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GOAL STORM '97 Manual

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## Saving Data

- \* Contents of the memory card will be listed on screen.
- \* Highlight an empty block with the directional button and push X button to save the current data as new data. Remember! By selecting other Goal Storm files, your current data will replace the data selected.

## Loading Data

- \* The contents of the memory card will be listed on your screen.
- \* Highlight the data you wish to load with the cursor and select it, the data will be loaded.
- \* Once the data is correctly loaded, the game will continue.

## The Basics

The rules of the game are identical to that of a real soccer match.

## Match Time

You have to select the match time from 5 min, 10 min, or 15 min before you start the match.

International Cup and International League will be played as a 5 min match. (For more info see GAME SETTING)

## The Yellow Card and the Red Card (Penalties)

When a player receives 2 yellow cards in one match, he will leave the match. One red card will cause a player to leave.

## Controls on the Main Menu

Use the Directional Button to highlight the desired Game Mode. Press the X button to select the highlighted option.

## Exhibition Mode (1 or 2 Player)

Select a team and play a match with the CPU or play against your friend. You can play on the same team as your friend against the CPU. Your last option lets you watch the CPUs playing against each other.

Press the Circle button to return to the mode select.

In an exhibition match you can choose the options.

## Key Configurations

Use the Directional Button to highlight the action. Push the X button to select it. Select the action you wish to swap and press the X button again. Pressing the select button will reset the controls to the default settings.

## Game Functions

### Function

Use the Directional Button to highlight the option you wish to change.

### Game Start

Press the X button to start the game.

### Formation

Press the X button to change the strategy and to substitute players.

### View

Use the Directional Button to cycle through the 4 different camera angles; Far, Middle, Close, and Back.

### Radar

Use the Directional Button to turn the on screen Radar ON or OFF.

### Sound

Press the X button to adjust the sound settings.

### Sound Menu

### Sound Effect

Use the Directional Button to adjust the Sound Effects volume up or down.

## Music

Use the Directional Button to adjust the music volume up or down.

## Commentary

Use the Directional Button to adjust the Commentary volume up or down.

## Real Condition

Use the Directional Button to turn the announcer ON or OFF.

## Audio

Use the Directional Button to choose between Stereo or mono.

## Languages

Use the Directional Button to choose between German, French, or English. This will only change the announcer's voice.

## Formation Screen

On this screen you can change the formation, strategy, the strategy indicator and substitute players.

## Choose formations

Use the L1 and R1 button(s) to choose different formations.

## Strategy

Use the L2 or R2 button(s) to change your team's strategy.

## Strategy Indicator

Use the Triangle button to turn the on screen strategy indicator ON or OFF.

## Substitute Players

Choose the player you wish to substitute with the Directional Button. Press X to highlight the player. Next, choose the player you want in the line-up and press X to complete the substitution.

## Standard Game Controls

KEY	DEFENSE
Circle	Slide Tackle
X	Press
Triangle	Keeper Button
L1	Cursor Change
R1	Dash

KEY	OFFENSE
Circle	Long Pass
X	Short Pass
Square	Shoot
Triangle	Through Pass

L1	Cursor Change
R1	Dash
L2	One Two Pass
R2	Centering
KEY	BALL IN THE AIR
Circle	Slide Tackle
X	Press
Square	Header/Direct Shot
L1	Cursor Change
R1	Dash

### Making A Shot

When making a shot at your oppenent's goal, you can control the direction you kick the ball with the Directional Button.

### Important!

#### Square Button

The longer you hold the Square button the more powerful the shot.

Also keep your eyes on the Shoot Gauge when making your shot.

### Loop Shot

Pressing the Long Pass Button in oppent's penalty area will cause a Loop Shot.

### Free Kick

KEY	OFFENSE
Circle	Long Pass
X	Short Pass
Square	Shoot
Triangle	Long Pass
L1	Cursor Change
R1	Dash
L2	Left Curve
R2	Right Curve
Down	Strong Kick Press
Up	Weak Kick
Left	Move Left
Right	Move Right

### Corner Kick

KEY	OFFENSE
Circle	Centering
X	Short Pass
Square	Shoot

### Penalty Kick

When making a shot at your opponent's goal, you can control the direction you kick the ball

with the Directional Button.

#### Kicker

KEY	OFFENSE
X, SQUARE	Shoot

#### Goal Keeper

Use the D-Pad to control the direction the Goal Keeper will dive.

KEY	DEFENSE
Square	Dive

#### Goal Kick

KEY	OFFENSE
Circle	Long Pass
X	Short Pass
Right	Move Right
Left	Move Left

#### Throwing In

KEY	OFFENSE
Circle	Long Throw
X	Short Throw
Square	Short Throw
Triangle	Long Throw
Up	Strong Kick Press
Down	Weak Kick

#### Replay

KEY	REPLAY CONTROL
Circle	Slow
Square	Back
Triangle	Play
L1	Rotate camera to the left
R1	Rotate camera to the right
L2	Return to the beginning of replay
R2	Engin of replay
Up	Move Up / Zoom In
Down	Move Down / Zoom Out
Right	Move Right / Frame By Frame Rewind
Left	Move Left / Frame By Frame Forward

#### Tips and Techniques

- 1) Try to pass as much as possible, passing allows you to get within scoring range easier.
- 2) You can play a little rough. You will notice some teams play rougher than others, just keep in mind the yellow/red card rules.
- 3) If you head the ball after a long kick, the momentum of the ball stays with it.

4) If you delay the timing of your slide tackle, there is less of a chance of the referee calling a penalty.

5) Learn to keep your eye on your defending player as well as your goalie (goal keeper). When the opponent's team puts the press on you, be aware that your attention must be split between active players as opposed to one. Remember, a goal keeper closes the door to victory for the opponent's team.

6) Sometimes CPU controller teams will pull off moves with near perfect precision. Do not be discouraged! See if you can duplicate the moves or make up patterns of your own.

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