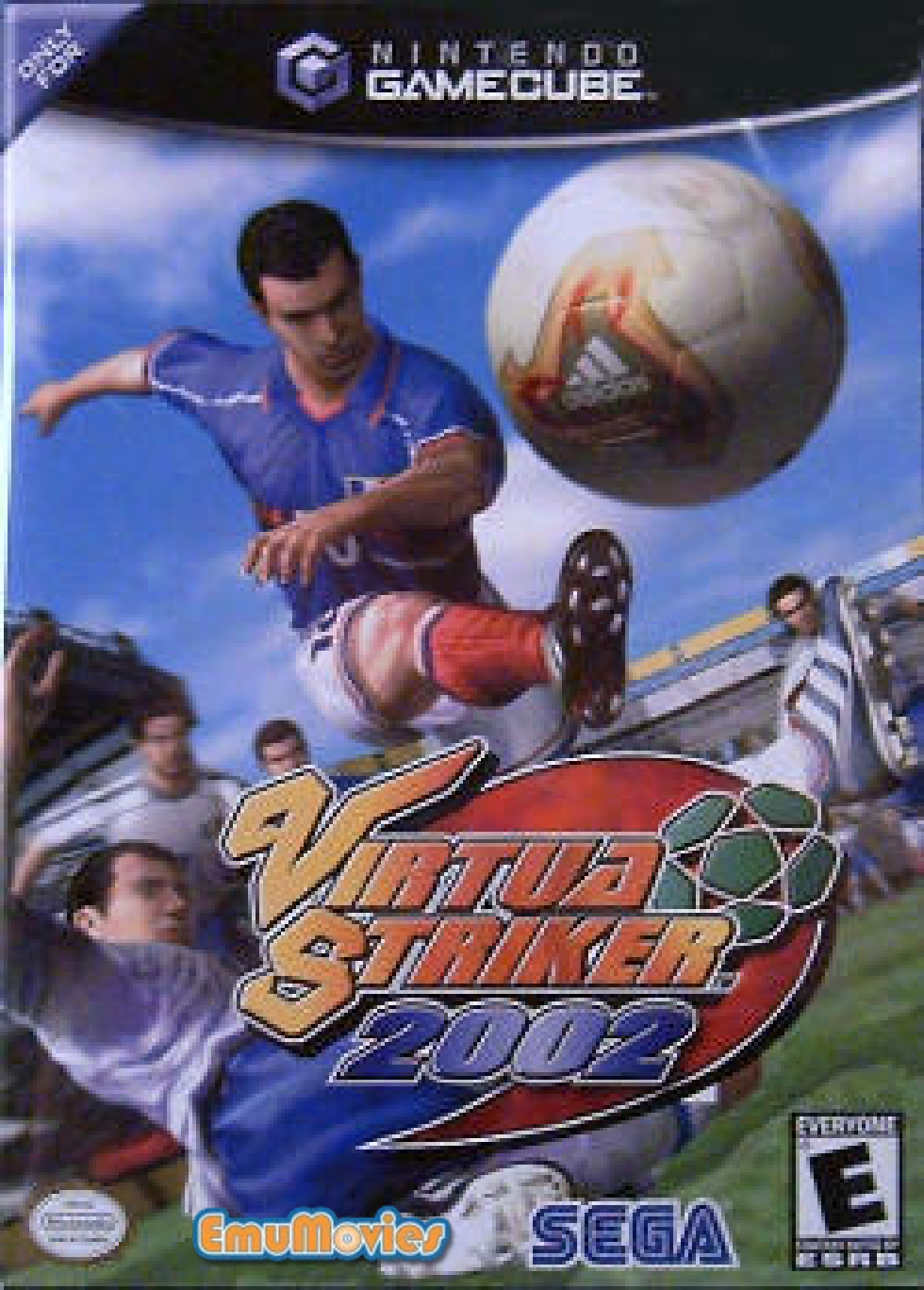

ONLY FOR
NINTENDO
GAMECUBE
VIRTUA STRIKER 2002
EVERYONE
E
EmuMovies
SEGA

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epilep ic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	**Eye or muscle twitching**	**Loss of awareness**
Altered vision	**Involuntary movements**	**Disorientation**

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendinitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

⚠WARNING - Electric Shock

To avoid electric shock when you use this system:

- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord. Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

⚠CAUTION - Motion Sickness

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity un il you feel better.

⚠CAUTION - Laser Device

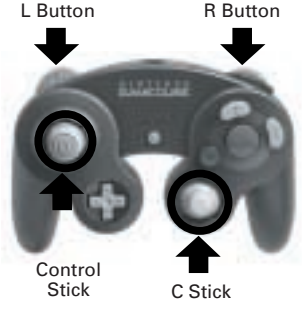
The Nintendo GameCube is a Class I laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only.

Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

CONTROLLER NEUTRAL POSITION RESET

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.



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THIS GAME SUPPORTS SIMULTANEOUS GAME PLAY WITH TWO PLAYERS AND CONTROLLERS.

THIS GAME REQUIRES A MEMORY CARD FOR SAVING GAME PROGRESS, SETTINGS OR STATISTICS.

THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772, OR VISIT WWW.ESRB.ORG.

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Thank you for purchasing Virtua Striker™ 2002. Please note that this software is designed only for use with the Nintendo GameCube™. Be sure to read this instruction manual thoroughly before you start playing.

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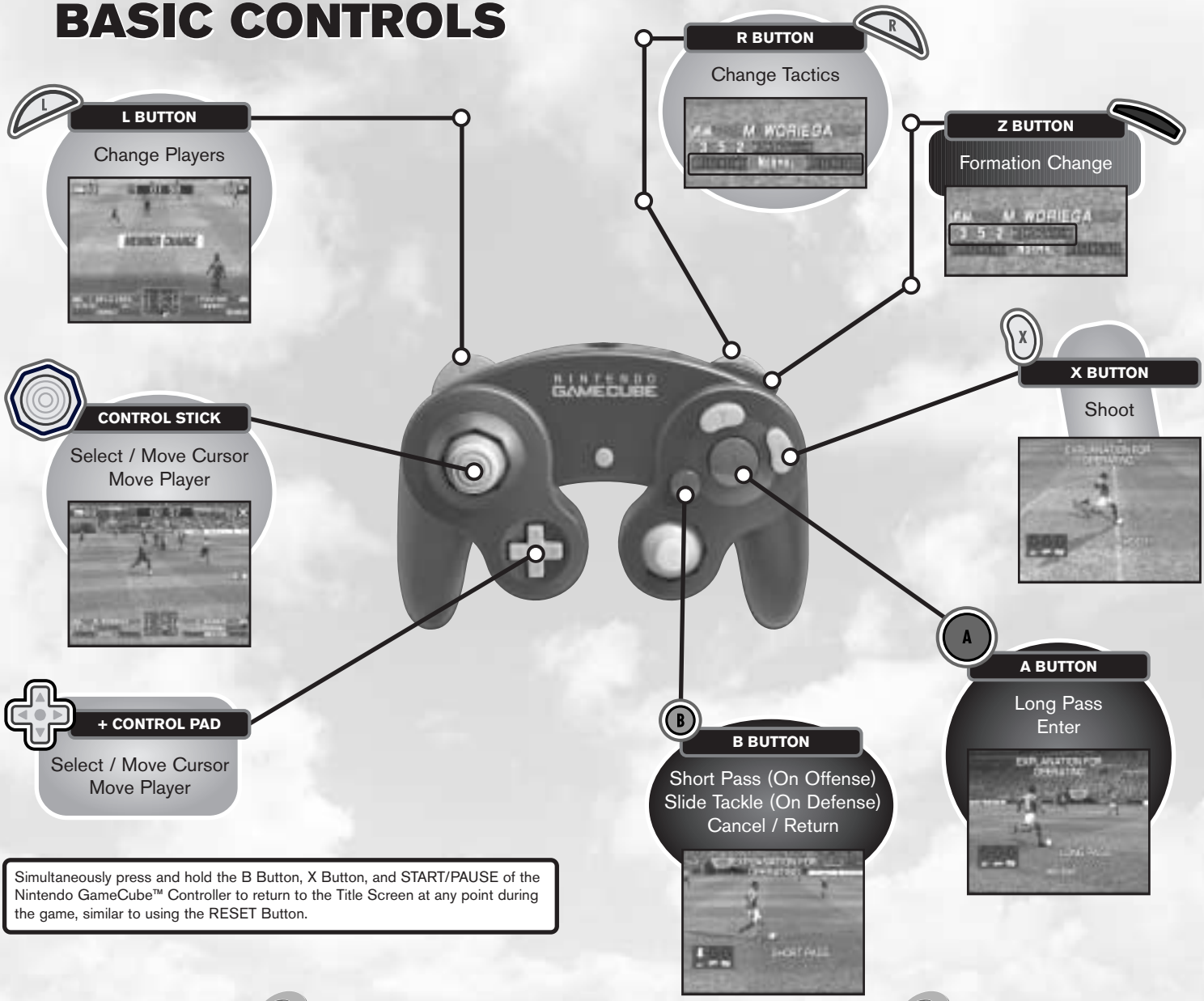
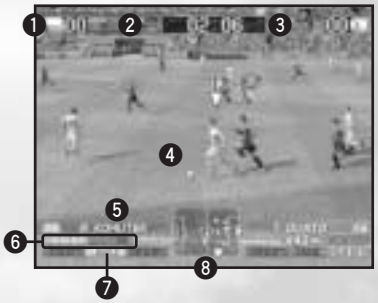
BASIC CONTROLS - - -

BASIC CONTROLS



Simultaneously press and hold the B Button, X Button, and START/PAUSE of the Nintendo GameCube™ Controller to return to the Title Screen at any point during the game, similar to using the RESET Button.

GAME DISPLAY



❶ **Team Flag and Score**

❷ **Time Remaining**

❸ **1st Half/ 2nd Half Display**

❹ **Players**
Players with the "1P (Player 1)," "2P (Player 2)," and "COM (Computer)," markers indicate the players currently being controlled. Players who can be controlled will automatically change. Each player's stamina gauge will be displayed. Also the foul (yellow card / red card) situation of the match will be displayed.

❺ **Controlled Player's Name and Position**

❻ **Formation**
Current formation will be highlighted within the display.

❼ **Tactics**
Current tactic will be highlighted within the display.

❽ **Radar**
Displays the position of the players on the field. Dots representing all the players are color-coded according to the team (uniform) color. Players who are currently being controlled are displayed with larger dots.

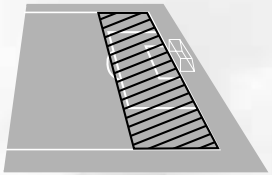
OFFENSIVE CONTROLS

LONG PASS/ SHORT PASS

Press either the A Button (long pass) or B Button (short pass) and use the Control Stick / + Control Pad to adjust the direction of the pass.

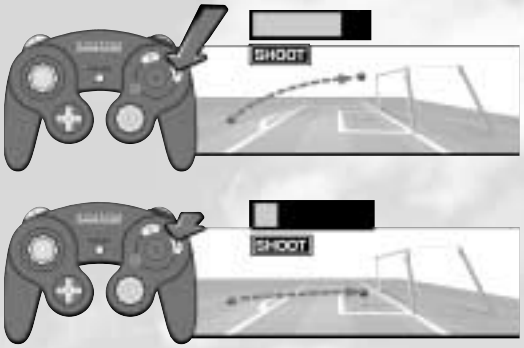
CROSSING

Press the A Button in the crossing area (the opponent's penalty box and the area on the left and right side of it - refer to the diagram on the right) to complete a cross. This cannot be done if the player is facing the sideline.



SHOOT

Press the X Button to take a shot on the goal. Use the Control Stick / + Control Pad when taking a shot to adjust the direction of the shot. Once the X Button is pressed to shoot, a power gauge will appear. The longer the button is pressed the stronger and higher the shot.



DEFENSIVE CONTROLS

STANDING & SLIDE TACKLE

Press the B Button to complete either a standing or slide tackle, depending on the player's distance from the opponent. Depending on his position to the opponent and the ball, the player can also take control of the ball automatically.

KEEPER

Unless the ball has been caught or there is a goal kick, the keeper will move automatically. When the keeper has the ball, press the B Button to throw the ball, or A Button to kick the ball. When making a goal kick, press either the B Button for the short kick, or A Button for the long kick. When a back pass comes from the same team, the keeper can move, pass, shoot, or head like other field players (even when you are out of the penalty area).

FORMATION & TACTICS

FORMATION

Before the kickoff and during half time, each country is free to pick two types of formations from which a player can select (see P.9). The two formations are identified as either “MAIN” or “OPT. (option)” and usually will be set in the main formation during gameplay. Press the Z Button to freely switch to the other formations during game time.
It takes a few seconds for the change in formation to be fully implemented. The formation display will blink while the formation is changing.

CHANGE TACTICS

Press the R Button during gameplay to select a tactic OFFENSIVE - NORMAL - DEFENSIVE (in this order). With Defensive tactic, the formation will be shifted back on the player’s side of the field, and during Offensive tactic it is shifted towards the opponent’s side of the field.
It takes a few seconds for the change in tactics to be fully implemented. The tactics display will blink while the tactic is changing.

OTHER

AERIALS

Players can complete a direct play from an aerial ball. Press the B Button to head the ball a short distance. Press the A Button to head the ball a long distance. Press the X Button to complete a direct shot or header. Time the aerials with the shadow of the ball coming down for a direct play.

FREE KICK / CORNER KICK

Use the Control Stick / + Control Pad to adjust the direction of the player, then press either the B Button for a short pass, the A Button for a long pass (free kick) / crossing (corner kick). Use the Control Stick / + Control Pad when kicking the ball to make it curve in the corresponding direction.

THROW-IN

Use the Control Stick / + Control Pad to adjust the direction of the player, then press either the B Button for a short pass, or the A Button for a long pass.

GAME FLOW

The followings are directions concerning the basic game flow that is common to all modes.

TEAM SELECT

Select the national team you wish to use. The national teams are grouped according to 7 regional divisions. Also, the “A” and “B” displayed on the bottom right corner represents the Memory Card Slots. Select either “A” or “B” and press the Y Button to enter “My Team” (see P.31) recorded in the Memory Card. Select a team from the 64 national teams of the world. For all of the national teams, see P.36-40.
Press left or right on the Control Stick/ + Control Pad to display the national teams of each geographical region. Press up or down on the Control Stick/ + Control Pad to select a team and press the A Button to enter.

PRE GAME STRATEGY SCREEN

The Strategy Screen will be displayed before every match once the teams are selected. Use the Control Stick / + Control Pad to select “Formation,” “Change Players,” and “Change Kicker,” and adjust the team strategy. Press the A Button to enter a change and the B Button to Cancel.
Evaluate each adjustment on the field diagram on center of the display. Players displayed in red are Forwards, yellow are Midfielders, blue are Defenders, and black are Keepers. Press the X Button to check the stamina gauge of your players. Select and enter “END” to begin the match.

ABOUT “CHANGE KICKER”

Select the players who will be assigned to kick the PK (Penalty Kick), Right CK (Corner Kick), Left CK (Corner Kick), Center (far) FK (Free Kick), Center (close) FK (Free Kick), Right Side FK (Free Kick), Left Side FK (Free Kick).

1st HALF

After the demo of players entering the stadium, the match will begin. Press the A Button to skip the demo.

CHANGE PLAYERS DURING MATCH

Press the L Button during a match to call for a substitution. A substitution can be completed when the ball is out of play (ball is out of bounds or the game is interrupted by a penalty call). Enter the substitution from the Strategy Screen when it is displayed. 3 players can be substituted during each match. Select and enter “END” to resume the match.

HALF TIME

When the 1st half is over, a half time demo will begin. Press the L Button to make position or player changes through the Strategy Screen. Enter “END” to end the half time.
Press the A Button during the half time demo and proceed to the 2nd half of the match. When a match is played by 2 players, both players must press the A Button to skip the half time.

2nd HALF

The teams will switch sides of the field.
When a match is decided, the highlights of the match will be played followed by a demo scene of the victory (and defeat).

OVERTIME AND PK MATCH

When a match is undecided at the end of the 2nd half, it will be carried on to overtime. Overtime will flow as 1st half - half time - 2nd half with the G-Goal (sudden death) rule in effect to determine the winner of the match by the team that scores first during this time.

If the winner is undecided by the end of overtime, the match will be decided by a PK match. Kicker: Press left or right on the Control Stick / + Control Pad to adjust the direction of the player, then press the X Button to shoot. Use the Control Stick / + Control Pad at the moment of making the shot for the player to make a feint kick.
Keeper: Use the Control Stick / + Control Pad to move the keeper in the direction (8 directions) you anticipate the ball will come.

*There is no overtime in some matches, such as the Exhibition Game of “Road to International Cup.” Select the EXTEND and PK settings through each mode’s ON/OFF settings.

PAUSE MENU

Press START/PAUSE during a match to display the Pause Menu. Use up and down of the Control Stick / + Control Pad to select an item and press the A Button to enter. Enter either “Continue Game” or “Go back to the Title Screen” (without saving).

MODE SELECT

Press START/PAUSE during the Title Screen to display the Mode Select Menu. Press up or down of the Control Stick / + Control Pad to select the mode and press the A Button to enter.

ROAD TO INTERNATIONAL CUP (SEE P.13)

Become the head coach for a national team in this 1 player mode. Build a team for the International Cup tournament that is scheduled in four years.

VARIATION (SEE P.15)

Select from many variations of game modes. Game modes requiring one or more players (up to 32 players) can be played.

MATCH PLAY (SEE P.19)

A simple single match mode played by 1 or 2 players. A PK (penalty kick) match can also be played.

TRAINING (SEE P.20)

Practice and learn the techniques of offense and defense.

EDIT (SEE P.21)

Edit a team or player as desired. An original player can also be created. Edited teams and players can be used in other modes.

REPLAY (SEE P.27)

View the Replay of a goal scene you saved.

OPTIONS (SEE P.28)

Change various settings of the game.

ROAD TO INTERNATIONAL CUP

Play the role of a head coach for a national team. In this 1 player mode you will develop a team through training and matches.
The team you develop in this mode can also be used to play in other modes (see P.26).

POINTS AND GAME TERMS

Players will have 2000 points to manage in the beginning of the game. The points are like a budget that will be used for Training Camp, Exhibition Game, and Overseas Game to develop the team. You receive points on the first month of the year from sports federations, and occasionally by winning a match.
The final objective of this mode is to win the International Cup that is scheduled in four years. The game will start from the first week of April (first year), and proceed on a weekly basis.
Points Available and Game Terms are displayed on the top of the screen during the Team Training and Development (See below).

TEAM TRAINING AND DEVELOPMENT

This mode basically has 2 major parts, “Match” and “Team Training.” The followings are the control directions of the Team Training and Development.

HEADQUARTERS

Headquarters is the center stage of your team’s Training and Development. Press up or down on the Control Stick / + Control Pad to select the commands displayed on the left side of the screen and press the A Button to enter. By selecting “Schedule Update” when there are no events or matches, or any training camp scheduled, the game will advance to the next month. Selecting either “Ground,” “Schedule,” or “Data Room,” will take you to a screen where training instructions are given or you can check the team’s current condition. Select “End Game” to save and quit this mode.

GROUND

Similar to the Strategy Screen (see P.9), before each match you can adjust rosters, formation settings, details of each player's training, and position area. Press up or down on the Control Stick /+ Control Pad to select the menu and press the A Button to enter.

SCHEDULE

Create and check the team schedule. The schedule is based on weekly terms and the user is allowed to schedule from 4~11 weeks ahead of the current week. The weeks displayed in blue can be scheduled, and red shows the current week.

DATA ROOM

View your team's Game History or Preliminary Status.

***Use the L/R Button to switch over to the Ground, Schedule, or the Data Room.**

GAME OVER

The game will continue even if you lose an Exhibition Game or lose a match during a Continental Tour (such as Asian Cup). But the game is over when you drop out from the preliminary or main competition of the International Cup.

For details about the controls or how to proceed with the game, please read the guide to "Road to International Cup" from P.30.

VARIATION

Select from 4 modes: "International Cup (up to 32 players)," "League (up to 32 players)," "Tournament (up to 16 players)," and "Ranking (1 player against COM)." Use up and down of the Control Stick / + Control Pad to select a mode and press the A Button to enter.

YELLOW/RED CARD

In any mode, a penalty is charged by receiving multiple yellow cards. Not only is the player ejected from the on-going match, a player who is ejected is also suspended for the next match so try to keep the plays fair.

- **2 yellow cards during a match**

  Immediate ejection and suspension for the next match.

- **Red card during a match**

  Immediate ejection and suspension for the next match.

- **A previous yellow card + 1 yellow card during a match**

  Suspension for the next match.

- **A previous yellow card + 1 red card during a match**

  Immediate ejection and suspension for the next match.Yellow card is carried over to the next match.

- **A previous yellow card + 1 yellow and 1 red card during a match**

  Immediate ejection and suspension for the next 2 matches.

INTERNATIONAL CUP

This international competition starts from group league which culminates with a final tournament. 32 countries are divided into 8 groups as a qualifying stage. The 1st and 2nd place teams will advance to the final tournament. There is also a consolation match to decide the 3rd place team.

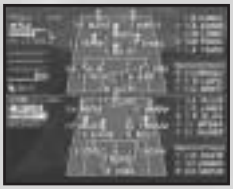
Set the International Cup Setting. Select either "NEW GAME" to start a new game or "LOAD GAME" to continue a saved game. In this mode the player can only change the settings for "HALFTIME"(time of each half), "OFFSIDE," "CARD"(ejection by fouling and receiving yellow/red card), and "CARD ACCUMULATION."
Select the number of participating players (1~32 player(s)).
Press left or right on the Control Stick / + Control Pad to select and press the A Button to enter. Next, each player will select the team they wish to use. Enter all 32 participating countries. If there are not enough players, the team will be controlled by the CPU. Press the X Button to Auto Select the COM teams.

The competition is first divided into 8 groups for the Preliminary League. If you want to switch the team's group, select the team to switch and press the A Button to enter. Press the A Button to begin the match.

GROUP LEAGUE

Group league will begin. The player's League Game Standing is displayed between matches.
Press the L/R Button to view each League Game Standings and X Button to view the League Schedule. A Match between COM teams will be determined automatically. Press the Y Button to save International Cup Progress.

Press the A Button to begin the match starting from the pre-game Strategy Screen. The team displayed on the top is controlled by the Controller connected to Controller Socket 1, and the team on the bottom is controlled by the Controller connected to Controller Socket 2.
Depending on the participating players selected, "PLAYERS 1~32" will be also displayed as their assigned team.



FINAL TOURNAMENT

The top 2 teams of each group (total of 16 teams) of the Preliminary League will fight for the championship. Press the A Button when the tournament roster is displayed to begin the next match. There will also be a consolation match to decide the 3rd place team.

LEAGUE

Enter a league. Up to 32 players can participate.

First, set the League Setting. Select either "NEW GAME" to start a new game or "LOAD GAME" to continue a saved game. In this mode "HALFTIME" as well as settings for "EXTEND," "PK," "OFFSIDE,""CARD," "CARD ACCUMULATION," and "HOME & AWAY" (facing the team at Home and Away) can be configured.

Select the scale of the league (2~32 teams) and number of participating players (1~32 player(s)).
Press left or right on the Control Stick / + Control Pad to select and press the A Button to enter.
Next, each player will select the team they wish to use.
Enter all 32 participating countries. If there are not enough players, the remaining teams will be controlled by the CPU. Press the X Button to randomly select the COM teams.

The League Chart is displayed.
Press up or down on the Control Stick / + Control Pad and the X Button to view the league results.
Press the A Button to display the match up, and press the A Button again to progress to the next match.

TOURNAMENT

Enter a tournament. Depending on the number of participating players, select a tournament of 4 /8/16 teams.

First, set the Tournament Settings. Set the "HALFTIME" as well as ON/OFF for "EXTEND," "PK," "OFFSIDE," "CARD," and "CARD ACCUMULATION." Press the A Button to start the tournament.

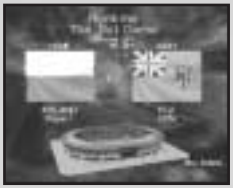
Select the scale of the tournament (4/8/16 teams) and the number of participating players (1~16 players) and press the A Button to enter. If there are not enough players, the team will be controlled by the CPU. Press the X Button to randomly select the COM teams.

RANKING

Play 3 matches against randomly selected COM teams, and the player's performance will be displayed. Rankings range from Panda (lowest) to SS (superb) and a message to help improve your game is given based on your performance. This is a 1 player mode.

Settings for the Ranking Mode are displayed.
There can be no changes made in the settings since the player's gameplay is being evaluated. Press the A Button to enter.

Select the team you wish to use.
There will be three matches. The COM team will become stronger as you progress.



When the final match is over, your overall performance will be analyzed and a rank will be given. Rankings range from Panda~A, S, SS,SS+ (lowest to highest in order).
The overall record of the ranking matches, and a useful message will be displayed. Use the message to improve your game.

WINS	**Total number of wins**
P.F.A.	**Overall possession of the ball (in %)**
POINT TOTAL	**Total number of goals scored**
FOUL TOTAL	**Total number of penalty cards received (red cards are counted as 2 fouls each)**
LOSS TOTAL	**Total number of goals allowed**

Certain amount of points will be awarded to your game, depending on your rank. Collect these points, and something good may happen...

MATCH PLAY

Enter a single match mode. Select from 2 modes: "VS MATCH" or "PK MATCH." Press up or down on the Control Stick / + Control Pad to select a mode and press the A Button to enter.

VS MATCH

Set the VS Match Setting. Press up or down on the Control Stick / + Control Pad to select the item and left or right on the Control Stick / + Control Pad to change the setting.
Select either "PLAYER" or "COM" for the settings of "CONTROLLER 1" and "CONTROLLER 2." To watch the computer play itself, select "COM" for both Controller 1 and Controller 2.
Set the "HALFTIME" as well as "EXTEND," "PK," "OFFSIDE," "CARD." To set the time of day of your match, select from either "REAL-TIME," (time set in the console) "RAPID TIME," (Morning / Afternoon / Evening / Night will change every 2 hours) or "RANDOM," (time is set randomly) of "GAME CLOCK." Press the A Button to proceed.

Select the teams and then a stadium you wish to play in. Press up or down on the Control Stick / + Control Pad to select a stadium and press the A Button to begin the match.

PK MATCH

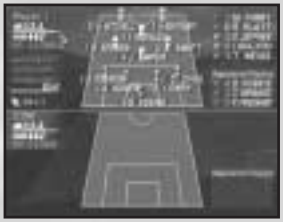
Select the player settings. Select either "PLAYER" or "COM" for "CONTROLLER 1" and "CONTROLLER 2." To watch the computer play itself, select "COM" for both Controller settings. Press up or down on the Control Stick / + Control Pad to select the menu items and left and right of the Control Stick / + Control Pad to change the setting.
The PK setting can not be changed.
Press the A Button to proceed.

Select the teams and the stadium you wish to play in. Press up or down on the Control Stick / + Control Pad to select and press the A Button to begin the PK Match.

TRAINING

Training Mode is for beginners who wish to practice the game play of “Virtua Striker 2002.” Play a training match to learn the basics of offense/defense and understand the flow of an actual match.

Select a team and adjust formations and change players to set the team during the pre-game Strategy Screen.
The COM team of a training match is the same team you have selected. Adjust the COM team’s options on the pre-game Strategy Screen.



Training menu is displayed after the team setting is entered. Use the Control Stick / + Control Pad to select the item from the practice menu to view the content of training. Press the A Button to begin the training match.

Training is split into 1st half and 2nd half, but the Strategy Screen will not be displayed during half time.
The Training Mode is played only on half court. When an opponent crosses the ball over the center line (during offense), or you bring the ball past the center line (during defense), the training will restart and continue from a kickoff (turnover).
Results and message are displayed after the 2nd half is finished.

EDIT

Edit any of the team’s formations or players (name, uniform number, etc.) in this mode. Teams that are customized in Edit Mode can be used in all of the game modes. Teams developed in “Road to International Cup” can also be used in other game modes (see P.26).
All of the team’s Edit Data is loaded from the Memory Card. Press left or right on the Control Stick / + Control Pad to select the Memory Card inserted in Memory Card Slot A / B and press the A Button to load. Press the B Button to start the Edit without loading.

Press up or down on the Control Stick / + Control Pad and select from either “Team Edit,” “Player Edit,” “Manage Edited Data,” “Edit Data Load,” or “Edit Data Save.” Enter 1 of the 5 menus and press the A Button to enter.
To cancel and return, enter “Return to Mode Select.”

For “Team Edit” and “Player Edit,” select the team you wish to edit from the Team Select Screen. Edited teams are displayed in orange and also teams developed through “Road to International Cup” are displayed in blue.
The Edit Screen of each menu will be displayed. Press the L/R Button to switch over to the other menu.

TEAM EDIT

Adjust formations and kicker’s settings, or change players and switch player’s uniform numbers.
Press up or down on the Control Stick / + Control Pad to select the item to change. Press the A Button to enter.

PLAYER EDIT

Create a new player or change the settings of existing players. Press up or down on the Control Stick / + Control Pad to select an item and press the A Button to enter.

Change Player Attributes	Change the settings of existing players
Create a New Player	Create a new player
Delete Non Registered Players	Delete a player that is not a registered player
End	Return to the Main Menu

Select “Change Player Attributes” to display the list of Registered Players for the team on the left side of the screen. Press up or down on the Control Stick / + Control Pad to select a player to edit and display that player’s data in the right window. Press the A Button to enter and display the Edit menu.

Select “Create a New Player” and enter a name. Enter up to 9 letters (upper and lower case letters), numbers and symbols for the name. When you enter the new player, the player is added on as non Registered Players. From “Team Edit” the new player can become part of the Registered Players or a starting member.

MENU OF “CHANGE PLAYER ATTRIBUTES” / “CREATE A NEW PLAYER”

Press up or down on the Control Stick / + Control Pad to select items to edit and press the A Button to enter. Use the C Stick to rotate player`s direction.

NAME

Change the name of a player. Enter up to 9 characters with upper and lowercase letters, numbers, and symbols. Press the Y Button to delete one character and the X Button to switch to upper and lower case letters. Select “Decide” and press the A Button to register a name.

FACE

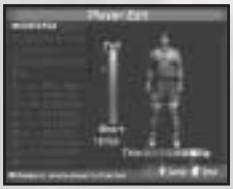
Change the graphics of the face.
Press up or down on the Control Stick / + Control Pad to select Hair, Head, Eyes, Mouth, or Other facial parts. Press left or right on the Control Stick / + Control Pad to change the item. Press the B Button to go back when the changes are made. Also, press the X Button and switch to a mode that allows you to change the contour of the face.

UNIFORM NUMBER

Change a player’s uniform number. To change a player’s uniform number to another available number, select “Swap Players’ Numbers” to display the list of players. Press up or down on the Control Stick / + Control Pad to select the player who has the uniform number you wish to switch. Press the A Button to enter.

HEIGHT, BUILD

Press up or down on the Control Stick / + Control Pad to adjust the height (taller/shorter) , and left and right of the Control Stick / + Control Pad to adjust the build (thinner/ thicker) of the player. Press the A Button to enter.



SKILL

Set the player's skills.
Select 3 features of a player from the list. Abilities such as stamina, offensive ability, and defensive ability are determined by the combination of qualities. Basic player types such as "Offensive base" and "Defensive base," or key player types such as "Striker" and "Game Maker," and even "Explosive" or "Macho Man" are available. Combine various player types to create unique players.
Press up or down on the Control Stick / + Control Pad to select up to 3 features and enter each by pressing the A Button.

CLEATS

Change the player's cleats he has on. Press up or down on the Control Stick / + Control Pad to select a spike and press the A Button to enter.

RIGHT-FOOTED OR LEFT-FOOTED

Select the player's dominant foot.
Press up or down on the Control Stick / + Control Pad to select either "Far Left," "Left," "Both," "Right," or "Far Right," and press the A Button to enter.

POSITION

Set the position.
Press up or down on the Control Stick / + Control Pad to select either "GK" (Goal Keeper), "DF" (Defender), "MF" (Midfielder), or "FW" (Forward).

ENTER/CANCEL/INITIALIZING/DELETE

Select "Enter" to end the player's Edit.
Select "Cancel" to undo the player's Edit, and return to the previous menu.
Select "Initializing" to undo and return to the original settings of the selected player.
Select "Delete" to delete the selected player.

Note that "Initializing" is available only when the selected player is one of the default players, and "Delete" is available only when the selected player is one of the New Players the player created.

MANAGE EDITED DATA

Copy and delete data of the edited teams.
Edited teams saved through the “Edit Data Save” are automatically available for all of the modes. A total of 10 different Edit teams can be saved. Also, save up to a total of 100 New Players.

When you select “Manage Edited Data,” the saved Edit teams on each Memory Card in the two Memory Card Slots are displayed in a list. A list of the Memory Card Slot A and Memory Card Slot B is displayed with the Edit Team Data (team used for each mode) and My Team Data (up to 10 Edit teams can be saved) sections. Press the Control Stick / + Control Pad to select a section and press the A Button to enter.

Press up or down on the Control Stick / + Control Pad to select the team, and press the A Button to display the Manage Edited Data menu. Select “Copy” to copy the Edit Team Data and MY Team Data, and “Initializing” to erase the data of the Edit Team.

Organize each player’s Edit Data under the team’s Edit Data. Press up or down on the Control Stick / + Control Pad to select the player and press the A Button to enter. “Delete” and “Copy” similar to the Manage Edited Data menu.

Teams developed through the “Road To International Cup” are listed on the Road To Data of the Manage Edited Data menu.

REPLAY

View the Replay of a goal scene you saved in each mode.
4 Blocks of free memory are required to save 1 Replay to a Memory Card.

Select the target Memory Card. Press left or right on the Control Stick / + Control Pad to select the Memory Card inserted in “Slot A” or “Slot B” with the Replay Data. Then press the A Button to display a list of Replay Data. Press up or down on the Control Stick / + Control Pad to select the data you wish to view and press the A Button to enter.

Starting the Replay.

Left / Right	**Switch Camera**
Y Button	**Switch Mode**
B Button	**End the Replay**

Besides the “Game Camera” to view the normal Replay, “Free Camera” allows you to change the point of view freely with the Control Stick / + Control Pad, and “Player Camera” follows individual players.

Each goal scored is ranked, given a number value displayed on the Replay Data Select Screen and on the top right hand corner of the Replay Screen. Scoring a goal by a direct shot or direct pass or by expert ball control will result in a high score. Aim for the highest score with a beautiful play.

OPTIONS

Adjust various game settings.
Select from 3 items: “System Configuration,” “Key Configuration,” “Memory Card.”
Press up or down on the Control Stick / + Control Pad to select an item and press the A Button to enter.

SYSTEM CONFIGURATION

Adjust the system-related settings. Press up or down on the Control Stick / + Control Pad to select a setting and left or right on the Control Stick / + Control Pad to make an adjustment.

DIFFICULTY LEVEL

Adjust the difficulty level of the COM team.

REPLAY SAVE SCREEN

Change settings for the Save Screen of the Replay Data when you make a goal.

MONITOR SETTING

Select the TV display settings from either “Normal” or “Wide.” Select “Artificial Wide” when you want a wide screen display on a normal TV.

RUMBLE FEATURE

Select the ON/OFF setting for the Rumble Feature.

DOLBY SOUND

Select the ON/OFF setting for Dolby Sound.

SOUND BALANCE

Adjust the volume of sound between the SE (sound effects) and BGM (background music).

WARNING

Using a Stereo AV Cable (sold separately) to connect the “Nintendo GameCube™” to a mono TV may result in a sound malfunction. For proper connection to a mono TV, use the Monaural AV Cable (sold separately).

KEY CONFIGURATION

Adjust the configuration.
Other than the “Initialize Setting,” you can select key configuration “Type A~C” or “Edit” to assign each button.
Press up or down on the Control Stick / + Control Pad to select the item and press the A Button. For the “Edit” setting, press up or down on the Control Stick / + Control Pad to select the button and left or right on the Control Stick / + Control Pad to adjust the setting. You can also select “Copy Settings to Controller 2” to copy PLAYER 1’s key configuration to PLAYER 2.

MEMORY CARD

Save and load Game Data using the Memory Card. Press up and down on the Control Stick / + Control Pad to select the item and press the A Button to enter.
2 Blocks of free memory are required to save Game Data to a Memory Card.

DATA SAVE

Save the Game Data. Select the Memory Card inserted in “Slot A” or “Slot B”to save the Game Data in and press the A Button to enter.

DATA LOAD

Load the Game Data. Select the Memory Card inserted in “Slot A” or “Slot B” to load the Game Data from and press the A Button to enter

AUTO SAVE ON

Automatically saves when a setting is changed in the Options, or when any mode is exited. Press left or right on the Control Stick / + Control Pad to toggle the ON/OFF setting.

WARNING

While using the Memory Card, if an error message is displayed, disallowing you the use of Memory Card, format the Memory Card by either accessing the Memory Card Screen of the Nintendo GameCube™ or selecting Data Save of Memory Card in the Options. If you still cannot use the Memory Card, either it may be broken or the number of usage has exceeded beyond its life. Please replace the Memory Card with the new one.

Develop the best National Team!

"ROAD TO INTERNATIONAL CUP" GUIDE

International Cup ..... The long and challenging road to glory.
Finally, as the Head Coach of the National Team, you are responsible for developing and motivating your team for the upcoming tournament in the "Road to International Cup" Mode. Use this guide as a reference to help find your own way to develop a team. There is more than just one road to victory.

WELCOME HEAD COACH!

First, select a team from one of the 64 countries that you would like to control. Then enter your name. Enter up to 9 characters with upper and lowercase letters, numbers, and symbols. When you are finished entering, select "Decide" and press the A Button.

You are welcomed by a competent staff who will support you and the team for the next four years.
Immediately check the "Schedule" screen to view the dates for the International Cup.

SCHEDULE

In the beginning your team is provided with 2000 points. Manage the Points wisely to arrange an effective schedule.
An extensive period of Overseas Games can surely provide the team with a great opportunity to learn, but this will require many of your points. Arranging an effective schedule does not necessarily mean using more points, but to plan according to the team's current ability. Here is an example of how to build a schedule. Use this as a reference to manage your own schedule.

You can fill in the team's schedule from 4~11 weeks ahead of time. To begin, the first month (April) of the 1st year will be fundamental trainings on the ground and a Training Camp will take place during all four weeks of May.

TRAINING CAMP

First, select the first week of May and press the A Button. Press up or down on the Control Stick / + Control Pad and select “Training Camp” and press the A Button to enter. The length of Training Camp can be adjusted from 4~8 weeks. The points required is based on the number of weeks. First, schedule a Training Camp of 4 weeks to find out any weakness in the team’s current ability. For the last day of Training Camp, there is a practice match much like an actual match.

At the same time, arrange the June schedule. Based on the knowledge gained from Training Camp, schedule training and team organization on the ground for the first 3 weeks, then enter a Exhibition Game on the 4th week.

EXHIBITION GAME

Enter conditions of the opposition. Press up or down on the Control Stick / + Control Pad to select an item and left or right on the Control Stick / + Control Pad to change the item. Enter “Apply” with the A Button.
“Rank” is selected based on your team’s ranking. The opponent’s Rank can be set from either “Lower,” “Same,” or “Upper.” This will also determine the basic Points required for the match.
“Style” is the characteristic of the opposing team’s game.
“Used Points” is how many points you will use to enter a match. The higher the points, the more likely a stronger team will take the offer.

By practicing with “Exhibition Game” and “Training Camp,” you’re building confidence as the Head Coach of the team. Enter a “Overseas Game” to raise your team’s motivation.

OVERSEAS GAME

Enter tour requirements and conditions. Press up or down on the Control Stick / + Control Pad to select an item and left or right on the Control Stick / + Control Pad to change the item. Then, enter “Apply” with the A Button.
Select the continental conditions for “Area,” 4~8 weeks on “Stay,” and also the “Used Points” of the tour. Adjustments in the items above will change your schedule. The teams you will match up against during the tour will be announced each week.

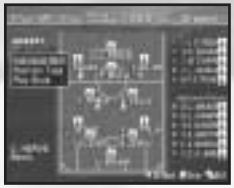
GROUND

Assign an adequate training menu for your players from “GROUND” to improve the skill of the entire team.

With “Ground” you can change a player or formation, similar to the pre game Strategy Screen (see P.9). You will also give detailed training orders to each player through “Training” and adjust the assigned field positions through “Position Area” on the first week of every month.

TRAINING

Press the Control Stick / + Control Pad to select the player you wish to train. Substitute Players and Registered Players are also subject to have their own training menu. Press the A Button when the player is selected to enter. Press up or down on the Control Stick / + Control Pad to select the item when the Training menu is displayed.



INDIVIDUAL SKILL

Stresses the training of one particular ability. Assign training based on the player's physical abilities such as "Quickness" and "Stamina," or skills such as "Dribble," "Shoot," and "Tackle."

POSITION TYPE

Increase the overall abilities and skills of the selected position.

PLAY STYLE

Assign the type of plays the player will be focusing on. Various abilities are combined in the training for "Covering," "Game Maker," and "Striker."

Press the X Button at the "Ground" to display each player's ability gauge. 4 abilities are presented: from the left is Stamina / Ability / Offense ability / Defense ability.
Results of the player's training are indicated by the development mark. When the development mark is big, players have more potential of developing their abilities from training. When the development mark is small, the player is reaching their limit to develop their abilities from training. Frequently check and arrange the Training menu.

SKILL UP

The "Training" menu is a daily repetition of practice. Players can gradually increase their abilities during a time when there are no arrangements in the "Schedule." You can order Training every week during Training Camp from "Ground," so take some time to consider and select your "Training" menu. The players will surely take their training with interests. Also, there is a chance that the players will find their own abilities through their performance against a stronger team or an important match for the team.

POSITION AREA

When you select the "Position Area," a player's assigned field position can be adjusted.
Select the player that you would like to adjust and press the A Button. The current position and the Adjustment Bar will be displayed. Press up or down on the Control Stick / + Control Pad to adjust to an offensive position or defensive position and press the A Button to enter.

DATA ROOM

It is necessary to plan for the future. Press up or down on the Control Stick / + Control Pad to select an item and press the A Button to enter.
"Preliminary Status" displays the qualifying situation of the International Cup. An assistant will provide you with an advice.
"Game History" displays all results for your team. Press up or down on the Control Stick / + Control Pad to select and press the A Button to enter and view the details of each match. Use the data as a reference for your future strategy.

HEADQUARTERS

When all of the orders are given, select "Schedule Update" at the headquarters and proceed with your schedule.
The week will automatically pass by when no orders are given, so do not forget to schedule Training or apply for the Training Camp and Overseas Game.

EVENTS

As you progress towards the International Cup, occasionally an event will rise. For example, the supporters will get excited from recent home games, or players will get confident about their ability to play after an Overseas Game. The assistant will provide you with this information to call your attention to such announcements.

Also, when your team's world ranking is rated higher from winning a match, an offer for a Exhibition Game from another national team may come to your team. Taking or turning down this offer is entirely up to you, but this opportunity to play can be a great way to motivate your players.

Did you find any hints to strengthen your own team?
The world holds many talents. Even from your experience through other modes, the first match of "Road to International Cup" will surely be a challenge.

The team that you developed and have grown to love in this mode can also be used for other modes by entering the team from "Manage Edited Data" (see P.28). Develop your team through hardship and determination and until the day you reach the honorable victory...

PARTICIPANT COUNTRIES

NORTH CENTRAL AMERICA

FLAG	COUNTRY	ABBREVIATION
	COSTA RICA	CRC
	HONDURAS	HON
	JAMAICA	JAM
	MEXICO	MEX
	TRINIDAD & TOBAGO	TRI
	U.S.A	USA

SOUTH AMERICA

FLAG	COUNTRY	ABBREVIATION
	ARGENTINA	ARG
	BOLIVIA	BOL
	BRAZIL	BRA
	CHILE	CHI
	COLOMBIA	COL
	ECUADOR	ECU
	PARAGUAY	PAR
	PERU	PER
	URUGUAY	URU
	VENEZUELA	VEN

AFRICA

FLAG	COUNTRY	ABBREVIATION
	ANGOLA	ANG
	CAMEROON	CMR
	COTE D'IVOIRE	CIV
	LIBERIA	LBR
	MOROCCO	MAR
	NIGERIA	NGR
	SENEGAL	SEN
	SOUTH AFRICA	RSA
	TUNISIA	TUN

EUROPE A

FLAG	COUNTRY	ABBREVIATION
	AUSTRIA	AUT
	CROATIA	CRO
	CZECH REPUBLIC	CZE
	FRANCE	FRA
	ISRAEL	ISR
	ITALY	ITA
	PORTUGAL	POR
	ROMANIA	ROM
	SLOVENIA	SLO
	SPAIN	ESP
	TURKEY	TUR
	YUGOSLAVIA	YUG

EUROPE B

FLAG	COUNTRY	ABBREVIATION
	BELGIUM	BEL
	DENMARK	DEN
	ENGLAND	ENG
	GERMANY	GER
	IRELAND	IRL
	NETHERLANDS	NED
	POLAND	POL
	RUSSIA	RUS
	SCOTLAND	SCO
	SWEDEN	SWE
	UKRAINE	UKR

OCEANIA

FLAG	COUNTRY	ABBREVIATION
	AUSTRALIA	AUS
	FIJI	FIJ
	NEW ZEALAND	NZL
	SOLOMON ISLS.	SOL
	TAHITI	TAH
	TONGA	TGA

PARTICIPANT COUNTRIES

ASIA

FLAG	COUNTRY	ABBREVIATION
	CHINA	CHI
	HONG KONG	HKG
	IRAN	IRN
	JAPAN	JPN
	KOREA	KOR
	QATAR	QAT
	SAUDI ARABIA	KSA
	THAILAND	THA
	U.A.E.	UAE
	UZBEKISTAN	UZB

USING PROGRESSIVE SCAN TV

This software is compatible with progressive scan video output, using the Component Video Cable (sold separately). Please refer to the instruction manual of Nintendo GameCube™ for the direction on how to connect.

1. Connect your TV set and Nintendo GameCube™ with the Component Video Cable.
2. Place the Virtua Striker 2002 disc, close the Disc Cover, and press the POWER Button.
3. After the Nintendo GameCube™ logo is displayed, press and hold the B Button.
4. You will be asked whether to display in Progressive Mode. Select “YES” and the game will be displayed with Progressive Scan output.

Once the Progressive Mode is selected, unless the video cable is changed, the Display Mode Select screen will be displayed each time the power is turned on, without pressing the B Button. Also, depending on the type of television set you are using, the horizontal/vertical ratio of the screen may be changed.

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* e-mail . . . . . support@sega.com
* telephone 1-716-650-6701

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