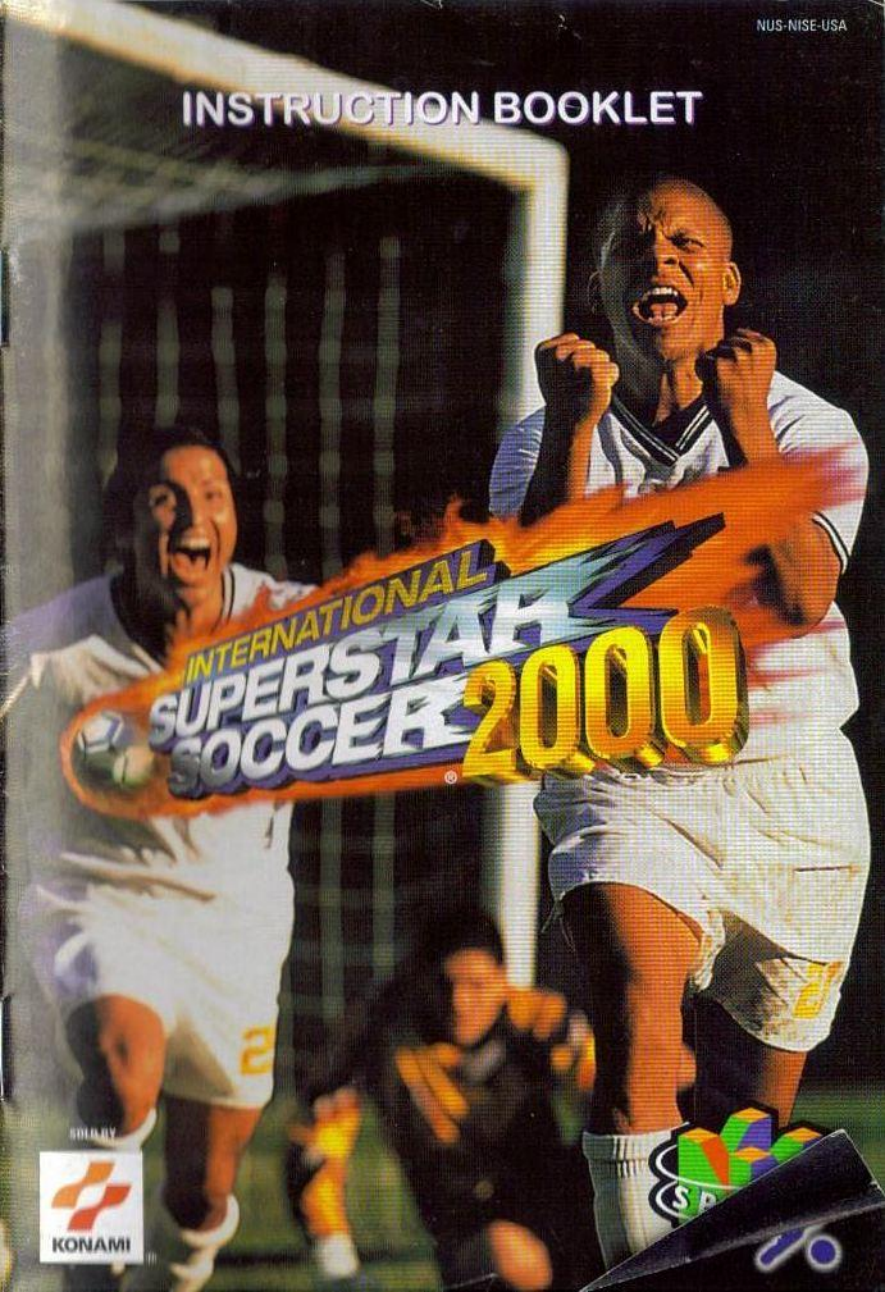
NUS-NISE-USA

INSTRUCTION BOOKLET



WARNINGS AND CONSUMER INFORMATION

WARNING: PLEASE CAREFULLY READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

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Control Stick Function

The Nintendo 64 Controller contains a Control Stick which uses an analog system to read the angles and direction of its movement. This allows subtle control that is not possible using the conventional Control Pad.

When turning the Control Deck power ON, do not move the Control Stick from its neutral position on the controller.



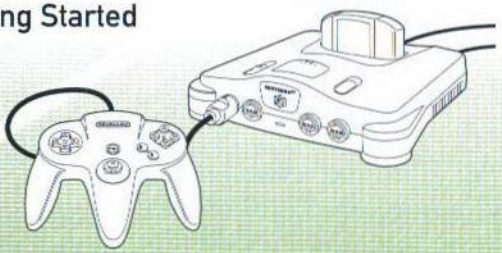
If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.



To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the left) then press START while holding the L and R Buttons.

The Control Stick is a precision instrument, make sure not to spill liquids or place any foreign objects into it.

Getting Started



Warning: Never insert or remove a Game Pak when the power is on!

1. Make sure the power is OFF on your N64®.
2. Insert the GAME TITLE Game Pak into the slot on your N64.
3. Press firmly to lock the Game Pak into place.
4. Turn the POWER switch ON.
5. At the Title Screen, press START when prompted to begin GAME TITLE.

Note: If you want to save games, insert the N64® Controller Pak into the controller before starting play.

Controller Pak



Use the Controller Pak (sold separately) to save and load data.
- Please insert the Controller Pak (sold separately) correctly into the 1P Controller.
- Please refer to the User's Guide included with the Controller Pak for further information.

About Notes

The Controller Pak's storage capacity is divided into 123 pages. Both match-related data (Match Edit) and registered player data may be saved to the Controller Pak.
121 pages

Controller Pak Menu

Turn on the power to the Nintendo 64 while pressing START.
- To delete a note, select the note with the Control Stick and press the A Button.
- Caution: Once erased, notes cannot be recovered.

Controller Pak Error Messages

No notes for I.S.S. 2000.
This message is displayed when the Controller Pak contains no data for this game. Please insert a Controller Pak that contains saved game data.

Controller Pak is not inserted properly.
Please check whether the Controller Pak is inserted correctly. If the message persists after several attempts, there is a possibility that the Controller Pak may be damaged. We recommend that you insert a new Controller Pak.

Controller Pak is not inserted.
A Controller Pak is required when saving data. Please insert a Controller Pak.

Re-insert Controller Pak.
Please do not switch Controller Paks after loading data from a particular Controller Pak. Game data cannot be saved to a Controller Pak other than the one from which it was loaded.
- ***Do not remove or switch Controller Paks while saving or loading.***

Controller Pak is broken.
There is a possibility that the Controller Pak is damaged. Select [Repair], but please be aware that repairs could result in loss of data currently saved to the Controller Pak. (In such a case, the game will be interrupted and the MAIN SELECT Screen will be displayed.)

Select [Retry] to re-attempt saving or loading. (The game will not be interrupted.) Select [Do Not Save (Load)] to continue the game without saving (loading).

- Since there is no guarantee that a repair will be successful, we recommend that you switch to a new Controller Pak.

Rumble Pak & N64 Pak

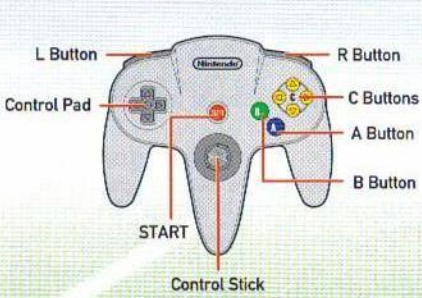
Rumble Pak

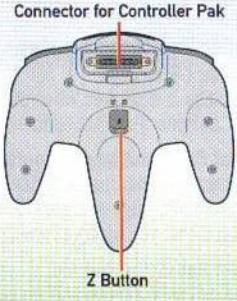
This game is compatible with the Rumble Pak (sold separately). Inserting the Rumble Pak into the Controller will cause the Controller to vibrate during the game in concert with player movements and other actions.

N64 Expansion Pak

This game is compatible with the N64 Expansion Pak (sold separately). Please refer to the User's Guide included with the N64 Expansion Pak before use. The User's Guide contains valuable information about safety as well as the correct method of use.

Basic Controls for the Select Screen





Control Stick (+ Control Pad) — **Item selection**

A Button — **Enter/Next/Send Message**

B Button — **Cancel/Previous**

C Button — **Confirm Edit Screen Items/Switch**

L Button, **R Button**, **Z Button** — **Switch Menu Windows**

Starting the Game



1. Correctly insert the Game Pak into the NINTENDO 64 and ensure that a Controller is connected. Switch the power on. (Please do not move the Control Stick at this time.)

• This game can be played by up to 4 people. The Controller Sockets 1 through 4 correspond to Controllers 1P through 4P respectively. (Please connect the Controller to Controller Socket 1 when playing by yourself.)

2. Press START to advance from the Title Screen to the MAIN SELECT Screen.

Game Modes

Pre-Season Match **1~4P versus, cooperative play** **>p. 15**
Play pre-season matches (A single-match competition involving all teams) and Mini-League (Configure the number of participating teams and the number of matches to create an original Mini-League competition).

Career **1 Player** **>p. 15**
Work your way up from a rookie position to a place on the International Cup Team.

World League **1P Mode, 1~4P cooperative play** **>p. 16**
Select either 16 or 32 teams from all over the world, and elect to play every team once or twice, aiming for the top ranking.

International Cup **1P Mode, 1~4P cooperative play** **>p. 17**
Choose 48 teams from all over the world to play in a selection tournament, then play the championship tournament with the remaining 32 teams.

Euro Cup **1P Mode, 1~4P cooperative play** **>p. 17**
Choose 48 teams from Europe only to play in a selection tournament, then play the championship tournament with the remaining 16 teams.

PK **1~4P versus, cooperative play** **>p. 17**
This is a versus PK (Penalty Kick) competition.

Scenario **1P Mode, 1~4P cooperative play** **>p. 18**
Select a scenario from among 16 and play a match under the conditions dictated.

Training **1-Player** **>p. 18**
Practice basic moves in Training.

Option **>p. 18**
Configure Game Setting, Create Player, Delete Registered Player, Data, Transfer, Resolution and Language.

The Match Screen



Coin Toss

The coin toss is performed after the match-start demo. Select either heads or tails. The winner of the coin toss selects the ball, the loser the side, then the teams kick off.

Pause

Press START to bring up the Pause Screen during a match. Select [Cont. Game] to resume playing, or [Quit Game] to end the match.

Ply. Change (Player Change)

Select [Ply. Change] and enter with the A Button to display the Player Substitution Edit Mark. After resuming the match, the player change can be performed when the ball goes out of bounds or a foul takes place.

- Pressing the L, Z Buttons and START during a match will also display the Player Substitution Edit Mark next to the flag.

Replay

Replay action from the match.

- Scoring a goal during the match will automatically launch a replay.

Play:	A Button + Control Stick (+Control Pad) <Right> (<Left> will reverse replay)
Pause:	B Button
Frame-by-frame forward:	B Button + Control Stick (+Control Pad) <Right>
Frame-by-frame reverse:	B Button + Control Stick (+Control Pad) <Left>
Zoom:	C Button <Up><Down>
Left/Right Rotate:	C Button <Left><Right>
Perspective Height:	L, R, Z Button
Cancel:	START

Cam.Ang. (Camera Angle)

Make changes to camera settings.

• Camera Setting >p. 10

Half-time Screen

The results of the first half, as well as various match data, will be displayed at half-time. Reconfigure match settings for the second half in Edit Select. Select [Cont. Game] to start the second half.

• Edit Select >p. 11

Match Conclusion Screen (Pre-season Match, Mini-League, World League, International Cup, Euro Cup)

The Match Conclusion Screen will be displayed at the completion of the match. Press the A Button to advance to the Scoring Player Screen, where match outcome, rankings and other data is displayed.

About Saving (Mini-League, World League, International Cup, Euro Cup)

The Save Screen will be displayed following the Match Conclusion Screen. Select a Save file and press the A Button to save.

Quick Start (Pre-season Match, PK, Scenario)

Following the Match Conclusion Screen in the Pre-season Match mode or the completion of the competition of a PK, a [Play Again?] message will be displayed. Select either [NO (Return to Main Select Screen)], [Return to Team Select], [Return to Edit Select (Kicker Select in PK)] or [YES], and enter.



The Rules

Matches are played according to basic soccer rules.

- Player substitution may take place up to three times during a match.
- Players sent off the field as a result of receiving a red card cannot be replaced.
- A direct free kick is awarded to the opposing team in event of a foul.
- An indirect free kick is awarded to the opposing team in event of an offside.
- A penalty kick is awarded to the opposing team if a player commits a foul inside his own goal area.
- A player will be cautioned if he commits serious fouls (such as a sliding tackle from the rear).

Yellow Card	If a player receives two yellow cards in a single match, he is sent off the field and banned from the next match.
Red Card	The player is sent off the field immediately and banned from the next match.

- If the score is tied at the end of the match, overtime will be played. The "Golden Goal Rule" is applied in such cases. (The first team to score a point during overtime wins.)
- Applicable only to the International Cup finals and Pre-season Match default. All other cases will end in a draw.
- If the outcome is undecided after overtime, the match is decided by a 5 vs. 5 player penalty kick shoot-out. If the match is still drawn, the players conduct penalty kicks in alternating order to decide the match.



Match Setup Screen

This section covers the setup screen common to all modes.

File Select

Select [New Game] when starting the game from the beginning, and select an empty file. Choose [Continue] when continuing a game using saved data, then select the desired saved data file.

Select Teams

Select a region with L, R, Z, or B Buttons, select a team with Control Stick (+Control Pad) <Left><Right>, then enter with the A Button.

- Configure the uniform to either [HOME/AWAY] using the C Button <Up><Down>.
- Press START to randomly select a team.



About Edit Data

By loading Edit Data from a Controller Pak, users can play matches using saved Edit Data and also use original players that they have created. Select [Controller Pak] with the C Button <Left><Right>.

Controller Pak	Use Controller Pak data.
Do not use	Use existing data.

For Pre-season Matches and PK

Edit data may be loaded directly.
Select [Load Controller Pak] with the Control Stick (+Control Pad) <Up>, load with the A Button, then select [Controller Pak] with the C Button <Left><Right>.

For Mini-League, World League, International Cup, Euro Cup, Scenario

Load the data using [Data] in the Options Screen, then select [Controller Pak] with the C Button <Left><Right>.

Handicap

Select the item to modify with the Control Stick (+Control Pad) <Up><Down>, then modify the item with <Left><Right>.

- When playing a 1P vs. CPU match, press the L/Z or R Buttons to switch between 1P settings and CPU settings.

• Condition



Good ----- Poor



Random -- Injury – Retired due to injury -- No Motivation

- Select [?] to have the team conditions randomly selected.
- Players can be injured during a match, and depending on the severity, can be retired off the field.
- When reserve players sit out too many games, their motivation for the game can suffer. (No Motivation). However, they will get their motivation back for the next match if they are allowed to play a match.

Stadium Select

Select a stadium using the Control Stick (+Control Pad) <Up><Down>, the match starting time with the C Button <Up>, and the weather conditions with the C Button <Left><Right>.



Game Setting

Select an item using the Control Stick (+Control Pad) <Up><Down>, and change the item settings with <Left><Right>.

• Switch pages with the L, R, and Z Button.

[Game Time] Configure game length (half).

[Game Level] Configure the game's difficulty level.

[CPU Operation]

- **During game:** Select [ON] to have the CPU take control of the players in the Pre-season Match.
- This setting is not available in case of multi-player games, such as two players vs. CPU.
- **Player Substitution:** Select [ON] to have the CPU perform player substitutions, tactic changes and formation changes.
- This setting is available only for player vs. CPU or CPU vs. CPU matches.
- Press START in the Edit Select Screen to temporarily disengage this function.
- **Keeper:** Select [OFF] to take control the goalkeeper during the match.
- The [ON/OFF] selection is available only when in-match player controls are configured to be performed by the CPU.

[Motivation]	Configure Motivation (the effect that the team's condition has on performance) to [ON/OFF].
[EXTRA TIME]	Configure [G. Goal, Draw], [G. Goal, PK], [EX.Time, PK], or [No EX.Time].
[Sound]	Configure to [Stereo/Mono].
[Commentary]	Configure to [Commentary ON/Commentary OFF].
[Rules]	Reconfigure the rules of the match.
[Referee]	Select one of three referees. Select [Random] to have one assigned automatically.

Edit Select

Select an item with the Control Stick (+Control Pad) and edit each item with the A Button. Once all settings are complete, select [Start Game] and press the A Button to advance to the Pre-match Confirmation Screen. Confirm the chosen settings and the cursor in each screen, and begin the match with the A Button.



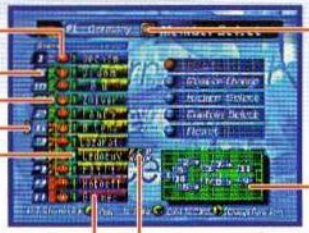
Edit Select

About [Reset] and [Cancel] in Edit Select

After modifying a setting, select the item that you want to reset and press the A Button. Choosing [Reset] immediately before the match has started will restore all settings to the default settings, while selecting [Cancel] during a match will return the settings to how they were when the match began.

Member Select

Select the icon at the right side of the screen, and modify each setting with the A Button. Select [EXIT] when all configurations are complete.



- Switch [Starting Member/Reserve] with the L, R, or Z Button.
- Switch [Position/Function] with the C Button <Left>, [Condition/Yellow Card, Red Card] with the C Button <Down>.

Member Change Change the players participating in the match.

Kicker Select Change the kicker for free kicks, right and left corner kicks, and penalty kicks.

- The free kicker may be configured only when in front of the opponents goal. In all other cases, the player closest to the ball will take the kick.

Captain Select Change the captain.

- When a suitable player is configured as the captain, the team's motivation during a match increases and becomes more stable.

Edit Formation

[Change Form.]	Change the formation.
[Change Pos.]	Change the players' positions one at a time.
[Change Zone Pos.]	Adjust the players' positions for each zone.
[Attack Set]	Configure midfielders and defenders to take part in attacking moves.
[Pos. Set]	Configure the players' positions.
[Pos. Explan.]	View explanations on each of the positions.
[Save]	Save up to 16 formation settings configured in Edit Formation.
[Load]	Load a saved data file.

Set Tactics

[Change Tact.]

Tactics may be assigned to 6 locations, accessed by pressing the A, B Buttons, and the C Button <Up><Down> <Left><Right>.

- Switch [Tactics Edit/Re-order Tactic] with the Control Stick (+Control Pad) <Left><Right>.
- Use the L, R, and Z Buttons to switch tactic activation between [Auto/Manual].

Tactic configuration: Select the Button to assign a tactic to, select a tactic, then configure with the A Button.

- **Select [Pos. Change 1~4]** to assign a formation saved in [Edit Formation].
- Edit Formation >p. 9
- A red cursor indicates that the current formation and the position change do not correspond to one another. A blue cursor indicates a correspondence between the current formation and the position change. A yellow cursor means that no tactic has been selected.

Re-order Tactic: Select a tactic, then change the order with the A Button.

[Tact. Auto Set]	Configure tactic [ON/OFF]. (Available only when Auto has been selected.) Toggle with the C Button <Left> when attacking, C Button <Right> when defending.
[Select Disp. Contr.]	Configure the way tactics are displayed during a match.
[Tact Expl.]	View explanations on tactics.

Defense Setting

[Man Mark Set.]	Select the opponent to mark.
[Def. Type Set.]	Configure the defense type for each player.
[Set Def. Type Zone]	Configure a defense type per zone.
[Def Type Expl.]	View explanations on defense types.

Edit Controller

Reconfigure controller settings.
Select an item with Control Stick (+Control Pad) <Up><Down> and change with <Left><Right>.

Camera Setting

[Game]	Configure game perspective to Hori. (horizontal) or Vert. (vertical).
[High]	Configure the height of the camera to Low, Med, or High.
[Zoom]	Configure the zoom percentage to Near, Med or Far.

Player Number

Select the number of players and enter with the A Button. Next, select the Controller Configuration Type (1,2 or 3) and enter with the A Button.

- Selecting CPU vs CPU will allow the user to be a spectator.

Edit Team

Save or load the data configured in Edit Select.
Select the file to save or load, and enter with the A Button.
Caution: Selecting a file that already contains saved data will result in that data being overwritten.

Game Modes

Please see the sections on Match Setup Screen (> p. 9) and Edit Select (> p. 11) for pre-match configuration methods. See Match Conclusion Screen (>p. 7) and About Saving (>p. 7) for information on the Match Conclusion Screen.

Pre-season Match

Configure the following necessary settings before the match: Player Number, Select Teams, Handicap, Stadium Select, Game Settings, and Edit Select. Once all settings are complete select [Start Game].

Mini-League

Select a file and configure the number of participating clubs, match numbers, and player controls.
Select teams in order from 1P first, and set up a schedule in the Match Schedule Screen. Configure the necessary settings in Game Setting and Edit Select after choosing the data to be used from the Data Select Screen. Once all settings are complete, select [Start Game].

Career

First, select a file and choose a country. Configure the main player and team data, and select [YES] in the Confirmation Screen to begin. Select the week's schedule from the among the schedule icons at the beginning of each week.



Training	The player data values will increase/decrease automatically according to the training type. (Value Up > Red, Down > Blue) In addition, the probability of an injury depends on the type of training selected.
Rest	Constitution can be recovered by resting.
Talk	Talk to various people.
Status Check	View your current status.
Change of atmosphere	Increase your motivation with a change of atmosphere.
Evaluation	View your evaluation.
Options	Change Option settings. • Controller Edit >p. 14

Career Mode

The objective for Career Mode is to work your way up from a rookie position to a place on the International Cup Team, within a period of 3 years.
Once the player has been chosen for the International Cup Team, he can become a registered player after completion of the game, and can then be used in matches other than those in Career Mode (Up to 110 players may be registered).
The game is over if the player is not selected for the team or has a career-ending mishap.

Career Matches

The event includes several tournaments, and the player may participate in these matches as a normal player.

Play a match: The controls for these matches are the same as those of the regular matches.

View Results: The match is not played, and only the results are posted.

- The player cannot participate in the match if his strength is low, if he is injured, or hospitalized.
- The player's ability and the coach's evaluation will change according to the player's performance in the match.

Saving and Quitting

Select [SAVE END] from the [Options] schedule icon to save and overwrite data onto the file selected at the start of the game to quit the game (Delete unnecessary files by selecting [Delete File] from the File Select Screen).
Caution: Once deleted, files cannot be recovered.

World League

Select a file and configure the Player Number, the number of participating clubs, match numbers, and team selection method (Select teams if the team selection method has been configured to [Select]). Confirm the match schedule in the Match Schedule Screen, and configure the necessary settings in Game Setting and Edit Select.
Once all settings are complete, select [Start Game].

- The Team selection method may be configured to either [Auto/Select]. Select with the Control Stick (+Control Pad) <Up><Down>, and enter with the A Button.

International Cup

Select a file and configure the Player Number. Select teams, confirm the match schedule in the Match Schedule Screen and configure the necessary settings in Game Setting and Edit Select. Once all settings are complete select [Start Game].

Euro Cup

Select a file and configure the Player Number. Select teams, confirm the schedule in the Match Schedule Screen and configure the necessary settings in Game Setting and Edit Select. Once all settings are complete, select [Start Game].

PK

Configure the necessary settings in Player Number, Select Teams, Stadium Select, Game Setting, Edit Controller or Kicker Select and select [OK] once all settings are complete. Pressing START during a PK Match will bring up the Pause Screen. Select [PK Quit] to quit the PK competition.



*Penalty kick (PK) controls >p. 25

Kicker Controls

Press the Weak or Strong kick Button to start the kicker running. Use the Control Stick (+Control Pad) to move the kicker cursor and determine the trajectory of the kick before the ball is kicked.

- A Weak kick (W) results in a more precise kick into the kick area. A Strong kick (S) will not be as accurate as a Weak kick.
- Turn the kicker and keeper cursors [ON/OFF] with the Dash Button and the R Button.

Keeper Controls

Move the keeper cursor with the Control Stick (+Control Pad) as soon as the shot point is displayed, and press the A or B Button to catch or punch the ball.

- The keeper's catch or punch actions are activated by the A or B Button in all 3 Control Types.
- The keeper can be moved to the left or right in anticipation of the ball, by pressing the L, R, or Z Button.

Scenario

Select the file to use, as well as the scenario to be played. Configure the necessary settings in Game Setting and Edit Select. Once all settings are complete, select [Begin Scenario].

• About Scenarios

A particular scenario is cleared when the player wins the match. The scenario is not considered cleared in the event of a tie. (No overtime is allowed.) The Save Confirmation Screen will be displayed after a scenario is cleared. Select [YES] to overwrite to the file selected at the beginning. (A Clear Mark will appear next to a scenario that has been completed.)

Training

Select the desired club and the training mode. Configure the necessary settings in Edit Select. Once all settings are complete, select [Begin Training].
Pressing START during Training will bring up the Pause Screen. Select [Quit Tr.] to quit the training.

Option

- **Game Setting (>p. 11)**
- **Create Player**

Create an original player.

- Scroll the registration list pages with the L, R, and Z Buttons, and the parameter pages with the C Button <Right>.
- Caution: Turning the power off while in the Registration Screen without saving first will result in the loss of data.

From the Beginning

Create a player from the ground up. Configure the player data, parameters and favored techniques. Select a location to register the player to in the Registration Screen and complete the registration process with the A Button.

Edit previously saved player

Make changes to a current players parameters. Select the team and the player to use, then configure the player data, parameters and favored techniques. Select a location to register the player in the Registration Screen and complete the registration process with the A Button.

Enter Password

Register a player using a password. Input the password by selecting letters and entering with the A Button. Select [OK] once all of the letters have been entered. Select the location to register the player to in the Registration Screen and complete the registration process with the A Button.

- The password may be confirmed from the Registration Screen, in [Delete Registered Player] and [Preferred Team Edit].

Delete Registered Player

Choose the player to delete, select [YES] when the confirmation message appears, and press the A Button to delete.

- Confirm the password and player characteristics with the C Button <Up><Down>.

Data

Save and load data. If the Controller Pak contains no notes for this game, a new note can be created here.

Transfer

Transfer

Select the team and the player to be transferred, and enter with the A Button. Then select the team and the player to be transferred with and enter with the A Button.

- Original players created in [Create Player], as well as players developed in [Career], may also be registered and transferred.

Jersey Number Edit

Select the player and enter with the A Button. Select a number from the Jersey Number Window and enter with the A Button. Once all settings are complete, select [OK].

- Use the L, R or Z Button to toggle [Edit (Switch with any available jersey numbers)/Change (Make a change within the teams jersey numbers)].

Name Edit

Select the player and enter with the A Button. Select letters with the Control Stick (+Control Pad) and enter with the A Button. Once all settings are complete, select [OK].

Resolution

Screen image quality can be set to [High/Low] while the N64 Expansion Pak is inserted.

- The resolution is automatically set to [Low] when the Expansion Pak is not inserted.

[High] High-resolution wide screen.
[Low] Normal resolution, full-size screen.

Language

The screen language can be set to either [English/Deutsch].

Game Controls

The control type may be selected from among Type 1-3 in Edit Controller.

- All controls assume a right-facing player. Z Button actions can be activated with the L Button as well.

Attack Controls

	Direction	Pass	Shoot	Through Pass	One-Two Pass	Fly Ball	Dash
Type 1		A	B	△	▷	◁	▽
Type 2		A	◁	△	▷	▽	B
Type 3		▽	△	B	A	▷	◁

	Type 1	Type 2	Type 3
Dribble			
Dash	▽	B	◁
Search Pass	+ A	+ A	+ ▽
Centering	+ ◁	+ ▽	+ ▷
Pass(no search) Grounder	+ R + A	+ R + A	+ R + ▽
Lob	+ R + ◁	+ R + ▽	+ R + ▷

- A pass (no search) is made in the direction that the Control Stick is pressed.

	Type 1	Type 2	Type 3
One-Two Pass Grounder	+ ▷	+ ▷	+ A
Lob	+ ▷ Press twice quickly	+ ▷ Press twice quickly	+ A Press twice quickly

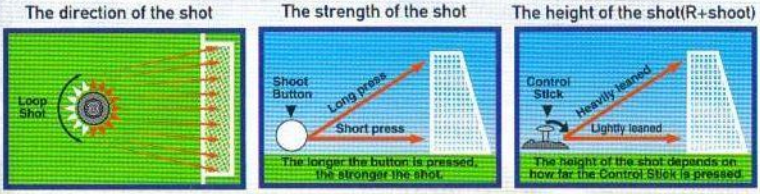
- The pass is aimed ahead of the teammate marked with the pass cursor. Continue pressing the Button to make the teammate run, switch teammates with the R Button, and cancel with the Z Button.

	Type 1	Type 2	Type 3
One-Two Pass Grounder	+	+	+ A
Lob	+ Press twice quickly	+ Press twice quickly	+ A Press twice quickly

- The pass is made to the teammate marked with the pass cursor and that player will return the pass automatically. Press the R Button at the same time to turn the first pass into a no search pass.
- Continue pressing the Button until the pass reaches the teammate to have him keep the ball. (Switch teammates with the R Button.) Release the Button to return the grounder (lob) pass.

Shoot	+ B	+	+

- Taking a shot with the player's back to the opponent's goal will perform an overhead shot. Taking a shot when receiving a ball from a cross kick will perform a heading shot.



R + Shoot	+ R + B	+ R +	+ R +
Loop Shot	With your back to the goal + B	With your back to the goal +	With your back to the goal +
Curve	After Kick Z +		

- By leaning the Control Stick to the left or right of the ball's trajectory after kicking the ball while holding the Z Button, the ball can be made to curve in that direction. Lean the stick inthe direction of the ball's heading to give it a top spin, and in the opposite direction to create a back spin.

Lifting	While stopped	While stopped	While stopped

- Lean the Control Stick as the ball is kicked to create a lift. Continue to press down the Button to create a continuous lift. A direct lift can be created by using the controls before receiving the ball.

	Type 1	Type 2	Type 3
Jumping Chest Trap	While stopped ◁	While stopped ▽	While stopped ▷

- Use the lifting controls before receiving the ball to make the player jump and trap the ball on his chest. Leaning the Control Stick will result in the ball being dropped to the ground in that direction.
- Press the Button twice in rapid succession to perform a large lift (trap).

Feint to Kick	While stopped ▽ Quick Press	While stopped B Quick Press	While stopped ◁ Quick Press

- Lean the Control Stick to make a quick dash in that direction.

Feint	While stopped ▽ Quick Press	While stopped B Quick Press	While stopped ◁ Quick Press

- Press the Button in rapid succession to continue feinting. Lean the Control Stick to make a quick dash in that direction.

Quick Feint	While stopped ▽ +	While stopped B +	While stopped B +

- Press the Dash Button while leaning the Control Stick.

Heel Lift	While dashing release and press ◁	While dashing release and press ▽	While dashing release and press ▷
Quick Turn	While dashing rotate in a circular motion.		

- Once the player catches up to the ball, he moves off as he does a quick turn.

Step Over	A + ▽ Before the pass reaches the players	A + B Before the pass reaches the players	▽ + ◁ Before the pass reaches the players
Jump and Avoid	Z press twice quickly		
Short Kick Ahead	Z + ▽	Z + B	Z + ◁

Defensive Controls

Charge	+ A	+ A	+ ▽

- Charge while pressing the R Button to perform a no-search charge.

Sliding	+ ◁	+ ▽	+ ▷

Tap A Button for less force (less likely to commit a foul), and hold A Button for greater force (more likely to commit a foul). In addition, a back charge is more likely to result in a foul.

- Slide while pressing the R Button to perform no-search sliding.

	Type 1	Type 2	Type 3
Shoulder Charge	+ B + A + B + ◁	+ ◁ + A + ◁ + ▽	+ △ + ▽ + △ + ▷

Tap A Button for less force (less likely to commit a foul), and hold A Button for greater force (more likely to commit a foul). In addition, a back charge is more likely to result a foul.

- Shoulder charge while pressing the R Button to perform a no-search shoulder charge.

Dash	+ ▽	+ B	+ ◁
Ball cut	Z press twice quickly		
Push your opponent	When close to opponent ▽	When close to opponent B	When close to opponent ◁

Goalkeeper Controls

When set to Manual or Semi-Auto

Dribble	▷	▷	A
Dash	▽	▽	B

- Saves are made automatically when Auto-Save is on. The cursor change is controlled with the Control Stick.

Move	

- The goalkeeper is allowed to move only 4 steps after making a catch.

Dropping the ball	+ ◁	+ ▽	+ ▷

- The goalkeeper automatically drops the ball at his feet 6 seconds after making a catch.

Punt kick	+ B	+ ◁	+ △
Over hand throw	+ ◁	+ ▽	+ ▷
Under hand throw	+ A	+ A	+ ▽
Advance from goal area	△ + ▷	△ + ▷	A + B

- In Auto setting, the goalkeeper will move forward and seize the ball. Pressing the Z Button at the same time will move him back to the goal.

Throw-In Controls

	Type 1	Type 2	Type 3
Low ball	+ A	+ A	+ ▽
Lob	+ ◁	+ ▽	+ ▷
Long throw	+ B	+ ◁	+ △

- Pressing another Throw-in Button immediately before a throw-in will switch over to that Button's assigned action.

Corner Kick, Free Kick and Goal Kick Controls

Grounder	A	A	▽
Lob	◁	▽	▷
Shoot	B	◁	△

- Determine the height of the kick with the Control Stick <Up><Down>, and the direction of the kick with <Left><Right>. The force of the kick is indicated by the color of the arrow.
- Press the R Button to remove the arrow, and kick in the direction the Control Stick is moved. When the kick is a grounder, the pass is made to a teammate marked with the pass cursor. Shots and lob balls are kicked in the direction the Control Stick is moved.

Change the kicker's standing position	▷	▷	A
Change view point	▽	▽	B

- The goalkeeper's standing position cannot be changed during a goal kick.

Other Corner Kick Controls

Short Corner ON/OFF	L or Z		
Change corner kick formation	▽	B	◁

• **Other Free Kick Controls (with a player wall)**

	Type 1	Type 2	Type 3
Change kicker	L or Z		

• Quick Start: The match can be resumed quickly since the pass, fly and shoot buttons can all be used from the time the ball is placed on the ground to the point at which the player is in position.

• **Other Free Kick Controls (without a player wall)**

Change set play formation	▽	B	◁

In case there is a second kicker, press the Z Button after the shoot button to have the second kicker make the kick. When defending, players in the wall will jump when the Z Button is pressed.

Penalty Kick (PK) Controls

• **Kicker Controls**

Strong kick	B	◁	△
Weak kick	A or ▽	A or ▽	▽ or ▷
Change the kicker's standing position	▷	▷	A

• **Keeper Controls**

Save	A or B



Notes

Notes





Credits

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Konami Game Hint and Tip Line: 1-900-896-HINT (4468)

$.95 per minute charge, $1.25 per minute support from game counselor

Touch tone phone required

Minors must have parental permission before dialing

Hints are available 24 hours a day.

Live support Monday-Friday 9AM-5:30PM Pacific Time

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