moves forward.
2. The kicker does not touch the ball a second time.
3. It has touched another player.

After a team scores a goal, the opposite team takes the kickoff.

Once the ball is in play, the objective is to use your players to move it downfield toward the opponent's goal, and then knock it in. It sounds easier than it is, but with some time and effort you'll find you're racking up the goals!

THROW INS & CORNER KICKS

When the ball goes out of play, your kicker will go to take the Throw In or Corner Kick. Choose which player to whom to pass or throw the ball by pressing the left and right directional buttons — an arrow icon will show to which player the ball will be aimed. In a multiplayer game, the player controlling the kicker at the time the ball goes out of play will get to take the corner kick or throw-in.

FREE KICKS

Free kicks are taken in a similar way to Throw Ins and Corner Kicks. Your kicker will step up to take the kick. Press the left and right directional buttons to choose to whom to pass the ball. When you are choosing where to kick the ball, you may see the

arrow icon change color and point to your opponent's goal. This indicates that the goal is the currently selected target. You may use this setting to try a direct shot on the goal with the free kick. In a multiplayer game, the player controlling the kicker at the time the free kick call is made will get to take the free kick.

PENALTIES

A penalty kick is awarded when a defending player fouls an attacker inside the penalty area. If the Tie Game Ends setting (under Game Options — see page 26) is set to Penalty Kicks prior to the game, penalty kicks are used to end tied games.

To kick a penalty, press the ✖ button for a straight shot, the ■ button to curve the ball left, and the ● button to curve the ball right. The penalty kicker will then start his or her run up to the ball. Before the shot is taken, quickly use the directional buttons to direct the kick on the goal.

To try to block a penalty, wait until the kick happens — a target indicator will show where the shot is heading. Quickly press the directional buttons to make your Goalkeeper dive to try to save the ball.

In a multiplayer game, the player with the lowest player number on that team will get to control the kicker and take the penalty, or control the Goalkeeper and try to block it.

THE PLAYERS

Each player has unique attributes, playing abilities, historical statistics and the potential to play differently each time the game is played. For example, having siblings on the same team can cause one or both players to make errors, or play better, depending on their relationship! Listening to the player comments on the Player Details/Stats screen may hint at these attributes.

Each player is guided by his or her own Artificial Intelligence (AI) on the field, which is based primarily on that player's unique characteristics. This helps keep the game going by directing the players to tend the goals, set up for defense, pass the ball, etc. The only player not run entirely by his/her own AI is the player you have currently selected.

POWER-UPS

Power-ups randomly appear on the field, and they disappear if they are not picked up. To pick one up, move a player over it. Of course, the opposing team can do the same!

If your team has an active power-up, you'll see a picture of it at the bottom of the screen. Power-ups are triggered automatically when you take a shot on your opponent's goal and are in range. They expire within a certain amount of time or after a single use.



Cannonball – This ball shoots so fast, flames follow it! And it explodes when it hits the goal.



Bowling Ball – This ball is really heavy and no one can stop it. It will only stop when it hits the goal!



Twister – This is a very special ball. The ball becomes a mini tornado, twisting and turning everything around in its path to the goal.



Undergrounder – When you kick this ball it dives underground and pops up behind the goal line. This power-up will only occur in outdoor fields.

PAUSED GAME MENU

Pressing the START button on your Controller at any point during a match accesses the Paused Game Menu. Use the directional buttons to highlight an option, and the ✖ button to select it. The options are:

Continue Game	Returns you to the match.
Game Options	Brings up the Game Options screen described on page 26.
Replay	Replays the last three seconds of action and then resumes the match!
Tactics	Takes you to the Team Roster screen where you can make a change in your lineup and strategy.
Quit Game	You will be asked to confirm if you want to quit the game in progress. Highlight either "Yes" or "No" and then press the ✖ button. If you confirm "Yes," the match will stop and you will be taken back to the Clubhouse screen. Any progress you've made in play will be lost.

GAME OPTIONS

The game options are available from the Clubhouse and may also be accessed by pressing the START button during a game.

Play by Play	Turns Sunny Day's detailed and sequential gameplay talk on or off.
Commentary	Turns pre-game, halftime and post-game talk on or off.
Action Replays	Turns automatic replays of goal scores on or off.
Player Talking	Turns on-field comments made by the player on or off.
Penalty Chatter	Turns chatter of the players on or off.
Screen Titles	Turns pop-up screen identifiers on or off.

Note: The following Season Play settings can only be altered prior to starting a game, while in the Clubhouse:

Game Length	Almost dinner time? Choose Short for a 3-minute match. Ready for the long haul? Choose Long for a 6-minute match.
Tie Game Ends	Do you want to end a tied game by having a penalty shootout? If so, choose Penalty Kicks. If not, choose Tie.
Offsides	Turns offside calls on or off.
Fouls	Tired of hearing the referee? Turn foul calls on or off.

For more options, highlight the **Advanced Options** icon (shoes & pump) at the top right of the Game Options screen and then press the ✖ button.

ADVANCED OPTIONS

From this screen, you can set the relative sound effects (SFX), speech and music volumes, change the screen position on the TV, and even change the control method (1- or 4-button) and Controller vibration options of up to four Controllers (more than two Controllers requires an optional Multi Tap).



Highlight the arrows on either side of the volume indicators and press the ✖ button to adjust the volume levels. A sound will play to help you determine the right setting for you.

To adjust the screen position, highlight the **Screen Position** button and press the ✖ button. Use the directional buttons to reposition the screen. Press the ✖ button again to confirm the new position, or press the ▲ button to revert to the old position.

If playing with a DUALSHOCK™ analog Controller, select the On/Off buttons next to the relevant Controller picture to switch the vibration function on and off.

To change the control method for an individual Controller, highlight the icon beneath the Controller picture and then press the ✖ button. This will toggle between the 1-button control and the 4-button control methods.

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