INSTRUCTION BOOKLET

INTERNATIONAL SUPERSTAR SOCCER™ '98

KONAMI
XXL
SPORTS SERIES™
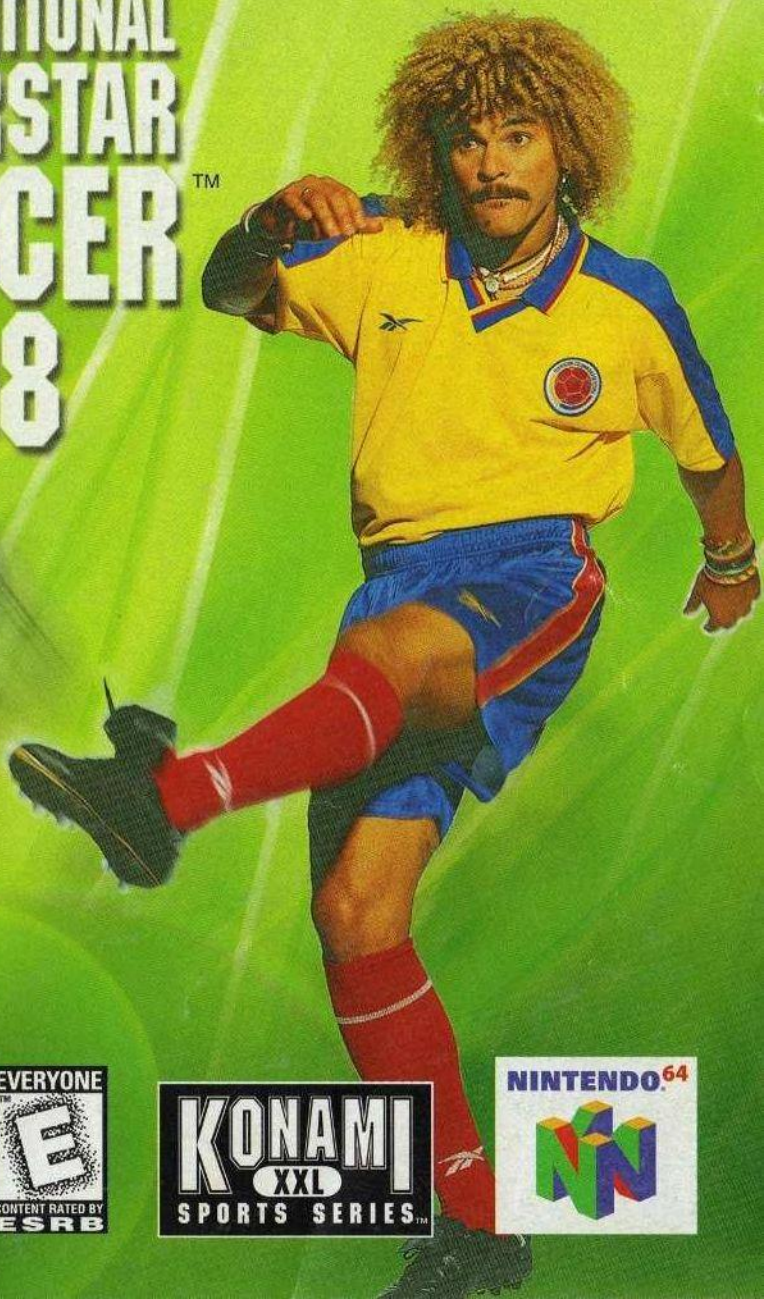
NINTENDO⁶⁴

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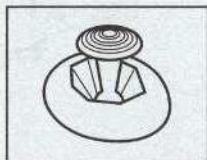
To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the left) then press START while holding the L and R Buttons.

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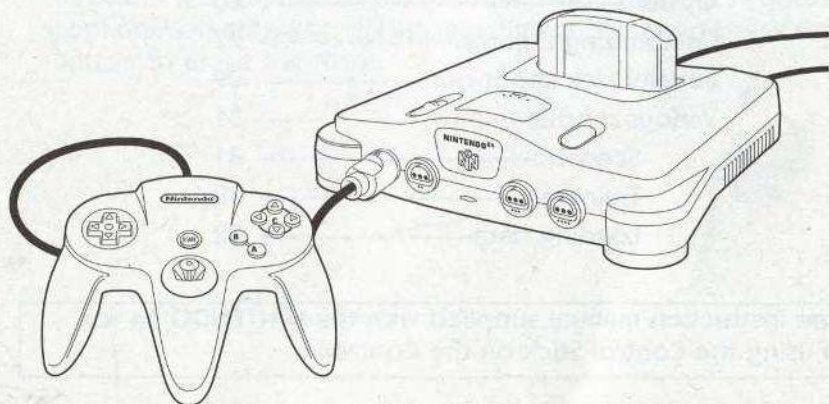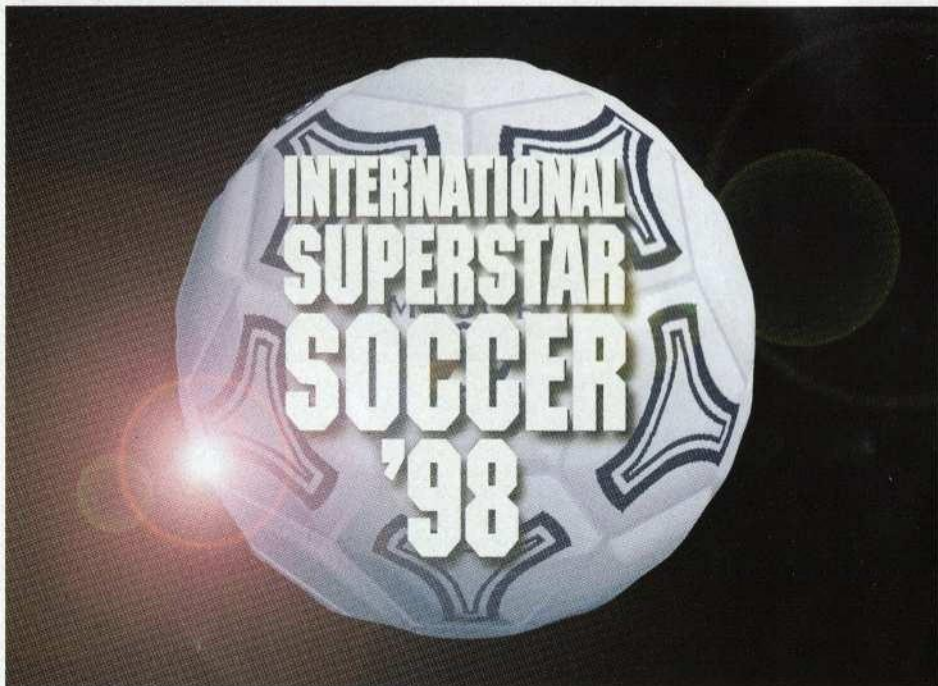
Contents

Refer to the instruction manual supplied with the NINTENDO 64 for details on using the Control Stick on the Controller.

About the Controller Pak

⚽ Controller Pak

- The use of the Controller Paks (sold separately) enables data to be saved and loaded. The data that can be saved includes World League matches, International Cup matches, option settings, player names, original players, player registration data, original teams, scenario mode, original formation data, and player number data.

⚽ Creating and erasing Notes (saved files)

The memory capacity of each Controller Pak is divided into 123 pages. A total of 118 pages of memory is required for an INTERNATIONAL SUPERSTAR SOCCER '98 Note.

- If you connect a Controller Pak containing no Notes, a message will appear on screen. Select [Yes] and press the A Button to create a Note. If you select [No], a Note will not be created and you will not be able to save game data.
- Press and hold the START Button when the game is starting up to bring up the Note erase screen. Press the Control Pad up or down to select the Note you wish to erase, and press the A Button. A confirmation message will appear. Select [Yes] and press the A Button to erase the Note.

About the Controller Pak

Controller Pak error messages

[Not enough pages]
Delete unwanted data.

[Start game without back-up data. Switch off power, re-connect the
Controller Pak and restart game to save data.]
The Controller Pak was not correctly inserted.

[Note not created]
[Not loaded. Game note defect.]
Switch off the main power and try it again. Replace the Controller Pak
with a different one and try again.

[Controller Pak abnormality]
[Reconnect Controller Pak]
[Recover? (data loss possible)]
Follow the instructions given in the messages.

Starting the game

Starting up

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 attached. Controller sockets #1 to #4 correspond with the 1 to 4 player Controllers.
2. Switch on the main power. Press and hold the START Button to display the Note erase screen.

   * Refer to "About the Controller Pak" on page 5 for details on erasing Notes
   * Do not detach the Controller Pak during the game.
3. The game mode selection screen will be displayed.
   Select the game mode and then press the A Button.

Game modes

■ Open game, 1 to 4 players, competitive or teammates.
Play one match for personal glory.
■ International cup, 1 to 4 players, teammates only.
Regional qualifiers, qualifying league and championship tournament matches to determine which team will play for the International Cup.
■ World League, 1 to 4 players, teammates only.
A "season" type series with 48 teams and a total of 94 matches.
■ Options
Adjust game settings, team registration (player trades) , player creation, player names, and player numbers. The data will be saved automatically.
■ P.K. shoot-outs, 1 to 4 players, competitive or teammates.
Play a Penalty Kick shoot-out.
■ Scenarios, 1 to 4 players, teammates only
Play in matches under assigned conditions. You have to win the match to clear the scenario.
■ Training, 1-player
Training provides practice for the basic controls.

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Starting the game

Match set-up

Before starting a match, it is necessary to choose 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 with the Control Stick and press the A Button.

2. Team selection
   Select the desired team(s) with the Control Stick and press the A Button.
   Select [Use] if saved data is to be used.

* Either [Home] or [Away] uniforms can be selected by pressing the Left or Right C Button.
* It is possible to randomly select a team by pressing the START Button.

3. Handicap set-up (only for Open Games)
* The condition of players can be set by moving the Control Stick left/right. Select the [?] symbol to set the player conditions randomly.
* Setting the number of players
  The number of players can be set by moving the Control Stick ⇦/⇨.
* Setting the level of the goalkeeper
  The goalkeeper's level can be set by moving the Control Stick ⇦/⇨.
* Stadium selection
  Select the stadium by moving the Control Stick ⇧/⇩. Press the A Button to continue. Press the ⇧/⇩, ⇦/⇨ C Button(s) to adjust the starting time and the weather.

Starting a match

1. It is possible to edit the match settings from the edit selection screen. Select [Start game] to begin the match.

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

3. Coin toss: Use the Control Stick to choose heads or tails. Press the A Button to flip the coin. The winner can choose which side to play or to take the ball.

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Explanation of the game

⚽ Description of the match screen

Opponent's flag

Score

Player substitution mark

Player under control

Passing indicator for off-screen player

Player's name, position, favored foot

Remaining time

Pass cursor

Indicator for off-screen user controlled player

Strategy display

Overall map

⚽ Pause

The pause screen will be displayed when the START Button is pressed during play. Certain settings can be modified from the pause screen. Highlight [Cont game] and press the A Button to resume the game.

[Chg player]
Press the A Button to activate the player substitution mark when a substitution is desired, and then resume the match. The player can be substituted the next time the ball goes out of play. During the match, hold down the Z Button and press the Start Button to activate the player substitution mark.

[Replay]
It is possible to replay the last few seconds of the match. Press the START Button to return to the pause screen.
• Refer to page 21 for details on replay operations.

[Cam angle]
The height of the camera can be changed between high, medium or low, the depth of zoom can be changed between far, medium or close, and the screen can be displayed vertically or horizontally. Highlight [Cam angle] and press the A Button. Move the Control Stick to adjust the angle. Press the A Button when finished.

Half-time screen

The results of the first half and various statistics will be displayed during the half-time period. Press the A Button to continue to the next statistical display. Select [Continue] to begin the second half.

Ending the match

The pause screen will be displayed when the START Button is pressed during play. Select [End Match], press the A Button and then select [Yes] when the confirmation message is displayed to end the game. (Only possible in an Open Game.)

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 direct 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 and the player will be suspended 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 scores the first goal when [Golden Goal] is ON.)
- A 5-person vs 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.

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Explanation of the game

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. Highlight [Yes] and press the A Button.
3. Select [Yes] if another game is desired, and press the A Button to return to the tournament table.

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 win. The game will end if you lose.
2. Highlight [Yes] and press the A Button if the result is to be saved. Select either file 1 or 2 and press the A Button.
3. A confirmation message will be displayed. Highlight [Yes] and press the A Button to save the results.
   • When you enter the International Cup or World League mode, the load screen will appear with the options [New Game] or [Continue]. If you have saved data, select [Continue].

Editing screen

Member selection screen

1. Choose the setting(s) you wish to adjust and press the A Button.
2. Use the Control Stick and press the A Button to edit the settings. Highlight [OK] when the settings are complete and press the A Button.
• The reserve players will be displayed when the L, R or Z Button is pressed.
• The position and role of the players can be checked by pressing the Left C Button.
• When a player is highlighted, press the Right C Button to view the player parameters.
• The current condition and card status of the players can be checked by pressing the Down C Button.
• The stamina meter will display the amount of stamina. Movement will become sluggish as the stamina level decreases.
• Highlight [Cancel] and press the A Button. You can choose to reset [All] settings, or only the [Change members].
• A goalkeeper must always be included in the team line-up.
• 'MV' shows the motivation level of your team (Red: high, Blue: low).
  • Motivation may decrease dramatically if you select the wrong person to be team captain.
3. Highlight [Exit] when you have completed all of your changes and press the A Button to return to the edit selection screen.

Formation editing screen

1. Choose the setting(s) you wish to adjust and press the A Button. Use the Control Stick and press the A
2. Button to edit the settings. Highlight [OK] when the settings are complete and press the A Button.
3. Highlight [EXIT] when you have completed all of your changes and press the A Button to return to the edit selection screen.

Editing screen

- Highlight [Reset] and press the A Button. Choose from [Change formation], [Change positions], [Set attackers], [Set roles], or [All] to reset to the default settings.
- An explanation will be displayed on screen when [Role Description] is selected. The pages can be scrolled through with the use of the L, Z, or R Buttons. Press the A or B Buttons to exit.
- 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 load the data.

Defense setting screen

1. To set marking, select the man who is to do the marking with the Control Stick and press the A Button. Next, choose the player to be marked from the opposing team and press the A Button.
2. To change defensive settings, highlight the player you wish to adjust and press the Control Stick 'left' or 'right' to change.
3. To learn more about the defensive settings, highlight [Defense description] and press the A Button.

⚽ Set tactics

1. Choose the setting(s) you wish to adjust and press the A Button.
2. Use the Control Stick and press the A Button to edit the settings. Highlight [OK] when the settings are complete and press the A Button.
3. Highlight [EXIT] when you have completed all of your changes and press the A Button to return to the edit selection screen.

- Highlight [Reset] and press the A Button. Select either [All] or [Change tactics] to reset to the default settings.
- If you set [Change tactics] to 'Auto' you can turn the tactics On or Off in [Set auto tactics].
- When tactics are set to auto, the rank determines how frequently that particular tactic will be used. The lower the number, the more likely it will be used.
- To learn more about the tactics, highlight [Tactic description] and press the A Button.

⚽ Controller editing screen

1. Choose the Controller setting by moving the Control Stick up or down, move it left or right to change the selection.
2. Highlight [OK] when all settings are complete and press the 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 the explanation windows by pressing the L, R or Z Buttons.

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Editing screen

Camera settings

The height of the camera can be changed between high, medium or low, the depth of zoom can be changed between far, medium or close, and the screen can be displayed vertically or horizontally.

Number of players to be controlled

Select the number of players with the Control Stick and press the A Button.

Edit teams

You can save and load team formations, tactics, defensive settings, and Controller edit data as a whole from this screen by selecting a save file with the Control Stick and pressing the A Button.

Customizing teams

1. Create a customized team to play against a friend.
• Change the current data by using [Edit Player Name], [Edit Player Number], [Create Player], and [Register Player] in the options mode. This data can be saved to the Controller Pak.
2. Loading custom team data
• Insert the Controller Pak on which the edited team is saved and start the game.
3. Select [Open Game]. Press the Up C Button on the Team Select screen to use the edited data.
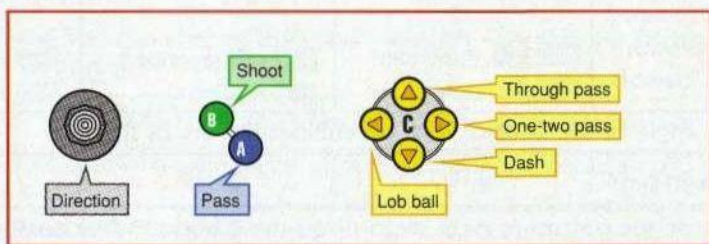To use edited team strategies, load the data from the [Edit team] option on the edit select screen.
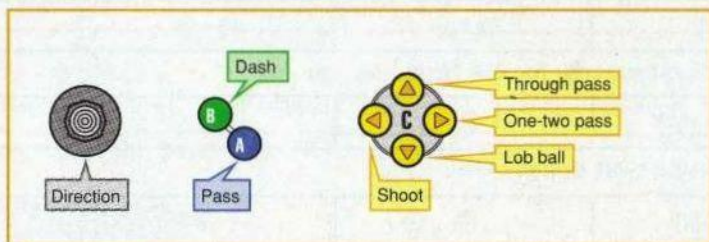
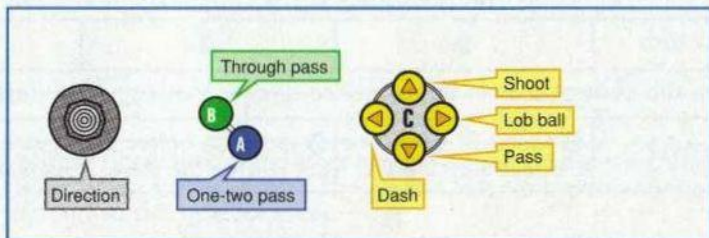# Controlling the players

Controlling the players

L Button

R Button

Control Pad

C Button

A Button

START Button

B Button

Control Stick

Z Button

Type 1

Shoot

Direction

Pass

Through pass

One-two pass

Dash

Lob ball

Type 2

Dash

Direction

Pass

Through pass

One-two pass

Lob ball

Shoot

Type 3

Through pass

Direction

One-two pass

Shoot

Lob ball

Pass

Dash

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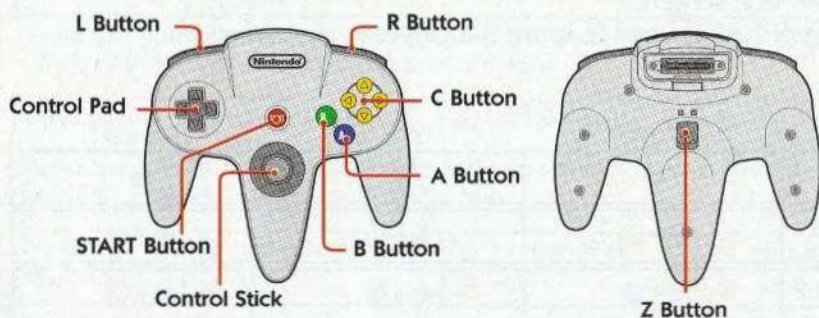
Controlling the players

⚽ Attacking control

- The controls can be changed between type 1 type 2 or type 3 on the Controller edit screen.
- The Control Stick is used to move the player in any direction.

	Type 1	Type 2	Type 3
Dribble	◎	◎	◎
Dash	◎+▽	◎+🅑	◎+◁
Searching pass	◎+🅐	◎+🅐	◎+▽
Pass (nearest player with pass cursor)	◎ + R+🅐 (grounder) R+◁ (lob)	◎ + R+🅐(grounder) R+▽(lob)	◎ + R+▽ (grounder) R+▷ (lob)

•The angle of the Control Stick determines the arc of the ball.

Through pass	◎+△	◎+△	◎+🅑

•Release the button to pass. Hold down the R Button while passing to do a lob pass.

Feint	◎+▽	◎+🅑	◎+◁

•Press repeatedly for the feint.

Feint kick	▽	🅑	◁

•A single swift dummy kick.

Heel lift	◁	▽	▷

•Release the Control Stick during a dash and press the relevant button.

Quick turn	◎	◎	◎

•Move the control stick in the opposite direction during a full dash.

Step over	🅐 +press ▽ before the ball reaches the player	🅐 +press ▽ before the ball reaches the player	▽+press ◁ before the ball reaches the player

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	Type 1	Type 2	Type 3
One-two (grounder)	◎ +press ▷ once to pass	◎ +press ▷ once to pass	◎ +press Ⓐ once to pass

•Hold the R Button while passing and the first pass will go in the direction you choose whether or not another player is near.

	Type 1	Type 2	Type 3
One-two (lob)	◎ +keep pressing ▷	◎ +keep pressing ▷	◎ +keep pressing Ⓐ

•Hold the R Button while passing and the first pass will go in the direction of the kick whether a player is there or not.

	Type 1	Type 2	Type 3
Delayed one-two	Ⓐ (grounder) or ◁ (lob)	Ⓐ (grounder) or ▽ (lob)	▽ (grounder) or ▷ (lob)

•Continue to hold after the one-two pass to keep the ball, and release to co plete the pass.
•While still pressing, you can change the player who is to receive the second pass with the R Button.

	Type 1	Type 2	Type 3
lifting	◁ when not moving	▽ when not moving	▷ when not moving

•To move the player or change the angle of the lift, continue pressing and use the Control Stick.

Direct lifting	•Execute a lifting movement just before receiving the ball. Change direction with the Control Stick. Use the Control Stick immediately after lifting to change the angle of the lift.

	Type 1	Type 2	Type 3
Quick feint	▽+◎ when in neutral condition	Ⓑ+◎ when in neutral condition	◁+◎ when in neutral condition

•When defending, press the Dash Button to do a quick dash.

⚽ Attacking control

• The Control Stick is used to move the player in any direction.

	Type 1	Type 2	Type 3
Shoot	◎+Ⓑ	◎+◁	◎+Ⓐ

• The length the button is pressed will determine the power of the shot. Move the Control Stick up/down with a vertical screen and left/right with a horizontal screen to correspond to the goal location.

Controlling the players

	Type 1	Type 2	Type 3
Ground shot	R + ◎ + B	R + ◎ + ◁	R + ◎ + △

• The angle the Control Stick is pressed determines the height of the shot. Press the Control Stick in the direction of the goal.

Lob shot	◎ + B	◎ + ◁	◎ + △

• 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	◎ + B	◎ + ◁	◎ + △

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

Overhead shot	◎ + B	◎ + ◁	◎ + △

• Used as a volley with the player's back to the opponent's goal.

Curve	◎ + Z	◎ + Z	◎ + Z

• Top spin will be given to the ball when moving forward, and back spin when moving in the opposite direction.

Fly, centering	◎ + ◁	◎ + ▽	◎ + ▷

• The ball will always be "centered" in front of the goal when the player passes from the centering area. The length the button is pressed will determine the distance the ball will travel. It is possible to adjust the height of the ball with the Control Stick.

Centering area

⚽ Defensive control

	Type 1	Type 2	Type 3
Charging	⊙ + Ⓐ	⊙ + Ⓐ	⊙ + ▽
Sliding	⊙ + ◁	⊙ + ▽	⊙ + ▷
Shoulder charge	⊙ + Ⓑ+Ⓐ Ⓑ+◁	⊙ + ◁+Ⓐ ◁+▽	⊙ + △+▽ △+▷
Dash	⊙ + ▽	⊙ + Ⓑ	⊙ + ◁
Body contact	⊙ + ▽	⊙ + Ⓑ	⊙ + ◁

• Press repeatedly when the opponent is nearby.

• If you try to get the ball by charging, doing sliding tackles or shoulder charges from behind, you have a better chance of being called for the foul.

⚽ Goalkeeper control

	Type 1	Type 2	Type 3
Automatic save	▷	▷	Ⓐ
Switch Control	△	△	Ⓑ

• Automatic saves and switching control may only be performed when the goal-keeper control is set to SEMI-AUTO or MANUAL.

	Type 1	Type 2	Type 3
Stealing ball	Hold down △+▷	Hold down △+▷	Hold down Ⓑ+Ⓐ
Saving	⊙ + △	⊙ + △	⊙ + Ⓑ
Movement after catching the ball	⊙	⊙	⊙

• The goalkeeper can only be moved for a maximum of four seconds after the ball has been caught

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Controlling the players

	Type 1	Type 2	Type 3
Dropping the ball	(ball automatically dropped after 6 secs)	(ball automatically dropped after 6 secs)	(ball automatically dropped after 6 secs)
Punt kick	◎ + Ⓑ	◎ + ◁	◎ + △
Goal kick	◎ + ◁ (lob) / Ⓐ (grounder) / Ⓑ (long)	◎ + ▽ (lob) / Ⓐ (grounder) / ◁ (long)	◎ + ▷ (lob) / ▽ (grounder) / △ (long)
Overhand throw	◎ + ◁	◎ + ▽	◎ + ▷
Underhand throw	◎ + Ⓐ	◎ + Ⓐ	◎ + ▽

⚽ Replay control (same for all control types)

Replay	◎ ⇨
Reverse replay	◎ ⇦
Pause	Ⓑ
Play	Ⓐ
Camera angle — Zoom	Ⓐ ▽
Camera angle — Rotation	◁ ▷
Camera angle — Height	L R Z

- The replay screen will automatically be displayed when a goal has been scored. It is also possible to replay the last several seconds by choosing Replay from the Pause screen.

- Move the Control Stick left or right to get a slow-motion replay or reverse slow-motion reply when in the pause mode. The speed of the replay can be controlled by using the Control Stick.

⚽ Re-start control

- Use the Z Button to change the player who throws in, and the Control Stick to move the player receiving the ball.

	Type 1	Type 2	Type 3
Throw-in	◁ (lob) / Ⓐ (grounder) / Ⓑ (long throw)	▽ (lob) / Ⓐ (grounder) / ◁ (long throw)	▷ (lob) / ▽ (grounder) / △ (long throw)

Kick Indicator	◎ Up / Down-height Left / Right-rotation	◎ Up / Down-height Left / Right-rotation	◎ Up / Down-height Left / Right-rotation

• The strength of a kick is determined by how long the kick button is held. The color of the kick indicator will change to show the power. Press the R Button to hide the kick indicator.

	Type 1	Type 2	Type 3
Corner kick	◎ + ◀ (lob ball) Ⓐ (grounder) Ⓑ (long kick)	◎ + ▽ (lob ball) Ⓐ (grounder) ◀ (long kick)	◎ + ▷ (lob ball) ▽ (grounder) ▲ (long kick)
Change the corner kick formation	▽	Ⓑ	◀
Change the viewpoint	▲	▲	Ⓑ
Change the kicker position	▷	▷	Ⓐ

Controlling the players

Free kick control

No wall			
Change the kicker position	▷	▷	Ⓐ
Kick indicator ON/OFF	R	R	R
Change the viewpoint	△	△	Ⓑ
Change the kicker	Z	Z	Z

With a wall			
Change the kicker position	▷	▷	Ⓐ
Kick indicator ON/OFF	R	R	R
Change the viewpoint	△	△	Ⓑ
Change the set play formation	▽	Ⓑ	◁

- If there is a second kicker, use the Z Button to make him run in and kick. On defense, use the Z button to do a wall jump.

⚽ Penalty kick shoot-out

	Type 1	Type 2	Type 3
Penalty kick	◎ + 🅑 (strong kick) 🅐 or ◀ (weak kick)	◎ + ◀ (strong kick) 🅐 or ▽ (weak kick)	◎ + 🅐 (strong kick) ▽ or ▶ (weak kick)
Change the kicker position	▶	▶	🅐
Cursor ON/OFF — Kicker	R or ▽	R or 🅑	R or ◀
Cursor ON/OFF — Goalie	▽	🅑	◀
Goalkeeper save control	◎+🅐 or 🅑	◎+🅐 or 🅑	◎+🅐 or 🅑

- **Press the L (Z) Button to move the goalkeeper left, and the R Button to move him right.**

⚽ Other controls

	Type 1	Type 2	Type 3
Cursor	R (Hold to lock control of player)	R (Hold to lock control of player)	R (Hold to lock control of player)
Strategy (6 strategies)	R + Z +🅐▽◀▶🅐🅑	R + Z +🅐▽◀▶🅐🅑	R + Z +🅐▽◀▶🅐🅑

- **Press the assigned button to activate the strategy.**

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Options

Options

1. Highlight the item that you wish to change on the option screen and press the A Button. Any changes that are made will be automatically saved to the Controller Pak.

Game settings

1. Highlight [Game Settings] and press the A Button.
2. Highlight the item that you wish to change by moving the Control Stick up or down, and then move it left or right to make the selection. It is possible to scroll onto the next page of settings by using the L, R and Z Buttons.
3. Highlight [OK] when finished and press the A Button.

Register Player

1. Highlight [Register Player] and press the A Button.
2. Select the player to be registered from the [Player] list with the A Button. It is possible to scroll between pages by using the L, R and Z Buttons.
3. Select the team to be registered. Scroll through to the desired team with the L, R and Z Buttons, select the player to be replaced with the Control Stick and then press the A Button.

Deleting registered players

1. Highlight [Delete 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 confirmation and then press the A Button to delete the player.

Customizing a player

Player creation

1. Highlight Create Player and press the A Button.
2. Select the type of the player to be created with the Control Stick and press the A Button.
3. Enter the player's name with the Control Stick and the A Button.
4. Highlight [End] when the name has been entered.
5. Select the type of face required for the player and press the A Button.
6. Select the player's height (from 150 to 200 cm), favored foot, and special skills (# of skills available is random) with the Control Stick and press the A Button.
7. Adjust each rating with the Control Stick
• The remaining points will be displayed on screen. The maximum value for any rating is 99.
8. Highlight [OK] when all of the ratings have been adjusted and press the A Button.
9. Select [Yes] from the registration screen and then press the A Button to register the created player. Select [Yes] for confirmation and press the A Button to save the created player data onto the Controller Pak.
• The created player can be used in matches by registering him onto a team by using [Register Player].

Editing player names

1. Select a player whose name you wish to change. It is possible to scroll through the teams with the use of the L, R and Z Buttons.
2. Enter the player's name with the Control Stick and the A Button.

Customizing a player

⚽ Editing player numbers

1. Select a team and press the A Button.
2. Choose [Edit] or [Change] with the L, R or Z Buttons.
   [Edit]: Choose a new shirt number. Highlight the player
   whose number you wish to change, and press the A Button. Choose
   from the available numbers and press the A Button.
   [Change]: Swap existing shirt numbers amongst members of your
   team. Highlight the player whose shirt number you wish to change
   and press the A Button. Next, choose the player whose number you
   wish to swap and press the A Button.

Penalty kick shoot-out

Penalty kick shoot-out

1. Set up the number of players, the teams, stadium and the controller type.
2. Choose from the players on your roster to determine the players who will take the penalty kick. Use the Control Stick and press the A Button to select the player. Highlight [OK] when the order has been selected and press the A Button to start the penalty kick shoot-out..

Kicker cursor
Goalkeeper cursor
Kicker
Name of player and the position

Kicker cursor

Strong kick area
Weak kick area

Goalkeeper cursor

Punching area
Catching area
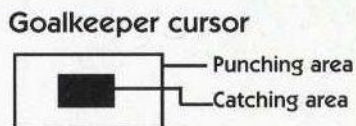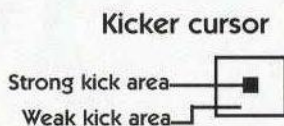
Penalty kick shoot-out

Controlling the penalty kicker

Press the strong or weak kick button to take the penalty kick. The Control Stick moves the kick cursor to aim the ball right up until a kick button is pressed and the shot is taken.

- A weak kick is more accurate. A strong kick may have a better chance of getting past the keeper, but is much harder to control.
- The kick cursor can be switched ON/OFF with the R Button or Dash Button,
- The goalkeeper cursor can be switched ON/OFF with the Dash 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 Button(s) to either catch or punch the ball within the goalkeeper's range. You can move the goalkeeper left and right with the L and R (Z) Buttons even before the kicker shoots the ball.

Various modes

⚽ Scenario

Select a scenario with the Control Stick and press the A Button.

- Since these are pressure situatons, the game options cannot be changed.

⚽ 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 save screen will be displayed at the end of the match. Select either file 1 or file 2 and press the A Button. Highlight [Yes] for confirmation and press the A Button.
2. Select [Yes] to continue and press the A Button to display the return to the scenario select screen.
3. The word "CLEAR" will appear over each completed scenario.

Various modes

Training

1. Select the desired team from the team selection screen and press the A Button.
2. Select the training mode and press the A
3. Button.
   It is possible to change the settings for
4. training. Select [START] and press the A Button to begin.
   The pause screen will be displayed if the START Button is pressed during training. Select [End Train] to finish.

Loading Data

1. If there are saved "World League" or "International Cup" games, the load selection screen will be displayed at the start of these modes. If you wish to play a saved game, select [Continue] and
2. press the A Button.
   Select the file to be loaded and press the A Button.

NOTES

International Superstar Soccer 98

NOTES

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