

SOCCKER AMERICA

INTERNATIONAL CUP™



HOT·B

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:

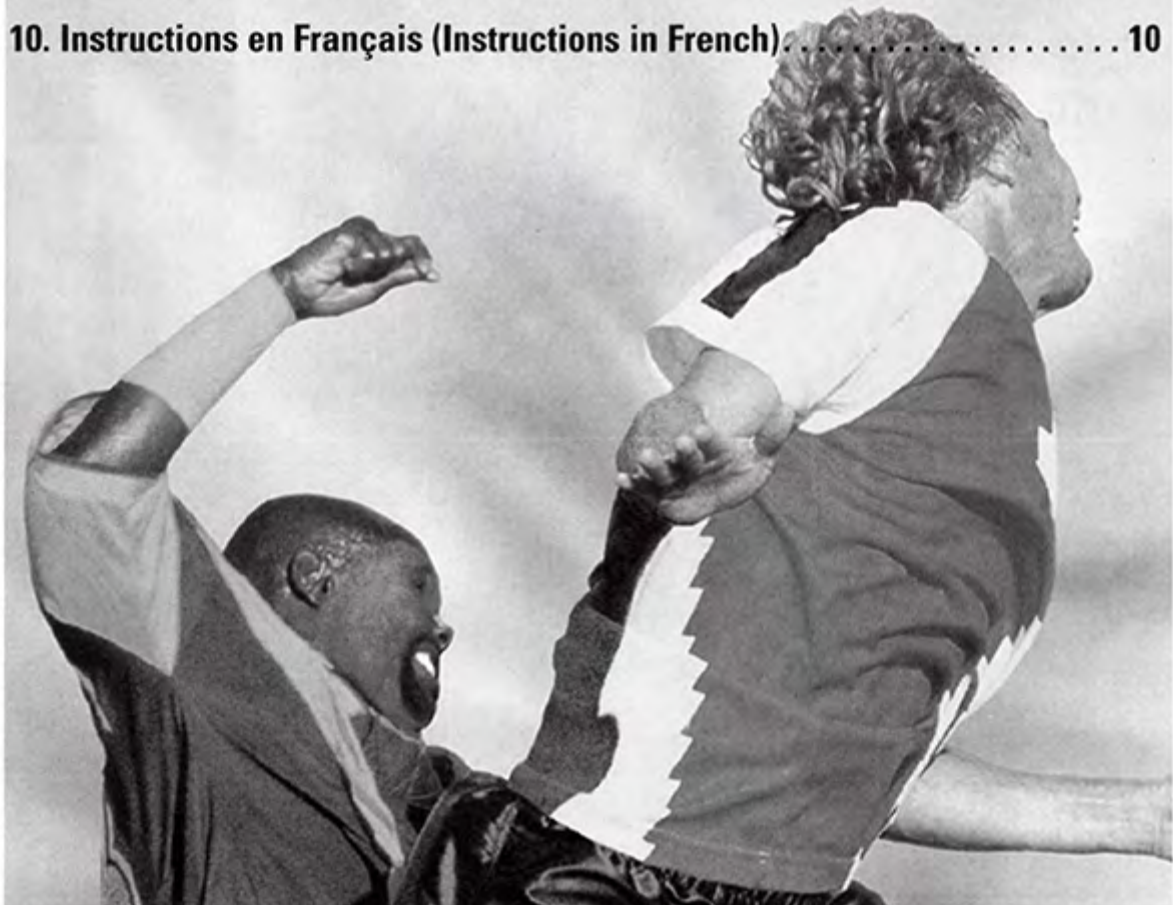
- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep 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.

SOCCER AMERICA[®]

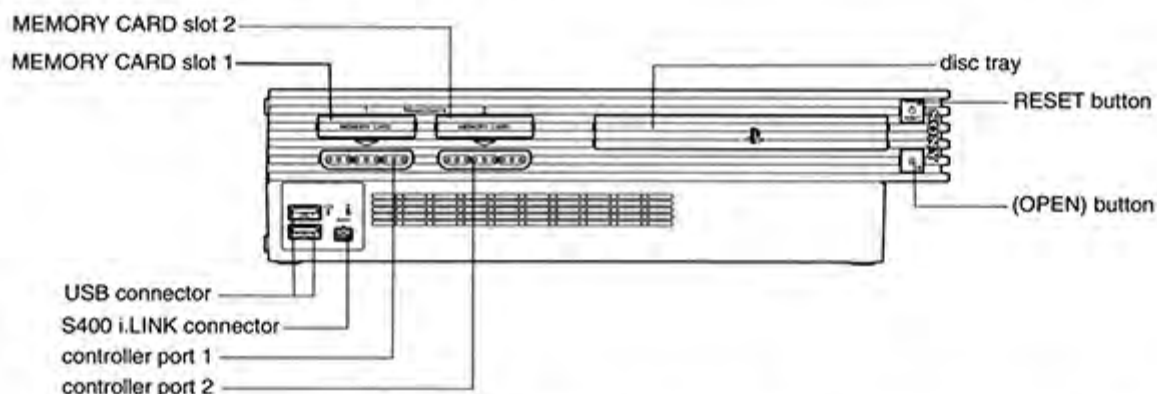
INTERNATIONAL CUP™

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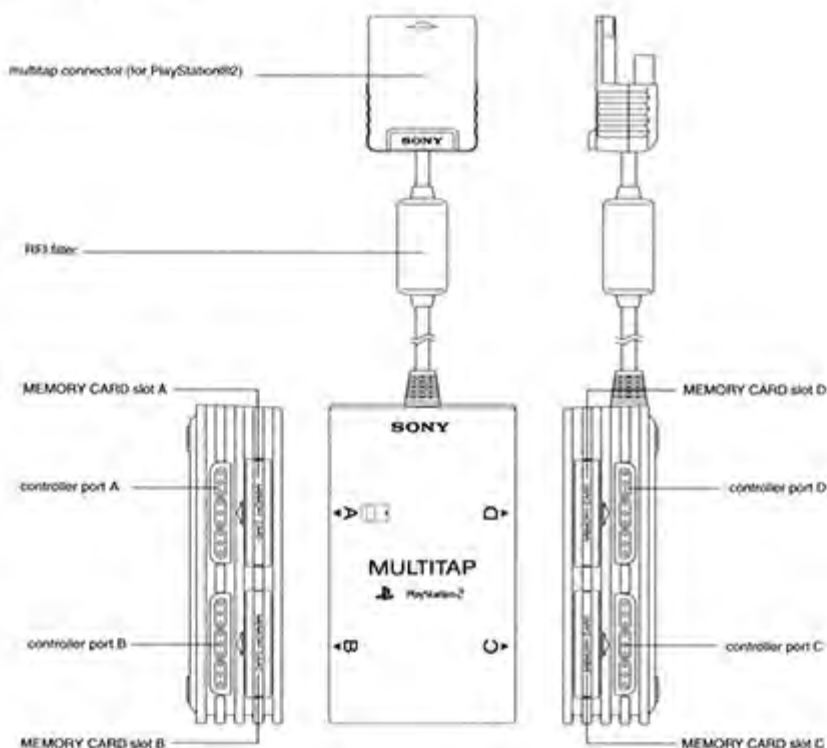


1. Getting Started



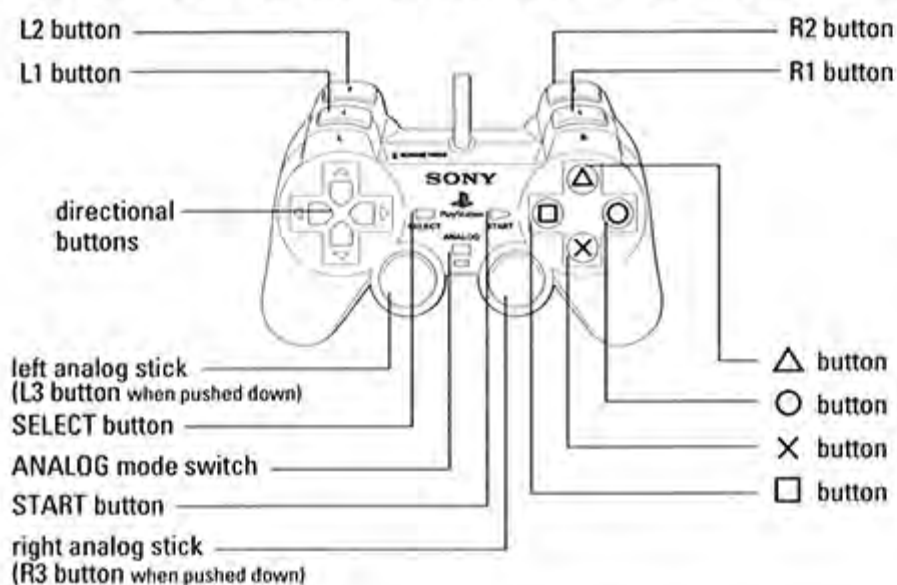
Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will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

MULTITAP



2. Controller

DUALSHOCK™2 ANALOG CONTROLLER CONFIGURATIONS



3. Offensive Controls

- button Execute long pass or lob./Cross or center the ball when in the corner near the opponent's goal./ Clear the ball when near own goal.
- × button Execute short pass. (Press once.)/Execute quick pass – one-two pass. (Hold down X button.)
- △ button Execute pass through defenders.
- button Shoot./Curl shot. (Move the directional button opposite of the goal direction.)/Clear when near own goal.
- L1 button Change Strategy during game.
- R1 button Run./Dribble. (Press once and hold down.)
Crossover./Fake. (Press the R1 button three times.)
- R2 button Switch controlled player.
- Directional button or Left stick Move player./Determine ball direction.
- SELECT button Substitute players when there is a break in the game.
- START button Choose pause On/Off.
- Right analog stick Curl shot. Make ball curve when shooting.

SPECIAL CONTROLS

- R1 button Press twice + ○ button =
Crossover long pass when opponent is near.
- R1 button Press twice + ○ button =
Crossover center when near the goal.
- R1 button Press twice + × button =
Crossover pass when opponent is near.
- R1 button Press twice + △ button =
Crossover punt when opponent is near.
- R1 button Press twice + □ button =
Crossover long pass when opponent is near.
- R3 button or Press down and move =
Right analog stick Move keeper out of goal area and control his actions.
-

4. Defensive Controls

- button Execute aggressive sliding tackle.
- × button Tackle, block or screen./Jump while defending kicks.
- button Execute sliding tackle.
- L2 button Move line. Press once to move line forward./
Press continuously to move line backward.
- R2 button Switch controlled player.

FREE, CORNER AND PENALTY KICK OFFENSIVE CONTROLS

- button Kick. (The longer the ○ button is pressed,
the longer the kick.)
- × button Kick grounder/short pass.
- button Shoot when in range of the goal.
- R2 button Change camera angle.

FREE AND CORNER KICK DEFENSIVE CONTROLS

- × button Jump while in wall formation.



THROW-IN CONTROLS

- button Select long throw.
- × button Select regular throw.
- R2 button Select receiving player.

GOALKEEPER CONTROLS

- button Execute long kick.
 - × button Throw.
 - Right analog stick Press down to toggle automatic Goalkeeper On/Off. By default, the automatic Goalkeeper is set to On and catch and save will be automatic.
 - R3 button Operate Goalkeeper when in manual mode.
-

5. Starting a Game

After the introduction movie and credits have passed, press the START button to enter the Main menu. From this menu select Exhibition, Cup, League or Shoot Out game play modes. Options for the game are also available from this menu.

6. Main Menu - Game Play Modes

EXHIBITION – (Single or Multiplayer) Play one game versus an opponent. Player selects a team and competes against the computer or against an opponent. Multiplayer modes with two controllers or Multitap (for PlayStation®2) are available in the Exhibition mode.

CUP – Compete to win the cup against the international soccer powerhouses. Once in the Change Players screen of the Locker Room, a player may opt to have the computer replace up to three of his/her tired players with more rested players. Press the button while in this mode and the selection will occur automatically.



INTERNATIONAL CUP – Select a nation and compete against 18 other worldwide soccer powerhouses in a tournament.

HOT-B CUP – Select a nation and compete in an elimination tournament against 32 other worldwide soccer teams.

WORLD RANKING – Build the U-23 team and strengthen the team by accumulating points for skills and techniques executed on the field of play.

LEAGUE PLAY (Single or Multiplayer)

REGIONAL LEAGUE

- | | |
|---------|--------------------------------------|
| Group A | European League with 14 teams. |
| Group B | African League with 4 teams. |
| Group C | American League with 6 teams. |
| Group D | Asian/Oceanian League with 10 teams. |

GLOBAL LEAGUE – Choose the number of teams to compete: 4, 8 or 16 teams. Multiplayer modes are active in this section.

SHOOT OUT (Single or Multiplayer) – Shoot out against a rival team.

7. Options Menu

Before entering one of the game play modes, the Options menu may be utilized to change the setup of **SOCCER AMERICA INTERNATIONAL CUP™**.

- | | |
|-----------------|---|
| Sound | Adjust sound settings. |
| Sound Effects | Set On/Off and volume level. |
| Commentary | Set On/Off and volume level. |
| Music | Set On/Off and volume level. |
| Controls | Select controller configuration.
“Easy Play” mode enables players to compete using the X button for the primary game controls: A type (“Easy Play” mode), B type (default), C type, D type and E type |
| Vibration | Select On/Off. |



NOTE: Easy Play mode allows a player to compete at a high level without having to execute standard button functions. This feature is excellent for players who are familiarizing themselves with the game.

- Load/Save** Load and save data. Change settings for automatic saves.
- Select a Language** Select English or Spanish modes of the game.
- Name Edit** Change players' names and customize any major team's roster.
- Screen** Change screen orientation.

GAME SETTINGS

- TIME** Select real time running clock length.
- LEVEL** Select skill level: Very easy/easy/normal/hard or very hard.
- HANDICAP** Select handicap level.

Once a player has selected a game play mode, team and settings, the locker room will appear. This menu allows the player to fine-tune strategies and elements used during the game. This menu is accessible before the kickoff, half time and during breaks in game play.

LOCKER ROOM

- CHANGE PLAYERS** Select a player to be changed/substituted and select a replacement that is eligible to participate. Each player shows three attributes: Offensive Skill Level (OF), Defensive Skill Level (DF) and Strength/Energy Level (ST).
- SELECT KICKERS** Select player(s) to kick free kicks, corner kicks and penalty kicks.
- FORMATION** Select desired Defender, Midfielder and Forward formations. Offensive Power (OF) and Defensive Power (DF) are indicated below:



3-4-3	OF=4, DF=1	Strong attack
3-5-2dv	OF=2.5, DF=2.5	Midfield strength formation 1
3-5-2	OF=2.5, DF=2.5	Midfield strength formation 2
3-6-1	OF=2, DF=3	Strongest midfield bias
4-3-3	OF=3, DF=2	Balanced offensive and defensive formation
4-4-2dv	OF=2.5, DF=2.5	Standard formation 1
4-4-2	OF=2.5, DF=2.5	Standard formation 2
4-5-1	OF=1.5, DF=3.5	Counter attack formation
5-3-2	OF= 1, DF=4	Strong defensive formation.

STRATEGY – Selected strategy may be viewed and changed with the L1 button during game play. The selected strategy will appear at the corner of the screen if activated by the L1 button.

NORMAL BASIC FORMATION

LEFT SIDE ATTACK – Left Defender will attack on the left side of the field near the stop line.

RIGHT SIDE ATTACK – Right Defender will attack on the right side of the field near the stop line.

CENTER BACK ATTACK – Center Back joins attacks.

COUNTER ATTACK – Once the ball is cleared, an attack is launched.

ZONE PRESS – Use this tactic for a strong defense. The players will actively attempt to steal the ball and position themselves 30 meters between a Defender and a Forward. Short pass attacks are needed to penetrate this coverage.

FORMATION POSITION – Adjust position of formation to create a defensive or an aggressive bias.

DEFENSE

Adjust defensive line. Select from three defenses.

LINE – The line is a strong systematic defense that uses several Defenders to create a flat defensive line.

COVER – Center Back (CB) is free to join the attack on offense or defense. CB will move from his original position if his team possesses the ball. The center back will be able to move freely for offense and defense.

SWEEPER – This tactic places a Defender between the Goalkeeper and the defensive line to protect against attacks.

UNIFORM – Select color palate for uniform. Choose from home or away combinations.



Basic Rules

A player may be penalized and receive a yellow card during the game. If two yellow cards are received during a game, a player may be given a red card and ejected from the game.

8. Ending a Game

During a game, the game may be paused or ended by pressing the START button. Once the Pause menu is on the screen, use the directional button to highlight End Game and press the X button to select End Game.

NOTE: In the Exhibition and Shoot out modes when End Game is selected, the option to Restart Game, Select Teams or Back to Intro will also appear.

PAUSE MENU

Continue	Release pause function.
Sound Settings	Adjust Sound Effects and Commentary settings.
Camera	Adjust camera angle.
Controller	Change key configuration.
Vibration	Select On/Off.
End Game	Return to Introduction screen.

9. Multiplayer Modes

HEAD-TO-HEAD COMPETITION – Multiplayer modes add to the enjoyment of the game. Players can compete in head-to-head exhibition matches, global leagues, regional leagues and shoot outs. The multitap intensifies the action by allowing up to four players to participate.

Up to four players may compete in certain modes of **SOCCER AMERICA INTERNATIONAL CUP™**. When more than two players are competing, you must connect a multitap into controller port 2 of the PlayStation®2 computer entertainment system. Insert DUALSHOCK™2 analog controller for player 1 into controller port 1 of the PlayStation®2 computer entertainment system. DUALSHOCK™2 analog controllers for players 2, 3, 4 should be connected to multitap controller ports A, B and C, respectively.



10. Instructions en Français

COMMANDES DE L'ATTAQUE

- Touche ○
- * Une passe longue ou un lob.
 - * Centrer/passé le ballon du corner pres de la zone du but de l'adversaire.
 - * Degager le ballon de votre zone du but.
- Touche ×
- * Une passe courte. (Appuyer une fois.)
 - * Une passe rapide. (Appuyer et maintenir enfonce la touche X).
- Touche △
- * Un passe entre la defense.
- Touche □
- * Tirez.
 - * Degager le ballon au dela de la ligne mediane. (du terrain defendu.)
- Touche L1
- * Changer de strategie pendant le match.
- Touche R1
- * Courrir/dribbler. (Appuyer et maintenir la touche enfonce.)
 - * Feinter une traverse. (Appuyer sur la touché R1 trois fois de suite.)
- Touche R2
- * Changer le control d'un joueur a un autre.
- Touche directionnelle / joystick analogue de gauche
- * Deplacer le joueur./Determiner la direction du ballon.
- Touche SELECT
- * Remplacer joueurs pendant une interruption du match.
- Touche START
Joystick analogue de droite
- * Interrompre le match.
 - * Un tir en banane.



COMMANDES DE DEFENSE

- Touche ○ * Un tacle glisse agressif.
- Touche × * Bloquer, tacler ou faire écran.
* Sauter en formation de mur.
- Touche □ * Tacle glisse.
- Touche L2 * Faire avancer/reculer la ligne de joueurs.
* Appuyer une fois pour faire avancer la ligne.
* Appuyer sans relache pour faire reculer la ligne.
- Touche R2 * Changer le control d'un joueur a l'autre.

COMMANDES D'ATTAQUE POUR COUP FRANC, TIR DU CORNER ET DE PENALTY

- Touche ○ * Coup de pied. (Le plus longtemps la touché ○ est enfoncée, le plus long le trajectoire du ballon.)
- Touche × * Tir raze-terre/passe courte.
- Touche □ * Tirez dans la zone du but.
- Touche R2 * Changer l'angle du camera.
- Touche directionnelle * Rajuster direction et angle de tir.

COMMANDES DE DEFENSE POUR COUP FRANC ET TIR DU CORNER

- Touche × * Sauter en formation de mur.

COMMANDES DE LANCEMENT SUR LE TERRAIN

- Touche ○ * Lancee longue de remise en jeu.
- Touche × * Lancee normale.
- Touche R2 * Choisir le receveur.

COMMANDE POUR LE GARDIEN DE BUT

- Touche ○ * Envolee longue.
- Touche × * Lancee.
- Joystick analogue de droite * Gardien de but automatique. (Appuyer pour alternee entre gardien manuel ou automatique.)



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U.S. production staff: KENJI ISHIKAWA, BRAD BERGLUND

Cover photograph: TAKAMARO NAGAHAMA

Printed graphic composition: SANDY BASSETT

Printed graphic production: RICHARD REPAS

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