

The cover art for LEGO Soccer Mania features a pirate ship deck. A large red 3D title 'SOCCER' has a soccer ball in the 'O', and 'MANIA' is in yellow 3D below it. A pirate minifigure is on the 'ER'. A minifigure in a blue 'ARCTIC' jacket is on the left. A minifigure in a red shirt is lying on the deck in the foreground. A yellow skeleton minifigure is on the right. A soccer ball is in the center. A white toilet is in the foreground. A skull is on the wall in the top left. The background shows the ocean and sky.

SOCCER MANIA

EVERYONE
E
CONTENT RATED BY
ESRB

LEGO

**WARNING: READ BEFORE USING YOUR PLAYSTATION®2
COMPUTER ENTERTAINMENT SYSTEM.**

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or MEMORY CARD slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

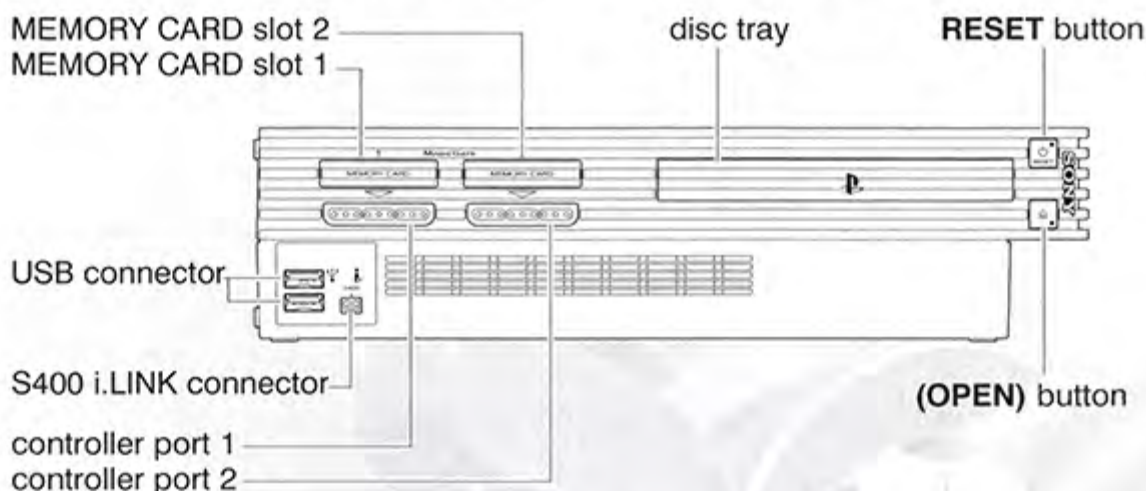
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STARTING THE GAME

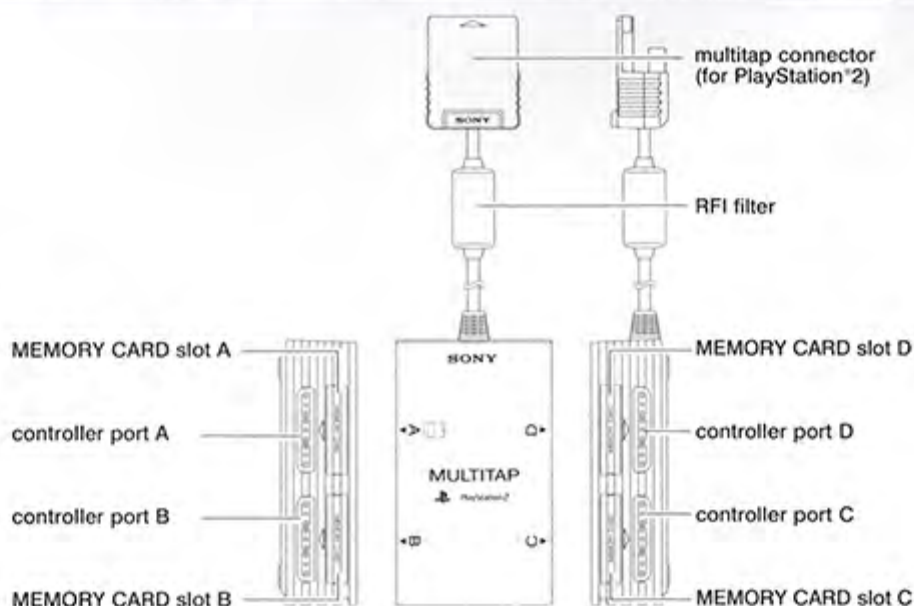
PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM



1. Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual.
2. Make sure the MAIN POWER switch (located at the back of the console) is turned on.
3. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open.
4. Place the *Soccer Mania* disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close.
5. Attach game controllers and other peripherals, as appropriate.
6. Follow on-screen instructions and refer to this manual for information on using the software.

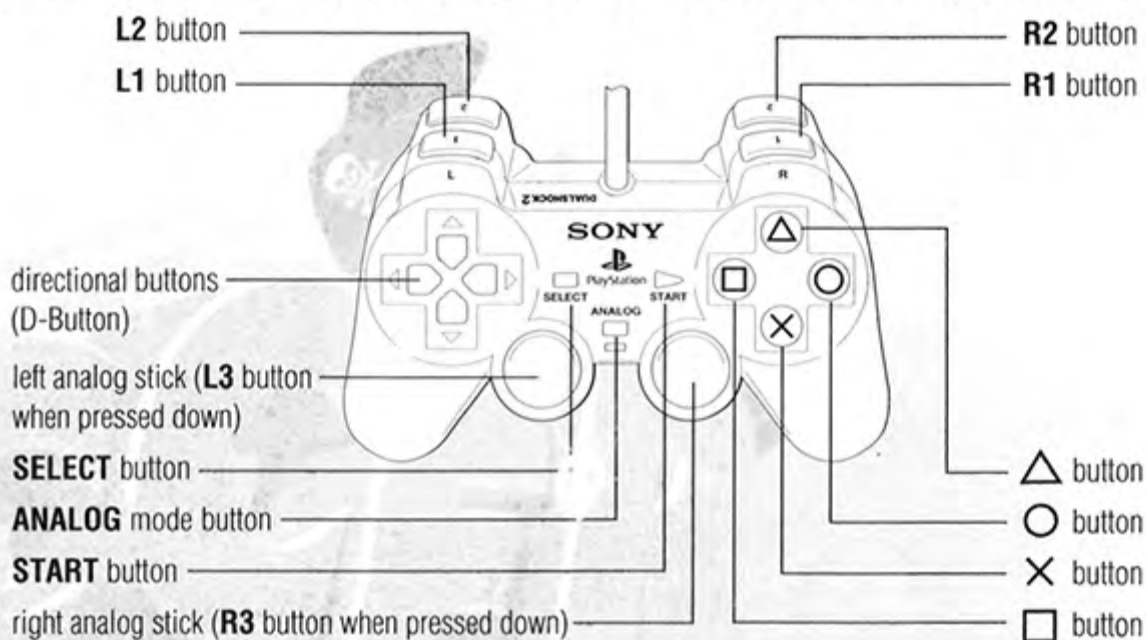


NOTE: When using the multitap (for PlayStation®2), a controller must be connected to controller port 1-A.



COMMAND REFERENCE

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



MENU CONTROLS

Highlight menu items	D-Button \updownarrow
Cycle choices/Move sliders	D-Button \leftrightarrow
Select/Go to next screen	× button
Return to previous screen	▲ button



GAME CONTROLS

Learn these controls and you'll have all the fun of *Soccer Mania* at your fingertips—literally!

ACTION	CONTROL
Move player/Aftertouch	D-Button or left analog stick
Pass ball/Slide tackle	✕ button
Shoot ball/Volley Shot	● button
Longball/Foot-in tackle	■ button
Activate Power-up	▲ button
Sprint	L1 button
Change player/Skill move (▶ below)	R1 button
Pause game	START button

SKILLS MOVES

There are two skill moves. When you are dribbling with the ball tap the **R1** button and your player performs a spin (to attempt to slip past your opponent).

If you press the **R1** button and press the ● button then your player takes a special powerful shot.

AFTERTOUCH

Press the D-Button or left analog stick after releasing a shot or pass to change the trajectory of the ball in flight.



INTRODUCTION

Life is good in LEGOLAND®. You are about to enter the qualifying rounds for the prized LEGO® Cup. But things could change in a hurry—the mischievous Brickster and his robotic henchmen, the Bricksterbots, are up to their old tricks again, so watch out!

Now it's up to you to gather the best team of players. Your soccer adventures are sure to take you to faraway places where you'll meet, and play with, the best soccer players in all of LEGOLAND. Where will your ultimate match take you?

Do you have what it takes to make a sliding tackle against an Intergalactic All-Star Attacker on Mars? Freddy Fit, your referee and roving reporter, and all the good people of LEGOLAND are counting on you. So lace up your cleats, strap on your shin pads, and get ready for *Soccer Mania*!



QUICK START

Jump right into a match without having to worry about all the setup. This is a one-time game for up to four players (playing two-on-two).

TO BEGIN A QUICK START GAME:

- 1.** Select QUICK START from the Main menu. The Controller Assignment screen appears.
- 2.** Press the D-Button \leftrightarrow to choose which team you want to control.
- 3.** To select a Playing Style, press the D-Button \leftrightarrow until the controller is over the field diagram, then press the **X** button. You can choose DEFENSIVE, BALANCED, or ATTACKING.
- 4.** After you have chosen your Playing Style, highlight CONFIRM and press the **X** button to return to the Controller Assignment screen.
- 5.** Assign all desired controllers and press the **X** button to start the game.



SETTING UP THE GAME

You can change certain settings that affect gameplay, such as the difficulty level, the sound volume, and your controller preference. This section covers all of the settings that you can change.

SAVING A GAME

When you first start *Soccer Mania*, the Game Files screen appears. Here you can enter a name to save your game under or load a previously saved game. A memory card (8MB)(for PlayStation®2) must be inserted in MEMORY CARD slot 1 or 1-A (if using a multi-tap).



- If you don't want to save your game, highlight DON'T SAVE and press the **X** button.
- To load and/or save games from within the game, go to the Options menu, select LOAD/SAVE then choose GAME FILES.

TO ENTER A NEW NAME:

1. Press the D-Button \updownarrow to highlight an empty slot and press the **X** button. The Enter Save Name window pops up.
2. Press the D-Button \updownarrow to cycle through the letters. When the letter you want is shown, press the D-Button \rightarrow to enter the next letter.
 - Press the D-Button \leftarrow to delete letters.
 - ❑ To enter a space in the name, cycle to the end of the numbers. The space choice is between 9 and A.
3. When you're done entering your name, press the **X** button to save the name and advance to the Main menu.
 - ❑ After this initial save, your progress is saved automatically.



LOADING A GAME

TO LOAD A SAVED GAME FROM THE GAME FILES SCREEN:

1. Press the D-Button \updownarrow to highlight a saved game, then press the \times button.
2. Highlight LOAD GAME DATA and press the \times button.

MAIN MENU

From the Main menu, you can jump into a game with Quick Start, play an Exhibition match, go on a *Soccer Mania* adventure in Story mode, get in some practice in the Skill Zones, shoot for the LEGO® Cup, or adjust your Options.



QUICK START

This is a one-time, random game with a maximum of four players going two-on-two (► *Quick Start* on p. 6).

EXHIBITION

Like a Quick Start game, but with options that you determine prior to the start of the game. Also for a maximum of four players (► *Exhibition* on p. 16).

STORY

This is the full Story mode of *Soccer Mania* where you embark on a quest to find the Brickster and the Qualifying Cup (► *Story Mode* on p. 21).

SKILL ZONES

This is soccer practice where you learn the controls. This is also where you can unlock additional players to expand your team (► *Skill Zones* on p. 25).

LEGO CUP

Use your soccer skills to take on the world in the LEGO Cup (► *LEGO Cup Mode* on p. 22).



OPTIONS

Change the game settings
(► *Options* below).

OPTIONS

From the Options menu you can change your settings for Sound, Controls, and a whole lot more.



Default options are listed in **bold** in this manual.

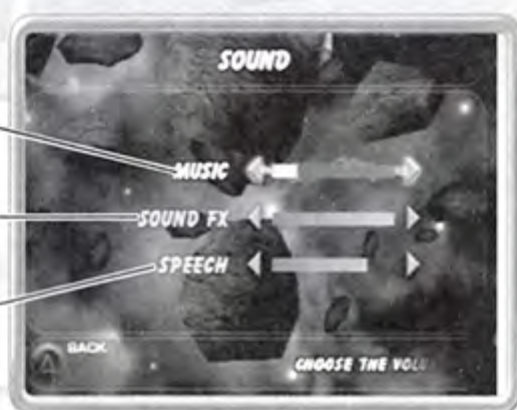


SOUND

Change the volume level for Music

Change the volume level for Sound Effects

Change the level for speech volume in the cut scenes.



- Press the D-Button \updownarrow to highlight an option and then press the D-Button $\leftarrow\rightarrow$ to adjust the volume slider.
- Press the \blacktriangle button to accept changes and return to the Options menu.

CONTROLS

You can change your preset controls to one of four different sets.



Choose **HUMAN**, **MARTIAN**, **ROBOT**, or **ASTRONAUT**.

TO CHOOSE A PRESET CONFIGURATION:

- 1.** From the Options menu, choose **CONTROLS**. The Controls menu appears.
- 2.** Press the D-Button \leftrightarrow to choose the desired controller port, then press the D-Button \downarrow to highlight the preset choices.
- 3.** Press the D-Button \leftrightarrow to cycle through the preset choices. When you find the one you want, press the \blacktriangle button to return to the Options menu.



GAME



- Press the D-Button \leftrightarrow to cycle through the different settings for the following options in this menu:

DIFFICULTY	Play an EASY , MEDIUM, or HARD game.
POWER-UPS	Turn Power-Ups ON/OFF .
MATCH LENGTH	Change the length of the matches to 4, 6 , or 8 minutes

- Press the \blacktriangle button to accept your changes and return to the Options menu.

SCREEN POSITION

TO ADJUST THE PICTURE ON YOUR TELEVISION SCREEN:

- Press the D-Button to adjust the screen position and then press the \times button to accept the changes and return to the Options menu.
- Press the \blacktriangle button to return to the Options menu without saving your changes.
- Press the \blacksquare button to return the screen position to its default position.

LOAD/SAVE

- Select LOAD OPTIONS to access and load any saved settings.
- Select SAVE OPTIONS to save your adjusted option settings to a memory card.
- Select GAME FILES to load or delete an existing saved game, or to save your game manually.



PLAYING THE GAME

This section explains the rules of the game, *Soccer Mania* style. It also details what you see on the screen during a game and what you can do during a time out.

RULES FOR SOCCER MANIA

OVERVIEW

Soccer Mania is a fun game based on the sport of soccer, but with six-person teams. To keep the game fast-paced and fun, many of the standard rules of soccer that slow matches down, such as throw-ins and free kicks, have been removed.

OUT OF PLAY

The playing field has a plasma wall around its edge. Players can move through the plasma wall, but it soon becomes obvious that it is not in your best interest to do that. The ball bounces off the wall and always remains in play to ensure that the pace of the game is fast and the play continuous.

RESOLVING TIES

If a match ends in a tie, it goes to Sudden Death and, if needed, a Penalty Shoot Out.

When a game ends in a tie, the ball is returned to the center of the field and a period of extra time starts. The Sudden Death rule states that the team that scores first wins the game. For longer games, the Sudden Death time is longer than for shorter games.

If no goals are scored during the Sudden Death period, the game moves into a nail-biting finish, the Penalty Shoot Out. The winner is the team that scores the most goals out of five tries. If both teams score the same number of goals after taking five penalties each, then the game moves into sudden death penalties. Each team steps up and takes a single shot. If one team scores and the other doesn't, the scoring team wins.



LOSING A MATCH

In single player Story mode, you have three choices after losing a match:

- Replay the match against the team that just beat you.
- Play any of the teams that you have already beaten.
- Quit and go back to the Main menu.

GAME SCREEN

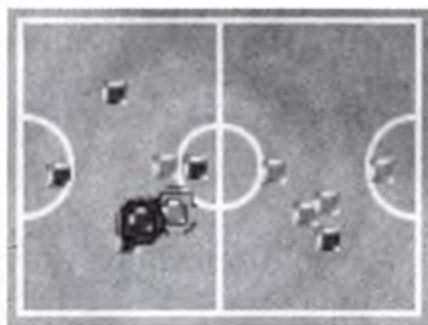
There are many different symbols and icons on the screen during a match and when you pause a match.

SCOREBOARD AND TIMER



The scoreboard and timer are displayed at the top of the screen. The style of the scoreboard and timer depends on which LEGO® environment the match is set in.

SCANNER



The Scanner is a miniature version of the field and gives you information about the position of players from both teams. It is located in the bottom center of the screen. The shape of the scanner is the same as the shape of the field.

POWER-UP INDICATORS

Power-Up indicators appear in the bottom left and right corners of the screen and show the Power-Up currently held by the Home and Away teams. The design of the power-up indicators changes depending on which LEGO® environment the match is set in.

THE PAUSE MENU

- Press the **START** button to access the Pause menu at any time during a match.



RESUME GAME

Continue the match.

PLAYING STYLE

Change the formation that your team uses on the field. You cannot swap players' roles (for example, you cannot swap a goalkeeper for a striker).

SOUND

Change settings for Sound
(➤ *Sound* on p. 9).

CAMERA

Change settings for Camera
(➤ *Camera* below)

END GAME

End the match and return to the Map screen (if in Story mode or LEGO[®] Cup mode) or the Main menu (if in a Quick Start match or an Exhibition match).

CAMERA

Choose from a list of six camera angles from which to view the game.

CAMERA NAME	ANGLE	DISTANCE	HEIGHT
Sideline	Side	Medium	Medium
Sky	Isometric	Far	High
Close-up	End	Near	Low
Wide	Side	Far	Medium
TV	Isometric	Medium	Medium
End	End	Medium	Medium

OTHER GAME MODES

The citizens of LEGOLAND® know how to have fun. The name of their game is...well, recreation! So they have lots of ways to play, and that goes for *Soccer Mania* too! In addition to the Quick Start mode described on p. 6, there are three other ways to play *Soccer Mania*: Exhibition mode, Story mode, and LEGO® Cup mode.

EXHIBITION

An Exhibition match is a one-time game that requires a little bit of setup and is also designed for up to four players playing two-on-two. There are three steps to starting an Exhibition match:

1. Select teams.
2. Select field.
3. Assign controllers.

TEAM SELECTION

Press the D-Button to highlight a team you wish to participate in the match, then press the **X** button. Do this for both teams that you want to participate in the match, even if one will be controlled by the CPU. You can also choose any custom team you have created, or create an entirely new custom team (➤ *Team Edit* on p. 18).



- ❑ When you highlight a team button, the team name appears below it.



As you progress through the Story mode (➤ *Story Mode* on p. 21), new teams are unlocked. These teams are added to the list in Exhibition mode.

The buttons are color coded as follows:

COLOR	TEAMS
Bronze	Teams from Story mode "The Challenge"
Silver	Teams from Story mode "The Chase"
Gold	Teams from Story mode "The Race to Space"
Blue	Teams from Story mode "Space Showdown"
Green	Player's team from Story mode
Red	User-created Custom Teams

- Press the ✖ button to select a team.
- ❑ The first team you select is the Home Team, and the second team is the Away Team.
- Press the ✖ button to accept your team choices.
- Press the ▲ button to cancel without making any selections.



FIELD SELECTION



- Select a playing field by pressing the D-Button \leftrightarrow to scroll between available locations. The background changes to show the selected location.
- Press the \times button to make your selection and go on to the next screen.
- ☐ Within Story and Skill Zone modes you also have the option of editing your Story Team at this screen. (➤ *Team Edit* below for details).



As you progress through the Story mode (➤ *Story Mode* on p. 21), additional fields become available to you. These fields are added to the list in Exhibition mode.

TEAM EDIT

This is the same screen you see when creating a team.



TO EDIT OR CREATE A TEAM:

1. Press the D-Button to scroll through the available teams. More teams appear in this list when you beat teams in Story mode.
2. Highlight a team and press the **X** button to see a list of players on that team.



3. Press the D-Button \leftrightarrow to scroll through the players on a team.
 - ❑ When a player is highlighted, his abilities in speed, shooting, passing, tackling, and goalkeeping are all displayed.
 - ❑ Make sure you have a goalkeeper in the first slot of your team lineup.
4. Press the **X** button to add a player to your team.
 - ➡ To remove a player from your Story or Custom team, press the D-Button \downarrow to move to your team, press the D-Button \leftrightarrow to highlight a player, then press the **X** button.
5. Continue until you're done adding players, then highlight the checkmark and press the **X** button. You are then prompted to rename the team.
6. Press the D-Button \updownarrow to cycle through the letters. When the letter you want is shown, press the D-Button \rightarrow to enter the next letter. Press the D-Button \leftarrow to delete letters.
7. Press the **X** button when you're finished.

CONTROLLER ASSIGNMENT

Just selecting teams does not determine which one you'll play for. You make that choice on this screen.



- The center column of icons shows the available controllers.

TO SELECT A CONTROLLER:

- ➡ Press the D-Button \leftrightarrow so that the controller you want to assign is under the team you want.

PLAYING STYLE



TO CHOOSE YOUR PLAYING STYLE:

1. After selecting your team at the Controller Assignment screen, press the D-Button \leftarrow or \rightarrow again to highlight the miniature field graphic on the side of the team you have chosen.
 2. Press the \times button to go to the Playing Style screen. This is where you determine your team's playing style: DEFENSIVE, BALANCED, or ATTACKING. The field graphic changes to give you a visual idea of the selected formation.
 3. When the playing style you want is shown, press the D-Button \downarrow to highlight CONFIRM and then press the \times button.
- ➡ Press the \blacktriangle button to cancel without making a formation change.



STORY MODE

This mode is divided into four exciting phases that flow together to create a fun story with lots of different soccer matches. Each match unfolds more of the adventure.

THE CHALLENGE

Become familiar with the teams and try to qualify for the LEGO® Cup. Watch out though, because you never know what might happen.

THE CHASE

No sooner has your soccer prowess won you the Qualifying Cup than the naughty Brickster gets up to his old tricks again and the story takes on a whole new twist.

You'll have to get help from the astronauts, who tell you how to put a spaceship together. The only problem is, you have to win the parts first...

THE RACE TO SPACE

Play a series of matches to win the parts to build your own spaceship. Compete for a part of the spaceship with different LEGO teams. When you have all the parts, the astronauts will help you blast off to the next stage of your adventure.

SPACE SHOWDOWN

Shoot off into space for the final showdown. Have you got what it takes to win the Intergalactic Cup against the Brickster's ultimate team? If you can win it, you will have unlocked everything for use in the game.



STORY MODE SETUP

There are three steps to starting a Story mode match:

- ❑ Create teams
- ❑ Select field and/or edit your Story team (▶ p. 22)
- ❑ Assign controllers (▶ p. 20)

You can change the structure of your team between matches in Story mode, replacing teammates with players from new teams that become available as you progress.

TEAM CREATION

Create a team the same way you edit a team (▶ *Team Edit* on p. 18).



NOTE: You must have a Story mode team to use in the Skill Zones. If you start a Skill Zone before you play Story mode, you need to generate a Story team.

LEGO® CUP MODE

There are five rounds to the LEGO Cup. In the first round there are eight groups of four teams (32 teams). These teams play all the other teams in their group (round robin). At the end, the top two teams from each group qualify for the next round.

From the second round on, the tournament becomes a single elimination competition (one loss and you're out). The third round, or quarterfinals, is played among the winners of the 16 matches from the second round. The semifinal round is played between four teams, with the final round played by the top two teams.



THE LEGO® CUP TOURNAMENT SCREENS

TEAM SELECTION

The first screen you'll see in the LEGO Cup mode allows you to choose which country you want to use in the Tournament.



- Press the D-Button \leftrightarrow to scroll through all of the teams. Press the \times button to select your desired team. The LEGO Cup menu appears.
- ❑ The LEGO Cup Groups (First Round) are all played in the Group Stage Stadium, however there are unique stadiums for the Quarterfinal, Semi-Final, and Final Rounds.

BETWEEN LEGO CUP MATCHES

Before or after each match, two primary options appear in the LEGO Cup menu: Play Next Game or View Results.

The Game Results screen shows the points won by each of the teams. Teams earn 3 points for a win and 0 for a loss. All games have Sudden Death and/or a Penalty Shoot Out, if necessary, to resolve the outcome.



GAME RESULTS

Select VIEW RESULTS to see the Game Results screen.

- Press the D-Button ←→ to scroll through the groups of teams.
- Press the D-Button ↑↓ to select a particular team and then press the ✖ button to see more detailed results.



- ❑ If you do not qualify for the next round, you are eliminated from competition. However, if you do qualify, you are presented with a PLAY NEXT GAME option.
- Select PLAY NEXT GAME to advance to the Controller Assignment screen (► *Controller Assignment* on p. 20), and then into the match.
- Press the ▲ button to return to the Main menu.

OTHER LEGO® CUP ROUNDS

The LEGO Cup Second Round, Quarterfinal, Semi-Final Round, and Final Round screens are all similar to each other. They show which teams are remaining and the match-ups.

When you press the ✖ button, you go to your game. At the end of any game, you return to these screens to see the results of all the games. If you qualify, you progress to the next round, except for the final match.



SKILL ZONES

The Skill Zones are where you perfect your *Soccer Mania* skills, like passing, dribbling, and tackling. There are six zones set in six different wacky LEGO environments.

TO ENTER A SKILL ZONE:

1. From the Main menu, choose SKILL ZONES. The Player Select screen appears.
2. If you don't have a Story mode team, choose six players for your Skill Zones team from the available players.
 - ❑ At first, only players from the LEGO All Stars, Lawbringers, and Square Table teams are available. Other teams are unlocked as they are beaten in Story mode.
 - ➡ To delete a selected player, press the D-Button ↓ and press the D-Button ↔ to highlight him. Press the ✖ button to remove him from the team.
3. When you've selected your six players, a check mark appears next to your team. Press the ✖ button to accept the team and go on to the Enter Team Name screen.
4. Enter a team name in the same way that you entered your Save Name (▶ *Saving a Game* p. 7). Press the ✖ button to save your team name and go to the Skill Zones menu.
5. Press the ✖ button to enter the highlighted Skill Zone.
 - ❑ You must first play through Skill Zone 1. After you complete a Skill Zone, another Skill Zone is unlocked. Then you can choose which Skill Zone you want to play.

1. GATE CRASHER

Skill Tested: Dribbling

Environment: LEGO® City

This starts in the middle of a construction site with the ball at your feet and a circle of security gates all around you. Dribble the ball through the gate with the flashing red light until you have gone

through all of the gates. But do it fast because you only have the time shown on the screen to do it in.

If you are successful, don't get too pumped up. The number of gates increases with each success. They also flash in a random order for each round, so they are always different. The more rounds you complete in the time allotted, the more points you score. Once you complete the zone with 10 gates, a special skills player becomes available to add to your team (► *Unlocking Players* on p. 29).

If you fail any given round, it's time to try again!



2. CANYON CHAOS

Skills Tested: Shooting

Environment: Desert Fort

You must try to stop Fort LEGOREDO from being built by taking shots at it. Bricks fall from the sky and gradually build up in front of you. And

to make things even more difficult, a canyon separates you from the fort. Try to delay the fort being built for as long as possible. You get points for all the damage that you do and for all the targets that you shoot.

- ❑ When pieces of the fort start to stack on top of each other, you have to knock down the top part first (you can't knock down the bottom part of the pile first).

You win (and a special skills player is unlocked) if the fort is still incomplete when the clock has counted down to zero (► *Unlocking Players* on p. 29).



3. SPIN THE SHIELDS

Skill Tested: Passing

Environment: Jousting Field

There are poles with shields stacked on each one. Each shield has a different design or color. You must match the shields on the poles with shields that appear in the top left corner of the screen.

To do this, pass the ball to the shields which, when hit, revolve and pass the ball back to you. That shield disappears and the stack of shields moves down. Once the pattern is copied, all current shields disappear from the stack and a new series of shields appears. You get points for all the complete sets that you match. Complete the level with six poles and a special skills player is unlocked and added to your team (► *Unlocking Players* on p. 29).



4. MUMMY MADNESS

Skill Tested: Tackling

Environment: Mummies Tomb

Mummies run onto the screen dribbling balls. You must tackle them to get the balls before they reach your friends at the bottom of the screen. When you make a successful tackle, the mummy loses the ball and disappears in a puff of fire. Certain mummies behave in different ways.



If five mummies reach the end of the tomb, you won't like the consequences. But if you successfully defend the tomb, you score points. If less than five mummies reach the end of the tomb when the clock has counted down to zero, you win and a special skills player is unlocked and added to your team (► *Unlocking Players* on p. 29).

5. SHOOT THE BOOTY

Skill Tested: Defensive Heading

Environment: Pirate Docks

Pirates fire cannon balls from the top of the screen to your piles of gold at the bottom of the screen. You have to intercept the cannonballs with headers, volleys, or body blocks before the gold is destroyed.



There are several cannons and they start firing as the pirates light them. If all your gold is destroyed, the game is over. But protect the stash and earn points. You win (and a special skills player is unlocked and added to your team) if you still have treasure left when the clock reaches zero (► *Unlocking Players* on p. 29).

6. SKILLS AND CHILLS

Skill Tested: Soccer Skills

Environment: Icy Plains

Freddy Fit gives you a series of tasks to undertake. In a limited amount of time, you must execute moves, correctly



use Power-Ups, or score a goal, all against a very skilled team. Complete all of Freddy's tasks before the clock reaches zero to unlock a special skills player to add to your team (► *Unlocking Players* below).

UNLOCKING PLAYERS

As you complete each Skill Zone, you unlock an additional player. The player unlocked is then available at the Team Creation screen (► *Team Edit* on p. 18). The skills of the new player reflect the skills practiced in that Skill Zone. For example, the player you unlock in Gate Crasher has excellent dribbling ability.

LEVEL	PLAYER UNLOCKED	SKILL
Gate Crasher	Steve Sixpence	Speed
Canyon Chaos	Shane Sharpshoot	Shooting
Spin the Shields	Sir Pinpoint	Passing
Mummy Madness	Eddie Elbow	Tackling
Shoot the Booty	Horatio Header	Heading
Skills and Chills	Reigel	All-round excellence!

POWER-UPS

This section describes the available Power-Ups in the game, what they look like, and how they work.

POWER-UP TYPES

STEAL THE BALL



This Power-Up teleports the ball from the opposition to your controlled player. If you activate it when you have the ball, the Power-Up is discarded.

SPEED MONSTERS



This dramatically increases your controlled player's speed.

REVERSE CONTROLS



This reverses the controls of your opponent.

ROCKET BALL



This transforms the ball into a rocket that homes in on the opposing goal. The rocket can hit up to two players before it explodes and transforms back into a ball.

BOMB BALL



This transforms the ball into a ticking bomb. When the fuse runs out – KABLAM – any nearby opposition players are knocked off their feet.



STRONG MAN



This creates an impenetrable field around your controlled player, but only for a short time. The Strong Man player returns to normal after two tackles (or collisions with the opposition). This Power-Up cannot be transferred to another player.

GIMME! GIMME! GIMME!



This Power-Up steals your opponent's Power-Up. If you activate it when your opponent has no Power-Ups, it is discarded.

LUCKY DIP



Exactly that! It could be *anything*. After a Power-Up is randomly selected, you need to activate it by pressing the ▲ button.

COLLECTING POWER-UPS

Power-Ups on the field are small icons within a little glass box. Collect Power-Ups by running over them. It's that simple!

USING POWER-UPS

Once you collect a Power-Up it appears at the bottom of the screen in the slot allocated to your team. Each team can have only one Power-Up stored at a time. If you wish to collect a different Power-Up you must activate your current one first.

➡ To activate a Power-Up, press the ▲ button



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