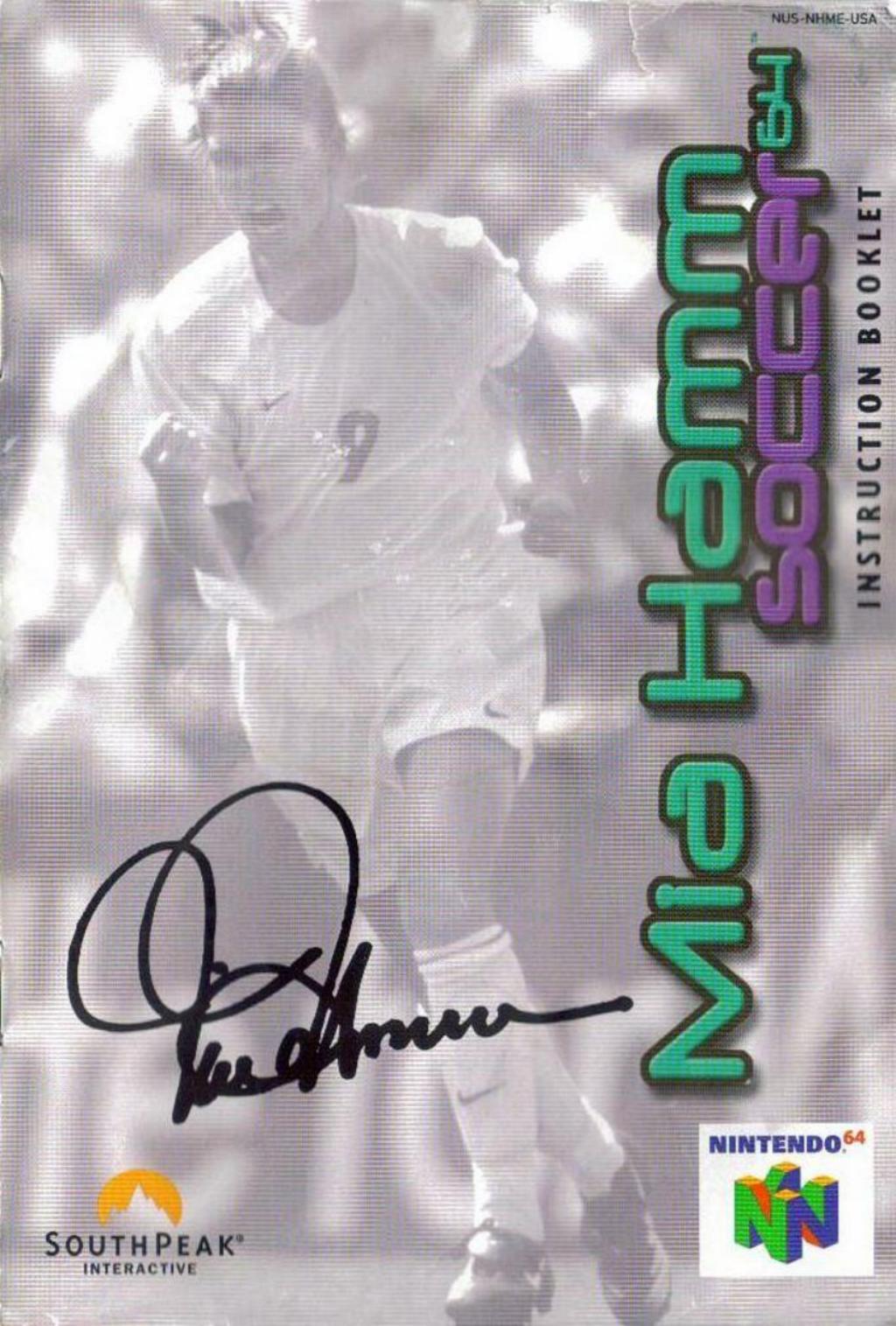


# Electronic Soccer World



Oscar Peralta

**SOUTHPEAK<sup>®</sup>**  
INTERACTIVE

NINTENDO<sup>64</sup>



INSTRUCTION BOOKLET

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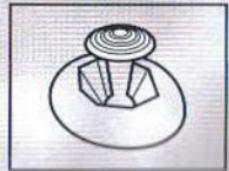
# CONTROL STICK FUNCTION

The Nintendo® 64 Controller contains a Control Stick which uses an analog system to read the angles and direction of its movement. This allows subtle control that is not possible using the conventional + Control Pad.

When turning the Control Deck power ON, do not move the Control Stick from its neutral position on the controller.



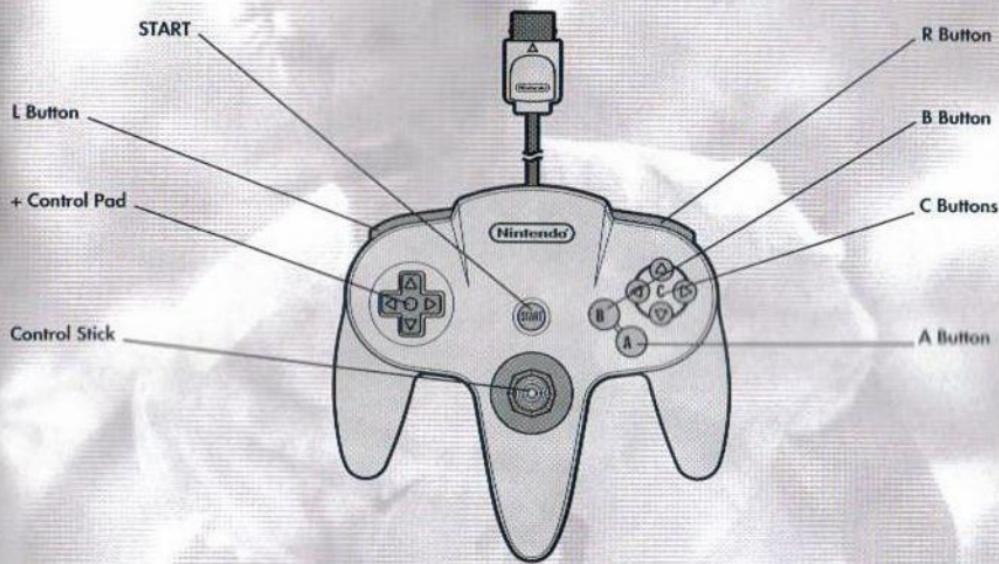
If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.



To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the left) then press START while holding the L and R Buttons.

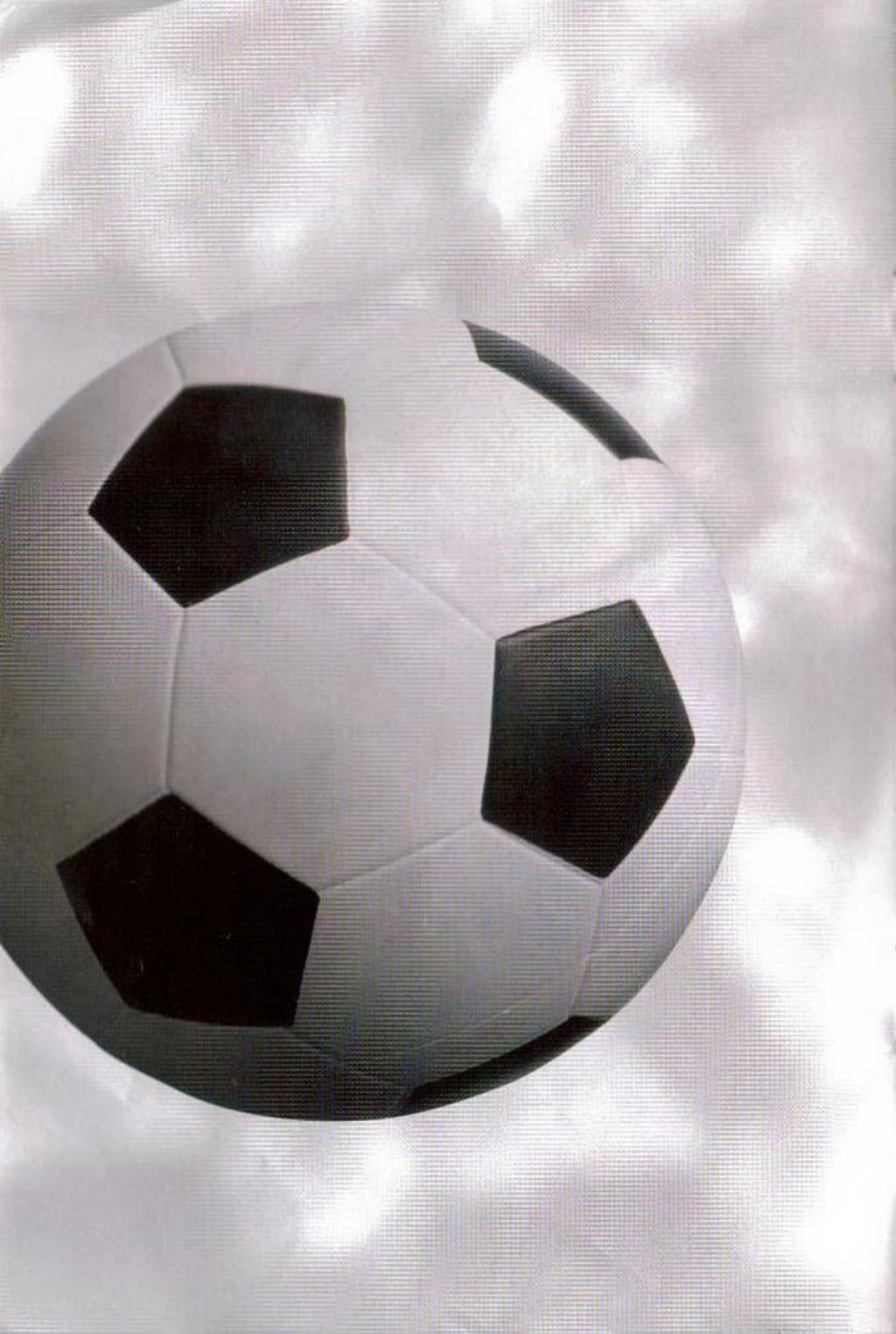
The Control Stick is a precision instrument, make sure not to spill liquids or place any foreign objects into it.

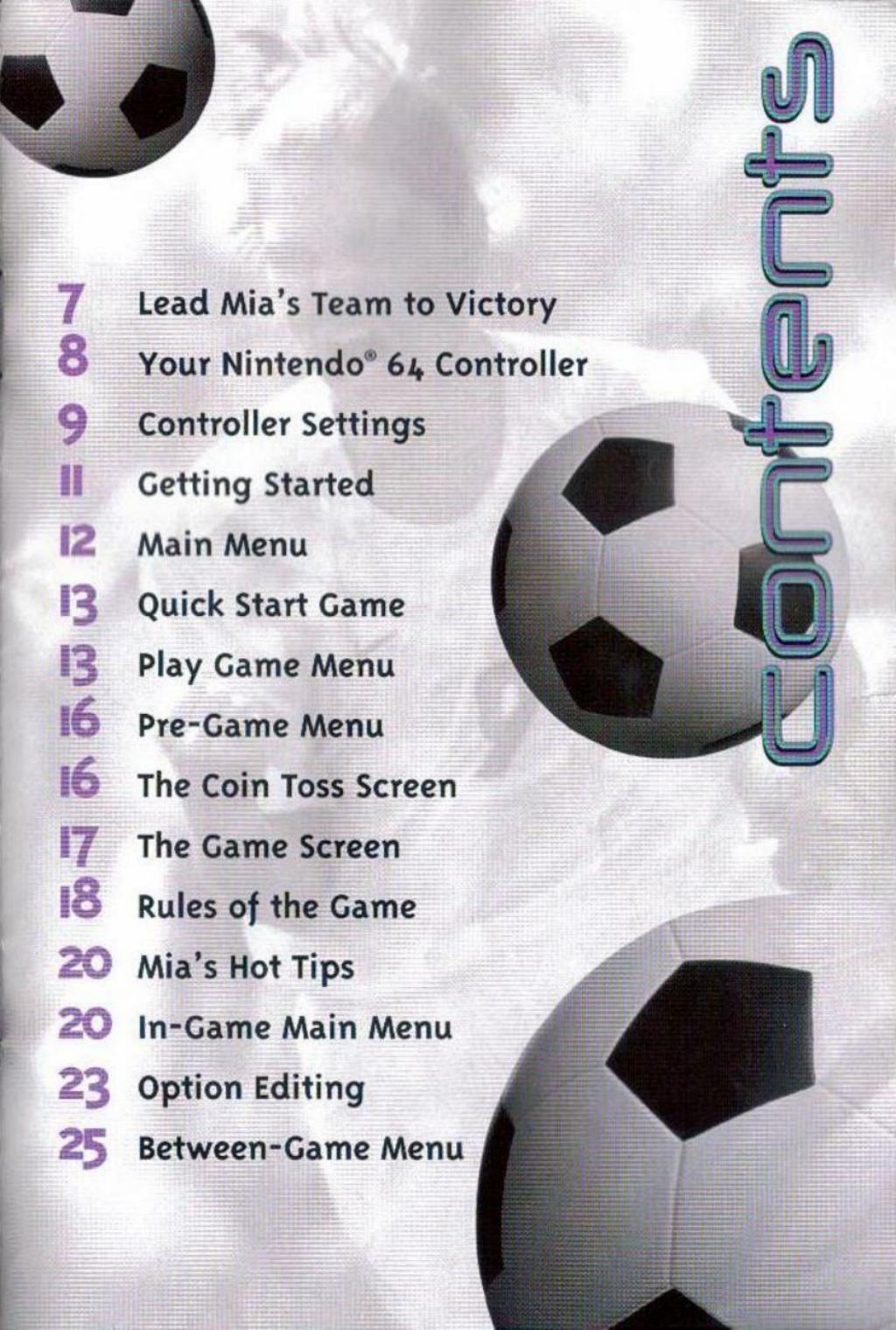
# N64® Controller



## Back of Controller





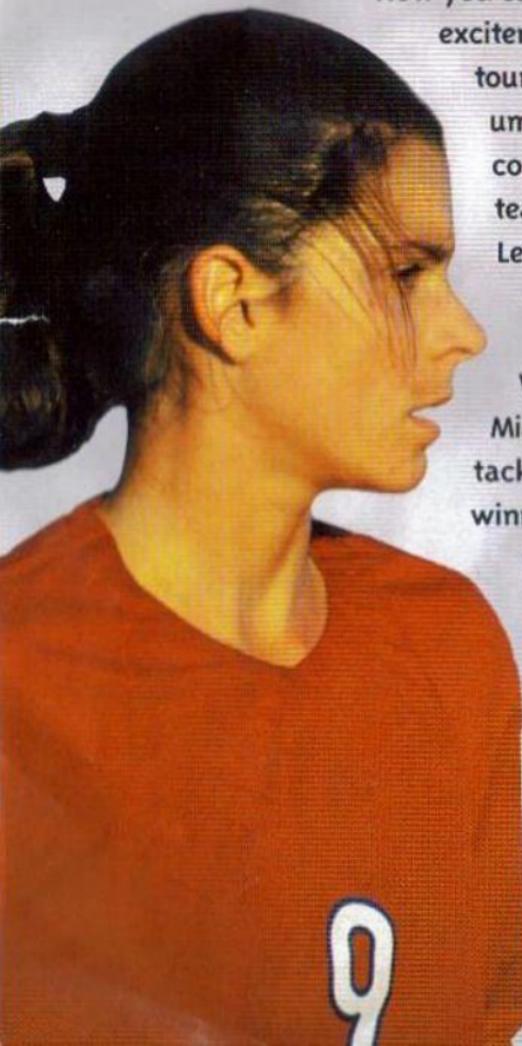


# SOCCER + CONTROLLER

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# Lead Mia's Team to Victory

If you've ever dreamed of playing soccer with or against soccer champion Mia Hamm, *Mia Hamm Soccer 64* let's your dream become a reality!



Now you can experience the challenge and excitement of league and world soccer tournaments in a variety of stadiums, times of day, and weather conditions. Choose between 50 teams, American or International League — including Mia Hamm's All-Stars.

With random in-game tips from Mia, learn to kick, pass, slide-tackle and shoot your way to winning a World Cup — then take what you've learned onto the real field!

What are you waiting for?

Let's get started!

## Your Nintendo® 64 Controller

### Connecting the Controller(s)

With the power OFF, connect one or two N64™ Controllers to the sockets at the front of the Control Deck. You must connect a controller to the socket on the far-left in order for the game to work. This is the socket for Player 1. You can connect up to 3 additional controllers to the Control Deck for Players 2, 3, and 4.

### Control Stick

The N64 Controller contains a Control Stick that uses an analog system to read the angles and direction of its movement.

When turning the control deck power ON, do not move the Control Stick from its neutral position on the Controller.

If the Control Stick is held at an angled position when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.

To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position, then press **START** while holding down the **L** and **R** buttons.

### Holding the Controller

For playing *Mia Hamm Soccer 64*, you might find it helpful to hold the controller in the position shown below. This way, you can use your left thumb to control direction with the Controller Stick while using your right thumb to reach the **A**, **B**, and **C** buttons for kicking, passing, tackling, shooting, and so on.



Hand position for controller

# controller settings

Here is a key to getting around in the Mia Hamm Soccer 64 game menus:

## Menu Navigation

### To do this:

### Use this:

Highlight a menu option

Move Up or Down with **Control Stick** (↑↓)

Scroll through choices within a menu item

Move Left or Right with **Control Stick** (←→)

Set the highlighted option

**A**

Cancel a menu selection, return to previous menu\*

**B**

## Basic Game Controls

### To do this:

### Use this:

Pause the game, bring up In-Game Main Menu

**START**

Run, with or without the ball

Move goalkeeper when goal is threatened

**Control Stick**

Pass, when you have the ball

Slide Tackle when the other team has the ball

**A**

Kick the ball

when it's on the ground

Head the ball

when it's in the air

Hook Tackle

when the other team has the ball

**B**

Goalkeeper grabs for the ball

when goal is threatened

**A**

Sprint mode

Knock the ball on

(in the direction it was going when it came to you)

**C** ▲

Shoot at goal/volley

**Z** or **C** ▼

## Controller Mode

When this mode is set to PROFESSIONAL, you get a more advanced and complicated set of controls. You can adjust Controller Mode from the *Game Ease menu* under the *Main Menu*. Setting Controller Mode to PROFESSIONAL adds to the complexity of your game by giving you the following additional controls:

### Professional Mode Controls

#### To do this:

#### Use this:

##### Sprint

*with or without the ball*

**Z (or L) + Control Stick**

##### Knock the ball on

*(in the direction it was going when it came to you)*

**Z**

##### Power Header

*when the ball is in the air*

**B, B**

##### Volley

*when you receive a pass*

**C▼**

##### Kick a shot with an after-touch

*(put a spin on the ball)*

**C▼, Control Stick**

##### Stop the ball with your chest

*to receive it*

**C◀**

##### Turn player about the ball

##### Drag the ball left, right or back

**C◀ + Control Stick**

##### One-two pass: kick the ball to a teammate, who then passes it forward to where you can run to receive it

**A, A**

##### One-two pass with a chipped (slanted) return

**A, B**

##### Relay pass: for a quick relay from you to a second teammate to a third, pass to a teammate with A, then, before she gets the ball, press C6 and move the Control Stick in the direction of the third player.

**A, C▼ + Control Stick**

##### Change Selected Player: when the other team has the ball, change the selected player marker from the currently selected player to her nearest teammate in the direction you tap the control stick.

**R + Control Stick**

Note: When Controller Mode is set to PROFESSIONAL, you can change the above control settings from the Controller Configuration Screen.

# getting started



With the power OFF, insert the *Mia Hamm Soccer 64* Game Pak into the slot on the N64™ Control Deck. Press firmly to lock the Game Pak into place.

Turn the power ON. If you want to skip the credits, Press **START**.

Choose your language. Highlight English or Spanish with the Control Stick, and set your choice with the **A** Button. You should insert your Controller Paks at the Choose Language Screen.

From the *Main Menu*, you can choose:

**Quick Start Game** to jump into a randomly selected match that pits *Mia Hamm's All-Stars* against a random team.

**Play Game** to pick from four kinds of play

**Load Game** if you have a game saved on your Controller Pak.

**Option Editing** to change how your game looks, sounds, and plays.

**Game Ease:** to choose between simple or advanced controls, whether or not you want on-screen tips, and adjust the difficulty setting.

## Nintendo®64 Accessories

This game is compatible with the *Nintendo®64 Rumble Pak* and *Controller Pak* accessories. Please carefully read the instruction booklets that come with these accessories. Follow on-screen instructions that will prompt you when to insert or remove the Rumble Pak or Controller Pak.

Each time you start a game, you will be prompted to insert a Rumble Pak. If you don't have a Rumble Pak, or don't want to use it, just press **START** when you get this prompt.

# main menu



Use the Control Stick ( $\uparrow$  and  $\downarrow$ ) to highlight one of the options below, then press the **A** Button to go to the next screen for that option. For more information on these options, check the sections for each sub-menu later in this book.

## Quick Start Game

Go directly to a game where you play as Mia Hamm's All-Stars against a randomly selected computer-controlled team. If you want to play against a friend, you must change the opponent to human-controlled. You can play with up to three friends, with a maximum of 2 on each team. If your friend wants to play on the opposing team, she should choose the team with her control stick before you press the **A** Button to continue.

## Play Game

Go to the *Play Game Menu* to choose from four different game options, **Exhibition**, **League**, **World Cup**, and **Practice**.

## Load Game

Get back into a tournament that you have saved on a **Nintendo® 64** Controller Pak.

## Option Editing

Choose settings for how your game looks, sounds, and plays.

## Game Ease

With the **Control Stick**, use  $\uparrow$  and  $\downarrow$  to highlight a setting, then use  $\leftarrow$  and  $\rightarrow$  to turn it **ON** or **OFF**. Press the **B** Button to return to the previous menu.

## Tutorial Mode

With this mode **ON**, you will get on-screen text tips at points when there is a break in the game, like after a goal, or when the ball is kicked out of play. This option works in all modes of play and all match and competition types.

## Professional Mode

With this mode **ON**, the CPU teams are smarter and harder to beat. As with tutorial mode, this option, when enabled, works in all games, leagues and competitions, giving the less experienced player a taste of international soccer.

## Controller Mode

With this mode set to **PROFESSIONAL**, you get a more advanced and complicated set of controls. As with Tutorial Mode and Professional Mode, this option, when enabled, works in all games, leagues and competitions, giving the less experienced player a taste of international soccer.

## quick start game

When you choose **Quick Start Game** from the *Main Menu*, you play as Mia Hamm's All-Stars against a randomly selected American or International League team.

You will go directly to the *Pre-game Menu* screen with Mia Hamm's All-Stars as the Home team on the left and a randomly chosen team on the right.

You can play with up to three friends, but each player must have their own controller. If your friend wants to play on the opposing team, she should choose that team with her control stick before you press the A Button to continue.

From here, press the **A** Button to go to the Coin Toss, and continue as in any of the games from the *Play Game Menu*, detailed below.

play game menu



This menu offers three levels of game play, from one to four players, plus a Practice Mode and options for changing the game and controller settings. In any of these modes (with the exception of Practice Mode), you can play with up to three friends, with a maximum of two on each team, if you have a controller connected for each player.

## Exhibition

Choose two teams, from either the American or International Leagues, to play a non-tournament Exhibition game. In this mode, you can play with up to three friends if each has their

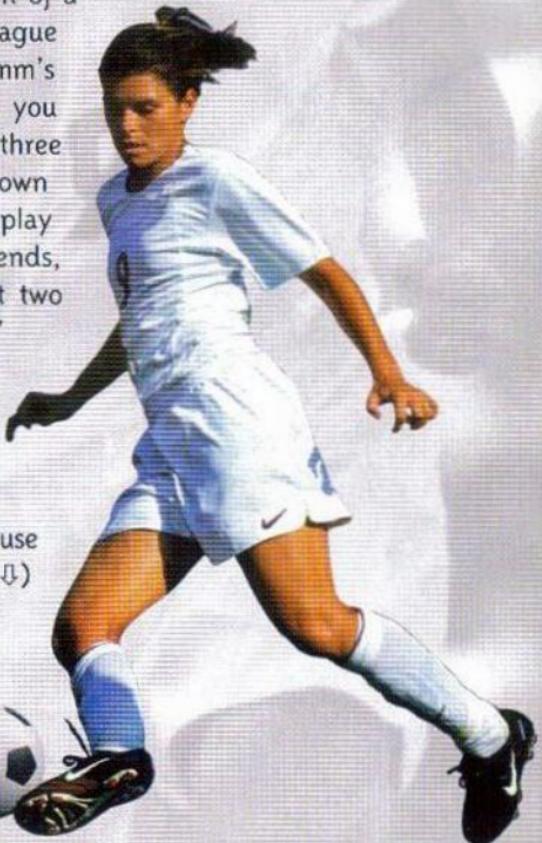
own controller. In order to play with three or four friends, you must select both teams to be "Human" controlled.

From the *Exhibition screen*, choose **Random** for a competition between a randomly chosen pair of teams, or choose a league from which you select two teams. Use the **Control Stick** ( $\uparrow$  and  $\downarrow$ ) to highlight a team, and press the **A Button** to toggle from **Human**-controlled to **CPU**-controlled to unselected. Use the **Control Stick** ( $\Rightarrow$ ) to choose the **Teams Selected** screen area, and press the **A Button** to start the game.

## League

Compete in a tournament of a selection of American League teams, including Mia Hamm's All-Stars. In this mode, you can play with up to three friends if each has their own controller. In order to play with up to three friends, you must select at least two teams to be "Human" controlled. A player may not play on teams that are selected as CPU controlled.

From the League screen, use the **Control Stick** ( $\uparrow$  and  $\downarrow$ ) to highlight teams in the list of competing teams, and



press the **A** Button to toggle the highlighted team from **Human**-controlled to **CPU**-controlled. Use the **Control Stick** ( $\Rightarrow$ ) to choose the **Teams Selected** screen area, and press the **A** Button to start the game.

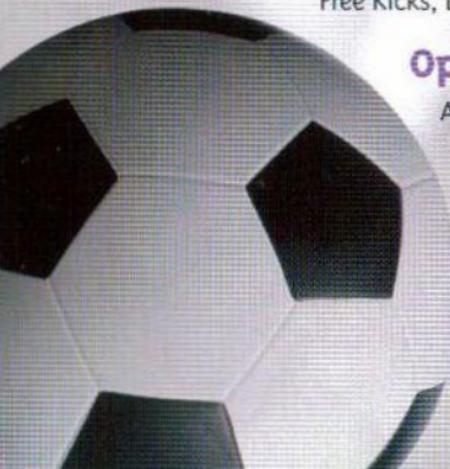
### **World Cup-Difficult**

In this mode, you can play with up to three friends if each has their own controller. In order to play with up to three friends, you must select at least two teams to be "Human" controlled. A player may not play on teams that are selected as CPU-controlled.

Compete in a tournament of a selection of International League teams, representing the National League Cup winners of each country. Naturally, Mia Hamm's All-Stars are playing for the United States. From the *International Cup* screen, use the **Control Stick** ( $\uparrow$  and  $\downarrow$ ) to highlight teams in the list of competing teams, and press the **A** Button to toggle the highlighted team from **Human**-controlled to **CPU**-controlled. Use the **Control Stick** ( $\Rightarrow$ ) to choose the **Teams Selected** screen area, and press the **A** Button to start the game.

### **Practice**

This is just your team practicing passes, volleys and headers, and taking shots against their own goalkeeper. The *Pause Menu* in this mode offers a selection of practice situations including Corner Kicks, Free Kicks, Direct Free Kicks, and Penalty Kicks.



### **Option Editing**

Access this screen to choose settings for how your game looks, sounds, and plays.

### **Controller Configuration**

This option is only available when PROFESSIONAL MODE is on.



If you want to customize your game controls, you can go to this screen to change the buttons that are assigned to groups of moves. From the **Controller Configuration** screen, you use the **Control Stick** to highlight a pairing of moves, then press the button that you want to be assigned to them.

To return to the previous menu, highlight **BACK** at the top of the screen, and press the **A Button**.

## pre-game menu

Use the **Control Stick** ( $\leftarrow$  and  $\rightarrow$ ) to choose to join the home team or the away team. Player 1 can only join a team that has been set as **Human-controlled** in the previous menu. Additional players can join the opposing team. Once a second player has joined the opposing team, a third player can join either team, and a fourth player can join the team with one human player. Any player, except for Player 1, can deselect from his or her team.

## the coin toss screen



At the beginning of every game, you have a coin toss. The **Away** team calls it—heads or tails. If the winner of the toss chooses to kick off, the other team gets to pick their starting direction of play (shoot left or shoot right). If the winner chooses their direction of play, the other team gets to kick off. Use the **Control Stick** to highlight your choice and confirm it with the **A Button**.

From this screen, you can use the **Control Stick** ( $\leftarrow$  and  $\rightarrow$ ) to adjust your team's Skill Level by increasing or decreasing the number of stars at the top of the screen.

# the game screen

The following on-screen features will help you in your quest for a world championship:

## Game Map

You can check this game map to stay oriented in the game. The white dot represents the ball, and is tracked with scanner lines. **Home** team players appear as red dots, **Away** team as blue dots. The currently selected players are the flashing dots.



## Game Timer

The time circle goes from green to red as time runs out in the half. The digital timer indicates time remaining in the 45-minute half. The **Game Time** option (in the *Miscellaneous Menu* under *Option Editing*) lets you scale the 90-minute game anywhere from real-time down to 5 minutes.

## Selected Player Marker

The marker is color-coded as follows:

	1st Human Player	2nd Human Player
Home Team	RED	YELLOW
Away Team	BLUE	PURPLE

This marker indicates the player that you are currently controlling. The arrow points in the direction of the opponent's goal, to help you to remember not to take shots on your own goal.

## Score Bar

The bar at the bottom of the screen shows the Home and Away team names with their uniform colors at the left and right side, and the score in the center.

# rules of the game



## The Flight Path Indicator

This arrow appears at various points in the game, for throw-ins, goal kicks, corner kicks and penalty shots. It allows you to place the ball anywhere on the field within range. It shows the path the ball will take when you execute a pass/shot. Move the point of the arrow with the **Control Stick**. Press the **A Button** to take the shot.

### Throw-Ins

When a player touches the ball before it goes out of play across the touch line (the sidelines), the opposing team gets to throw the ball back into play. Use the **Control Stick** to set the Flight Path Indicator. Press the **A Button** to throw in the ball to land at your teammate's feet, or use the **B Button** if you want the ball to reach your teammate in the air.

### Corner Kick

When a player touches the ball before it goes out of play over her own team's goal line, the other team gets to take a corner kick. Use the **Control Stick** to position the Flight Path Indicator. Pass to one of your teammates with the **A Button**. Use **C▼** to toggle your forwards among three positions, from close to the goal mouth to the edge of the penalty box.

### Goal Kick

When a player from the attacking team is the last to touch the ball when it goes out of play over the goal line, the goalkeeper on the other team gets to kick the ball toward the opponent's goal. Use the **Control Stick** to position the Flight Path Indicator, and execute the kick with the **A** or **B** Button.



## Indirect Free Kick

This is awarded if a player commits a foul outside her team's penalty area. The ball is turned over to the player who was fouled, and when she passes it to a teammate, the clock starts again. The ball has to touch another player after an *indirect free kick* in order for a goal to be scored.

## Direct Free Kick

This is awarded if a player commits a foul inside her team's penalty area. A second player does not have to touch the ball in order for a direct free kick to score a goal.

Note: If you are controlling the defending team, you can use the **Control Stick** to maneuver your defensive wall. Press the **B** Button to remove players from the wall or the **C▼** button to add players. A maximum of four players is allowed in each wall.

## Penalty Kick

A *penalty kick* is awarded to the attacking team when one of their players is fouled inside their opponent's penalty area. This is a direct shot at the goal from the penalty mark.



Use the **Control Stick** to aim your shot and the **A** button to shoot.



To defend, press the **Control Stick** in the direction you want your goal keeper to move and the **A** button.

## mia's hot tips

- Turn on **Tutorial Mode** from the Game Ease sub-menu to get in-game tips.
- Play with **Controller Mode** (in the Game Ease sub-menu under Options Editing) set to EASY until you get the hang of the basic controls. Then use **Practice Mode** to master the more complicated controls when you set **Controller Mode** to PROFESSIONAL.
- Pass the ball on to a teammate as quickly as you can. The player that gets the ball from a ball hog is usually on the other team.
- Confuse your opponent with fakes and quick direction changes.
- When the other team has the ball, get your players in the path of a pass to intercept it.
- Listen to and read Mia's in-game tips when the **Tutorial Mode** is enabled.
- Three words: practice, practice, practice.

## in-game main menu

Any time you press **START** during a game, you pause the game and bring up the *In-Game Main Menu*. From **Practice Mode**, the game-related items in this menu are replaced with a selection of practice moves: corner kicks, penalty kicks and throw-ins.

Use the **Control Stick** to highlight any of the menu items and press the **A Button** to choose it. Press **B Button** to return to the previous menu from any sub-menu.

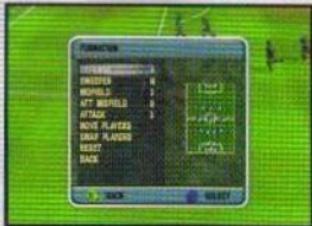
These are the Main Menu choices:

## Resume Game

Return to the game. The **B** Button will also return you to the game from this menu.

## Formation

This choice takes you to a sub-menu where you put on your team manager's hat and strategically rearrange your players on the field. With the **Control Stick** Use  $\uparrow$  and  $\downarrow$  to highlight a field position (**Defense**, **Sweeper**, **Midfield**, **Attack Midfield**, and **Attack**). Use  $\Rightarrow$  and  $\Leftarrow$  to increase or lessen the number of players distributed to that area.



**Move Players:** This menu item lets you manually move any of your players to where you want them.

**Swap Players:** Make any two teammates trade positions.

**Reset:** If you don't like the way you have changed the formation, this menu item resets your team formation to the default.

## Substitution

This choice is available as long as you have set Substitutions to **ON** in the *Game Rules* sub-menu under the *Option Editing* menu.

At the top of the Substitution screen, the number next to the words "Player Off" tells you how many substitutions you can make. To replace a player, highlight her name with the **Control Stick** and press the **A** Button. You then see a list of substitute players from which you choose a "Player On" in the same way.

## Camera

This item lets you choose the distance, angle and height from which you view the game. With the **Control Stick**, use  $\uparrow$  and  $\downarrow$  to highlight the setting, and use  $\Rightarrow$  and  $\Leftarrow$  to change the setting. Here are your choices:

**Distance:** NEAR, MEDIUM or FAR

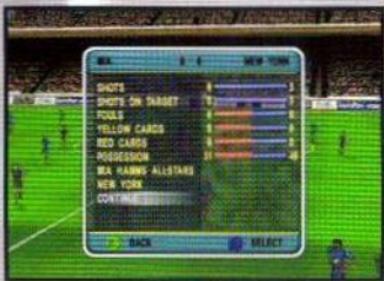
**Height:** LOW, MEDIUM, HIGH or BLIMP

**Angle:** END, ISO (for isometric, a 45 degree angle) or SIDE

## Statistics

### Team Statistics Screen

This screen appears at half-time, at game's end, and whenever you access it from the *In-Game Main Menu*. The bars next to each of the six categories show the performance for the team that is highlighted. Use the **Control Stick** ( $\uparrow$  and  $\downarrow$ ) to highlight the **Home** or **Away** team. These are the team statistics:



**Shots:** The number of shots the team has taken on goal

**Shots on Target:** The number of shots that could have gone in the goal

**Fouls:** The total number of fouls awarded against the team

**Yellow Cards:** The total number of yellow cards issued against the team

**Red Cards:** The total number of red cards issued against the team

**Possession:** The percentage of time the team had possession of the ball

### Player Statistics Screen

With either team selected, press the **A Button** to bring up a list of the players on the team. Highlight a player using the **Control Stick** ( $\uparrow$  and  $\downarrow$ ), and press the **A Button** to view the following statistics about that player:

**Goals:** The number of goals the player has scored

**Shots:** The number of shots she has taken on goal

**Shots on Target:** The number of shots that would have gone in the goal

**Assists:** The number of goal assists she has made

**Attempted Passes:** The number of passes she has tried to make

**Completed Passes:** The number of passes she has completed

**Attempted Tackles:** The number of tackles she has attempted

**Successful Tackles:** The number of tackles she has accomplished

## Replay

This lets you analyze the nine seconds of play immediately before you paused the game. With the **Control Stick**, you can adjust the viewing angle ( $\Rightarrow$  and  $\Leftarrow$ ) and the viewing distance ( $\uparrow$  and  $\downarrow$ ). You also have the following VCR-type controls:

<b>B</b>	Rewind
<b>A</b>	Pause (Hold down for slow motion)
<b>C▼</b>	Fast Forward
<b>C◀</b>	Single frame advance when paused

## Quit

If you want to quit the game, choose **Quit**, then highlight **YES** and press the **A Button**. In Exhibition matches you will be given the option to **END MATCH** or **REMATCH**. Highlight your choice and press the **A Button**.

# option editing

## Load/Save Options Menu

If you have a Controller Pak, you can save your game options to it. Then, if you want the same options in a future game or tournament, you can load them all at once without having to edit each option.

## Sound Menu

You can remix the sound on *Mia Hamm Soccer 64*. With the **Control Stick**, use  $\uparrow$  and  $\downarrow$  to highlight a setting, then use  $\Rightarrow$  and  $\Leftarrow$  to increase or lower it. The sound settings are **SFX**, **Commentary**, **Crowd** and **Music**. Press the **B Button** to return to the previous menu.

## Miscellaneous Menu

From this menu, you can set the **Field Map** and **Replays** to **ON** or **OFF**, and set the real-time length of your games. With the **Control Stick**, use  $\uparrow$  and  $\downarrow$  to highlight a setting, then use  $\Rightarrow$  and  $\Leftarrow$  to change the setting. Press the **B Button** to return to the previous menu.

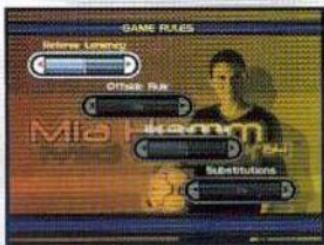
**Field Map:** Turn this **ON** or **OFF** depending on whether you want to use the field map overlay in your game or remove it.

**Game Time:** You can set the actual length of your game anywhere from a real-time 90 minutes down to a super-condensed 5 minutes.

**Replays:** Turn this **ON** or **OFF** depending on whether you want to see a replay each time somebody scores.

### Game Rules Menu

This menu lets you decide on some rules of the game and how strictly they are enforced. With the **Control Stick**, use  $\uparrow$  and  $\downarrow$  to highlight a setting, then use  $\Rightarrow$  and  $\Leftarrow$  to change the setting. Press the **B** Button to return to the previous menu.



**Referee Leniency:** Choose how much tackling and other playful shenanigans the Ref will let you get away with before calling a penalty. This could also be called Referee Blindness!

**Offside Rule:** Turn this **ON** or **OFF** depending on whether you want a penalty called when a player either kicks the ball or tackles while inside the other team's penalty box.

**Ball Curve in Air:** Set how much the ball will drift while it is in the air.

**Substitutions:** Turn this **ON** if you want the option to make player substitutions from the *In-Game Main Menu*.



### Environment Menu

This screen lets you choose the look and feel of your game environment. You have a choice of ten stadiums, a full range of weather conditions, four times of day, and a choice of field conditions coinciding with the weather you choose. The default for each of these settings is **Random**. With the **Control Stick**, use  $\uparrow$  and  $\downarrow$  to highlight a setting, then use  $\Rightarrow$  and  $\Leftarrow$  to change the setting. Press the **B** Button to return to the previous menu.

$\uparrow$  and  $\downarrow$  to highlight a setting, then use  $\Rightarrow$  and  $\Leftarrow$  to change the setting. Press the **B** Button to return to the previous menu.

## Controller Configuration Screen

Note: This is only available with **Controller Mode** set to PROFESSIONAL. Change the buttons that are assigned to groups of moves. With the **Control Stick**, use **↑** and **↓** to highlight a pairing of moves, then press the button that you want to be assigned to them.

To return to the previous menu, highlight **BACK** at the top of the screen, and press the **A Button**.

## between-game menu

Every time you finish or quit a game, you go to a menu named for the game type (League, International or Exhibition) you have just played. This gives you five options. Use the **Control Stick** (**↑** and **↓**) to highlight an option, the **A Button** to select the option, and the **B Button** to return to the Main Menu.

**Play Game:** Go to the Play Game Menu

**Save Game:** Save the game you just completed

**View Game Results:** Look at the scores of the games played so far

**View Standings:** Look at the ranking and statistics of International and League teams

**Option Editing:** Fine-tune the game options once more



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