



PlayStation

PAL



KONAMI®

INTERNATIONAL
SUPERSTAR
SOCCER PRO **98**

KONAMI
XXL
SPORTS SERIES™

PlayStation®



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MORE THAN JUST A GAME



WIDELY ACCLAIMED AS THE BEST FOOTBALL GAME SERIES EVER CREATED, INTERNATIONAL SUPERSTAR SOCCER IS BACK! FEATURING THE SMOOTHEST RUNNING GAMEPLAY OF ANY FOOTBALL GAME ON THE MACHINE, ENHANCED STRATEGIES, PLAYER-NAME EDITING AND A CO-OPERATIVE PLAYER-AND-CPU OPTION, ISS PRO 98 IS DESTINED TO TOTALLY DESTROY THE DEFENCES OF THE OPPOSITION!

Made in Austria



1 or 2
Players



Memory Card
1 block



Analog Controller
Compatible

This software is only compatible with hardware displaying "PS" and

PAL



COMPACT
disc



For Ages - Pour Ages - Para Edades - Für Jahre - For Years

3-10 ✓

11-14 ✓

15-17 ✓

18+ ✓



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ATTENTION

Chez certaines personnes, l'utilisation de ce jeu nécessite des précautions d'emploi particulières qui sont détaillées dans la notice jointe



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PlayStation

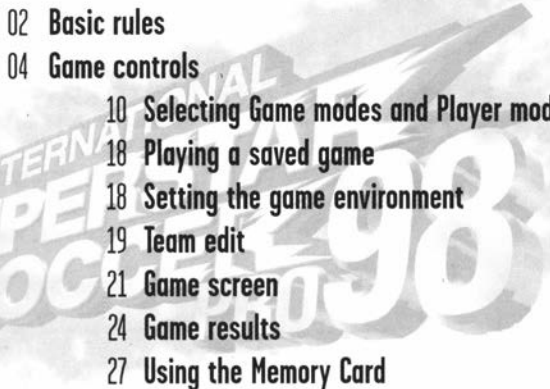
PAL

COMPACT disc

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BASIC RULES

This game basically follows FIFA rules.

GAME LENGTH

Matches can be set to 5, 10, or 15 minutes.
You can adjust match length at the start of the game.

EXTENDED GAMES

Depending on the game mode, there may be extended games and penalty kick shots.

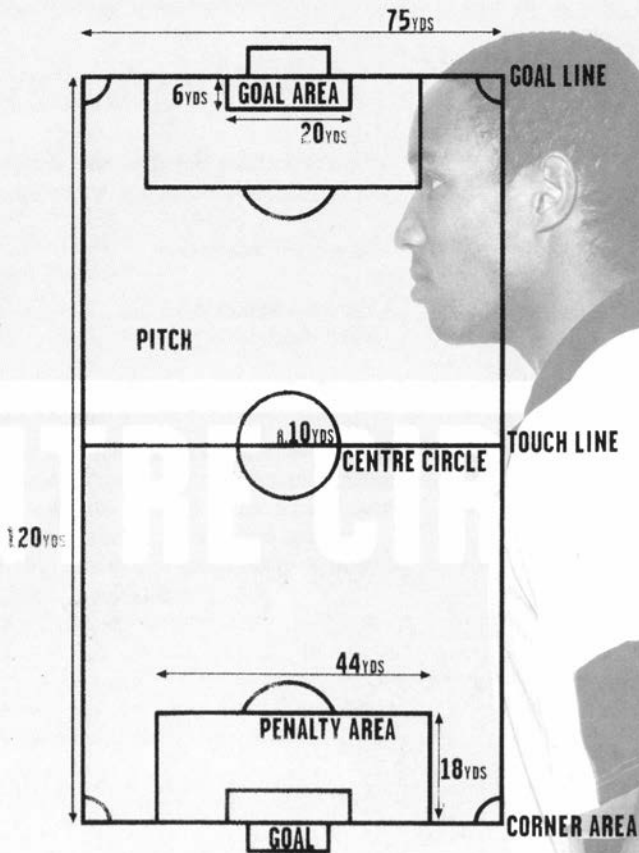
YELLOW AND RED CARDS

If a player receives two yellow cards in the same match he will be sent off the field.
If a player receives a red card he will be sent off the field.

It is advised that you do not insert or remove peripherals or Memory cards once the power has been turned on. Make sure there are enough free blocks on your Memory card before commencing play.


This game also supports the Analog Controller. Use the left joystick in place of the directional buttons. You must enter analog mode (LED: Red), using the analog mode switch.

- If you purchase a second controller, you can play against or together with a friend.
- If you purchase a Memory Card, you can save League and Cup results and settings.



ATTACK CONTROLS

L1 button

- Press at the same time as the  button to do a one-two pass.
- Press at the same time as the shoot button to do a loop shot.

L2 button

- Execute/cancel L2 button strategies.

SELECT button

- Adjust defence and attack levels.
(Defence - Normal - Attack)

R2 button

- Execute/cancel R2 button strategies.

Directional buttons

- Determine direction of player movement, dribbling, passes, and shots.
- Press the Directional buttons after pressing the relevant button and before kicking to determine the direction of the shot.
- You can change the direction of a shot at the moment you kick the ball towards your opponent's goal.

START button

- Pause.

PITCH

ATTACK CONTROLS

R1 button & Directional buttons


Dash

button

Through pass

button

Short pass

One-two pass - Press the  button while holding down the L1 button

button

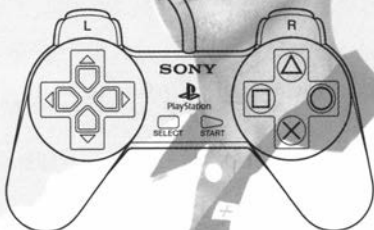
• Long pass

• In the same way as shooting, hold down the button to increase the level of the gauge and adjust the length of the pass.

• Centering (when the player is further infield than the opponent's penalty area) The height changes if the button is pressed repeatedly.

• Pressed twice: Fairly low centering


• Pressed three times: Ground centering



button

• Shoot

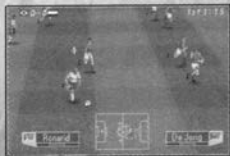
• Hold down the button to increase the level of the gauge and do a high shot. Clears if in front of your own goal.

• When the shot gauge is displayed, you can curve short passes by pressing the  button at the same time, and do loop shots by pressing the L1 button at the same time.

• Do volley shots and clear them with this button during a trap. You can do direct plays (heading, overhead kicks, volley kicks, etc) when the ball is in the air.

DEFENCE CONTROLS

- L1 button**
 - Change your player
- L2 button**
 - Execute/cancel L2 button strategies
- R2 button**
 - Execute/cancel R2 button strategies
- Directional buttons**
 - Direction of movement
- SELECT button**
 - Adjust defence and attack levels. (Defence - Normal - Attack)
- START button**
 - Pause.



L1 button



Directional buttons

DEFENCE CONTROLS

R1 button & Directional buttons Pressed simultaneously
Dash

 **button**

Goalkeeper (press to make the goalkeeper go for the ball)

 **button**

Press/Tackle (press the R1 button + Directional buttons during a press to press and dash simultaneously)

Executes a heading pass if the ball is in the air

 **button**

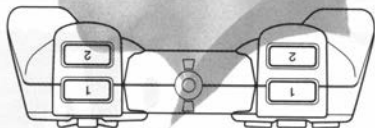
Executes a direct play (heading, volley kicks, etc.) if the ball is in the air

Executes a heading clear if player is not in front of opponent's goal

 **button**

Sliding

Executes a volley clear if the ball is in the air



Free Kicks

Directional buttons

Press left / right to determine ball direction.

- ⊙ button Long pass
- ⊗ button Short pass
- ⊕ button Shoot (Press ⊗ button when shoot gauge is activated to curve ball)
- ⊖ button Through pass

Throw-ins

Directional buttons

Press left/right to rotate receiving player

- ⊙ button Long throw-in
- ⊗ button Short throw-in

Corner Kicks

Directional buttons

Ball direction

- ⊙ button Centering
- ⊗ button Short corner kick
- ⊕ button Shoot (Press ⊗ button when shoot gauge is activated to curve ball)

Penalty Kicks

Select from 6 directions for both the goalkeeper and the kicker.

Kicker: Hold down the Directional button and press the ⊕ button

Goalkeeper: Try to anticipate the direction of the ball, and hold down the Directional button just before the kicker shoots.

Goal Kicks

Directional buttons

Determine ball direction

- ⊙ button Long pass
- ⊗ button Short pass

Goalkeeper

- ⊗ button / ⊕ button Overhand throw (mid-range)
- ⊙ button Long kick (long-range)

REPLAY

L1 button:

Rotate perspective to left

R1 button:

Rotate perspective to right

L2/R2 button:

Switch focus to different player

Directional buttons up/down:

Zoom in/Zoom out

Directional buttons left:

Rewind only when button held down

Directional buttons right:

Replay only when button held down

○ button:

Fast-forward frame by frame

⊖ button:

Rewind frame by frame

△ button:

Replay

START button:

Cancel replay

SELECT button:

Change perspective



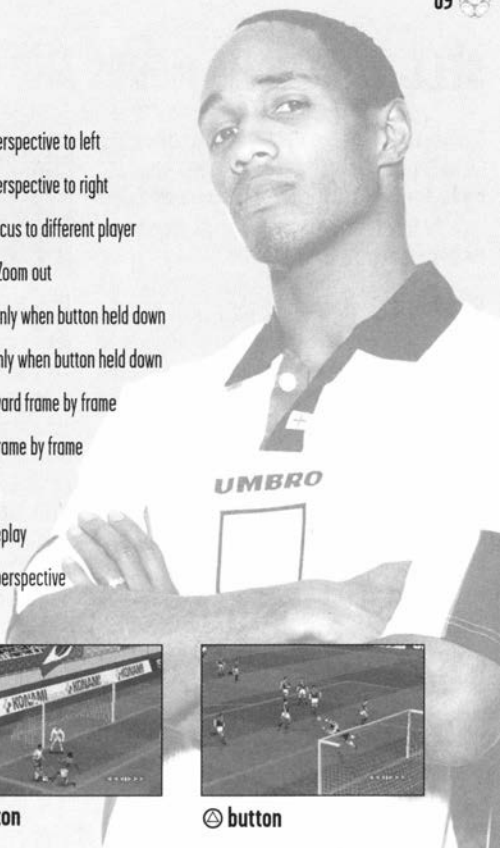
○ button



⊖ button



△ button



SELECTING GAME MODES AND PLAYER MODES

Press any button at the Title screen to bring up the Mode Select screen. Select a mode and the Player Mode Select screen will appear. Press the Directional buttons up/down to select a mode, the \otimes button to set a selection, and the \odot button to cancel a selection.



Playing the game for the first time

First, go into Training mode and familiarize yourself with the basic game controls. Practice passing, dribbling, corner kicks, and free kicks with a team of your choice. There is no opposing team in this mode.

Playing a league match

Select 16 teams and play against every other team round-robin style. You play either a half season of 15 matches, or a full season of 30 matches, aiming to come out the champion.

Simulating International Cup Matches

Try your skills in an International Cup match. First, qualifying matches are played round-robin style between 32 teams divided into 8 groups. The top 2 teams in each group then play each other tournament-style, with the losers eliminated progressively until a victory is decided.

Playing against a friend

Select a team for an Exhibition match, All-Star match, or Penalty Kick shootout, and play a single match. There are five player modes - you can play against the computer, against a friend, with a friend against the computer, in co-operation with the computer, or CPU vs CPU.

Playing in a particular area

There are cups for Europe, Africa, North America, South America, and Asia. You play tournament-style, with the losers being eliminated progressively.

Playing the game your way

In the Konami Cup you get to choose the number of teams (3 to 16) and match content.

OPTIONS

Make memory card utility settings, settings for the controller during matches, screen adjustment settings, player name edit settings, sound settings, and screen mode settings.
(See page 28)

Training

Practice passing, dribbling, corner kicks, and free kicks with a team of your choice. There is no opposing team in this mode. To quit training, select "Quit training" from the Pause menu.

Exhibition

If a match results in a tie, it goes into extended time. If that fails to break the tie a penalty kick shootout is played.

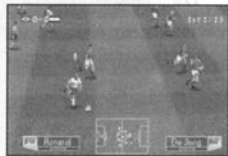
- Select player mode
- Select team
- Set match environment (P18)
- Edit team (P19)
- Start match (P22)
- Check game results (P24)

All Stars Match

Select either World All Stars or European All Stars. If a match results in a tie, a penalty kick shootout is played (without the match going into extended time beforehand).

P.K. Mode

After selecting a team, set the order in which players will kick.



LEAGUE MATCHES

Select 16 teams and play against every other team round-robin style. There are three modes in the game: you can play against the computer, with a friend against the computer, or in co-operation with the computer. There is no extended time.

The level, time and player mode can be changed using the memory card utility.

Playing from the beginning

- Select player mode
- Set difficulty level and match time
- Select half season (15 games) or full season (30 games)
- Select team
- Versus card display
- Edit team (P19)
- Start match (P22)
- Game results/score (P24)
- Versus card result display (P25)

Continuing a game

- Load data (P26)
- Chart of previous wins & losses/Ranking change graph/Versus chart/Score ranking display (P25)
- Select "Save", "Next Match", or "Quit" (Select "Move to Next Match" if continuing play) (P27)
- Chart of wins & losses/Ranking change graph/Versus chart/Score ranking display (P25)

CUP MATCHES

In this mode you play against the computer. There may be extended time, depending on which Cup match you are playing.

The level and time can be changed using the memory card utility.

International Cup Matches

There are 32 participating teams in the International Cup, divided into 8 groups of 4 countries each. Qualifying matches are played round-robin style in each group, and the top team in each group goes on to the championship tournament.

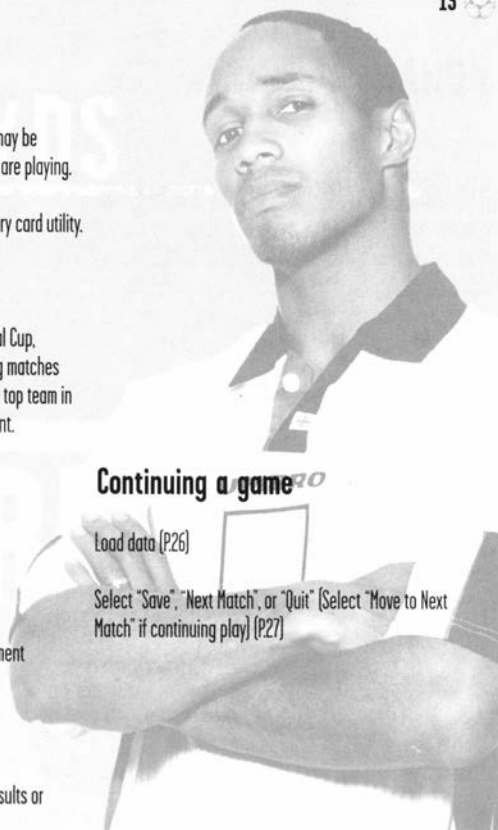
Playing from the beginning

- Select Cup match
- Set difficulty level and match time
- Set number of players
- Select team
- Qualifying matches set-up or championship tournament chart display
- Edit team (P.19)
- Start match (P.22)
- Game results/score (P.24)
- Versus card result display (P.25) Qualifying match results or championship tournament chart display

Continuing a game

Load data (P.26)

Select "Save", "Next Match", or "Quit" (Select "Move to Next Match" if continuing play) (P.27)





KONAMI CUP MATCHES

In the Konami Cup 3-16 teams play each other either round-robin style or tournament style. You can select a home & away match option in the tournament. If this option is selected, matches are played two at a time. If the score for both teams is the same after the two matches, the winner is decided by doubling the away match scores. If this still results in a tie, a penalty kick shootout is played. If the home & away match option is not selected, matches are played one at a time.

Playing from the beginning

- Select Konami Cup match
- Set difficulty level and match time
- Select round-robin style
- Select tournament style
- Set number of teams
- Home & away option
- Set number of players
- Select team
- Match set-up chart

Continuing a game

- Load data (P.26)



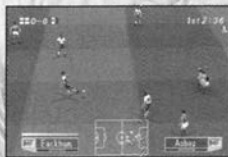
TEAM DISPLAY

- Home & away option enabled
- Home & away option disabled
- First home & away match display
- Team edit (P.20)
- Start first match (P.22)
- First game results/score (P.24)
- Second home & away match display
- Team edit (P.20)
- Start second match (P.22)
- Second game results/score (P.24)
- Round-robin match chart/Round-robin win/loss chart display (P.25)
- Tournament chart/Result display (P.25)
- Select "Save", "Next Match", or "Quit" (Select "Move to Next Match" if continuing play) (P.25)

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EUROPEAN, AFRICAN, NORTH AND SOUTH AMERICAN, AND ASIAN CUPS

The European, African, North & South American, and Asian Cups are played tournament-style. You can select a home & away match option in the tournament. If this option is selected, matches are played two at a time. If the score for both teams is the same after the two matches, the winner is decided by doubling the away match scores. If this still results in a tie, a penalty kick shootout is played. If the home & away match option is not selected, matches are played one at a time.



European Cup: 16 teams
 South American Cup: 5 teams
 African Cup: 5 teams
 Asian Cup: 5 teams (4 Asian - 1 Oceanic team)
 North American Cup: 3 teams

Playing from the beginning

Select European, African, North American, South American, or Asian Cup

Set difficulty level and match time

Select round-robin style

Select tournament style

Set number of teams

Home & away option

Set number of players

Proceed (set selections)

Select team

Tournament chart display

Home & away option enabled

Home & away option disabled

First home & away match display



- Team edit (P20)
- Start first match (P22)
- First game results/score (P24)
- Second home & away match display
- Team edit (P20)
- Start second match (P22)
- Second game results/score (P24)
- Tournament chart/Result display (P25)
- Select "Save", "Next Match", or "Quit" (Select "Move to Next Match" if continuing play) (P25)

Continuing a game

- Load data (P26)
- Select "Save", "Next Match", or "Quit" (Select "Move to Next Match" if continuing play) (P25)



PLAYING A SAVED GAME

Insert the memory card containing the saved game into memory card slot 1 (memory card slot 2 is not used). Select the game mode, then choose "Continuing a game" and set your selection. The memory card screen will appear. Select the saved data block you wish to use by pressing the **X** button, and then press START to load it. Press the **O** button to cancel.

Setting the game environment

(Exhibition and All Stars matches only)

Select an item by pressing the Directional buttons up/down, and change it by pressing left/right. Set your selections with the **X** button. Press the **O** button to cancel.

Conditions

Day, Clear/Rain, Night, Clear/Rain

Match time: 5 mins, 10 mins, 15 mins

Difficulty: From level 1 (easy) to level 5 (hard)

Home/Away

Stadium: A, B, C, D, E

TEAM EDIT

(Exhibition, League, Cup, and All Star matches)

Player substitutions and strategy changes made before a match begins are saved automatically on to the memory card. Players sent off the field in Cup or League matches are not saved. If the game is started without a memory card inserted, changed formations, players, and strategies will go back to standard settings.

Player 1

Formation/System

Player name

Player condition

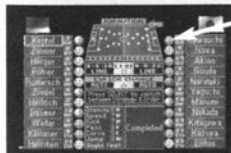
Player 2

Shirt number

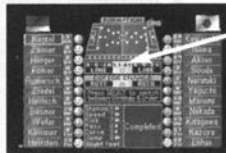
Position

Player cursor movement


Parameters of selected player



Player Condition



System / Formation

System (change with the  button)/

Formation (change with the L1 or R1 buttons)

You can select line, sweeper or libero for each formation.

Line: Defenders line up on the sides.

Sweeper: A sweeper is placed at the end of the defence line.

Libero: Functions as a sweeper in a defensive situation, but can go on the offensive if the chance occurs.

Formation

Defensive / Normal / Offensive

Parameter Display

Stamina
Speed
Kick
Pass
Curve
Jump
Right/left foot

Strategies (change with the L2 or R2 buttons)

Use the SELECT button to switch between the strategy display and the player name.

Set a strategy for the L2 and for the R2 buttons, and you will be able to execute the desired strategy during the match by pressing the corresponding button. The names of the strategies are not displayed during the match, so make sure you remember them yourself. Two strategies cannot be executed at the same time.

Strategy Options

Normal

(no strategy): Keeps a balance between attack and defence.

Center attack

Concentrates players in the center for an aggressive attack.

Right side attack

Concentrates players on the right for an aggressive right-side overlap.

Left side attack

Concentrates players on the left for an aggressive left-side overlap.

CB overlap

Libero or center back players move onto the offensive.

Zone press

Moves players in towards the ball.



Counter attack

Leaves offensive players on the front line.

Offside trap

Moves the defence line up.

Substituting Players

Select the player you wish to take off the field and press the  button to set. Then set the player you wish to send on in the same way. The players will now be substituted. You can substitute up to 3 players in one match. You can substitute players freely, but a goalkeeper must be replaced with another goalkeeper. The names of players who have been sent off after receiving yellow or red cards are darkened, and cannot be selected. If you substitute players from the pause screen, press the  button or the START button to return to the pause screen.



Radar Screen

Game Screen During a match

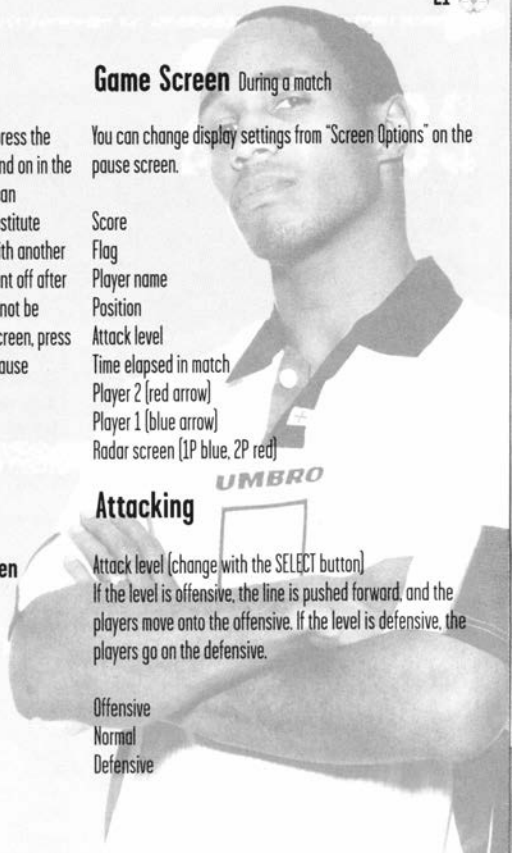
You can change display settings from "Screen Options" on the pause screen.

Score
 Flag
 Player name
 Position
 Attack level
 Time elapsed in match
 Player 2 (red arrow)
 Player 1 (blue arrow)
 Radar screen (1P blue, 2P red)

Attacking

Attack level (change with the SELECT button)
 If the level is offensive, the line is pushed forward, and the players move onto the offensive. If the level is defensive, the players go on the defensive.

Offensive
 Normal
 Defensive



Out of Play

This is when the game stops temporarily for a corner kick, free kick, goal kick, or penalty kick.

Players that you have substituted during play are changed when the game goes out of play.

P.K. Mode

Player name

Position

Height/Weight/Age

Goalkeeper

Kicker

Flag

Score

Replay

Allows you to watch replays of successful goals as many times as you want.



Penalty Shootout /
Player Specs.



Replay Options



Pause Screen

You can change a number of settings from the Pause screen. Press the Directional buttons up/down to select an item, and the **X** button to go to the Change screen.

Continue

Cancel pause

Formation

Change formation and strategy settings. (See P.19)

Camera

Press the **X** button to select a camera view from Zoom, Middle, Far, Low and Vertical.

Screen Options

Change settings for radar screen, player name, time, score and strategy displays.

Game speed

Slow - Fast

Sound

Change volume and commentary settings

Sound effects: Low - High

Music: Low - High

Commentary: Low - High

Real Condition: On/Off

Commentary language

Select from English, French, German and Spanish

Audio

Stereo/Mono

Quit

Quit game.



Perspective



Game Results

Directional buttons

Use to scroll through screens marked with arrows

⊗ button

Go to next screen

⊙ button

Cancel (all screens)

75 YDS

Codes used for League and Cup Matches

W: Win

D: Tie

L: Lose

F: Score

A: No. of points lost

P + S: No. of points for matches won

Y.C.: No. of yellow cards

R.C.: No. of red cards



League Matches

League ranking

Lets you check team data, with teams ranked in order.

Team performance chart


Select a team and check the changes in its position.

Match results

Shows win/loss data.

Score ranking

Shows the names of the top goal scorers.

Press the  button to go to the "Save", "Next Match", or "Quit" screens. To save, see page 27, "Using the Memory Card", for more details.

Cup Matches

International Cup

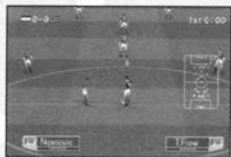
The qualifying match results chart is displayed in the same way as the match and score results. If you have made it as far as the championship tournament, the championship tournament chart is displayed.





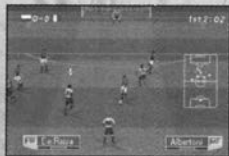
Konami Cup (tournament style)

When the Home & Away option is enabled, results are displayed after every two matches. The tournament chart is then displayed. If the score for both teams is the same after the two matches, the winner is decided by doubling the away match scores. If the home & away match option is not selected, the tournament chart is displayed immediately.




Konami Cup (round-robin style)

The match results are displayed, then the round-robin match results and the round-robin score chart.






The European, African, North & South American, and Asian Cups

When the Home & Away option is enabled, results are displayed after every two matches. If the score for both teams is the same after the two matches, the winner is decided by doubling the away match scores. Then, the First/Second results chart and the tournament chart are displayed. If the match was decided by doubling the away match scores, that calculation and the win/loss results are displayed. If the home & away match option is not selected, the tournament chart is displayed immediately.

Press the  button to go to the "Save", "Next Match", or "Quit" screens. To save, see page 27, "Using the Memory Card", for more details.



Using a Memory Card

Before starting the game, be sure to insert the memory card into memory card slot 1 (memory card slot 2 is not used). After viewing the game results, press the  button to go to the "Save", "Next Match", or "Quit" screens. If you select save, the memory card screen will appear. Press the  button to select the block into which you wish to save data, and press the START button to save. Press the  button to cancel.



OPTIONS

Memory card utility

You can reset the computer level and match time for Cup matches and the player mode for League matches saved into Files 1 - 5 on the memory card.

Controller configuration

Change the button configuration of your controller. Select the button whose function you wish to change, then select the button whose function you wish to switch the first button to. Select "Use Default" to return to the default settings.

Screen alignment adjust mode

Adjust the left/right/top/bottom screen parameters.

- Player edit mode

Change player names. (Names of the Japanese team cannot be changed.)

When selecting team or player:

L1/R1: Select team

Directional buttons up/down: Move cursor when selecting player

⊗ button: Set player to be edited

When editing name:

⊗ button: Set letter

⏏ button: Cancel letter

L1/R1 - Directional buttons left/right: Move cursor

Sound

Adjust volume and change settings and announcer language.

Screen text language

Change language of help messages displayed on screen.

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