INSTRUCTION BOOKLET

INTERNATIONAL SUPERSTAR SOCCER 64 ™

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Contents

Controller paks™

Controller paks™

The use of the controller paks (sold separately) enables data to be saved and loaded. The data that can be saved includes league matches, tournament matches, optional data, players names, player creation data, trading data and created formation data.

It is possible to hold matches between teams created with original data by using controller paks on which player creation and team edited data has been saved. Insert the controller paks into controllers #1 and #2 and load the data from the note selection screen.
• Refer to the instruction manual supplied with the controller packs for details on controller pak usage.

Creating notes (saved files)

The memory capacity of each controller pak is divided into 123 pages. A total of 61 pages of memory capacity is required for each ISS 64 note.
Select [Add Note] from the note selection screen and press the A button when a new note is to be created. The new note will be added.
Select [Erase Note] from the note selection screen when an unwanted note is to be deleted. Select the note to be deleted and press the A button. The note will be erased when [Yes] is selected.

Controller pak™ menu

Insert the controller pak into the controller and press the reset button on your Nintendo 64 unit while holding the START button on the controller. The controller pak menu will be displayed on screen.
When data is to be deleted, move the cursor to the relevant position and press the A button. Select [Yes] from the window and press the A button to delete the data.

Controller pak™ error messages

[There are not enough pages to create a note] ➡ Delete unwanted data.
[The game will be started without backed-up data. Switch the main power off, insert the controller pak and re-start the game in order to save data] ➡ The controller pak was not correctly inserted.
[Loading not possible. A note does not exist] ➡ This will be displayed when a note has not been selected.
[There is no note available for deletion] ➡ Displayed when no note for this game exists.
[A note could not be created] [This file cannot be loaded] ➡ Switch off the main power and try it again. Replace the controller pak with a different one and try again.
[An abnormality has occurred with the controller pak. It has either been inserted incorrectly or the contents are damaged] [Check the connection] [Get it repaired (this may result in the contents of the controller pak being erased)] ➡ Follow the instructions given in the messages.

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Starting the game

Starting the game

1. Check that the game pak has been correctly inserted into the NINTENDO 64, connect the controllers and confirm that the controller pak has been correctly inserted. Controller connectors #1 to #4 correspond with the 1 to 4 player controllers.

2. Switch on the main power. Press the START button to display the note creation screen or the note selection screen.

- Refer to page 5 for details on note creation.

3. Select the note that player 1 will use and then press the A button.

- It will not be possible to save data if [Start the game without using backed-up data] is selected.

4. The game mode selection screen will be displayed. Select the game mode and then press the A button.

Game Mode

- Open game, 1 to 4 player, competitive matches, teamwork play
  A soccer game for competitive matches.

- International Cup, 1-player mode, 1 to 4 player teamwork play
  A series of matches to determine the winner of the International Cup.

- World League, 1-player mode, 1 to 4 player teamwork play
  A series of 70 games played with 36 teams.

- Options ... P.17
  Change the game configuration, create and delete players, edit names and create to player to the team of your choice.

- P.K. shoot-outs, 1-player mode, 1 to 4 player teamwork play ... P.18
  Challenge a team to a Penalty Kick shoot-out.

- Scenarios, 1-player mode, 1 to 4 player teamwork play ... P.19
  Play in matches under assigned conditions. You have to win the match to clear the scenario.

- Training, 1-player .. P.19
  Training provides practice for the basic operations.

- Data loading ... P.19
  Enables the selection of notes in which match data for league matches, tournaments and scenarios are saved.

Match set-up

Before starting a match, it is necessary to set the number of players, the teams, the handicap and the stadium in which the match is to be held.

1. Player number selection
   Select the desired number of players and press the A button.
2. Team selection
   Select the desired team with the use of the control stick .
   Select [Use] if saved data is to be used.
- Either [Home] or [Away] uniforms can be selected with the C buttons.
- It is possible to use a random team selection by pressing the START button.
- The game set-up screen will be displayed after the teams for the International Cup or World League have been selected.
3. Handicap set-up (only for pre-open games)
   The condition of players can be set by moving the control stick to the left and right.
   Select the [?] symbol to set the player conditions randomly.
4. Setting the number of players
   The number of players can be set by moving the control stick to the left and right.
5. Setting the level of the goalkeeper
   The goalkeeper's level can be set by moving the control stick to the left and right.
6. Stadium selection
   The stadium is selected by moving the control stick up or down. Press the A button to make the selection. The edit selection screen will be displayed.

Starting a match

1. It is possible to edit the match settings from the edit screen. The default settings will be used for the match if no amendments are made. Select [Game Start] to play the game.

2. The general match settings will be displayed for confirmation purposes. The cursor type for each player will also be displayed at this point.

3. The coin toss will take place after the match start demo, Use the A button to select heads or tails. If you win the toss you can choose which side to play and then move onto the kick-off or you can choose to take the ball first and give the selection of side to player two or (CPU). You can skip the demo and coin toss by pressing the "START" button.

Explanation of the game

Description of the match screen

Country
Score
Player under control
Player cursor

Remaining time
Pass cursor

Off screen passing indicator

Player's name, Position   Overall map

Pause
The pause screen will be displayed when the START button is pressed during play. Press "START" or select game court to return to the game.

Change
Press the A button to display the [] symbol when a substitution is required, and then return to the game. You will be allowed to make substitutions.

[Replay] .. It is possible to replay the last few seconds of the game. Press the START button to return to the pause screen.

[Camera] .. The height of the camera can be changed between H (High), M (Medium) or L (Low), and the depth of zoom can be changed between F(Far), M(Medium), N(New). Select the camera angle by moving the control stick left or right and then press the A button.

Half-time screen
The results of the first half will be displayed during the half-time period. Press the A button to display the score summary. Press the A button to continue to the edit selections screen. Select [Continue] to start the second half.

Ending the match
The pause screen will be displayed when the START button is pressed during play. Select [Exit Game], press the A button and then select [Yes] when the confirmation message is displayed to end the game.

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Game rules

- All matches will be played in accordance with the basic rules of soccer.
- A maximum of three players may be substituted during the match. However, players who have been given a red card and sent off cannot be substituted.
- A foul will grant the opposing team a free kick.
- A foul within the penalty area will grant the opposing team a penalty kick.
- Warnings will be given for dirty play (sliding tackles from behind, etc.)
  - Yellow card: Two yellow cards accumulated during one match will result in a red card. A total of three yellow cards accumulated will suspend the player from the next match.
  - Red card: The player will be sent off and will be suspended from the next match.
- Extra time will be played in the event that a clear winner has not been established when the final whistle is blown. (The match will end when either team score the first goal when [Golden Goal] is selected.)
- A 5-person penalty kick shoot-out will be played in the event that a clear winner has not been established at the end of extra time. If a clear winner has not been established after five penalty kicks, the shoot-out will continue with each team fielding one player alternately until a winner is declared.

Default settings (when no changes have been made on the edit selection screen)

Member :	Members, kickers: Default settings for both teams.
Formation :	Formation, role, position changes, zone positions, attack settings: Default settings for both teams.
Tactical settings:	Number of strategies: 4, Tactical display: Contents displayed, Four C buttons: No strategy
Marking settings:	None
Controller editing:	Controller: type 1, Cursor changes: Automatic, Goalkeeper operations: Automatic
Environment settings:	Camera angle, Zoom: Center, Height: Center
	Kick-off time: Day game, Weather: Sunny

Saving the World League, International Cup regional qualifiers and qualifying leagues
1. The save screen will be displayed after the end of a match. Select either file 1 or 2 and press the A button.
2. A confirmation message will be displayed. Select [Yes] and press the A button.
3. Select [Yes] if to play another game, and press the A button to continue.

Saving the International Cup (Tournaments only)
1. The tournament table will be displayed after the end of a match. The save screen will be displayed only if you won. The game will end if you lost.
2. Select [Yes] and press the A button to save the results. Select either file 1 or 2 and press the A button.
3. A confirmation message will be displayed. Select [Yes] and press the A button to save.

Editing screen

Member selection screen

1. Select the screen icon and press the A button to amend the settings.
2. Select the settings with the use of the control stick (+ button) and press the A button. Align the cursor with [OK] when the settings are complete and press the A button.
3. Select [EXIT] when all settings have been completed and press the A button to return to the edit selection screen.

Member selection screen icons

Kicker selection   Substitute
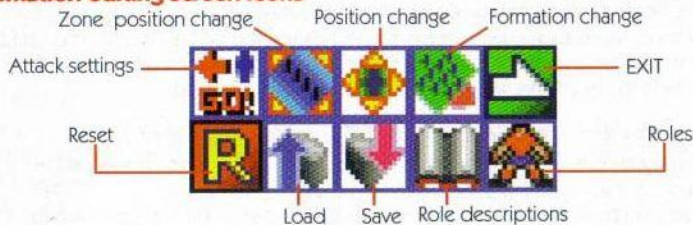
Reset ———— R ⚽ ↕ ◥ ———— EXIT
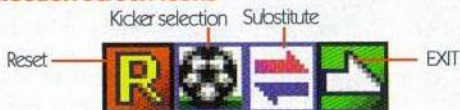
- The reserve players will be displayed when the L, R and Z trigger buttons are pressed.
- The position and role of the players can be verified by pressing the 'left' C button.
- The condition, yellow card and red card status of the players can be verified by pressing the bottom or 'down' C button.
- The stamina meter will display the amount of stamina. Movement will become sluggish as the stamina level decreases.
- Select either [All] or [Member Change] on the reset icon and press the A button. The settings for the selected icon will be returned to the default settings.
- A goalkeeper must always be included in the team line-up.

Formation editing screen

1. Select the screen icon and press the A button to amend the settings.
2. Select the settings with the use of the control stick (+ button) and press the A button. Align the cursor with [OK] when the settings are complete and press the A button.
3. Select [EXIT] when all settings have been completed and press the A button to return to the edit selection screen.

Formation editing screen icons

Zone position change   Position change   Formation change

Attack settings ————   ———— EXIT

Reset ————   Roles

Load   Save   Role descriptions

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- Select either [All], [Formation Change], [Position] or [Attack Settings] when the reset icon has been selected and press the A button. The settings for the selected icon will be returned to the default settings.
- An explanation will be displayed on screen when [Role Descriptions] is selected. The pages can be scrolled down with the use of the R trigger button. The pages are scrolled up with the L and Z trigger buttons, and the A and B buttons will end the description display.

Saving formation data

Select the file to be saved and press the A button. A confirmation message will be displayed. Select [Yes] and press the A button to save the data.

Loading formation data

Select the file to be loaded and press the A button. A confirmation message will be displayed. Select [Yes] and press the A button to save the data.

Operation setting screen

1. Select the screen icon and press the A button to amend the settings.
2. Select the settings with the use of the control stick (+ button) and press the A button. Align the cursor with [OK] when the settings are complete and press the A button.
3. Select [EXIT] when all settings have been completed and press the A button to return to the edit selection screen.

Operation setting screen icons

Number of strategy

Strategy explanation   Display   Strategy amendments

Reset   EXIT
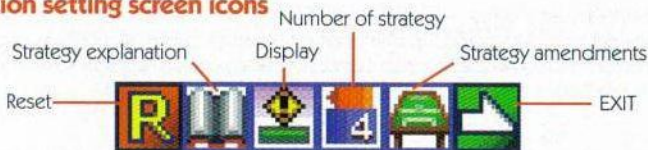
- Select either [All] or [Strategy Amendments] when the reset icon has been selected and press the A button. The settings for the selected icon will be returned to the default settings.
- The strategy execution button can be activated during a match when the number of strategies is set at [4] with the use of the Z trigger button + C buttons.
- An explanation will be displayed on screen when [Strategy Explanation] is selected. The pages can be scrolled down with the use of the R trigger button. The pages are scrolled up with the L and Z trigger buttons, and the A and B buttons will end the description display.

Editing screen

Mark setting screen

1. Select the man who is to do the marking with the use of the control stick (+ button) and press the A button.

2. Select the man who is to be marked with the use of the control stick (+ button) and press the A button. Align the cursor with [OK] when all settings are complete and press the A button.

- Positions and roles can be verified by pressing the 'left' C button.
- Condition and the yellow card and red card status can be verified by pressing 'down' on the C button.
- Align the cursor with the man who is to do the marking and press 'up' on the C button to cancel the setting.
- Press the reset button to cancel all mark settings.
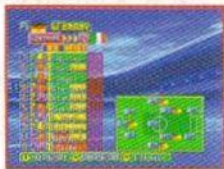
Controller editing screen

1. Select the controller setting item by moving the control stick (+ button) up or down, and then move it left or right to make the selection.

2. Align the cursor with [OK] when all settings are complete and press he A button. The screen will return to the editing selection screen when the settings for all players have been completed.

- It is possible to switch between explanation windows by pressing the L, R or Z trigger buttons.
- Switching will be performed automatically in alignment with the relevant contents when one man play has been selected.

Environment settings

Select the desired environment by moving the control stick (+ button) up or down, and then move it left or right to make the selection. Select [OK] when environment setting is complete and press the A button.

Number of players to be controlled

Select the number of players with the use of the control stick (+ button) and press the A button.

Create an edited team to play against a friend
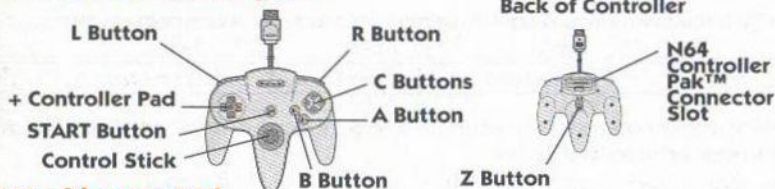
Creating original teams

Create the data with the use of [Formation Edit], [Player Creation] in the optional mode, [Team Registration] and [Player Editing] and save it on a controller pack note. (The data will be saved automatically.)

Loading original team data

1. Insert the controller pak on which the edited team note is saved and start the game.
- Ensure that the paks are loaded on controllers #1 and #2 when different controller paks are to be used.

2. Select [Note Selection] from [Data Load] and press the A button.

3. Select the note to be used for controller #1 and the note to be used for controller #2 from the note selection screen.

4. Select [Open Game]. Select the setting for using [Saved Data] from the team selection screen to enable a match between two edited teams.

Controlling the players

Names of controller parts

Back of Controller

L Button

R Button

C Buttons

A Button

+ Controller Pad

START Button

Control Stick

B Button

Z Button

N64 Controller Pak™ Connector Slot

Attacking control

• Player control can be set between type 1 and type 3 on the controller edit screen.

• The control stick will move players in all directions when no specific setting have been made.

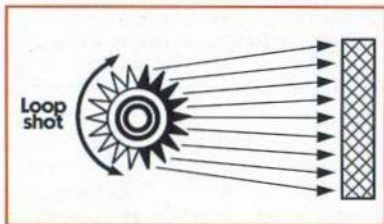|	Type 1	Type 2	Type 3
Dribble	Control stick	Control stick	Control stick
Dash	Control stick + ▽	Control stick + B	Control stick + ◁
Searching pass	Control stick + A	Control stick + A	Control stick + ▽
Through -pass	Control stick	Control stick	Control stick + B
	+	+	+
	R + A (grounder)	R + A (grounder)	R + ▽ (grpinder)
	R + B (shoot)	R + ◁ (shoot)	R + △ (shoot)
	R + ◁ (fly)	R + ▽ (fly)	R + ▷ (fly)
Through -pass	Control stick + △	Control stick + △	Control stick + B
Feint	Control stick + ▽	Control stick + B	Control stick + ◁
	★ Press repeatedly for the faint and then switch back with the control stick.		
Feint (dummy kick)	▽	B	◁
	★ A single swift dummy kick and then switch back with the control stick.		
Heel lift	◁	▽	▷
	★ Release the control stick during a dash and press the relevant button.		
Quick turn	Control stick	Control stick	Control stick
	★ Rotate the control stick fully during dash.		
Step over	A Press ▽ before the ball reaches the player.	A Press B before the ball reashes the player	▽ Press ◁ before the ball reashes the player
One-two (grounder)	Control stick + press ▷ once to pass	Control stick + press ▷ once to pass	Control stick + press A once to pass
One-two (fly ball)	Control stick + keep pressing	Control stick + keep pressing	Control stick + keep pressing A
Delayed One-two	A (grounder) or ◁ (fly)	A (grounder) or ▽ (fly)	▽ (grounder) or ▷ (fly)
	★ Continue passing after the one-two pass to keep the ball with the other player, and release to complete the pass.		
Liting	★ ◁ when not moving	★ ▽ when not moving	★ ▷ when not moving

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Attacking control

• The control stick will move players in all directions when no specific settings have been made.

	Type 1	Type 2	Type 3
Shoot	Control stikck + B	Control stick + ◁	Control stick + △

◆ The direction of the control stick will determine where the shot goes. The length the button is pressed will determine the power of the shot.

Direction of the shot   ### Power of the shot

Loop shot	Control stick + B	Control stick + ▷	Control stick + △

◆ Move the control stick to the opposite direction of the attack. The length the button is pressed will determine the power of the shot.

Heading shot	Control stick + B	Control stick + ▷	Control stick + △

◆ The length the button is pressed will determine the power of the shot.

Overhead shot	Control stick + B	Control stick + ▷	Control stick + △

◆ Align with a volley with the player's back to the opponent's goal.

Curve	Control stick	Control stick	Control stick

◆ Return the control stick to the neutral position after kicking the ball, and then press the key again to curve the ball in that direction. The angle of the curve can be controlled by moving the control stick.
◆ Top spin will be given to the ball when moving forward, and back spin when moving in the opposite direction.

Fly, Centering area	Control stick + ◁	Control stick + ▽	Control stick + ▷

◆ The ball will always rise in front of the goal when in the centering area. The length the button is pressed will determine the distance the ball will travel. It is possible to adjust the height the ball flies in front of the goal with the control stick
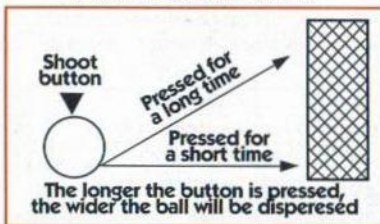
Defensive control

• The control stick will move players in all directions when no specific settings have been made.

	Type 1	Type 2	Type 3
Charging	Control stick + A	Control stick + A	Control stick + ∇
Sliding	Control stick + $\triangleleft$	Control stick + ∇	Control stick + $\triangleright$
Shoulder charging	Control stick + B + A, or B + $\triangleleft$	Control stick $\triangleleft$ + A, or $\triangleleft$ + ∇	Control stick B + $\triangle$ + ∇, or $\triangle$ + $\triangleright$
Dash	Control stick + ∇	Control stick + B	Control stick + $\triangleleft$
Body contact	Control stick + ∇	Control stick + B	Control stick + $\triangleleft$
	Press repeatedly when the opponent is nearby.		

◆ A charge will not be considered a foul, but sliding tackles and shoulder charges from behind might easily be fouls.

Goalkeeper control

• The control stick will move players in all directions when no specific settings have been made.

	Type 1	Type 2	Type 3
Automatic save	$\triangleright$	$\triangleright$	A
Cursor change	$\triangle$	$\triangle$	B

◆ Automatic saving and cursor changing may only be performed when the goalkeeper is in the [Automatic] or [Semi-Automatic] mode.

	Type 1	Type 2	Type 3
Saving	Control stick + A	Control stick + A	Control stick + B
Movement after catching the ball	Control stick	Control stick	Control stick
	★ The goalkeeper can only be moved for a maximum of four seconds after the ball has been caught		
Dropping the ball	∇	B	$\triangleleft$
Punt kick	Control stick + B	Control stick + $\triangleleft$	Control stick + $\triangle$
Goal kick	Control stick + $\triangleleft$ (fly ball), A (grounder), B (shoot)	Control stick + ∇ (fly ball), A (grounder), $\triangleleft$ (shoot)	Control stick + $\triangleright$ (fly ball), ∇ (grounder), $\triangle$ (shoot)
Overhand throw	Control stick + $\triangleleft$	Control stick + ∇	Control stick + $\triangleright$
Underhand throw	Control stick + A	Control stick + A	Control stick + ∇

Replay control (same for all control types)

Replay	Control stick ➡
Reverse replay	Control stick ⬅
Pause	B
Pause, resume	A
Camera angle	C buttons

◆ The replay screen will automatically be displayed when a goal has been scored. It is also possible to replay a recent scene on the pause screen.

◆ Move the control stick left or right to get a slow-motion replay or reverse slow-motion replay when in the pause mode. The speed of the replay can be adjusted with me control stick.

Re-start control

• The control stick will move players in all directions when no specific settings have been made.

	Type 1	Type 2	Type 3
Throw-in	Control stick + ◁(fly ball), A (low ball), B (long throw)	Control stick + ▽(fly ball), A (low ball), ◁ (long throw)	Control stick + ▷(fly ball), ▽(low ball), △ (long throw)
Re-start arrow movement	Control stick	Control stick	Control stick

◆ The control stick will move players in all directions when no specific settings have been made.

	Type 1	Type 2	Type 3
Corner kick	Control stick + ◁(fly ball), A (grounder), B (shoot)	Control stick + ▽(fly ball), A (grounder), ◁ (shoot)	Control stick + ▷(fly ball), ▽(grounder), △ (shoot)
Changing the corner kick formation	▷	B	◁
Changing the view point	△	△	B
Changing the position that the kicker stands	▷	▷	A

Penalty kick

	Type 1	Type 2	Type 3
Penalty kick	Control stick + B (strong kick), A or ◁ (weak kick),	Control stick + ◁ (strong kick), A or ▽ (weak kick),	Control stick + △(strong kick), ▽or ▷ (weak kick),
Changing the position that the kicker stands	▷	▷	A
Cursor ON/OFF	A trigger button	A trigger button	A Trigger button
Goal keeper catching control	Control stick + A or B	Control stick + A or B	Control stick + A or B

Other control

	Type 1	Type 2	Type 3
Cursor change	R trigger button	R trigger button	R trigger button

◆ Continue pressing the R trigger button to fix the position of the cursor.

Strategy Commencement (1 strategy)	L or Z trigger button	L or Z trigger button	L or Z trigger button
Strategy Commencement (4 strategies)	L or Z trigger button + C buttons	L or Z trigger button + C buttons	L or Z trigger button + C buttons

◆ Press the L or Z trigger button to release the strategy.

Options

1. Select the item that is to be amended on the option screen and press the A button. The item on which the option is set will automatically be saved on the controller pak.

Game settings

1. Select [Game Settings] and press the A button.
2. Select the item to be amended by moving the control stick (+ button) up or down, and then move it left or right to make the selection. It is possible to scroll onto the next page of the setting screen with the use of the L, R and Z trigger buttons.
3. Select [OK] when option setting is complete and press the A button.

Team registration

1. Select [Team Registration] and press the A button.
2. Select the player to be registered from the [Created Player] list with the A button. It is possible to scroll between pages with the use of the L, R and Z trigger buttons.
3. Select the team to be registered. Scroll through to the required team with the use of the L, R and Z buttons, select the player to be replaced with the control stick (+ button) and then press the A button.

Player creation

1. Select the type of the player to be created with the control stick (+ button) and press the A button.
2. Select each character one-by-one with the control stick (+ button) and press the A button to enter them.
3. Select [End] at the top of the window when the name has been entered. Select [Yes] for the confirmation message and then press the A button to register the name.
4. Select the type of face desired for the player and press the A button.
5. Set the parameter points to be amended with the use of the control stick (+ button).
- The remaining points assigned to the parameters will be displayed on screen. The maximum value for all parameters is 99.
6. Select the cursor with [OK] when parameter setting has been completed and then press the A button. Select [Yes] for the confirmation message and then press the A button to register the parameter settings.
7. Select [Yes] from the registration screen and then press the A button to register the created player. Select [Yes] for the confirmation message and then press the A button to save the created player data onto the controller pack.
- The created player can be used in matches by registering him into a team with [Team Registration].

Deleting registered players

1. Select [Delete Registered Player] on the option screen and press the A button.
2. Select the player to be deleted and then press the A button. Select [Yes] for the confirmation message displayed at the top left-hand side of the screen and then press the A button to delete the player.
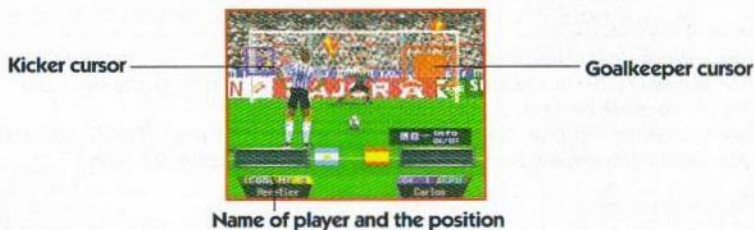
Editing player names

1. Select the player for whom the name is to be amended. It is possible to scroll through the teams with the use of the L, R and Z trigger buttons.
2. Select each character one-by-one with the control stick (+ button) and press the A button to enter them.

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Penalty kick shoot-out

Penalty kick shoot-out

1. Set up the number of players, the controller type, the teams and the stadium.
2. The controller is then edited. Select type 1 to 3 by moving the control stick (+ button) to the left or right and then press the A button.
3. Decide on the order in which the 11 players will take the penalty kick. Select [Edit] if the order is to be amended, align the cursor with the relevant player with the use of the control stick (+ button) and then press the A button. Select [OK] when the order has been fixed and then press the A button to start the penalty kick shoot-out.
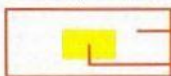
Kicker cursor ——————   —————— Goalkeeper cursor

Name of player and the position

<Kicker cursor>   <Goalkeeper cursor>

Strong kick area ————   ———— **Punching area**
Weak kick area ————   ———— **Catching area**

Controlling the penalty kicker

The penalty is taken when either the strong or weak kick button is pressed. The control stick moves the kicker cursor to decide on the course of the ball right up until the kick button is pressed and the shot taken. The ball will be shot into the shoot area (strong, weak).

• A weak kick hits the shoot area more accurately. A strong kick puts more dispersion on the ball within the strong kick area.
• The kicker and goalkeeper cursors can be switched ON/OFF with the R trigger button.

Controlling the goalkeeper during penalty kicks

The point to which the ball has been shot will be displayed the moment the player kicks the ball. Use the control stick to move the goalkeeper cursor and press the A or B buttons to either catch or punch the ball within the catching area.

Various modes

Scenario

Select a scenario with the control stick (+ button) and press the A button.

• Options, editing and all other game options are already set up.

Rules for scenario matches

• The scenario will be cleared when the match is won.

• The scenario will not be cleared in the event of a draw.

Saving scenarios

1. The saving screen will be displayed at the end of the match. Align the cursor with [Yes] at the end of the confirmation message and press the A button. Select either file 1 or file 2 and then press the A button.

2. A confirmation message will be displayed. Align the cursor with [Yes] and press the A button.

3. Select [Yes] if a new match is to be played and then press the A button to display the scenarios.

• A 'Cleared' symbol will be displayed beside cleared scenarios.

Training

1. Select the required team from the team selection screen and press the A button.

2. Select the training mode and press the A button.

3. It is possible to amend the settings for training. Select the required item and press the A button. Select [Commence Training] and then press the A button to start.

4. The pause screen will be displayed if the START button is pressed during training. Select [End Training] to finish.

Data loading

1. Align the cursor with the item to be loaded and press the A button.

2. Align the cursor with [Yes] on the data load screen and press the A button. Select the file to be loaded and press the A button. Select [Yes] at the end of the confirmation message to load the data and enable a match to be played.

• [Return]   Returns to the mode selection screen.

• [International Cup]

  [World Series]   Continues with existing tournaments.

• [Scenario]   Continues from a saved scenario.

• [Note Selection]   Loads a saved note. Select this when a match between two separate notes is to be played.

CONTROLLER

NINTENDO 64 CONTROLLER

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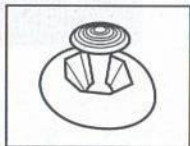
To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the left) then press start while holding the L and R Buttons.

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

NOTES

NOTES

Consumer support

If you feel stuck in the game, or just need a boost, don't worry! You can call the Konami Game Hint & Tip Line for help on this software and all the fine Konami products.

Konami Game Hint & Tip Line • 1-900-896-HINT (4468)

☎ 85¢ per minute charge
☎ $1.15 per minute support from a game counselor
☎ Touch tone phone required
☎ Minors must have parental permission before dialing

Hints are available 24 hours a day. Live support Monday-Friday 8:30 A.M. to 5:00 P.M. CST only. Prices and availability are subject to change. U.S. accessibility only.

Online Support

Konami is available online from:

CompuServe: Click FIND then type konami. We are in the videogame publisher's forum. To become a CompuServe member, you can call CompuServe toll-free at 1-800-524-3388.

Reach us on the World Wide Web at: www.konami.com

E-mail us at 76004.3530@compuserve.com

If you experience technical problems with your International Superstar Soccer 64 game pak, try our Warranty Services number: 847-215-5100

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