

"A non-stop adrenaline rush with dangerously addictive multiplayer modes."
GamePro Magazine



ARE YOU TOUGH ENOUGH?

Go toe-to-toe with the wildest players ever in Soccer Slam, the high-flying, hard-hitting, 3-on-3 soccer game where winners go on to drink from the Continental Cup!



BEAT the tar out of your opponents in 5 fast-paced game modes including the deep Quest Mode.

CRUSH the competition to unlock secret codes and power-ups.

STOMP all comers with easy to learn, challenging to master game controls.

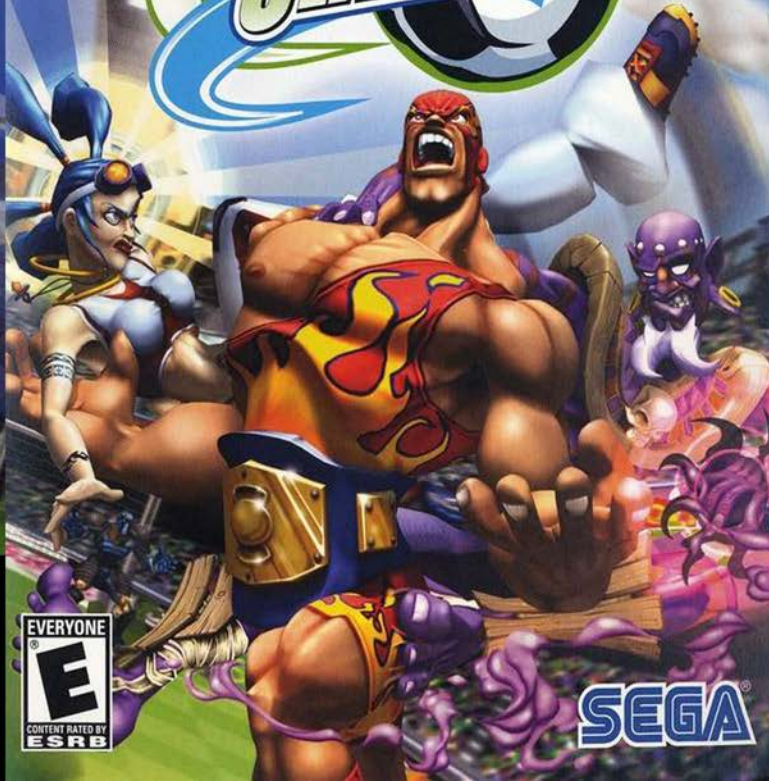
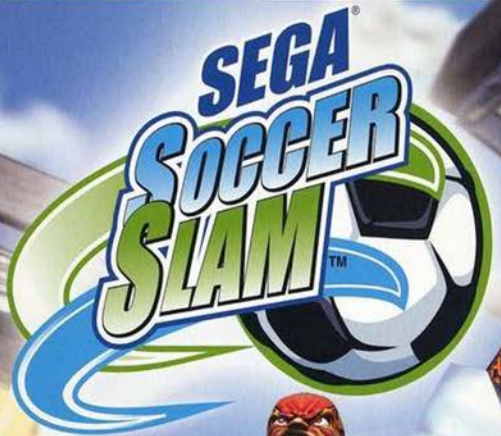
PUMMEL your foes using richly detailed characters with unique attributes, abilities and fully animated attitudes.



PlayStation 2



NTSC U/C



SEGA

EmuMovies

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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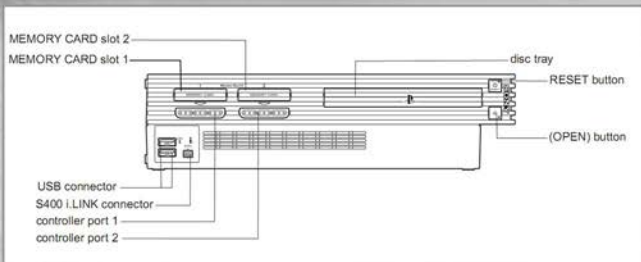


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GETTING STARTED

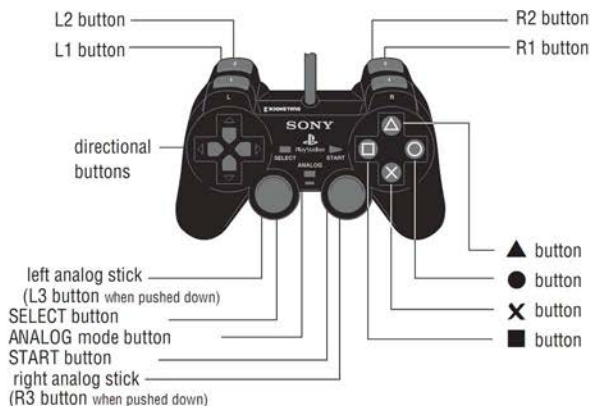


Set up your PlayStation 2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will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



SHOWBOAT SCREEN

Once you're up and running, the *Sega Soccer Slam* intro begins, followed by the *Sega Soccer Slam* title screen, or what we like to call the Showboat screen. The players parade onto the screen one-by-one, giving you your first taste of what's in store.

- To go directly to the Main Menu, press the **START** button, see *Main Menu* on p.5.
- If you do not take an action, a brief game demo begins after one character from each team struts his or her stuff.





DEFAULT COMMAND SUMMARY

MAIN MENU



With the Ball (Offense)

X button	Pass/Switch
■ button	Shoot
● button	Deke
▲ button	Protect
L1	Power Up
R1	Turbo
left analog stick	Move/Aim Passes and Shots

Without the Ball (Offense or Defense)

X button	Switch Player (Unless Player Locked)
■ button	Hit
● button	Steal/Slide Tackle
▲ button	Protect
L1	Power Up
R1	Turbo
left analog stick	Run

Goalie With the Ball

X button	Pass
■ button	Kick
▲ button	Protect the Ball
left analog stick	Move/Aim Kicks and Throws

Goalie Without the Ball (Goalie Control Option ON)

X button	Switch to Goalie (Hold for One Second)
● button	Dive for Ball
left analog stick	Move/Aim Save Attempt

Advanced Moves

To learn how to perform advanced ball handling moves such as one-timer passes and shots, Killer Kicks, and Spotlight Shots, see *On The Field* on p.10.

Note: To return to the title screen at any time, press and hold down both the Start and the Select buttons.

As your launch pad into the scrum, the Main menu offers access to all five *Sega Soccer Slam* game modes as well as team bios and game options.

ARCADE

Arcade mode consists of four "sub-modes." Choose **Quick Start** for the fastest way to get onto the field. See *Quick Start* on p.6. **Exhibition** offers a single-game match with full control over all setup decisions and options. See *Playing An Exhibition Game* on p.7. For 1 – 4 player mini-game mayhem, select **Hot Potato** or **Brawl**. See Mini-games on p.8.



To choose a menu item, press the **left analog stick** to highlight it, then press the **X** button to select.

QUEST

Go for the Continental Cup! Compete in a multi-round quest for *Sega Soccer Slam* glory. Along the way, you'll earn prize money, purchase super gear, compile comprehensive stats, and more. See *Battling Through Quest Mode* on p.16.

CHALLENGE

Create custom teams and compete in a series of matches to unlock secret characters. See *Taking On The Challenge* p.19.

TOURNEY

Enter a round-robin tournament in which each *Sega Soccer Slam* team takes on every other team once, vying for the Tourney Championship. You can control up to all six teams and take part in all 15 games! See *Competing In A Tourney* on p.20.

PRACTICE

Perfect 16 moves, from the fundamentals to the most advanced, on the practice field without the burden of a high-pressure opponent. See *Hitting The Practice Field* on p.23.

TEAM BIOS

Study the background and skill levels of each team and every player. See *Team Bios* on p.24.

OPTIONS

Customize the game, manage your Game Data, and view credits. See *Options Menu* on p.25.





ARCADE MODE

QUICK START

Quick Start mode is the fastest way to get onto the field, but what you gain in speed, you give up in free will. The teams and venue are randomly selected.

To begin a Quick Start game:

1. Select **Quick Start** from the Arcade mode menu or from the Main menu, highlight **Arcade**, press and hold both the **L1** and **R1**. The Quick Start option appears.
2. Continue to hold the **L1** and **R1** and press the **X** button. The Choose Sides screen appears displaying the two randomly selected teams' logos.
3. Press the **left analog stick** \leftarrow to move your Controller icon to the team you wish to control during the game.
 - To assign a name to your controller, press the \bullet button. When the Enter Name pop-up appears, press the **left analog stick** \uparrow to change letters, \rightarrow to advance to the next characters, and press the **X** button to accept.
4. Press the **X** button to select. The game begins. See *On The Field* on p.10.



ARCADE MODE



PLAYING AN EXHIBITION GAME

An Exhibition game is your basic mano-a-mano, no-holds-barred battle for *Sega Soccer Slam* bragging rights. Call out your best friend, your worst enemy, or a computer-controlled opponent for a test of skills on the field.

- To begin an Exhibition game, from the Arcade Menu, choose EXHIBITION. The Choose Sides screen appears.

CHOOSING SIDES

At the Choose Sides screen, you have the option of controlling the Home or Away team. An icon for each Controller connected to your PlayStation 2 appears on the screen in the middle of the field. The Home team takes the first kickoff.

To choose a side:

1. Press the **left analog stick** \leftarrow to move your icon to the side you wish to control during the match.
 - To assign a name to your Controller, press the \bullet button. When the Enter Name pop-up appears, press the **left analog stick** \uparrow to change letters, \rightarrow to advance to the next characters, and press the **X** button to accept.
2. Press the **X** button to select. The Choose Teams screen appears.

Note: If you leave all Controller icons in the center of the screen, the game is played in **Demo mode**, which means all players are computer controlled.

CHOOSING TEAMS

Select the team you wish to control in the upcoming match. You can compare all six teams in five skill categories.

To choose a team:

1. Press the **left analog stick** \leftarrow to highlight the team you wish to control during the match.
 - To lock your Controller onto a single player, rather than your entire team, press the \bullet button. When the pop-up appears, press the **left analog stick** \rightarrow then \uparrow to the player you wish to control, then press the **X** button to accept.
2. Press the **X** button to select. If a Controller is assigned to the other side, your opponent chooses his/her team next. If not, you have the option of choosing the opposing team.
3. When both teams are chosen, the Venue Select screen appears.





ARCADE MODE

ARCADE MODE



SELECTING THE VENUE

Sega Soccer Slam features nine unique, international venues (only three are available from the beginning) including a home field for each team and three neutral arenas.

To select a venue:

1. Press the **left analog stick** \leftarrow to highlight the venue in which you wish to play the upcoming match.
2. Press the **X** button to select. When the option screen appears, press the **left analog stick** \uparrow to select an option and \leftarrow to adjust. When all options are set, press the **X** button to start. The game loads (see *On The Field* on p.10).

MINI-GAMES

Select **Hot Potato** or **Brawl** for exciting 1 – 4 player mini-game action. Participants can choose any of the available *Sega Soccer Slam* characters to find out who is king of the roost.

Hot Potato:

1. Use the **left analog stick** to highlight a character and press the **X** button to select.
2. When the mini-game options screen appears, press the **left analog stick** \uparrow to select an option and \leftarrow to adjust. When all options are set, press the **X** button to start.

Object:

Maintain control of the ball to accumulate your bonus. You can protect or "bank" your bonus by passing ball. When another player is in possession of the ball utilize the "hit," or "steal" moves to acquire the ball. If you successfully steal the ball from an opponent, their bonus is multiplied by 1.5 and transferred to you. Don't hang onto the ball too long, when time expires the ball will blow up and anyone within its blast radius will lose points. The player with the most points at the end of the final round will be the victor.

Brawl:

1. Use the **left analog stick** to highlight a character and press the **X** button to select.
2. When the mini-game options screen appears, press the **left analog stick** \uparrow to select an option and \leftarrow to adjust. When all options are set, press the **X** button to start.

Object:

Hammer your opponents until they are out of hit points. Holding down the hit button causes the power meter to appear. Release the hit button when the meter reaches its highest point to deliver strong attacks. Make sure you pick up the "power-up" icons (when they appear) to gain an advantage when battling with your opponents. Do you have what it takes to be the last person standing?





ON THE FIELD

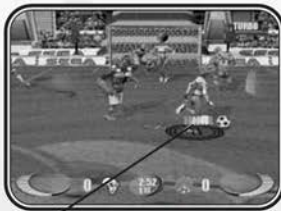
The game opens with a fly-by of the stadium as the announcer sets up the match and the players take the field and line up for the opening kickoff. The centers for each team talk a little trash, setting the tone for the ensuing mayhem.

- Kickoffs can be initiated by pressing the Pass button and aiming to a teammate, but will be automatic if too much time is taken.

Note: The controls described in this section are the defaults. For information on alternate and custom configurations, see *Options Menu* on p.25.

CONTROLLING THE BALL ON OFFENSE

- To **dribble** the ball, press the **left analog stick** in any direction.
- For a **turbo boost**, hold the **R1** while dribbling.
- To **pass** the ball to a teammate, press the **left analog stick** in the direction of the player, then tap the **X** button.
- For a **lob pass**, hold the **X** button. This lifts the ball in the air to clear opposing players, setting up headers and high shots.
- To execute a **one-timer pass**, send a pass to your teammate, then release and press the **X** button again as the pass is on route. Your teammate will pass the ball as soon as he/she receives it.
- To **deke** an opponent who is attempting a steal, press the **●** button. The ball handler pops up the ball and hops into the air.
- To **protect** the ball and yourself from a hit, press the **▲** button. The ball handler spins out of danger while maintaining control of the ball.
- To **shoot** on goal, tap the **■** button while aiming for a corner of the net with the **left analog stick**
- For a **power shot**, hold the **■** button and let the Shot Meter fill before releasing.
- To fire off a **one-timer shot**, send a pass to your teammate, then press and release the **■** button while the pass is on its way. Your teammate launches a quick shot as soon as he/she receives the ball.



Shot Meter

The higher the Shot Meter when you release the ■ button, the more powerful your shot.



ON THE FIELD



Make every shot a one-timer shot. The redirection gets the goalie out of position, increasing your chance at a goal, and the move combo increases your Power Point value. It's a win-win situation.

PLAYING WITHOUT THE BALL ON OFFENSE OR DEFENSE

- To **run**, press the **left analog stick** in any direction.
- For a **turbo boost**, hold the **R1** while running.
- To **switch control** to the player closest to the ball, press the **X** button. (Unless your Controller is locked onto a specific player.)
- To **hit** an opposing player, run up to him/her and press the **■** button. The force of a solid hit can knock the ball handler off the ball.



Don't forget to hit the goaltender if he has held onto the ball for more than 5 seconds.

- To attempt to **steal** the ball, run up to the ball handler and press the **●** button. Your player goes down for the slide tackle.
- To **protect** yourself from an oncoming hit, press the **▲** button. Timed correctly, you'll spin out of harms way.

GOALKEEPER CONTROLS

Note: In order to control the goalkeeper before a save, you must set Goalie Control ON in the Options Menu (see *Options Menu* on p.25).

- To **gain control** of the goalie before a save, press the **X** button and hold it for one second.
- To **move** the goalie into position for a save, press the **left analog stick** in any direction. If you get into position, the save is automatic.
- To **dive** after a loose ball, press the **●** button.
- To **throw or roll** the ball to a teammate after a save, press the **left analog stick** in the direction of the teammate, then press the **X** button.
- To **kick** the ball out of your end of the field, press the **left analog stick** to aim, then press the **■** button.





ON THE FIELD

POWER METER

The Power Meter is the heart and soul of *Sega Soccer Slam*. Learn to master it, and you will control your destiny on the field. When you generate enough Power Points to completely fill the meter you'll have enough power to attempt a Killer Kick – the most devastating move in the game!

Power Points

Just about every move on offense is worth a fixed number of Power Points. By simply playing the game, you will slowly fill up your meter.

Move	Pass	Shot	Protect	Deke	Hit	Steal
Power Points	10	10	15	20	20	20

To fill up your meter more quickly, chain together different moves for maximum points.

As long as you perform successive moves within three seconds of each other, you can string four moves into one combination, which will be tallied at the end of the combo, and each different move adds a 2x multiplier to the total.

Examples: Steal (20) + Pass (10) + Shot (10) = 40 x 6 = 240 Power Points.

Steal (20) + Deke (20) + Protect (15) + Shot (10) = 65 x 8 = 520 Power Points.

Power Ups

Any time you have power in your Power Meter, you can Power Up the player you are controlling. Each team has its own signature power source, but the effect is the same: players become stronger and faster and better shooters.

- To Power Up a player, press the **L1**. The Power Up continues until you release the **L1** or the Power Meter runs out, whichever comes first.



ON THE FIELD



Power Meter lights up as you score Power Points.

When Power Meter is filled, you can perform a Killer Kick.

KILLER KICKS

When your Power Meter is completely full, it flashes KILLER KICK! to indicate that you now have this overpowering shot in your arsenal. The more Killer Kicks you can manage in a game, the better your chance of destroying the competition.

To take a Killer Kick:

1. Hold the **R1** and the **X** button at the same time. The ball is lobbed high into the air, a green circle appears on the field beneath it, and you take control of the pass recipient.
2. Move your player into the circle and press the **■** button once the green cone of light appears. (Half of your power points are used to initiate Step 1 and the remaining half are used to initiate Step 2.)
3. Before your player connects with the ball, press the **left analog stick** toward a corner of the goal to aim the shot. When the player connects, he or she sends an explosive shot toward the net.



If you're saving up for a Killer Kick, lay off the Power Up moves. It is very difficult to fill up the Power Meter when you continue to use it up bit-by-bit.





ON THE FIELD

SPOTLIGHT SHOTS

Every once in a while when you're on offense in your opponent's half of the field, a spotlight image of your team's logo flashes across the field. Get the ball handler into the spotlight and take a shot for a powerful kick that rivals a Killer Kick.



Get the ball handler in the spotlight, then hit the shoot button for a blistering shot.

To take a Spotlight Shot:

1. Move the ball handler into the spotlight and press the **■** button. The player jumps into the air and takes a slow-motion swing at the ball.
2. Before your player connects with the ball, press the **left analog stick** toward a corner of the goal to aim the shot. When the player connects, he or she sends a blistering shot toward the net.



The defenders are just as aware of the spotlight as you are, so they make it very difficult for you to run into it. You'll have more success if you pass to a teammate who's closer than you to the spotlight.

PAUSE MENU

You can pause the game by pressing the **START** button at any time to access the Pause menu or just take a break from the action. The following options are available from the Pause menu.

- To choose a menu item, press the left analog stick **▲** to highlight it, then press the **X** button to select. The appropriate screen appears.

Resume Game

Return to the action. The game resumes from the exact point at which you left off.

ON THE FIELD



Camera Settings

Revisit the camera settings you selected at the Options menu before the game. See *Camera Settings* on p.26.

- To save changes and return to the Pause menu, press the **X** button.

Assign Controllers

Reassign your Controller to either team or lock onto any player.

- To assign your Controller to a team, press the **left analog stick** **◀▶** to that team's logo, then press the **X** button to select and return to the Pause menu.
- To lock your Controller onto a player, press the **left analog stick** to that player's head, then press the **X** button to select and return to the Pause menu.

Match Stats

Check out up to the moment game stats for each team in nine key categories.

- To return to the Pause menu, press the **X** button.

Quit Game

Forfeit the current game and return to the Main menu. When you choose **QUIT GAME**, a pop-up appears prompting you to confirm your decision.

- To confirm, press the **X** button. The Main menu appears.
- To cancel, press the **▲** button. The Pause menu appears.

HALFTIME/END OF THE GAME

At the end of the first half, play stops and the teams exchange sides of the field to line up for the second half kickoff. The Away team takes the kickoff to begin the second half.

The end of the second half is the end of the game. The winning team celebrates, the losers sulk, and the Match Summary screen appears displaying final stats.

- To exit the Match Summary screen, press the **X** button.
- If the game ends in a tie, play continues with a Sudden Death overtime period. The first team to score wins the match.

Note: If necessary, multiple Sudden Death periods are played until a team scores.





BATTLING THROUGH QUEST MODE

Quest mode is a three-tier, 12-game contest for the Continental Cup, complete with an All-Star break. Along the way, you win prize money for every victory your team scores, which you can use to buy performance-enhancing gear and other surprises. Also, after the first four games, you will be given the chance to compete in a variety of mini-games to earn more money.

ROUND ONE

Round One consists of five games, in which you play one match against every other team in the Quest. The order of the games is predetermined. Victories in Round One are worth \$100. A mini-game will appear after each game up until the All-Star break.

ALL-STAR BREAK

Following Round One, one player from each team is invited to participate in the All-Star game. The All-Star game doesn't affect your team's record, but if you win, it's worth \$500 to your Quest bankroll.

ROUND TWO

Round Two is similar to Round One except that all five matches are set and you choose which team you want to play next. You must be ranked in the top-four at the end of Round Two in order to move on to the Semi Finals. Each Round Two win increases in value by \$100 (\$100, 200, etc.).

SEMI FINALS AND FINAL ROUND

The Semi Final is a single-elimination game. If you win, you pocket \$1,000 and go on to the Final Round. If you lose, you go home.

Winning the Final Round awards your team the Continental Cup, \$1,500 and unlocks a secret *Sega Soccer Slam* venue.

To begin a Quest:

1. From the Main menu, choose QUEST. The Continental Cup screen appears.
2. Read up on the Quest mode game flow, then press the **X** button. The Choose Team screen appears.



BATTLING THROUGH QUEST MODE

CHOOSING A TEAM

Select the team you wish to control throughout your Quest. You can compare all six teams in five skill categories.

- To choose a team, press the **left analog stick** \leftarrow to highlight the team you want, then press the **X** button to select. The Quest Manager screen appears.

QUEST MANAGER

The Quest Manager is where you keep track of your Quest for the Continental Cup. From this screen, you can spend your earnings at the Soccer Shop, check your team's stats and ranking in the Stats Center, and select your next match.



- To select an option from the Quest Manager, press the **left analog stick** \leftarrow , then press the **X** button to select. The appropriate screen appears.

Soccer Shop

The Soccer Shop offers 15 items, which you can purchase for your team. Each product features a description and purchase price. Your current balance is shown in the upper-right of the screen.

- To make a purchase, use the **left analog stick** to highlight the product you wish to buy, then press the **X** button. The price is subtracted from your balance.
- To exit the Soccer Shop, press the **▲** button.
- Performance-enhancing gear you purchase for your team is available to the players in all *Sega Soccer Slam* game modes.





BATTLING THROUGH QUEST MODE

Stats Center

The Stats Center features individual stats pages for teams, star players, and the members of your team.

Team Stats displays win/loss records, goals for/against, and other stats, which are used to calculate team rankings. Only the top-four ranked teams will go on to the Quest Semi-Finals.

All-Star Stats follows each team's number-one player and ranks that character against the other top players in the league.

Character Stats shows how your players compare in twenty-three skill categories. Your top-ranked player represents your team on the All-Star Stats screen.

- To cycle through the three stats screens, press the **X** button.
- To exit the Stats Center, press the **▲** button.

Next Match

Depending upon which round you're in, you can either choose the next match you want to play, or simply accept the only one available.

To begin your next match:

1. Use the **left analog stick** to highlight the match you wish to play.
2. Press the **X** button to select. The Join Side pop-up appears.
 - To control your entire team, use the **left analog stick** to move your Controller icon to your team's logo.
 - To lock control onto one player on your team, use the **left analog stick** to move your Controller icon to that player's face.
3. When your Controller icon is set, press the **X** button to select. The game loads (see *On The Field* on p.10).



TAKING ON THE CHALLENGE

CHALLENGE MODE

Create custom teams and compete head-to-head with up to four players. Winning the series of four matches will unlock secret characters!

Choosing Sides

At the Choose Sides Screen, you and up to three other players have the option of controlling the Home or Away team. An icon for each Controller connected to your PlayStation 2 appears on the screen in the middle of the field. The Home team takes the first kickoff.

1. To choose a side, press the **left analog stick** **↔** to move your icon to the side you wish to control during the match.
 - To assign a name to your Controller, press the **●** button. When the Enter Name pop-up appears, press the **left analog stick** **↕** to change letters, **→** to advance to the next characters, and press the **X** button to accept.
2. Press the **X** button to select. The Choose Characters screen appears.

Creating A Team:

1. Use the **left analog stick** to highlight a character and press the **X** button to select. You must choose three characters to complete your team.
2. Press the **left analog stick** **↔** and press the **X** button to select a team you would like to represent.
3. When the Challenge options screen appears, press the **left analog stick** **↕** to select an option and **↔** to adjust. When all options are set, press the **X** button to start.





COMPETING IN A TOURNAMENT

Create and compete in your own five-day round robin *Sega Soccer Slam* tournament. Choose the teams and take part in up to 15 games throughout the event.

Throughout the Tourney, team rankings are updated based upon their records and amount of goals scored for/against. The team ranked #1 following the fifth day of competition is awarded the Tourney Championship.

To begin a Tourney:

1. From the Main menu, choose TOURNAY. The Tourney Cup screen appears.
2. Read up on the Tourney mode game flow, then press the **X** button. The registered names pop-up appears.

CHOOSING A TEAM

In Tourney mode, you can choose one team to represent all the way through the event, assign teams to your friends to create a multiplayer Tourney, or assign up to six teams to yourself and take part in all 15 games.

To rename a team:

1. Press the **left analog stick** \blacktriangle to highlight the team you wish to rename.
2. Press the **X** button to select.
3. The Enter Team Name Screen appears.
 - Press the **left analog stick** \blacktriangle to change letters, \blacktriangleright to advance to the next characters, and press the **X** button to accept.
4. If you wish to rename another team, repeat steps 1-3.
5. If you do not wish to rename another team, select DONE, press the **X** button, and the Match Schedule Screen will appear.

COMPETING IN A TOURNAMENT



MATCH SCHEDULE

The Match Schedule screen displays the set schedules for each of the five days of the Tourney. During a Tourney, you can page forward to view upcoming matches or page back to review past scores. Additionally, the Stats tab compiles stats and rankings for teams and top players.

When a match is selected, a pop-up appears asking if you want to play or simulate the game.



Today's match-ups

To begin your next match:

- Press the **left analog stick** \blacktriangle to choose the match you wish to play next, then press the **X** button to select. A pop-up appears asking if you want to play or simulate the game. Select PLAY and press the **X** button to advance to the Choose Sides Screen.

CHOOSING SIDES

At the Choose Sides screen, you can choose any side.

To choose a side:

1. Press the **left analog stick** \blacktriangle to move your icon to the side you wish to control during the match.
 - To assign a name to your Controller, press the **●** Button. When the Enter Name pop-up appears, press the left analog stick \blacktriangle to change letters, \blacktriangleright to advance to the next characters, and press the **X** button to accept.
2. Press the **X** button to select. The Venue Select screen appears.





COMPETING IN A TOURNAMENT

SELECTING THE VENUE

Sega Soccer Slam features nine unique, international venues including a home field for each team and three neutral arenas (only three are available at the beginning).

To select a venue:

1. Press the **left analog stick** \blacktriangleleft to highlight the venue in which you wish to play the upcoming match.
2. Press the **X** button to select. When the option screen appears, press the **left analog stick** \blacktriangleleft to select an option and \blacktriangleleft to adjust. When all options are set, press the **X** button to start. The game loads (see *On The Field* on p.10).



HITTING THE PRACTICE FIELD



Taking part in Practice sessions is a great way to master the skills necessary to win in *Sega Soccer Slam*. All the moves are here without all the pressure so take the time you need to become a superstar.

- To begin a Practice session, from the Main menu, choose PRACTICE. The Practice screen appears.

PRACTICE SCREEN

At the Practice screen, you choose the skill you want to begin practicing. Practice options start with basic passing and become progressively more advanced, ending up with Killer Kicks.

- To choose a Practice option, press the **left analog stick** \blacktriangleleft to the skill you wish to begin with, then press the **X** button to select. The Practice field loads.

RUNNING DRILLS

On the Practice field, a general explanation of how to perform the move appears on the screen. When you think you understand how to execute, begin the drill.

To run a Practice drill:

1. After reading the explanation, press the **X** button to continue. Players take their positions on the field, and you have 30 seconds in which to complete the drill.
2. Complete the drill to the best of your ability.
 - If you are successful, you are prompted to Try Again or move on to the Next Event. press the **left analog stick** \blacktriangleleft to highlight your choice, then press the **X** button to select.
 - If you fail, you are returned to the move's explanation. Make sure you understand how to perform the move, and then give it another go.
3. Move on to the Next Event and repeat the steps above. In order to exit Practice mode, you must successfully run through to the final drill.





TEAM BIOS

The Team Bios screen gives you background information on each *Sega Soccer Slam* team and the players that make up their rosters. This section also displays team and player rating bars, which measure strength in five categories. The further a rating bar is filled, the more skill a team or player has in that category.

At the Team Bios screen:

- To choose a team to study, press the **left analog stick** \blacktriangleleft to highlight it.
- To read the entire bio, press the **left analog stick** \blacktriangledown to scroll the text.
- To view individual player bios, press the **X** button.
- To choose a different player to study, press the **left analog stick** \blacktriangleleft .
- To exit the Player Bio or return to the Main menu, press the **▲** button.



OPTIONS MENU



The Options menu provides access to several tools you can use to customize *Sega Soccer Slam* to your personal preferences. The default options appear below in **bold**.

- To choose an Options menu item, press the **left analog stick** \blacktriangleleft to highlight it, then press the **X** button to select. The appropriate screen appears.
- To save changes, select **SAVE** and **EXIT** and press the **X** button.
- From the Options Menu, press the **▲** button to return to the Main Menu.*

GAME SETTINGS

Adjust general gameplay options.

- To change a game setting, press the **left analog stick** \blacktriangleleft to highlight it, then press the **left analog stick** \blacktriangleleft to cycle through the options.

Difficulty Set the skill level of your computer-controlled opponents: **NOVICE**, **NORMAL**, **PRO**, and **EXPERT**.

Half Time Set the time duration of each half of the game: 1-10 minutes.

Game Speed Select the speed of the game, from the running of the players to the rolling of the ball: **SLOW**, **NORMAL** and **FAST**.

Goalie Control With Goalie Control **ON**, you can control the goalie before he makes a save. Choose **ON** or **OFF**.

Vibration Set **ON** for Vibration in the Controller when you give or receive a hit. Choose **ON** or **OFF**.

Items Turn unlocked items **ON** or **OFF** in other modes.

Save And Exit Save changes and return to the Options menu.

SOUND SETTINGS

Set the volume of five different in-game audio effects.

- To change a sound setting, press the **left analog stick** \blacktriangleleft to highlight it, then press the **left analog stick** \blacktriangleleft to move the slider. The more a volume bar is filled, the louder that audio effect.

Announcer Adjust the volume of the play-by-play announcer.

Character Adjust the volume of the players on the field.

Crowd Set the volume of the cheering crowd.

Effects Set the volume of additional audio effects such as the sounds of kicks and big hits.

Music Establish the loudness of the music performed between plays.

Save And Exit Save changes and return to the Options menu.



OPTIONS MENU

CAMERA SETTINGS

Adjust the overall camera angles as well as special camera effects.

- To change a camera setting, press the **left analog stick** \blacktriangle to highlight it, then press the **left analog stick** \blacktriangle to cycle through the options.

Cam Position Choose the position of the camera, which dictates the set gameplay perspective: **END**, **SIDE**, or **CORNER**.

Zoom Set the distance the camera is from the ball. The Zoom range is 0-20, but the default is **10**.

Killer Kick Cam Turn the Killer Kick Cam **ON** or **OFF**. When **ON**, the camera zooms in close on the player performing the Killer Kick.

Spotlight Cam Turn the Spotlight Cam **ON** or **OFF**. When **ON**, the camera zooms in close on the player performing the Spotlight Kick.

Auto Replay When **ON**, a slow-motion replay rolls automatically after each goal scored. Set **ON** or **OFF**.

Save And Exit Save changes and return to the Options menu.

CONTROLLER CONFIG.

At the Controller Config screen, you can set as many as four controller configs, one for each Controller Port on your PlayStation 2. Choose from the default controls and two other presets, or set your own custom config.

To set a default or preset config:

1. From the Controller Config screen, press the **left analog stick** \blacktriangle to highlight the Controller (1-4) you wish to set.
2. Press the **X** button to select the Controller.
3. Press the **left analog stick** \blacktriangle to choose **DEFAULT**, **PRESET1**, or **PRESET2**.
4. Press the **X** button to select the config.
 - Repeat steps 1-4 for the other Controllers.
5. Press the **left analog stick** \blacktriangle to **SAVE**, then press the **X** button to accept changes.

OPTIONS MENU



To set a custom config:

1. From the Controller Config screen, press the **left analog stick** \blacktriangle to highlight the Controller (1-4) you wish to set.
2. Press the **X** button to select the Controller.
3. Press the **left analog stick** \blacktriangle to **CUSTOM**, then press the **X** button to select.
4. Press the **left analog stick** \blacktriangle to highlight a button command you wish to change, then press the **X** button to select.
5. Press the **left analog stick** \blacktriangle to the command you wish to set to that button, then press the **X** button to select.
 - Repeat steps 4-5 to change other button commands.
6. When you are satisfied with your custom configs, press the **left analog stick** \blacktriangle to **DONE**, then press the **X** button to select.
7. Press the **left analog stick** \blacktriangle to **SAVE**, then press the **X** button to accept changes.

GAME DATA

Manage your saved *Sega Soccer Slam* game data.





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CREDITS

CREDITS



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NOTES

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