Nintendo

GAME BOY COLOR

CGB-BMHE-USA

Mia Hamm Soccer Shootout™



SOUTHPEAK® INTERACTIVE

INSTRUCTION BOOKLET

ONLY FOR GAME BOY COLOR

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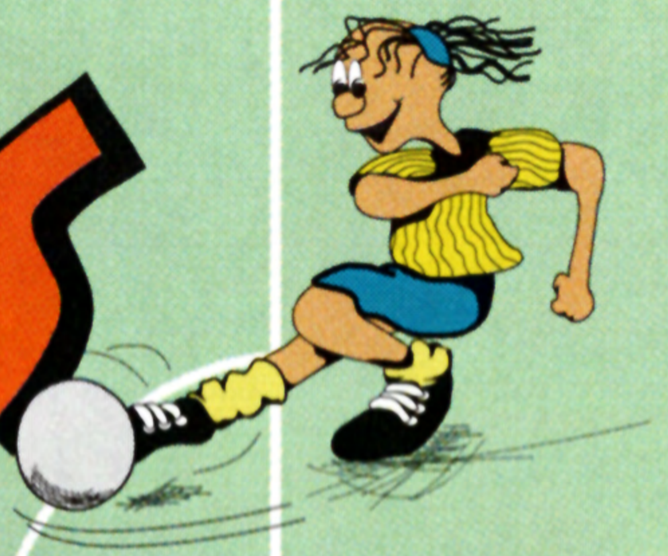
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Mia Hamm Soccer Shootout™

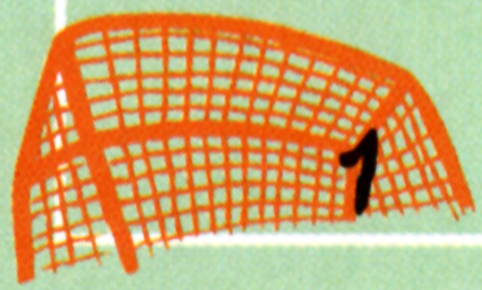




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Bring Home the Cup!

Lead Mia Hamm and the United States Soccer team—or any other country you choose—as you kick, pass, tackle, shoot and score your way to a world championship.

You'll face fierce competition: the National teams of 32 countries, from Argentina to Iceland, South Korea to Bulgaria. Each team has its own unique set of strengths and weaknesses. Mia Hamm Soccer Shootout puts you in a fast-paced game of soccer with skill levels to challenge everyone from the toe-kicking novice to the knee-juggling professional.

Quick Start

- Turn OFF the power switch on your Game Boy® Color system. Never insert or remove a Game Pak when the POWER is ON.
- Insert the Mia Hamm Soccer Shootout Game Pak into the slot on the Game Boy® Color system. Press firmly to lock the Game Pak in place.
- Turn the POWER switch ON. A few credit screens will display briefly. At the title screen, press the A Button to go on to the Main Menu and to worldwide soccer domination.
- Choose from three game modes, a quick Single Match, an Arcade-style elimination round, or the world-class competition of Cup Tournament. See page 6 for details.
- Save your progress in Arcade or Cup Tournament from the Results Menu at the end of a match. See page 17 for details.
- Load a saved Arcade or Cup Tournament from the Options screen for that game mode. See page 9 for details.

Controller Settings

Menu Navigation

To do this:	Use this:
Highlight a menu option	+ Control Pad (▲ and ▼)
Scroll through choices within a menu item	+ Control Pad (◀ and ▶)
Accept choices and go to the next menu	A
Return to the previous menu	B



Basic Game Controls

	To do this:	Use this:
	Pause the game, bring up the Game Paused Menu	START
	Toggle between two camera angles: Birdseye View or Isometric (45 degree angle)	SELECT
	Move selected player, with or without the ball Aim shots and passes	+ Control Pad
Offense	Pass to a teammate (The ball goes directly toward the teammate who is nearest to the direction you point with the Control Pad)	A Button
Offense	Kick the ball/Shoot at goal (tap the B Button to boot the ball slightly ahead of you; press the B Button firmly for a distance kick or a shot at the goal)	B Button
Defense	Slide tackle, steal the ball Stop a shot at your goal (goalie move)	A Button
Defense	Rush the ball carrier	B Button

Main Menu

Use the + Control Pad (▲ and▼) to highlight one of the three game modes, Single Match, Arcade, or Cup Tournament. Press the A Button to go to the next screen for that option.

Single Match

Play one match with your choice of teams. This is a good place to explore the strengths and weaknesses of all the participating teams and to experiment with different formations and position assignments. What works against one team might leave you wide open to another team.

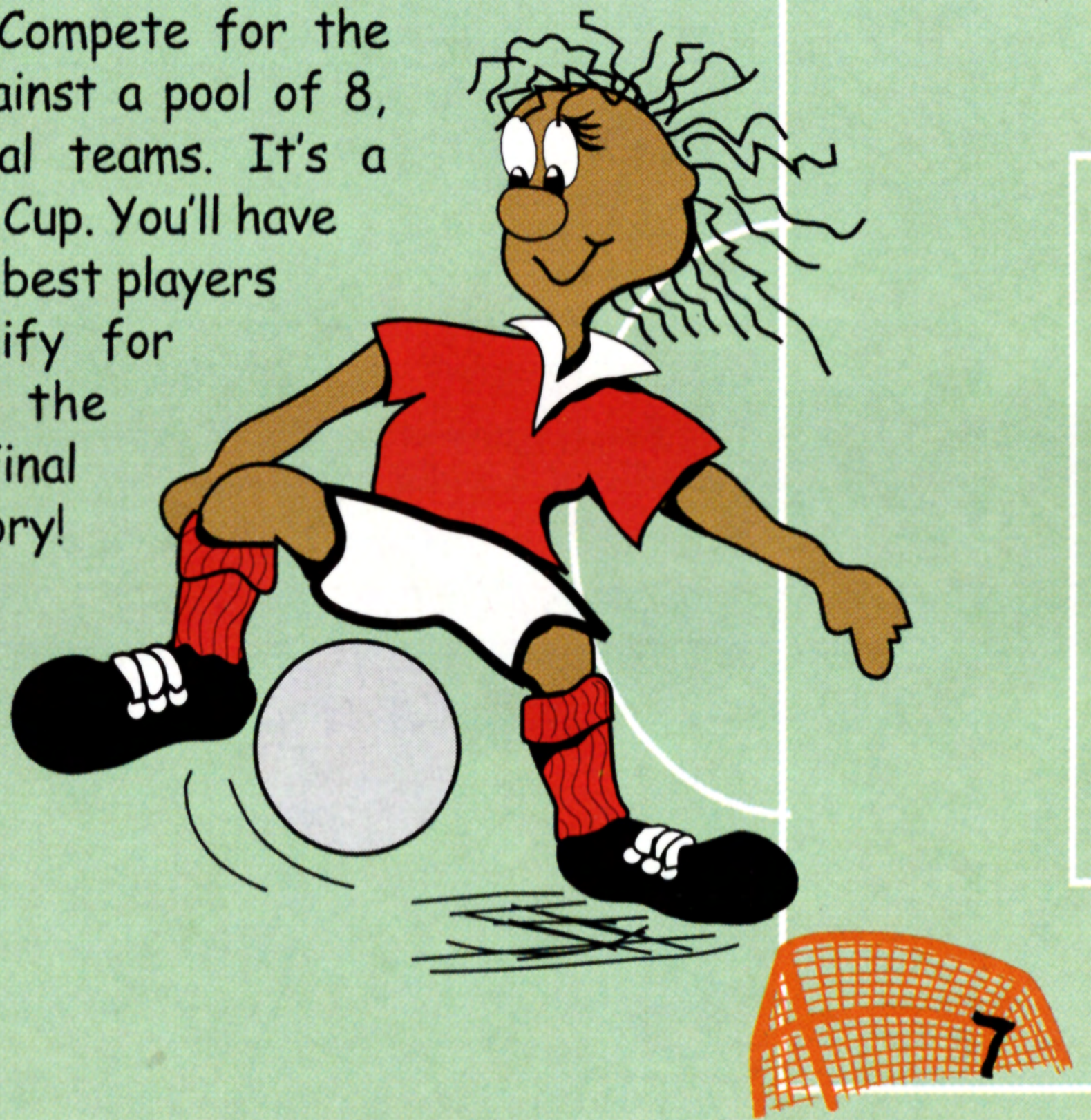
Arcade

Compete in an elimination round with a set of teams whose skill ratings match your choice of difficulty levels. You win the Cup by beating every team in the set. If you lose one match, the Arcade Tournament ends—Game Over.

Cup Tournament

This is the big time! Compete for the world championship against a pool of 8, 16, or 32 international teams. It's a tough battle to win the Cup. You'll have to struggle against the best players in the world to qualify for the Quarterfinals, the Semifinals and the Final game for ultimate victory!





game setup screens

OPTIONS SCREEN

This screen appears after you choose your game mode from the Main Menu. With the + Control Pad, use ▲ and ▼ to highlight an option, and use ◄ and ► to choose its setting.

Difficulty

Choose Easy, Medium or Hard. In Arcade mode, the difficulty level determines whether you compete against weaker teams like Ireland, medium teams like Portugal, or stronger teams like Brazil. In Single Match and Cup Tournament, the difficulty level sets the speed, accuracy and aggressiveness of all your opponents. If you choose a harder level, the teams will have the same star ratings, but the teams are stronger.



Match Time

Choose a match length of 2, 5 or 10 minutes.

Teams

This option only appears for Cup Tournament mode. Set the

total number of teams competing in the tournament to 8, 16 or 32. The more teams you choose, the longer the tournament can last, and the greater the fame and glory at the end of the contest!

Play Team

This option only appears for Cup Tournament mode. Set yourself as Team 1 or Team 2. Team 1 always kicks off first.



Load

This option appears in the lower right-hand corner in Cup Tournament mode and Arcade mode. If you want to continue a saved Arcade or Cup Tournament, press ▼ on the + Control Pad until LOAD is flashing, then press the A Button. The Results screen from the saved Arcade or Cup Tournament will display. Press the A Button to get back into the contest.

You can save one Arcade mode game and one Cup Tournament from the Results Screen at the end of any match in the contest. See page 17 for details on saving.

TEAM SELECT

Player Team

This screen appears after you have chosen your settings in the Options Menu. With the + Control Pad, use ◀ and ▶ to scroll through the 32 international teams and select the Player Team that you will control. The default Player Team is the United States (Mia Hamm's team!). Press the A Button to accept your selection and move to the next screen.



CPU Team

In Single Match mode, the next screen lets you select your opponent from the remaining 31 teams in the same way that you chose the Player Team. In Arcade mode, the computer assigns your opponents according to your chosen difficulty level. In Cup Tournament, the computer assigns your opponents according to the tournament schedule.

LEAGUE SCREEN

This screen only appears for Cup Tournament mode. It appears at the beginning and end of each match. With the + Control Pad, use ◀ and ▶ to scan the current league standings in every 4-team league in your tournament. When you progress to Quarterfinals, Semifinals, and Final game, the League screens are replaced by a single screen displaying match results for only those teams that have made the cut.

MATCH SCREEN

This screen appears with a rating—from one star to five stars—for the goalie on each team in the current match. Scroll with the + Control Pad ◀ and ▶ to view the ratings for each team's defense, midfield, attack, and overall rating (the total number of stars in all rating categories).Based on the two teams' relative strengths and weaknesses, you may want to change your team's formation or to reassign the players. If you do, press ▼ on the + Control Pad so that TACTICS is flashing, then press the A button to go to the Tactics screen.



With ▲ and ▼ on the + Control Stick, choose Edit Team or Formation. Press the A Button to go to the selected editing screen or press the B Button to return to the previous screen. The Tactics Screen is also available from the In-Game Menu.

Edit Team Screen

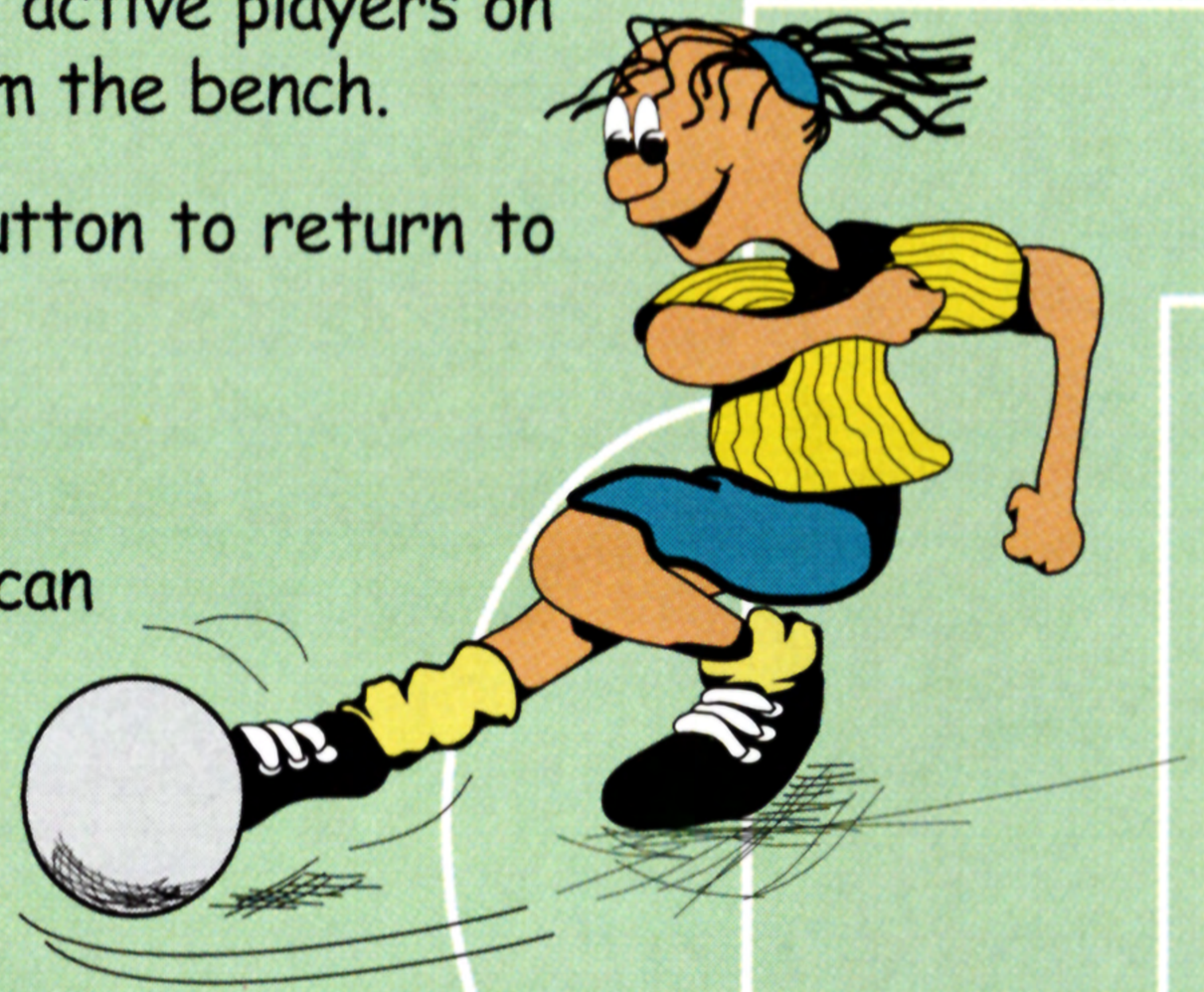
This screen shows a list of players on your team with their assigned positions, G for goalie, D for defense, H for half-field, and F for forward. The first eleven players are the active team. The rest of the players are substitutes. Their position markers are white.



You can make any two players on the list swap positions. Use ▲ and ▼ on the + Control Pad to highlight the first player and press the A Button. Then, highlight the second player in the swap. Press the A Button again to make the two players swap positions. In this way, you can

either assign different positions to active players on the field or make substitutions from the bench.

When you are done, press the B Button to return to the Tactics screen.



Formation Screen

By using the + Control Pad, you can adjust your team's formation and try different strategies against your opponent. Use ◄ and ► to choose from three player positions: defense, midfield and attack. Have fun experimenting and eventually you'll hit on a winning combination! Press A to accept your selection and return to the Tactics Screen.



Game Screen

The game screen for Mia Hamm Soccer Shootout provides several cues to help you stay on top of your game.

Selected Player Marker



This marker indicates the player that you are currently controlling. Also, when you are preparing to take a free kick, corner kick, goal kick, or throw-in, it marks the player that you select to receive the pass.

Status Bar



The bar at the bottom of the screen shows details about the current status of the match. It displays the following, from left to right:

Time Elapsed	Name of the current ball-carrier	The Score



The Ball

That little round spinning thing with black dots is the ball. Don't let it out of your sight. Use your team to pass it down the field far enough to take a shot at the opponent's goal. Avoid letting it go into your goal.



In-game Menu

With the + Control Pad, use ▲ and ▼ to highlight any of the items below, then press the A Button to choose that item. Press the B Button to resume your game.

Tactics

Select this item if you want to swap player positions, put in a substitute player or change your team's formation. This item opens the same Tactics screen that is available from the Match Screen. See page 12 for details about the Tactics screen.

Rematch

If, for instance, your cat or younger brother pawed at your B Button and made you miss the timing on a crucial shot, you can select this option to start the match over.

Quit Game

Give up and go back to the Main Menu.

Controls

In case you can't remember what all those buttons are supposed to do, this item will bring up a screen to remind you.

Results Screen

This screen appears at the end of every match. It displays the score of the match that just ended. In Arcade and Cup Tournament modes you can save your progress from this screen. Press the A Button to go on to your next match (or, in Single Match mode, to the Main Menu).

Save

In Arcade and Cup Tournament modes, you will see the word "Save" at the lower right-hand corner of the Results screen. If you want to save the your progress to the Mia Hamm Soccer Shootout Game Pak, press ▼ on the + Control Pad so that the word "Save" is flashing, then press the A Button. The Game Pak can save progress for one Arcade game and one Cup Tournament game at a time.

Had Enough?

If you want to exit an Arcade or Cup Tournament, press ▼ and then ◄ on the + Control Pad so that the "X" in the lower left-hand corner is flashing. Then press the A Button to return to the Main Menu.



Rules of the game

Throw-Ins

When a player touches the ball before it goes out of play across the touch line (the sidelines), the opposing team gets to throw the ball back into play. Before throwing the ball in, use ◀ and ▶ on the + Control Pad to choose the teammate to whom you will throw the ball. Press the A Button to throw the ball into play.

Corner Kick

When a player touches the ball before it goes out of play over her own team's goal line, the other team gets to take a corner kick. Before making the kick, use ◀ and ▶ on the + Control Pad to choose the teammate to whom you will kick the ball. Press the A Button to kick the ball into play.

Goal Kick

When a player from the attacking team is the last to touch the ball before it goes out of play over the goal line, the goalkeeper on the other team gets to kick the ball toward the opponent's goal. Before making the kick, use ◀ and ▶ on the + Control

Pad to choose the teammate to whom you will kick the ball. Press the A Button to take the goal kick.

Free Kick

This is awarded if a player commits a foul outside her team's penalty area. The ball is turned over to the player who was fouled, and when she passes it to a teammate, the clock starts again. Before making the pass, use ◄ and ► on the + Control Pad to choose the teammate to whom you will pass. Press the A Button to make the pass.

Penalty Kick

A penalty kick is awarded to the attacking team when one of their players is fouled inside their opponent's penalty area. This is a direct shot at goal from the penalty mark. Use the B Button to shoot and the + Control Pad to aim the shot.

winning tips from mia hamm

- Use your whole team, and pass the ball often. The player that gets the ball from a ball hog is usually on the other team.
- Confuse your opponent with fakes and quick direction changes.
- It's easiest to defend the goal from direct, perpendicular shots. Shoot from an angle to get the ball past the goalie.
- When you have the ball, keep your ball carrier away from opponent players. When an opponent begins to close in on your ball carrier, it's time to pass.
- When the other team has the ball, get a player on the ball carrier fast to steal it. Use the B Button to rush the ball carrier, and the A Button to tackle. To avoid foul calls, try to tackle face-to-face instead of from behind.
- Three words: practice, practice, practice!

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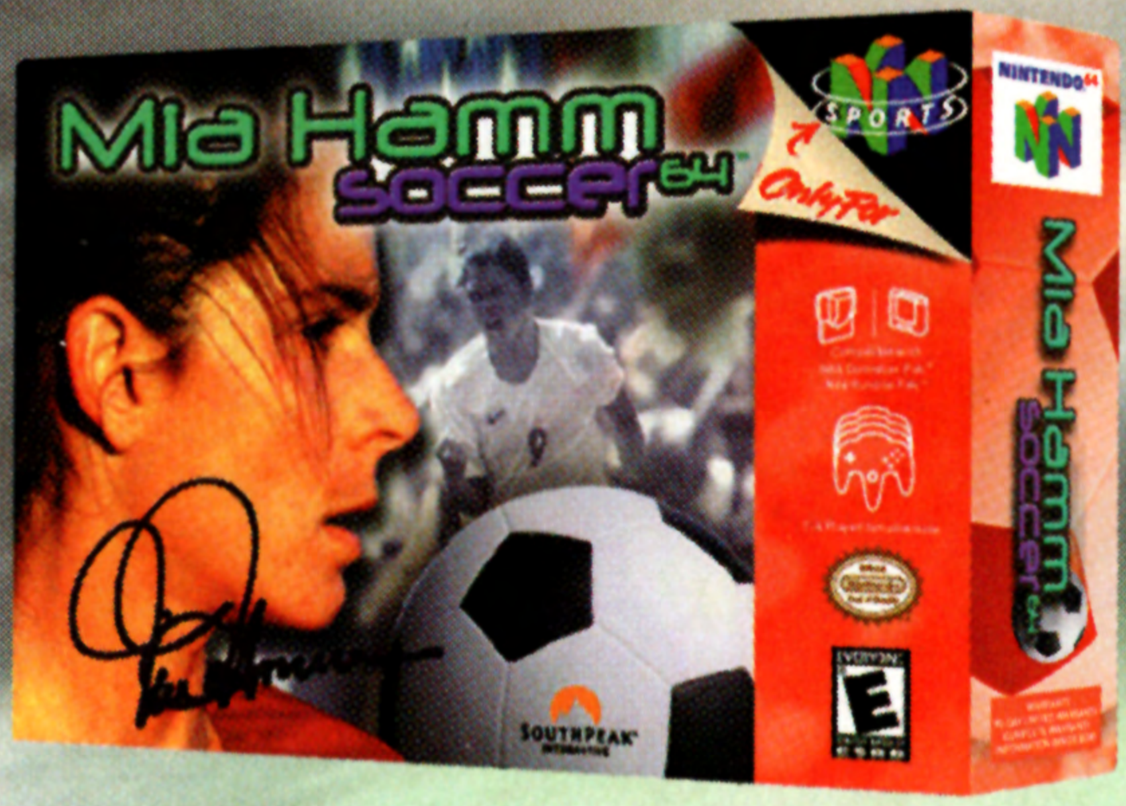


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