

WARNINGS Read Before Using Your Sega Dreamcast Video Game System

CAUTION

Anyone who uses the Sega Dreamcast should read the operating manual for the software and console before operating them. A responsible adult should read these manuals together with any minors who will use the Sega Dreamcast before the minor uses it.

HEALTH AND EPILEPSY WARNING

Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an epileptic seizure.

If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using Sega Dreamcast.

In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY.

To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using Sega Dreamcast.

- Sit a minimum of 6.5 feet away from the television screen. This should be as far as the length of the controller cable.
- Do not play if you are tired or have not had much sleep.
- Make sure that the room in which you are playing has all the lights on and is well lit.
- Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.

OPERATING PRECAUTIONS

To prevent personal injury, property damage or malfunction:

- Before removing disc, be sure it has stopped spinning.
- The Sega Dreamcast GO-ROM disc is intended for use exclusively on the Sega Dreamcast video game system. Do not use this disc in anything other than a Sega Dreamcast console, especially not in a CD player.
- Do not allow fingerprints or dirt on either side of the disc.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not modify or enlarge the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.
- Do not write on or apply anything to either side of the disc.
- Store the disc in its original case and do not expose it to high temperature and humidity.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Use lens cleaner and a soft dry cloth to clean disc, wiping gently from the center to the edge. Never use chemicals such as benzene and paint thinner to clean disc.

PROJECTION TELEVISION WARNING

Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

SEGA DREAMCAST VIDEO GAME USE

This GO-ROM can only be used with the Sega Dreamcast video game system. Do not attempt to play this GO-ROM on any other CD player, doing so may damage the headphones and/or speakers. This game is licensed for home play on the Sega Dreamcast video game system only. Unauthorized copying, reproduction, rental, public performance of this game is a violation of applicable laws. The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

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WHAT IS UEFA?

Striker Pro 2000™ is endorsed by The Union of European Football Associations (UEFA).

UEFA was founded in Basle, Switzerland on June 15, 1954, and since then it has grown into the cornerstone of the game in Europe. UEFA is the parent body for European soccer and is one of the six continental confederations of FIFA, world soccer's governing body. Working and acting on behalf of Europe's national associations, UEFA promotes and strengthens soccer's position as the most popular sport in the world.

UEFA has several objectives as a FIFA confederation. Its intention is to foster a spirit of unity and solidarity among the members of Europe's soccer communities, from the teams and their stars to the millions who play as a hobby. Another UEFA responsibility is to organize and stage European competitions for clubs and national teams. In total, 13 competitions are currently organized by UEFA: 9 for National sides and 4 for Club teams.

UEFA additionally administers the competitions and draws up appropriate regulations.

Beyond competitions, the organization strives to encourage the ideal of sportsmanship and Fair Play not only on the field, but among the millions of spectators as well. It is at the forefront to improve safety and security at soccer matches and also contributes to humanitarian causes such as disaster relief and anti-personnel mine campaigns.

Starting The Game

- Make sure your Sega Dreamcast™ is properly set-up and ready to go. For more information, refer to the Instruction Manual that came with your Sega Dreamcast.

- Open the Disc Door by pressing the Open Button and insert your **Striker Pro 2000** Sega Dreamcast Specific Disc. Shut the Disc Door.
- Press the Power Button to start your Sega Dreamcast.
- Follow the on-screen instructions.

SEGA DREAMCAST HARDWARE UNIT



Striker Pro 2000 is a 1 to 4-player game. Before turning the Sega Dreamcast power ON, connect the controller(s) or other peripheral equipment into the control ports of the Sega Dreamcast. To return to the title screen at any time, simultaneously press and hold the **A, B, X, Y** and **Start** Buttons. This will cause the Sega Dreamcast to soft-reset the software and display the title screen.

Purchase additional controllers to play with additional people. For more information on the Sega Dreamcast controller, see page 6.

Sega Dreamcast Controller

There are four different controller configurations available. The default Button Settings (Basic Game Controls) are described on page 13.

Note: Never touch the Analog Thumb Pad or Triggers L/R while turning the Sega Dreamcast power ON. Doing so may disrupt the controller initialization procedure and result in malfunction. If the Analog Thumb Pad or Triggers L/R are accidentally moved while turning the Sega Dreamcast power ON, immediately turn the power OFF and then ON again making sure not to touch the controller.

Note: For all controllers, to return to the title screen at any point during game play, simultaneously press and hold the **A, B, X, Y,** and **Start** Buttons. This will cause the Sega Dreamcast to soft-reset the software and display the title screen.

Arcade Stick

Here are the default controls if you are using an Arcade Stick:

Joystick: Move active player in the direction indicated

SEGA DREAMCAST CONTROLLER

Overhead View



Forward View



Start Button: Menu
With Ball:

A Button: Pass

X Button: Shoot / Clear The Ball

B Button: Through Ball

Y Button: High Pass / Cross

C Button: Sprint

Z Button: Control

Without Ball:

A Button: Stand-Up Tackle in ball direction

X Button: Slide Tackle in ball direction

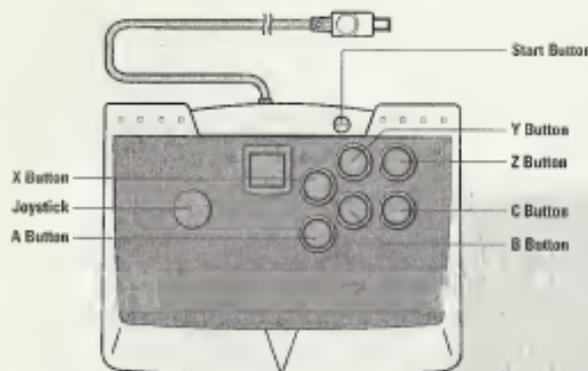
B Button: Switch Player

Y Button: Tackle in player direction

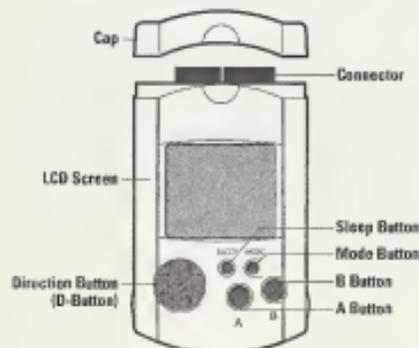
C Button: Sprint

Z Button: Pressure closest opponent

SEGA DREAMCAST ARCADE STICK



VISUAL MEMORY UNIT (VMU)



VISUAL MEMORY UNIT (VMU)

While saving a game file, never turn OFF the Sega Dreamcast power, remove the memory card or disconnect the controller.

TITLE MENU

USING THE MENUS

Use the **Directional Buttons** to move between the different options on each menu screen; press the **A Button** or **Start Button** to select or validate your choice. Some of the

options may not be available to you at the beginning, and will be shaded in grey until you unlock them.

When you wish to move to the next screen, use the **D-Buttons** to move down to the **▶** icon and press the **A Button** or **Start Button**. Alternately, you may press the **X Button**, followed by the **A Button** or **Start Button**. To return to the previous screen, highlight the **◀** icon and press the **A Button** or **Start Button**.

FRIENDLY

Start a match with up to four players. When the game is over, you'll be able to view detailed statistics and be given the option to play again or quit to the main menu.

LOAD FRIENDLY

You can pre-define your options and Friendly Game structure and then load them with this selection. This allows you to avoid the normal Friendly Game set-up routine. These pre-sets cannot be adjusted from this menu; they must be defined and stored first from the "Friendly Options" screen.

NEW COMPETITION

This will allow you to start a new Competition.

Some of these competitions are grayed-out and can be unlocked by successfully attaining the Certificates in the Training section.

LOAD COMPETITION

This allows you to continue a previously-saved competition.

TRAINING & CERTIFICATION

This takes you to the practice mode and the UEFA Certificate tests.

OPTIONS

This allows you to adjust the various game settings.

PLAYING THE GAME

SELECT TEAMS

Use the **Directional Buttons** to highlight a team and press the **A Button** or **Start Button** to select your choice (Press the **A Button** or **Start Button** again to delete a previous choice). Each team's attributes are ranked from one to five stars. The more stars in a category, the better. You have three options in team selection: select both teams manually; select your team (by pressing the **A Button** or **Start Button**) and let the CPU choose your opponent at random by pressing the **X Button** followed by the **A Button** or **Start Button**; or have both teams selected by the CPU by pressing first the **X Button** then the **A Button** or **Start Button**. The **Y Button** allows the user to clear previous selections.

GAME OPTIONS

Use the **D-Buttons** to select an option and press the **A Button** or **Start Button** to toggle between your choices. In some competitions, certain settings are already selected and can not be changed.

☉ Weather

Fine - Rain - Snow - Random.

☉ Lighting

Day - Night - Random.

☉ Extra Time

None - the match is over even if the score is tied.

Extra Time - if the score is tied at the end of regulation play, the game will go into overtime.

Penalties - if the game is tied, the match is decided by penalty kicks.

Golden Goal - if the score is tied at the end of the match, the game will proceed to "sudden death." The first team to score in sudden death overtime is the winner.

Extra time and Penalties - if the score is tied after extra time, the match is decided by penalty kicks.

Golden Goal and Penalties - if neither team scores in the extra time, the match is decided by penalty kicks.

☉ Camera Mode

Choose the orientation of the camera - Sideline, End View or Overhead.

☉ Offside

Turn the Offsides rule on and off.

☉ Duration

Set the total duration of a match - 2, 5, 10 or 20 minutes.

☉ Stadium

Pick the stadium or set it to random. This option is not always available.

☉ Camera Distance

Set the distance of the camera from the pitch - from 3 to 15m.

In the Friendly Mode, you can save your settings by selecting the Visual Memory Unit (VMU) icon with the **D-Buttons** and press the **A Button** or **Start Button**. Choose a preset to save using **D-Button** ◀ and ▶. You will automatically be prompted to save if you've made any changes to the setting.

Caution: While saving a game file, never turn OFF the Sega Dreamcast power, remove the memory card or disconnect the controller.

LEAGUE STANDINGS

(League competitions only)

This screen shows you the standings of the teams in the League Competition and League-like Competitions. Highlight the group number and press the **A Button** or **Start Button** to see the standings of the other groups for all competitions except League and Knockout.

NEXT MATCH

(Knockout competitions only)

This screen displays the match-ups and the teams qualified for the Knockout competition.

ASSIGN CONTROLLER

This screen will determine who plays which team in a multi-player game. Use **D-Buttons** **←** and **→** to select your team. In a one-player league or cup, you will only be able to play the first team you choose on the Select Teams screen. You can choose your controller configuration in the Options menu. You can choose to control your players with either the **D-Buttons** or the Analog Thumb Pad in both the one-player or multi-player games. Press the **A Button** or **Start Button** to toggle between these choices once you have chosen your team.

TEAM MANAGEMENT

Striker Pro 2000 is a fast simulation game. Your victory will come from your ability on the field but several management options can help you improve your performance.

You decide the formation and strategy of your team and which of your twenty-two available players will start the game.

FORMATION and STRATEGY

There are seven formations, each with several variants. You can check the players' positioning on the field. When you are happy with your formation, you can refine your strategy and give more precise orders to your players.

SUBSTITUTION

If you want to make a change to the starting eleven, use the **D-Buttons** to highlight the player you want to replace and press the **A Button** or **Start Button**. Highlight the player you want to bring in as a substitute and press the **A Button** or **Start Button** again. The starting eleven are in white text; the substitutes in green text.

You can view each player's statistics screen by holding down the **Y Button** while he is highlighted.

Each player is ranked in six attributes:

- ⊕ Speed
- ⊕ Strength
- ⊕ Accuracy
- ⊕ Heading
- ⊕ Shooting
- ⊕ Fitness

In addition, each position will have its own particular stats:

Goalkeeper: Saves - Clean Sheets - Goals Conceded - Goals

Defender: Tackles Made - Fouls - Goals - Total Cards

Midfielder: Passes - Goals - Tackles Made - Total Cards

Forward: Goals - Shots - Shots on Target - Total Cards

Player data is updated each time you play a match in the same competition.

TEAM STATISTICS (Competitions only)

This screen shows information about both teams' performances in the competition so far.

TEAM SHEET

The match loading screen will show the players' names and their positions on the field for both teams.

DURING THE MATCH

Press the **Start Button** to bring up the in-game menu. You can access five menu screens by pressing the **L/R Trigger**. Navigate between the option with **D-Buttons** **▲** and **▼** and choose the settings with the **D-Buttons** **←** and **→**. Press the **Start Button** again at any time to exit the menu and resume the match.

Pause (default)

The in-game menu also acts as the pause screen, and allows you to restart or quit a friendly match, quit a competition or view a replay at any time.

Action Replay

Y Button	Toggle Camera Mode
A Button	Pause Playback / Play Toggles between Pause and Play
Start Button	Quit Replay and resume match
X Button	Rewind
B Button	Fast Forward

NOTE: Camera modes are Overhead, Freecam and Sideline. When in Freecam mode you can move the camera. Use the **D-Buttons** to move the camera left or right and to zoom in or out. Use **L/R Trigger** for a slow motion replay when in Freecam mode.

Match Stats

View the score, each team's shots, shots on goal, possession, territory, corners, offsidcs, fouls, yellow and red cards. This screen also appears at half time.

Options

Here you can adjust camera views, camera distance, camera height, replay mode, player names, master volume, SFX volume and commentary volume.

Tactics

Change your team's strategy and formation with this selection.

Substitution screen

On the left side of the screen is the current team, with the substitutes displayed on the right. A box with the player's attributes appears to the left of the menu screen. The bars indicate each player's ability and also show his level of fitness and fatigue. To make a substitution, press the **A Button** or **Start Button** to select the player coming off, then highlight his replacement and press the **A Button** or **Start Button** again.

You can only make a limited number of substitutions during a match: five during a friendly match and three during a tournament match.

NOTE: the players' names will remain in their original positions - this is because the substitution will not take place until the next stoppage of play.

Using the VMU in-game

In the "Assign Controller" screen, you can choose to control your players with either the **D-Buttons** or the Analog Thumb Pad. Whichever option you choose, you can then use the other control to manage your team formation and strategy through the VMU. If you choose to play the game with the Analog Thumb Pad, use the **D-Button** **▲** or **▼** to bring up the Team Formation screen on the memory card window. Pressing **D-Button** **◀** or **▶** will cycle through all the team formations. When you have made your selection, press **D-Button** **▼** again. In this way you can make changes to your team's tactics without your opponent seeing them.

END OF THE MATCH

Here you can see the score of the match the user has played, each team's shots, shots on goal, possession, territory, corners, offsidcs, fouls, yellow and red cards.

NOTE: in Friendly Mode, you will find more detailed statistics concerning the match:

- ⊕ Games played
- ⊕ Total goals
- ⊕ Fastest goal
- ⊕ Star player
- ⊕ Number of Won / Lost / Drawn
- ⊕ Top Strikers
- ⊕ Red / Yellow Cards

This will clearly show who was the best so far between the two competitors... Press the **A Button** to play another round.

CONTROLS

Striker Pro 2000 is a game for all kinds of players. Beginners can start playing quickly with the basic controls.

However, to be able to beat the best teams, you will need to master all the advanced control features.

BASIC IN-GAME CONTROLS (Default Controls)

	With Ball	Without Ball
A Button	Pass	Stand-up Tackle in ball direction
X Button	Shoot / Clear the Ball	Slide Tackle in ball direction
B Button	Through Ball	Switch Player
Y Button	High Pass / Cross	Tackle in player direction
Right Trigger	Sprint	Sprint
Left Trigger	Control	Pressure the closest opponent
Start Button	Menu	Menu

ADVANCED CONTROLS

WITH BALL

Please Note:

For SHOOT, PASS and HIGH PASS the longer you hold the button down, the harder the player will attempt to kick the ball. How hard your player actually kicks the ball depends on his shooting strength ability and where he is positioned in relation to the ball.

A Button: Pass

PASS the ball towards the area you are facing. You'll take control of the closest player to the pass very early to direct him to the ball.

A Button + Opposite Direction will make the player perform a "backheel".

X Button: Shoot

A SHORT TAP will take a quick shot. A LONG PRESS will take a hard shot. The harder the ball is kicked the less accurate the shot will be.

Use the **D-Buttons** to choose a direction. To shoot high, move the **D-Button** in the opposite direction from where you are shooting when you release the **X Button**. Point away from the goal after the ball has been kicked to apply swerve.

Special Features:

IN YOUR OWN HALF: The **X Button** clears the ball.

B Button: Plays a through ball

Pressing the **B Button** will make your player pass the ball to a player running in front of him. When you release the **B Button**, the first player will pass to the second player. This is useful for getting past the defenders and getting your attackers in space to shoot on goal.

Y Button: High Pass / Cross

A SHORT TAP will play a short high pass.

A LONG PRESS will play a long range high pass.

Right Trigger: Sprint

Hold down **R Trigger** to make your player run faster. This tires the player causing him to eventually sprint more slowly, and makes ball control more difficult. When the player is no longer in possession of the ball, his fatigue level will gradually improve.

Left Trigger: Control

Holding down **L Trigger** keeps the ball under close control. This can be used to bring down a ball in the air, to closely control the ball when dribbling, to dummy a shot, or to drop the ball when you are the keeper (the keeper then comes under player control).

A player who is controlling the ball is more difficult to tackle.

Left Trigger + X Button: Fake Shot

Left Trigger + B Button: Low Kick

AIM low in a straight line in the direction in which the **D-Button** is pressed.

A SHORT TAP will play a short low pass in front of you.

A LONG PRESS will play a long range low pass in the direction you are facing.

Left Trigger + Y Button: Chip Shot

CHIP the ball in the direction the directional button is pressed.

WITHOUT BALL

A Button: Stand Up Tackle in ball direction

Pressing the **A Button** will make your player attempt to gain possession of the ball from your opponent's player using a stand-up tackle and pass.

Use this tackle to avoid fouls.

X Button: Slide Tackle in ball direction

Pressing the **X Button** will make your player attempt to gain possession of the ball from your opponent's player using a sliding tackle. This tackle is very useful when you run side by side to your opponent. When you are close to him, use the **D-Buttons** to target the ball and press the **X Button**.

Y Button: Tackle in player direction

Pressing the **Y Button** will make your player attempt to gain possession of the ball from your opponent's player using a sliding tackle in the direction your player is running.

Right Trigger: Sprint

Hold down the **R Trigger** to make your player run faster.

Left Trigger: Closest player run to the ball

When your opponent has the ball, press **L Trigger** (without using the **D-Buttons**) to order the closest player to your opponent to pressure him.

B Button: Switch Player

Pressing the **B Button** changes the player you are controlling.

A Button / X Button: Head / Special Shots

Releasing the **A Button** or the **X Button** as the ball comes down will make the player under your control attempt the most appropriate move to complete the action. This is context sensitive, but basically the player will attempt to perform that move as soon as possible after the button is released.

Releasing the button too early or late may result in the player failing to connect with the ball.

SET PIECES

⊕ Corner kick

The arrow indicates the direction the ball will be kicked in.

The longer you hold the button down, the more power will be put into the kick. Release the button to kick the ball.

D-Buttons	Choose a direction
X Button + D-Buttons	Apply swerve
Right Trigger / Left Trigger	Higher / Lower Kick
X Button	Send the ball in a specific area
A Button + D-Buttons	Pass the ball to a specific player
B Button	Select a player to receive the ball

⊕ Free kick

Free kicks work in the same way as corners.

Defending position

D-Buttons	Move the wall
Right Trigger / Left Trigger	Add / Remove players to the wall

Attacking position

D-Buttons	Choose a direction
X Button + D-Buttons	Apply swerve
Right Trigger / Left Trigger	Higher / Lower Kick
X Button	Shoot
A Button + D-Buttons	Pass the ball to a specific player
B Button	Select a player to receive the ball. Press again to switch player

⊕ Throw-in

Throws-in work in the same way as corners and free kicks.

D-Buttons:	Choose a direction
Right Trigger / Left Trigger	Higher / Lower Kick
X Button	Throw the ball in a straight line
A Button + D-Buttons	Pass the ball to a specific player
B Button	Select a player to receive the ball. Press again to switch player

⊕ Penalty Striker position

D-Buttons	Choose a direction to shoot
X or A Button	Shoot

The direction can be changed right up until the point when the ball is struck.

The longer you hold the button down, the more powerful the kick will be. Be aware that this will lower your accuracy!

Goalkeeper position

D-Button < and >	Choose a direction in which to dive
X or A Button	Make the keeper dive

COMPETITIONS

Striker Pro 2000 offers you three different kinds of competition, each with their own teams and rules.

CLUB-ORIENTED COMPETITIONS

⊕ Super Trophy

This is a European league competition, comprised of the most famous clubs in Europe. Choose your team from more than 40 Club squads.

The first stage of the Super Trophy is made up of 32 Teams. Up to 8 players may take part. Round 1 consists of four leagues of 8 teams. Every team plays every other team twice, with the top two teams from each league advancing to Round 2.

Round 2 consists of 2 leagues of 4 teams. Every team plays every other team twice, with the top two teams advancing to the Final round. In the event of a tie in the Final, the match is decided with extra time and then penalty kicks.

NATIONAL TEAMS-ORIENTED COMPETITIONS

These competitions will not be available at the beginning of the game.

To unlock these competitions, go to the Certification mode and get appropriate certificates.

🏆 National Team Qualifiers

This selection allows you to play the qualifying round for the National Team Finals. This mode will be available if you have reached 3 out of 10 in each test in the Certification Mode.

The Competition consists of 49 teams. You may choose to play as any of these teams. The teams are split into 9 groups of 5 or 6 teams each. These groups are pre-defined and you cannot change them. Each team plays one home and one away match against all the other group members.

The top-ranked team from each group moves to the finals. In the event of a tie, the winner is calculated using goal difference, then goals scored, then goals conceded by the tied teams. The second-place team with the best record from all the groups also goes through to the finals. The remaining eight second-place teams enter a single knockout round, with four teams moving on to the finals. If you qualify for the finals, you will proceed directly to the

National Team Finals game.

🏆 National Team Finals

If you have played the National Team Qualifiers and have succeeded in qualifying, you will have access automatically to this mode after the end of the qualifying mode. Otherwise you can choose your team from 51 National Teams. This mode will also be available if you have reached 3 out of 10 in each test in the Certification Mode.

The finals are made up of 16 teams. The competition starts as a group system, with the teams being split into four groups of four. Each team plays every member of its group once.

The top two teams from each group move on to a straight knockout competition.

In the event of a tie, the winners are decided by comparing goal difference, then goals for, and then goals against the tied team. If a winner is still not calculable, the draw is resolved with the toss of a coin. The Knockout competition runs a simple Quarter-finals, Semi-finals and Finals system. In the event of a drawn match, the game continues to extra time. If the game is still drawn it goes to a penalty shoot-out until there is a winner.

🏆 Territories Cup

The Territories Cup allows you to take part in a cup based on major world Territories. You must complete each territory to enable access to the next territory.

You need to score at least 5 out of 10 on each of the tests in Certification Mode to unlock this competition.

The cup is a standard league-based cup, with the player having to come out on top of the league to win the cup in each territory. In the event of a tie between two (or more) teams, the winner will be decided by comparing goal difference, then goals scored for, and then goals scored against the tied team. If a winner still can't be decided,

then the winner will be selected by the toss of a coin. Each team plays every other team twice (home and away).

🏆 Bonus Competition

If you have scored 8 out of 10 in each test of the Certification Mode, you will have access to a special competition.

GENERIC COMPETITIONS

This mode contains short competitions, specially designed for multiple players. You can decide to play a complete league or a straight Knockout tournament.

🏆 League

The League Mode is a championship-style competition. You can play with up to eight human- or CPU-controlled teams. This mode uses standard league rules, with 3 points awarded for a win, 1 for a draw, and none for a loss. In the event of a tie, the winner is decided by comparing goal difference, then by goals scored, then by goals conceded by the tied teams. If a decision is still not possible, the winner is decided by the toss of a coin.

⊕ Knockout

The Knockout game is a Cup-like competition. Up to eight human teams may take part in the competition with the whole Knockout being made up of 4, 8, or 16 teams. Players may select from any of the club teams or international teams available to them at that stage. Golden goal and penalties, extra time and penalties or golden goal decide drawn matches.

CLASSIC MATCH

You will have the chance to replay historical matches and maybe rewrite history. Four Club and four International matches are available but at the outset only the first four matches can be accessed. The others are unlocked as you progress through the classic match scenarios. In this mode, you cannot select which team you play; this is pre-defined.

TRAINING AND CERTIFICATION

The training mode will let you practice and improve your soccer skills on the field. Along with the set practice sessions (aimed at improving particular skills) you can also take the tests for the UEFA Player, Trainer and Coach Certificates. Completing these tests will give you access to special teams and competitions.

PRACTICE MODE

Selecting this mode will move you to the Camera screen, where you can set up the cameras for the practice session.

⊕ Camera Mode

Choose the orientation of the camera.

⊕ Camera Distance

Sets the distance of the camera from the pitch.

Once you've set your camera, you'll move to the Training Game menu. This offers five training sessions aimed at teaching you specific skills. At the start of each skill session you will be given some instructions in the text box (scroll down the text with **D-Buttons** ▲ and ▼).

Each practice session will give you several different situations for skill you are practicing. When you are confident that you have learned the skill, you can exit that session by pressing the **Start Button**. You can then select another practice session or move on to Certification mode or another part of the game.

The skill sessions available are:

- ⊕ Shooting at Goal
- ⊕ Passing the Ball
- ⊕ Crossing and Heading
- ⊕ Set Pieces
- ⊕ Penalties

CERTIFICATE AWARD

When you are confident with your skills, it is time to take the UEFA Certificate tests!

This mode tests your skills and controls, and also unlocks new teams and competitions.

Before you take the test you can set up the camera distance from the side line. This screen also shows your current scores in the individual parts of the certificate test.

After loading you'll see the Certificate Test menu. This shows the six sections of the test.

You'll see some instructions at the start of each test. You'll also see an overhead diagram showing the start position of you and your teammates (yellow circles), the start position of the ball (white circle) and the start position of the keeper and any defenders (red circles). This diagram also shows the red and yellow markers that indicate areas of the field that you must not enter.

There will be 10 stages to each skill test. The current stage and your score are indicated in the bar in the top left-hand corner. The six Certificate Tests are:

- ⊕ Shooting
- ⊕ Defending
- ⊕ Passing
- ⊕ Penalties
- ⊕ Setpieces
- ⊕ Freeplay

If you have practiced your skills, you'll be able to score high enough to unlock extra teams and competitions.

GAME EDITOR

The Game Editor allows you to create your own personalized teams. You can edit the international and club teams, and the names of the competitions with it as well. Move the **D-Buttons** to highlight an option then press the **A Button** or **Start Button** to confirm your choice.

EDIT CUSTOM TEAMS

This screen allows you to create up to 8 of your own teams. You can name them and design the uniforms for the goalkeeper and the players.

To choose a custom team

Highlight the team number. Then press the **A Button** or **Start Button**.

To change the name of each custom team

- 1 - Highlight the name. Then press the **A Button** or **Start Button**.
- 2 - Select letters by pressing the **A Button** or **Start Button**.
- 3 - When finished, highlight the **↵** icon and press the **A Button** or **Start Button**.

To cycle through the 5 different designs of Shirts, Sleeves, Shorts and Socks

Highlight the number. Then press the **A Button** or **Start Button**.

To change the colors

Highlight the boxes. Then press the **A Button** or **Start Button**.

To edit the individual players

Highlight the player icon in the bottom right-handed corner. Then press the **A Button** or **Start Button**.

Press **R/L Trigger** to rotate the player and view your changes.

EDIT PLAYER

Edit the name, facial features and boot color of individual players in your custom teams from this screen.

EDIT INTERNATIONAL TEAMS

To choose an International Team

1 - Highlight the team number. Then press the **A Button** or **Start Button**.

2 - Cycle through the 73 international teams to select the team.

To change the player's name

Highlight the player's name. Then press the **A Button** or **Start Button**.

You'll move to the keyboard screen after each selection.

EDIT CLUB NAMES

This works in exactly the same way as the International Team editor.

EDIT COMPETITION NAMES

Highlight the competition you wish to rename and press the **A Button** or **Start Button**. You are then taken to the keyboard screen.

SAVING AND LOADING

SAVING

You can save your game whenever the VMU symbol appears on your screen. Highlight the memory card symbol using the **D-Buttons** and press the **A Button** or **Start Button**. On the Save screen, press the **A Button** or **Start Button** to save your game.

LOAD COMPETITION

To load a previously saved competition, highlight "Load Competition" on the Main Menu and press the **A Button** or **Start Button**. Select the competition you'd like to load and press the **A Button** or **Start Button**.

LOAD FRIENDLY

From the Main Menu, highlight "Load Friendly" and press the **A Button** or **Start Button**.

This allows you to quick-start a friendly game with your pre-configured options and settings. Use the **D-Buttons** to select the friendly pre-set structure (games and options) you have previously set-up and saved in the Friendly mode.

LOAD OPTIONS

In the Main Menu highlight "Load Options" and press the **A Button** or **Start Button**. You will be able to load the previously-saved settings.

OPTIONS

GAME EDITOR

See the "Game Editor" section.

GAME DIFFICULTY

Use **D-Buttons** **←** and **→** to change the highlighted setting.

⊕ Game Speed

This changes the speed at which the match will be played.

⊕ Game Pressure

This affects how quickly the CPU team will attempt to gain possession of the ball.

AUDIO

Use **D-Buttons** **←** and **→** to change the highlighted setting:

- ⊕ Master Volume
- ⊕ Music Volume
- ⊕ Commentary Volume,
- ⊕ Sfx Volume
- ⊕ Sound Mode - Use the **A Button** or **Start Button** to choose Mono or Stereo.

CONTROLLERS

This allows up to 8 different players to choose one of four different controller configurations.

SCREEN POSITION

This allows you to reposition the screen to suit your TV.

RESET SETTINGS

Allows you to restore the default settings.

LOAD OPTIONS

Load previously saved settings with this selection.

PREVIOUS

Takes you back to the previous menu screen.

Note: You can also go back to a previous menu by pressing the B button.

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