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Tight player controls put you in command!



Shoot and pass with power and accuracy!

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# PlayStation 2



NTSC U/C



# WORLD TOUR SOCCER 2002



SONY



PLAYSTATION 2

**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

**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)**

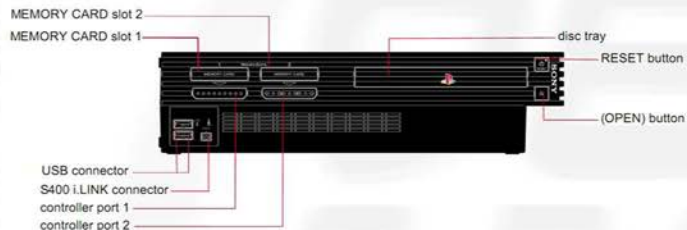
Call this number for help with technical support, installation or general questions regarding the PlayStation 2 console and its peripherals. Representatives are available Monday–Saturday, 6AM–8PM PST, Sunday 7AM–6:30 PM PST, 365 days a year (including holidays).

**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.

## 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 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 Save/Load 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 feint	<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	⊗ (hold)
One-two with return chip pass	⊗ then ⊠ (tap)
One-two with return through ball	⊗ then △ (tap)
Give and go	⊗ (hold) - release for return pass
One touch pass (press in combination as ball approaches target player)	⊗ + ← / → / ↑ / ↓
Long pass with aftertouch (see page 6)	⊠ + ← / → / ↑ / ↓
Volley / Header pass (press in combination as ball approaches in the air)	⊠ + ← / → / ↑ / ↓
Volley, header, or overhead shot (press while ball is approaching in the air)	⊙

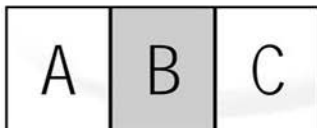
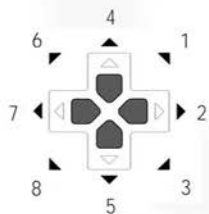
### AFTER-TOUCH SWERVE

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

### SHOT TYPES

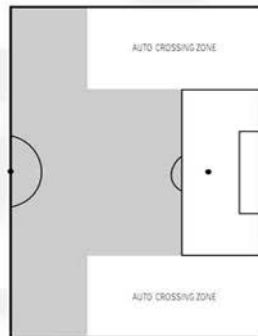
The following shot types can be used to outplay your opponents goalie. Use the illustration of the Directional Pad below to place your shots on the net. The illustration with the letters A, B, and C is a representation of the front of a goal, with each letter representing a section of it.

- 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

Team mate assist	<b>L1</b> (hold)
Keeper rush out	<b>L2</b> (hold)
Deliberate foul	<b>R2</b> (hold)
Change in-game strategy	<b>SELECT</b>
Pause game	<b>START</b>

## 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 long pass will travel.

If your free kick is within striking distance of the goal, you can use the power gauge system to shoot. Hold **Ⓢ** down to fill the power gauge. Filling the power gauge a small amount will result in a low driven shot, 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, and 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 SYSTEM

World Tour Soccer 2002 also features a set-piece 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.

If you select the Icon Passing System, a selection of controller button icons (representing the symbol buttons on your Controller) will be displayed above the heads of some of your team-mates. 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 the appropriate directional buttons **← / → / ↑ / ↓**, 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 more 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 psyche 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 which direction out of five you wish the keeper to

dive by pressing either **△**, **⊙**, **⊗**, or **Ⓢ**, while inputting a direction to dive in (up and left, down and left, up and right or down and right). Inputting no direction will mean the keeper stands his ground and he will attempt to save anything aimed down the middle.



#### PENALTY SHOOT OUT

In the event of a draw after extra time, the game will go into penalty shoot out mode. Both teams have to take five penalties each and the winner is the one who converts the most penalties. If, after five penalties the score is still tied, then the game goes to sudden death, where the first team to score their penalty and save their opponent's, 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 **←/→** to make your choice.

To create a new profile:

- Press **↑/↓** to select Create New Profile and press **⊗** to bring up the alphanumeric chart.
- Press **↑/↓/←/→** to choose a character or space and press **⊗** to enter it. You can also add space to your profile name by pressing **▣**. To delete your selections, press **↑/↓/←/→** to select DELETE and press **⊗** or press **○**.
- To complete your name, press **↑/↓/←/→** to select OK and press **⊗** 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. If you would like to customize and save an ideal Quick Game setup, do so from within 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 which you'll play as well as the opposing league and 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 and start the process of selecting an Away Team.
- Repeat the previous steps to choose an Away Team, as selecting OK and pressing **⊗** will move you onto the Controller Menu.



## CONTROLLER MENU

From the Controller Select Menu, select the team for which you want to play.

- 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 automatically 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. All eight players may join the game either on the same team or on a combination of both teams.

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

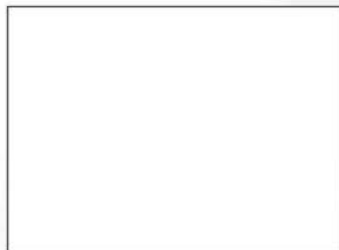
The Team and Formation screen is where you can edit the starting lineups and choose formations for your team.

### • EDIT LINEUP

Use Edit Line-up to bring squad members into the starting line-up for injured or suspended players or alter 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 **← / →** to make a selection. Watch the new formation take shape in the central team formation / strategy diagram.
- When you've made your changes, press **↑ / ↓** highlight OK and press **⊗** to access the Strategy Menu.

## STRATEGY MENU

### • STRATEGY

From the Strategy Menu, you can set styles of play that can be used on the fly during a match. There are six styles of play to choose from: 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 choose a strategy for the default strategy as well as strategies 1, 2, and 3, giving you as many options as possible during the match.



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

When you see the desired corresponding strategy icon on screen, simply stop pressing **□**, and after a moment that icon will disappear and that 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 **⊗**.
- Press **↑ / ↓** to highlight a player(s) to assign a responsibility. When a player is highlighted, you can press **○** to see his player stats.
- Press **□**, 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.

## COMPETITIONS



Competition Mode incorporates three formats: National Seasons, Special Competitions and 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 **⊗** to advance to the next screen.
- Press **↑ / ↓** to highlight a type of National Season and press **⊗** to advance to the next screen.
- 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 advance to the next screen where you will 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 a very good challenge, whereas the World and Master Class levels provide a much greater test of skill. The Match Length has options of 4, 6, 8, 10, and 20 minutes. These time increments represent the entire length of the match.
- Press **↑ / ↓** to select an option, and then press **←/→** to make a choice.
- Press **⊗** to advance to the Season Homepage.



- **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 is 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 using this option. 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**

If you select this option, when prompted, press **←** / **→** to select YES from the popup box and press **⊗** to quite the competition.

## **SPECIAL COMPETITION**

Special Competitions include a number of stand alone leagues and tournaments to enter. It also features the custom league and custom cup option, which allows you to create your own competitions. The setup screens for Special Competitions are the same as that of a National Season. See National Season on page 15-16 for more information.

### **Superteam Competition**

???

### **Timewarp League**

???

### **Jumpers 4 Posts**

???

### **Custom League**

Customize a league competition by selecting its attributes such as difficulty, match length, league format, and the number of teams.

### **Timewarp Cup**

???

### **Custom Cup**

Customize a cup competition by selecting its attributes such as difficulty, match length, cup format, and the number of teams.

## **MULTIPLE HUMAN TEAMS**

After selecting a competition 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 continental based 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 Special Competition and National Season. See Special Competition and National Season on page 15-17 for more information.

## **OPTIONS**



The Options Menu gives you the opportunity to set the attributes of your game. You can also 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 from Amateur, Pro, World Class or Master. These player levels give you the opportunity to play a match at your skill level, which determine your offensive and defensive ability. The Amateur and Pro levels provide a very good challenge, whereas the World and Master Class levels provide 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 ??? fouls during the game, he'll get kicked out of the match.

### **OFFSIDES**

A player is offsides when he ???. You can choose to have this penalty implemented during your match by choose ON or OFF.

### **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 kind of referee that you want out in the middle of the park. A FAIR referee will call the game reasonably, 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 the option using this setting to have the match finish there and then as a TIE, play 30 minutes of Extra Time, or have the match decided on a sudden death GOLDEN GOAL within the extra time.

Choose an  
option



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 as well as 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, which will randomly select the weather for your match.

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**

You can choose whether to have the clock shown on the play screen by selecting ON or OFF.

### **SCORE**

You can choose whether to have the score shown on the play screen by selecting ON or OFF.

## **PLAYERS NAMES**

You can choose whether 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 scorer's names and corner count. Choose ON to view these statistics.







## **WIDE SCREEN**

You can choose whether to set your TV to wide screen mode by selecting ON or OFF.

## **RADAR**

Choose ON or OFF to set ???.

## **CENTER SCREEN**

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



## **VIBRATION**

If you are using a DUALSHOCK® 2 Analog Controller, you can use the vibration function by choosing ON, allowing you to feel things such as player collisions as they occur on the field.

## AUDIO OPTIONS MENU

Audio Options allow you to set the volume levels and sound of the game.

### COMMENTARY VOLUME

Press ◀ / ▶ to adjust the volume level of the in-game commentary. The 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

You can choose between the sounds of STEREO or MONO.

## 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 and start the process of selecting an Away 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 ⊗.
- When prompted, 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 ⊗.
- When prompted, 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 team feature allows you to create brand new teams or alter existing teams. Utilizing this feature lets you keep up with the latest transfers and make sure your favorite club team is always up to date.

Once saved to MEMORY CARD (8MB) (for PlayStation 2), all customized changes will be automatically restored and carried through 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 on the screen, 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

You can edit the team name via the Name Team Screen.

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

### • NAME MANAGER

You can edit the manager name via the Name Manager Screen using the same instruction as that of Name Team above.

### • EDIT TEAM UNIFORM

Each uniform can be given several layers of design and color, so that different designs and colors can be overlaid to achieve the desired result.

Layer 0 equates only to the base color of the uniform part, therefore you cannot apply a design to this layer, you can 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 selecting the type of design you want for each of them. Simply select Layer 1 and change the design and color to your requirements, then repeat this process for additional layers until you are happy with the look of the uniform part.



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



- 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 look of the 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 design motifs. 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.
- When you are happy with your chosen color, 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 equates only to the base color of the flag, therefore you cannot apply a design to this layer, you can 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. Simply select Layer 1 and change the design and color to your requirements, then repeat this process for an additional layer (if required).

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

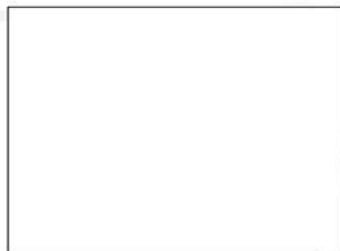
To select a design:

- Highlight DESIGN and press **← / →** to cycle through individual design motifs. 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.
- When you are happy with your chosen color, 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, as well as deciding whether they are left footed or right footed.

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



### EDIT PLAYER NAME

- When you enter the Edit Player Name screen, from the alphanumeric chart on the Edit Player Name screen, press **⊙** to delete letters of the player's name, or you can press **↑ / ↓ / ← / →** to select DELETE and press **⊗**.
- 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

Each outfield player has 19 skill attributes and goalkeepers have 4 specific skill attributes.

- Press **↑ / ↓** to select a skill attribute, and then press **← / →** to add to or deduct from the energy 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 changing the following attributes: ETHNIC ORIGIN, HEAD MODEL, HEAD TEXTURE, HAIR MODEL, HAIR COLOR, FACIAL HAIR, FACIAL HAIR COLOR or EYE COLOR.

- Press **↑ / ↓** to highlight each attribute category, and then press **← / →** to make a selection. At any point, press **LB / RB** 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. Players utilizing this special graphic system have faces that cannot be customized in the EDIT PLAYER APPEARANCE screen. However, it is possible to customize all of their other attributes.

### REPLACE PLAYER

Use this option to copy players from any other team to have 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 **⊗**.
- When prompted, press **← / →** to select YES from the pop up box and press **⊗** to copy the player. This player will now have replaced the player for which you had been customizing.



### SHOE COLOR

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

### • 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.
- When prompted, press **←/→** to select YES from the popup box and press **X** to save the team.

### LOAD TEAM

To load a previously saved team from 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**.
- When prompted, 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 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**.
- When prompted, press **←/→** to select YES from the popup box and press **X** to delete the team(s).

### RESET TEAMS

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

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

### TROPHY CABINET



The Trophy Cabinet screen shows the amount of hardware 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 **X** to move to the Trophy Cabinet.
- Press **←/→/↑/↓** to highlight a trophy and see from which competition it was won.

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 **X**.
- When prompted, press **←/→** to select YES from the popup box and press **X** to save the cabinet.



## PLAYING THE GAME

### GAME SCREEN


On the screen below notice some of the important game screen objects that appear during the course of a match.



Other objects that will appear include:

- A green X, which represents where the flight of the ball will end when it is kicked or thrown.
- A red arrow, which represents the location of the player you control when you don't have control of the ball.

### PAUSE MENU

During a match, pressing  will bring up the Pause Menu. Menu items already described in the manual will not be 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.

- When prompted, press  /  to select YES from the popup box and press  to restart the match.

### QUIT MATCH

If you quit a match in any competition you will have been deemed to have lost that 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 repeated in the manual will not be 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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### OFFICIAL ACKNOWLEDGEMENTS

Peter Drury appears courtesy of ITV Sports.

All advertising within the game appears courtesy of the respective companies or brand holders. SCEE acknowledges the rights of all Trademarks used.

The team would also like to thank the following people:

Paul Barron, Tommy Jaszczun, Neil Cutler, Richard Walker, Geoff Phipps, Scott Murray, Ron Bruce of Harlow Town FC in the recording of the player sound effects, Colin Melville and Oliver Hacking of Sky Sports and Wild Thing Productions, All at HOK Sport Ltd for their invaluable assistance in the production of this game (especially Barry R. Lowe and to Angus Denver for supplying us with the original stadium concept models), The SCEE Cambridge studio for their help and support (especially John Meegan)

As always... a special thank you to all our families, friends and partners for their patience and support during the development of this game. Especially at the end!

## NOTES



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