



PlayStation

PAL

actua SOCCER 3



Endorsed by
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actua
SPORTS

PlayStation®

EmuMovies

Precautions

- This disc contains software for the PlayStation® home video game console. Never use this disc on any other machine, as it could damage it.
- This disc conforms to PlayStation® specifications for the European market only. It cannot be used on foreign specification versions of PlayStation®.
- Read the PlayStation® Instruction Manual carefully to ensure correct usage.
- When inserting this disc in the PlayStation®, always place it label side up.
- 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 cloth.
- Do not leave the disc near heat sources or in direct sunlight or excessive moisture.
- Never attempt to use a cracked or warped disc, or one that has been repaired with adhesives, as this could lead to operating errors.

Health Warning

For your health, rest about 15 minutes for each hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in brightly lighted room, and stay as far from the television screen as possible. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These persons 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.

See back page of this manual for Customer Service Nos.

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STARTING THE GAME

To play Actua Soccer 3 on your PlayStation®



1. Set up your PlayStation in accordance with the instruction manual supplied with the Console.
2. Open the Disc cover and place the Disc into the Console, ensuring the printed side faces upwards.
3. Close the Disc cover and press the POWER button to load and play the game.

Warning: It is advisable that you do not insert or remove Memory cards or other peripherals once the power is turned on. A Controller must always be inserted into Controller port 1 in the Console, or Controller port 1-A of your Multi tap while playing the game. Make sure there are enough free blocks on your Memory card before commencing play. This game requires four free Memory card blocks to store the game data. Refer to the instructions supplied with the Memory card for more details. Actua Soccer 3 only uses Memory card slot 1 in the Console and Memory card slot 1-A in the Multi tap.

CONTROLLERS

Actua Soccer 3 can be played using a Controller plugged into Controller port 1 of the PlayStation, or Controller port 1-A of the Multi tap. The Analog Controller can also be used. Ensure that it is set to Analog Controller Analog mode (LED display: RED) and operating correctly (refer to the manual supplied with the device for further details). While the menus can be operated using the ←↑→↓ Directional button, you can use the Left stick to control the direction of your players in the game.

For a single Multi tap to operate correctly ensure that it is connected to Controller port 1 of the PlayStation. Player one's Controller must always be connected to Controller port 1 of the Console, or Controller port 1-A of the Multi tap. By connecting two Multi taps to the Console, up to eight players can take part in a single match, each using an individual Controller.

You can quit and exit a match at any time by pressing and holding both the  and  buttons for several seconds.

THE MAIN MENU

Once the game has loaded the Main Menu will be presented. Player 1 must control the front-end menus using the \leftarrow \uparrow \rightarrow \downarrow Directional button to highlight an option, then pressing the \otimes button to select. If you wish to exit the current menu, press the \triangle button. If you wish to exit a menu and progress onto the next stage, highlight and select the OK option. If you select the OK option from the Main Menu, without selecting another style of game, then you can enter a Quick Match. This will start a match featuring two randomly selected international teams.



- (1) Friendly
- (2) Cup
- (3) Season
- (4) Practice
- (5) Editor
- (6) Options & Settings

Many of these options will allow you to adjust specific game settings. Highlight an option, then use the \otimes button and the \blacksquare button to toggle through the available settings. Other options will allow you to make further adjustments by using the \leftarrow \uparrow \rightarrow \downarrow Directional button. These options will often display small arrow icons to show how they can be adjusted. Once you are satisfied with the changes, press the \otimes button to confirm.

Some menus will allow you to toggle through the different leagues and team lists. Icons will be displayed on the screen when this is available:



Use the **L1** and **R1** buttons to toggle through the team lists.



Use the **←↑→↓** Directional button to access additional menu items.



To scroll through large lists of information (such as fixtures and league tables), use the **L2** and **R2** buttons.



Use the **△** button to go back a menu.

(1) FRIENDLY

Start a single, friendly match between any two of the available teams. You will then be presented with the team database that can be used to select the two competing teams. Along the top of the screen, you can select one of the available team lists. Use the **L1** and **R1** buttons to toggle through the flags and present each team list. You can then highlight and select the two competing teams from the available lists. There are two control methods available for the competing teams: Human or CPU. A human player must control at least one team. Highlight and select a team name to toggle through the available control methods, or to deselect them entirely. An icon will be displayed next to the team name to indicate the current control method.



Human



CPU

If the selected teams are from different leagues, then you can quickly toggle between the two leagues using the **L2** and **R2** buttons. Once you are satisfied with the team selection, highlight and select the OK option to continue. Before starting a match featuring a human player, the Next Match screen will be presented. Refer to the Pre-Match Set-Up & Information section, later in the manual for further details. Once the match has finished, you will be given the option of either returning to the front-end or playing again using the same teams.

(2) CUP

There are two types of Cup competition available: Default and Custom. The Default option will start a preset competition, but the Custom option will allow you to define each individual stage.

Default

The Default Cup option provides two different styles of Cup game:

- Knockout** A straight knockout contest, where only the winners of a match can proceed onto the next round of the competition.
- Mini Leagues** Compete in a mini league as part of a 4-64 team competition.

Once you have selected the style of competition, you must decide how many teams are to take part. A team list will then be presented where you can select the international teams taking part in this competition. Each team can be set to either human or CPU control. Highlight and select a team name to toggle through the control methods, or to deselect the team. An icon will be displayed next to the team name to indicate the current control method. You can either select all of the competing teams yourself, or allow the CPU to make a random selection. To choose your own teams, highlight and select each one, then use the OK option to start the competition. If you do not select enough teams, you can still use the OK option to start, but the remaining teams in the competition will be selected at random by the CPU.

As you proceed through the competitions, you will be presented with details about each round. The fixtures and results will be displayed allowing you to view the progress of every team in the competition. Before starting a match featuring a human player, the Next Match screen will be presented. For further details, refer to the Next Match section later in the manual.

Custom

The Custom Cup option allows you to create and compete in your own Cup competition. You can define each different stage of the competition as either a Knockout or Mini League (Mini Lg.). Highlight and select the stage number to toggle between the two different styles. You will also be presented with a list of options for each stage. Use the $\leftarrow \rightarrow$ Directional button to toggle through each stage of the competition. To build a competition, work through each stage in turn, defining each of the available options. The exact options available will vary depending on the settings in previous stages and whether this is to be a knockout or mini league.

The Knockout options:

- No. Of Teams** Select the number of competing teams. This option can only be set for Stage 1. The following stages will be played using the number of remaining teams.
- No. Of Legs** Set the number of games to be played against each team.
- Extra Time** Set-up extra time as an extra 30 minutes (the tick mark) or golden goal (GG). This can also be switched off for a straight 90-minute match (the cross).
- Round** Define the number of rounds to be played before moving onto the next stage.
- Teams Remaining** The number of teams who will remain at the end of the stage. If only one team remains, then the competition winner will be declared and no further stages will be necessary.

The Mini League (Mini Lg.) options:

No. Of Teams

Select the number of competing teams. This option can only be set for Stage 1. The following stages will be played using the teams remaining in the competition.

No. Of Leagues

Set the number of leagues featured in this stage. A maximum of eight leagues can be created for the competition.

Teams Per League

This will set the number of teams in each league. The CPU will divide the teams into a number of equally sized leagues.

Play Each Team

Set the number of times each team will play every other during the stage.

Points For Win

The number of points awarded for winning a match.

Points For Draw

The number of points awarded for drawing a match.

Points For Loss

The number of points awarded for losing a match.

Teams To Progress

The number of qualifying teams from each mini league.

Teams Remaining

The number of remaining teams at the end of the stage. If only one team remains, then the competition winner will be declared and no further stages will be necessary.



Note: The number of points awarded for winning, drawing and losing cannot be the same.

Once you have defined each stage of the competition, you can highlight and select the OK option and choose the competing teams. This selection screen will display two columns: The Team Catalogue (showing all of the teams from the highlighted league) and the Chosen Teams (showing which teams are currently entered). Use the **L1** and **R1** buttons to toggle through the flags and present the different team lists. You can then use the **L2** and **R2** buttons to scroll through the selected team list. By highlighting and selecting a team in the Team Catalogue, their name will appear in the Chosen Team list highlighted in red. This indicates that the highlighted team will be entered into the competition for a human player. Highlight and select the team name a second time to change the highlighter to a green colour, indicating that the CPU will control the team. If you wish to remove a team from the competition, highlight and select their name in the Chosen Team list. If you wish to remove all of the teams from the Chosen Teams list and start again, then highlight and select the Clear option. If you would like a random selection of teams, highlight and select the Random option. This can be helpful for quickly creating a custom game. Once you have selected enough teams, highlight and select the OK option to start the competition.

Throughout the competition, you will be kept up to date with details about each round. The League Tables, Fixtures and Results will be presented allowing you to view the progress of every team during the competition. Use the **L1** and **R1** buttons to toggle through the different leagues. You can also use the **L2** and **R2** buttons to scroll through the selected team list. Human controlled teams will be highlighted in red. When you have finished viewing a screen, highlight and select the OK option. Before a match will start, the Next Match screen will be presented. Refer to the Pre-Match Set-Up & Information section later in the manual for further details.

(3) SEASON

There are two types of Season competition available: Default and Custom. The Default option will allow you to start a preset competition, but the Custom option will allow you to define all of the league settings.

Default Season

When you enter a Default Season, you will be presented with the selection screen, where you can choose which teams are to be controlled by human players. Use the **L1** and **R1** buttons to toggle through the flags to present the different team lists, then highlight and select the teams for human players. You only need to select the teams to be controlled by human players. To deselect a team, highlight and select the team name a second time. Once all of the human players have been selected and you have clicked OK, you will progress into the full season. The fixtures, results and league tables will be presented allowing you to view the progress of every team throughout the season. Use the **L1** and **R1** buttons to toggle through the league tables and use the **L2** and **R2** buttons to scroll through the currently selected table. Human controlled teams will be highlighted in red. Before any match featuring a human player will start, you will be presented with the Next Match screen. For further details, refer to the Next Match section later in the manual.

Custom Season

If you choose to start a Custom Season, you will be able to define several options:

- | | |
|------------------------|--|
| No. Of Teams | Set the number of competing teams. |
| Play Each Team | Set the number of times each team will play every other during the season. |
| Points For Win | The number of points awarded for winning a match. |
| Points For Draw | The number of points awarded for drawing a match. |
| Points For Loss | The number of points awarded for losing a match. |

Note: The number of points awarded for winning, drawing and losing cannot be the same.

Once you have defined the league system, you can highlight and select the OK option and choose the competing teams. This selection screen will display two columns: The Team Catalogue (showing all of the teams from the current league) and the Chosen Teams (a list showing which teams are currently entered). Use the **L1** and **R1** buttons to toggle through the flags and present the different team lists. You can then use the **L2** and **R2** buttons to scroll through the selected team list. By highlighting and selecting a team in the Team Catalogue, their name will appear in the Chosen Team list highlighted in red. This indicates that the highlighted team will be entered into the competition for a human player. Highlight and select the team name a second time to change the highlighter to a green colour, indicating that the CPU will control the team. If you wish to remove a team from the competition, highlight and select their name in the Chosen Team list. If you wish to remove all of the teams from the Chosen Teams list and start again, then highlight and select the Clear option. If you would like a random selection of teams, highlight and select the Random option. This can be helpful for quickly creating a custom game. The random selection will be for CPU controlled teams, remember to set at least one of these to human control before starting. Once you have selected enough teams, highlight and select the OK option to start the competition.

Before any match featuring a human player will start, you will be presented with the Next Match screen. Refer to the Pre-Match Set-Up & Information section, later in the manual for further details.

Throughout the competition, you will be kept up-to-date with details about each week of the league. The League Tables, Fixtures and Results will be presented allowing you to view the progress of every team in the competition.



(4) PRACTICE

To perfect your performance and skill, you'll probably need to visit the training centre. The Practice option will allow you to train in several different skills:

- Penalties** Practice your penalty skills, as both a striker and goalkeeper. After each shot, the striker and goalkeeper will swap positions. This allows you to practice both taking penalties and trying to save them! Two human players can practice penalties against each other.
- Game** Practice as a full team, against the opposition's goalkeeper. All human players must practice on the same team, as only one full team will be on the pitch.
- Set Pieces** Take your team onto the pitch to practice those special 'set pieces', that can produce truly stunning goal opportunities! This is the same as Game mode, except that you can order a foul and initiate a set piece. Press the **R2** button to call a foul in the position of your current player, allowing you to take a free kick from any point on the pitch!

Once you have selected a style of practice, you will be presented with the team database. This allows you to select two teams: Your home team and an opposition goalkeeper. Along the top of the screen, you can select one of the available team lists. Use the **L1** and **R1** buttons to toggle through the flags and present each team list. You can then highlight and select the two competing teams from the available lists. There are two control methods available for the competing teams human or CPU control. A human player must control at least one team. Highlight and select a team name to toggle through the control methods, or to deselect them entirely.



The Practice modes will allow you to play for an unlimited time. When you have finished and wish to exit, enter the In-Game Options menu and use the Exit Game option. Refer to the In-Game Options section later in the manual for further details.

(5) EDITOR

The Editor allows you to create and customise your own teams and players. As you enter the Editor, you must select one of the available custom teams. The default custom teams are undefined, ready for you to create your own world class squad! Highlight and select one of these to enter the Edit Team menu.

Edit Team

The Edit Team menu allows you to adjust several team settings:

Team Name This team name will identify the team during the game and throughout the menus. If you select this, you will be presented with a small window featuring the letters of the alphabet. To enter a new letter, highlight and select one from the list. If you make a mistake and wish to delete a letter, highlight and select the left arrow. If you wish to delete the entire name, press the  button. Once you are satisfied with the changes, highlight and select the tick mark or press the  button to confirm the name and close the window. If you would like to cancel all of the changes and close the window, highlight and select the red cross. As you win certain competitions, you will be presented with Bonus Codes. By entering a Bonus Code into the Team Name option, new teams will be revealed in the team selection screen! All of the new teams will be listed under the CHT 1 and CHT 2 lists.



Stadium

Edit Kit

Adopt one of the stadiums as your home ground.

Enter the Edit Kit menu. Refer to the Edit Kit section later in the manual for further details.

Edit Players

Enter the Edit Players menu. Refer to the Edit Players section later in the manual for further details.

You can also define the default settings for your team's formation and tactics. The line-up, formation and tactics can also be adjusted for each match. Refer to the Tactics section later in the manual for further details of your team set-up.

Edit Kit

The Edit Kit menu allows you to define your own team kit. To change your team colours, highlight and select the item you wish to adjust (Shirt, Shorts or Socks). When you have selected an item, you can then define the team colours. Your kit can feature one or two different colours. The exact number of colours available will be determined by the current kit design. To adjust Colour 1, use the **L1** and **R1** buttons and to adjust Colour 2, use the **L2** and **R2** buttons. As you adjust the colours, the arrows on the colour bars will move and the kit display will change colour. You can also adjust the kit design for your team. Use the arrow icons around the kit display to toggle through the available kit designs. The kit display will change accordingly to show the new selection.



Edit Players

The Edit Players menu will allow you to redefine and edit each player individually. As you highlight a player's name, their current personal details and statistics will be presented in the right half of the screen. If you wish to edit a player's personal attributes, highlight and select their name from the player list. This will provide you with control over the right side of the screen, allowing you to edit several settings for each player:

Player Name

Change the current player's name. For further details about entering a name, refer to the Team Name option earlier in the manual.

Personal Statistics

The personal statistics of a player will be presented as a series of meter bars, representing each different skill: Control (CO), Passing (PA), Shooting (SH), Speed (SP), Tackling (TA), and Heading (HE). You can only edit these providing you have enough funds available.



Height	Adjust the player's height.
Weight	Adjust the player's weight.
Position	Select a preferred position for this player. E.g. MDR (Midfield right), ST (Striker).
Footedness	Choose a preferred playing foot for this player.
Value	The cash value of your player.

The limited amount of cash displayed in the Funds bar shows the current cash funds available for your team. When defining the personal statistics for your players, you are limited to a specific team fund. As you adjust the skill levels of a player, the Funds display will change accordingly. This limited fund allows you to create a realistic team, so you won't have a full team of star players, who are perfect in every skill!

The Head option will allow you to toggle through the available head graphics for this player. Once you are satisfied with the player you have created, press the **△** button to exit back to the player list.

While you are using the player list, the Import button will allow you to copy players from the main player database, into your custom team. As you select Import, you will be presented with the team selection screen. This will allow you to select a team from any of the available leagues, use the **L1** and **R1** buttons to toggle through the available team lists. As you select a team, you will be presented with two team listings, one for the currently selected team and one for your custom team. You cannot import players from other custom teams. Use the **L2** and **R2** buttons to scroll through the full team listing. To import a player, highlight and select a player from the current team, then highlight and select their new position in your custom team. This will copy the player data from the database, into your custom team. You can return to the Edit Player menu using the **△** button and adjust their personal attributes. The Funds bar will change to reflect this new player's skills and abilities.

When you have finished creating your custom team, you can use them to play the game by selecting the CUS 1 league from the team selection menu. Remember to save your custom teams using a Memory card, otherwise the data will be lost once the PlayStation is turned off or reset. Refer to the Memory Card section later in the manual for further details.

(6) OPTIONS & SETTINGS



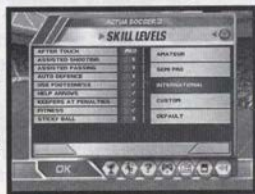
Trophy Room

Toggle through the different leagues to view the recent competition winners. Use the **L1** and **R1** buttons to toggle through the different leagues. If you win a cup competition or finish a league as one of the top three teams, then the Trophy Room will display a prize cup and a Bonus Code. The Bonus Codes can be entered using the Team Name option in the Editor, allowing you to access new teams. For further details about the Bonus Codes, refer to the Editor section earlier in the manual.



Skill Levels

This menu allows you to adjust several settings, which can assist with your performance during the match. Before a match can start, you will need to select one of the four skill levels: Amateur, Semi Pro, International or Custom. This menu will allow you to redefine each skill level to suit your own playing style and skills. This allows you to create your own personal set of skill levels, ideal for improving your skills and playing against friends of different abilities!



Highlight and select a skill level to view the current settings in the options list. You can then highlight and select each option to toggle through the available settings:

After Touch

Alter the amount of spin and curl that can be applied to a shot.

Assisted Shooting

Assists with your aim when shooting at goal.

Assisted Passing

Assists with your aim when passing to another player.

Auto Defence

Players who are not under your immediate control will automatically move into defence and attempt to tackle opposition players.

Use Footedness

Many players can use one foot better than the other. This option will set whether this inequality will affect your players during the match.

Help Arrows

Arrows will appear near your player's feet to show the aim of a pass or shot. These appear when using the Modify action, refer to the In-Game Controls section for further details.

Keepers At Penalties

Take control of your own goalkeeper during a penalty.

Fitness

Players can become tired and injured during a match.

Sticky Ball

This will provide extra ball control for some truly slick manoeuvres.

If you wish to cancel the changes and return a skill level to the original settings, use the Default option.



Game Options

The Game Options menu will present several options for adjusting the game set-up and operation. Once you start a competition, some of these options may be disabled. The options on the left half of the screen will cover many specific rules or events that can occur during the match:



- Free Kicks** Set whether the referee can call free kicks. Switching Free Kicks off will also disable Bookings.
- Injuries** Define whether players can be injured during a match.
- Bookings** Allow the referee to give out the red and yellow cards. If you disable Free Kicks, then Bookings will be unavailable.
- Replays** Switching this on will start automatic TV style replays after every goal.
- Substitutions** Enable teams to make substitutions for tired, injured or unwanted players!
- Offsides** Allow the Offside rule to be called by the match officials.
- Penalties** Allow the match to end in a penalty shoot-out should no winner be determined.
- Equalise Stats** Force both teams to have equal skill and ability during a match. This allows you to play in a match where only your personal skill and control can result in a win!
- Player Names** Display the name of any player currently controlling the ball.
- Scanner** Display the in-game scanner, showing the positions of all your players on the pitch.

The options listed on the right side of the screen will allow you to define the overall match settings:

- Match Length** Set the real time match length.
- Extra Time** If there is no winner after 90 minutes, you can define if extra time is to be played. Choose between a full 30 minutes, the 'golden goal' rule, or switch it off entirely.
- Referee** Specify a certain referee to watch over the match, or allow a random selection.
- Wind** Define the wind conditions for the match. Remember, even the best players can struggle in a gale!
- Game Speed** Set the overall speed of the game engine to suit your own style of play.
- Credits** View the game credits.



Controllers

Human players can select a different Controller configuration to suit their own personal preferences. Ensure that each player's control device is connected before the Console is switched on and the game is loaded. Use the Controller option to toggle between the Controllers currently connected. Once you have selected a Controller, use the Configuration option to change the current button configuration. This will only change the actions of the \times button, \square button, \circ button and \triangle button. The diagram will change accordingly to show the new controls.

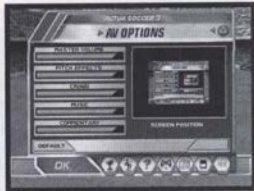




AV Options

The AV Options menu provides several options for changing the audio and video settings in the game. The sound menu bars will adjust the volume levels of several items in the game: Master Volume, Pitch Effects, Crowd, Music and Commentary. Each one is represented by an indicator bar showing their current volume. If you wish to change a volume level, highlight and select one of the bars, then use the ←

→ Directional button to change the level and press the X button to confirm. If you wish to cancel all of the changes, use the Default option to reset the levels back to their original settings. By highlighting and selecting the Screen Position option, you can adjust the position of the game screen on your monitor or TV. The screen diagram will also move to show the changes made to the display.



Memory Card

The Memory Card menu will present you with the Load and Save options. These options can be used to store and recall the game data using a Memory card. This allows you to save your game options, custom teams and current position within a cup or season. If you do not save your data to a Memory card, it will be lost once the PlayStation is turned off or reset. To operate the Memory card screens, use the ↑ ↓ Directional button to highlight an option, then press the X button to select. To cancel an action within the current menu, press the □ button. If you wish to exit the current menu screen, press the △ button.

When you highlight and select Save, the Memory card screen will present you with three further options.

Save When you highlight and select this option, you will need to choose a position on the Memory card where this game is to be stored. If you have not saved an Actua Soccer 3 game to this Memory card before, you must highlight and select the Memory




card blocks that are to be used. If you have used this Memory card before, then you can either save the game into the next free Memory card blocks, or highlight and select a previously saved game that can be over-written.

- Delete** The Delete option allows you to remove previously saved games from the Memory card and create more space for the Actua Soccer 3 game data. Highlight and select the game data that you wish to delete.
- Exit** Highlighting and selecting the Exit option, will quit out of the current menu.

When you highlight and select Load, the Memory card screen will present you with two further options:

- Load** The Load option will allow you to reload your game settings and current game position, using previously saved game data. When you highlight and select this option, you will need to select the game data from the Memory card. Loading data from the Memory card will over-write any settings and changes that have been made in the game, during this session. Remember to use the Save option if you wish to keep these. Once you have highlighted and selected the file that you wish to reload, the game will automatically continue from the previously saved position.
- Exit** Highlighting and selecting the Exit option, will quit out of the current menu.

Note: When you exit out of the Memory card menu, you will not be able to use the  button to go back to a previous menu.



Quit

The Quit icon will exit the current menus and cancel any running competitions. Before this can be completed, you must confirm the request. Remember to use the Memory Card menu if you wish to save and return to the current competition.

PRE-MATCH SET-UP & INFORMATION



Next Match

The Next Match screen introduces the next match to be played by a human player. The top area of the screen displays the current match conditions, including the weather and the venue. To toggle through the available weather settings, highlight and select the Weather option. This can also be set to Random, which will allow a random weather setting for each match. The random setting will be indicated

by a '?'. Highlight and select the Venue option to either select a specific venue or allow a random selection.

Several meter bars will display the statistics for each team. Each one represents a different skill: Control (CO), Passing (PA), Tackling (TA), Shooting (SH), Speed (SP), and Heading (HE). By selecting the Setup icon under each team's stats, you can enter the Tactics screen and adjust the set-up of human controlled teams. Refer to the Tactics section for further details. When you are ready to start the match, highlight and select the OK option.



Tactics

This provides a full team listing, including the team formation, playing style, attacking style, and defensive style. You can view the Tactics screen for CPU controlled teams, but you will only be able to observe their tactics and not make any changes. The team line-up and tactics can also be adjusted from within the match, using the In-Game Options menu. The team list displays a full listing of your players.

Each player will be given a colour depending on their ideal position: Green for Goalkeepers, Blue for Defenders, Yellow for Midfielders and Red for Attackers. The currently highlighted player, will be coloured light blue on the pitch diagram. It's

possible to customise the team line-up, so you can always ensure that your team are on form for the next match. Highlight and select the first player to be moved. This player's name will remain highlighted to show that they have been selected. Now highlight and select the name of a second player. As you do this, the two players will swap positions in the team line-up. If you wish to deselect a player rather than making the move, select their name a second time to remove the highlighter. Repeat this process until you are completely satisfied with the line-up.

The information window will display the individual statistics of the current player or team formation. Press the **⊙** button to toggle the type of information currently displayed. The personal statistics of the highlighted player will be shown as a series of meter bars. Each one represents a different skill: Control (CO), Passing (PA), Shooting (SH), Speed (SP), Tackling (TA), and Heading (HE). The team formation will display a pitch diagram showing the positions of each player on your team. The player markers will also be coloured according to their ideal position, as in the player list.

The options listed below the information window will allow you to adjust the team formation and tactics:

- Formation** The Formation option will allow you to toggle through a series of different team formations. When you change this, the pitch diagram will also change to show the new formation.
- Auto Select** As you experiment with different formations and tactics, you may need a little assistance adjusting the team line-up. The Auto Select option will adjust your team line-up according to the currently selected formation and team tactics.
- Defensive Style** Select the most suitable method of defence.
- Playing Style** Set how the team should emphasise their playing strategy.
- Attacking Style** Define how the ball should be passed between team members.

Once you are satisfied with all of the changes, highlight and select the OK option or press the **△** button to return to the Next Match screen.

CONTROLLERS

Before the match starts, each player must select which of the two teams they wish to control. This can be done by each player moving their on-screen Controller to one of the two teams using the ← → Directional button. Human players will only be able to select teams that have been set to human control within the team selection screen. The CPU controlled teams display the image of a Console under the team flag to indicate that they are unavailable. Using the ↑ ↓ Directional button on the Controller will allow you to set the skill level of the human players. For further details about the skill levels, refer to the Skill Levels section earlier in the manual. Once each player has selected a team and skill level, press the ⊗ button to start.



IN-GAME CONTROLS

The computer will automatically highlight certain players on a human controlled team. The shapes visible under the highlighted player's feet will change according to their position on the pitch and whether they have possession of the ball.

With possession of the ball:



A Triangle indicates that the player has possession of the ball.



A Square indicates that the player is in an ideal position for crossing the ball.

Without possession of the ball:



A Circle indicates that the player does not have possession of the ball.



Four small arrows indicate that this player is available for selection.





While the solid shapes highlight the player currently under your control, the four small arrows highlight the next available player. This could be the next nearest player, or a player who is about to receive a cross or pass. If you want to manually switch your control to this highlighted player, tap the Player Select button (see the Controller section later in the manual for details of the controls). The game will automatically give you control over any of your team members who receive the ball. As you control a player, a small yellow arrow will always point towards your opposition's goal, to remind you which direction you should be heading.

The colour of this shape is different for each human player:

Player One	Yellow	Player Two	Blue
Player Three	Green	Player Four	Red
Player Five	Light Blue	Player Six	Orange
Player Seven	Light Green	Player Eight	Purple

The Default controls listed are for the digital Controller. These are set as Configuration Type 1 in the Controllers menu, found in the Options & Settings. For details about changing the current configuration, refer to the Options & Settings section earlier in the manual.

Quick Reference Controls


    **Directional button**


 **button**


 **button**


 **button**


 **button**


 **button**

 **button**

 **button**

 **button**

 **button**

 **button**

With Ball Possession

Move Player

Pass

Shoot

Long Pass/Cross

Knock On

Modify Left

Modify Right

One-Two/Step Over

Cancel Action

In-Game Options

Pause

Without Ball Possession

Move Player

Foot In Tackle

Elbow/Arm Out

Sliding Tackle

Speed Burst

Player Select

Dive (When Stumbling)

In-Game Options

Pause

KICK OFF

To kick off from the centre spot, just press the Pass button. This will pass the ball to the second player positioned within the centre circle.



(i) Match Info

The Match Info box will display the current match details, including the time and the score. This will also indicate stoppages, such as free kicks, corners and goal kicks.

(ii) The Power Meter

Pressing and holding the Long Pass/Cross or Shoot buttons will force the Power Meter to be displayed. This indicates the strength of the current shot, allowing you to judge the kick more accurately.

(iii) Scanner

The Scanner shows a map of the entire pitch, divided into two halves. The Blue half represents team one; the Red half represents team two. The scanner will also display coloured markers representing the positions of the ball and every player: Grey represents the ball position, Blue represents team one and Red represents team two. The team members controlled by human players will be indicated by the relevant colour. For further details about each human player's colour, refer to the In-Game Controls section earlier in the manual.

Passing the Ball


Learning to pass the ball between your players is a valuable skill. If you tap the Pass button, the player will kick the ball to a teammate. By holding the Pass button for a longer time, you can apply more power to the pass. This will perform a through pass, allowing the player to run onto the ball.

To perform a lay-off pass (pass the ball to a player on one side), hold either the Modify Left or Modify Right buttons as you press the Pass button. It is also possible to back heel the ball by holding both of the Modify buttons as you press the Pass button. As you use the Modify buttons, a small arrow will appear to indicate the new direction of the pass.

You can also perform a quick 'one-two' pass. Press and hold the Pass button, then press and hold the One-Two/Step Over button. Releasing the Pass button will then make the player pass the ball to a teammate, who in turn will quickly pass it back. When you perform this manoeuvre, your control will remain with the first player. This allows you to start the one-two pass, then run into space ready for the return.

Long Pass/Cross

The action of the Long Pass/Cross button will vary depending on the position of your player on the pitch and the shape under their feet:

 When your player is marked with a triangle, the Long Pass/Cross button will provide an alternative pass control. A quick tap of the Long Pass/Cross button will perform a high pass to a nearby teammate. Pressing and holding this button will present the Power Bar, where you can set the strength of a High Pass. The size of this Power Bar represents the strength of the pass. A small Power Bar will provide a gentle kick, while a longer Power Bar will produce a much harder kick. This type of pass will send the ball high through the air, straight over the opposition. This does have to be performed carefully as the extra height and distance can make the pass more difficult to receive! This can also be perfect for clearing the ball from dangerous situations, as well as passing it to the strikers who are ready to make that break!

As you approach the oppositions goal area, the shape marking your player will change to a square, indicating that you are in a perfect position to cross the ball and possibly set-up a First Time Move. A quick tap of the Long Pass/Cross button will perform a low cross. Holding this button will present the Power Bar which can then be used to set the strength of a cross. A mid-powered shot will cross the ball into the centre of the pitch, ideal for the strikers! By under-powering or over-powering the shot, you can adjust the distance of this cross and aim towards a different player. Good crossing moves can throw the opposing defenders and goalkeeper into disarray, creating plenty of space and excellent goal scoring opportunities! As with normal passing manoeuvres, you can press and hold the Modify Left or Modify Right buttons to redirect the pass or cross.

Shooting & Aftertouch

To shoot the ball, press and hold the Shoot button to start the Power Meter. As the level reaches your desired power setting, release the Shoot button. Your player will then take the shot. To adjust the aim of this shot, you can hold the Modify Left or Modify Right buttons as you press the Shoot button.

As the ball leaves the player's feet, you can apply aftertouch to the shot by using the Move Player control. This can affect the height and add spin, curving the ball and causing confusion for the defenders and goalkeeper. The effect of this feature is reduced when the player's aftertouch setting is on a low level. As this option is set higher, the aftertouch controls will become more sensitive and precise, producing more accurate effects.

Tapping the Pass button, while holding the Shoot button can produce a chip shot. As with the normal shooting action, the size of the Power Bar will affect the strength of the shot. This will chip the ball a small distance, ideal for beating the defence when at close range.

Knock On & Speed Burst

To help make a good run down the pitch, you can use the Knock On button. By tapping the Knock On button, your player will kick the ball a little distance in front and start to run faster. If you press and hold the Knock On button for a longer time, then the ball will be kicked a further distance once the button is released. When the ball has been knocked on, you can then press and hold Speed Burst to start running. Holding the Modify Left or Modify Right buttons as you press the Knock On button, will knock the ball to one side rather than straight forward. You must be careful when approaching defenders, you may be moving faster, but defenders may try to steal the ball!

This can also be used when you don't have the ball, which can be vital for beating your opponents to a loose ball. Just don't work your players too hard or they may not perform well for a full 90 minutes!

First Time Moves

A First Time Move is when a player attempts to complete a manoeuvre, with only one kick or touch of the ball. For example, if you have possession of the ball, you can pass it to another player who may carry out a move with one touch, such as a pass to another player or a strike at the goal! By combining a series of First Time Moves, you can create stunning opportunities, turning the flow of the game against your opponents!



To start a First Time Move, pass or cross the ball to another player. This can be anywhere on the pitch, but can be especially useful when your player is ready to cross the ball into the opposition's goal area (indicated by a square under your player's feet). While the ball is in the air, you have a short time to initiate a First Time Move. The actual move carried out by the receiving player, will vary depending on the button pressed:

Button Pressed**Knock On****Pass****Long Pass/Cross****Shoot****Effect**

Knock the ball on and start running.

Pass the ball down to a teammate.

High pass or cross to another player.

Attempt a first time strike at goal.

Once the First Time Move has been initiated, the shape under your player's feet will start to flash. This indicates that the move will be attempted when the ball reaches the player. Remember, you can still use the aftertouch and Modify controls to adjust the first time move!

If the ball is in open space, then you can still initiate a First Time Move. As you run towards the ball, press and hold the Knock On, Long Pass/Cross or Shoot button. As your player runs onto the ball, the move will be initiated. Using the Knock On button will immediately kick the ball ahead, allowing you to keep up your speed. Using the Long Pass/Cross or Shoot buttons will power-up a shot. Releasing the button will then complete the move. By pressing the Cancel Action button, a First Time Move can be cancelled and any charge on the Power Meter will be removed. This action can have the additional effect of performing a 'dummy', fooling the opposition players into moving the wrong way!

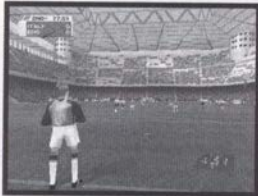
Tackling

Tacking an opposition player can be difficult, especially when trying to avoid injuries and bookings. You could simply try running alongside and steal control while moving. It's more likely that you'll need to be a little more aggressive when trying to gain possession. By running alongside an opposition player and pressing the Foot In Tackle button, you can try to kick the ball away from their feet. If you press the Elbow/Arm Out button, your player will try to use their arms and attempt to block the other player. Just be careful of physical contact, as the referee may call a foul if it looks too rough! The most effective challenge is the sliding tackle, but this can also be the most dangerous. This is probably the fastest way to clear the ball from another player, but if used carelessly, it can cause serious injury and will risk a booking from the referee.

If an opposition player tackles you, you may find yourself stumbling with the attack. You can try to jump and step over the tackle by pressing the One-Two/Step Over button. This will prevent you from losing your footing, giving you a chance to recover the ball. Alternatively, you could try faking a foul by diving. If you find yourself stumbling from a tackle, you can dive by pressing the Dive (When Stumbling) button. Be careful though, if you're caught cheating like this you could be booked or sent off!

Throw-Ins

All throw-ins are taken from the touchline and the CPU will automatically select the player taking the throw. Use the **↑ ↓** Directional button to turn on the spot and aim the throw. You can also use the **← →** Directional button to move along the touchline, allowing you to steal a little distance! Be careful not to move too far along the touchline, otherwise a foul will be called and the throw-in will be passed to the opposition. To throw the ball to the highlighted player, press the Pass button. Alternatively, you can press the Shoot button to try a long throw into a player's general area.



Goal Kicks

When you come to take a goal kick, you will be given the opportunity to line-up and aim your kick. This could be a pass to another player, or a deep kick into your opponents half! When you come to take the kick, you can highlight a player to receive the ball using the **← →** Directional button. If you would like to get a better look at your players, you can adjust the camera in the following ways:

- To use the zoom lens, press and hold either the **L1** or **L2** buttons.
- To drop the camera down to ground level, press and hold either the **R1** or **R2** buttons.

Once you have set-up the pass, press the Pass button to either kick or throw the ball to the highlighted player. Pressing the Shoot button will kick the ball into the highlighted player's general area. If your goalkeeper catches the ball, he has only a few seconds to either kick or throw it back into play, otherwise the referee could call a foul. To prevent this, the goalkeeper will automatically release the ball after a short time.

Corners

If you cross the ball into the goal area from a corner, you could have an ideal chance of initiating a first time move and scoring a stunning goal! As with goal kicks, you can highlight a specific player and move the camera to get a better look at the different players. Refer to the Goal Kicks section for details of these controls. You also have the added option of moving your players inside the opposition's goal area. Use the **↑ ↓** Directional button to move the players into new positions, ready for the cross. When you are ready to take the corner, you can use one of three actions:

- A low cross to the highlighted player using the Pass button.
- A high cross to the highlighted player using the Long Pass/Cross button.
- A hard kick into the area using the Shoot button. By using aftertouch, you may even be able to chip it into the goal!

Free Kicks

When you take a Free Kick, you have the opportunity to carefully control a pass to another player, or take a carefully placed shot at goal! As with a goal kick, you can highlight a player to receive the ball. You can also move the camera to get a better look at the action. Refer to the Goal Kicks section for details of these controls. Once you have taken aim, press either the Pass or Long Pass/Cross button to kick the ball to another player, or use the Shoot button to take a shot. Remember, you can also use the Modify controls to adjust the aim and even use this opportunity to set up a first time move!

Penalties

Penalties can provide excellent goal scoring opportunities, with only the goalkeeper to beat! You can aim at a specific point of the goal mouth:

- Use the **↑ ↓** Directional button to aim up or down.
- Use the **← →** Directional button to aim left or right.
- Use the **L1** or **R1** buttons to modify the shot left or right, to try and place the shot just out of the goalkeepers reach!

While holding any combination of these controls, tap the Shoot button to take the shot. You don't need to set the power level - The player will automatically give it a clean shot!

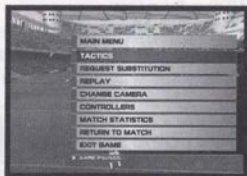
If you are on the defending team, you can take control over the goalkeeper's actions. Use the **← ↑ → ↓** Directional button to send the goalkeeper in a specific direction as the ball is struck.

Bookings

If the referee witnesses a dirty tackle, it's more than likely that the offending player will be given a yellow card: Play will stop while the referee takes the player's name and shows him the card. If a tackle is extremely dirty or the player is a repeat offender then he'll be shown the red card and sent off. Players who have been sent off cannot be replaced by a substitution.

IN-GAME OPTIONS

You can press the **SELECT** button during a match to pause the game and present the In-Game Options menu. Use the **↑ ↓** Directional button to highlight an option, then press the **⊗** button to select. To exit a sub menu, press the **△** button.



Tactics

The Tactics menu will allow you to adjust your team's line-up, formation and tactics. This provides the same features as the Tactics menu in the front-end. For

further information about the operation of this menu, refer to the Tactics section earlier in the manual.

During a match, this menu will also display an energy level for each player. This allows you to identify and substitute tired team members, vital for mid-game management decisions!

Request/Cancel Substitution

Selecting the Request Substitute option will inform the officials that you wish to exchange a player. A flashing indicator will appear next to your team name to show that this request has been noted. The next time that the ball goes out of play, you will be allowed to make the Substitution. To cancel a request for a substitution, re-enter the In-Game Options menu and select Cancel Substitution.

Once the referee allows a substitution, the full player list will be displayed (as found in the Tactics menu). This will also display power bars representing each player's current energy level, allowing you to identify and substitute tired team members. To make the substitution, highlight and select the player you wish to bring off, then highlight and select a substitute on the sideline. If you wish to cancel the substitution and exit the menu, press the **△** button.

View Replay

This option will start the Replay mode and provide several icons for reviewing the last few seconds of the game. Use the icons to control the TV style action replay:



Play/Pause



Slow Motion



Change Camera



Rewind



Fast Forward



Exit Replay Mode



Change Camera

This option will present you with a list of the different camera modes, each providing a different view for playing the game. As you highlight the different options, the camera view behind the menu will change accordingly. Highlight and select the camera that is most suitable for your own style of play.

Controllers

This option will bring up a display, showing which team each human player is controlling. For further information, refer to the Controllers section earlier in the manual.

Match Statistics

This screen displays a variety of statistics showing the performance of both teams.

Return to Match

This will exit the In-game Options and return to the match.

Exit Game

Highlighting and selecting this option will allow you to quit a match and return to the front-end. This will forfeit the match should you be taking part in a competition. You will be asked to confirm the request before the match will actually end.

PAUSE MODE

Any player can pause the match by pressing the **START** button. While the game is paused, you can adjust the current camera to suit your own style of play. Press and hold either the **L1** or **L2** buttons, then use the following controls to make the adjustments:

Zoom Camera

Rotate Camera

Camera Height

↑ ↓ Directional button
← → Directional button
R1 R2 button

Note: Some of the available cameras will not provide all of the above functions.

When you are ready to continue playing, press the **START** button to cancel Pause mode.

BONUS CODES & CHEATS!

Using Bonus Codes will reveal a whole range of extra teams and a few little cheats! Every competition will present you with a Bonus Code, providing you earn the necessary results! You can earn codes by winning a cup competition, or by finishing as one of the top three teams in a league competition. Your Bonus Code will then be displayed in the Trophy Room alongside your prize. This code can then be entered using the Team Name option in the Editor. To get you started, why not try the following codes:

SEXY FOOTBALL TOP HATS

For a new team!
For a little bit of fun!

You will then find the new teams in the CHT 1 and CHT 2 team lists. Just start a match and try your new squad! Use the space below to record your own hard-earned Bonus Codes!

CREDITS

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Martin O'Neil

Test Supervisors

Julia Sturman

Steve Lycett

Lead Tester

Lee Campbell

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Andrew Horne

Ian Sanderson

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Intro Sequence

Alan Coltman

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Music

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Additional Thanks Go To

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Richard Barclay

Michelle Kelso

Sheffield United Football Club

Aten Skinner

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Martin Brammer

Gareth Taylor

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Jim Tebbut

Mark Lord

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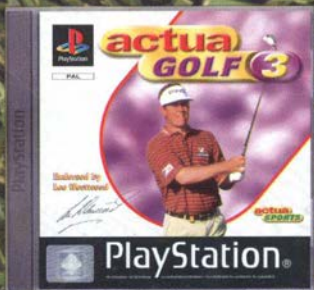
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