

**PLAYBOOK**

**989  
SPORTS®**

**WORLD TOUR**

# **SOCCER**

**2002**



**SONY**



**COMPUTER  
ENTERTAINMENT**

# WORLD TOUR **SOCCER** 2002

## **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 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.

## **WORLD TOUR SOCCER 2002 TIPS AND HINTS**

### **PlayStation 2 Hint Line**

Hints for all games produced by SCEA are available:

**Within the US**                      **1-900-933-SONY (1-900-933-7669)**

\$0.95/min. auto hints

**Within Canada:**                      **1-900-451-5757**

\$1.50/min. auto hints

For US and Canadian callers, the automated support hint line is available 24 hours a day, 7 days a week. Live support is not available at this time.

This hint line supports games produced by Sony Computer Entertainment America. No hints will be given on our Consumer Service Line. Callers under 18 years of age, please obtain permission from a parent or guardian before calling. This service requires a touch-tone phone.

**Consumer Service/Technical Support**                      **1-800-345-SONY (1-800-345-7669)**

Call this number for help with technical support, installation or general questions regarding the PlayStation 2 console and its peripherals. Representatives are available Monday–Saturday, 6AM–8PM PST, Sunday 7AM–6:30 PM PST, 365 days a year (including holidays).

**PlayStation 2 Online**                      **www.scea.com and www.989sports.com**

Our news is always hot! Visit our website and find out what's happening – new titles, new products and the latest information about the PlayStation 2 computer entertainment system.



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## GETTING STARTED

### PLAYSTATION 2 SETUP

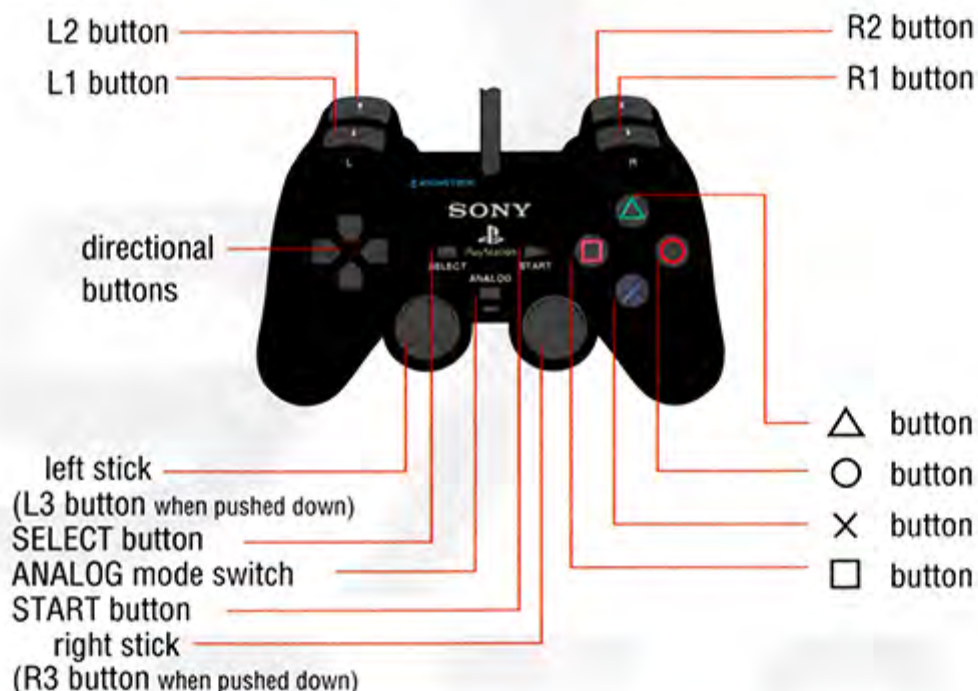


Set up your PlayStation 2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the World Tour Soccer 2002 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.



## STARTING UP

### DUALSHOCK®2 ANALOG CONTROLLER



## SAVING DATA

You must insert your MEMORY CARD (8MB) (for PlayStation 2) before you save or load a file. World Tour Soccer 2002 saves user-defined options and all data for Competitions, Settings, and Profiles. 157KB-351KB of memory must be available on your MEMORY CARD (8MB) (for PlayStation 2) in order to save Competition data, 242KB-358KB are needed for Settings data, and 108KB of memory is needed to save Profiles. If you don't use a MEMORY CARD (8MB) (for PlayStation 2), all World Tour Soccer 2002 data will be lost when you turn OFF your PlayStation 2 console. See *Load/Save* on page 23 for more information.

## **GAME CONTROLS**



Quick Start Controls are a basic set of game controls that will provide you with enough ability to play and enjoy the game without having to learn advanced control combinations.

### **QUICK START CONTROLS**

#### **• OFFENSE**

Move player	← / → / ↑ / ↓
Shoot	⊙
Short pass	⊗
Flighted pass	⊠
Through ball	△
Sprint	<b>R1</b> (hold)

#### **• DEFENSE**

Move player	← / → / ↑ / ↓
Switch player	⊗
Block tackle	⊙
Hook slide tackle	⊠
Two footed slide tackle	△
Sprint	<b>R1</b> (hold)

## ADVANCED CONTROLS



Advanced Controls allow you to play the game at a much higher level. Learn these controls to perform special actions on the field and to have more control over the game and its outcome.

### • OFFENSE

Knock ball ahead	<b>R1</b> (tap)
Deliberate dive	<b>R2</b> (hold)
Spin	<b>L1</b> (tap)
Step over	<b>L1</b> (hold)
Shimmy with knock ahead	<b>L2</b> (hold)
Shimmy with close control	<b>L2</b> (tap)
Change in-game strategy	<b>SELECT</b>
Pause game	<b>START</b>

### • ADVANCED OFFENSE (SPECIAL ATTACKING MOVES)

Ground pass one-two	<b>X</b> (hold)
One-two with return chip pass	<b>X</b> then <b>□</b> (tap)
One-two with return through ball	<b>X</b> then <b>△</b> (tap)
Give and go	<b>X</b> (hold) - release for return pass
One touch pass (press in combination as ball approaches target player)	<b>X</b> + <b>←</b> / <b>→</b> / <b>↑</b> / <b>↓</b>
Long pass with after-touch (see page 6)	<b>□</b> + <b>←</b> / <b>→</b> / <b>↑</b> / <b>↓</b>
Volley / Header pass (press in combination as ball approaches in the air)	<b>□</b> + <b>←</b> / <b>→</b> / <b>↑</b> / <b>↓</b>
Volley, header, or overhead shot (press while ball is approaching in the air)	<b>○</b>



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## **AFTER-TOUCH SWERVE**

To apply after-touch swerve to long passes, press **○** to pass the ball and then immediately press **← / → / ↑ / ↓** in the direction you want the ball to curve.

## **SHOT TYPES**

The following shot types can be used to outplay your opponent's goalie. Use the illustration of the Directional Pad below to place your shots on the net. The illustration with the letters A, B, and C is a representation of the front of a goal, with each letter representing a section of it.

**Direction 1 - Corresponds to a shot aimed straight into goal zone A.**

**Direction 2 - Corresponds to a shot aimed straight into goal zone B.**

**Direction 3 - Corresponds to a shot aimed straight into goal zone C.**

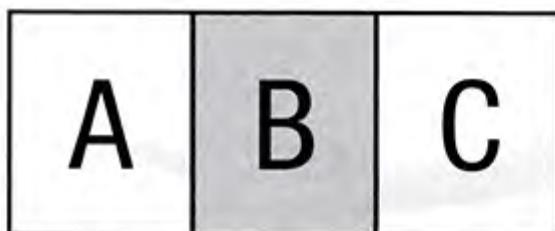
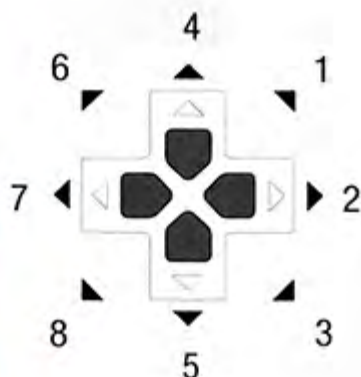
**Direction 4 - Corresponds to a shot swerved into goal zone A.**

**Direction 5 - Corresponds to a shot swerved into goal zone C.**

**Direction 6 - Corresponds to a shot chipped into goal zone A.**


**Direction 7 - Corresponds to a shot chipped into goal zone B.**

**Direction 8 - Corresponds to a shot chipped into goal zone C.**










## AUTO CROSSING ZONE

When in the auto crossing zone in your opponent's half of the field, press  to cross into the 18 yard box (regardless of the direction you are facing). Crosses feature automated after-touch to increase their effectiveness. See After-Touch Swerve on page 6 for more information.



## • DEFENSE

Teammate assist	 (hold)
Goalie rush out	 (hold)
Deliberate foul	 (hold)
Change in-game strategy	 SELECT
Pause game	 START

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## OTHER ON-FIELD FEATURES

### • TOTAL CONTROL POWER GAUGE SYSTEM

At corners, goal kicks, and throw-ins, a power gauge directional arrow will be automatically displayed. Press ← / → to adjust the direction. To perform a short pass, press ⊗. To hit a long pass, hold ⊙ (this will fill the power gauge). The more the gauge is filled, the further a pass will travel.

If your free kick is within striking distance of the goal, you can use the power gauge system to shoot. Hold ⊙ to fill the power gauge. Filling the power gauge a small amount will result in a low driven shot, while filling the gauge further will produce a flighted shot.

To apply after-touch to your shot, as soon as the power gauge begins to fill, press ← / → in the direction you want the ball to curve. Keep holding ← / → until the ball is well on its way.

When throwing the ball out of the area, the goalkeeper will get more distance on his throws if you press and hold ⊗.

### • ICON PASSING

World Tour Soccer 2002 also features an Icon Passing system. You can toggle between the default power gauge system and the Icon Passing system by pressing **L2** when in a set-piece situation.

When you use Icon Passing, controller button icons (representing the symbol buttons on your controller) will be displayed above the heads of some of your teammates. Press the corresponding button icon on the controller to aim a pass towards that player. Press **R2** to select a different set of icon pass candidates.





## • PENALTY SHOTS

### AIMING A PENALTY

Aim towards one of five areas of the goal by pressing ← / → / ↑ / ↓, or straight down the middle if there is no directional input.

### PENALTY SHOT

When you are happy with your aim, hold Ⓞ to start filling the penalty accuracy shot gauge. Release Ⓞ when the gauge fill reaches the target line. The closer you get to the target line, the greater chance you have of hitting an accurate penalty. Miss the target line and you run the risk of missing your shot wide of the goal or over the bar.

### SAVING A PENALTY

In an attempt to psych out the kicker, press ← / → to move the goalkeeper left and right along the goal line before a penalty is taken. Saving a penalty kick is similar to taking one. Choose one of five directions for your goalie to dive by pressing ▲, Ⓞ, ⊗, or ◻ while pressing a



direction to dive on your controller's Directional Pad (↖ / ↙ / ↗ / ↘). Not pressing a direction will force the goalie to stand his ground, attempting to save anything aimed down the middle.

### PENALTY SHOOT OUT

The game will go into penalty shoot out mode if it ends in a tie after extra time. Both teams have to take five penalties, as the winner is the team that converts the most penalties. If after five penalties the score is still tied, the game will go to sudden death. The first team to score a penalty shot and then make a save of their opponent's penalty, is the winner.

## MAIN SCREEN



Before you start World Tour Soccer 2002, you have the option to play a game using a profile that you have created, create a new profile, or continue on and play without using a profile. To use a profile already created, you must have first saved it to a MEMORY CARD (8MB) (for PlayStation 2).



If you have already created more than one profile, highlight Choose a Profile and press  $\leftarrow$  /  $\rightarrow$  to make your choice.

### To create a new profile:

- Press  $\uparrow$  /  $\downarrow$  to select Create New Profile and press  $\otimes$  to bring up the alphanumeric chart.
- Press  $\uparrow$  /  $\downarrow$  /  $\leftarrow$  /  $\rightarrow$  to choose a character or space and press  $\otimes$  to enter it. You can also add spaces to your profile name by pressing  $\square$ . To delete your selections, press  $\odot$ .
- To complete your name, press  $\uparrow$  /  $\downarrow$  /  $\leftarrow$  /  $\rightarrow$  to select OK and press  $\otimes$  to lock it in and deactivate the chart.



## **QUICK GAME**



In Quick Game mode, all you have to do is choose the team you'd like to control. To customize and save an ideal Quick Game setup, use the Customize Quick Game option found in the Options Menu. See *Options* on page 18 for more information.

### **To start a Quick Game:**

- Press **↑ / ↓** to select Quick Game from the Main Menu and press **⊗**.
- From the Controller Menu, press **← / →** to select a team.
- Press **⊙** to choose Manual or Automatic Player Switching during the match.
- Press **⊗** to start the match.

---

## **EXHIBITION**



Use Exhibition mode to play a one-match format, choosing the league and team for you and the opposing team.

### **To setup your Exhibition match, from the Exhibition screen:**

- Press **↑ / ↓** to select Category, and then press **← / →** to choose a league.
- Press **↑ / ↓** to select Home Team, and then press **← / →** to choose a team.
- Press **↑ / ↓** to select OK, and then press **⊗** to lock in the Home Team.
- Repeat the previous steps to choose an Away Team.

## **CONTROLLER MENU**

From the Controller Select Menu, select your team.

- Press ← / → to select a team.
- Press ● to choose Manual or Automatic Player Switching during the match. Automatic Player Switching will occur during the match by always switching you to the player closest to the ball.
- Press ⊗ to move to the Team and Formation screen.

### • **MULTI-PLAYER GAMES**

Adding a Multitap (for PlayStation 2) allows you to utilize up to five controllers for a game. With two Multitaps, up to eight controllers total can be used at the same time.

When using the Multitap (for PlayStation 2), at least one controller must be connected to Controller Port 1 or 1-A.

## **TEAM AND FORMATION MENU**

The Team and Formation screen is where you can edit the starting lineups and choose formations for your team.

### • **EDIT LINE-UP**

Move squad members into the starting line-up for injured or suspended players and alter the on-field positions of each player.

- Press ↑ / ↓ from the Home Team to select Edit Line-up and press ⊗.
- From the team squad, press ↑ / ↓ to highlight a player. The first 11 players shown on the squad are the team's starters. Press ● to view player statistics of a highlighted player. Press ● again to return to the Edit Line-up screen.
- Press ⊗ to select the player to be moved.



- Press **↑** / **↓** from the remaining players on the roster to choose a replacement. Players highlighted in orange are players on the bench.
- Press **⊗** to make the player switch.
- When you are finished altering your line-up, press **△** to move out of the team squad.



Edit the starting line-ups and formations of each team from this screen

## • **FORMATION**

- Press **↑** / **↓** to Formation, and then press **←** / **→** to make a selection. View the new formation take shape in the central team formation / strategy diagram.
- When you've made your changes, press **↑** / **↓** to highlight OK and press **⊗** to access the Strategy Menu.

## ▶ **STRATEGY MENU**

### • **STRATEGY**

From the Strategy Menu, you can set the following styles of play that can be used on the fly during a match: *Balanced*, *Counter Attack*, *Push Down Wings*, *Push Down Center*, *All Out Attack*, and *All Out Defend*.

To set up your team's strategies:

- Press **↑** / **↓** to highlight a strategy, located under each strategy label (e.g., Strategy 1), and press **←** / **→** to make a selection. Be sure to make a selection for all four strategies, giving you as many options as possible during the match.

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During gameplay, repeatedly press **SELECT** during the match to cycle through your pre-selected strategy icons, which will be displayed in the bottom corners of the screen. If you want to focus your attacking play down the flanks, then select the *Push Down Wings* strategy. If your priority is to soak up opposition pressure, use *All Out Defend*. Your side will begin each match playing in the style of the default strategy.

When you see the desired corresponding strategy icon on the screen, stop pressing **SELECT**. After a moment, the icon will disappear and the new style of play will be active. The strategy icons can also be changed by pushing the right analog stick **← / →**.

Be sure to make a selection for all of the strategies



## • TEAM ASSIGN

Team Assign is used to assign special responsibilities to players.

- Press **↑ / ↓** to highlight Team Assign and press **⊗**.
- To assign a responsibility, press **↑ / ↓** to highlight a player(s). Press **⊙** to see his stats.
- Press **SELECT** to assign a team Captain, **L1** to choose a free kick specialist, **R1** to choose a penalty taker, **L2** to select a player to take corner kicks from the left, and **R2** for a player to take corner kicks from the right.
- Press **△** to return to the Strategy Menu.
- Press **↑ / ↓** to highlight OK and press **⊗** to advance to your match.





Use Competition Mode to play in National Seasons, Special Competitions, or International Competitions.

## NATIONAL SEASON

The National Season format features annual leagues incorporating National Cup fixtures with qualification for additional European and World Club Tournaments up for grabs.

- Press **↑** / **↓** to highlight National Season and press **⊗**.
- Press **↑** / **↓** to highlight a type of National Season and press **⊗**.
- If the National Season has more than one type of league, you can press **←** / **→** from the Category option to choose a league.
- Press **↑** / **↓** to the Home Team option, and then press **←** / **→** to select a team.
- Press **⊗** to be able to choose the Home Stadium, Season Length, Difficulty Level, and Match Length. Four different player levels give you the opportunity to play a match at your skill level. Skill levels will determine your offensive and defensive ability. The Amateur and Pro levels provide good challenges, whereas the World and Master Class levels are a much greater test of skill. The Match Length has options of 4, 6, 8, 10, and 20 minutes.



- Press **↑** / **↓** to select an option, and then press **←** / **→** to make a choice.
- Press **⊗** to advance to the Season Homepage.

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## • SEASON HOMEPAGE

### **ADVANCE**

Advance will move you to the next Season Homepage screen, where you can select Play Match to begin your match.

### **FIXTURE SCREEN**

The Fixture Screen shows the team's schedule for the Season.

- Press **↑** / **↓** to view the entire schedule of matches.

### **COMPETITION UPDATE**

Selecting this option will bring you to the Competition Update Menu where you can view league or cup competition standings and match results.

- Press **↑** / **↓** to highlight an option and press **⊗**.
- Press **↑** / **↓** to view the entire list.

### **SAVE PROGRESS**

Save your team's progress throughout the Season. Selecting it will bring you to the Save Progress screen where you can create a new save or overwrite an existing file that had been previously saved.

- Press **↑** / **↓** to highlight an option and press **⊗**.

### **QUIT COMPETITION**

After you select this option, press **←** / **→** to select YES from the popup box and press **⊗** to quit the competition.





## SPECIAL COMPETITION

Special Competitions include a number of stand alone leagues and tournaments. It also features the Custom League and Custom Cup option, which allows you to create your own competitions. See *National Season* on pages 15-16 for more information on navigating through these setup screens.

### **Superteam Competition**

The best players from each of the continents compete for this fantasy title.

### **Timewarp League**

The greatest teams from the past compete with other past powerhouses from the 1950's to the 1990's in this fantasy league.

### **Jumpers 4 Posts**

School teams play on realistic playgrounds for school pride.

### **Custom League**

Customize a league competition by setting its game attributes.

### **Timewarp Cup**

The greatest teams from the 1950's to the 1990's play for the title of greatest all time team.

### **Custom Cup**

Customize a cup competition by setting its game attributes.

## MULTIPLE HUMAN TEAMS

From the Special Competitions screen, you can add as many as eight teams to the competition.

- After you make your first team selection, when prompted to select another human team, press ← / → to select YES from the popup box and press ⊗ to return to the team screen.
- Press ← / → to select another team and press ⊗ to add it to the list.



## **INTERNATIONAL COMPETITION**

International Competitions include a number of exciting tournaments such as the Euro and America Cups.

After selecting a competition, the setup screens for International Competitions are the same as that of a National Season and Special Competition. See *National Season* and *Special Competition* on pages 15-17 for more information.

## **OPTIONS**



The Options Menu gives you the opportunity to set more attributes for your game, customize the Quick Game setup, and gain access to your MEMORY CARD (8MB) (for PlayStation 2).

## **MATCH SETTINGS MENU**

Use the Match Settings Menu to customize game attributes.

### **DIFFICULTY**

Choose a difficulty level of *Amateur*, *Pro*, *World Class*, or *Master*. These player levels determine your player's offensive and defensive ability. The Amateur and Pro levels provide good challenges, whereas the World and Master Class levels are a much greater test of skill.



## **MATCH LENGTH**

Choose the length of each game. The time length of 4, 6, 8, 10, or 20 minutes represents the length of an entire match.

## **FOULS**

Fouls are a part of the game, but to prevent them from occurring, choose OFF from this menu option. If a player receives two yellow cards or one red card, he will get kicked out of the game.

## **OFFSIDES**

A player is offside when he is nearer to his opponent's goal line than both the ball and the second to last opponent. To have this penalty implemented during your match, set this option to ON.

## **INJURIES**

Like Fouls, Injuries are a part of the game and can happen at any moment, even to your best players. To keep injuries from occurring during your match, set this option to OFF.

## **REFEREE**

Select the type of referee that you want calling your game. A FAIR referee will make reasonable calls, a STRICT referee will call every foul he sees, and a BLIND referee will let most fouls go without penalty.

## **DRAW RULING**

At the end of the 90 minutes, if the match remains a draw, you have three choices: Finish as a TIE, play 30 minutes of Extra Time, or decide on a sudden death GOLDEN GOAL within the extra time.

**NOTE:** When playing certain pre-set competitions, the following options may be overridden and automatically changed to the competition's appropriate rule: *Fouls, Offsides, Injuries, Referee, and Draw Ruling.*

## **STADIUM SELECT**

Under Stadium Select, you can choose the type of stadium, the time of day the match is played, and the weather conditions.

### **STADIUM SELECT**

Make a choice for the stadium in which you'd like to play your match. Select **RANDOM STADIUM** to play in a randomly selected stadium for every match.

### **TIME OF DAY**

Set the kick-off time for the match by choosing either **DAY**, **NIGHT**, or **RANDOM**.

### **WEATHER CONDITIONS**

Select the type of weather you want to play in. Select either **CLEAR**, **OVERCAST**, **RAIN**, **SNOW**, or **RANDOM**.

**NOTE:** Press **△** to return to the previous menu, keeping all changes made.

## **CAMERA OPTIONS**

Use this setting to choose the type (side or overhead) and the position (near, medium, or far) of the camera angle.

## **DISPLAY / VIBRATION OPTIONS**

### **CLOCK**

Choose whether or not to have the clock shown on the screen by selecting **ON** or **OFF**.

### **SCORE**

Choose whether or not to have the score shown on the screen by selecting **ON** or **OFF**.



## **PLAYERS NAMES**

Choose whether or not to be able to view the names of the players nearest to the ball during a match by selecting ON or OFF.

## **REPLAY**

Choose ON to automatically show a replay each time a goal is scored or OFF to return to the center circle.

## **STATS**

During the match, different statistics are displayed at regular intervals. These statistics include goal scorers' names and corner count. Choose ON to view these statistics.

## **WIDE SCREEN**

Choose whether or not to set your TV to wide screen mode by selecting ON or OFF.

## **RADAR**

Choose to set the radar to ON or OFF. Radar is a small window that will appear at the bottom of the screen during gameplay. It will show the entire field and the position of all the players.

## **CENTER SCREEN**

By selecting this option, another screen will come up that allows you to center the screen. Press **← / → / ↑ / ↓** to position the screen to your satisfaction. Press **△** to reset to the default screen position. Press **⊗** to return to the Display/Vibration Options Menu with your changes intact.



## **VIBRATION**

If you are using a DUALSHOCK2 analog controller, you can activate the vibration function by choosing ON, allowing you to feel such things as player collisions as they occur on the field.

## **AUDIO OPTIONS MENU**

Audio Options allows you to set the volume levels and sounds of the game.

### **COMMENTARY VOLUME**

Press ← / → to adjust the volume level of the in-game commentary. The higher the number, the louder the volume.

### **SFX VOLUME**

Press ← / → to alter the special effects volume. The higher the number, the louder the volume.

### **MUSIC**

Press ← / → to adjust the music volume. The higher the number, the louder the volume.

### **SOUND**

Choose between STEREO or MONO sound settings.

## **SEASON HISTORY**

Season History data will be displayed here, allowing you to chart your progress Season by Season.

## **CUSTOM QUICK GAME MENU**

Using this option, you can choose the two teams that you want to feature every time you play a Quick Game.

- Press ↑ / ↓ to select Category, and then press ← / → to choose a league.
- Press ↑ / ↓ to select Home Team, and then press ← / → to choose a team.
- Press ↑ / ↓ to select OK, and then press ⊗ to lock in the Home Team.
- Repeat the previous steps to choose an Away Team.



## **LOAD/SAVE**

The Load/Save screen allows you to manage the files on your MEMORY CARD (8MB) (for PlayStation 2). Access the Load/Save Menu to load or delete previously saved Seasons and Competitions, save current settings, load previously saved game settings, or load alternative save profiles.

### **To load a Competition:**

- Press **↑ / ↓** to highlight Load Competition and press **⊗**.
- If a profile hasn't already been selected, press **← / →** to choose a profile.
- Press **← / →** to choose a file to load and press **⊗**.

Once the file is loaded, the Season Homepage will appear. See *Season Homepage* on page 16 for more information.

### **To delete a Competition:**

- Press **↑ / ↓** to highlight Delete Competition and press **⊗**.
- If a profile hasn't already been selected, press **← / →** to choose a profile.
- Press **← / →** to choose a file to delete and press **⊗**.
- Press **← / →** to select YES from the popup box and press **⊗** to delete the file.

### **To load settings:**

- Press **↑ / ↓** to highlight Load Settings and press **⊗**.

### **To save settings:**

- Press **↑ / ↓** to highlight Save Settings and press **⊗**.
- Press **← / →** to select YES from the popup box and press **⊗** to save settings.

### **To open a different profile:**

- Press **↑ / ↓** to highlight Open Different Profile and press **⊗**.
- Press **← / →** to select a new profile and press **⊗** to load it.

## **CUSTOM TEAMS**



The Custom Teams feature allows you to create brand new teams and alter existing teams. Use this feature to keep up with the latest transfers and make sure your favorite team is always up to date.

Once saved to your MEMORY CARD (8MB) (for PlayStation 2), all customized changes will be automatically restored and carried into a resumed competition.

### **TEAM EDIT**

From the Team Edit screen, choose an existing team or blank team template to edit. For menu items found elsewhere in this manual such as Edit Line-up, Assign Roles and Strategies, and Home Stadium Select, see *Team and Formation Menu* on page 12 and *Stadium Select* on page 20 for more information.

#### **From the Team Edit Menu:**

- From the Category option, press ← / → to select a team. To start from scratch with a blank team template, press ← / → to select Custom.
- Press ↑ / ↓ to select Home Team, and then press ← / → to choose a team.
- Press ⊗ to advance.





## • NAME TEAM

Edit the team name using the Name Team Screen.

- From the alphanumeric chart, press **↑** / **↓** / **←** / **→** to choose a character or space and press **⊗** to enter it. You can also add spaces to your profile name by pressing **⊙**. To delete your selections, press **⊕**.
- To complete your name, press **↑** / **↓** / **←** / **→** to select OK and press **⊗** to lock it in and deactivate the chart.

## • NAME MANAGER

Edit the manager name using the Name Manager Screen. Use the same instructions as *Name Team*.

## • EDIT TEAM UNIFORM

Each uniform can be given several layers of design and color, so that different designs and colors can be overlaid to your specifications.

Layer 0 applies only to the base color of the uniform. You cannot apply a design to this layer, only change its color by using the edit color function.



Once you choose the number of layers for your uniform, you'll be able to begin the design process. Select Layer 1 and change the design and color to your requirements. Repeat the process for the additional layers until you are happy with the look of the uniform.

**NOTE:** Each subsequent design is layered over the previous design (e.g., Layer 2's design will be placed over Layer 1's design).

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- Press **↑** / **↓** to choose a Home or Away uniform, and then press **←** / **→** to make your selection.
- Press **↑** / **↓** to Player, and then press **←** / **→** to choose a player position. At any point, press **L1** / **R1** to rotate your player model and view the entire uniform.
- Press **↑** / **↓** to Uniform Part, and then press **←** / **→** to choose a part of the uniform to alter.

## To select a design:

- Highlight DESIGN and press **←** / **→** to cycle through individual designs. To access the color selection sliders, select EDIT COLOR and press **⊗**.
- Press **↑** / **↓** to move between the COLOR, LIGHTNESS, and SATURATION sliders.
- Press **←** / **→** to change the color values on each slider.
- Press **△** to exit the color chart.
- When you have completed your uniform design, press **△** to return to the Team Edit Menu.





## • EDIT TEAM FLAG

Each flag can be given several layers of design and color. Layer 0 applies only to the base color of the flag. You cannot apply a design to this layer, only change its color by using the edit color function.

Layers 1 and 2 are where you can build up the design and color elements of the flag. Select Layer 1 and change the design and color to your requirements. Repeat the process for each additional layer (if required).

**NOTE:** Each subsequent design is layered over the previous design (e.g., Layer 2's design will be placed over Layer 1's design).

### To select a design:

- Highlight DESIGN and press ← / → to cycle through individual designs. To access the color selection sliders, select EDIT COLOR and press ⊗.
- Press ↑ / ↓ to move between the COLOR, LIGHTNESS, and SATURATION sliders.
- Press ← / → to change the color values on each slider.
- Press △ to exit the color chart.
- When you have completed your flag design, press △ to return to the Team Edit Menu.

## • CUSTOMIZE PLAYERS

You can alter each player's name, height, weight, and shoe color, and decide to make players left or right footed.

- Press ↑ / ↓ to move through the roster and highlight a player to customize.
- Press ⊗ to advance to the Player Edit screen.



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## • **PLAYER EDIT**

### **EDIT PLAYER NAME**

- From the alphanumeric chart, press **⊙** to delete letters of the player's name.
- Press **↑ / ↓ / ← / →** to choose a character or space and press **⊗** to enter it. You can also add space to your profile name by pressing **⊙**.
- To complete your name, press **↑ / ↓ / ← / →** to select OK and press **⊗** to lock it in and deactivate the chart.

### **FOOT / HEIGHT / WEIGHT**

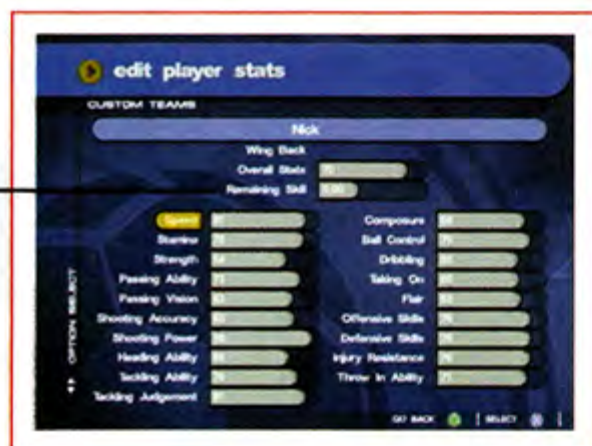
- Press **↑ / ↓** to select one of these menu options, and then press **← / →** to make a new selection.

### **EDIT PLAYER STATS**

Outfield players have 19 skill attributes and goalkeepers have 4.

- Press **↑ / ↓** to select a skill attribute, and then press **← / →** to change the levels for each attribute. As you lower a skill level, the Remaining Skill level bar will increase, giving you an opportunity to increase other skill attributes.
- When you have completed your adjustments, press **△** to return to the Player Edit Menu.

Remaining  
Skill bar





## EDIT PLAYER APPEARANCE

You can customize the appearance of each player by ETHNIC ORIGIN, HEAD MODEL, HEAD TEXTURE, HAIR MODEL, HAIR COLOR, FACIAL HAIR, FACIAL HAIR COLOR, or EYE COLOR.

- Press **↑** / **↓** to highlight each attribute, and then press **←** / **→** to make a selection. At any point, press **L1** / **R1** to rotate your player model to get an entire view of his appearance.
- When you have completed your adjustments, press **△** to return to the Player Edit Menu.

Certain star player faces are created by a special graphic system in order to achieve the highest possible level of graphical realism. Their faces cannot be customized in the Edit Player Appearance screen, however, you can still customize all of their other attributes.

## REPLACE PLAYER

Use this option to copy a player from any other team, having him replace your player.

- From the Category option on the screen, press **←** / **→** to select a league.
- Press **↑** / **↓** to select Team, and then press **←** / **→** to choose a team.
- Press **⊗** to move to the roster portion of the screen.
- Press **↑** / **↓** to select a player to copy and press **⊗**.
- Press **←** / **→** to select YES from the popup box and press **⊗** to copy the player. This player will now replace the player you had been customizing.



## SHOE COLOR

- Press **←** / **→** to make a new selection for your player's shoe color.

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## • **SAVE TEAM**

You can save your customized team to your MEMORY CARD (8MB) (for PlayStation 2).

- If you have the option, select which MEMORY CARD (8MB) (for PlayStation 2) slot to save to and press **X** to confirm your choice.
- Press **← / →** to select YES from the popup box and press **X** to save the team.

## ▶ **LOAD TEAM**

To load a previously saved team from your MEMORY CARD (8MB) (for PlayStation 2):

- From the Load Team screen, press **← / →** to choose a profile and press **X**.
- Press **← / →** to choose a team to load, or press **↑ / ↓** to highlight Load All Teams and press **X**.
- Press **← / →** to select YES from the popup box and press **X** to load the team(s).

## ▶ **DELETE TEAM**

To delete a previously saved team from your MEMORY CARD (8MB) (for PlayStation 2):

- From the Delete Team screen, press **← / →** to choose a profile and press **X**.
- Press **← / →** to choose a team to delete, or press **↑ / ↓** to highlight Delete All Teams and press **X**.
- Press **← / →** to select YES from the popup box and press **X** to delete the team(s).



## RESET TEAMS

Choosing Reset Teams will reset all teams to their default settings. To reset all previously saved teams from your MEMORY CARD (8MB) (for PlayStation 2):

- From the Delete Team screen, when prompted, press ← / → to select YES from the popup box and press ⊗ to delete the team(s).



## TROPHY CABINET

The Trophy Cabinet screen shows the number of trophies you have won at each difficulty level.

- Press ↑ / ↓ to highlight the Difficulty option, and then press ← / → to select a difficulty level.
- Press ↑ to highlight Trophies Won and press ⊗ to move to the Trophy Cabinet.
- Press ← / → / ↑ / ↓ to highlight a trophy and see the competition it was won in.



Name of competition won

- When you have completed viewing the cabinet, press △ to return to the Trophies Won menu option.

### To save your Trophy Cabinet:

- Press ↑ / ↓ to highlight Save Cabinet and press ⊗.
- Press ← / → to select YES from the popup box and press ⊗ to save the cabinet.

## **PLAYING THE GAME**

### **GAME SCREEN**

Shown on the screen below are some of the important game screen objects that appear during the course of a match.

Score and  
play clock

Gray arrows  
represent the  
location of your  
teammates  
when you have  
the ball



Red circle is the  
player you control

Name of  
controlled player

Other objects that will appear include:

- A green X, which represents where the ball will land when it is kicked or thrown.
- A red arrow, which represents the location of the player you control when you are on defense.

### **PAUSE MENU**

During a match, pressing **START** will bring up the Pause Menu. Menu items already described in the manual are not shown here.

#### **CONTINUE MATCH**

Returns you back to play the current game.

#### **REPLAY**

Replay the latest possession. Use the on-screen replay controls to operate the replay function.



## **SUBSTITUTIONS**

You can substitute up to three players in any one match. To substitute a player:

- Press **↑** / **↓** to select a player and press **⊗**.
- Press **↑** / **↓** to highlight his replacement from the bench and press **⊗** to make the substitution.

## **CONTROLLER MENU**

Use the Controller Menu to switch teams during the match.

## **RESTART MATCH**

You can begin the current game again at any point during the match.

- Press **←** / **→** to select YES from the popup box and press **⊗** to restart the match.

## **QUIT MATCH**

If you quit a match during any competition, you will lose the game.

## **POST-MATCH SEASON HOMEPAGE**

When playing in a Tournament, Season or League, each match will be followed by a post-match completion screen. Menu items already described in the manual are not shown here.

When a game is completed, press **⊗** from the final game screen to bring up the Season Homepage.

## **ADVANCE**

Return to the competition.

## **PLAYER STATS**

View the player statistics for the current competition.

- Press **←** / **→** to cycle through the players.

## **MANAGEMENT STATS**

View the management's stats of your team.



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**NOTES**



Lined writing area for notes, featuring horizontal lines across the page. A large, faint watermark of a soccer ball is visible in the background.





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