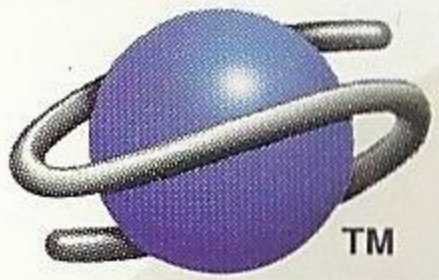


SEGA®

SEGA SPORTS™



SEGA SATURN
SEGA SATURN
SEGA SATURN

Soccer Star
COBI JONES

SEGA WORLDWIDE SOCCER™ '97



81112

WARNINGS

READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM

EPILEPSY WARNING

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 may induce an epileptic seizure in these individuals. Certain conditions may induce 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, disorientation, loss of awareness, any involuntary movement or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

PROJECTION TELEVISION WARNING

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

SEGA SATURN VIDEO GAME USE

This CD-ROM can only be used with the Sega Saturn system. Do not attempt to play this CD-ROM on any other CD player; doing so may damage the headphones and speakers. This game is licensed by Sega for home play on the Sega Saturn system only. Unauthorized copying, reproduction, rental, public performance or broadcast of this game is a violation of applicable laws.

The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

HANDLING YOUR COMPACT DISC

- The Sega Saturn compact disc is intended for use exclusively on the Sega Saturn system.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Always store the disc in its protective case.

ESRB RATING

This product has been rated by the Entertainment Software Rating board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at **1-800-771-3772**.

Visit Sega's Internet Sites at:

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For French Instructions, please call:
Instructions en français, téléphoner au: 1-800-872-7342

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Starting Up

1. Set up your Sega Saturn™ system as described in its instruction manual.

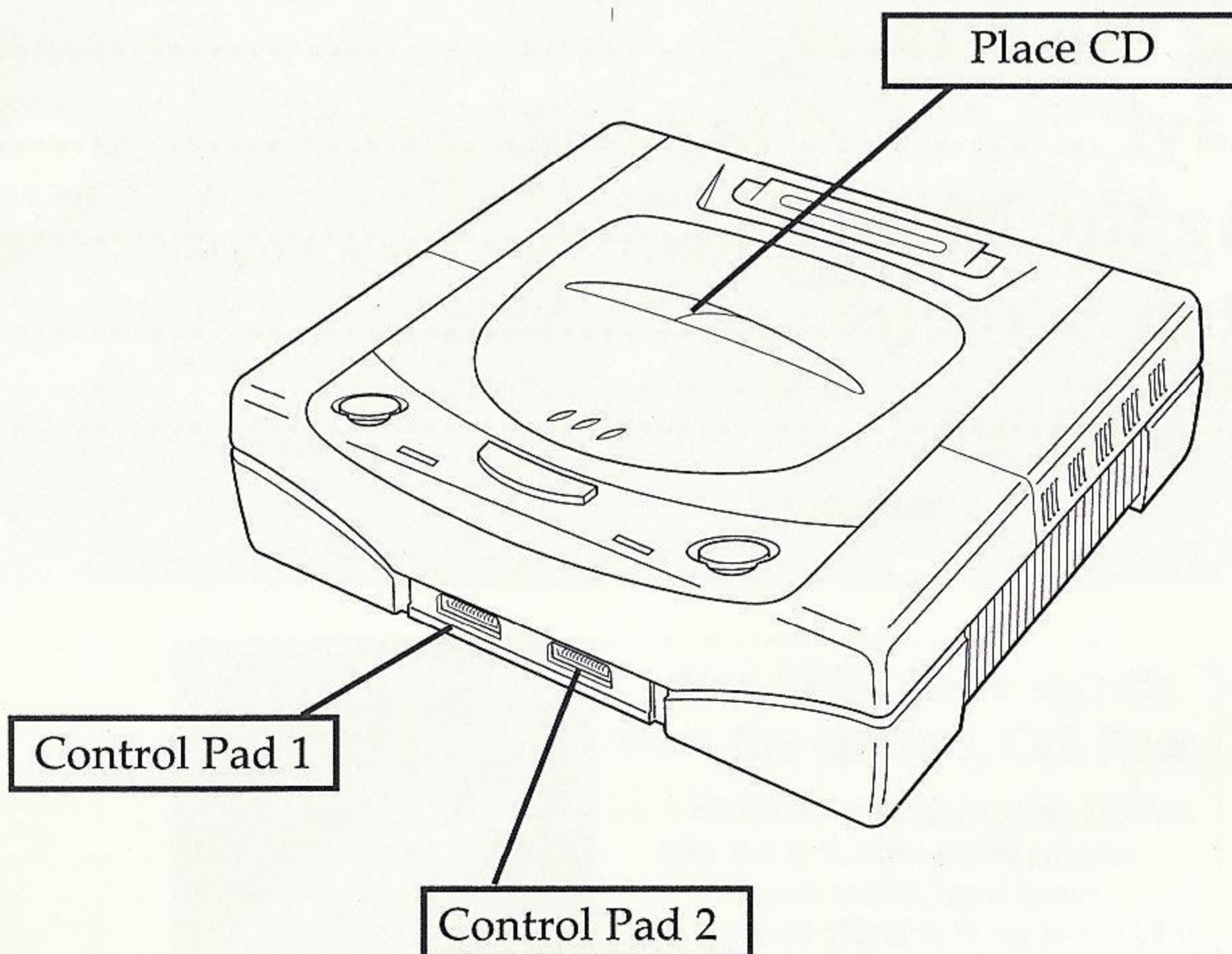
Note: Sega Worldwide Soccer™ '97 is for one to four players.

2. Place the Sega Worldwide Soccer '97 disc, label side up, in the well of the CD tray and close the lid.

3. Turn on the TV or monitor and the Sega Saturn. The Sega Saturn logo appears on screen. If nothing appears, turn the system off and make sure it is set up correctly before turning it on again.

4. If you wish to stop a game in progress and return to the on-screen Control panel, simultaneously press Buttons A, B, C and Start on the Sega Saturn Control Pad. When the game Title screen appears press again to go to the on-screen Control panel.

Important: Your Sega Saturn CD contains a security code that allows the disc to be read. Be sure to keep the disc clean and handle it carefully. If your Sega Saturn system has trouble reading the disc, remove the disc and wipe it carefully, starting from the center of the disc and wiping straight out toward the edge.

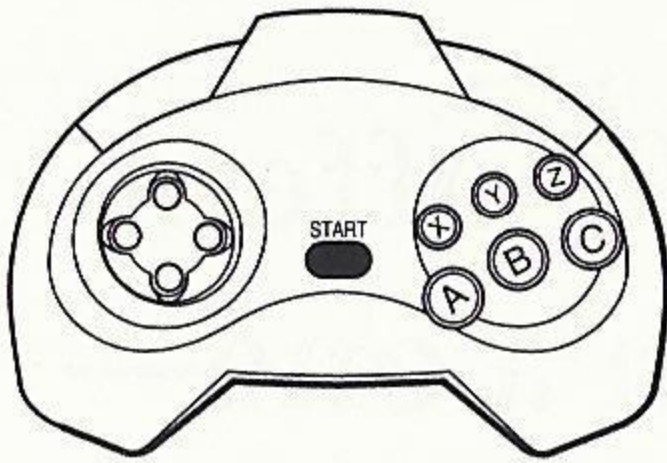


Championship Match

Sega Worldwide Soccer '97 offers five playing modes, from a one—match battle to an entire season of excitement. You can also use the Player Edit mode to customize your team. Forty-eight teams stand ready for you to command. So sit down and get ready to do some slide tackles, headers, bicycle kicks, back-heel passes, banana kicks, half-volleys and rainbow kicks!

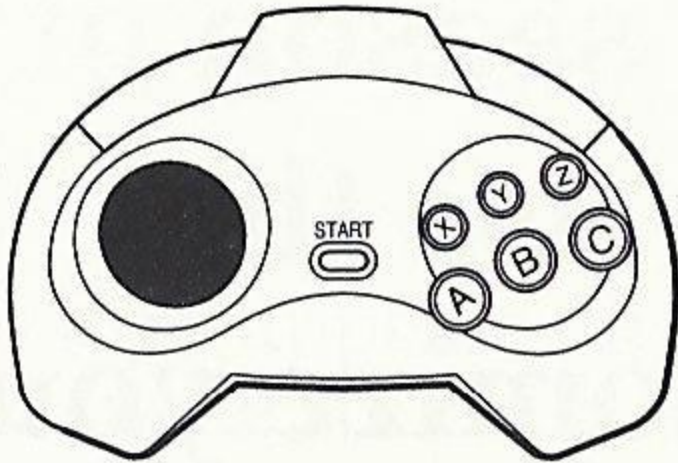


Fancy Footwork



Start

- Pauses game/brings up the Pause screen (resumes play when paused)



D-Pad

- Moves highlighted player around screen
- Highlights options on select screens
- Changes option settings



Button

A, C, X or Z

- Selects options/exits screens



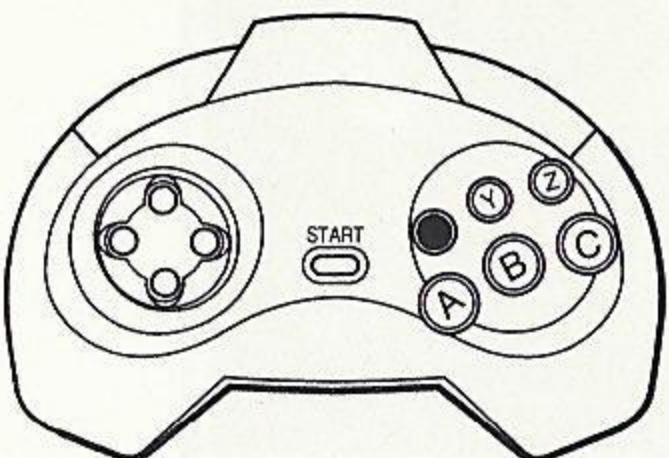
Button A

- Makes player shoot the ball
- Makes player perform a sliding tackle



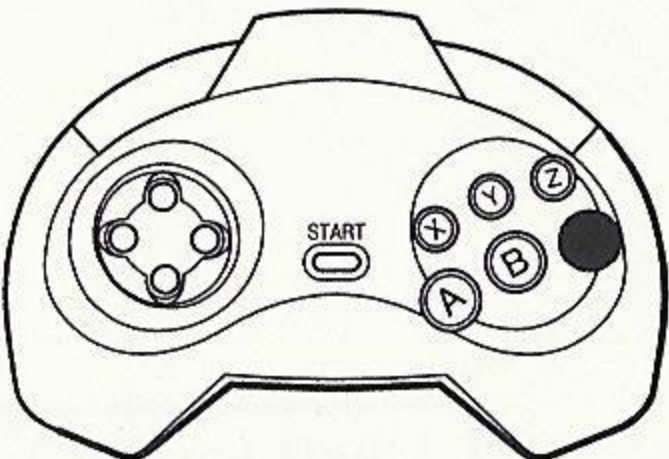
Button B

- Makes player pass the ball
- Makes player perform a shoulder charge
- Cancels selected options



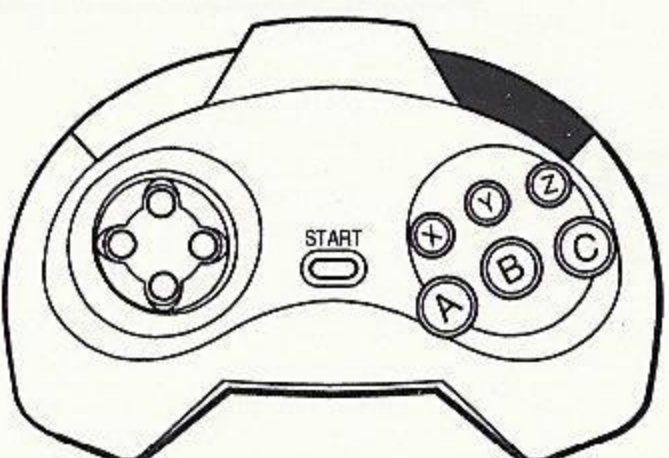
Button X

- Activates



Button C

- Makes player lob the ball



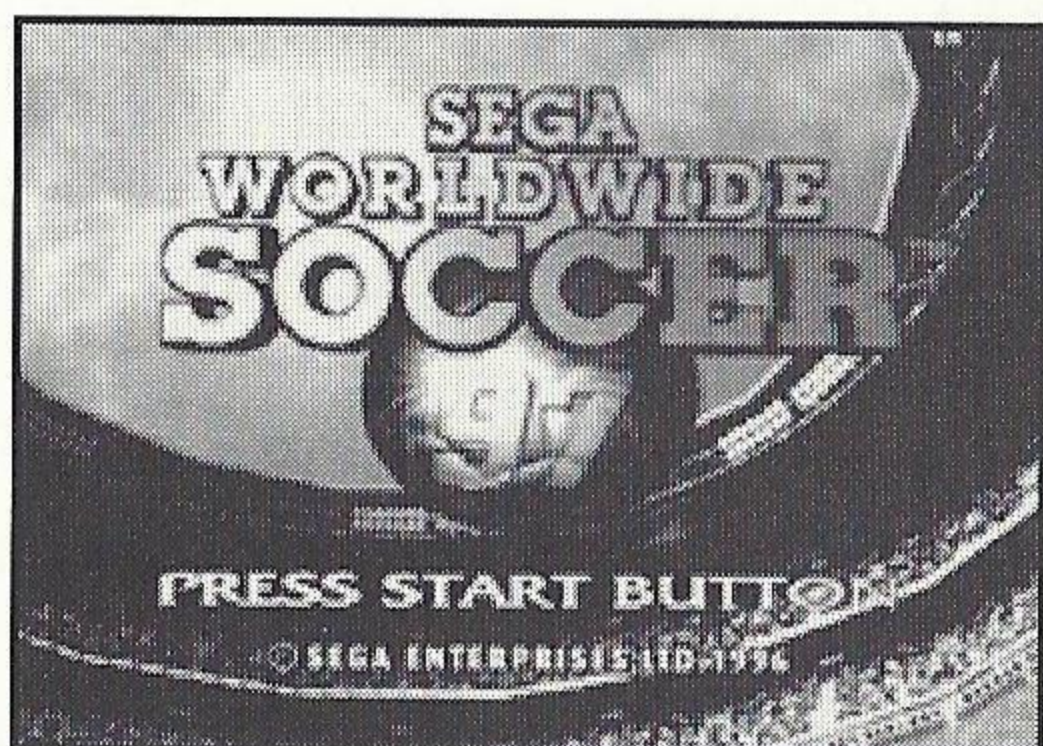
Button R

- Moves Player Marker to another player

Listed on the previous page are the basic moves of the game. For a full description of all the moves, see pages 23-27. You can change the control functions for player moves in the Options screen (see Pad Control, page 7).

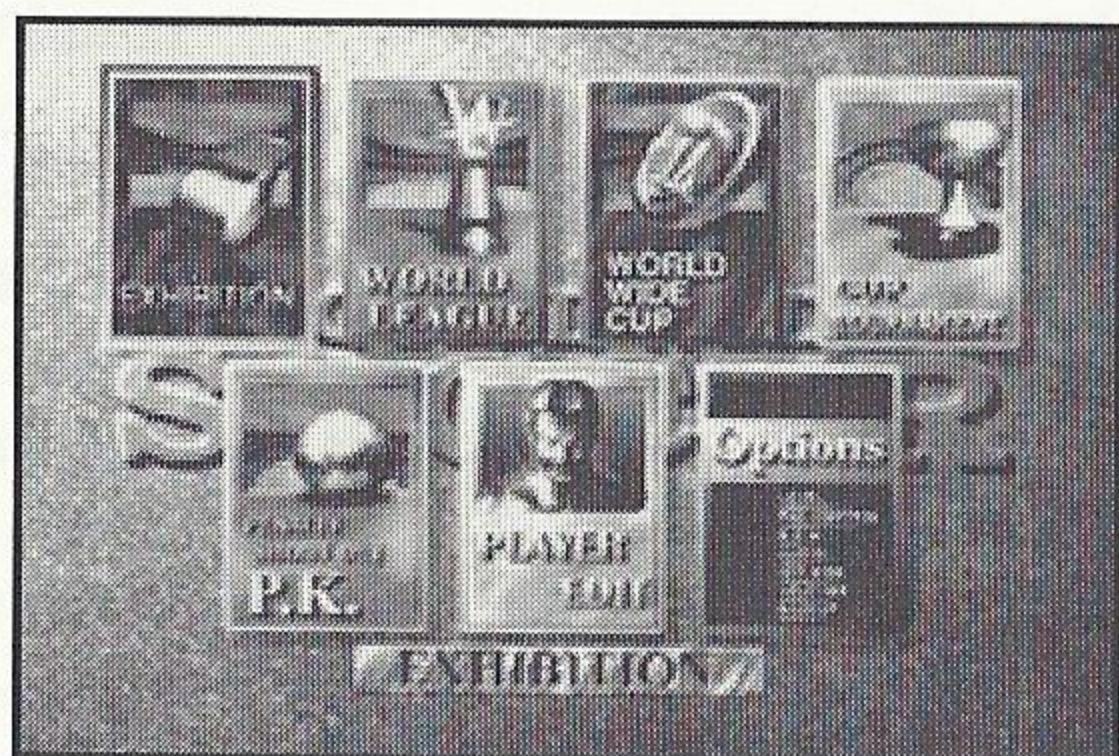
Getting Started

After the Sega™ and Sega Sports™ logos, the game intro begins. Press Start at any time to bring up the Title screen.



From the Title screen press Start to forward to the Mode Select screen or wait a few moments and watch the game demo. Press Start during the demo to return to the Title screen.

On the Mode Select screen, choose one of five playing modes. From this screen you can also select the Player Edit and Option modes. Select:



EXHIBITION for a one-match battle (page 9)

WORLD LEAGUE for a season's worth of soccer (page 9)

WORLDWIDE CUP for a chance to take your team from the preliminaries to the championship (page 10)

CUP TOURNAMENT for play with up to 16 teams (pages 10-11)

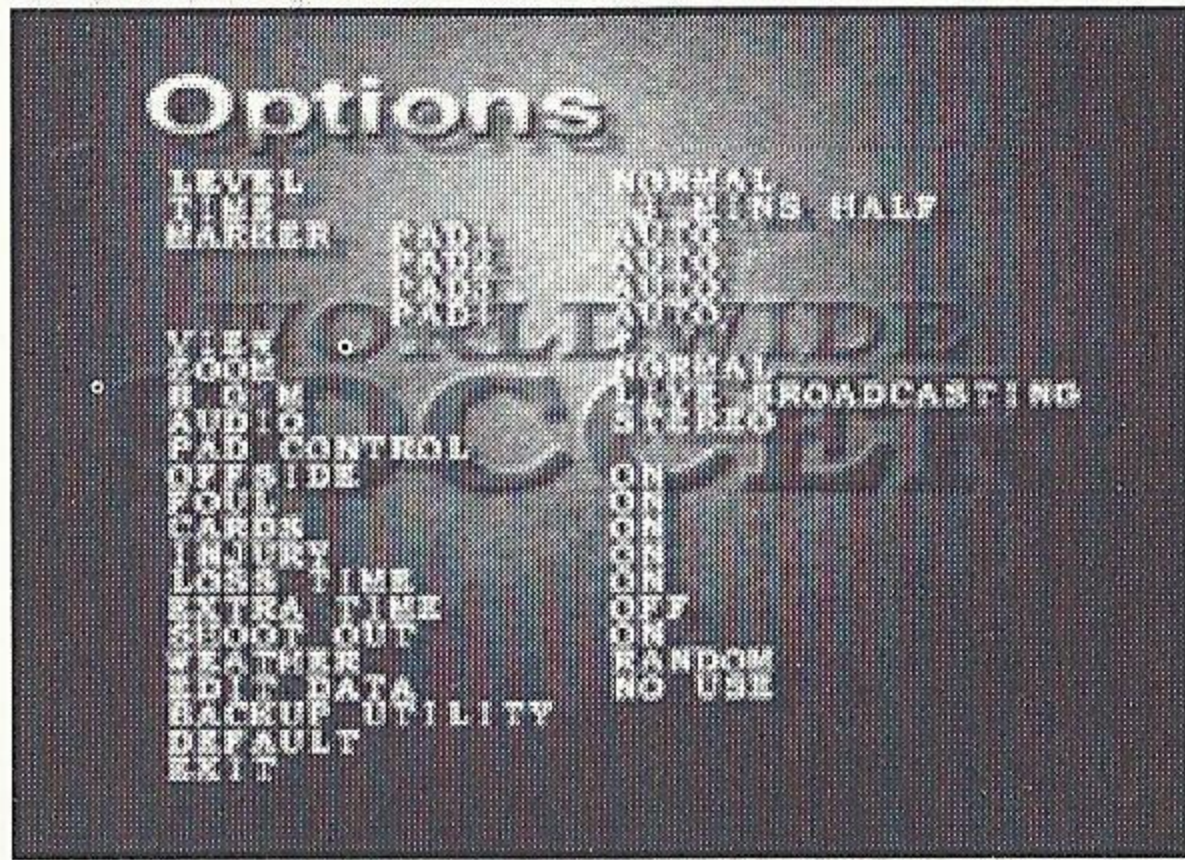
PENALTY SHOOT OUT P.K.
for head-to-head penalty kick action (page 12)

PLAYER EDIT
to customize the team of your choice (pages 13-14)

OPTIONS to change game features (pages 6-8)

Press the D-Pad to highlight and Button A, C, X, Z or Start to select a mode.

Options



Listed on the next few pages are all of the options for Sega Worldwide Soccer '97. Experiment with different settings to find the ones which work best for you. Highlight an option by pressing the D-Pad UP or DOWN.

Press the D-Pad LEFT or RIGHT to change the setting for the following options:

Time (3, 6, 9 or 15 minutes per half)
Choose the length for a half.

View (↶ ↑ ↷ →)
Set the viewing angle of the soccer pitch.

Zoom (NORMAL, LONG SHOT, CLOSE UP)
Set the viewing distance of the game. CLOSE UP puts you in the middle of the action, and LONG SHOT offers a view from the last row in the stadium.

Audio (STEREO, MONO)
Select the setting for your television, either Stereo or Mono (monaural) sound.

Offside (ON, OFF)
Have the ref call 'em or have him look the other way.

Injury (ON, OFF)
Players either get back up and shake their injuries off or need to be escorted from the field.

Loss Time (ON, OFF)
Select to have loss time as a factor in your game or not. With this option enabled, game time taken up by injuries and Free Kicks is added to regulation time.

Level (EASY, NORMAL, HARD, HARDEST)
Set the strength of computer-controlled teams.

Marker (AUTO, MANUAL)
When AUTO is selected the Player Marker automatically moves to the soccer player nearest the ball. If MANUAL is selected, each player can press Button R to move the marker to the soccer player nearest the ball.

BGM
Select one of the background music tracks, or LIVE BROADCASTING to hear the announcers comment on the action. For no music or commentary select NO BGM.

Foul (ON, OFF)
The ref either calls them or doesn't with this option.

Cards (ON, OFF)
Select ON to have professional fouls as a factor in your game, or OFF to get away with even the nastiest of kicks.

Extra Time (ON, OFF)

See Kickoff, page 21, for an explanation.

Shoot Out (ON, OFF)

See Kickoff, page 21, for an explanation.

Weather (RANDOM, FINE, RAIN)

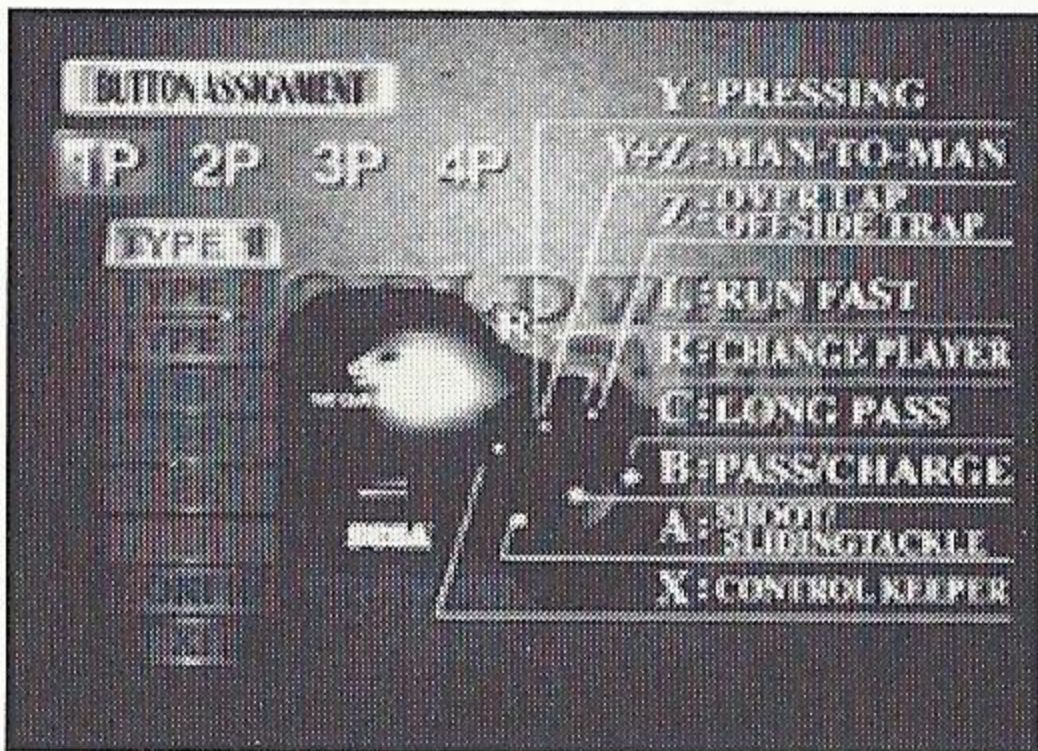
Choose the pitch conditions for your game. Be aware that in rainy weather the ball is slippery and won't travel as far as when kicked under fine conditions. When you select RANDOM the computer selects the weather.

Edit Data (NO USE, SYSTEM, CARTRIDGE)

Select the data type you would like to edit. System data is the game data stored in the internal RAM of the Sega Saturn. Cartridge refers to game data stored on the Sega Saturn Backup™ (sold separately—see page 15).

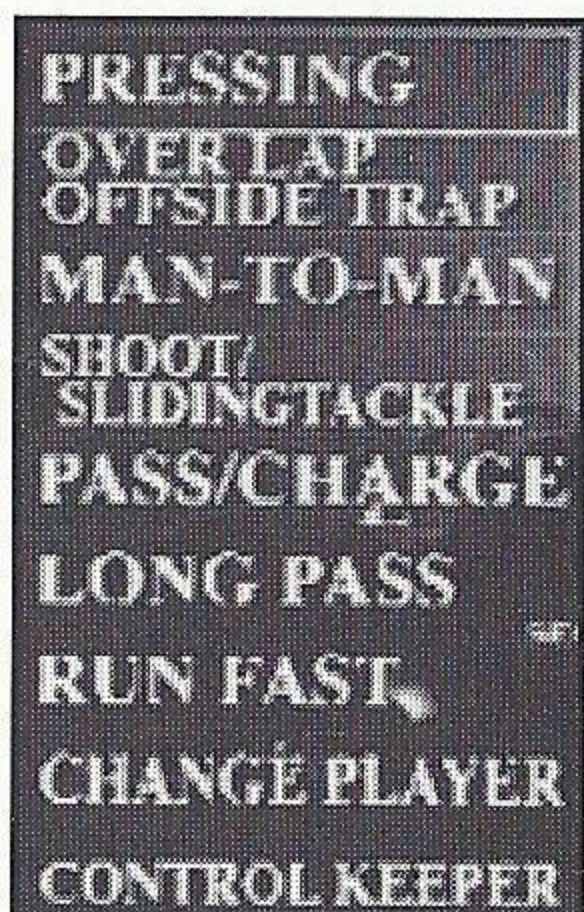
Press Button A, C, X, Z or Start to select any of the following options:

Pad Control

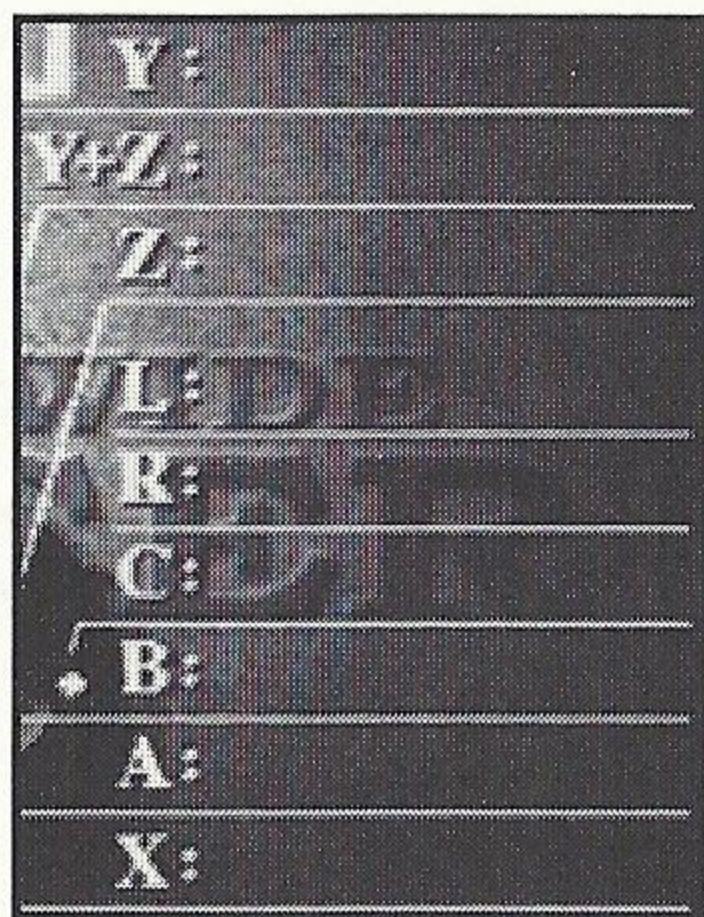


Use this option to change the control functions of your Sega Saturn Control Pad. Press the D-Pad UP or DOWN to select the setup type. Select one of the TYPE setups for pre-set functions or CONFIG to customize your controls. Press Button A, C, X, Z or Start to confirm. You can select one of the USER types after you have customized controls.

When you select CONFIG the USER spaces appear at the bottom of the screen. Select one of the USER spaces to store your customized settings by pressing the D-Pad LEFT or RIGHT and pressing Button A, C, X or Z, or Start.



To customize a setting highlight one of the functions listed on the left side of the screen by pressing the D-Pad UP or DOWN and pressing Button A, C, X, Z or Start.



Next, select the control from the right side of the screen. Select the control as you did the function. If desired, you can delete customized data by selecting ALL CLEAR.

When finished customizing settings, highlight EXIT and press Button A, C, X, Z or Start.

After creating customized settings you can select to use them from the Pad Control main screen or the game Pause screen (see Button Assign., page 29).

Backup Utility

This option allows you access to the internal RAM of the Sega Saturn. For instructions refer to the Sega Saturn user's manual.

Default

By selecting this option you return all of the options to the default settings. When finished highlight Exit and press any button except Button L or R to return to the Mode Select screen.

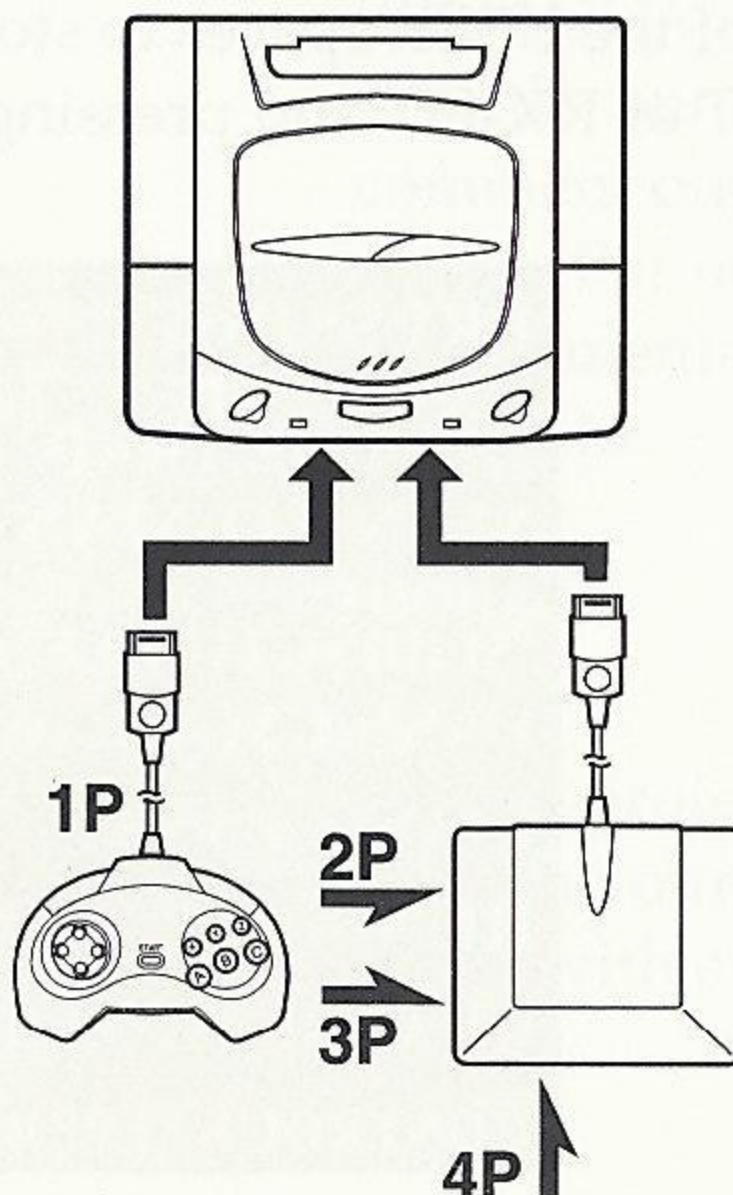
Game Play Modes

This section is a quick reference guide to the game modes. Refer to the screens listed for full descriptions.

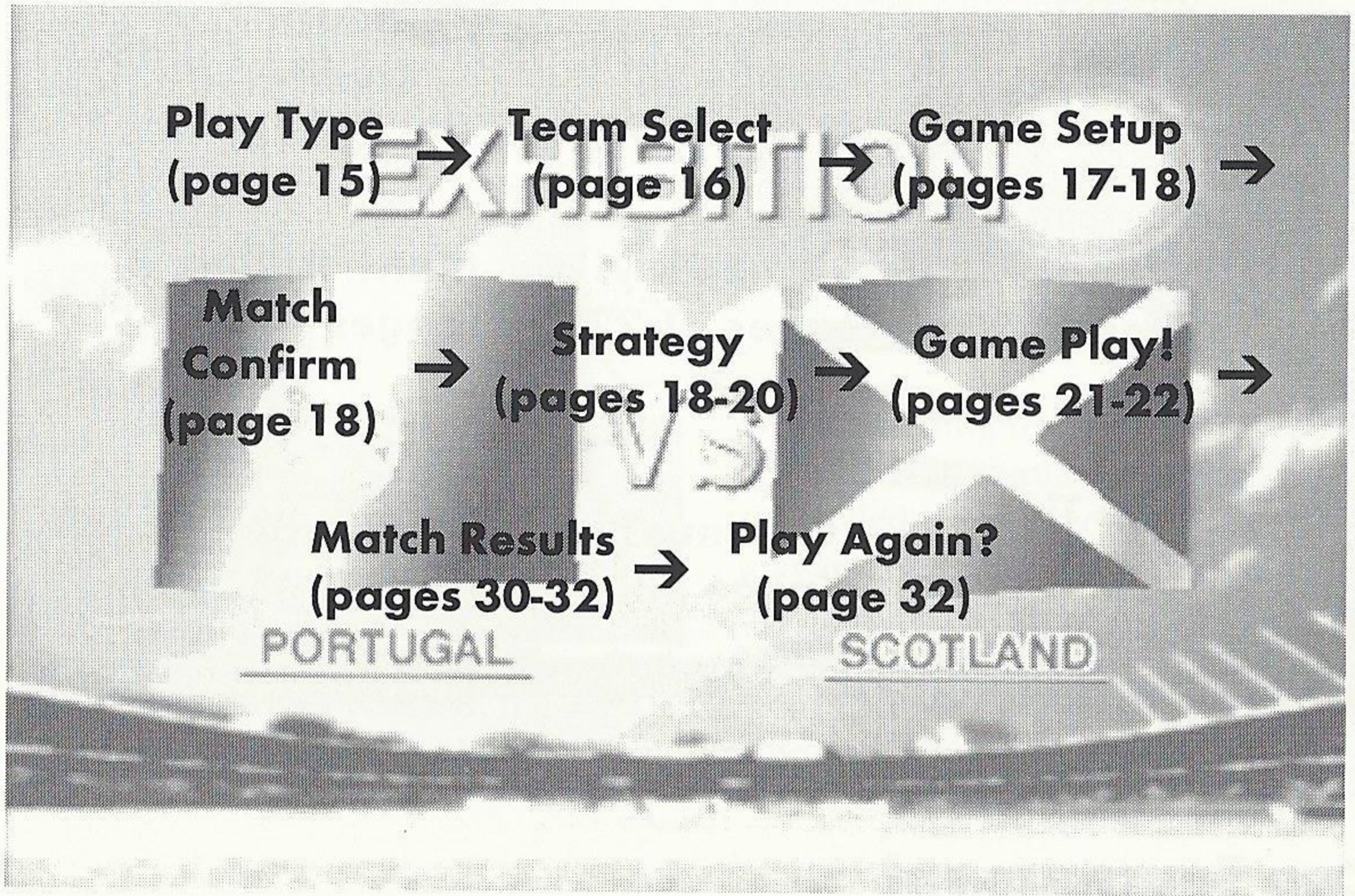
For Multiple-player Games

To play a match with three or four players, you need a 6Player™.

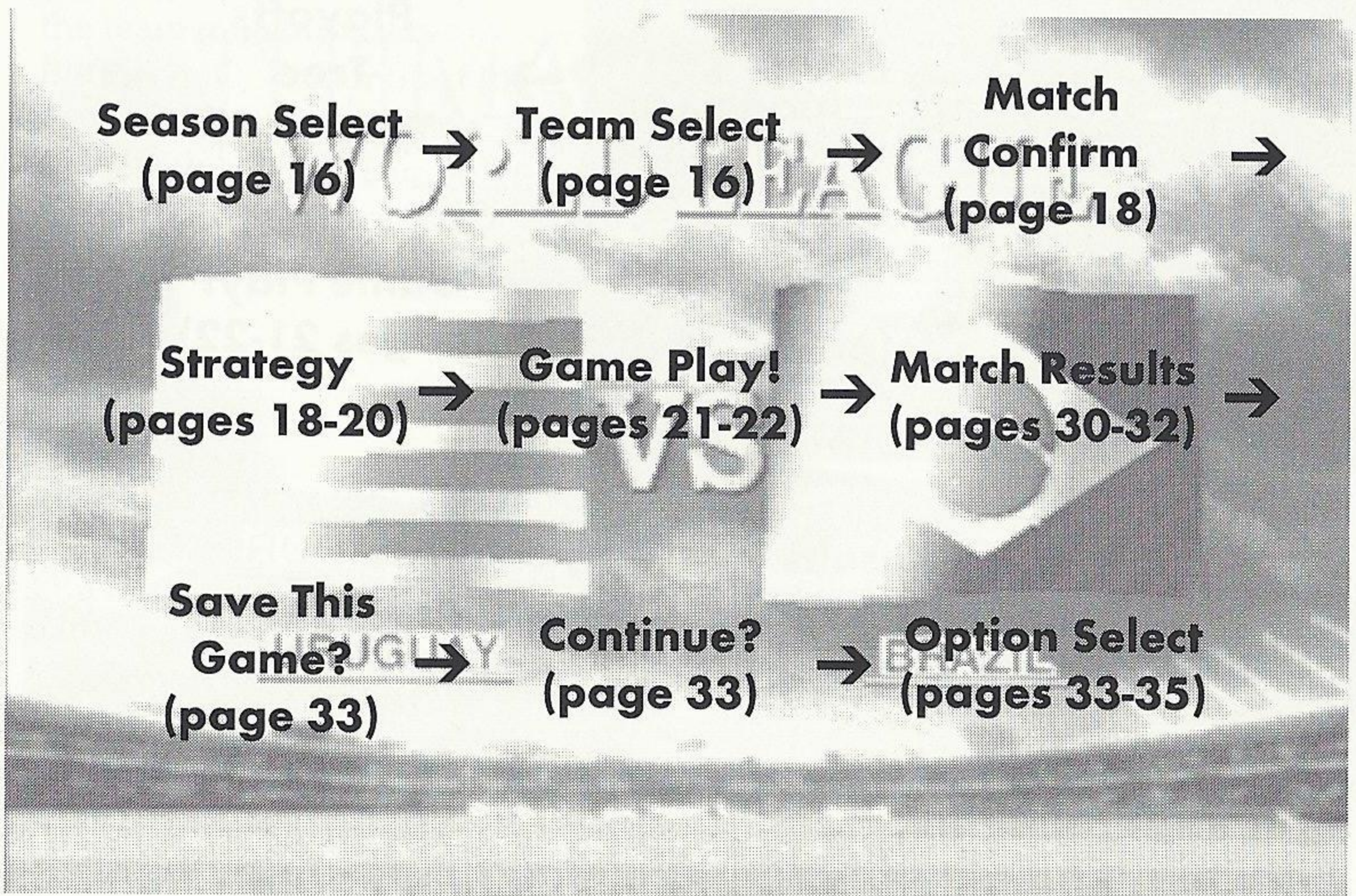
Plug the adaptor in Control Port 2. Plug Sega Saturn Control Pads into the ports of the adaptor as shown in the illustration. Ports 5 and 6 are not used.



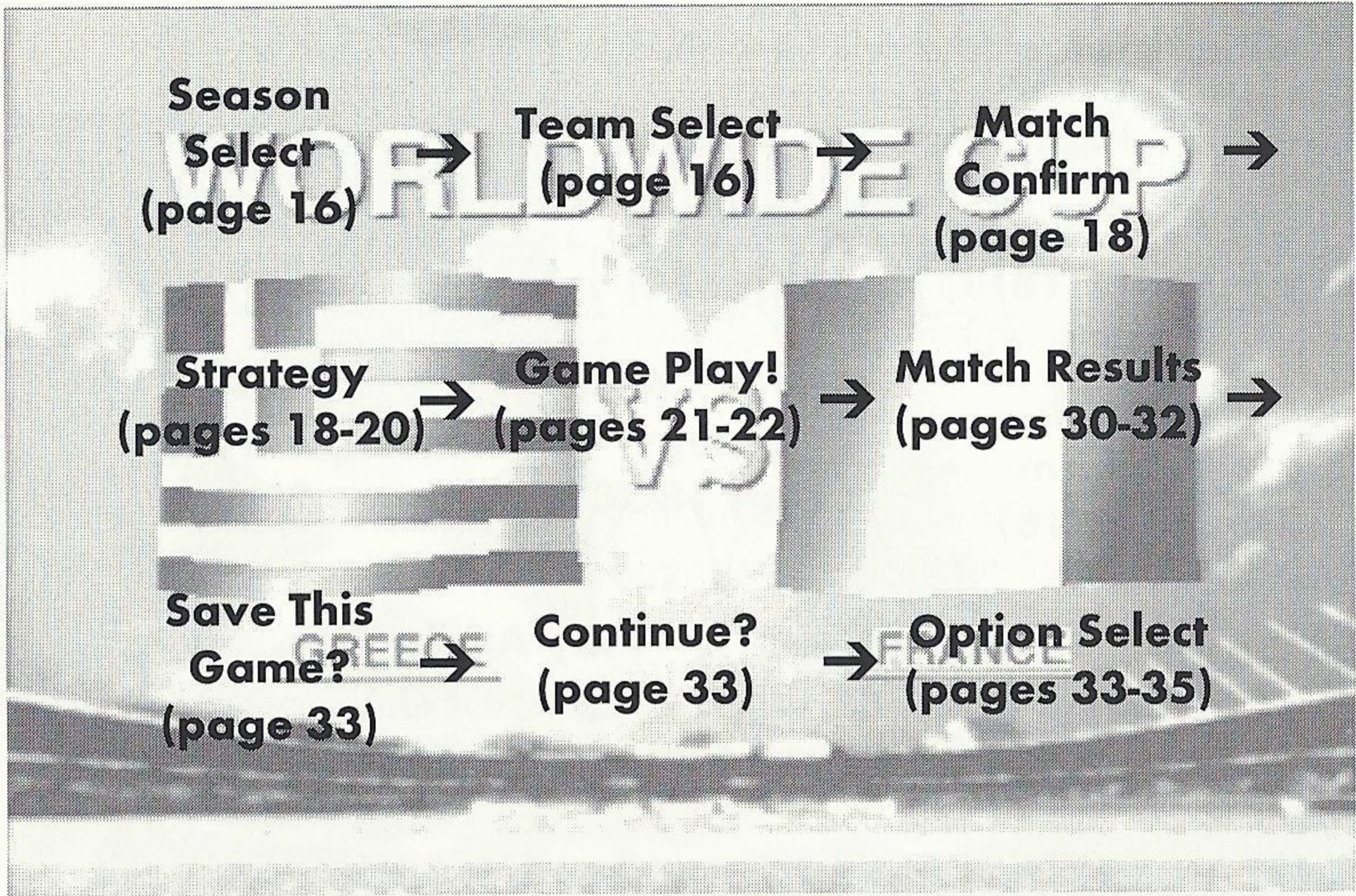
Exhibition



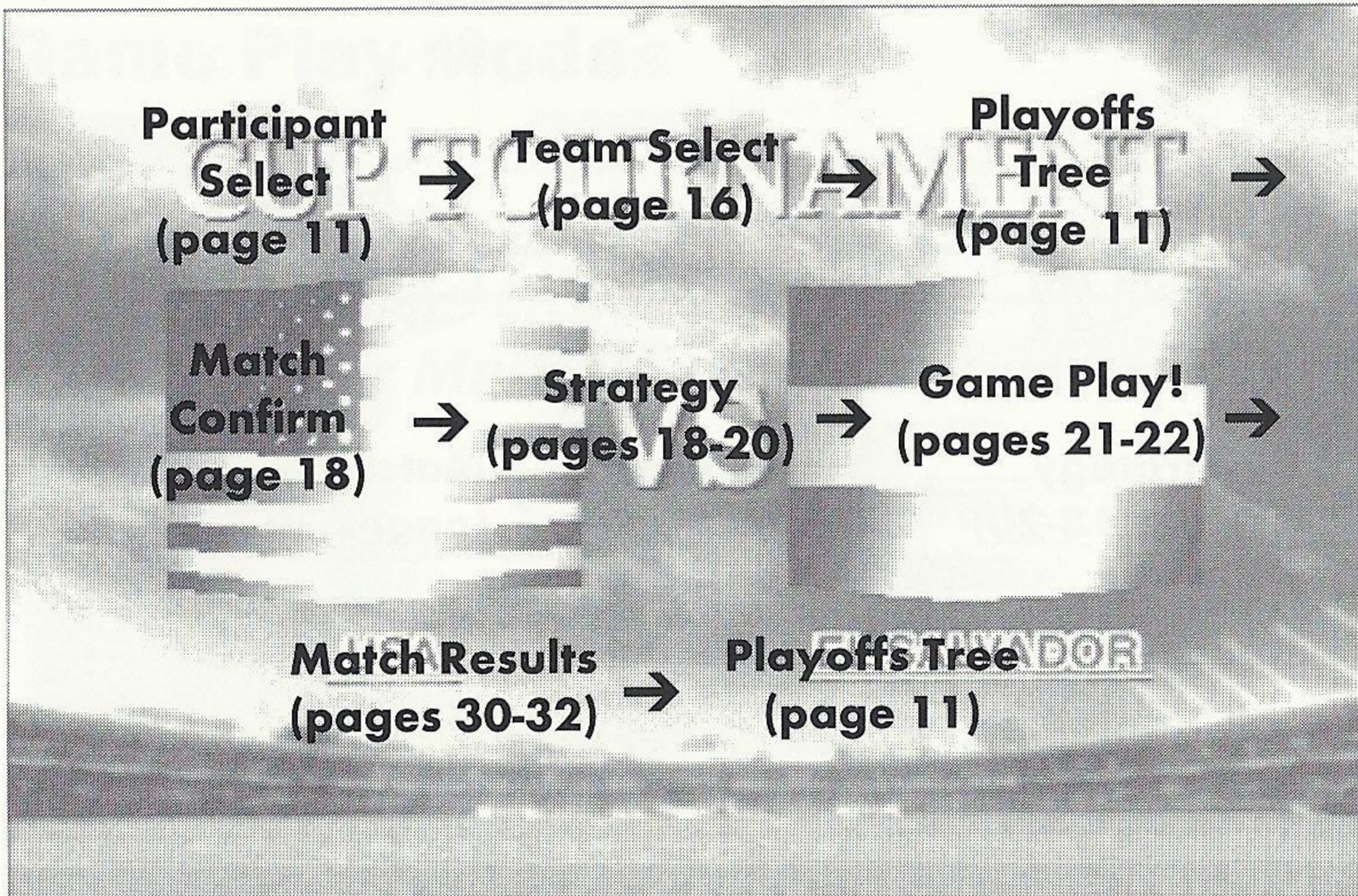
World League



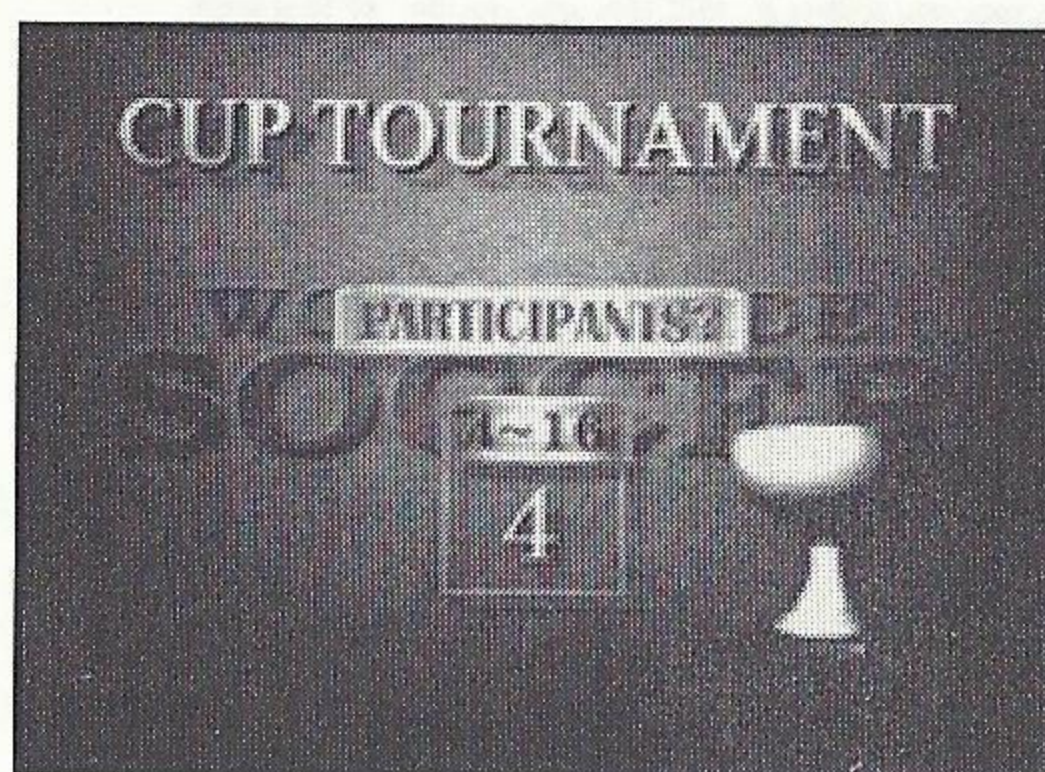
Worldwide Cup



Cup Tournament



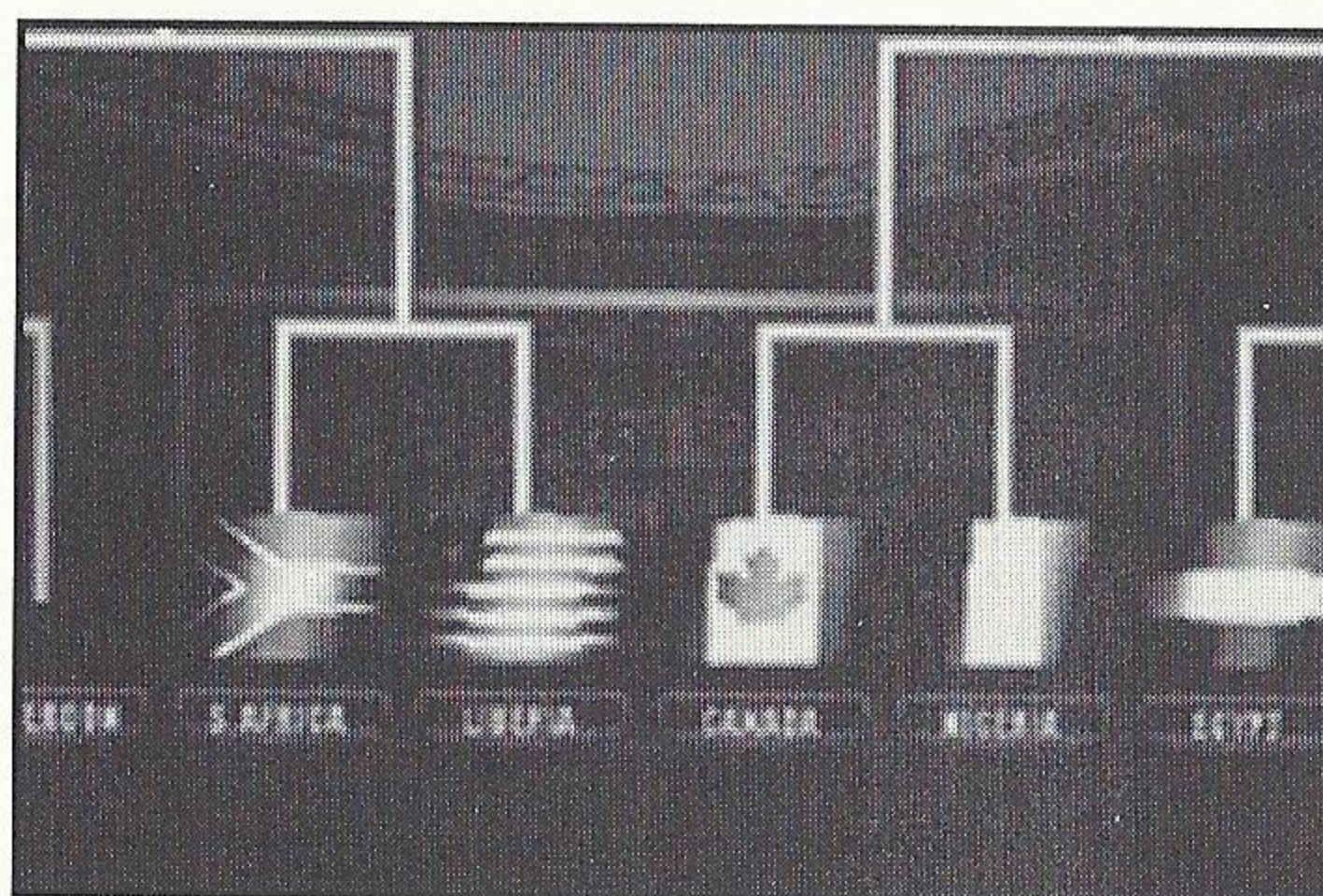
From the Participant Select screen select the number of teams to compete in the tournament. Press the D-Pad LEFT or RIGHT to scroll the number and Button A, C, X, Z or Start to select.



When selecting teams, set each as a one-player, two-player, or computer-controlled team. If you select a two-player team you need to select all other teams as computer-controlled. Make sure a second Control Pad is

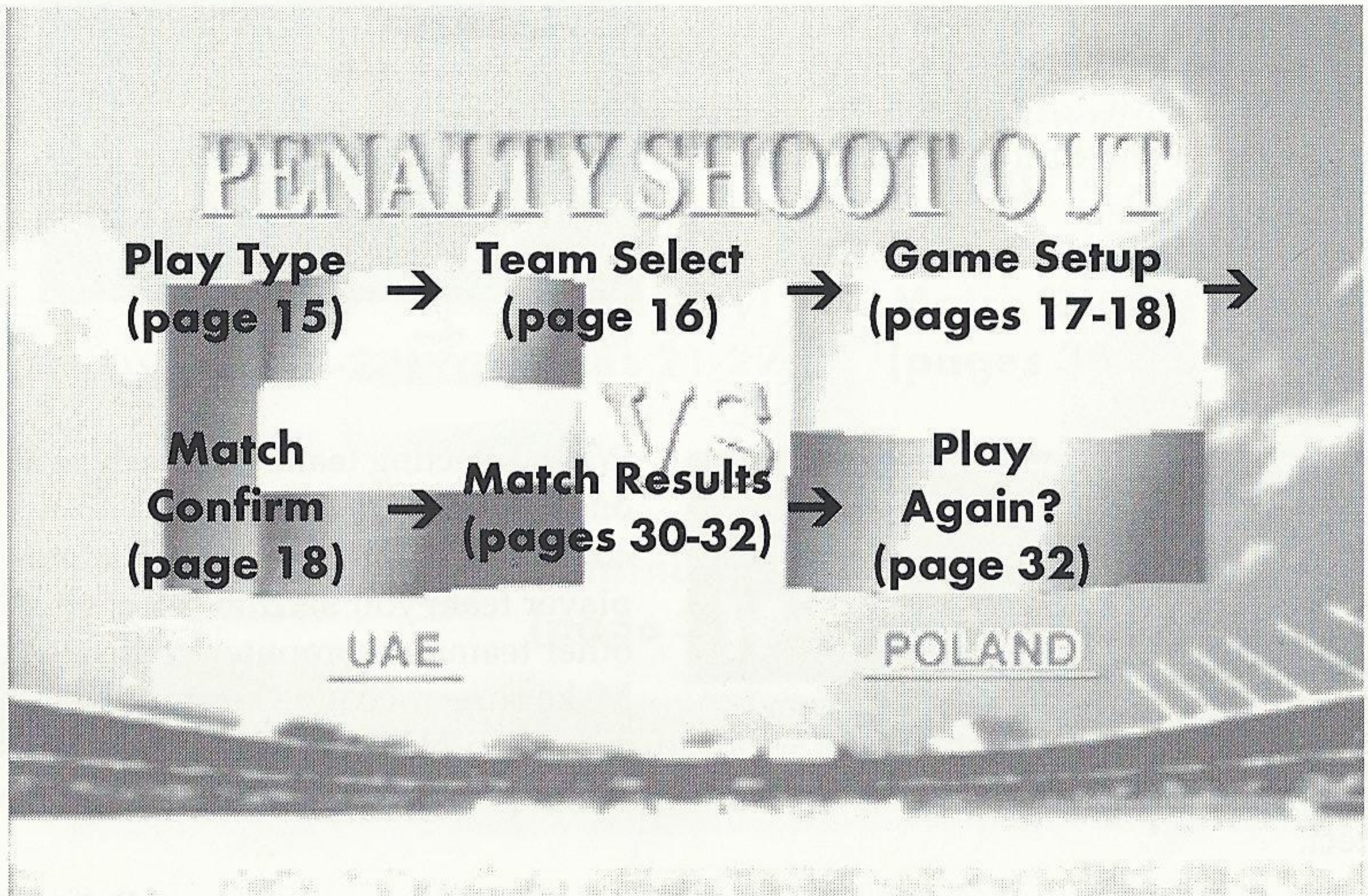
plugged into Control Port 2 of the Sega Saturn for two-player games. Press the D-Button LEFT or RIGHT to select the team type and press Start or Button A or C to select.

The Playoffs Tree displays the team matchups. Press Button A, C, X, Z or Start to have the first match begin. If the match is an all-computer battle, only the score is displayed.



After a match is over press Button A, C, X, Z or Start to forward to the next match.

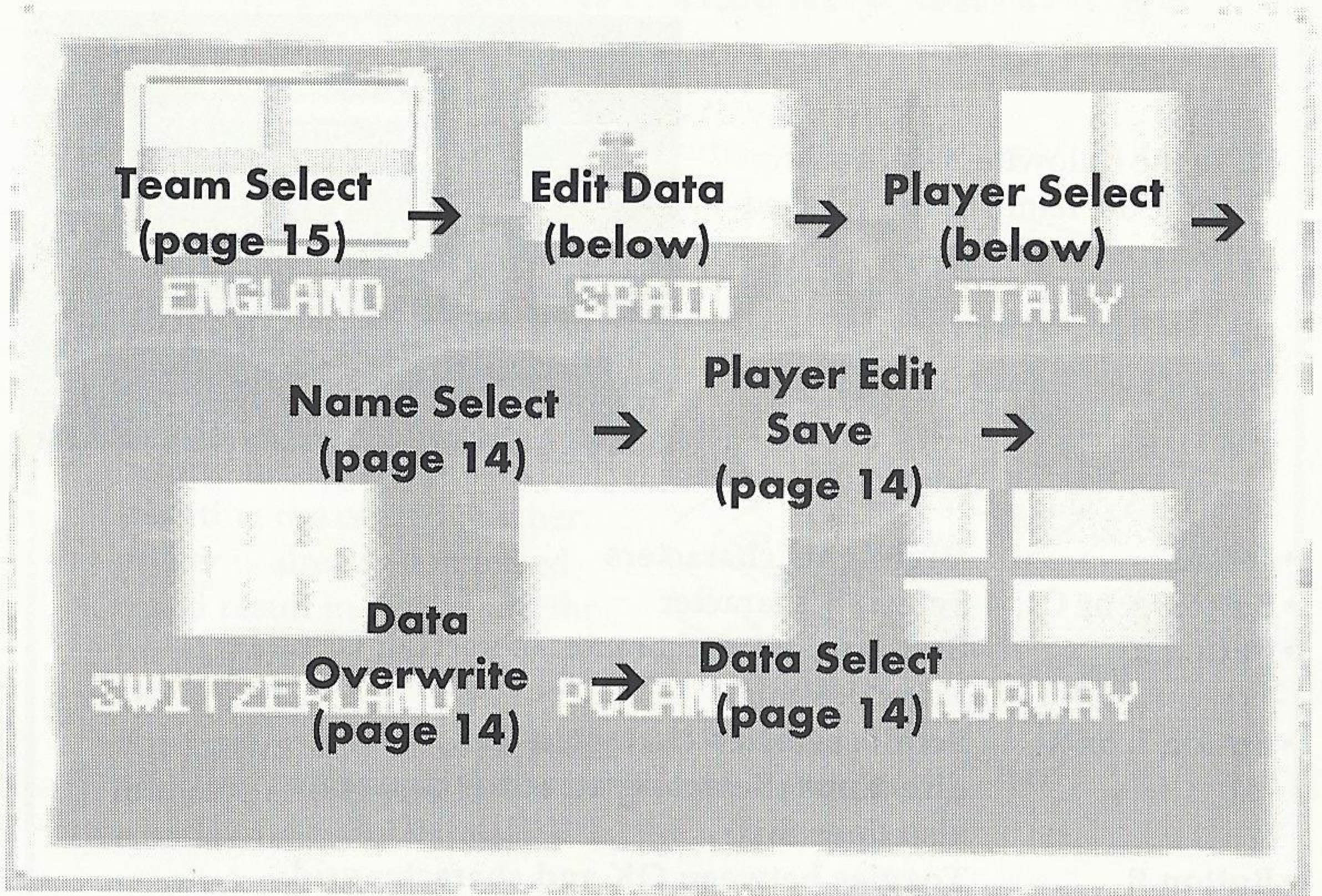
Penalty Shoot Out



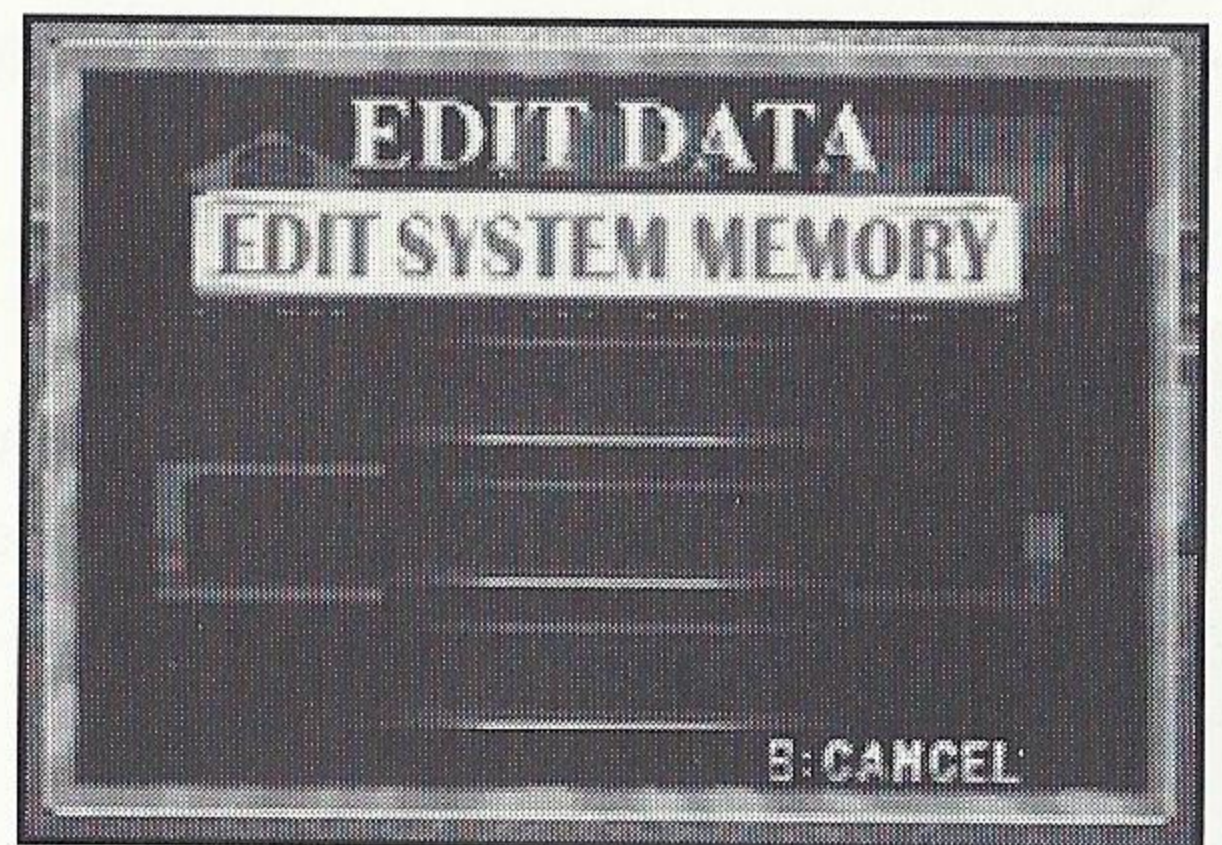
In Penalty Shoot Out each side is given five attempts to kick the ball into the goal. The team that scores the most wins. If the score is still tied after the attempts are made, a “sudden death” round of one kick is added. Rounds are added until only one team scores.

See Penalty Kick on page 27 in the Game Play! section for info on moving kickers and goalies during penalty kicks.

Player Edit



After the Team Select screen the Edit Data screen appears. Use the edit options to edit either system or cartridge data. Once you have stored data you can use the delete options to delete data and restore default data, if desired. Press the D-Pad UP or DOWN to highlight and Button A or C to select.



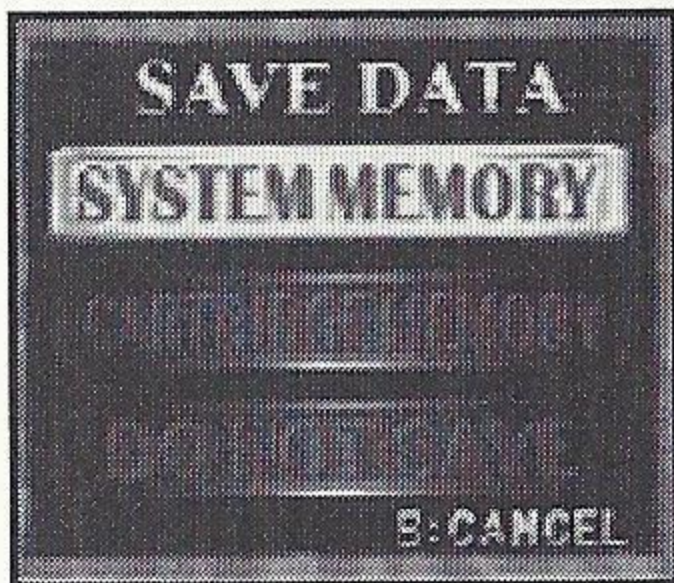
Select the name of the player to be edited. Highlight the name and press Button A, C, X or Z.

Use the following instructions to edit the name of the selected player:

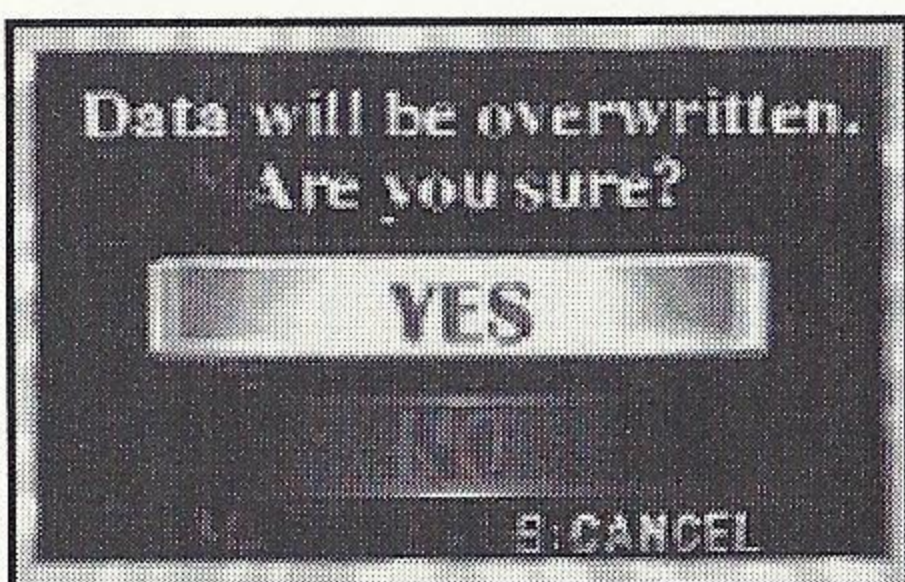


- D-Pad Highlights characters
- Button A or C Selects a character
- Button Z Erases selected character (selecting DELETE also does this)
- Button L or R Scrolls selected characters in those directions (Selecting an arrow character also does this)
- Button B Toggles between OK and character grid

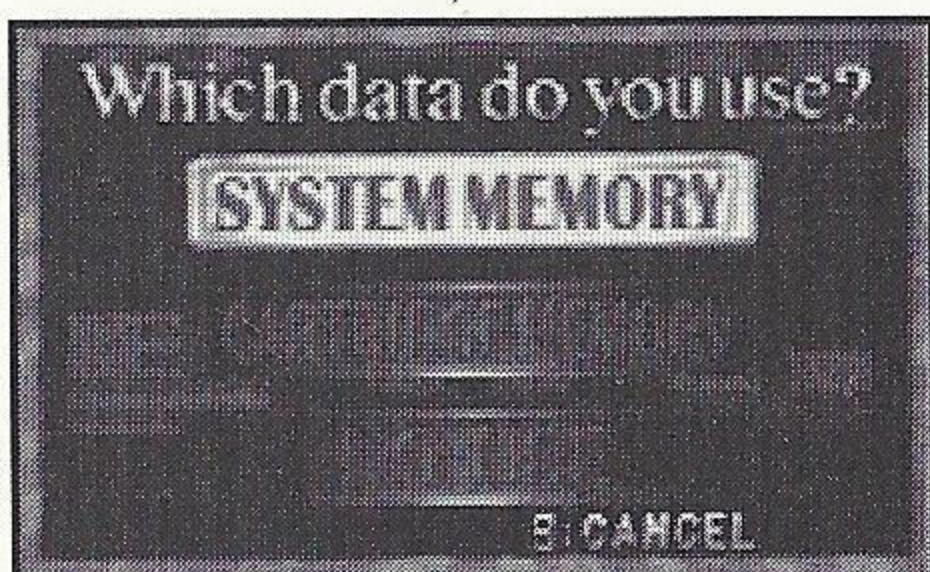
When finished highlight OK and press Button A, C, X or Z to select. Selecting CANCEL deletes the new data. Change the data as many times as desired.



When you press Button B on the Player Edit screen and are prompted where to store the data, highlight and select Button A or C.



The second time you change a player's name you are asked to confirm the data overwrite. Highlight and press Button A or C to select.



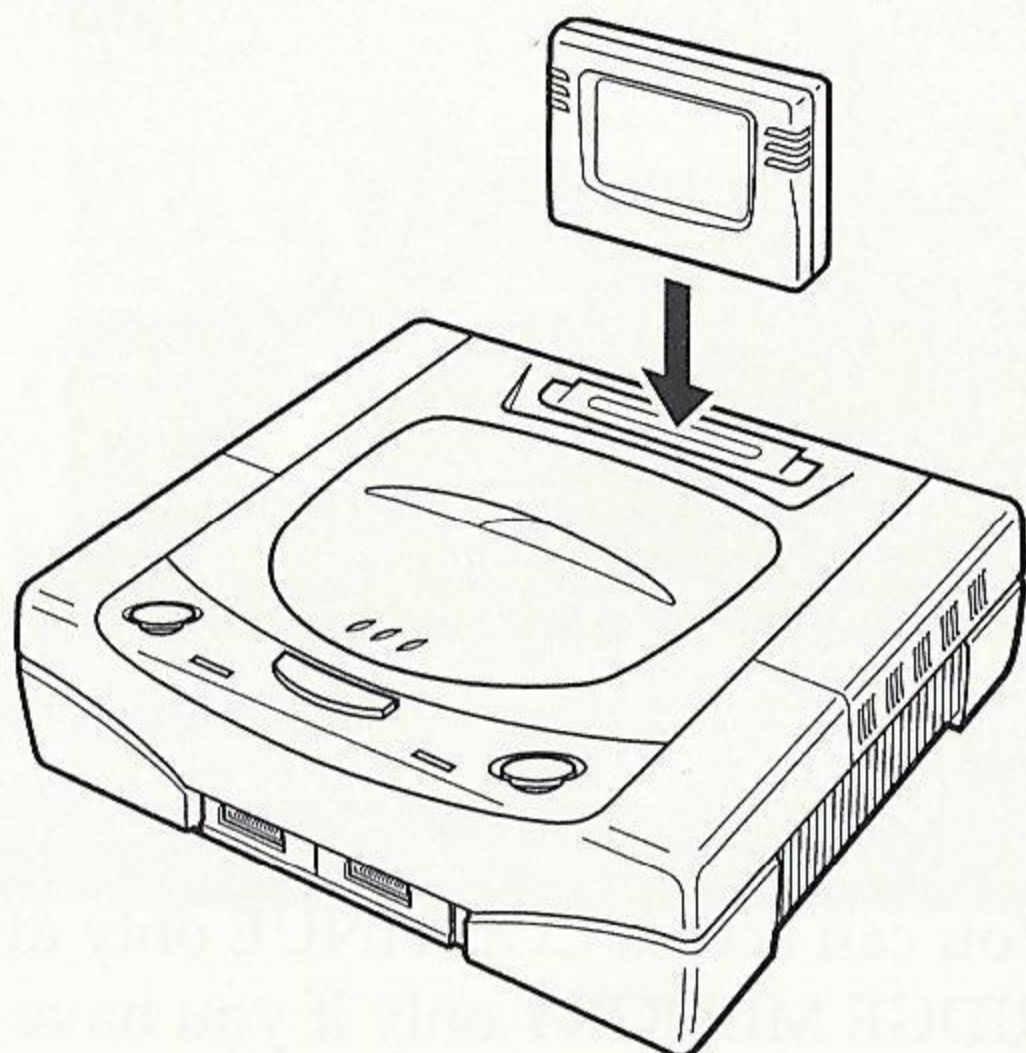
Before exiting the Player Edit mode select the type of data to be used. Highlight and press Button A or C to select.

The Sega Saturn Backup Cartridge

You can save game data to the internal RAM of the Sega Saturn or to a Sega Saturn Backup cartridge.

If you are using a backup cartridge be sure to have it inserted in the Sega Saturn before turning the power ON. Inserting the cartridge when power is already connected could result in damage to the cartridge.

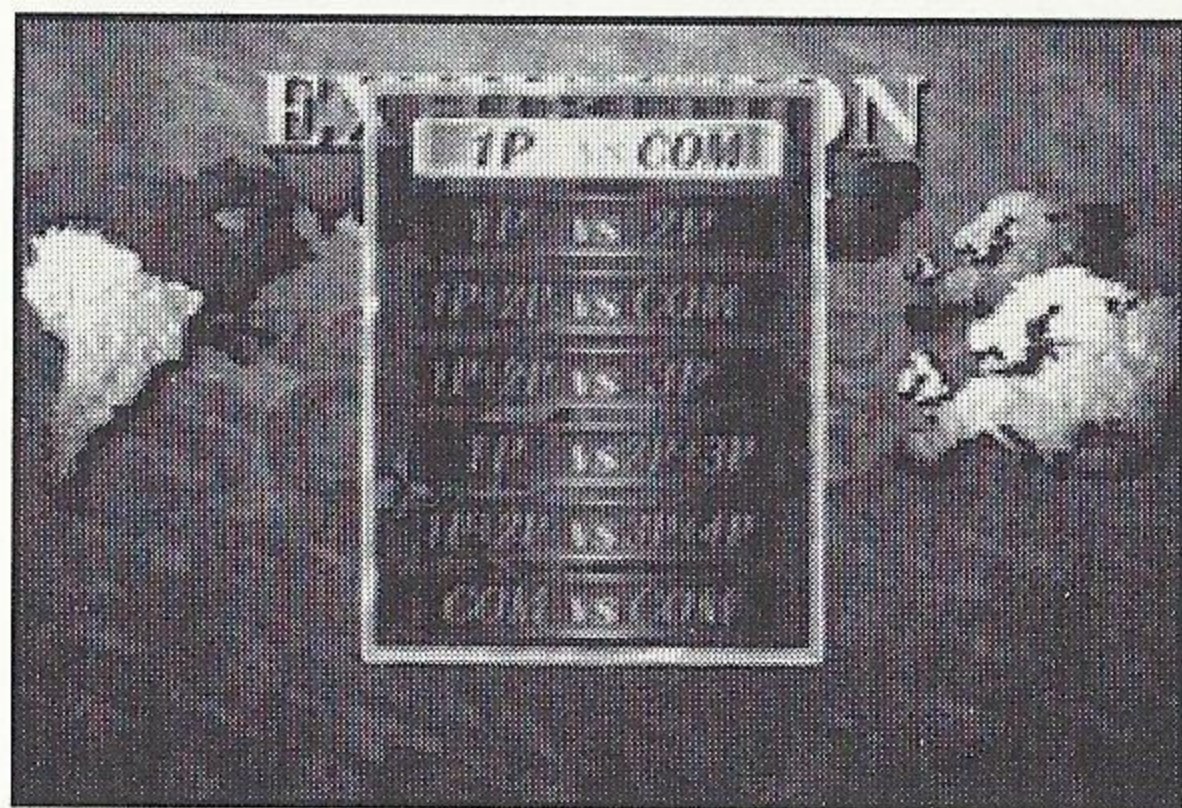
For further instructions on use and care of the Backup cartridge refer to the user's manual.



Select Screens

Play Type

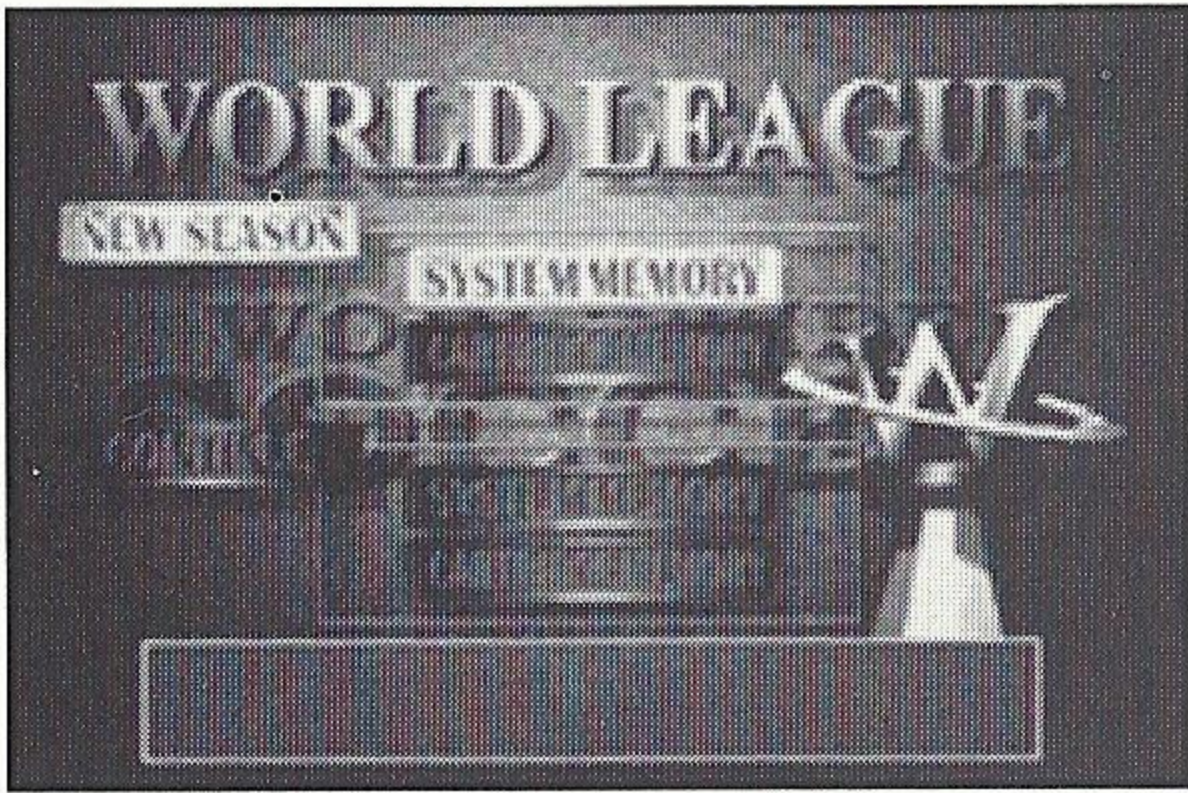
(Exhibition and Penalty Shoot Out modes)



Select the type of game you play for the mode. Make sure a control is plugged into Control Port 2 for two-player games. You can access multiple-player games through use of a 6Player Multiplayer Adaptor (page 8). Press the D-Pad UP or DOWN to highlight and Button A or C or Start to select.

Season Select

(World League and Worldwide Cup modes)



From this screen choose to either start a NEW SEASON or CONTINUE one in progress. Press the D-Pad UP or DOWN to highlight and press Button A, C, X, Z or Start to select.

Next select to store the game data in the SYSTEM MEMORY (internal RAM) or the CARTRIDGE MEMORY (Saturn Backup cartridge). Select as you did above for the season.

Note: You can access CONTINUE only after you have started a season, and CARTRIDGE MEMORY only if you have a Saturn Backup inserted.

Team Select

(All play modes and Player Edit mode)

Select the team you will guide to victory! For all play modes against the computer except Worldwide Cup you also select your opponents. For multiple-player games sides select their own teams.



Press Button R or L to scroll through the regions of the world. When a region is highlighted the teams of the region appear. Press the D-Pad to highlight a team. Should you wish to review team skill levels, press Button X or Z. After reviewing, return to the main Team Select screen by pressing Button B, X or Z.

Press Button A or C to select the highlighted team. Press Button B to cancel your selection.

Game Setup

(Exhibition and Penalty Shoot Out modes)

In Game Setup choose where and under what conditions you play.

On the main screen press the D-Button UP or DOWN to highlight and press Button A, C, X, Z or Start to select.



GAME START
STADIUM
ENVIRONMENT
HANDICAP

Heads right to the pitch
allows you to select where you battle
allows you to select the conditions
offers several team skill levels for selection
(non-computer play only).

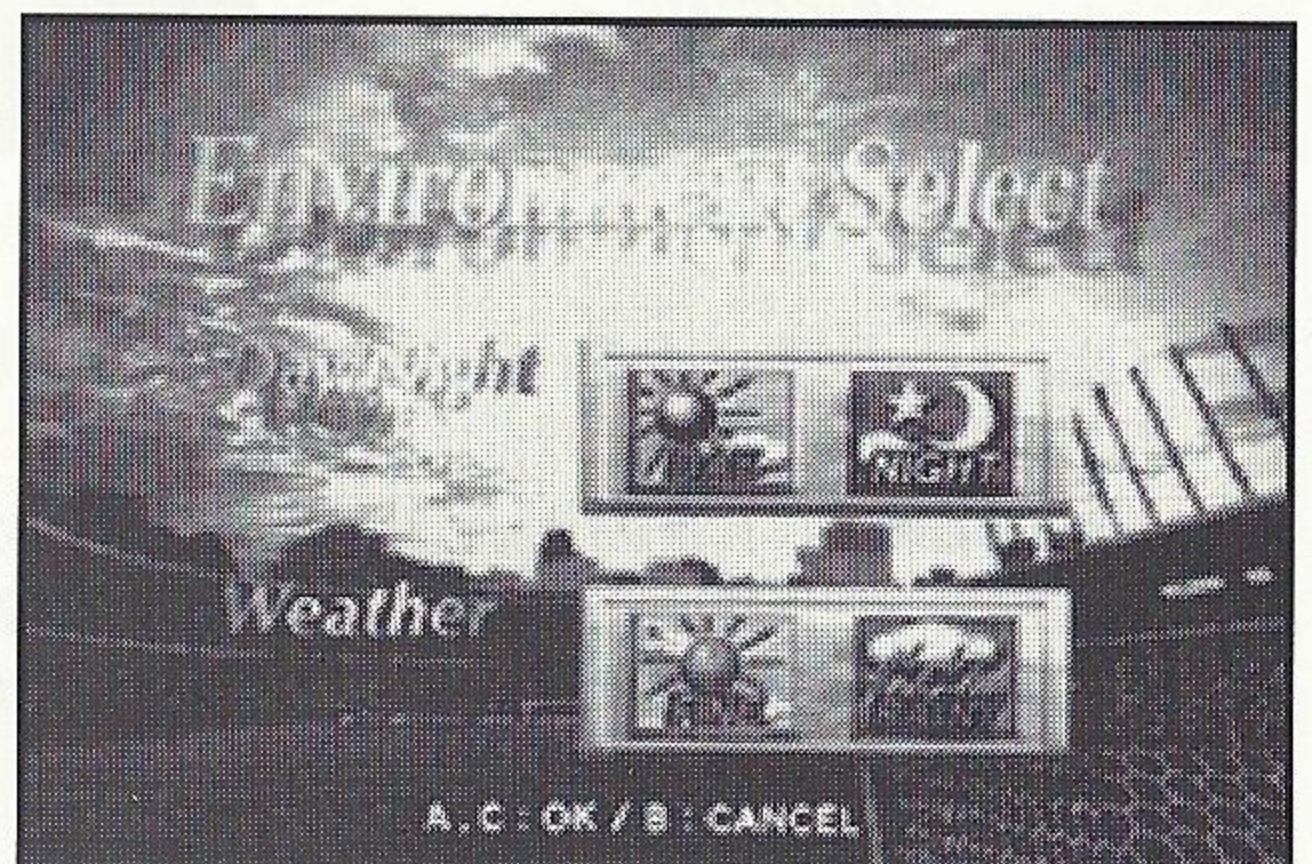


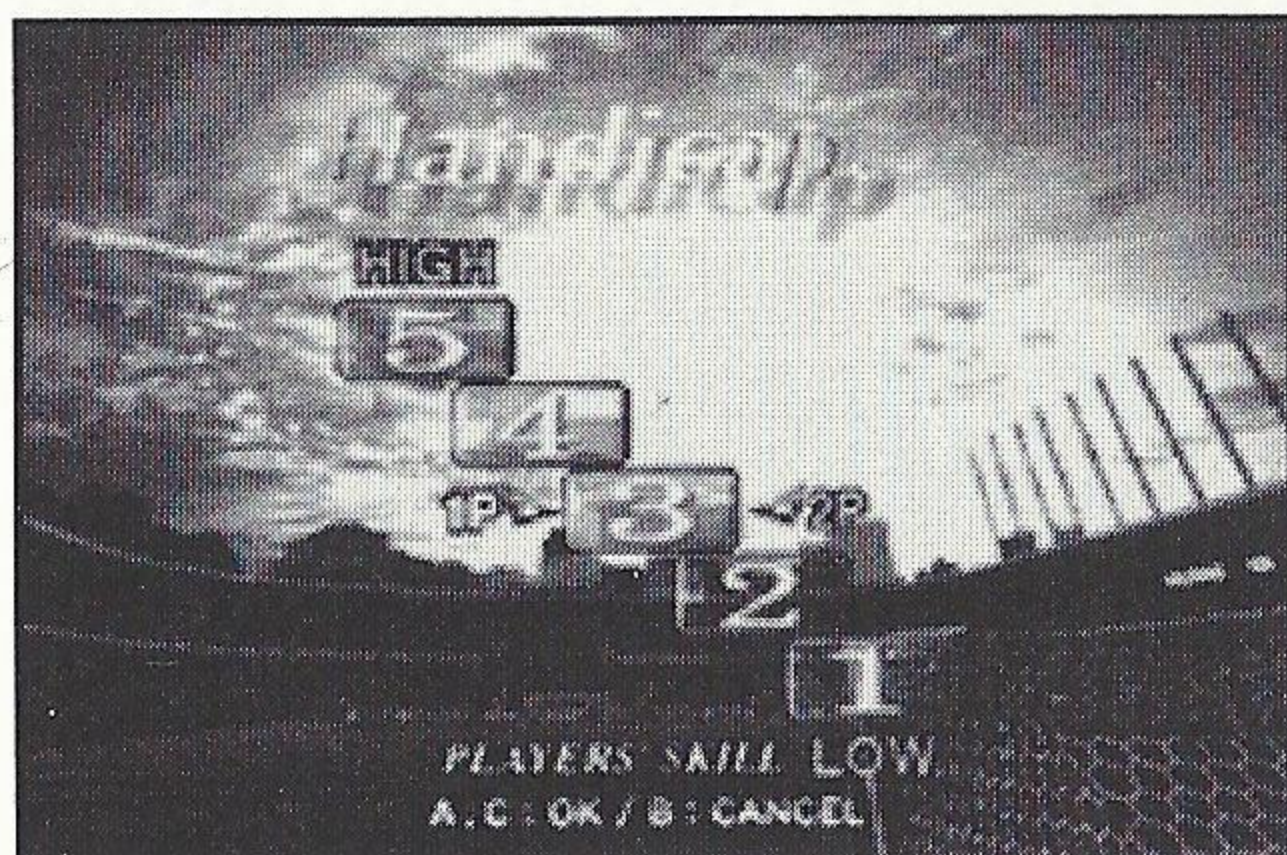
Stadium Select

Press the D-Button LEFT or RIGHT to highlight and press Button A, C, X or Z to select the arena.

Environment Select

Press the D-Pad UP or DOWN to highlight DAY/NIGHT or WEATHER. Press the D-Pad LEFT or RIGHT to change the setting. You can play in the day or at night, and in rainy or fine weather. When finished press Button A, C, X or Z to confirm.





Handicap

Beginners need not fear playing veterans any longer! Even the chances of winning with this feature.

Press the D-Pad UP or DOWN to set the overall skill level of your team. Five settings are available, from LOW to HIGH. Both sides choose a level. Press Button A, C, X or Z to confirm.

Match Confirm

(All play modes)

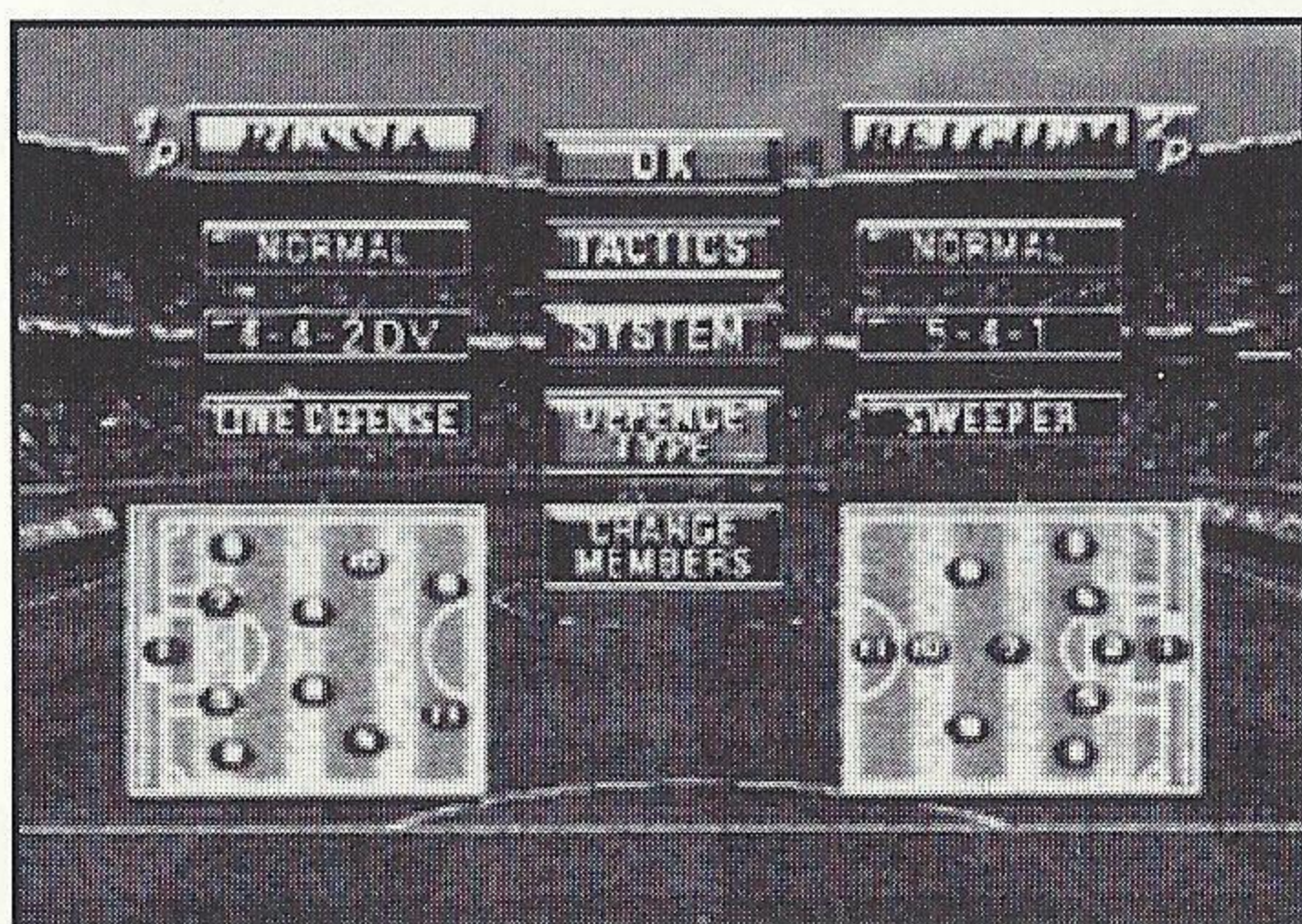
The names and the flags of the two teams ready to go head-to-head are displayed on this screen. Press Button A, C, X, Z or Start to confirm.

Changing the Strategy

The Strategy screen is a coach's best friend. Use it to make changes to your team's setup before and during the game.

Main screen

Displayed are the option default settings for both teams and the strategy options. Press the D-Pad UP or DOWN to highlight and press Button A or C to select the options listed below.



OK
TACTICS
SYSTEM
DEFENSE
CHANGE MEMBERS
OPPONENT MEMBERS

Go straight to the kickoff
Set overall team playing style
Select team play formation
Select team defense formation
Substitute members of your team
Review the enemy lineup

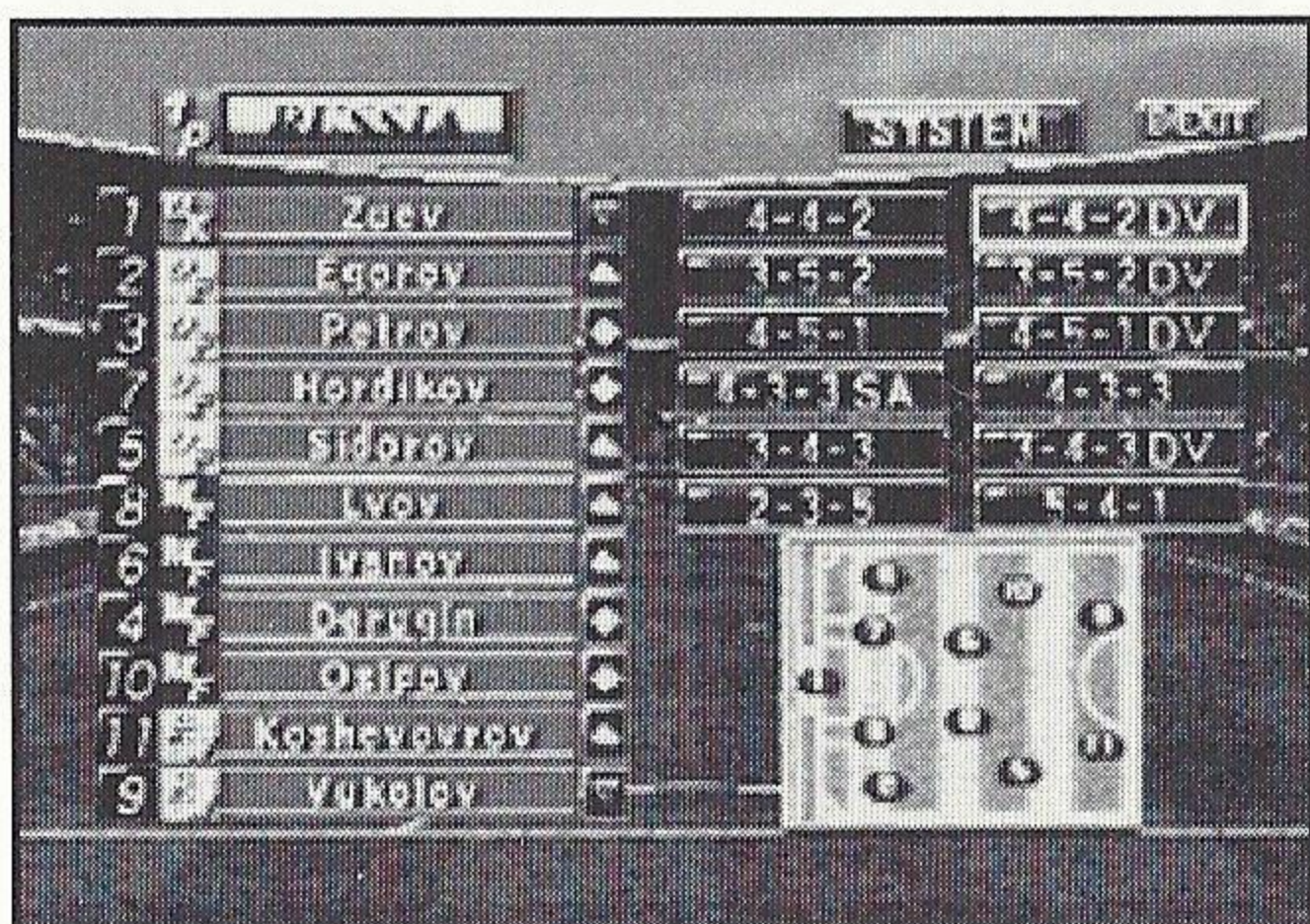
Tactics

Press the D-Pad to highlight and press Button A or C to select your team's playing style. Choose from the following:

NORMAL
OFFENSIVE
DEFENSIVE
COUNTERATTACK

RIGHT SIDE UP
LEFT SIDE UP
CENTER UP

System



Position the players on the field with this option. Refer to the chart below to help you make decisions. While scrolling through the formations available (by pressing the D-Pad) you can see the formation of your team change. Press Button A or C to select the formation.

System	Defensive Strength	Midfield Strength	Forward Line Strength
4-4-2	Solid	Solid	Light
3-5-2	Moderate	Solid	Light
4-5-1	Solid	Solid	Light
4-3-3 SA	Solid	Moderate	Moderate
3-4-3	Moderate	Solid	Moderate
2-3-5	Light	Moderate	Solid
4-4-2 DV	Solid	Solid	Light
3-5-2 DV	Moderate	Solid	Light
4-5-1 DV	Solid	Solid	Light
4-3-3	Solid	Moderate	Moderate
3-4-3 DV	Moderate	Solid	Moderate
5-4-1	Solid	Solid	Light

"DV" formations are especially useful for play up the sides of the pitch.

"SA" denotes "South American" style. The 4-3-3 SA formation is a favorite among many South American teams.

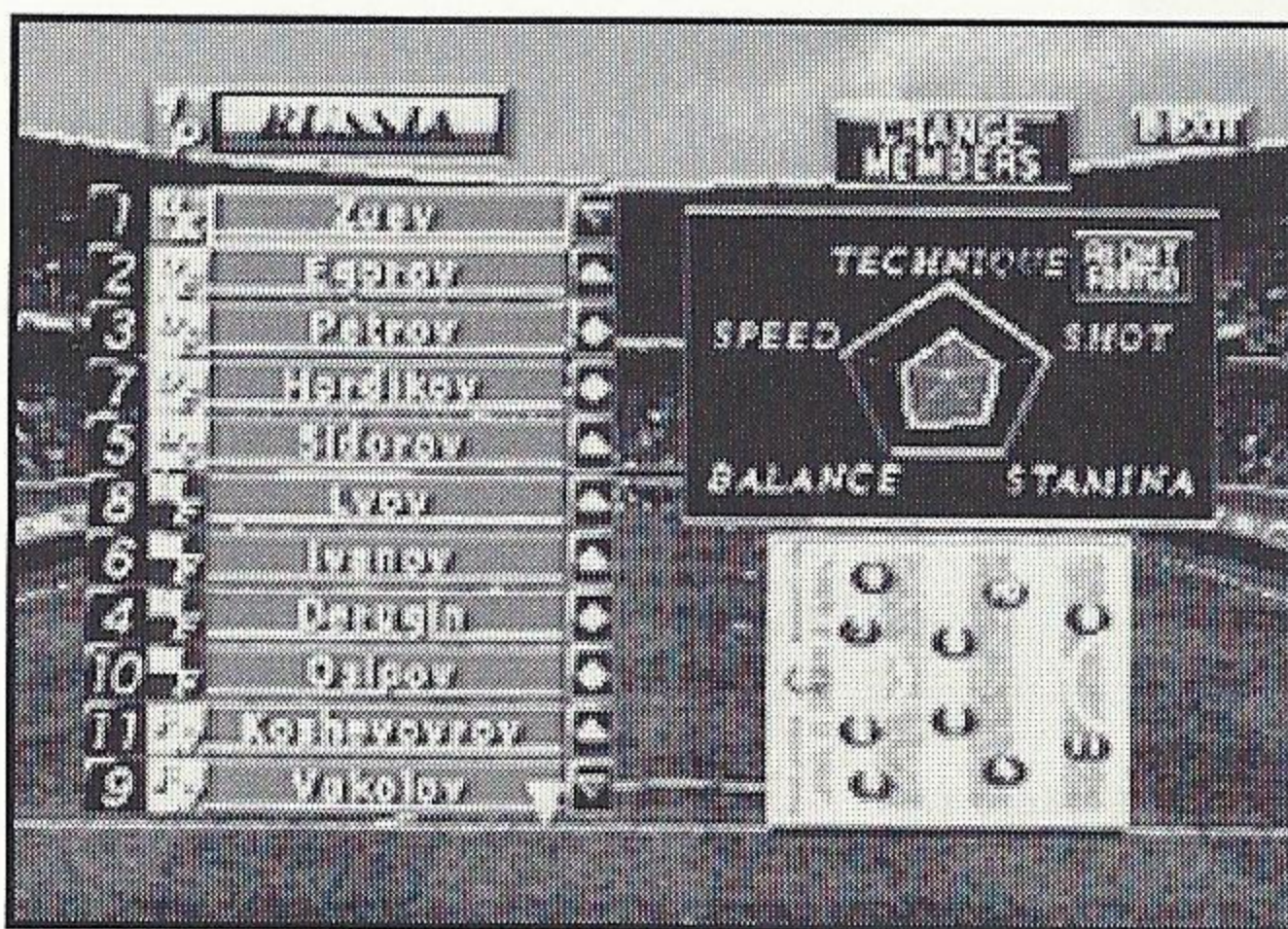
Defense Type

Choose either LINE DEFENSE or SWEEPER style for your defense type. Highlight and press Button A or C to select.

Change Members

Need to substitute a player? Use this option to change the starting lineup before the game or bring a player in during the game. The players bio-rhythms change and are located to the right of their names and represent the following:

RED TRIANGLE	is a great player
ORANGE TRIANGLE	is a good player
YELLOW DIAMOND	is an OK player
GREEN TRIANGLE	is a not so hot player
BLUE TRIANGLE	is a bad player



Press the D-Pad UP or DOWN to highlight the player to be replaced and press Button A or C to select. The names of eligible substitutes are listed. Press the D-Pad UP or DOWN to scroll through the list of substitutes. Refer to the Player Skills Chart and Player Position Indicator on the screen to help you make the selection. Press Button A or C to select.

Opponent Members

You can't change the lineup of the opposing team, but you can check to see who is on the team and what skills they possess. Press the D-Pad UP or DOWN to scroll through the list. Refer to the Player Skills Chart and Player Position Indicator on the screen. This screen appears in human vs. computer games.

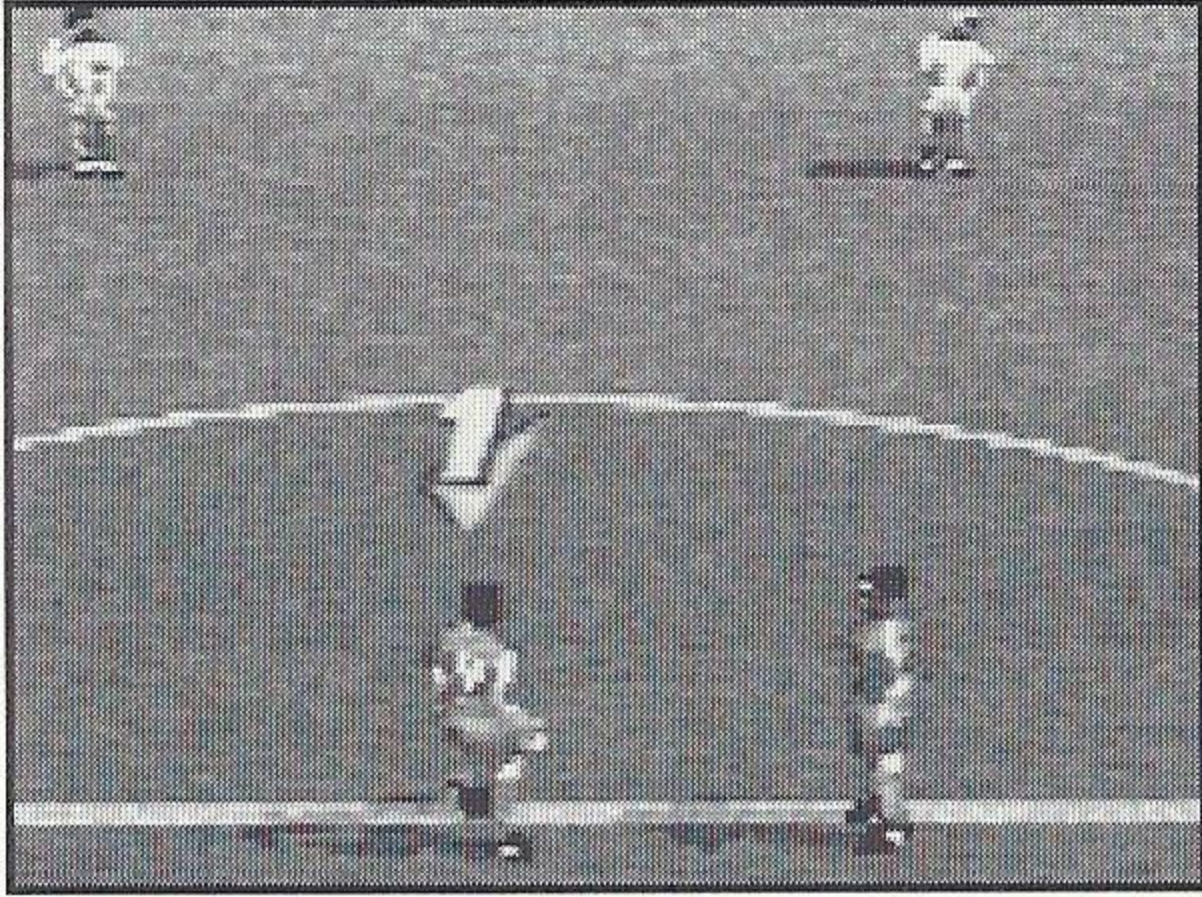


From Option to Option...

There are two ways you can advance through the Strategy screen options. One way is to select an option, press Button B to return to the main Strategy screen, and select the next option. Alternatively, you can press Button L or R in any of the option screens to scroll through them.

Game Play!

Kickoff



Get the ball rolling by pressing Button B. Try out the moves listed on the next few pages and you'll soon be scoring!

The match is divided into two halves. The team which has scored more goals for the match when time runs out in the second half is declared the winner.

Should regulation time expire with a tie score, the match is then declared a draw, an extra period is played, or a Penalty Shoot Out ensues. Refer to the Extra Time and Shoot Out options graph below for what happens next.

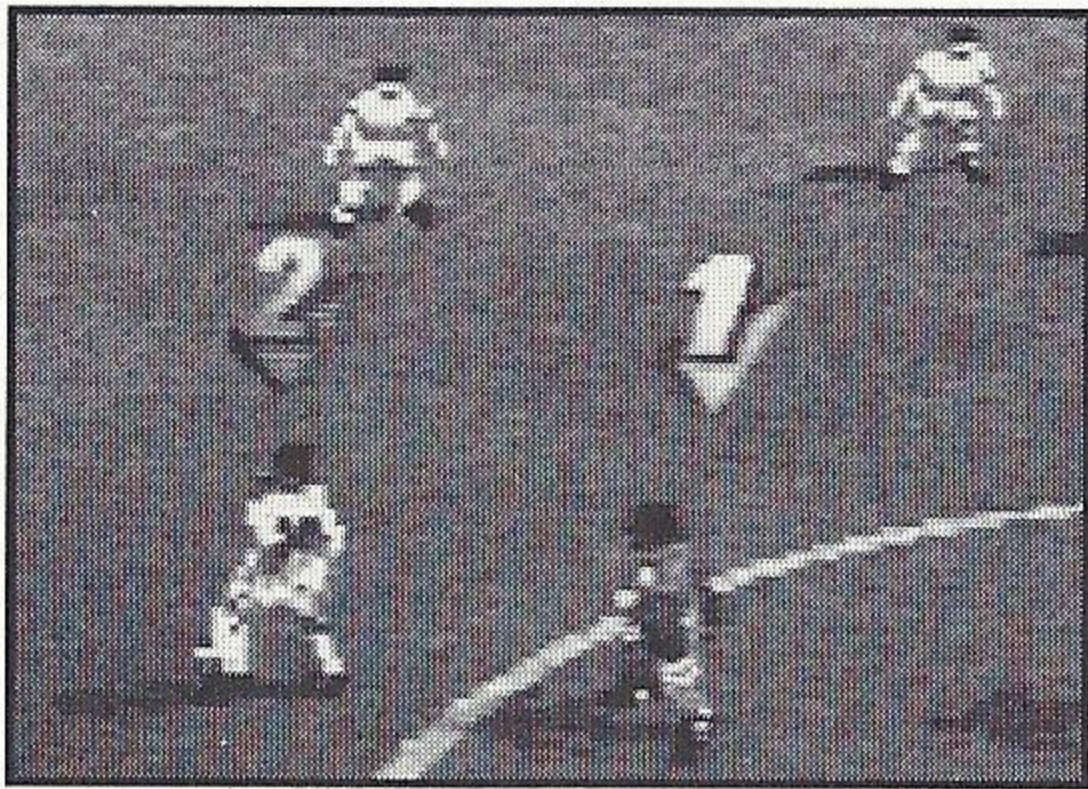
If...

Then...

Extra Time is set to OFF and Shoot Out is set to OFF	the game ends in a draw.
Extra Time is set to OFF and Shoot Out is set to ON	a Penalty Shoot Out ensues.
Extra Time is set to ON and Shoot Out is set to ON	a period of overtime is played. If the score is still tied then another period is played. In the event the score is still tied a Penalty Shoot Out ensues.
Extra Time is set to ON and Shoot Out is set to OFF	a period of overtime is played. If the score is still tied then another period is played. In the event the score is still tied the game ends in a draw.

For more on the Extra Time and Shoot Out options see the Options screen (pages 6-7).

Changing the Player Marker



The Player Marker indicates the player you are currently controlling. Your player closest to the ball is highlighted.

If the Marker option (page 6) is set to Auto, the Player Marker moves to another player if the other player is closer to the ball than the highlighted player.

For a greater challenge, set the Marker option to Manual. Press Button R to move the Player Marker to the next closest player to the ball.

Professional Fouls

Your player is penalized for "dangerous play". Take care when slide tackling from behind and the sides, or your player risks warning or even dismissal from the game.

There are three levels of severity for penalties. In all three cases the fouled player is awarded a Free Kick.

Free Kick

The fouled player is awarded a Free Kick only.

Yellow Card

The offending player is warned. If the same player receives another Yellow Card he is dismissed from the game and can not be replaced.

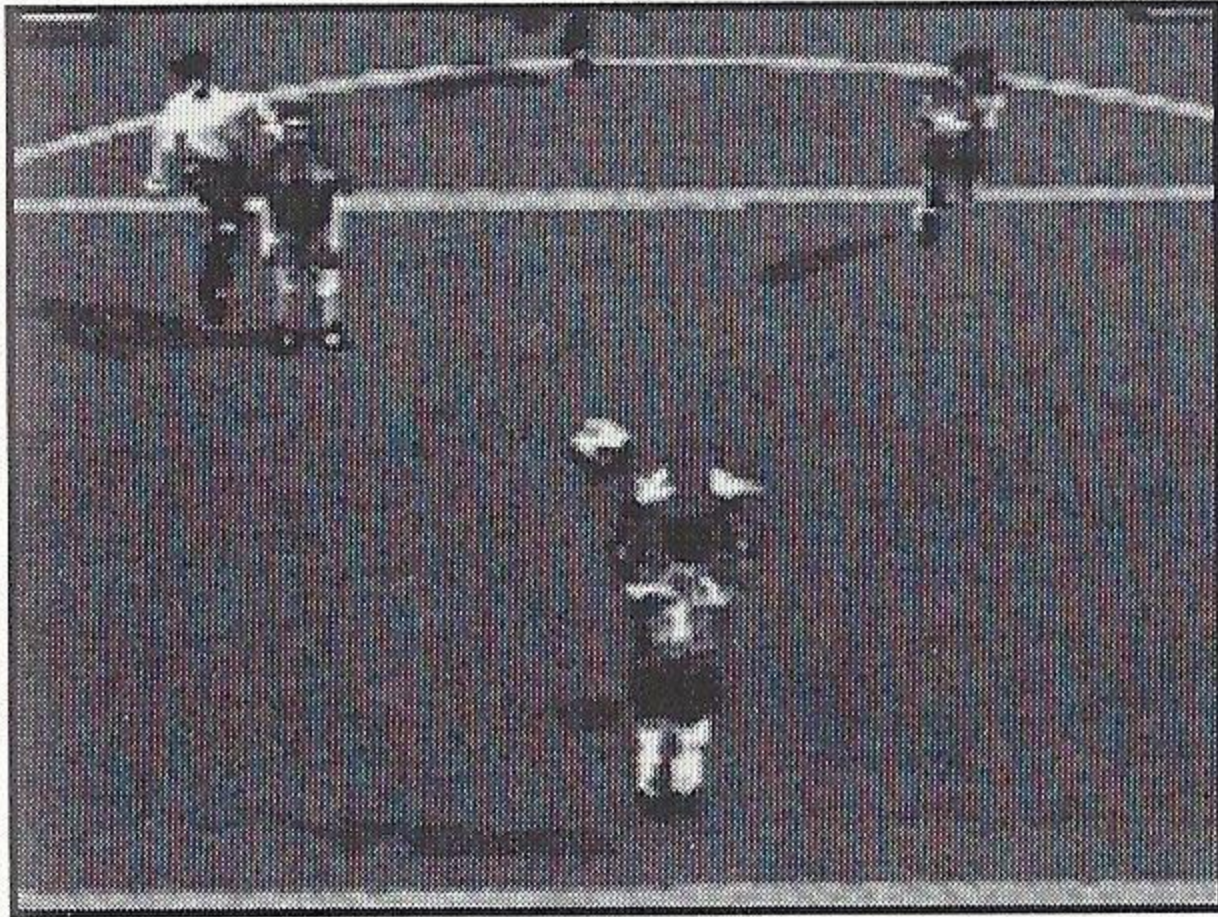
Red Card

The offending player is immediately sent to the bench and can not be replaced.

Mastering the Moves

Use this section as a reference when trying out the player moves. After you practice a few of the moves you'll be able to build a deadly arsenal of kicks and other maneuvers guaranteed to send your opponent reeling!

Kicks



Shot on Goal

There are two types of shots you can make on goal: the long shot and the grounder. The long shot is a strong kick useful from inside and outside the penalty box. The grounder is a softer shot, but you might catch your opponent unaware if your opponent is expecting the long shot. Use the grounder at close range.

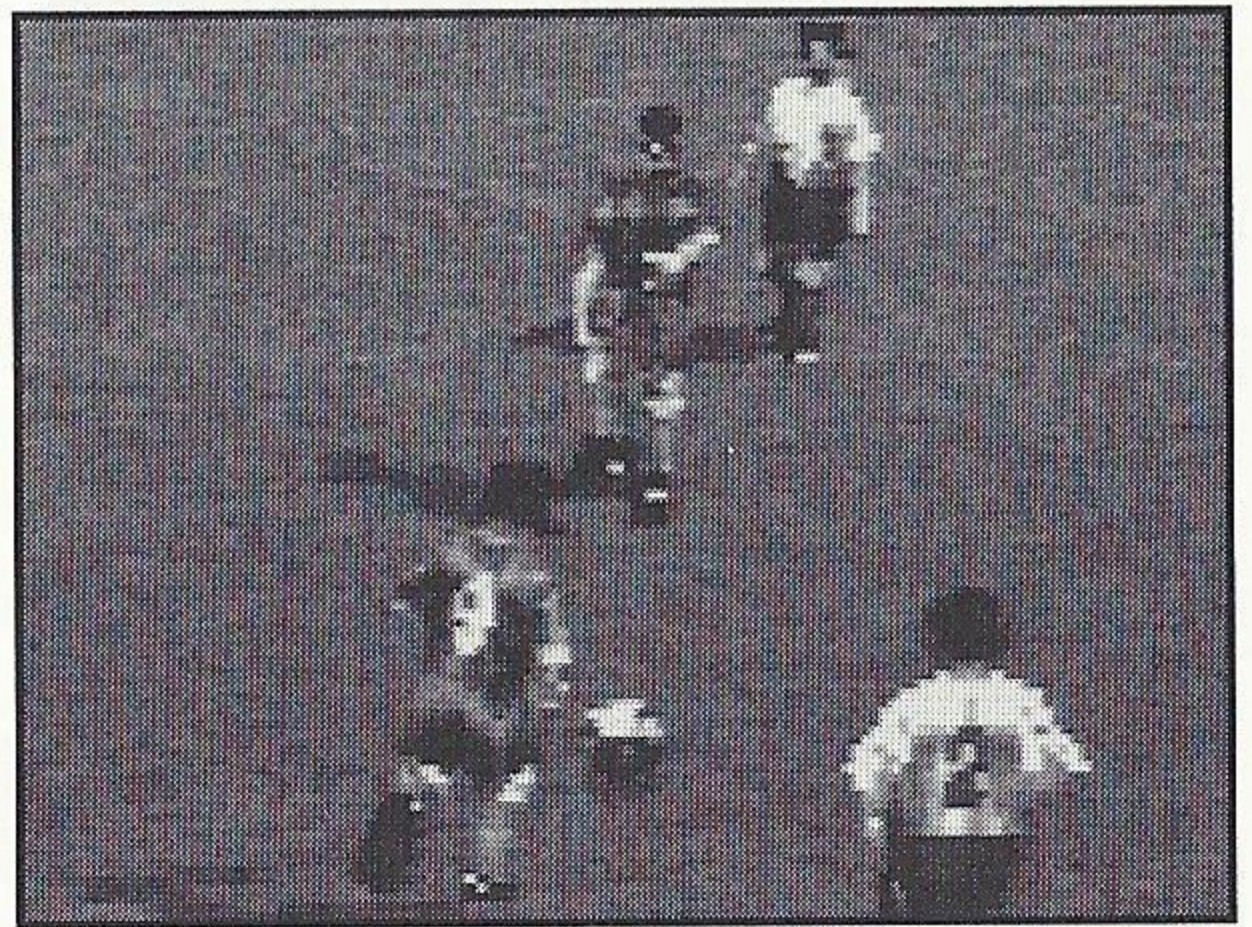
Press:

Button A for the long shot
Button A twice quickly for the grounder

Pass

The pass travels on the ground a short distance.

Press the D-Pad to set the direction, then **Button B** for the pass.

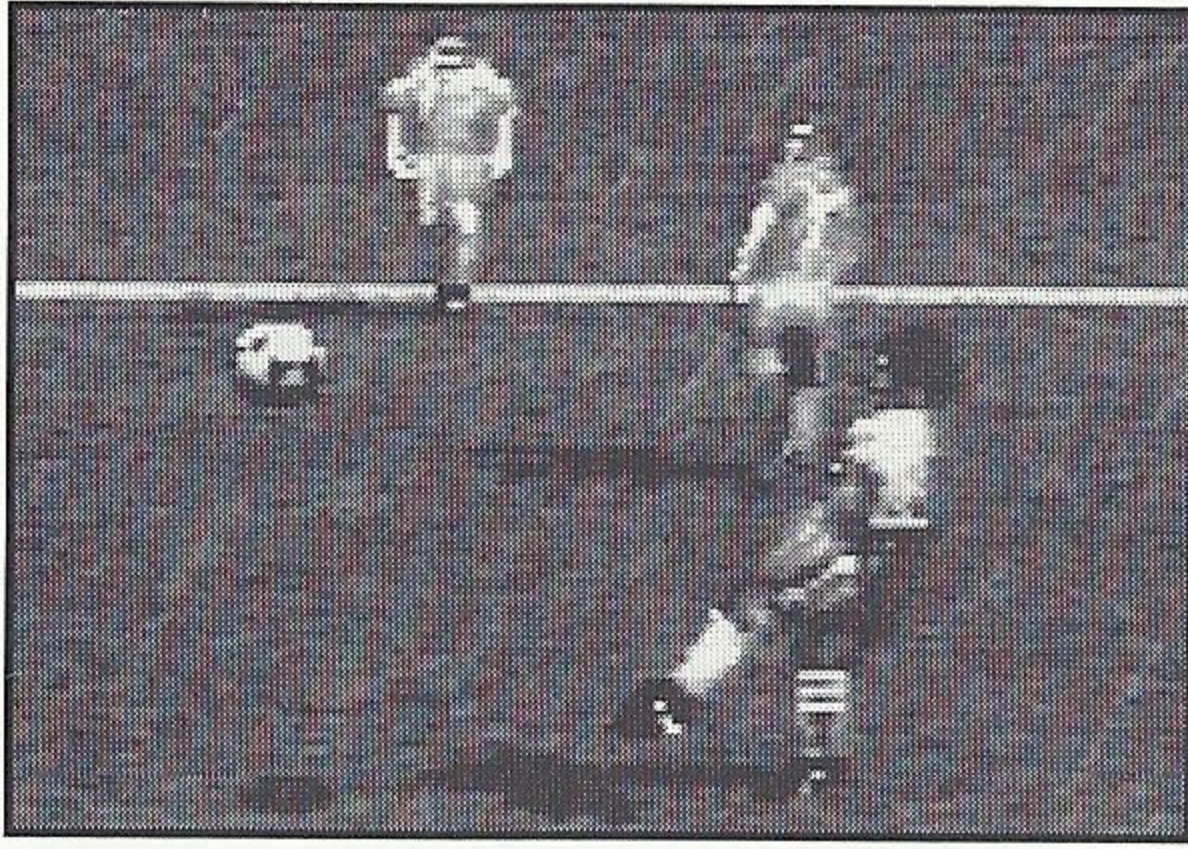


Lob

Send a high, slow shot in the direction of your choosing. It won't travel as far as when you clear the ball, but you can direct this kick.

Press the D-Pad to set the direction, then **Button C**.





Chip Kick

Send the ball just over the head of a surprised defender to land at the feet of your teammate.

Press the D-Pad to set the direction, then Button C twice quickly.

Clearing

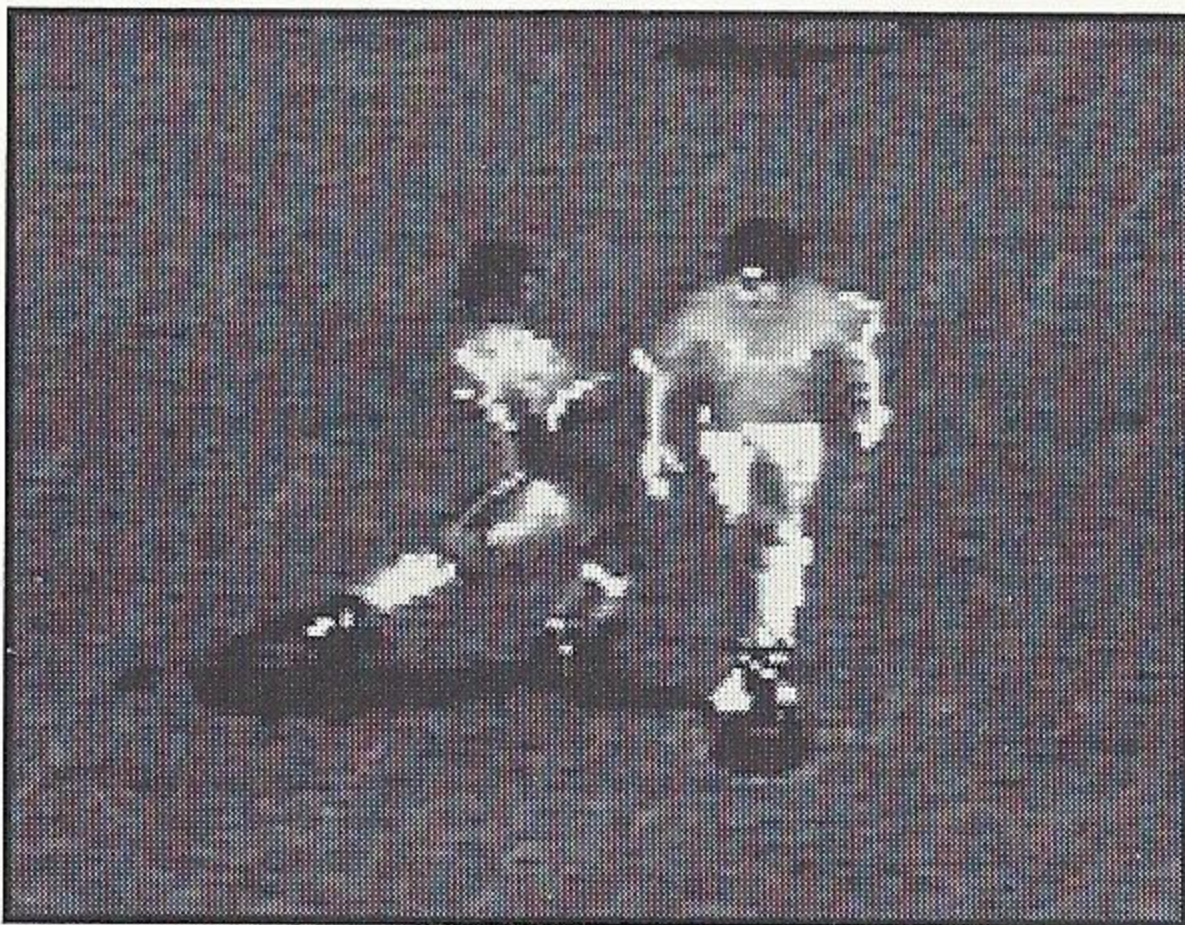
This is a helpful kick when you need to get the ball upfield in a hurry.

You can not direct the ball but it will travel a good distance. This kick is also useful for getting the ball out of dangerous places quickly (i.e., in front of your own goal).

Press Button A.



On Defense



Slide Tackling

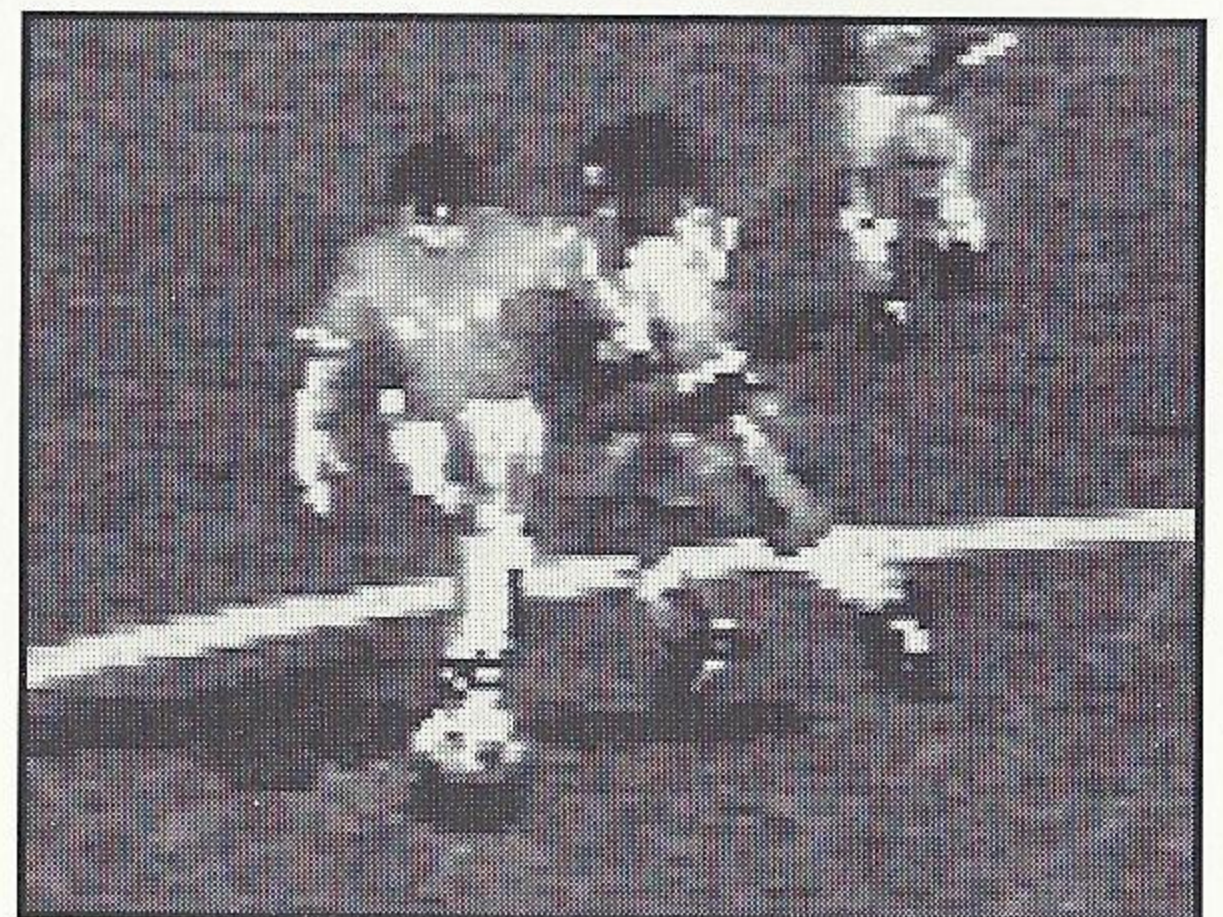
Few things are more satisfying than performing a clean tackle and getting the ball back from your opponent. But nothing will get you in more trouble than performing a bad tackle. Perform at your own risk!

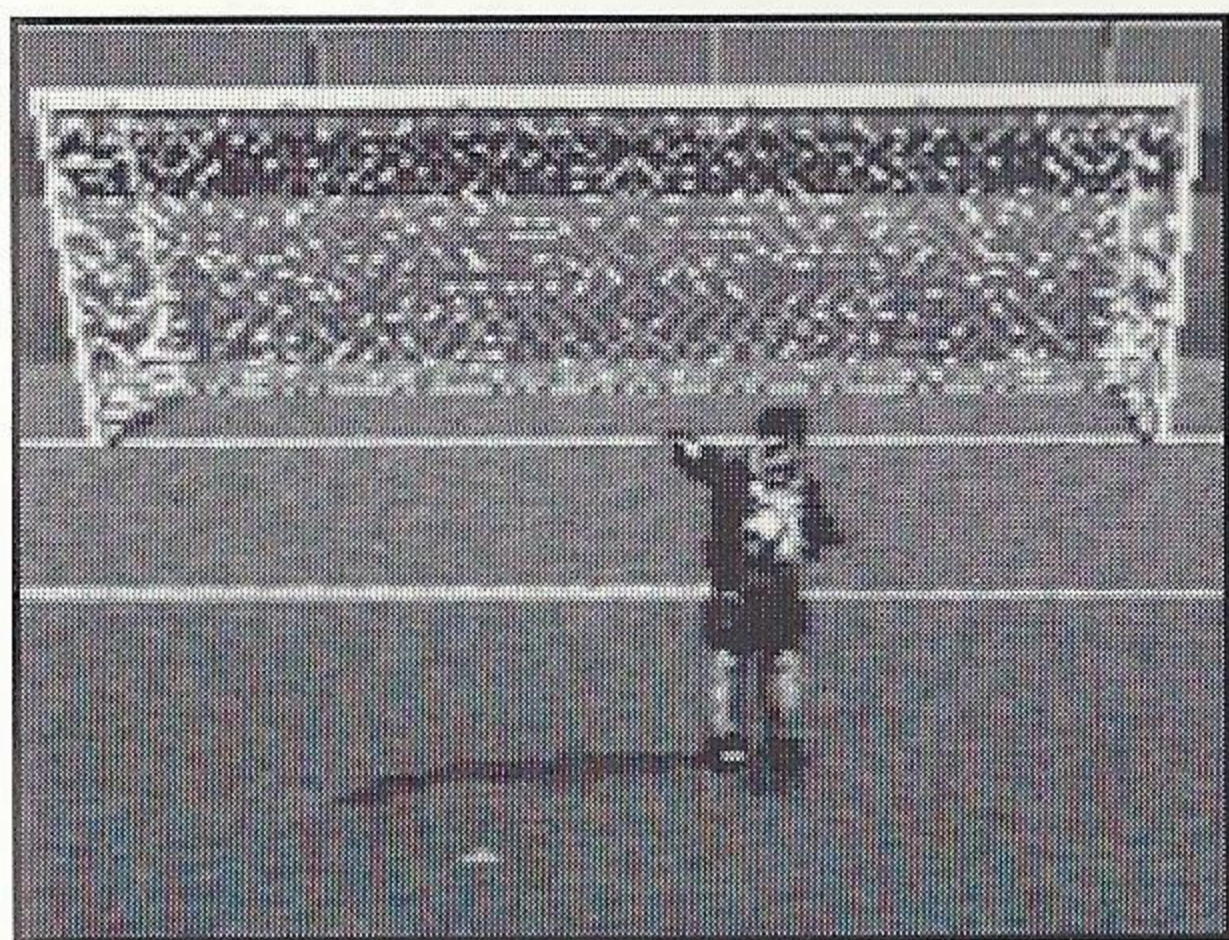
Press the D-Pad to set the direction, then Button A.

Shoulder Charge

Another way to get the ball back is to give your opponent the cold shoulder. You can still get called for rough play but the risk is less. Unfortunately, so is the chance for success. However, all in all it's a useful maneuver.

Press the D-Pad to set the direction, then Button B.





Keeper

Throughout the match your keeper automatically responds to game action. However you might want to take control of the keeper at times, as your keeper responds faster under manual control.

For manual control of the keeper press Button X when the keeper appears on the game screen. Press the D-Pad to move the keeper.

Whether you use Button X or not, when the keeper holds the ball you have manual control. You can then:

Pass or throw to the nearest teammate by pressing Button B
Kick long by pressing Button A

Note: When the keeper dribbles the ball you perform kicks as you do with other players.

Defensive Formation

There are three types of defensive formations your team can assume during play. All it takes is a simple press of the button to execute any of the three.

Pressing

Several of your players crowd the opposing player currently dribbling the ball.

Press Button Y to execute this action.

Man-to-Man

Each of your players finds an opposing player to guard.

Press Button Y and Z simultaneously for this tactic.

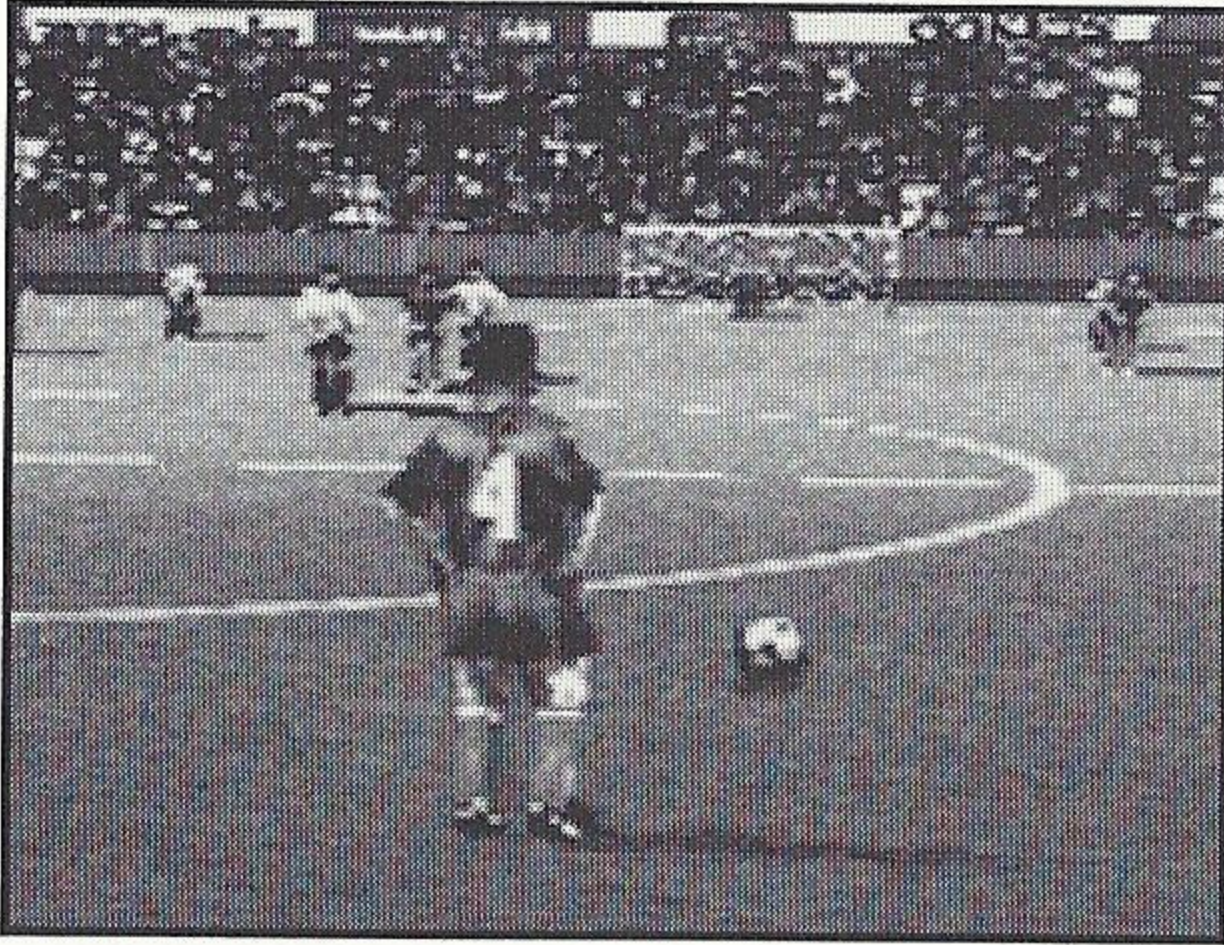
Offside Trap

Rob your opponent of a drive to your goal with this move.

End result: a Free Kick for you!

Press Button Z to bring your entire defense past the opposing forward line.

Specialty Moves



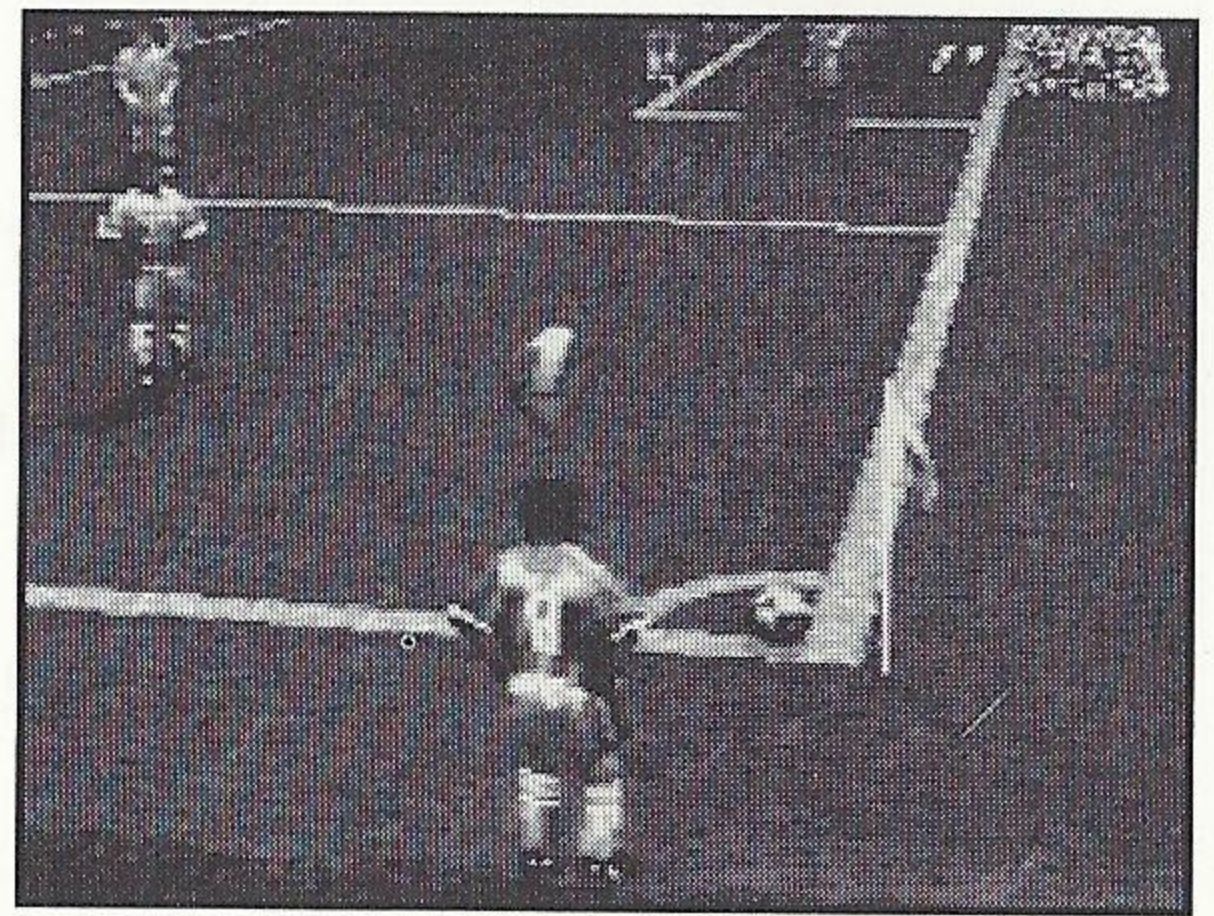
Free Kick

Your team is awarded one of these if your opponent is guilty of fouling or offsidés.

Press the D-Pad to set the direction of the kick, then Button A for a long kick or shot on goal or Button B for a short kick.

Corner Kick

In the event your opponent kicks the ball past his own goal line you are awarded a Corner Kick. Press the D-Pad to set the direction of the kick.



Press:

Button A for a low, fast kick to the opponent's goal area

Button B for a pass to the nearest player

Button C for a lob to the opponent's goal area

Goal Kick

If one of your opponent's players sends the ball past your goal line, you are awarded a goal kick. Your keeper takes the kick.



Press the D-Pad to set the direction for the ball, then press:

Button B for a short kick to the nearest player

Button C for a long kick upfield

Run Fast

Make your highlighted player sprint by pressing Button L. This is a great move to use when on the offensive.

Penalty Kick

If a player is fouled in the opponent's penalty area, the player is awarded a Penalty Kick.



Taking the Shot

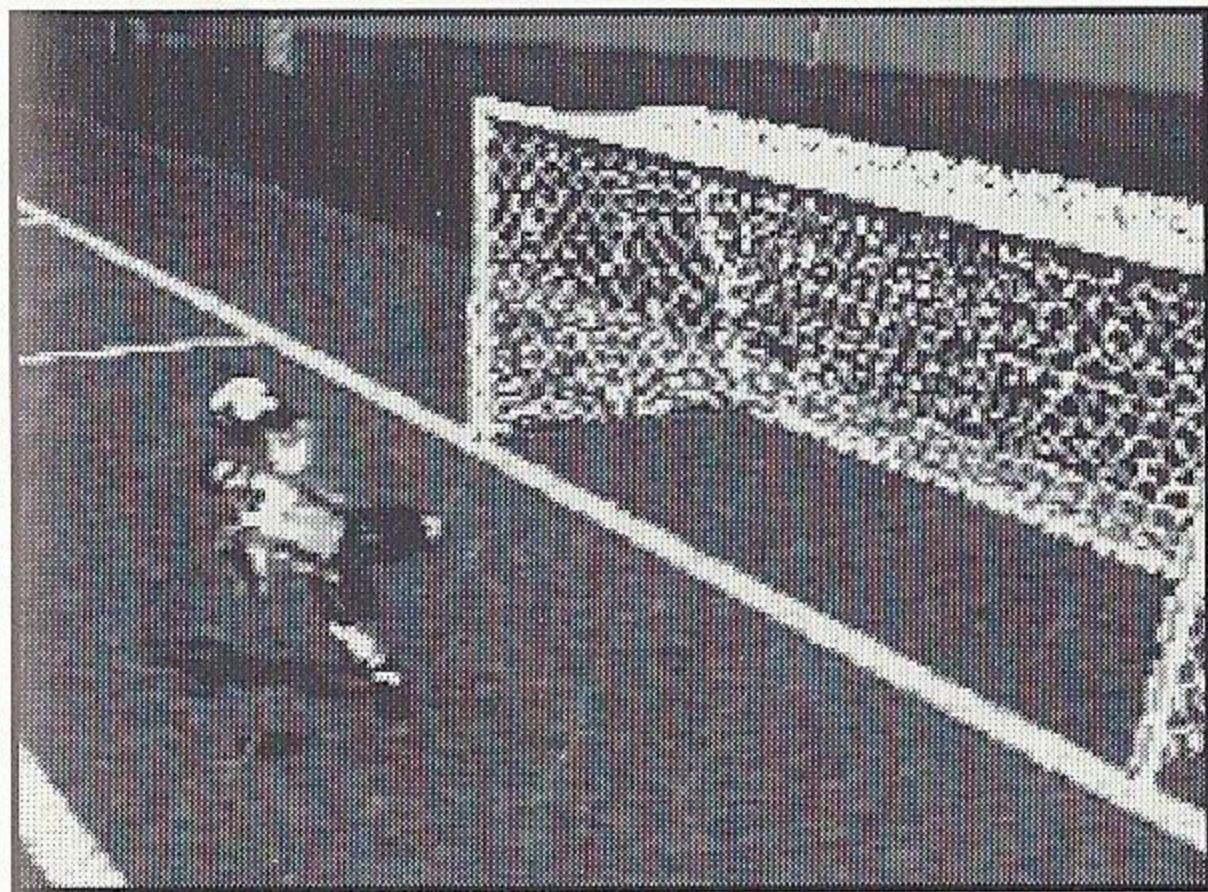
Your chances of making the shot are pretty good, considering the size of the goal. Don't take anything for granted, though. If you always shoot for the same area, you'll become predictable.

Vary your shots!

You might be able to surprise your

opponent sometimes by not setting a direction with the D-Pad. In this case the ball travels straight forward. If the keeper has jumped to the side all he can do is grab for air!

Press the D-Pad to direct the kick. Then press Button A for a high kick or Button B for a low kick.



Blocking

The odds aren't in your favor, but that doesn't mean you can't block the shot. If your opponent always shoots to the same side you might be able to anticipate the shot and rob him of a goal.

Should you expect a straight shot you need not press anything. The keeper automatically responds to this type of kick.

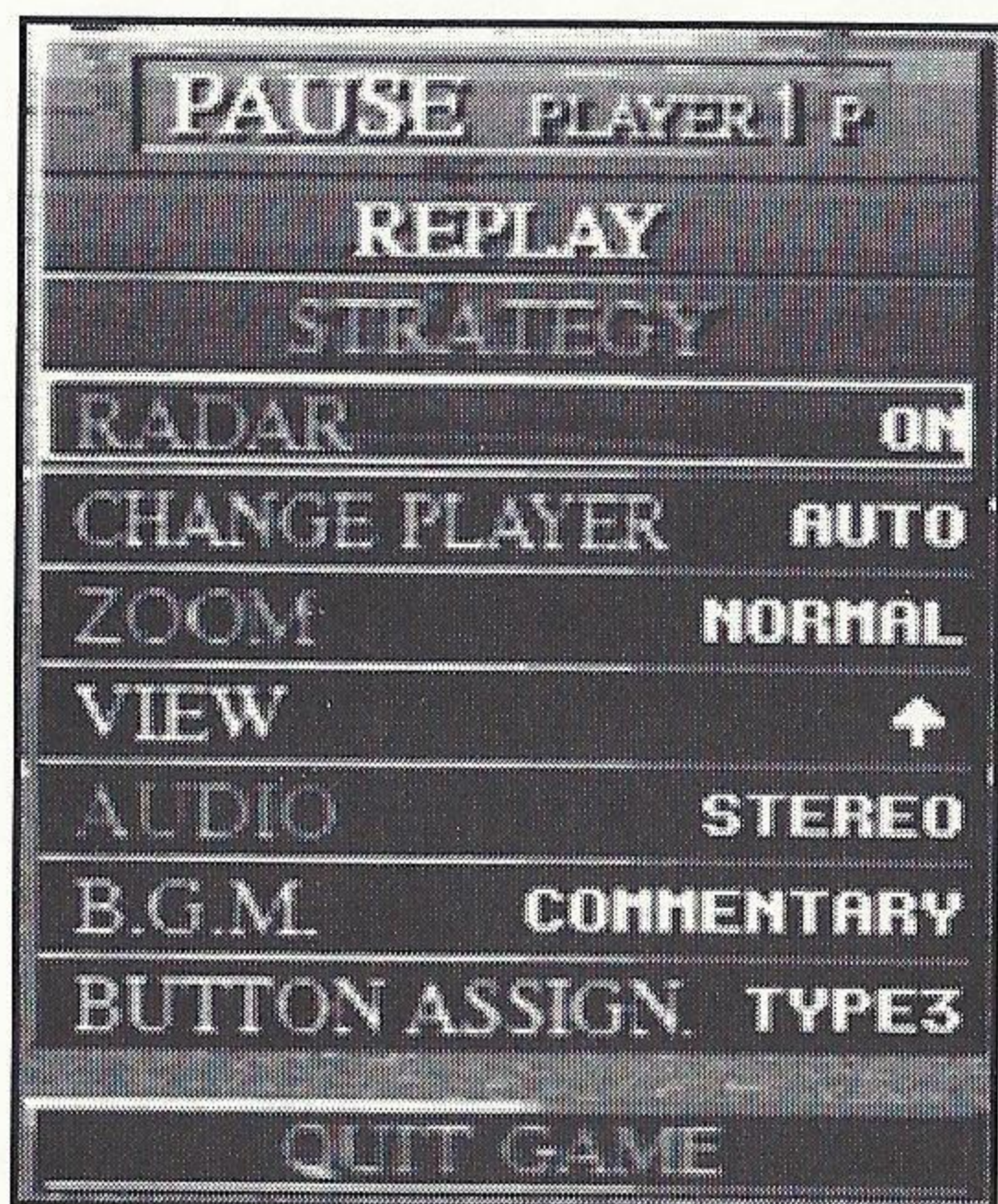
Press Button A or B and the D-Pad either LEFT or RIGHT to dive for the ball.

Throw-in

Bring the ball back into play with the throw-in. Press the D-Pad to set the direction of the throw. Next press Button B for a short throw or Button C for a long one.



Pause Screen

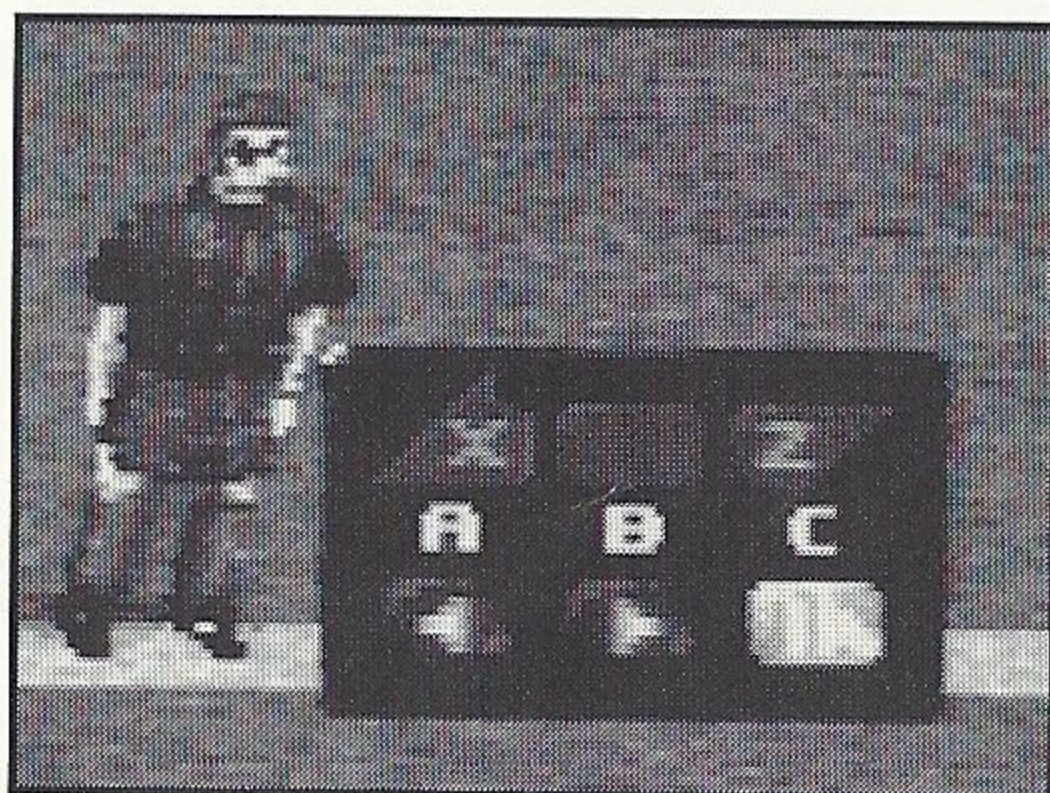


Press Start during game play to bring up the Pause screen. From this screen you can change game features.

Below is a list of the Pause screen features. Refer to the list to help you make changes. Press the D-Pad UP or DOWN to highlight an option. Refer to pages 6-8 for the Options screen.

Replay

Time to play the part of the professional cameraman. Check out the previous play in forward, reverse, or even frame-by-frame! You can use this at any time during the game. Access the feature by pressing Button A, C, X or Z. Then press:



- A to have the clip play in reverse
- B to have the clip play forward
- C to have the clip advance a frame

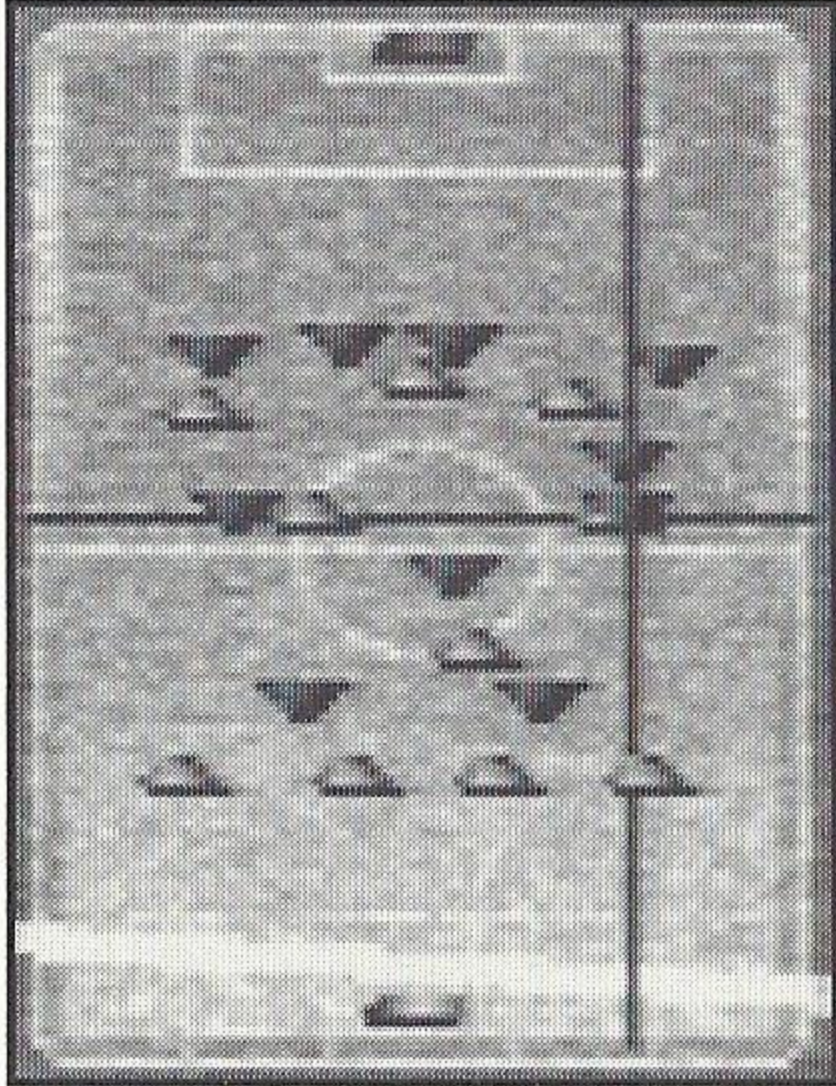
You can also press:

- X to rotate the view of the pitch clockwise
- Z to rotate the view of the pitch counter-clockwise
- L to zoom towards the pitch
- R to zoom away from the pitch

When finished press Start to return to the Pause screen.

Strategy

Access the Strategy screen (pages 18-20) during the game when the ball is not in play. If you try to access this while the ball is in play the arrows indicate that you need to wait until play is stopped. Access as you did for the Replay option, listed on the previous page.



Radar

Use the radar to bring up a mini-version of the pitch with player locations displayed. Press the D-Pad LEFT or RIGHT to select ON to have the radar displayed or OFF not to have it displayed. This feature is especially useful when first learning how to play the game.

Change Player

With this feature you can select to have the Player Marker change manually or automatically. Refer to the Marker option on the Options screen.

Zoom, View, Audio, BGM

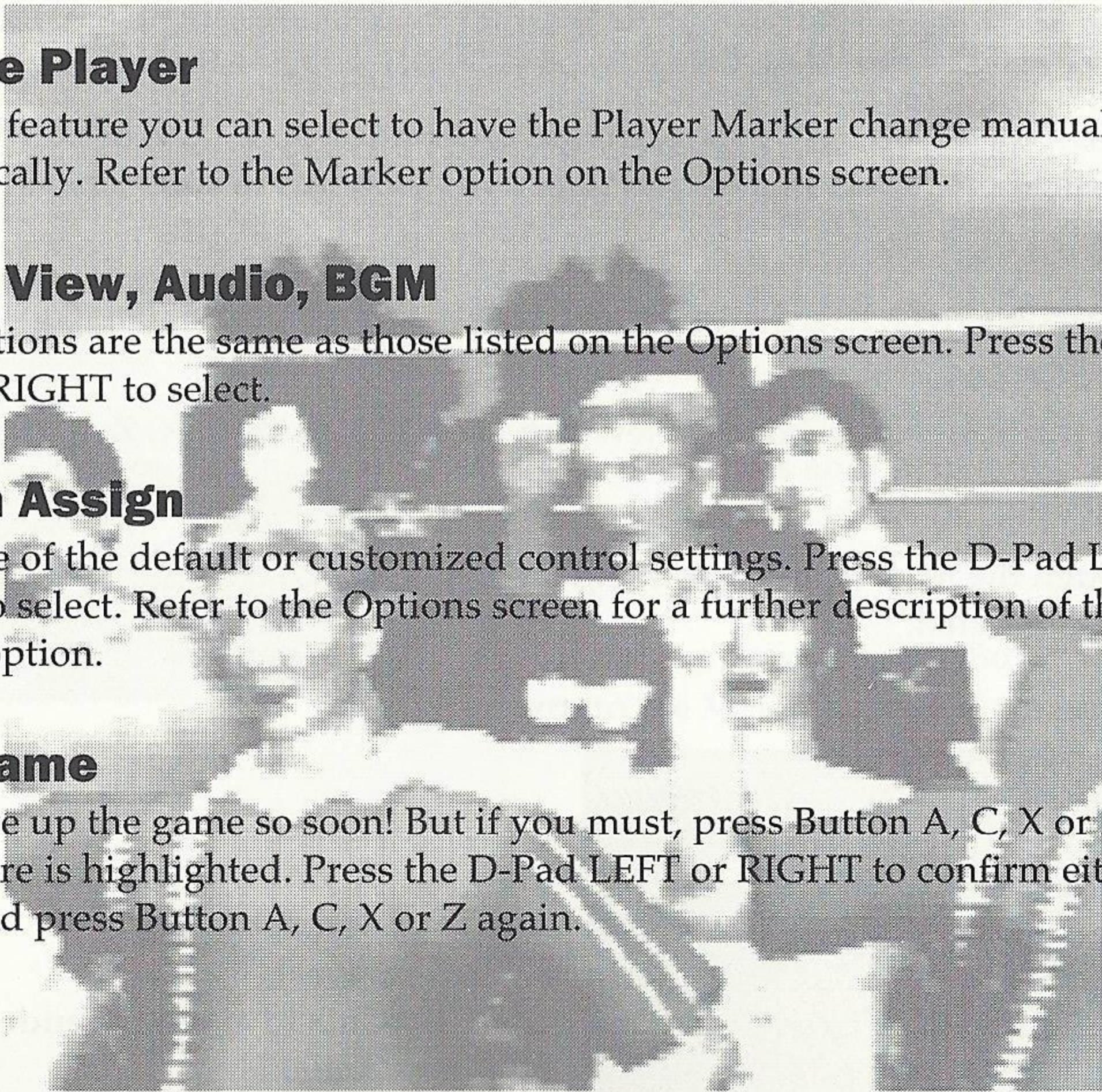
These options are the same as those listed on the Options screen. Press the D-Pad LEFT or RIGHT to select.

Button Assign

Select one of the default or customized control settings. Press the D-Pad LEFT or RIGHT to select. Refer to the Options screen for a further description of the Pad Control option.

Quit Game

Don't give up the game so soon! But if you must, press Button A, C, X or Z when this feature is highlighted. Press the D-Pad LEFT or RIGHT to confirm either YES or NO and press Button A, C, X or Z again.



Post-Match Screens

Match Results

(All play modes)

For Exhibition, World League, Worldwide Cup
and Cup Tournament modes



This screen displays the final score and scoring per half. Check out the stats for the match you just played. Select:

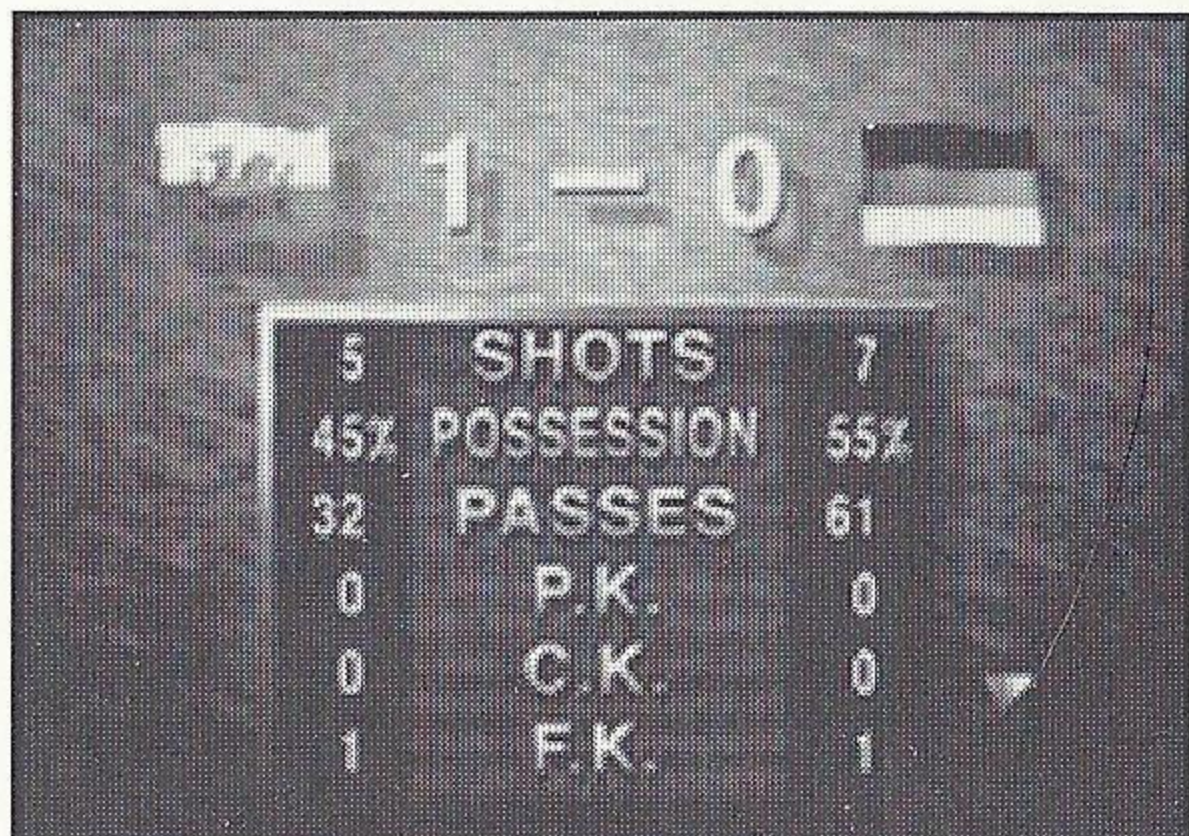
- MATCH STATS** for team statistics
- GOALS** for a list of all the scorers of the match
- PLAYER FACTS** for individual statistics of either team's players

Press the D-Pad UP or DOWN to highlight and Button A, C, X, Z or Start to select. When finished press Button B or Y to return to the Match Results main screen.

Match Stats

Highlight the team you wish to review and press Button A, C, X, Z or Start to select.

Scroll through the team stats by pressing the D-Pad UP or DOWN. The following information is listed:



- GLS.** (Goals)
- SHOT** (Shots on Goal)
- ASST** (Assists)
- SV.** (Saves)
- CUT** (Cuts to avoid defenders)
- FLS.** (Fouls)
- Y.C.** (Yellow Cards received)
- R.C.** (Red Cards received)

Goals

The players who scored and the time during the game they scored are listed on this screen. If a person's name appears in yellow, he has earned a Hat Trick.



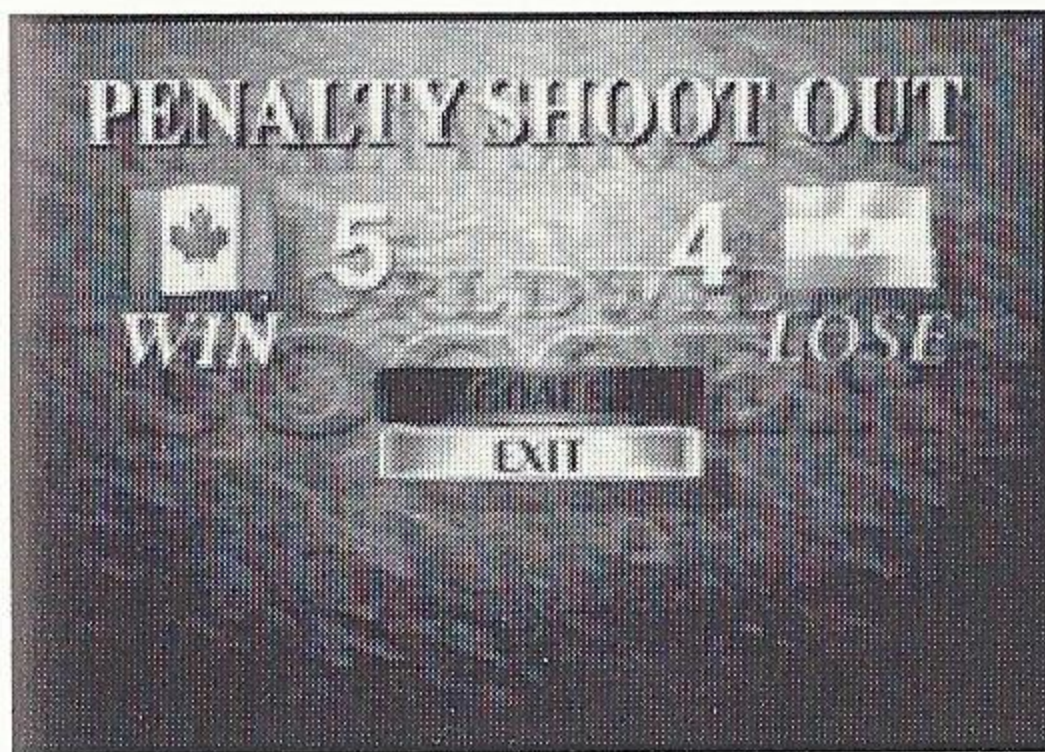
Player Facts

Select the team to review by pressing the D-Pad UP or DOWN to highlight, and Button A, C, X, Z or Start.

A screenshot of the 'Player Facts' screen. It displays a table with player names on the left and their statistics on the right. The statistics are: Goals, Assists, Shots, and Points. The players listed are: Jones, Lewis, Morrison, Davis, Roberts, Moss, Higgins, Ashton, Morris, Merrill, and Evans.

	GOALS	ASSIST	SHOTS	POINTS
Jones	0	0	0	6
Lewis	0	0	0	3
Morrison	0	0	0	6
Davis	0	0	0	7
Roberts	0	0	0	3
Moss	0	0	0	6
Higgins	0	0	0	5
Ashton	0	0	1	3
Morris	0	1	0	3
Merrill	0	1	0	3
Evans	1	3	0	4

All of the players' names are listed on the left side of the screen. Scroll through the list by pressing the D-Pad UP or DOWN. To scroll the stats list press the D-Pad LEFT or RIGHT.



For Penalty Shoot Out mode

On this version of the Match Results screen you can select GOALS to bring up a list of the kickers' names and the results of the kicks. Press the D-Pad UP or DOWN to highlight, and Button A, C, X, Z or Start to select.

On any of the screens press, Button B to return to the Match Results main screen.

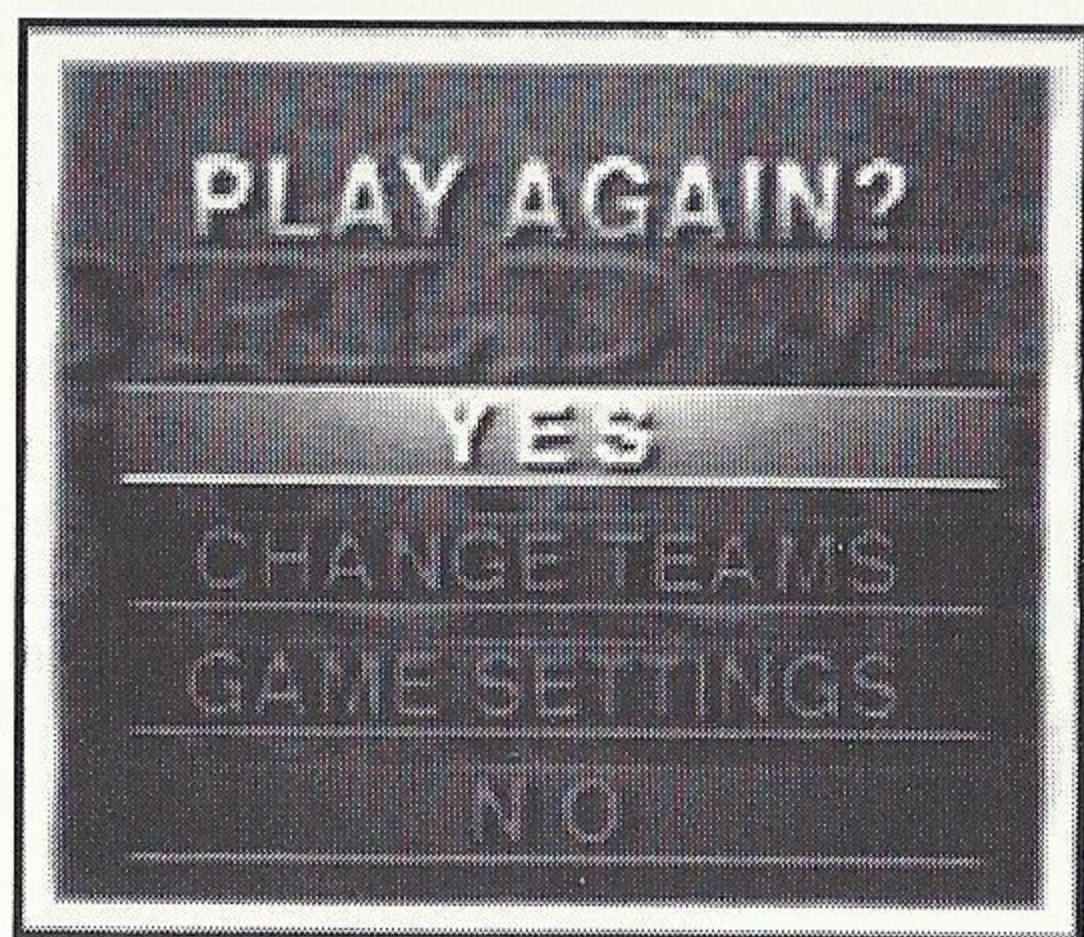
Exiting Match Results

When you select EXIT on the Match Results screen the next screen to appear depends on the mode you are playing.

Exhibition	See Going for Another Match (below)
World League	See Saving and Continuing the Season (page 33)
Worldwide Cup	See Saving and Continuing the Season (page 33)
Cup Tournament	See the Playoffs Tree (page 11)
Penalty	See Going for Another Match (below)
Shoot Out	

Going for Another Match

(Exhibition and Penalty Shoot



Out modes)

PLAY AGAIN? appears with options listed below. Press Start or Button A, C, X or Z to select. Choose from:

YES

CHANGE TEAMS

GAME SETTINGS

NO

for another match with the same teams.

for another match. The Play Type screen appears (page 15).

for another match. The Game Setup screen

appears (pages 17-18).

to quit the mode. The Mode Select screen appears.

Saving and Continuing the Season (World League and Worldwide Cup modes)

When you select to continue season play after a match finishes SAVE THIS GAME? appears with options listed underneath. Highlight YES or NO and press Button A, C, X, Z or Start to select.

CONTINUE? then appears with YES and NO options. Select as you did in the previous save screen. When you select YES the option select screen for the mode appears. Choose NO and you return to the Mode Select screen.

Option Select (World League and Worldwide Cup modes)

On this screen are listed team names and statistics, and stat options. Press the D-Pad UP or DOWN to scroll through the team names, and LEFT or RIGHT to scroll through the statistics.



The screenshot shows a menu titled 'NEXT GAME' at the top left. Below it is a table with columns for 'P', 'W', 'D', 'L', 'PTS', and 'GLES'. The table lists eight teams with their respective statistics. A small arrow points to the 'WALS' row.

	P	W	D	L	PTS	GLES
1 GERMANY	1	1	0	0	3	8
2 PORTUGAL	1	1	0	0	3	3
3 ROMANIA	1	1	0	0	3	3
4 HOLLAND	1	1	0	0	3	3
5 BELGIUM	1	1	0	0	3	3
6 FRANCE	1	1	0	0	3	2
7 SCOTLAND	1	1	0	0	3	2
8 WALES	1	0	1	0	1	1

To see the stats for a team's players highlight a team and press Button A, C, X or Z. Press Button B or Y to return to the main screen.

You can also use the stat options displayed at the top of the screen. Press the D-Pad UP or DOWN until NEXT GAME is highlighted. Press the D-Pad LEFT or RIGHT to highlight, and Button A, C, X or Z to access any of the stat options.

For Both modes

NEXT GAME	Head directly to the next match
SCHEDULE	Check the schedule for the season
NOT USABLE	Review the list of injured and suspended players

For World League mode only

GOAL RANKING	See the leaders in the league for the various categories
CHART	Follow the progression of a team through the season

For Worldwide Cup mode only

LEAGUE STATS	See the leaders in the league for the various categories
--------------	--

Option Select Screen Instructions

GOAL RANKING EXIT

		GLS.	R	L	H	SHOT
1	AI	2	1	1	0	2
1	Fabris	2	0	2	0	3
1	Matthews	2	2	0	0	3
5	Hinchliffe	1	1	0	0	1
5	Bainbridge	1	1	0	0	1
5	Cross	1	0	1	0	1
5	Soto	1	1	0	0	5
5	Roa	1	1	0	0	3
5	Mancero	1	0	0	1	1
5	Santiago	1	0	1	0	1

Goal Ranking

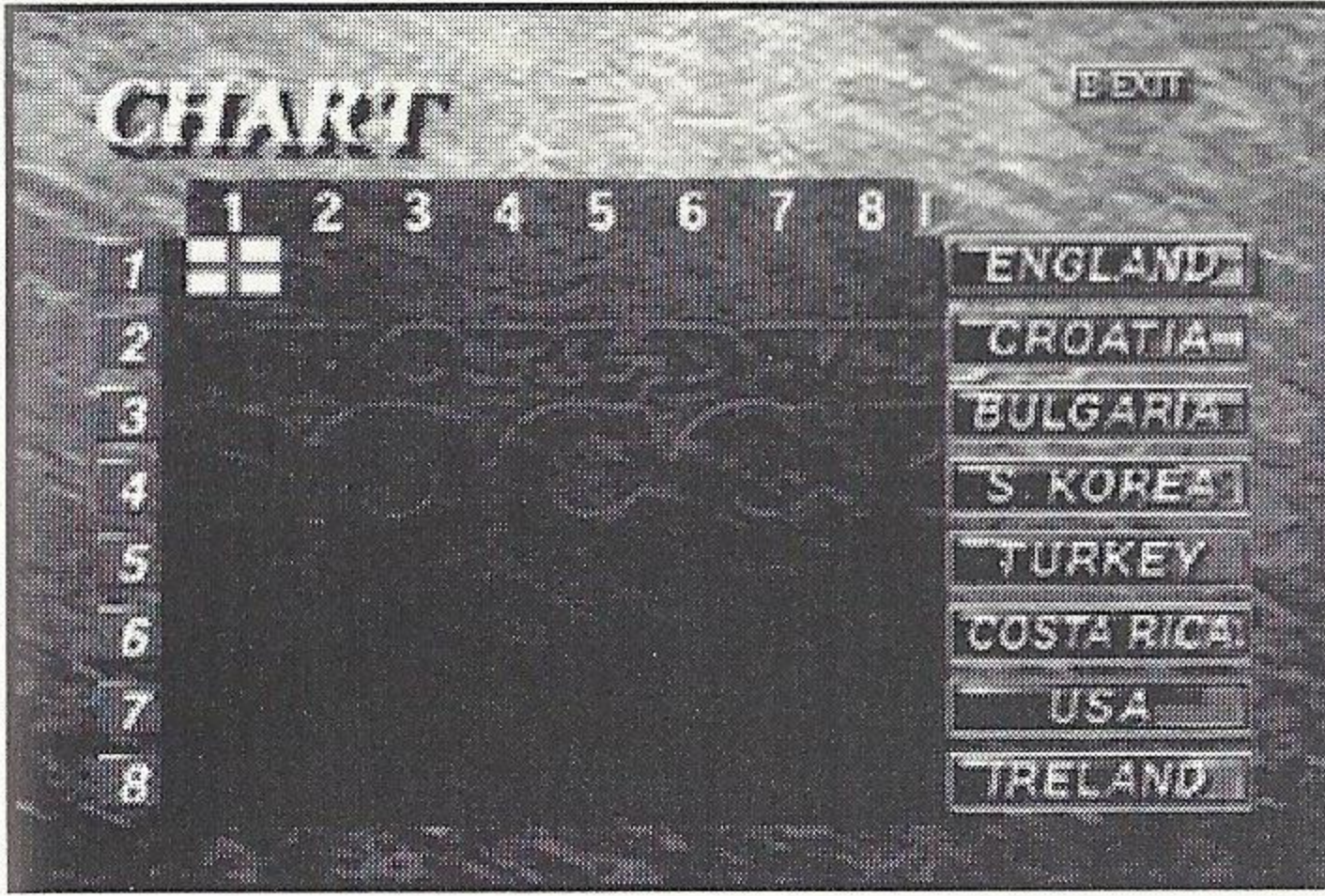
- Press the D-Pad UP/DOWN to scroll the list of players
- Press the D-Pad LEFT/RIGHT to scroll player stats

SCHEDULE EXIT

	1	2	3	4	5
1 ENGLAND					
2 CROATIA					
3 BULGARIA	6	7	8	9	10
4 S. KOREA					
5 TURKEY					
6 COSTA RICA	11	12	13	14	15
7 USA					
8 IRELAND					

Schedule

- Press the D-Pad UP/DOWN to scroll the teams
- Press the D-Pad LEFT/RIGHT to scroll the schedule



Chart

- Press the D-Pad UP/DOWN to scroll the list the teams
- Press the D-Pad LEFT/RIGHT to scroll the team's rank



Not Usable

- Press the D-Pad UP/DOWN to scroll the teams

League Stats

Press Button B on any of the screens mentioned above to return to the main screen.



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