Captain Tsubasa J: Get in the Tomorrow (Import) FAQ Pt. I

by Spanettone

Updated to v1.0 on Mar 8, 2010

CAPTAIN TSUBASA J: GET IN THE TOMORROW GUIDE (Document 1 of 3) version 1.0 game : CAPTAIN TSUBASA J: GET IN THE TOMORROW system : Play Station type : Sport - Soccer product: BANDAI 10/12/2001 ---> start work on paper 20/12/2001 ---> start document 2 and 3 03/04/2002 ---> start document 1 04/04/2002 ---> end document 1 06/04/2002 ---> end document 3 08/04/2002 ---> end document 2 02/05/2003 ---> END REVISION OF ALL DOCUMENTS 30/05/2003 ---> Translation 02/02/2010 ---> Some minor update 123456789 123456789 123456789 123456789 123456789 123456789 123456789 123456789 123456789 -----|PDpWriter |Copyright 2003 Spanettone Inc | http://spanettone.altervista.org | |ALL RIGHTS RESERVED _____ IMPORTANT The game is totally in japanese and I don't know it. I've translated some words with intuition. Contents of CAPTAIN TSUBASA J: GET IN THE TOMORROW GUIDE - 2,3: all players on VS MODE (Captain Tsubasa J Guide, doc 2)
 all special shoots (Captain Tsubasa J Guide, doc 3) Contents of CAPTAIN TSUBASA J: GET IN THE TOMORROW GUIDE: 1) The game 2) How to read CAPTAIN TSUBASA J: GET IN THE TOMORROW GUIDE - 2,3 3) Clubs and nazionals on VS MODE 4) All matches on STORY MODE CREDITS

|1) THE GAME: CAPTAIN TSUBASA J: GET IN THE TOMORROW is a strange soccer game! It is a soccer game. It has HP like RPG. It has special moves like fighting games. Press START at title screen, and main menù appears: - STORY MODE: the real game! We can start a new adoventure (NEW) or load an old one (LOAD) from port 1 (CARD 1) or 2 (CARD 2). [See point 4] - VS MODE: the classic vs mode: a) against palver b) against CPU c) only CPU plays Then we can choose the stadium of the match - LEAGUE MODE: we can play a tournament between 8 teams. At the start we choose how many teams we control during the tournament; team left are controlled by CPU. - DATABASE : we can see the our team's statistics: _____ SAVE NAME ???? (I don't know) | MATCHES | GOALS YELLOW CARDS | GOALS AGAINST RED CARDS _____ After that there are 2 words: .Statistics of the team captain .Statistics of other players And then: a) General Statistics b) Goals c) ???? (I don't know) d) ???? (I don't know) Every player has the following statistics: a) Matches played b) Role c) Goals - Goals against (only goalkeepers) d) Percentage between goals and shoots - Percentage between shoots stopped and shoots against (only goalkeepers) e) ???? (I don't know) f) Yellow Cards g) Red Cards - OPTIONS: we can choose: .if we have to use special shoots .if we have to hear BGM (Back Ground Music) .the time of the match

After choosing all of them, tactics menù appears. The faces of the two captain are present on the background: (If we use Japan or Japan Jr, we have to do the convocations)

- 1° SQUARE: we can make substitutions; holding "RIGHT" we can see the player's statistics; holding "LEFT" we can read his special shoots (if the players has them).

I	SPECIAL SHOOT NAME	
I	HP needed to perform it	
I	Team mate to perform it	
1		
I	BUTTON COMBINATION TO PERFORM IT	
<-L1	(To read other special shoots)	R1->
		I

HOW TO PERFORM SPECIAL SHOOTS Hold R1 button, and insert buttons combination. Then tap all of buttons to overcome the goalkeeper.

HOW TO STOP SPECIAL SHOOTS Hold R1 + L1 when opponent performs his special shoot. Then tap all of buttons to stop the shoot.

- 2° SQUARE: we can change the team's scheme. The first option is default scheme.
- 3° SQUARE: we can change the player's position, only inside their zone.
- 4° SQUARE: EXIT, end of all. We can't go back. Playing against CPU we can see its tactics, but we can't change them.

Then appears OPTION menù:

- a) if we have to use special shoots
- b) if we have to hear BGM (Back Ground Music)
- c) the time of the match
- d) the CPU level

After that...

kick off!!!

```
Buttons:

SQUARE : Pass (Attack) / Contrast (Defense)

X : Shoot (Attack) / Tackle (Defense)

CIRCLE : Dash

TRIANGLE: Jump / Dribbling

L2 : Left spin

R2 : Right spin
```

```
L1 + SQUARE: High pass
```

L1 + X : High shoot R1 + Button combination: Special Shoot R1 + L1 : Stop special shoot Every time the play is stopped, we can go back to tactics menù pressing START. At the end of the match, we see the score and then the scorers. After every match, folowing menù appears: - LEVEL UP: we can see the player that have improved theri level. If red words appear, nobody has improved own level - DATABASE: similar to DATABASE of main menù. - SAVE: we can save our adventure in STORY MODE, or we can save our team in VS MODE or LEAGUE MODE. To write the save name, we can use occidental characters pressing button at"A~Z". We can use these teams in VS MODE. - EXIT: we can: a) play an other match (CONTINUE), re-match teh previous one (TRY AGAIN), go back to main menù (EXIT). [only VS MODE] b) go back to league menù [only LEAGUE MODE]

c) go to next match

Contents of CAPTAIN TSUBASA J: GET IN THE TOMORROW GUIDE - 2,3: - all players on VS MODE (Captain Tsubasa J Guide, doc 2) - all special shoots (Captain Tsubasa J Guide, doc 3)

On Document 2, I've written the statistics of all players on VS MODE. The first parameter is HP, I don't know what other parameters are, but I think they are related to speed, shoot power etc etc...(*) means that the player can perform special shoots. I've written the players name how I have heard them. They couldn't be right!! The goalkeeper are never called. I've invented the less famous goalkeepers name.

[only STORY MODE]

IMPORTANT:

It's not easy to understand the players name. Forgive me, if it's wrong, please!

On Document 3, I've written all special shoots. First is team name, then player's one, role, number, button combination, team mate to perform it, and what player say. If a player improves his level, he could perform new special shoots. (*) means "New Shoot". I've discovered only Japan and Real Japan 7 new shoots. I know nothing about other teams.

IMPORTANT: It's not easy to understand what players say. Forgive me, if it's wrong, please!

Default teams:

JAPAN JR	JAPAN	HOLLAND	TAIPEI
THAILAND	JUVENTUS	INTER	MILAN JR
SAO PAULO	FLAMENGO	REAL JAPAN 7	

Beating them during STORY MODE, we can use: STREET TEAM ALL STARS

Ending the game without losing INTER - JUVENTUS, we can use: HAMBURGER JR ITALY JR FRANCE JR ARGENTINA JR GERMANY JR INTER JR

We can use the squares at the sides of team selection menù to load our team, previously saved.

Choosing STORY MODE from main menù, we can start a new adoventure (NEW) or load an old one (LOAD) from port 1 (CARD 1) or 2 (CARD 2). Before every match, we can see a short movie.

The first match is the World Cup Jr Final.

*** PROLOGUE *** Japan Jr - Germany Jr

Then we go to Milano where Shingo Aoi plays his firsts matches with Inter Youth team.

```
*** AOI'S CHAPTER ***
Inter Jr - Milan Jr
Inter - Juventus
```

Now we play with Tsubasa to win the brazilian league.

```
*** TSUBASA'S CHAPTER ***
Sao Paulo - Flamengo
```

After that we use Japan to play a friendly.

*** JAPAN'S CHAPTER ***

Japan - STREET TEAM Japan - HOLLAND After the match against Holland, Real Japan 7 appears. *** REAL JAPAN 7 CHAPTER *** Japan - Real Japan 7 (x3) Japan - Sao Paulo Japan - Taipei Japan - Street Team Japan - Thailand Japan - Real Japan 7 Japan - All Stars After we win a match, following menù appears: - LEVEL UP: we can see the player that have improved their level. If red words appear, nobody has improved own level - DATABASE: similar to DATABASE of main menù. - SAVE : we can save our adventure in STORY MODE - EXIT : go to next match. Then we see a short movie. NOTES: a) If we win INTER - JUVENTUS, we can see a movie. If we lose that match we see a different movie. b) JAPAN vs REAL JAPAN 7 is composed by 3 short matches, and we can lose them. |To correct any mistake on this guide,, |or you want to ask me something on this game |write me at: |spanettone@yahoo.it _____ |**CREDITS**| _____ CAPTAIN TSUBASA J GET IN THE TOMORROW GUIDE - Document 1 CAPTAIN TSUBASA J GET IN THE TOMORROW GUIDE - Document 2 CAPTAIN TSUBASA J GET IN THE TOMORROW GUIDE - Document 3 All the documents are the english translation of GUIDA A CAPTAIN TSUBASA J: GET IN THE TOMORROW (Documento 1 di 3) GUIDA A CAPTAIN TSUBASA J: GET IN THE TOMORROW (Documento 2 di 3) GUIDA A CAPTAIN TSUBASA J: GET IN THE TOMORROW (Documento 3 di 3) by Spanettone (myself)

PDpWriter Copyright 2003 Spanettone Inc http://spanettone.altervista.org ALL RIGHTS RESERVED

This document is copyright Spanettone and hosted by VGM with permission.