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# FREE SENSIBLE SOCCER 'MASTER-CLASS' GUIDE

### written by Sensi legend Jon Hare

# www.codemasters.co.uk/register

## Learn how to:

**Master the art of after-touch**

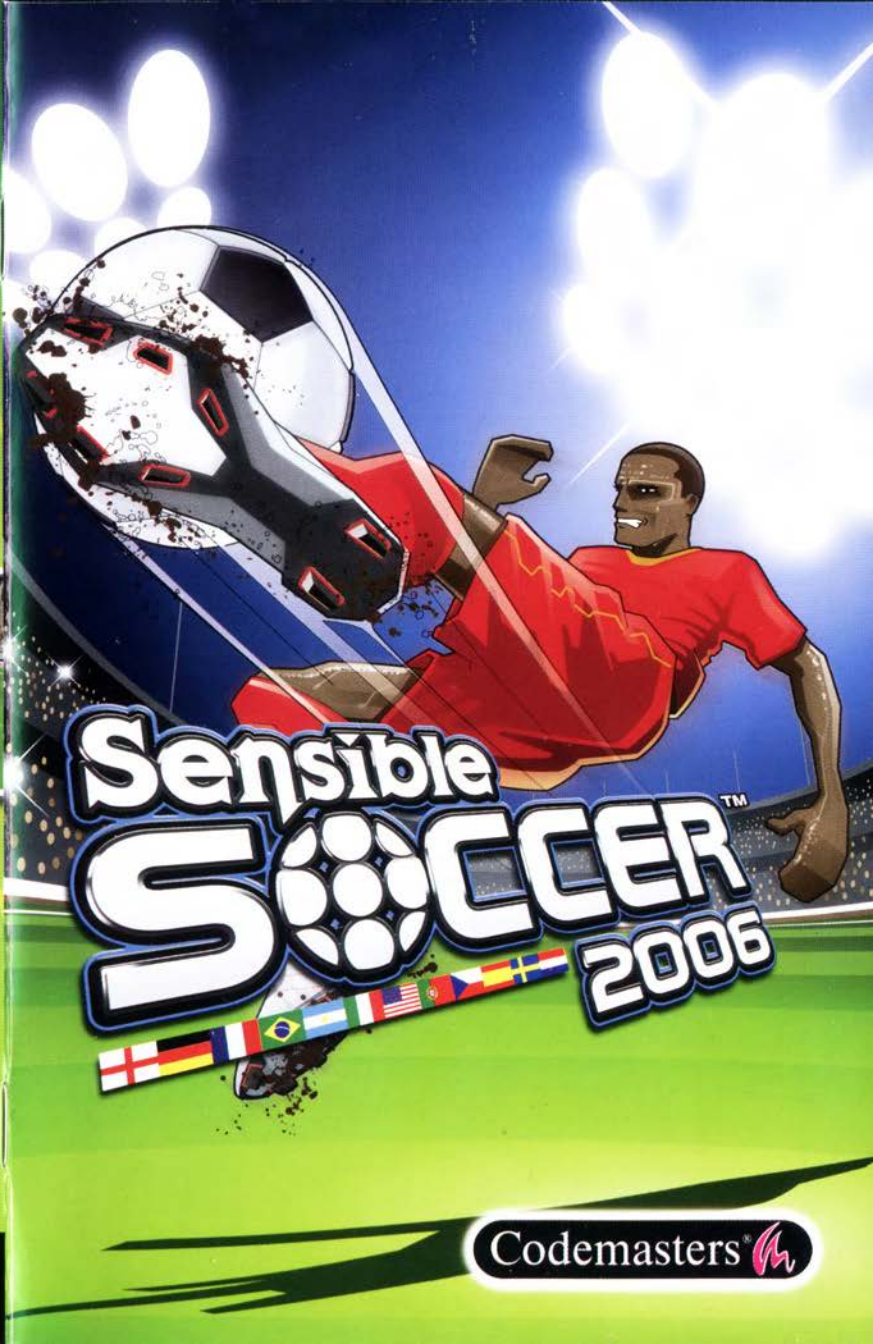**Smash home amazing goals**

**Perfect your sliding tackles**

### and much, much more...

Sensible
**S⚽CCER**
2006

Sensible
**S⚽CCER**
2006

Codemasters®

## Precautions

• This disc contains software for the PlayStation®2 computer entertainment system. Never use this disc on any other system, as it could damage it. • This disc conforms to PlayStation®2 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation®2. • Read the PlayStation®2 Instruction Manual carefully to ensure correct usage. • When inserting this disc in the PlayStation®2 always place it with the required playback side facing down. • When handling the disc, do not touch the surface. Hold it by the edge. • Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth. • Do not leave the disc near heat sources or in direct sunlight or excessive moisture. • Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

## Health Warning

For your health, be sure to take a break of about 15 minutes during every hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a well-lit room, sitting as far from the screen as the cord will allow. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These people may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

## PIRACY

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See back page of this manual for Customer Service Numbers.

## Pan European Games Information (PEGI) Age-Rating System

The PEGI age-rating system protects minors from games unsuitable for their particular age group. PLEASE NOTE it is not a guide to gaming difficulty. Comprising two parts, PEGI allows parents and those purchasing games for children to make an informed choice appropriate to the age of the intended player. The first part is an age rating:-

**3+**  **7+**  **12+**  **16+**  **18+**

The second is icons indicating the type of content in the game. Depending on the game, there may be a number of such icons. The age-rating of the game reflects the intensity of this content. The icons are:-

VIOLENCE     BAD LANGUAGE     FEAR     SEXUAL CONTENT     DRUGS     DISCRIMINATION

For further information visit http://www.pegi.info

SLES-53810

1 or 2 Player • Memory Card (8MB) (for PlayStation®2) : 1406KB minimum • Analog Control Compatible: analog sticks only
• Multitap (for PlayStation®2) adaptable: 1 – 4 Players • Vibration Function Compatible

## ⊕ Contents

# Introduction

## Sensible Soccer™ 2006

**Congratulations you have just purchased a copy of one of the most popular football games of all time.**

Sensible Soccer has been played by over 15 million people around the world since it was first published in 1992. This new generation version of one of the greatest computer games ever is full of all of the classic Sensible Soccer game modes, friendly matches, Cups, Leagues and Tournaments from around the world featuring limitless DIY competitions for up to 32 players. It also features some brand new game play elements such as an RPG style Custom Team Career Mode, controllable goalkeeper movement and co-operative teams in all game modes allowing action for up to 4 players simultaneously.

## How to Play

Sensible Soccer 2006 has been designed so you can dip in and out of all the different game modes as you want to:-

• Friendlies, Preset and DIY Competitions can all be played independently of each other and up to 7 such competitions can be saved at any one time.

• Each of the four Custom Teams also has its own separate career game which is stored independently, once created these teams can also be used at any time and their current competition stored with them.

# Getting Started

Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Attach game controllers and other accessories, as appropriate. It is recommended that you do not insert or remove Memory Cards (8MB) (for PlayStation®2) or other accessories once the power is switched on. Make sure there is enough free space on your Memory Card (8MB) (for PlayStation®2) before commencing play. Refer to the instructions supplied with the Memory Card (8MB) (for PlayStation®2) for details.

Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the ⏻ / RESET button. When the ⏻ indicator is green, press the ⏏ button and the disc tray will open. Place the game disc on the disc tray with the label side facing up. Press the ⏏ button again and the disc tray will close. Follow on-screen instructions and refer to this manual for information on using the software.
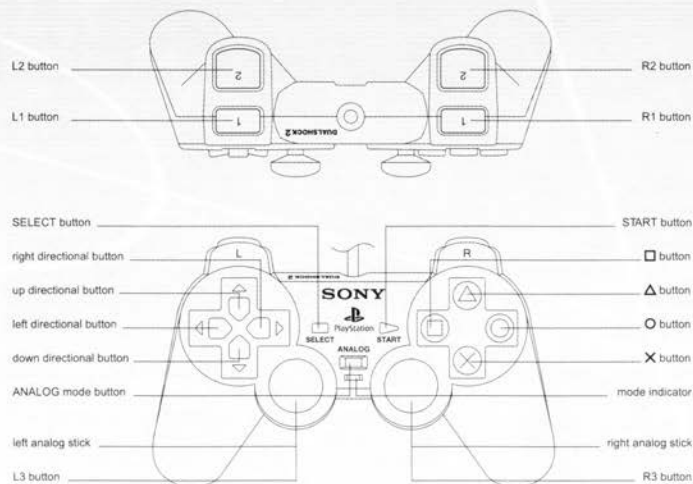
Select your preferred language from your console's internal System Configuration menu before commencing play.

# Memory Cards (8MB) (for PlayStation®2)

Throughout this manual, the term "memory card" is used to describe the Memory Card (8MB) (for PlayStation®2) – (product code SCPH-10020 E). The Memory Card (SCPH-1020E), which is designed for use with PlayStation® and PS one, is not compatible with this game.

As you play through the game, your progress and level of unlocks can be saved to Memory Card (8MB) (for PlayStation®2). Make sure there is sufficient space on your Memory Card (8MB) (for PlayStation®2) before commencing play (save file size 1406KB minimum).

# Analog Controller (DUALSHOCK®2)

| | |
|---|---|
| L2 button | R2 button |
| L1 button | R1 button |

| | |
|---|---|
| SELECT button | START button |
| right directional button | ☐ button |
| up directional button | △ button |
| left directional button | ○ button |
| down directional button | ✕ button |
| ANALOG mode button | mode indicator |
| left analog stick | right analog stick |
| L3 button | R3 button |

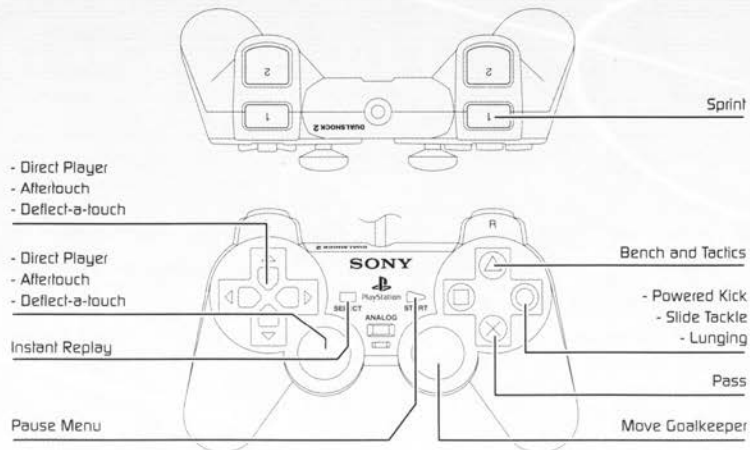**Note:** A digital controller cannot be used to play this game

# ⊕ Loading and Saving Sensible Soccer 2006

Sensible Soccer 2006 provides seven save slots in the main save game to save your progress in competitions, as well as 4 save slots for custom teams. You can also save the same competition at different points to different save slots.

When first started the game automatically loads:

- Custom team settings (including their current competition)
- Edited player names
- Edited team names
- Edited competition names

# ⊕ Default Game Controls

- Direct Player
- Aftertouch
- Deflect-a-touch

- Direct Player
- Aftertouch
- Deflect-a-touch

Instant Replay

Pause Menu

Sprint

Bench and Tactics

- Powered Kick
- Slide Tackle
- Lunging

Pass

Move Goalkeeper

## Menu Navigation

| | |
|---|---|
| **Highlight Menu Item:** | Directional button or left analog stick |
| **Change Menu Option (if available):** | Directional button or left analog stick |
| **Select Highlighted Menu Item (if available):** | ✕ button |
| **Cancel/Exit Menu:** | △ button |
| **Perform Actions described by Tool Tips:** | ☐ and ○ buttons |

# ⊕ Player Movement

## Player Selection

Player selection is automatic and based on the direction in which the player is pushing the left analog stick.

## Sprint

Sprint makes the player run faster, use sparingly as each player has a limited amount of sprint energy per match, indicated by the bar above his head when sprinting.

## Interception

If a player runs into a member of the opposition on the ball he will automatically try and take the ball from him.
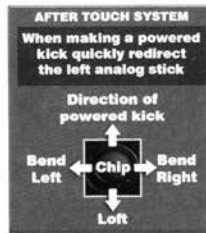
# ⊕ On the Ball

## Passing

Use the arrow to line up a pass to another player on the same team and then press the pass button.

## Powered Kick

A powered kick is played in the direction the arrow is pointing and can be used as a long ball or a shot on goal. The longer the button is held down the more power is applied to the ball.

## Aftertouch

This can be applied to the ball by redirecting the left analog stick immediately after a powered kick has been performed. Aftertouch enables the ball to be bent left or right, to be lofted high into the air and dipped with top spin back down again and to be chipped delicately. The aftertouch system also works with the directional buttons.

**AFTER TOUCH SYSTEM**

When making a powered kick quickly redirect the left analog stick

Direction of powered kick

Bend Left — Chip — Bend Right

Loft

## ⊕ Off the Ball

### Slide Tackle

When a player is off the ball and the opposition are in possession of the ball and the powered kick button is pressed the player will perform a slide tackle in an attempt to dispossess the opposition, if mistimed this can result in cautions and injuries.

### Lunging

When a player is off the ball and the ball is free and the kick button is pressed the player will throw himself at the ball in attempt to slide, diving header, volley or head the ball.

### Deflect-a-touch

This can be applied to the ball by redirecting the left analog stick after a lunge has been performed before contact is made with the ball enabling the player to divert the ball in a different direction.

## ⊕ Goalkeeper Controls

### Movement

The goalkeeper's diving and basic movement is controlled automatically however the player can affect the movement of the goalkeeper by moving the right analog stick.

Movement forwards and backwards will cause the goalkeeper to close down the angle by coming out of his goal and to retreat back onto his goal line.

Movement left and right will cause the goalkeeper to cover his posts and to ready him for saves in the direction that he is moving.

Bring goalkeeper out
[Retreat if kicking down]

Move left          Move right

Retreat to goal line
[Bring out if kicking down]

### Dangerous Free-Kicks

Goalkeeper movement is particularly useful for dangerous free kicks where the goalkeeper will automatically direct the wall as he moves from one side of his goal to the other under the direction of the player.

### Penalties

Moving the goalkeeper side to side on his line during penalties will cause him to move between the posts, the goalkeeper will always have a better chance of saving a shot if the player is moving him in the direction of his dive.

## ⊕ Other In-Game Controls

### Bench and Tactics

Calls up the tactics menu the next time there is a stoppage in play for substitutions and formation changes.

### Instant Replay

Allows the player to analyse the last few seconds of action with a comprehensive action replay system.

## ⊕ Tactics

From this menu team formations and starting line ups can be selected prior to each match. This menu also appears during the game the first time the ball goes out of play after either of the players has pressed the Bench and Tactics button.

### Formations

There are 12 different team formations to choose from and each team in the game will naturally default to a different formation until it is changed by the player.

### Player Position Swapping

To change around the players on the pitch, first select a player to be moved and then select the position he needs to be moved to, this will result in both selected players swapping positions on the pitch or on and off the bench at the bottom of the screen.
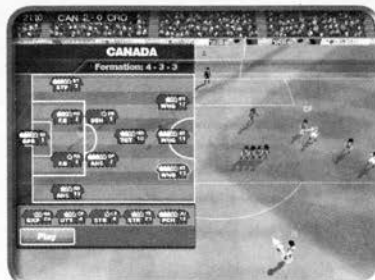
### Bringing on Substitutes

To make substitutions in the middle of the game select the player to bring on from the bench and then select the player that is to be replaced on the pitch.

### Removing Injured and Suspended Players

It is not possible to start a match if a banned or injured player is on the pitch, these players must be swapped with a legal player on the bench before the game can start. Similarly during a match, it will be impossible to proceed with the game until an injured player is taken off the pitch and a substitution is made.

A player who has been sent off cannot be substituted so for the rest of that match there will be one player position coloured red in the team formation on the Tactics menu that will remain empty for the rest of that match.

## ⊕ Player Types

Each squad is made up of players who are a mixture of 21 different player types. Each player type has its own preferred area of the pitch to operate in and its own strengths and weaknesses. The player types of each player in the game are shown as idents in the player icons on the Tactics Menu.

| IDENT | PLAYER TYPE | STRENGTHS |
|---|---|---|
| GKP | GOALKEEPER | Goalkeeping |
| **CENTRAL DEFENDERS** | | |
| SWP | Sweeper | Tackling + Passing |
| MRK | Marker | Tackling + Heading |
| STP | Stopper | Tackling + Strength |
| **WIDE DEFENDERS** | | |
| FB | Full Back | Tackling + Pace |
| LFB | Left Back | Tackling + Left Sided |
| RFB | Right Back | Tackling + Right Sided |
| WB | Wing Back | Stamina + Pace |
| LWB | Left Wing Back | Stamina + Left Sided |
| RWB | Right Wing Back | Stamina + Right Sided |
| **CENTRAL MIDFIELDERS** | | |
| UTY | Utility Man | Tackling + Stamina |
| ANC | Anchor Man | Tackling + Pace |
| HAT | Hatchet | Tackling + Strength |
| GEN | General | Tackling + Passing |
| PMK | Playmaker | Control + Passing |
| **WIDE MIDFIELDERS** | | |
| WNG | Winger | Pace + Control |
| LW | Left Wing | Pace + Left Sided |
| RW | Right Wing | Pace + Right Sided |
| **ATTACKERS** | | |
| TGT | Target Man | Strength + Heading |
| STR | Striker | Finishing + Heading |
| PCH | Poacher | Finishing + Pace |

1) Shirt Number
2) Player Initials
3) Star Rating
4) Player Type

## ⊕ Player Skills and Teams

### Star System

**Player Grading** All Players are graded from 1 to 10 skill points and displayed via a simple star system. Every big star is worth 2 skill points and a small star is worth an additional 1 skill point, the more stars a player has, the better they become.

**Player Upgrading (Custom Teams Only)** Every time each Custom Team wins each preset tournament for the first time, one of the team's players is automatically upgraded and receives extra skill points. The amount of skill points a specific player will be upgraded by, when a tournament is won, is shown when browsing preset tournaments in Custom Team mode.

**Team Grading** Each team is also graded from 1 to 10 skill points and displayed via a simple star system. There are 16 players in each squad and each team's grade is calculated by working out the average skill points rating of each player in that squad.

### Team Types

There are 3 main team types in the game, International, Club and Custom Teams. It should be noted that some team types are deliberately excluded from certain-game modes and competitions.

**International Teams** The game includes 67 international teams from every corner of the footballing world.

**Club Teams** The game includes 300 club teams from England, France, Germany, Holland, Italy, Portugal, Scotland and Spain.

**Custom Teams** The game includes the ability to create and save up to 4 Custom Teams at any one time.

# Custom Teams

## Overview of Custom Team Game

The Custom Teams act as a career mode in the game. The challenge is to create a squad of 16 rookie players, give them their own team name and kits and take them all the way from the 292nd best ranked Club in the game right up to the very top spot in the Team Rankings, winning all of the 40 or more trophies available for them to compete for along the way.

## Four Simultaneous Custom Team Games

Each game save has the capacity to store four completely independent Custom Team games simultaneously.

# Creating Custom Teams

The first step to managing a Custom Team is to create it, this is done in 3 basic steps, firstly choose their name and squad type, secondly choose their home and away kit, thirdly create the 16 players that will make up the squad.

## Team Name

Select the team name and use the directional button to cycle through the letters of the alphabet and move to the next letter in the name, press the × button when editing of the name is complete to keep the changes.

## Squad Types

There are 8 different squad types to choose from and each has its own unique spread of player types that will influence the type of team that is likely to take shape as their career progresses. The squad types to choose from are normal, defensive, aggressive, workhorse, all-rounder, attacking, flair and wide boy.

# Creating Custom Team Kits

## Home and Away

All Custom Teams have two kits to edit, these are known as home and away kits.

## Shirts, Shorts and Socks

Each kit comprises of shirts, shorts and socks, there are many different styles of shirt and shorts available and all of these kit items can be chosen in an array of colours. Even more styles of shorts and shirts can be made available to choose from in the form of unlocks which can be won by winning Preset Tournaments with regular Club and International Teams.

# Creating Custom Team Players

Players can be customised by changing their names, height and weight, skin and eye colour. Select different hairstyles, facial hair, eyebrows and sideburns. You can even select which boots your player will play in. Even more hairstyles and fancy boots can be made available to choose from in the form of unlocks which can be won by winning Preset Tournaments with regular Club and International Teams.



## Saving a New Custom Team

Once all elements of a new Custom Team, including Kits and Players, have been completed then they can be saved by pressing the □ button at any time.

# Managing Custom Teams

## Team Ranking

Shows the player where his Custom team stands in the pecking order in relation to the other 300 club teams in the game.

## Trophy Cabinet

Every trophy that a Custom Team ever wins will be stored here.

## Enter New Competitions

Allows the player to choose which competition he wants to enter next. Friendlies and DIY competitions are available against all teams in the game, but Preset Competitions should be the main focus of all Custom Teams.

## Upgrading Players

Every time each Custom Team wins each preset tournament for the first time one of the team's players is automatically upgraded and receives extra skill points. The amount of skill points a specific player will be upgraded by when a tournament is won is shown when browsing preset tournaments in Custom Team mode. As the players in a Custom Team get better so it should become easier to win some of the harder Preset Tournaments available to choose from.

## Maxing Out of Team Skills

When all Preset Competitions have been won by a Custom Team all of its players will be on 10 skill points each, which is the best standard of squad that it is possible to have in the game.

## Editing Players

It is possible at any time between competitions to edit the hair styles, facial hair, eyebrows, sideburns and boots of all custom team players.

## Competition Types

### Friendlies

Select two teams for a one-off match.

### Preset Competitions

Choose from over 45 different international and Club Preset Competitions.

## Leagues

These competitions are played in a round robin format where each team plays every other team between 1 and 4 times depending upon the competition rules. Teams are awarded 3 points for a win and 1 point for a draw per match and the team with the most points once all matches are played is the winner. If there are two or more teams with equal points at any time then the team with the best goal difference is placed the highest in the league table.

## Cups

These competitions are played in a knockout format, with all teams continuing in the competition until they eventually lose a match, eventually one team will be left undefeated and that team is declared the winner. If any cup match is drawn after full time then it goes into a period of extra time and if it is still drawn after extra time then it is decided on a penalty shoot out.

If a cup is set so that each tie is played over two legs, one at the home ground of each team, then the scores of both legs are added together to get the final score. If the final score over two legs is equal then the team that has scored the most away goals is declared the winner. If the teams are still equal then the tie will be decided on extra time and penalties.

## Tournaments

These are two phased competitions. The first phase is a series of mini leagues where the top 1 or 2 teams in the league will go forward to the second phase of the competition and all other teams will be eliminated after the first phase. The second phase of the competition is like a cup competition played out between all of the qualifying teams from the first phase.

## Competition Grading

Although competitions are not directly graded it is easy to see from the quality of the teams entering each competition which are easier to win and which are harder.

## Player Team Selection for Preset Competitions

As many player teams as are needed, can be selected from the team list at the bottom of the screen for all preset competitions, except for those played by Custom Teams where only the Custom Team itself can be a player controlled team.

Once a team is selected as a Player Team it will always be coloured blue throughout all menus in relation to that competition.

# ⊕ DIY Competitions

DIY Competitions allow the player to create their own Cups, Leagues and Tournaments for any combination of up to 32 Player and Computer controlled teams. By first naming the Competition and setting up the Competition Rules and then picking the teams to enter it.

## Creating Leagues

Choose the number of teams in the league, how long each match lasts for and how often they play each other.

## Creating Cups

Choose the number of teams, match length and number of legs per round (finals are never two legged in any cups or tournaments throughout the game).

## Creating Tournaments

Choose the number of groups, number of teams per group, match length, how often the teams play each other, how many teams qualify from each group for the second phase of the competition and how many legs per round in the knockout phase of the competition.

## Selecting Teams

Once Competition rules are set, decide which teams you want to enter the competition. This is done by selecting teams via a Team Region Selector from a Team Selection List and adding them to a Selected Teams Grid at the top of the screen that stores all teams chosen to enter the competition either as player or Computer controlled team.

Custom Teams can only be selected for DIY competitions when set up via another Custom Team.

All empty places in the Selected Teams Grid can be filled up quickly by pressing the Random button.

Player teams are coloured blue and at least one is needed to start the competition.

Once the Selected Teams Grid is full then select Continue to start the Competition.

1) Selected Teams Grid

2) Team Region Selector

3) Team Selection List

# ⊕ Competition Progression

## League Tables

Between each round of matches the game returns to the League or Group Tables, in a tournament the group tables are presented as mini leagues which can be accessed with the directional button or left analog stick.

## 3 Points for a Win

In all Leagues and groups in the game, teams score 3 points for a win and 1 point for a draw.

## Competition Jumps to Next Player Game

The game automatically calculates computer v computer matches in the background and always keys up the next match involving a player in all competitions for immediate play.

## Cup Draws

Once a Cup Round is finished or the group stage of a Tournament is over, the draw for the next knockout round is automatically calculated and shown to the player.

## Player Teams Being Knocked Out

Once a player team is knocked out of a Cup or Tournament the player will have to wait for all other player teams to be knocked out of the competition. Once all Player Teams are knocked out of a competition then it is automatically exited.

# ⊕ Competition Extras

## Top Scorers

This is a list of the players who have scored the most goals in the Competition.

## Competition Rules

This is a reminder of the Competition Rules.

## Saving Competitions

Competitions can be saved at any time by using the □ button.

# ⊕ Unlocks and Upgrades

Every Preset competition in the game gives the player a reward when it is won for the first time. When playing as a Club or International Team the Player can unlock new Balls, Pitches, Shirts, Shorts, Hair Styles and Boots. When playing as a Custom Team the player can upgrade one of his squad players.

## Regular Preset Competition Unlocks

**Balls and Pitches** If one of these is unlocked it is added to the list of selectable items on the Match Conditions menu.

**Shirts and Shorts** If one of these is unlocked it is added to the list of selectable items on the Create Custom Team Kits menu.

**Hair and Boots** If one of these is unlocked it is added to the list of selectable items on the Create/Edit Custom Team Player Menu.

## Custom Preset Competition Upgrades

### Player Upgrades

These are added directly to the skills of the player to be upgraded as soon as the Competition is won.

# ⊕ Setting up a Match

## Team Selection Friendlies

Use the Team Selector Column to select the two teams to play the friendly.

## Other Competitions

Teams for each match are selected automatically in all other competitions.

# ⊕ Controller Selection

For Friendlies the player can choose the number of player teams to go into the match, for all other competitions player teams are allocated as soon as this screen is entered.

## Single Play

To play a match as a player controlling a team on his own the player should move his controller icon to the side underneath the team that he wishes to control and press the ✕ button.

## Co-operative Play

To play a match with two players co-operatively controlling the team each player should move his controller icon to the side underneath the team that he wishes to co-control and press the ✕ button.

## Direction Indicators

Once a player has selected the team he wishes to control he has the option to vary the way the direction indicating arrows are displayed beneath the player under his control during the game.

## Controller Setup

Once a player has selected the team he wishes to control he also has the option to vary the controller configuration setting of his controller during the game.

Once the player is happy with the settings of his Direction Indicators and his Controller Setup he should press the ✕ button again to continue.

## ⊕ Match Conditions and Rules

This menu is used to set up the actual match conditions for each match that is played.

### Team Kits

This allows the players to choose the combination of Home and Away kits that they would most like the teams to be wearing.

### Stadium, Pitch, Weather, Ball and Kick Off

These allow the players to set the environment for the match, some of these environmental aspects are purely aesthetic and some, such as the Pitch, can actually influence the game itself. Even more Pitches and Balls can be made available to choose from in the form of unlocks which can be won by winning Preset Tournaments with regular Club and International Teams.



### Match Length and Extra Time

This allows the players to vary the game length and extra time rules for friendlies. During Competitions these options are fixed and not selectable.

## ⊕ Match Rules

The game itself follows the basic rules of football fairly accurately. Here are just some of those rules:

### Fouls

When a player tackles a player in an unfair way the referee will blow for a foul. A foul will normally result in a free kick to the fouled team, but if that foul took place in the penalty area then the referee will give a penalty instead.

### Yellow and Red Cards

Very bad fouls, usually when the player is slide tackled from behind, can result in the fouling player being given a yellow or red card. When a player is given a Red Card he is sent off the pitch and his team has to continue on without him. When a player is given two yellow Cards in a match he is also sent off. Players that are sent off during a competition will often be banned for a number of subsequent matches in that competition.

### Injuries

Very bad fouls can also result in the fouled player being too injured to continue the match, when this happens the game stops until the injured player is removed from the field of play and replaced by a substitute. Some injuries may also prevent a player from starting subsequent matches in a competition.

### Offside

Offside occurs when a player receives a pass at a time when the only member of the opposing team between him and the opposition's goal line is the opposition goalkeeper. This results in a free kick to the defending team.

### Tactics Changes Enforced

Whenever a player is injured his team will be forced to make a substitution before the game can continue.

### Tactics Changes Requested

Whenever the Bench and Tactics button is pressed by either team the Tactics menu for that team will appear the next time the ball goes out of play or there is a free kick. It is possible for both teams to be using their Tactics menu at the same time during a match.

### Up to 3 Subs

Each team is allowed to make a maximum of 3 substitutions per match.

## ⊕ Options

### Volume Options

Gives the ability to alter the volume of the music, crowd and other sound effects.

### Timer Options

Gives the ability to alter the on screen display of the game timer and score.

### Arrows Options

Gives the ability to choose between 3 different default settings for the direction arrows used under the players feet in the game.

### Controller Configuration

Gives the ability to reconfigure four separate controller setups.

## ⊕ In-Game Options

### Quit and Exit

Aborts match and returns to main menu, this will also abort any competition if used in a competition match.

### Quit and Replay

Aborts match and restarts a new match with the same teams (only available during friendlies).

### Action Replay Console

This enables the player to analyze an action replay in great detail from numerous camera angles.



1) Change Player Cam
2) Rotate
3) Zoom
4) Change Angle
5) Exit
6) Restart
7) Play/Pause
8) Rewind/Fast Forward

## ⊕ Editing Names

This enables the player to edit the names of all competitions, Club Teams and Players in the game and to save these changes to the memory card currently being used.

First select the name to edit and use the directional button to cycle through the letters of the alphabet and move to the next letter in the name. press the × button when editing of the name is complete to keep the changes.

### Preset Competition Names

Allows the editing of all Preset Competition names.

### Team Names

Allows the editing of all Club Team names.

### Player Names

Allows the editing of Player Names for all Club and International Teams.

## ⊕ Loading Data

### Loading Old Competitions

Choose which competition to load from a list of all competitions saved to the memory card currently being used.

## ⊕ Thanks to

Sensible Software, Chris Yates, Jon Hare, Chris Chapman, Mike Hammond, Brad, Tom Whibley, Oscar Soper, Paul Edwards, James Horn.

## ⊕ Credits

### Codemasters

| | |
|---|---|
| Chief Creative Officer: | David Darling |

#### Product Development
| | |
|---|---|
| Studio Head: | Sam Parker |
| Senior Producer: | Adam Parsons |
| Games Design: | Jon Hare |
| Additional Art: | Trevor Slater, Christian McMorran, Philip Cox |
| Design Support: | Jamie Firth |

#### Audio
| | |
|---|---|
| Sound Effects: | Tim Bartlett, Oliver Johnson |
| Music: | Jon Hare, Richard Joseph |
| Vocals: | Jackie Reed |

Music under license from Sensible Soundware Ltd.

#### Quality Assurance
| | |
|---|---|
| QA Manager: | Eddy Di Luccio |
| QA: | Richard Bailey, Mark Roberts, Khushpal Kalsi, Simon Turner Lee Walford, Matthew Boland, Andrew Hargreaves, Danny Bickley, Gurtejbir Mangat, Sukhdeep Thandi |
| QA Lead: | Gary Masters |
| Compatibility Manager: | Gary Cody |
| Compatibility: | Martin Hawkins, Neil Martin, Ben Fell, Ben Field, Darren Greenwood |

### Marketing

| | |
|---|---|
| Director of Marketing: | Nicky Hewitt |
| Global Marketing Manager: | Alan Perrie |
| Publicity: | Richard Eddy, Sam Cordier |
| Marketing Services: | Liz Darling, Barry Cheney, Andy Hack, Wayne Garfirth |

### Brand

| | |
|---|---|
| Brand Manager: | Guy Pearce |
| Market Analyst: | Amy Budden |
| Research Team: | Steven Prestidge, George Coombes, Richard Field, Rosetta Rizzo |

### Legal

Julian Ward

## Kuju Entertainment

### Kuju Sheffield

### Game Code

| | |
|---|---|
| Lead Programmer: | Malcolm Stead |
| Programmers: | Mark Adamson, Richie Palmer, Sarah Cook, John May, Ben Wilson, Chris Eaves |

### Game Art

| | |
|---|---|
| Lead Art: | David Tolley |
| Game Artist: | Ben Woods |
| | |
| Executive Producer: | Simeon Pashley |
| Project Manager: | Roger Godfrey |
| Studio Manager: | Tony Kavanagh |
| Additional Help: | Ross Kidner, Asad Habib |
| Executive Management: | Ian Baverstock, Jonathan Newth |

### Kuju Surrey

| | |
|---|---|
| Additional Art: | Kees Gajentaan, Jamie Field, Chris Luck |

### StrawDogs

| | |
|---|---|
| Additional Art: | Joe Lewis, Les Spink, James Curran |

## Customer Services Numbers                                    (Codemasters No.)

* **Australia** — 1300 365 911 — (0044 1926 816044*)
  Calls charged at local rate. Please call these Customer Service Numbers only for hardware support of PlayStation products.

* **Österreich** — 0820 44 45 40 — (0044 1926 816065)
  0.116 Euro/Minute. Rufen Sie diese Kundendienstnummern bitte nur an, wenn Sie Hardware-Support für PlayStation-Produkte benötigen.

* **Belgique/België/Belgien** — 011 516 406 — (0044 1926 816044*)
  Prix d'un appel local. Veuillez composer les numéros du service après-vente pour recevoir une assistance technique destinée uniquement aux produits PlayStation.

* **Danmark** — 70 12 70 13 — (0044 1926 816044*)
  Man-Fredag 15-21, Lør-Søndag 12-15. Ring venligst kun til disse kundeservicenumre vedrørende hardwaresupport til PlayStation-produkter.

* **Suomi** — 0600–411911 — (0044 1926 816044*)
  17.00-21.00 ma-to, 0.79 Euro/min. Tätä asiakaspalvelunumeroa voi käyttää vain PlayStation-tuotteiden laitteistotukeen liittyvissä kysymyksissä.

* **France** — 0820 31 32 33 — (0044 1926 816066)
  Prix d'un appel local - ouvert du lundi au samedi. Veuillez composer les numéros du service après-vente pour recevoir une assistance technique destinée uniquement aux produits PlayStation.

* **Deutschland** — 01805 766 977 — (0044 1926 816065)
  0,12 Euro/minute. Rufen Sie diese Kundendienstnummern bitte nur an, wenn Sie Hardware-Support für PlayStation-Produkte benötigen.   kundendienst@codemasters.com

* **Ελλάδα** — 00 32 106 782 000 — (10-2445310)
  Εθνική Χρέωση. Παρακαλούμε να τηλεφωνείτε σε αυτούς τους αριθμούς του Τμήματος Εξυπηρέτησης Πελατών μόνο για θέματα υποστήριξης υλικμικού των προϊόντων PlayStation.   (0044 1926 816044*)

* **Ireland** — 0818 365065 — (0044 1926 816044*)
  All calls charged at National Rate. Please call these Customer Service Numbers only for hardware support of PlayStation products.

* **Israel** — 09 971170 — (0044 1926 816044*)
  Please call these Customer Service Numbers only for hardware support of PlayStation products.

* **Italia** — 199 116 266 — (0044 1926 816044*)
  Tariffa Nazionale. Chiamare questi numeri del Servizio Clienti solamente se si necessita di assistenza relativa all'hardware dei prodotti PlayStation. IN ALTERNATIVA CONTATTARE IL SERVIZIO DI ASSISTENZA TECNICA HALIFAX che risponde al seguente numero: Un operatore sarà a vostra disposizione dal Lunedì al venerdì, dalle ore 14 alle ore 19. E' possibile accedere al servizio di assistenza anche tramite Internet scrivendo all'indirizzo: assistenza@halifax.it   (02/4130345)

* **Malta** — 23 436300 — (0044 1926 816044*)
  National Rate. Please call these Customer Service Numbers only for hardware support of PlayStation products.

* **Nederland** — 0495 574 817 — (0044 1926 816044*)
  Interlokale kosten. Bel deze klantenservicenummers alleen bij hardwareproblemen met PlayStation producten.

* **New Zealand** — 09 415 2447 — (0044 1926 816044*)
  National Rate. Please call these Customer Service Numbers only for hardware support of PlayStation products.

* **Norge** — 81 55 09 70 — (0044 1926 816044*)
  Man-Fre 15-21, Lør-Søndag 12-15. Vennligst ring disse kundeservicenumrene kun for maskinvarestøtte i forbindelse med PlayStation-produkter.

* **Portugal** — 707 23 23 10 — (0044 1926 816044*)
  Contacte-nos através destes números de Assistência ao Cliente para obter asistência técnica (hardware) apenas para produtos da PlayStation.   (707 236 200)

* **España** — 902 102 102 — (91 406 29 64)
  Tarifa nacional. Al llamar a estos números del Servicio de atención al cliente sólo obtendrá asistencia para los productos PlayStation.
* **Proein** Hermanos Garcia Noblejas 37. Edf. C2 28037 Madrid. soporte@proein.com

* **Sverige** — 08 587 822 25 — (0044 1926 816044*)
  Mån-Fre 15-21, Lör-Söndag 12-15. Ring endast dessa kundservicenummer för maskinvarusupport av PlayStation produkter.

* **Suisse/Schweiz/Svizzera** — 0848 84 00 85 — (0044 1926 816066)
  Tarif appel national / Nationaler Tarif / Tariffa Nazionale. Veuillez composer les numéros du service après-vente pour recevoir une assistance technique destinée uniquement aux produits PlayStation.

* **UK (network Gaming Only)** — 08702 42 22 99 — (0870 7577881)
* **UK (all other enquiries)** — 08705 99 88 77 — (0870 7577881)
  National rate. Calls may be recorded for training purposes. Please call these Customer Service Numbers only for hardware support of PlayStation products.

* United Kingdom number. English speaking service. For costs incurred please check your regional charges for international calls.