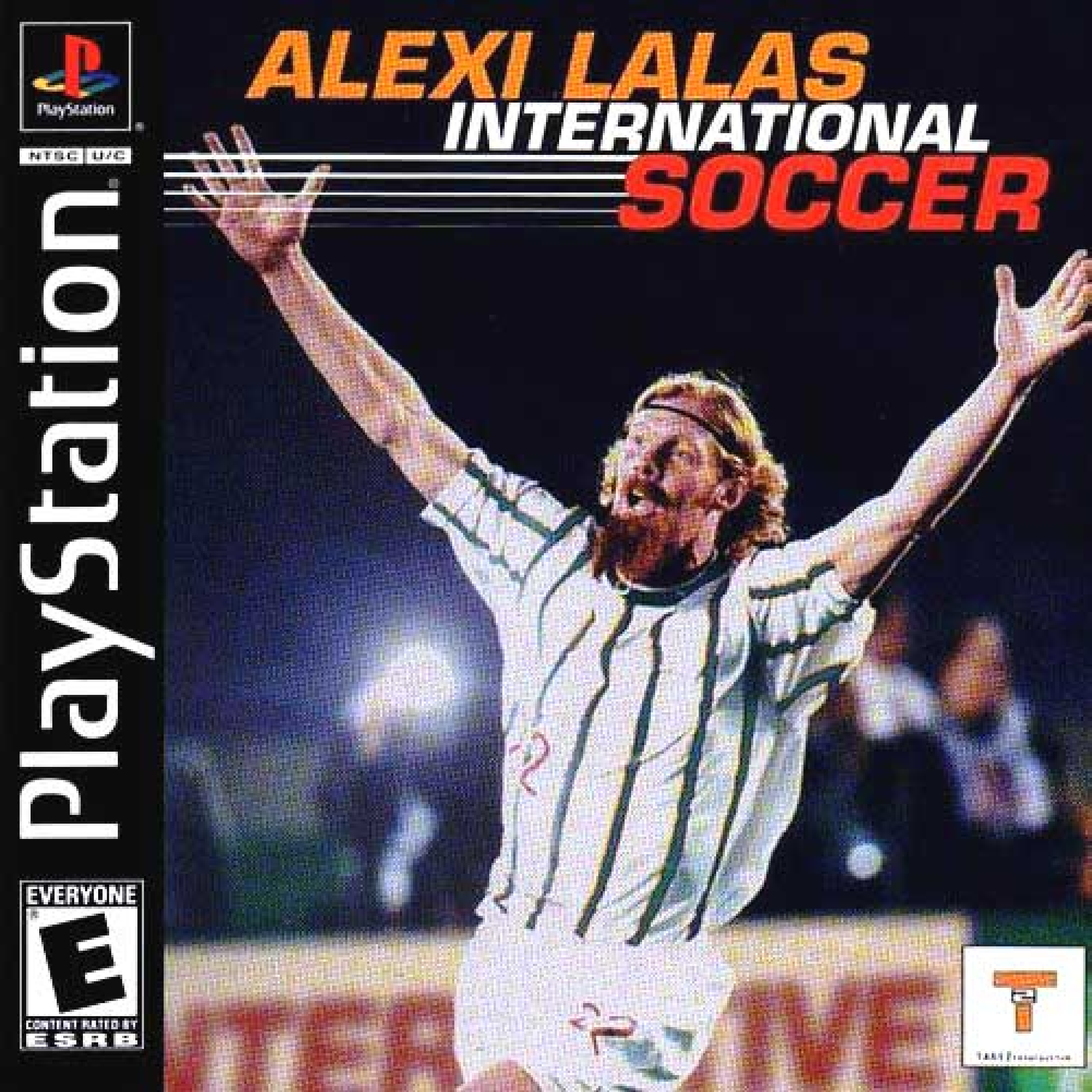

PlayStation
NTSC U/C
PlayStation
EVERYONE
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CONTENT RATED BY
ESRB
ALEXI LALAS
INTERNATIONAL
SOCCER

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General Menu Operation:

On a menu screen use the Directional buttons to highlight the option you wish to select, then press the ⊗ button to select that option. A small arrow icon on the right of the menu bar indicates that you should use the LEFT and RIGHT Directional buttons to scroll through the setting. Pressing the ▲ button exits the current screen and returns you to the previous menu.

MAIN MENU

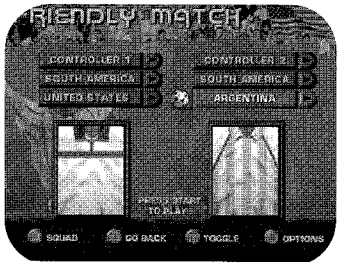
At the Main Menu use the UP and DOWN Directional buttons to highlight one of the following three choices and press the ⊗ button to confirm.

FRIENDLY MATCH

This mode allows you to play against a friend or against the computer in an exhibition match. Don't worry; if the match is drawn at the end of the game, you will be given the opportunity to resolve matters there and then.

TOURNAMENT

This single-player game mode lets you play a variety of international tournaments. For more details see the section Playing a Tournament later in this manual.



OPTIONS

Allows you to customise the game setting to suit your taste. See the Options section later in this manual.

THE TEAM SELECT SCREEN

This is the first screen you come across if you select a Friendly Match. The uniforms of the currently selected teams are shown side by side. There are three option bars on the left, use the UP and DOWN Directional buttons to highlight one of them then use the LEFT and RIGHT Directional buttons to change its setting. Their function is as follows...

The top bar lets you specify who is to control the selected team. It can be set to either "CONTROLLER 1", "CONTROLLER 2" or "CPU" i.e. the team is under computer control.

The middle bar lets you specify the geographical region of the team you wish to select. The choices are: "EUROPE", "SOUTH AMERICA", "NORTH AMERICA", "AFRICA", "AUSTRALASIA" or "SECRET" (accessed after success in a tournament).

The bottom bar lets you select a team from within the geographical region listed above.

Next use the ⊗ button to switch to the team select menu for the opposition and repeat the procedure. At this point you can now press the START button to begin the match or else, if you want to change your team's formation or players first, you can press the ■ button to visit the Formation Squad Setup Screen. In addition, the ● button takes you to the Options Menu and the ▲ button returns you to the Main Menu.



THE SQUAD SETUP SCREEN

This is where you can change your team's formation or make changes to the starting eleven. You can visit this screen before a match or at any time during the match via the Pause Menu, which is triggered by pressing **START**. A plan of the pitch appears on the left, the position of each player is shown by a blue dot bearing his number. The five substitutes are show along the lower edge of the pitch, while the reserves, the remaining nine players

who make up the full roster, appear on the left of the pitch. Once the game has begun, you can only bring on your substitutes - your nine reserves are watching the match in the stands. On the right of the screen is the team line-up - this lists each player's role (GK – Goal keeper; DEF- Defender; MID - Midfielder ; FWD - Forward), shirt number, surname and preferred position (the abbreviations used here are explained in Appendix A). The default formations for each team are as they normally play, using their favored starting line up.

Comparing the Players

Use the Directional buttons to select one of the players on or around the pitch plan; the currently selected player is highlighted with an orange flashing cross. The player's position appears at the top right of the screen above the information box. The information box displays a key of the graphics used on this screen as well as the currently selected player's attributes. Each player is rated in 16 different skill categories, 20 different skill and style categories, 12 of which are displayed across the screens. The two sets of attribute listings can be viewed by pressing the ◉ button. All the player attributes are listed and explained in Appendix B.

Changing Formation

To change a player's position, select him as above and then press the ⊗ button. You should now be able to move the player around the pitch using the Directional buttons. When you're happy with his new position press the ⊗ button a second time.
You'll notice that when you select a player four spinning dots appear, usually close by. These mark the player's preferred position, the position they usually play in. However that's not to say you shouldn't move some of your players out of their preferred position, to counter a particular threat from an opposing side. In fact, many of the teams' default formations have certain players placed outside of their regular positions to remain faithful to the formations deployed in real life. Please note that any changes made to the user's team during a tournament will be saved out to the memory card. Changes made during friendlies will not be saved.

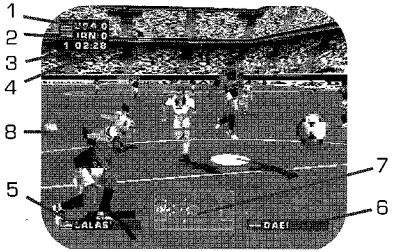
Making Substitutions

To make a substitution, highlight the player on the pitch you wish to remove. Press the ⊗ button then use the Directional buttons to move him over the player on the bench (along the bottom of the pitch) that you wish to bring on, finally, press the ⊗ button a second time and the substitution is made. Remember that, so long as the match hasn't already started, you can also bring any of your reserves into the squad.

Note that you can return to the default formation at any point by pressing ◉ the button. Press the ▲ button or **START** to exit the Squad Setup Screen when you are happy with your changes.

THE GAME SCREEN

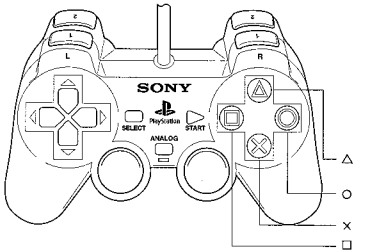
1. Team 1: number of goals scored.
2. Team 2: number of goals scored.
3. Current half of the match that is being played.
4. Time remaining until the end of the current half - in minutes and seconds. Once the clock reaches 00:00, it will start flashing, as the half enters injury time.
5. Team 1's currently selected player; the circular highlight he stands upon matches the team's uniform. Note: if he is not currently on the screen an arrow near the edge indicates his direction).
6. Team 2's currently selected player.
7. Pitch Radar: the other colored dot represents the ball; the players appear as dots in their team color, while the currently selected players are marked by a dark ring. The dot with a small dark mark inside it indicates the position of the player who will receive the next pass.
8. Arrow indicates the position of your team-mate with the pass indicator in relation to the player with the ball. This player will receive the next pass.



IN-GAME CONTROLS

All listed controls pertain to the default controller setup. Other combinations can be selected on the controller setup screen, but the button actions will be different than those listed below.

Attacking Controls (when in possession of the ball)



Directional buttons	Control the movement of the selected player, and the direction of a shot.
L1 button	Turbo
L2 button	Intentional Foul
R2 button	On The Fly Tactics
L1 + ⊗ button	Through pass (ground)
L1 + ◉ button	Through pass (chip)
◉ button	Chip pass
⊗ button	Ground pass
■ button	Shoot at goal or Clear the ball upfield in defense
▲ button	Switch Target Player (follow the red dot on the radar)
START button	Pause/unpause the game

Shooting On Goal

While in the attacking half of the field, when you press the ● button, your player always kicks the ball towards the goal, irrespective of the direction that he is facing in. Pressing the Directional buttons at the same time will aim the ball to a particular point in the goal mouth, e.g. pressing the UP and RIGHT Directional buttons will place the ball towards the top, right corner of the net. The ball will go towards the goal mouth at the moment the player kicks or heads the ball, not at the moment the button is pressed.

So here's a tip: the best time to aim is when the player is winding up for a shot. When taking free kicks or penalties the ball goes to where the target is when you press the ● button.

Passing the ball

The ball can be passed on the ground or in the air, and can be played first time at any point. In order to direct the pass to the player you want to get the ball, use the ▲ button to switch the target player around. You can follow this either using the indicator onscreen, or following the red dot on the radar, which shows the location of the target player, as well as the ball carrier (who has a red ring around him on the radar).

Defensive Play (when not in possession of the ball)

Directional buttons	Control the movement of selected player.
L1 button	Turbo
L2 button	Intentional Foul
R2 button	On the fly tactics
✕ button	Switch selected player-cycles between the players closest to the ball.
● button	Poke tackle/Shoulder Charge
■ button	Slide tackle
START button	Pause/unpause the game

The Goalkeeper

The goalkeeper's ability to save the ball is determined by his attributes, and the accuracy of the shot. The user has no control over the goalkeeper's ability to save the ball, except during a penalty shoot out.

Goal Kicks

● button	Chip pass
✕ button	Ground pass
■ button	Clear the ball upfield
▲ button	Switch Target Player
R1 button	Hides the target player indicator.

Goalkeeper in possession of the ball in open play

◉ **button**	Throws the ball out
▣ **button**	Punts the ball out
△ **button**	Switches the targeted player who is going to receive the ball
⊗ **button**	Rolls the ball out

Please note; if you pass the ball back to your goalie, he cannot pick the ball up but he can be controlled like any other player.

Free kicks and corners

△ **button**	Switch Target Player
◉ **button**	Chip pass
⊗ **button**	Ground Pass
▣ **button**	Shoot
R1 button	Toggles pass target on and off. On free kicks in the attacking half of the field, it allows the player to switch between the pass target and the shot target.

Penalty Controls

Penalty Taker

Directional buttons	Control Target
◉ **button**	Shoot
R1 button	Hides the target

Note : If the ball hits the post, the player who kicked the penalty cannot touch the ball next. The user must select another player at this point.

Goal Keeper

Directional buttons	Move the goalkeeper
◉ **button**	Make the goalkeeper dive in the selected direction

Note : In accordance with the new rules, the goalie can move up and down his goal line before his opponent kicks the ball. So move the goalkeeper and distract your opponent.

Pause Menu

Pressing the START button during a match brings up the Pause Menu. Use the UP and DOWN Directional buttons to select any of the following options then press the ⊗ button to confirm.

"CONTINUE": press the ⊗ button here to return to the action.

"CAMERA": use the LEFT and RIGHT Directional buttons to select the viewpoint you prefer.

"REPLAY": select this to view a replay of the last few seconds of action. ⊗ or START abandons the replay.

"TEAM CHANGES": this takes you to the Formation Select Screen allowing you to make substitutions and rearrange your players on the pitch. See the earlier section on the Formation Select Screen for more details.

"ABANDON GAME": to return to the Main Menu select this, then highlight "YES" and press the ⊗ button a second time to confirm. The team that abandons the match will automatically loose by 3 goals.

After A Match

At the end of the game, a screen appears displaying who was the man of the match. A screen then appears showing the final score. For each goal scored the name of the scorer is listed along with the time. Below that a column of statistics is displayed allowing you to compare the performance of the two teams in the following categories:

SHOTS ON GOAL
CORNER KICKS
FOULS
CAUTIONS
OFFSIDES
POSSESSION

Then press ⊗ button or START to return to the Main Menu (or to the Tournament Results Screen if you are playing the Tournament game).

Please note: If a Friendly match ends with the scores equal, you will have to decide how you want to resolve the match before the game will move on. You will have four choices:

END AS A DRAW	The match ends as a draw
GOLDEN GOAL	Two periods of extra time - the first person to score wins
EXTRA TIME	Two periods of extra time - whoever is ahead at the end of the extra time wins
SHOOT OUT	Cut through extra time - straight to a penalty shoot out

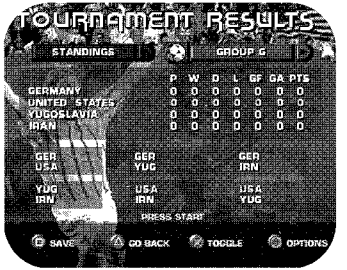
PLAYING A TOURNAMENT

TOURNAMENT SETUP SCREEN



When you first select Tournament from the Main Menu you arrive at the Tournament Setup Screen. On the left is the team select menu identical to the one described for the Team Select Screen in the Friendly Match; use this to choose a team to take through the Tournament. When you've chosen press the ⊗ button to highlight the option bar on the right. The Tournament begins with a preliminary league divided into 8 groups, each containing four teams; the teams are placed in the groups following the results of a draw. Using the LEFT and RIGHT Directional buttons, select one of WORLD DRAW, RANDOM DRAW or SEEDED DRAW for the draw then press the START button to begin.

TOURNAMENT RESULTS SCREEN



With the options bar on the right highlighted use the LEFT and RIGHT Directional buttons to cycle between the "STANDINGS" in the 8 groups ("GROUP A" to "GROUP H"). A league table at the top of the screen shows the performance of the four teams in the selected group. From left to right, the figures represent matches played (P), won (W), drawn (D), and lost (L), then comes goals for (GF), goals against (GA), and overall points (PTS). The lower half of the screen shows the two match pairings for each of the three rounds that make up this part of the competition.

Press the **START** button to move on to the "NEXT MATCH" screen where you will see who your first opponents are to be. From here you can press the ◉ button to access the Formation Select Screen, the ◉ button to access the Options Screen, or the **START** button to begin the match. Either way, once the match has been played the Tournament Results Screen appears, updated with all the results from the first round. Then press the **START** button again to begin the next match.

The Knock Out Competition

After three matches each team should have played every other team in its group. The highest ranking two teams from each group then enter the knock out competition. If two teams draw on points, the one with the largest positive goal difference qualifies. At this stage, if you highlight the option bar on the left of the Tournament Results Screen and select "KNOCK OUT", a chart appears showing how the sixteen remaining teams have been drawn up against each other. Press the **START** button to begin the next match. Note that there are no drawn games in the knock out stage: if the match continues until the end of extra time and no one has scored (the sudden death or golden goal), the outcome is decided through penalty kicks.

On the results screen, * next to a score shows the match was won in extra time. PK shows that the match was decided on penalties.

If you continue to win you'll reach the "QUARTER FINALS", the "SEMI FINALS", and then the "FINAL". Congratulations!

Saving or Loading a Tournament

If you have a Memory card you may save your progress in a Tournament and resume play during a later session. Up to three ongoing games can be stored on each Memory card.

You can SAVE a game whenever you reach the Tournament Results Screen by pressing the ● button. On the Save Screen use the UP and DOWN Directional buttons to select one of the three save game slots then press the ⊗ button, confirm by selecting "YES" and pressing the ⊗ button a second time, then press the ▲ button to exit.

To LOAD a game press the ● button on the Tournament Setup Screen, pick one of the saved game slots then confirm as above.

NOTE: NEVER REMOVE THE MEMORY CARD WHILE IT IS BEING ACCESSED!

OPTIONS

At the Options Menu use the UP and DOWN Directional buttons to highlight any of the following options, then press the ⊗ button to access the sub-menu. The fourth menu option, at the bottom, allows you to alter the language used for the on-screen text - select this option then use the LEFT and RIGHT Directional buttons to change its setting.

When you're ready to exit the menu screen press the ▲ button. If you decide you wish to revert to the game's default settings simply press the ● button.

GAME

"DIFFICULTY": the skill level of your computer controlled opponents, select from "YOUTH" , "PROFESSIONAL", or "WORLD CLASS".

"HALF LENGTH" : the number of minutes per half - sets the duration of the match in real time. You have the option of 2,5, 10 or 15 minute half lengths.

"TIME OF DAY": Set to either "DAY", "NIGHT" or, if you like surprises, "RANDOM".

"CAMERA": Controls the games viewpoint. You should experiment to find the one you feel the most comfortable with. The choices are: "TARGETCAM", "SIDECAM", "GOALCAM", "TV CAM" and "CLOSECAM".

"OFFSIDES" allows you to turn the offside law on and off in the game.

CONTROLS

This screen allows you to select alternate button configurations for your Controller. Highlight the lower option bar then use the LEFT and RIGHT Directional buttons to select the control mode, either: "ATTACK", "DEFENSE" and "DEAD BALL". Now highlight the top option bar and use the LEFT and RIGHT Directional buttons to select one of the three control configurations, called "SETUP" A, B and C, to use with that control mode. Note that Setup A is the default configuration.

AUDIO

The four sliders control the volume settings for "VOICE" (commentary), "CROWD" (background noise from the fans), "EFFECTS" (on-pitch sound effects) and "MUSIC". Use the LEFT and RIGHT Directional buttons to increase or decrease the volume level.

"PLAYERS VOICES" sets the language spoken by the players. "AUTO" causes the players to speak in their national team's mother tongue or closest match.

"REFEREE VOICE" sets the language spoken by the Ref.

LANGUAGE SELECT This last option lets you set the language used for the on-screen text throughout the game.

APPENDIX A

Abbreviations

GK	Goal keeper
DEF	Defender
MID	Midfielder
FWD	Forward

An asterisk in the following indicates that the abbreviation maybe modified with the letters R or L to show which side of the pitch the player covers.

GK	Goal keeper
SWP	Sweeper
*CB	Center Back
*FB	Full Back
LIB	Libero
A*F	Attacking Full Back
D*M	Defensive Midfielder
*CM	Center Midfielder
*H	Left/Right Half
A*M	Attacking Midfielder
A*H	Attacking Half
*CS	Center Striker
A10	Playmaker
*W	Left/Right Wing

APPENDIX B

Player Attribute	Explanation
SPEED	Determines sprinting speed.
VISION	Determines a player's ability to make passes and his off the ball running.
DRIBBLING	Determines close control
PASSING	Determines the accuracy of passing.
SHOOTING	Determines shooting accuracy.
ONE TOUCH	Determines ability to make one touch passes.
AGGRESSION	Affects how often a player engages in unfair play - ie tackles from behind, intentional fouls, etc.
STAMINA	Affects a player's ability to last throughout a game.
RESILIENCE	Ability against injury in a game.
GOALKEEPING	Determines abililty to save shots and catch crosses.
TACKLING	Determines strength in the tackle.
HEADING	Determines a player's ability in the air.