
PlayStation
NTSC U/C
PlayStation
EVERYONE
E
CONTENT RATED BY
ESRB
SLUS-01014
17093
ISS™
iss pro evolution
KONAMI

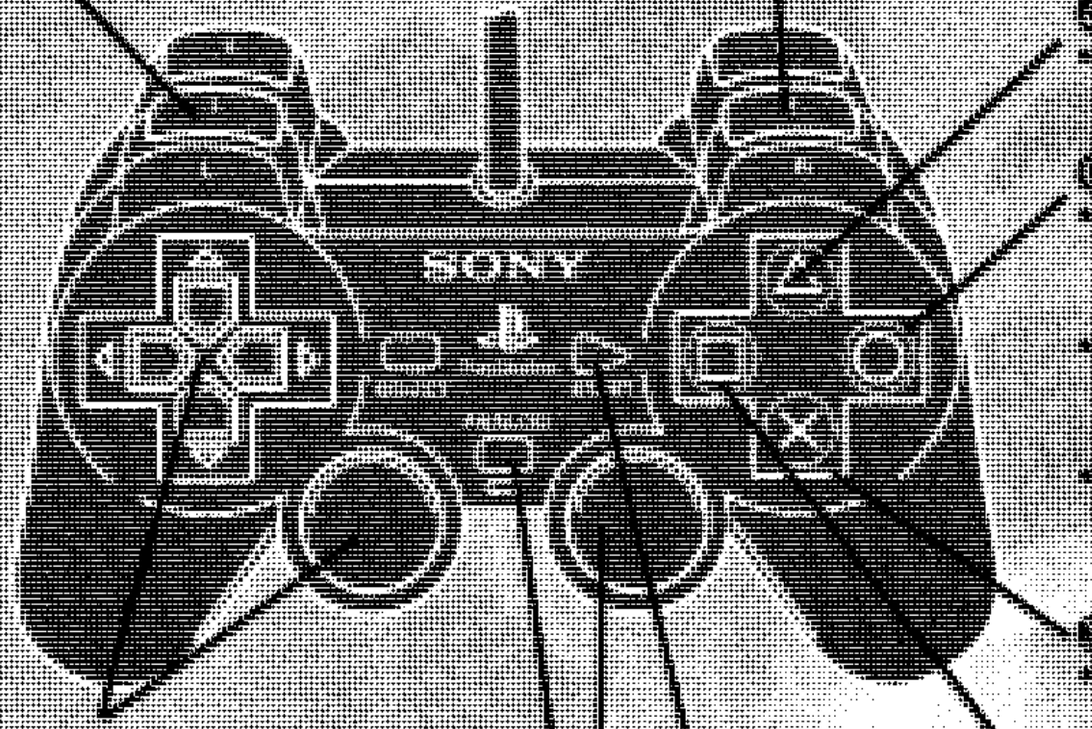
# CONTENTS


Getting Started ..... 2
Controls (Attack) ..... 3
Controls (Defense) ..... 5
Controls ..... 6
Basic Rules ..... 9
Multiplay ..... 10
Starting the Game ..... 11
Game Modes ..... 12
Match Set-Up ..... 17
Strategy ..... 20
Game Screens ..... 22
Results ..... 24
Using Memory Cards ..... 26
Game Options ..... 27
Notes ..... 28
Warranty ..... 29


Thank you very much for purchasing Konami's "ISS Pro Evolution". In order to fully enjoy your game playing experience, we recommend that you thoroughly read this manual before playing.

This game is fictional. Any similarity between current organizations, groups, countries or individuals is purely coincidental.

# CONTROLS (ATTACK)




**L1 BUTTON:** Switch players.
Press together with the shoot button to execute a lob shot.

**R1 BUTTON:**
Moves the player at a dash.

**▲ BUTTON:** Through pass
- Press together with the [L1] button to execute a floating through pass.

**● BUTTON:** Aerial pass
- When held down, the power gauge increases, enabling the length of the pass to be controlled.
- The ball will be crossed if you are suitably positioned down the opposition flank.
- A floating one-two pass will be executed when pressed together with the [L1] button.

**✕ BUTTON:** Short pass
- A one-two pass is executed when the [L1] button and the ✕ button are pressed together.

**■ BUTTON:** Shoot
- The power gauge is increased for the period in which the button is pressed to enable high shots to be executed. This becomes a clearance kick when in front of your own goal.
- Press together with the [L1] button to execute a lobbing.
- Executes a direct shot when the ball has been trapped, and a header or volley when the ball is in the air.

**DIRECTIONAL BUTTON/LEFT STICK:**
- Determines the direction in which the striker, the pass and the shot are to be played.
- The direction of the ball can be changed at this point when a shot is taken.

**START BUTTON:**
Access the Pause menu.

**RIGHT STICK:** Not used

**NOTE:**
In order to use the left stick you must have your DUAL SHOCK™ analog controller in red LED Mode.

# CONTROLS (ATTACK)

**R2 BUTTON + ● BUTTON OR ■ BUTTON:**
Changes the attack/Defense level (Refer to page 21).
**R2 BUTTON + ● BUTTON:**
Moves the level position to the right.
**R2 BUTTON + ■ BUTTON:**
Moves the level position to the left.

**▲ BUTTON:** Through pass
- Press together with the [L1] button to execute a flashing through pass.

**● BUTTON:** Aerial pass
- When held down the power gauge increases, enabling the length of the pass to be controlled.
- The ball will be crossed if you are suitably positioned down the opposition flank.
- A floating one-two pass will be executed when pressed together with the [L1] button.

**✕ BUTTON:** Short pass
- A one-two pass is executed when the [L1] button and the ✕ button are pressed together.

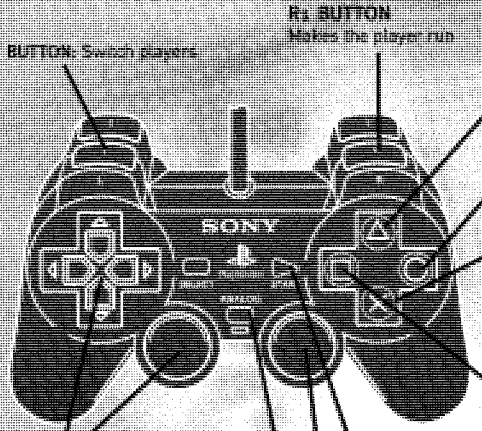
**■ BUTTON:** Shoot
- The power gauge is increased for the period in which the button is pressed to enable high shots to be executed. This becomes a clearance kick when in front of your own goal.
- Press together with the [L1] button to execute a lob-chip.
- Executes a direct shot when the ball has been trapped, and a header or volley when the ball is in the air.

**SPECIAL OPERATIONS**
- Feint A is executed by pressing the ✕ button when the power gauge is displayed.
- Feint B is executed by pressing the [L1] button repeatedly when the ball is being dribbled. The direction of feint B can be controlled with the use of the directional button.
- The ball can be dummied without being trapped by pressing the [R1] button. Do not press the directional buttons when a pass is about to be received or it will fail.
- The ball can be crossed along the ground by pressing the ● button when the player is beyond the opposing penalty area and moving towards the end line.
- Pressing the directional button twice in the advancing direction while a player is dashing will cause the ball to be knocked further ahead than normal.

**L2 BUTTON + ● BUTTON:**
execute/cancel strategy assigned to ● button.
**L2 BUTTON + ▲ BUTTON:**
execute/cancel strategy assigned to ▲ button.
**L2 BUTTON + ■ BUTTON:**
execute/cancel strategy assigned to ■ button.
**L2 BUTTON + ✕ BUTTON:**
execute/cancel strategy assigned to ✕ button.



# CONTROLS (DEFENSE)



# CONTROLS (DEFENSE)

**L2 BUTTON + ● BUTTON:**
execute/cancel strategy assigned to ● button.
**L2 BUTTON + ▲ BUTTON:**
execute/cancel strategy assigned to ▲ button.
**L2 BUTTON + ■ BUTTON:**
execute/cancel strategy assigned to ■ button.
**L2 BUTTON + ✕ BUTTON:**
execute/cancel strategy assigned to ✕ button.

**R2 BUTTON + ■ BUTTON OR ● BUTTON:**
Changes the attack/Defense level
**R2 BUTTON + ● BUTTON:**
Moves the level position to the left
**R2 BUTTON + ■ BUTTON:**
Moves the level position to the right

# CONTROLS

**FREE KICK**
**DIRECTIONAL BUTTON:** Change the direction by pressing the left and right directional buttons.

**■ BUTTON:** Aerial pass
Hold down to control the power of the pass as indicated on the power gauge.

**✕ BUTTON:** Short pass

**● BUTTON:** Shoot (the shot will be effective for the targeted distance. Press the directional button left or right when the shoot gauge is displayed to curve the ball.)

**▲ BUTTON:** Through-pass

**PENALTY KICK/PENALTY SHOOT-OUT**
Six different directions can be selected for both the goalkeeper and the player taking the shot.

**PLAYER:** Press and hold the directional button and then hit the ● button.

**GOALKEEPER:** Guess the direction the shot will be taken in, and then press and hold the directional button in that direction.

**CORNER KICK**
**DIRECTIONAL BUTTON:** Determines the direction of the ball.
**● BUTTON:** Crosses the ball
Hold down to adjust the power of the cross
**✕ BUTTON:** Short corner



# CONTROLS

**GOAL KICK**
Directional button: determines the direction of the ball
**● BUTTON:** Long pass
**✕ BUTTON:** Short pass

**GOAL REPLAY**
**•L1 BUTTON:**
Rotates the viewpoint to the left
**•▲ BUTTON + L2 BUTTON:**
Starts the replay
**•R1 BUTTON:**
Rotates the viewpoint to the right
**•● BUTTON + R2 BUTTON:**
Skip to the end of the replay
**• DIRECTIONAL BUTTON UP/DOWN:**
Zoom in, zoom out
**•DIRECTIONAL BUTTON LEFT:**
Rewinds while the button is being pressed
**•DIRECTIONAL BUTTON RIGHT:**
Plays while the button is being pressed

**THROW-IN**
**DIRECTIONAL BUTTON:** Moves the player left and right to face other players.
**✕ BUTTON:** Short throw-in
**■ BUTTON:** Long throw-in

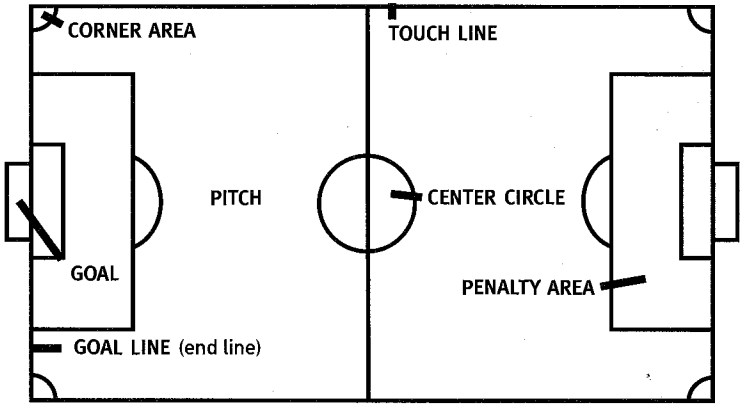
**GOALKEEPER**
**✕ OR ● BUTTON:** Throw the ball (medium range)
**■ BUTTON:** Long kick (long range)

**•● BUTTON + DIRECTIONAL BUTTON LEFT/RIGHT:**
Reverses/Forwards frame by frame
**•▲ BUTTON:**
Save the replay (the final 20 frames or approximately 0.7 seconds of the replay will be cut)
**•■ BUTTON:**
Play
**•START BUTTON:**
Ends the replay
**•SELECT BUTTON:**
Changes the viewpoint
**•[R2] BUTTON, [L2] BUTTON:**
Switches players during the replay

# BASIC RULES

Official rules of Soccer apply as a general principle within the game.

**FIELD DESCRIPTION**




**FIELD** (the pitch and surrounding area)

## MATCH TIME

5 minute, 10 minute, 15 minute, 20 minute, 25 minute and 30 minute matches can be selected.
The match time can be selected at the start of play.
(Refer to Game Mode Settings on page 13)



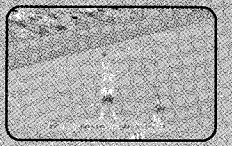
## EXTRA TIME

Extra time in the form of a sudden-death rule and penalty-kick deciders are available with certain matches depending on the mode selected in Game Mode Settings. (See page 13). It is also possible to select whether to use the sudden-death rule and PK shoot-outs for exhibition games.




## YELLOW CARDS/RED CARDS

Players who are presented with two yellow cards during the same match will be sent off. Players who receive a single red card are sent off immediately. In League matches and Cup matches, players who have received more than two yellow cards and players who have received a red card are not able to play in the next match.



## OFFSIDE

A player is Offside when a player on the same team is closer to the goal line than the defense line of the opposing team at the exact moment the ball is passed.



- If you have two controllers inserted two people may play.
- Using a Multi Tap will enable up to four people to play simultaneously.
- Using a Memory Card (sold separately) will enable the results and settings for League and Cup matches to be saved.

# MULTIPLAY

**MULTIPLAY USING A MULTI TAP**
This game enables up to 4 players to play at the same time, either co-operatively or on opposing teams. In order to do this, extra controllers and a Multi Tap are required.

**REQUIRED ITEMS**
**TWO PLAYERS:** Two controllers
**ONE TO FOUR PLAYERS:** Sufficient controllers for the number of players and one Multi Tap

**CONNECTION METHOD**
Precautions when using the Multi Tap
When connecting controllers to a Multi Tap, ensure that the first controller is connected to Controller port 1-A of the Multi Tap before connecting the others to Controller port 1-B, Controller port 1-C and Controller port 1-D in sequence.

**STARTING A GAME**
**SELECTING THE GAME MODE AND PLAYERS**
Refer to page 11

**SETTING UP THE GAME MODE**
Refer to page 12

**CONTINUING A GAME**
Refer to page 16

**SELECTING THE TEAMS**
Refer to page 15

**SETTING UP THE MATCH**
Refer to page 17

**SELECTING THE VIEW FOR THE MATCH SCREEN**
Refer to page 22

**SELECTING THE VIEW FOR MATCH RESULTS**
Refer to page 24

**USING MEMORY CARDS**
Refer to page 26



# STARTING THE GAME

**GAME MODE AND PLAYER SELECTION**
Press the Start button on the Title Screen to display the Mode Select Screen. Select the desired mode to display the relevant Mode Set-up screen.
Select using the up and down directional buttons and press the ⊗ button to confirm or the ○ button to cancel your selection.

**MATCH MODE**
Select your favorite teams for a single match. Advance to Team Selection. (Refer to page 15)
Exhibition match
All Star match
PK match
Master League match

**LEAGUE MODE**
Select sixteen countries and play against the computer in a round robin series of matches. There is no extra time or penalty shoot-outs in this mode. Advance to Game Mode Settings. (Refer to page 13) Use the LOAD DATA option to load a previously saved league (see page 14)

**CUP MODE**
The International Cup is a tournament in which thirty-two countries compete in a round robin series of qualifying matches, and the two winning teams play in a final.

The Konami Cup is a tournament in which between three and sixteen countries compete in a round robin series.

The European Cup, the African Cup, the American Cup and the Asian Cup are tournaments. Depending on the cup being played, some matches may have extra time while others may not. When a home and away format is being played, each match must be played twice. If both teams have the same scores after both matches have been played, the winner will be decided in accordance with the number of goals they score in the away games, for which double points will be awarded. If the scores are still the same after this, extra time and a penalty shoot-out will be played. Only one match will be played when the home and away format is not in effect. Advance to Game Mode Settings. (Refer to page 13)

**MASTER LEAGUE**
Points will be awarded for each game won, and a maximum of two players can be acquired in accordance with the number of points held for each season. When starting from the beginning, your team will be made up of the same group of players regardless of the team chosen. The players will battle for fifteen seasons. It is possible to replay any match if you are unhappy with the result. (Select Quit from the Match Result Screen to exit this mode)

# GAME MODES

## TRAINING

This mode enables the players to practice their shooting, free kicks, set plays and other football skills. The players can also be divided into red and white teams for free training. Advance to Team Selection. (Refer to page 15)

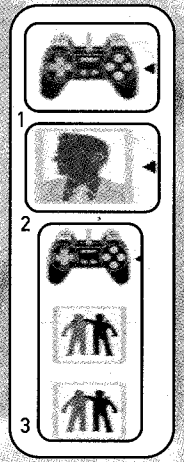
## GAME OPTIONS

This mode enables the various settings for the games and memory card to be adjusted, as well as allowing replays and victory cups to be viewed. (Refer to page 27)

## SELECTING THE STYLE OF PLAY

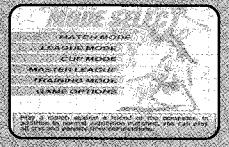
A maximum of four people can play against each other simultaneously. (Only when using a Multi Tap.)
The following three methods are available:

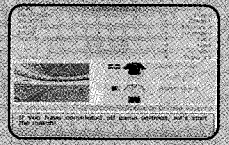
1. The user controls the entire match
2. The computer plays the actual match, but the user sets up the formations and strategies to be used.
3. The match is played together with the computer.



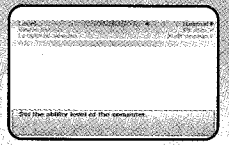



**MATCH MODE**
**DAY/NIGHT:** Specifies the time of the match as day or night
**WEATHER:** Specifies the weather as clear or rainy
**GAME LENGTH:** 5 to 30 minutes
**LEVEL:** Easy, Normal, and Hard
**MATCH SETTING:** Extra time, Sudden death, PK.
**SHIRT:** Types 1 to 4 (specifies each combination)
**STADIUM:** 10 stadiums to select from

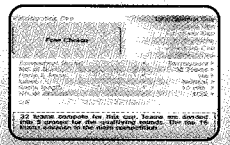




**LEAGUE MODE**
**PLAYER SELECTION:** User controls a team or is CPU assisted in controlling a team
**SEASON:** Half, Full
**LEVEL:** Easy, Normal, and Hard
**GAME LENGTH:** 5 to 30 minutes



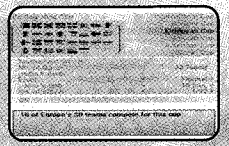
**INTERNATIONAL CUP**
**NUMBER OF PLAYERS:** This represents the number of teams out of the 32 that will be user controlled
**LEVEL:** Easy, Normal, and Hard
**GAME LENGTH:** 5 to 30 minutes



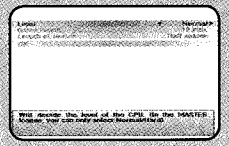
**KONAMI CUP**
**TOURNAMENT MODE:** Tournament, Round Robin
**HOME & AWAY:** (Tournament only)
**NUMBER OF TEAMS:** 3 to 16
**LEVEL:** Easy, Normal, and Hard
**GAME LENGTH:** 5 to 30 minutes
**NUMBER OF PLAYERS:** The number of teams that will be user controlled



**EUROPEAN CUP, AFRICAN CUP, AMERICAN CUP, ASIAN CUP**
**HOME & AWAY:** Yes, No
**LEVEL:** Easy, Normal, and Hard
**GAME LENGTH:** 5 to 30 minutes
**NUMBER OF PLAYERS:** The number of teams that will be user controlled



**MASTER LEAGUE**
**PLAYER SELECTION:** User controls a team or is CPU assisted in controlling a team
**GAME LENGTH:** 10 minutes
**SEASON:** Half
**LEVEL:** Normal and Hard



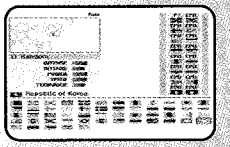


**TEAM SELECTION**
Highlight the team with the directional buttons. Use the ⊗ button to confirm your selection. Press the ○ button to cancel your selection. Some competitions require that you select the other teams to participate. This can either be done manually or all the teams can be randomly selected at once by pressing the ■ button.

**MATCH MODE/ TRAINING**
Preferred teams can be selected from a total of fifty-three countries for exhibition matches, PK matches and training sessions. The sequence of players taking the penalty kicks are chosen after this.
Two teams from the European All Stars and the World All Stars can be selected for all-star matches. Any preferred teams from a total of twenty-two countries can be selected for exhibition matches. It is also possible to load the team data that is being used for the Master League mode.



**LEAGUE MODE**
Preferred teams can be selected from a total of fifty-three countries. The League match is started immediately after the teams are chosen.
Go to Match Set-up. (Refer to page 17)

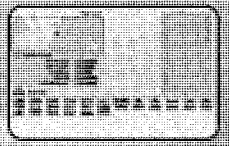


### CUP MODE

Preferred teams can be selected from a total of fifty-three countries for the International Cup and the Konami Cup. The round robin series for the Konami Cup can be started with any match regardless of the order for the season. Two teams must be selected before commencing the match.

Teams for the European Cup, the African Cup, the American Cup and the Asian Cup must be selected from the available teams within the relevant area. The Cup Mode will be started as soon as the participating teams have been chosen.

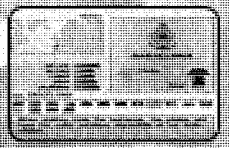
Go to Match Set-up. (Refer to page 17)



### MASTER LEAGUE

Choose a team from amongst sixteen club teams. No matter what team is selected, the team members will be the same at the start.

Go to Match Set-up. (Refer to page 17)



### CONTINUING A GAME

Select the load option after having selected your game mode. The MEMORY CARD screen will then be displayed. Highlight the appropriate MEMORY CARD slot using the up and down directional buttons and confirm your selection with the ⭘ button. Then highlight the appropriate file and press the ⭘ button. If you wish to proceed with the load, press the START button. If you wish to cancel your selection, press the ✕ button.



# MATCH SET-UP

At the beginning of the match you have the opportunity to adjust the match settings. Use the up and down directional buttons to highlight an option and press the ⭘ button to select. If you select **START MATCH** the game will begin with the current settings. **FORMATION** allows you to adjust your formation and strategy. If you select **SOUND SETTING** the audio settings can be adjusted using the left and right directional buttons. **CONTROLLER** allows you to adjust the controller setup and **EXIT MATCH** will allow you to quit the game if you so desire. Each of these menus can be exited using the ✕ button.

**FORMATION AND STRATEGY SETTINGS (MATCH MODE, LEAGUE MATCHES, CUP MATCHES, MASTER LEAGUE)**

It is possible to change the formation of a team midway through a match by pressing the Start button to display the Pause Screen. Select Formation from the menu.



**HOME TEAM**

The R1 button switches between displays.
- Players' numbers and positions
- Stamina and overall condition during matches
- Cards

Players' names



**AWAY TEAM**

The R2 button switches between displays.
- Formation
- Players' numbers
- Attack awareness

Players' names

http://www.psxmanuals.com

## SUBSTITUTION

The player being substituted and the substitute player are selected by pressing the ⊗ button on the team list when the appropriate player name is highlighted. Players will be changed only when the ball is out of play and a maximum of three players can be substituted during the course of a single match. The names of players who are not eligible as starting players due to the accumulation of yellow cards or a red card are displayed in a darker color and cannot be selected. Pressing the ○ button when only one player is selected will cancel that player selection. When both players have been selected press the ○ button to return to the menu. From here you can select Exit to exit the Formation and Strategies menus.

## DISPLAYED PARAMETERS

| | | |
|---|---|---|
| Height | Acceleration | Curve |
| Left/Right footed | Pass accuracy | Technique |
| Offense | Shooting power | |
| Defense | Shooting accuracy | |
| Body balance | Jumping power | |
| Stamina | Heading accuracy | |
| Speed | Dribble | |

## FORMATION SETTINGS

4-5-1AB 4-4-2AB 4-3-3AB 3-6-1AB 3-5-2AB
3-4-3AB 5-4-1AB 5-3-2AB
RESV 1 to 4: This is where custom formations will be stored.
Default: Returns to the original formation for the team.

## DEFENSE TYPE

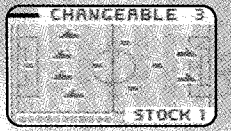
Change the style of Defense. Align the cursor with the player to be adjusted, and then press the ⊗ button to display the various Defense types.

**COVERING:** Covers a particular area without marking a specific player.
**ZONE MARKING:** Marks all opponents entering the player's particular zone, but stops when they leave the area.



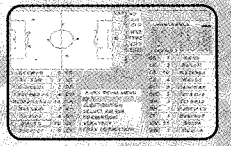
**MAN MARKING:** Marks a specified player on the opposing team.

## MENTALITY




Align the cursor with the player for whom the attack awareness is to be adjusted, and then press the left and right directional buttons to change the selection.
**RED ARROWS:** The player assumes an attacking position and participates actively in any attacking movements.
**GREEN SQUARES:** Well-balanced and smooth movement.
**BLUE ARROWS:** The player assumes a defensive position and does not participate much in the attacking movements.

## POSITION EDIT



The position of particular players can be adjusted independently. Align the cursor with the player whose position is to be adjusted, and then press the left and right directional buttons to assign that player as a sweeper (SWP) or a libero (LIB) or if he is a center back (CB). Press the ⊗ button when the cursor is over any player to display his location on the pitch. This location can then be adjusted by pressing the directional buttons.

## DESCRIPTION OF POSITIONS

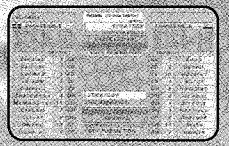
**GK** (Goalkeeper): Saves shots at goal and generally defends the goal area.
**SW** (Sweeper): Located at the back of the Defense line to follow up on any loose balls.
**LIB** (Libero): Located in a defensive position as a general rule, but also allowed to be active in attacking movements.
**CB** (Center back): Located in front of the goal and used to prevent the opposing team from breaking through to the goal.
**SB** (Side back): Defends the side of the pitch. Moves vertically up and down the pitch, and participates in attacking movements.
**DH** (Defensive half): A defender located at the rear of the mid-field. Also used to take the initiative in attacking movements.
**SH** (Side half): Puts together attacking movements from the side of the pitch.
**OH** (Offensive half): Located at the front of the mid-field and used to set up attacking movements.
**WG** (Winger): Creates chances to break through the opposing team vertically from the side.
**CF** (Center forward): The goal hunter who operates in the goal area.

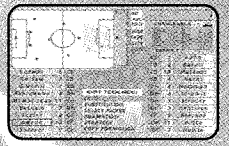
- The libero (LIB) and sweeper (SW) positions cannot both be assigned to the same player.

# STRATEGY

## SETTING UP STRATEGIES

A maximum of four different strategies can be set up. **NORMAL** and **PROFESSIONAL** strategy types are available. In **NORMAL** mode, the user executes the first strategy and the computer executes the other three strategies. In **PROFESSIONAL** mode, the user executes all four strategies. Each of the four strategies are assigned to the □, △, ○ and ✕ buttons, and the strategies are executed during the match by pressing the relevant button together with the [L2] button. The strategy is executed with the [L2] button when in the **NORMAL** mode also. The strategy name will not be displayed during the match, so it is necessary to memorize each one. All four strategies can be executed at the same time.





**NORMAL:** A good balance of offensive and defensive play.
**CENTER ATTACK:** The players move to the center of the pitch and force the ball up the center.
**RIGHT SIDE ATTACK:** The players move to the right side of the pitch and force the ball up the wing with overlapping movements.
**LEFT SIDE ATTACK**: The players move to the left side of the pitch and force the ball up the wing with overlapping movements.
**OPPOSITE SIDE ATTACK:** The players move to the side of the pitch opposite to the side of attack and execute a side change to finish the attack.
**CHANGE SIDE:** The formation is switched from right to left and vice versa to confuse the opponent's marking strategies.
**CENTER BACK OVERLAP:** The libero or center back participates in an attacking movement
**ZONE PRESS:** The players crowd in on the ball.
**COUNTER ATTACK:** The attacking players stay with the opponent's line of Defense.



**OFFSIDE TRAP:** The Defense line is moved forwards
**FORMATION 1, 2:** Changes the formation to a previously set formation.
The most recent formation remains valid when formation 1 or 2 is executed.

## OFFENSIVE AND DEFENSIVE LEVEL

This is displayed beneath the player's nameplate during the match. This level can be set in five different stages, and is used to increase the players' overall sense of attacking awareness and defensive awareness.
Either manual or automatic can be selected.

## EXPLANATION OF OFFENSIVE AND DEFENSIVE LEVELS

When the level is increased during attacking movements, the Defense is moved up field to enable better attacking penetration. When the level is decreased, it is easier to prevent counter attacks.
When the level is increased while defending, the places to which an opposing player can pass the ball are covered, and by decreasing it, the number of players in Defense is increased.
When the level is increased during defensive plays, the defenders become more active, making it difficult for their opponents to take the ball away from them, and when the level is decreased, the defenders place more emphasis on defending the goal. This enables the Defense line to be controlled during defensive plays. When the levels are increased to their maximum and the entire team activated for offensive or defensive movements, all players will either attack or defend regardless of the individual awareness settings. There are times when individual players will move up field even when set for defensive movements.

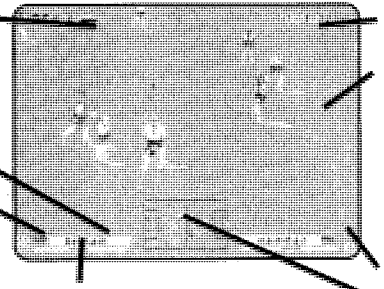
## FORMATION COPYING

It is possible to save amended formation and strategy data for up to a maximum of fifteen teams for both the home and away settings. Once this data has been saved, it is also possible to load it into the system. Select the flag for the team to be copied by pressing the ○ button, and then determine the location to which the data is to be copied.

**IMPORTANT NOTICE:** The data is not saved onto the memory card at this point. In order to save the data onto the memory card, display the formation screen and then select Home (Away) Team Strategy Save.

# GAME SCREENS

Each display can be set up with the [Display Options] function when in the pause mode.



**COUNTRY FLAG**

**ELAPSED TIME**

**CURSOR:** color of each uniform (When both uniforms are a similar color, one of the teams will be displayed in a color that has no relation with the actual color of the uniform)

**PLAYER'S NAME**

**POSITION**

**STRATEGY DISPLAY**

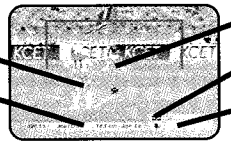
**RADAR SCREEN**

**DEFENSIVE/OFFENSIVE LEVEL ADJUSTMENT**

**R2 BUTTON + ■ BUTTON:** Moves the level position to the left

**R2 BUTTON +● BUTTON:** Moves the level position to the right

**PENALTY SHOOT-OUTS**



**KICKER**

**PLAYER'S NAME, HEIGHT, AGE AND SHIRT NUMBER**

**GOALKEEPER**

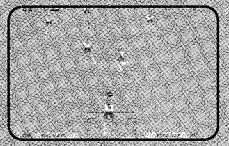
**COUNTRY FLAG**

**SCORE**



**OUT OF PLAY**

This means that the match has been temporarily halted while the players prepare for a corner kick, a free kick, a goal kick, a penalty kick and other similar plays. A substitute player may enter the field when the ball is out of play.



**PAUSE SCREEN**

A variety of settings may be adjusted when in the pause mode. Select the required item by pressing the up and down directional buttons and then press the ✕ button to display the relevant screen.

**CONTINUE:** Cancels the pause mode.

**FORMATION:** Allows the parameters to be adjusted and the strategy data to be saved or loaded.

**ELABORATING STRATEGY:** Sets the formation and strategies

**HOME TEAM (AWAY TEAM) STRATEGY SAVE:** Saves up to 15 sets of parameters set on the formation screen for both home teams and away teams on to the memory card.

**HOME TEAM (AWAY TEAM) STRATEGY LOAD:** Loads the formation data saved on the memory card.

**CAMERA TYPE:** Up to nine different camera angles can be selected with the up and down directional buttons. Confirm your selection with the ✕ button.

**DISPLAY OPTIONS:** Display the options for the radar screen, the players' names the time, the score and the strategies.

**SPEED ADJUST:** Adjust the speed during the match

**SOUND SETTING:** Enables the various sound settings to be adjusted.

**AUDIO:** Stereo/Mono

**PLAY-BY-PLAY (COMMENTATOR):** On/Off

**PLAYER NAME CALL:** On/Off

**COMMENTARY VOL.:** Adjust using the left and right directional buttons.

**SOUND EFFECTS VOL.:** Adjust using the left and right directional buttons.

**MUSIC VOL. (BGM):** Adjust using the left and right directional buttons.

**CONTROLLERS:** Assigns the controllers to each user.

*The cursor change for each controller can be set to automatic or manual with the use of the ■ button.

**EXIT MATCH:** Ends the match.

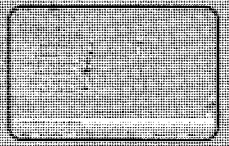
Go to Viewing the match results once the match has ended. (Refer to page 24)

**PAUSE AT TRAINING**
This is basically the same screen as that displayed during a match.

**TRAINING MENU:** Provides a selection of offensive training in an actual match situation, including shooting practice, free kicks and set plays.

**SELECTING OPPONENTS:** If you wish to add some opposition players to the training session you must first pause the game. Then select **FORMATION** and then select Team Strategy. Once you are in the Formation/Strategy screens press the **SELECT** button. This will allow you to access the oppositions formations and strategies menu. Select **SUBSTITUTE** and then select the opposition players who you would like to play in the training session. When you return to the game these players will then join the match.

**EXIT TRAINING:** Ends the training session.
The screen will return to the Game Mode Screen when the training session has been ended.





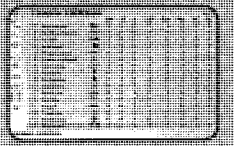


# RESULTS

**VIEWING THE MATCH RESULTS**
Common terminology for the League Mode, Cup Mode and Master League Mode.
**POINTS** = number of points.
**WIN** = total number of matches won.
**LOSS** = total number of matches lost.
**DRAW** = total number of matches drawn.
**FOR** = total number of goals scored.
**AGAINST** = total number of goals conceded.
**YC** = number of yellow cards.
**RC** = number of red cards.
**O** = win.
**X** = loss.
Screens that display ⬆ and ⬇ symbols can be scrolled with the use of the directional buttons.

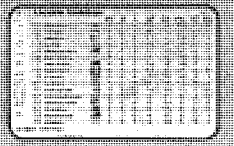


**LEAGUE MATCHES**
Table: A table of the positions of all teams with the number of points and other information is displayed.
Position transition graph: A graph depicting the movement of a selected teams position is displayed.
Consecutive win record: Displays a record of each team's wins and losses and the top number of consecutive wins.
Schedule: Displays a table of opposing teams for the subsequent season and the results of past games.

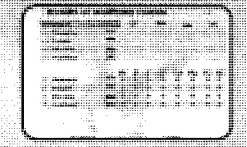


**MATCH TABLE:** Displays the win/loss results for all teams.
**SCORE RANKING:** Displays the names of the players in the order of top goals scored.
**ASSISTANCE RANKING:** Displays the names of the players in the order of top assistance plays.
Select the arrow icon to either save the results, advance to the next match or end the game.
To save data go to Saving data as you progress. (Refer to page 24)

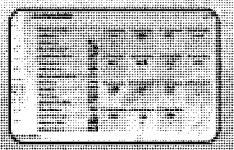
**MASTER LEAGUE**
The results are the same as the League matches.
To acquire a new player, first select the required player and then select the player who is to be dropped from your own team. A maximum of two players can be selected in accordance with the number of points held for each season. Select the player's shirt number to complete the selection process.



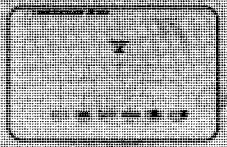
**INTERNATIONAL CUP**
The win/loss results and the standings chart will be displayed for qualifying matches. The final tournament table will be displayed if your team reaches the finals.



**KONAMI CUP**
With the tournament format, if the home and away format has been selected, the results will be displayed when both of these matches have been played. With the round robin format, the standings, the match table, the core rankings, the assistance rankings and the schedule will be displayed. Matches can be played regardless of the season's schedule with the round robin format.



**EUROPEAN CUP, AFRICAN CUP, AMERICAN CUP, ASIAN CUP**
In the case of the home and away format, the results will be displayed when both of these matches have been played. The match results and the tournament table will be displayed after this.





# USING MEMORY CARDS

This game supports MEMORY CARD slot 1 and MEMORY CARD slot 2. If you are using a Multi Tap, this game supports MEMORY CARD slot 1-A, MEMORY CARD slot 1-B, MEMORY CARD slot 1-C, MEMORY CARD slot 1-D and MEMORY CARD slot 2.

**SAVING DATA AS YOU PROGRESS**
When you select Play Next Match you will be presented with three options, "Continue with the next match", "Save" and "Quit Game". Use the up/down directional buttons to highlight "Save" and press the ⊗ button. Use the up/down directional buttons to highlight the appropriate MEMORY CARD slot and press the ⊗ button. Then select a save location using the directional buttons. Use the ⊗ button to confirm a selection or the ○ button to cancel a selection. Once you are happy with your selected location press the START button to save data.





# GAME OPTIONS

**MEMORY CARD - SAVING UTILITY**
This feature allows you to update the data on your MEMORY CARD. You can alter the CPU Level and Match Time for saved League and Cup data only. The Normal/Hard Difficulty level can be adjusted for saved Master League data.

**EDIT MODE**
It is possible to edit the details of your players in the following manner.
**EDIT NAME:** Change the name of your player.
**EDIT NUMBER:** Change the number assigned to that player.
**EDIT PLAYER:** Create a player from scratch or modify a player who already exists.
**ENTRY:** Register your player with a team.
**DELETE:** Delete a player.
**SAVE DATA:** Save your changes.

**APPRECIATION**
**CUP GALLERY:** Enables the appreciation of the cups won in Cup finals and League finals.

**REPLAY:** Enables matches that have been saved onto the memory card to be replayed. Goal scoring action can be repeated for further enjoyment. (Refer to page 7).
Press the ⊗ button after a goal has been scored if you wish to save the replay.

**KEY CONFIGURATION**
It is possible to change the controller button configuration.

**SOUND SETTING**
It is possible to set up and adjust the volume of all sound effects.

**SCREEN ADJUSTMENT:** It is possible to adjust screen misalignment on the television monitor.

