PlayStation®

NTSC U/C

PlayStation®

EVERYONE

CONTENT RATED BY ESRB

SLUS-01455

DAVID BECKHAM SOCCER

MAJESCO

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

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 game 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 game 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.

HANDLING YOUR PLAYSTATION DISC:

- This compact disc is intended for use only with the PlayStation game console.
- 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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STARTING THE GAME

1. Set up your PlayStation® in accordance with the instruction manual supplied with the console.
2. Make sure the power is off before inserting or removing a game disc.
3. Open the disc cover and insert the disc 'David Beckham Soccer' into the console.
4. Close the disc cover and turn on the PlayStation®.

A Controller must always be inserted into Controller Port 1 in the console. If you are using a Multi-Tap, a Controller must be connected to Controller Port 1-A.

Do not insert or remove MEMORY CARD(S) or other peripherals once the power is turned on. Make sure there are enough free blocks on your MEMORY CARD(S) before commencing play. 1 free block is required to save a Configuration. 3 free blocks are required to save a game.

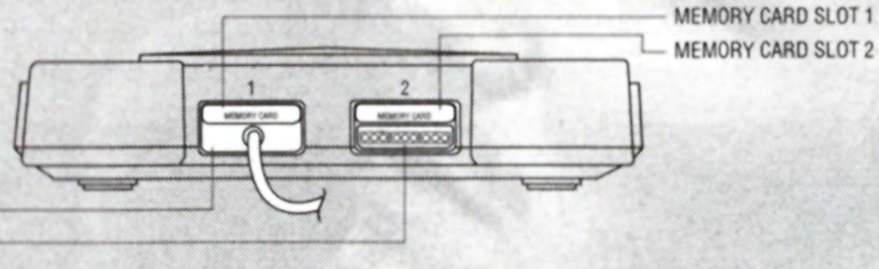
NOTE: Options data will be auto-loaded on boot-up if a MEMORY CARD containing previously saved Options data is inserted. Only MEMORY CARD slot 1 is supported.

Console

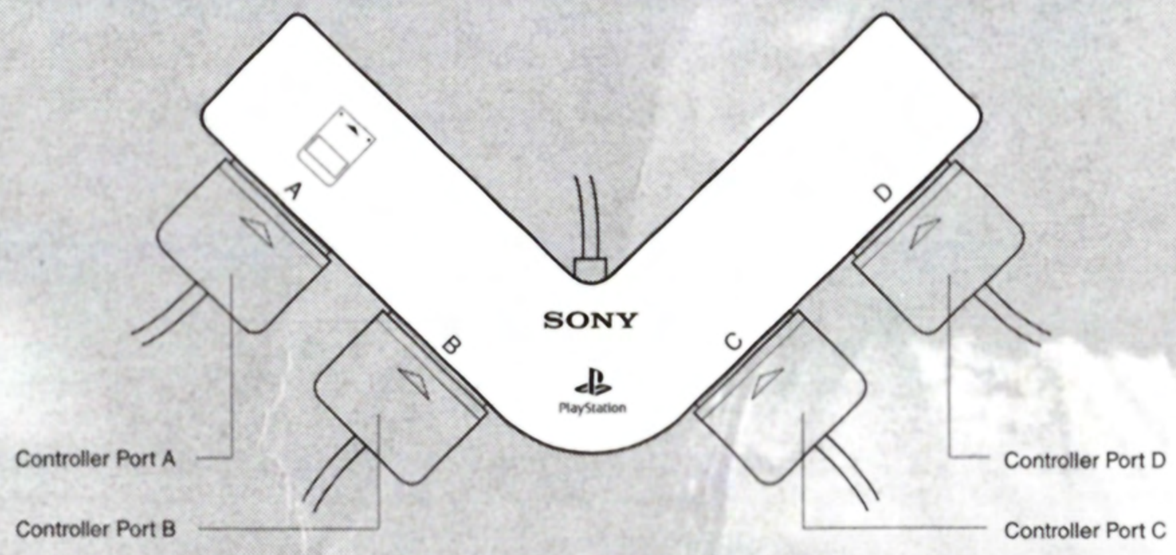
Top View



Front View

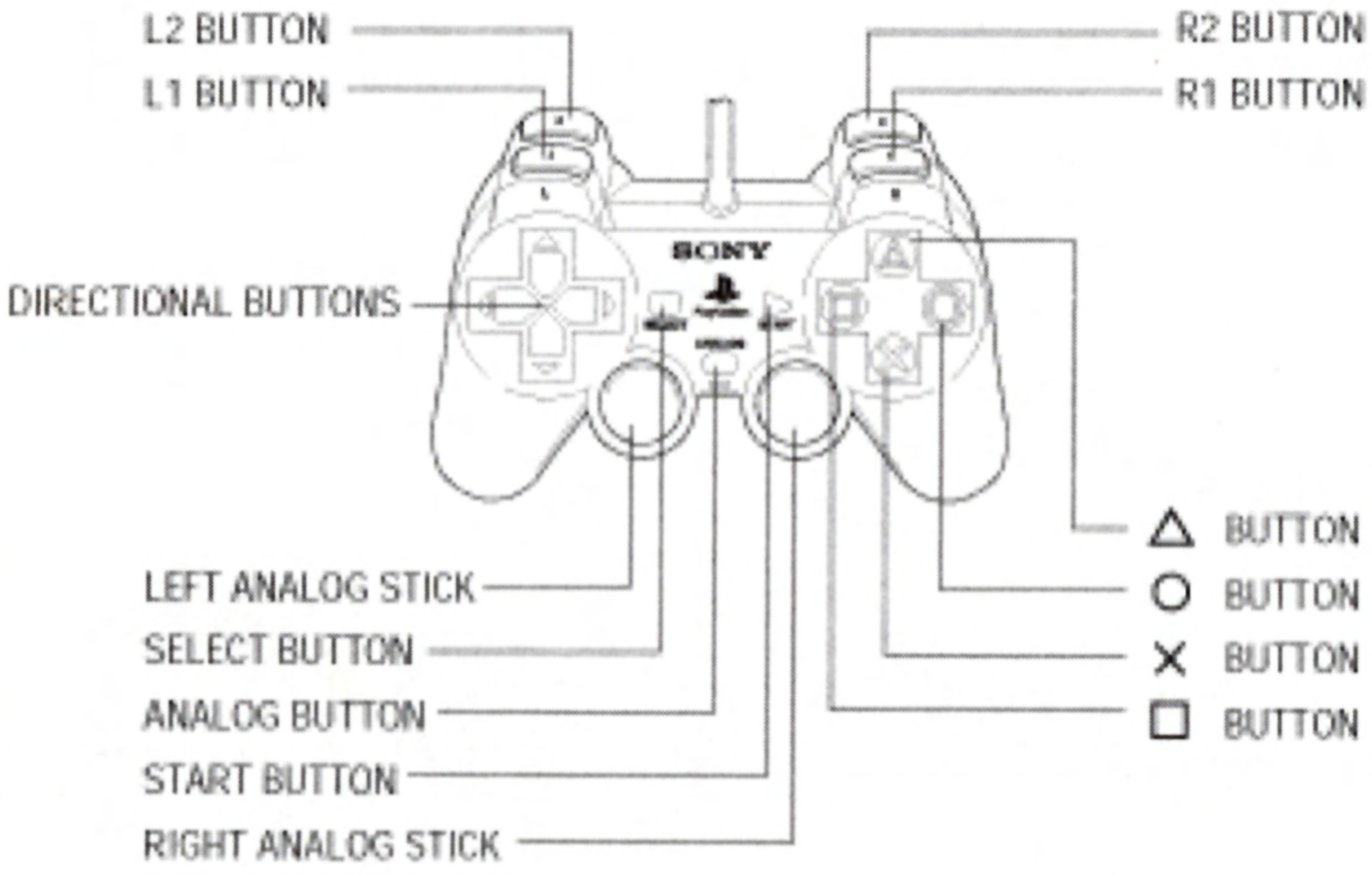


Top View **Multi Tap**



MENU CONTROLS

DUALSHOCK®analog controller



Directional buttons	– Move cursor / cycle through settings
⊗ button	– Select / Activate
○ button	– Advance to the next screen
△ button	– Return to previous screen / Cancel
□ button	– Toggle Side menu
ANALOG mode button	– Activates / Deactivates the left analog stick

In all menu screens, use the directional buttons to move between different options and the ⊗ button to confirm your choice. The ⊗ button is used throughout the menus for confirming all options and activating/deactivating settings.

MENU CONTROLS - CONT.

In all menu screens (except the main title screen), the ◉ button is used for advancing to the next screen, and the △ button for returning to the previous screen.

Use the ■ button to move on and off the Side Menu. This menu gives you access to extra options and game settings where you can save your game in progress or quit back to the main menu.

On all menus button help is displayed at the bottom of the screen.

GAME CONTROLS

Note: In ANALOG mode (the LED lights up RED) the left analog stick can be used to replace the functions of the directional buttons.

BASIC CONTROLS

	ATTACKING	DEFENDING	BALL IN AIR
✕ button	Short Pass	Tackle	Pass
■ button	Shoot	Any tackle	Shoot
◉ button	Straight ball	Block	Headed pass
△ button	Long Pass / Cross	Slide tackle	Flick on
R1 button	Sprint	Sprint	
R2 button	Control (see page 6)		
L1 button	Through-ball	Switch player	
L2 button	Slide	Slide	
START button	Pause / Menu	Pause / Menu	

ADVANCED ATTACK SKILLS

	DOUBLE-TAP	CONTROL AND BUTTON
⊗ button	One-two	Pass
▣ button	Power shot	Fake Shot
○ button	Through ball	Skill turn
△ button	Long chip pass/ auto cross	Ride tackle

ADVANCED CONTROLS

Attacking

⊗ button: Short Pass

This will pass the ball along the floor to an area or team-mate you are facing. A **long press** will result in a harder, faster pass. A **double-tap** will perform a return pass (one-two) with the player you are passing to. ⊗ button and opposite direction will perform a backheel.

▣ button: Shoot

Aim your shot with the directional buttons by pushing towards the side of the goal you want to shoot at. Pushing away from goal will aim the ball higher and pushing towards goal will aim lower. A **short tap** will play a quick weak shot. A **long press** will play a harder shot. The harder the shot, the less accurate it will be. A **double-tap** will perform a quick 'power shot' but will be a lot less accurate. **In your own half**: clears the ball.

△ button: Long Pass/Cross

A **short tap** will perform a long pass through the air to an area or player you are facing. **Double-tap** will perform a long chipped up pass – useful for chipping the ball over an opposition player blocking your path. **When past the opposite penalty area:** cross/center the ball. Hold the button down for a harder cross, and adjust the bend of the ball with the directional buttons – useful for bending the ball away from the goalkeeper.

GAME CONTROLS - CONT.

◉ button: Straight Ball
A **short tap** will play a short ball in the direction your player is facing. A **long press** will play a harder, higher ball in the direction your player is facing. This is useful for putting the ball into space. A **double-tap** will play a through-ball to a player running in front of you.

L1 button: Through-ball
This will play a through ball to a player running in front of you.

R1 button: Sprint
Hold down this button to make your player run faster.

R2 button: Control
Hold down to keep the ball under close control. Extra skills and actions can be performed by holding down **Control** and pressing the following buttons at the same time:

R2 and **▣ button:** will perform a fake shot.

R2 and **◯ button:** will perform a skill turn.

R2 and **△ button:** will perform a ride-tackle move – used to jump over an oncoming tackle.

Defending

⊗ button: Tackle
This will make your player attempt to gain possession of the ball from your opponent using a stand-up tackle.

■ button: Any tackle
This will make your player perform either a stand-up tackle or slide tackle towards the ball – whichever is the most appropriate depending on the position of the ball.

△ button: Slide tackle
This will perform a slide tackle in the direction of the ball.

○ button: Block
This will perform a block move in the direction that you are holding.

L1 button: Switch Player
Press this to change to the next nearest player to the ball.

L2 button: Slide
Pressing this button will slide your player towards the ball.



SET PIECES

Free kicks
There are two ways to take a free kick: Shooting or Set-plays.

Shooting
You can shoot the ball directly at goal by aiming the blue arrow and pressing the ■ button. The arrow indicates which direction the ball will be kicked in. You can apply swerve to the kick by using the L1 and L2 buttons before you shoot. If you press both L1 and L2 buttons together, you will apply top-spin to the shot – useful for keeping hard shots low down. The longer you hold the ■ button down for, the more power will be put into the kick. When the button is released, the ball will be struck.

GAME CONTROLS - CONT.

Set-plays

As well as shooting, you can choose from three different pass strategies. As your player stands over the ball, you will see ⊗, ○ and △ button graphics above three of your players heads. These symbols correspond with the buttons on your Controller. When you press one of these buttons, the ball will be passed directly to that player, and you will take control of him as soon as the ball is struck.

Attacking position

□ button	Shoot (hold for extra power)
Directional buttons	Aim arrow
L1 / L2 button	Apply left / right swerve
⊗ button	Set-play pass
△ button	Set-play pass
○ button	Set-play pass
L2	Zoom in
R2	Zoom out

Defending position

Directional buttons	Move the wall
L2 / R2 buttons	Add /remove players to the wall



Corner kicks

Corner kicks work in the same way as free kicks. You can kick the ball by aiming the arrow and pressing the □ button, or you can use the set-play strategies.

▢ button	Kick (hold for extra power)
Directional buttons	Aim arrow
L1 / L2	Apply left / right swerve
✕ button	Set-play pass
△ button	Set-play pass
○ button	Set-play pass
L2	Zoom in
R2	Zoom out



Throw-ins

Throw-ins work in the same way as corners and free kicks. You can throw the ball by aiming the arrow and pressing the ▢ button, or you can use the set-play strategies.

▢ button	Throw (hold for extra power)
Directional buttons	Aim arrow
✕ button	Set-play pass
△ button	Set-play pass
○ button	Set-play pass
L2	Zoom in
R2	Zoom out

GAME CONTROLS - CONT.



Penalty kicks

Striker position

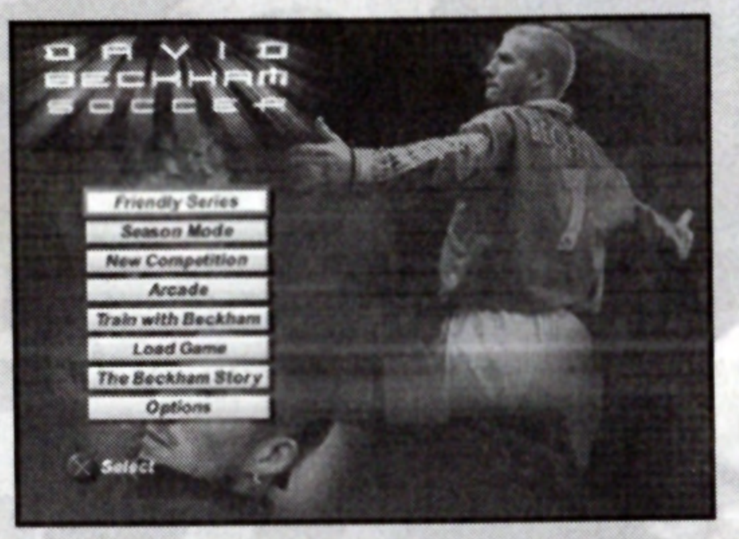
Directional buttons	Choose direction to shoot
● button	Shoot (hold for extra power)

Goalkeeper position

Directional buttons	Choose direction to dive
● button	Make the 'keeper dive

The direction can be changed right up until the point the ball is struck, although changing while running will reduce the shot power. The longer the button is held before release, the harder the shot, but also the lower the accuracy.

MAIN MENU



FRIENDLY SERIES

The Friendly game allows up to 4 players to take part in a single match. When the game is over, you are given detailed statistics about the match and may play the same game again or quit back to the main menu. Refer to section headed *Playing the Game. (Page 12)*

LOAD GAME

This allows you to load and continue a competition that you have previously saved onto a MEMORY CARD(S). Refer to section headed *Saving & Loading. (Page 26)*

SEASON MODE

This mode allows you to play over a full club season campaign, combining league, domestic cup and European cup competitions.

NEW COMPETITION

New competition – takes you to the competitions menu where you can choose from a selection of club and international based knockout competitions. Refer to section headed *Competitions. (Page 20)*

ARCADE

Takes you to the Arcade games menu where you can choose to play fun, pick-up-and-play challenges. Refer to section headed *Competitions / Arcade Modes. (Page 23)*

TRAIN WITH BECKHAM

This takes you to the Certificate tests where you practice and learn new skills, and gain coaching certificates. Gaining new certificates will open up extra hidden teams! Refer to section headed *Train with Beckham. (Page 24)*

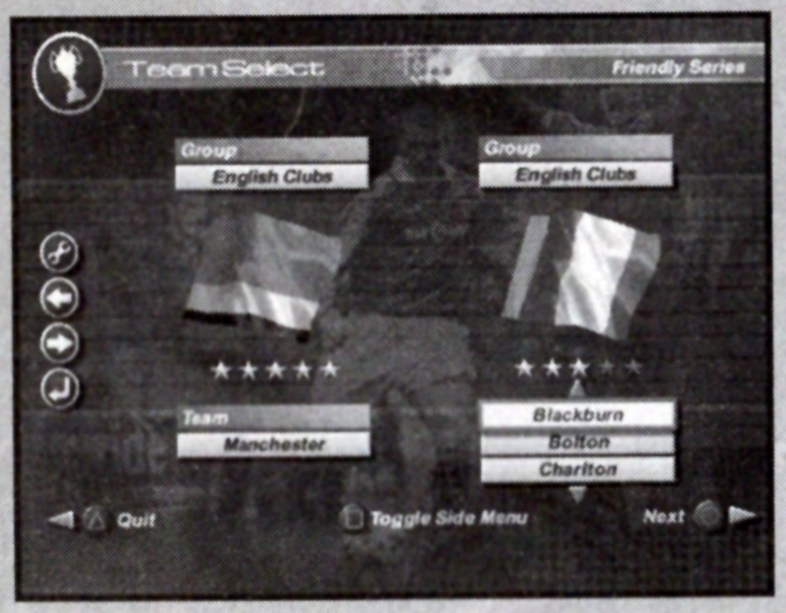
OPTIONS

This allows you to adjust audio and screen settings, change your in-game control configuration, and edit club and international teams. Refer to section headed *Options. (Page 27)*

THE BECKHAM STORY

This bonus feature gives you an insight into the life and career of David Beckham.

PLAYING THE GAME



TEAM SELECT

To select a team, use the directional buttons to highlight the team of your choice and press the ⊗ button to confirm. The team's strength is displayed as a series of highlighted stars underneath its flag. Select at least one human team. You can select all remaining CPU and human teams yourself or they can be selected randomly by the CPU by pressing the ○ button to advance to the next screen.

Highlight the 'Teams' option and press the ⊗ button to activate it, then use the directional buttons to cycle through the team list until you find the team you wish to play as. Press the ⊗ button to confirm your choice. In Friendly and other modes, the teams are split up into groups. To change the group, highlight the 'Group' option and press the ⊗ button then use the directional buttons to cycle through.



COMPETITION RULES

Define rules for the match and competition. In some competitions, rules are already established at the start and cannot be changed.

Match Length

Set the duration of the match – 2, 5, 10 or 20 minutes.

Extended Play

None – The match is over, even if drawn.

Extra Time – If the score is level at full time, extra time will be played.

Golden Goal – If the score is level at full time, extra time will be played. The first team to score in this period is the winner and the match will immediately end.

Penalty Shoot-out

Choose to play in a sudden-death penalty shoot-out if the score is level after full time and/or extended play.

Play each team

Choose to play teams once or twice in a competition.

Bookings

Choose to play with yellow & red cards on or off.

Injuries

Choose to play with player injuries on or off.

Offsides

Choose to play with or without the offside rule.

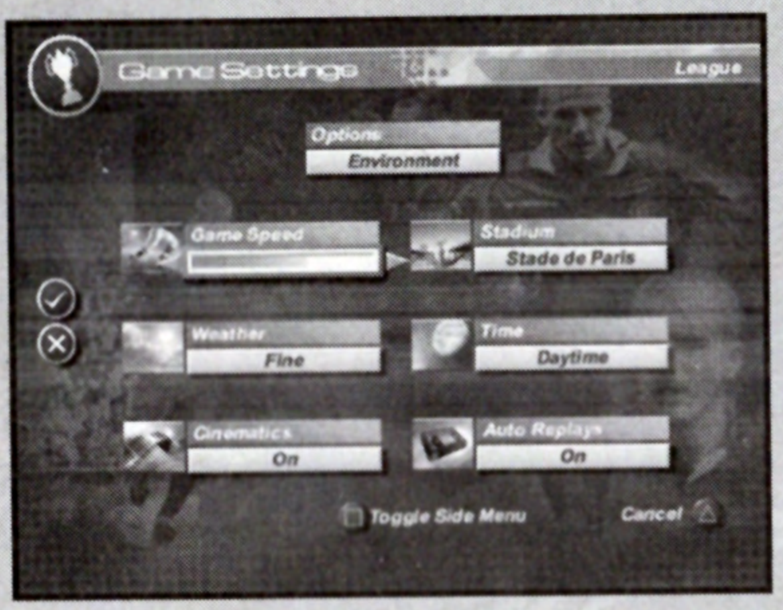


GAME SETTINGS (from Side Menu)

You can alter various match environment settings at any time during a competition by pressing the ■ button to bring up the Side Menu and selecting GAME SETTINGS.

There are four different pages of settings – Environment / Display / Camera / Audio. To change page, highlight the OPTIONS box at the top of the page, press the ✕ button to activate it, then cycle through to the desired page. Once done, use the directional buttons to highlight an option and press the ✕ button to activate it and allow you to change the setting.

PLAYING THE GAME - CONT.



Environment

Game Speed – Change the speed at which the match is played.

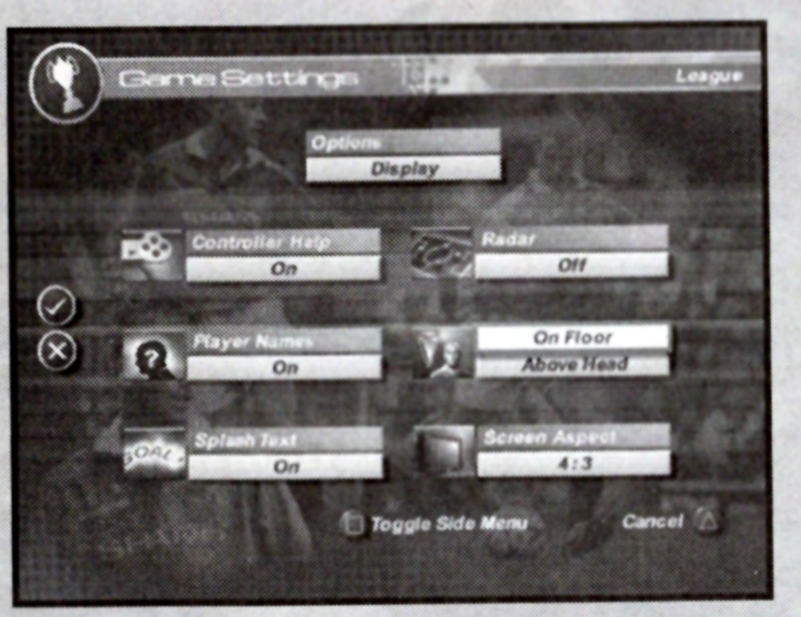
Weather – Fine / Rain / Snow / Random

Cinematics – Toggle in-game cut-sequences on or off.

Stadiums – Pick a stadium to play in or let one be chosen at random.

Time – Daytime / Night-time / Random

Auto Replays – Toggle auto goal replays on or off.



Display

Controller Help – Toggle set-piece controls help on or off.

Player Names – Toggle on-screen player names display on or off.

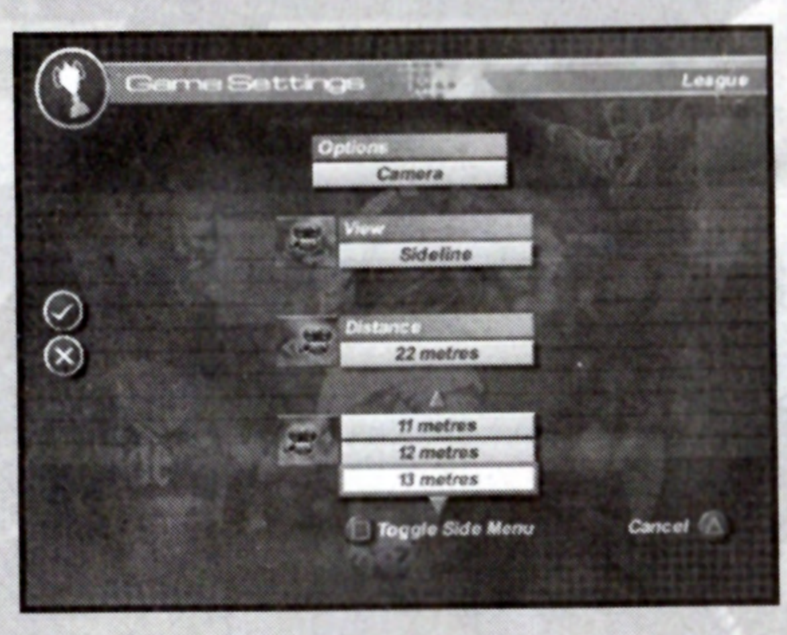
Splash Text – Toggle on-screen splash text effects on or off.

Radar – Toggle the player radar on or off.

Player Markers – Change the player indicator type to On floor or Above head.

Screen Aspect – Toggle the in-game screen display between 4:3 (normal) and 16:9 (wide-screen).

Note: this change does not affect the menus.



Camera

View – Choose the orientation of the camera – Side-line / End-view / Overhead / Fixed Sideline / Fixed End-view.

Distance – Set the distance of the camera from the ball – 10 - 30 meters.

Height – Set the height of the camera above the ground – 4 - 16 meters.



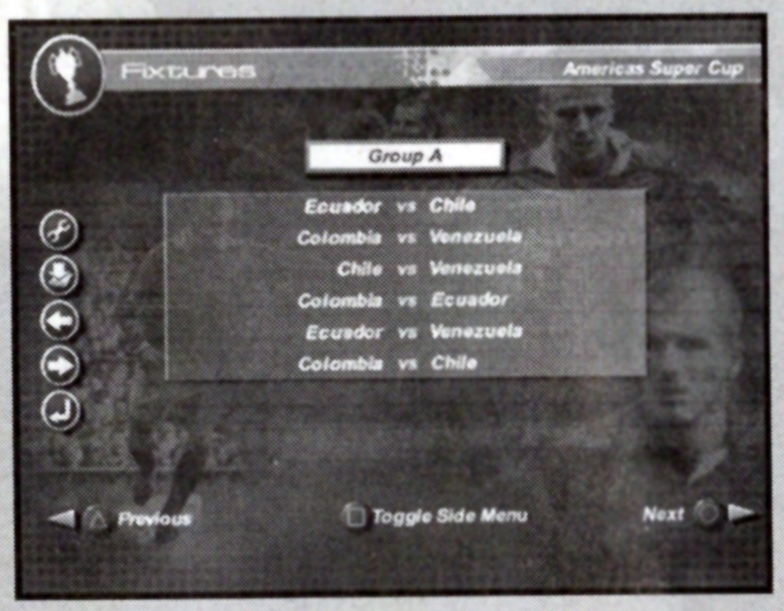
Audio

Change the volume settings for Master / Music / Commentary / Sound Effects. When selected, use the directional buttons to adjust the volume up and down.



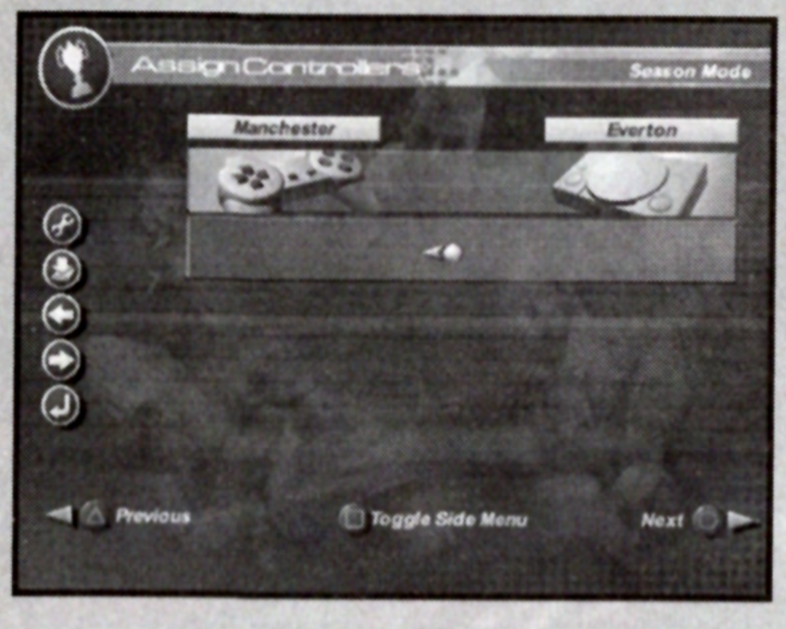
LEAGUE STANDINGS (League competitions only)

This screen shows you the current league standings in the League competition and other League-type competitions. For all competitions except League, Knockout and Season mode competitions, you can view the other group's tables in the competition by pressing the ⊗ button to activate the GROUP option and cycling through.



FIXTURES (Knockout-type competitions only)

This information screen shows you the current results and draw for the remainder of the competition.

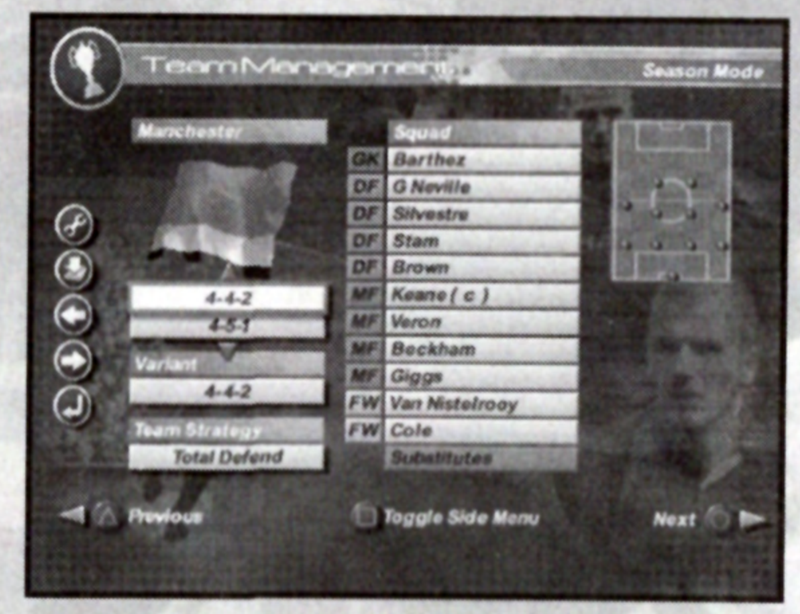


ASSIGN CONTROLLERS

Use the left and right directional buttons to select your team. In a multi-player game, this screen determines who will play which team. In a league or cup competition, you will only be able to choose human teams which you selected in the TEAM SELECT screen. When you have selected your team(s), press the ◉ button to validate your choices and advance to next screen. You can re-configure your game controls in the OPTIONS menu from the title screen.

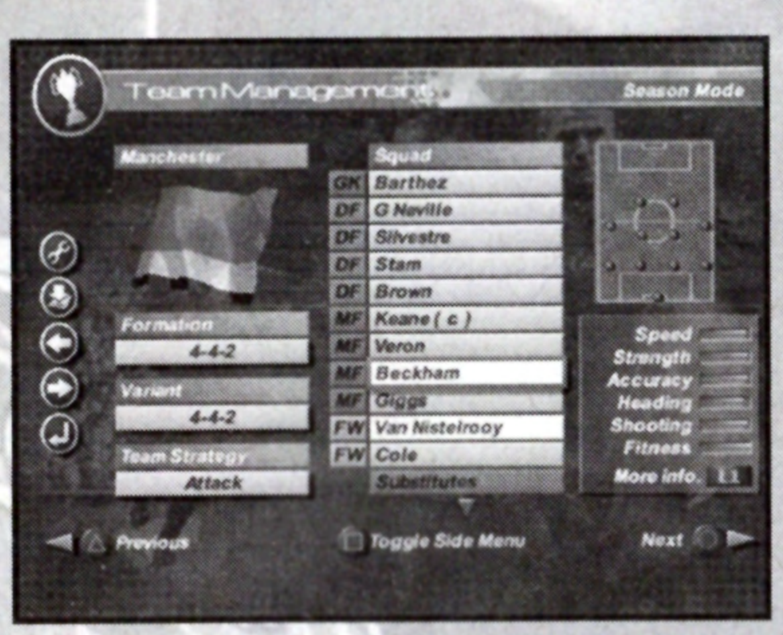
TEAM MANAGEMENT

David Beckham Soccer is a quick and fast simulation game. Your victory will come essentially from your ability to play the game, but several management options can help to improve your chances of winning. This screen allows you to decide the strategy and formation of your team and also which players start the game.



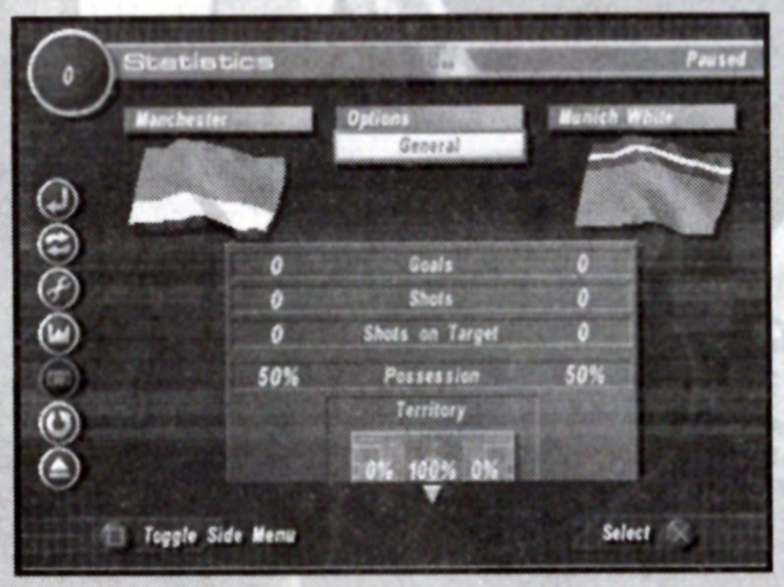
Formation and Team Strategy

There are 7 different player formations to choose from, each with several variants. The pitch diagram in the top right corner of the screen allows you to see the player positions of each formation type. You can define your team strategy here, too, to give more precise orders to your players.



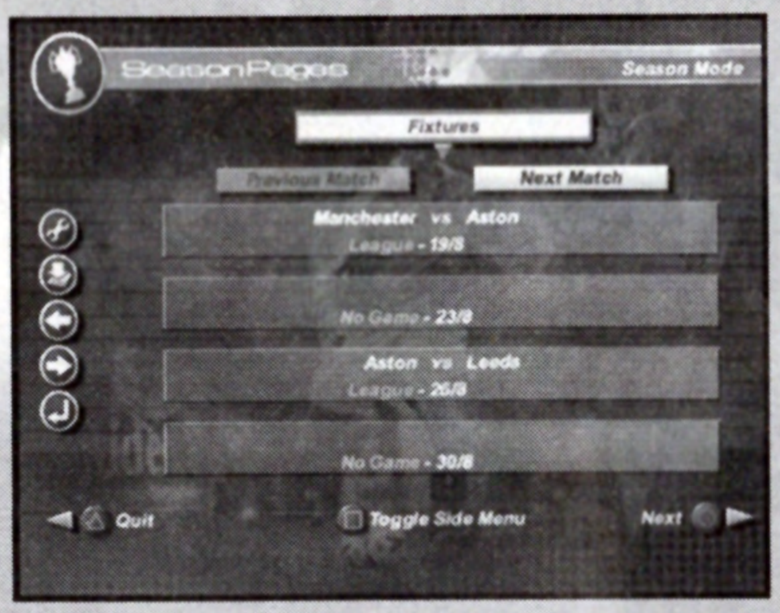
Squad / Substitutions

The list of players in the center of the screen is your squad. The top half is your starting eleven, the bottom half are the substitutes. Should you wish to make a change to the starting eleven, use the directional buttons to highlight a player, press the ⊗ button to select him, then highlight the player you wish to change him with and press the ⊗ button again. The players will swap positions.



TEAM STATISTICS (Competitions only)

This screen shows goals and top goal scorer information for both teams in the competition so far.



SEASON PAGES (Season Mode only)

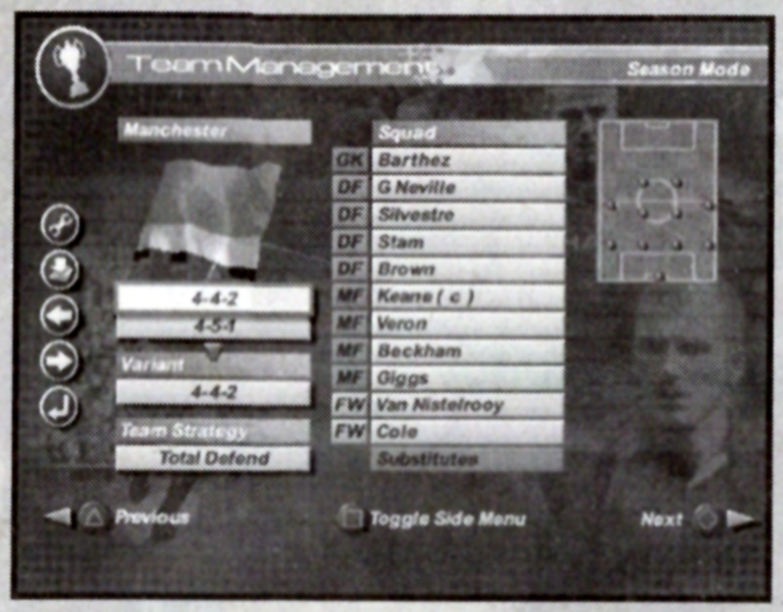
This is a multi-page information section giving you an in-depth look at the current status of the season campaign. You can view fixtures for the season, league tables and results, plus cup results and tables for each cup you are currently involved in.

To select a different information page, highlight the option at the top of the page, press the ⊗ button to activate it, then use the directional buttons to cycle through the pages. When you have finished looking at the Season Pages, press the ◎ button to advance to the next screen.

DURING THE MATCH

Press the START button to bring up the in-game menu. You can access several option screens from here by highlighting an option and pressing the ✕ button. To get back onto the menu, press the ■ button. This menu also allows you to restart or abandon a Friendly match, quit a competition, or view a replay at any time.

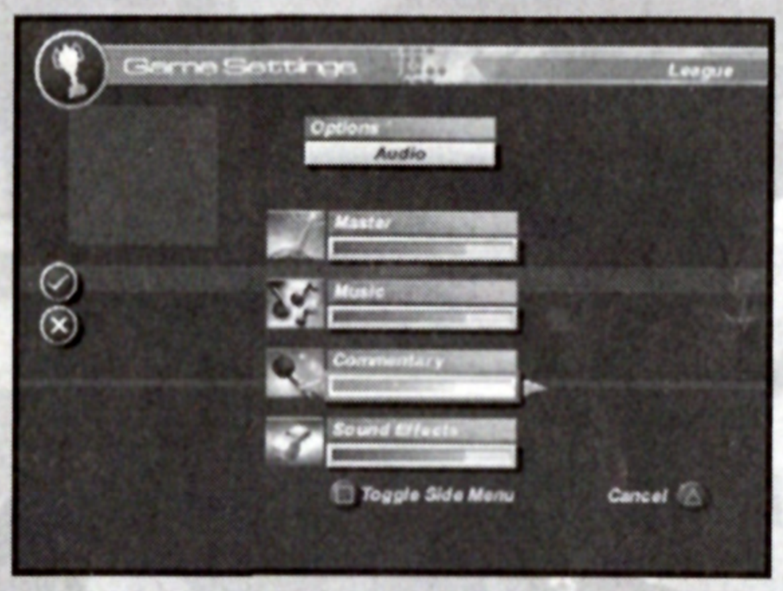
Press the START button at any time to resume the match.



Team Management

This screen is identical to the Team Management screen displayed before every game and works in the same way. Here you can change your team's strategy and formation, as well as make substitutions.

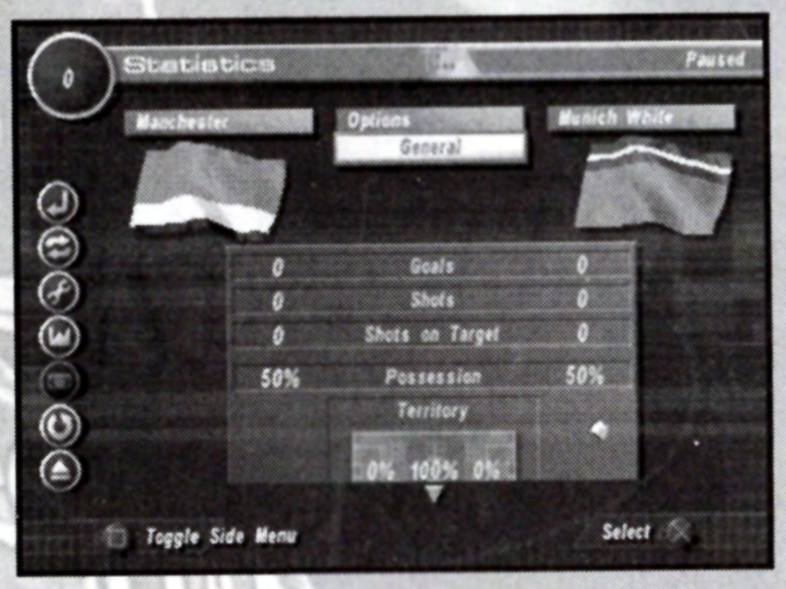
Note: If one of your players receives a critical injury during the match and is unable to continue, he will be removed from the pitch automatically. However, a substitution is not made automatically, you will need to do this yourself.



Game Settings

This screen gives you access to 4 pages of settings and is similar to the GAME SETTINGS menu found on the Side Menu before each match.

To change the menu page, highlight the OPTIONS box at the top of the screen, press the ✕ button to activate it, then use the directional buttons to cycle through the list of pages. When you have found the desired page, press the ✕ button to confirm.



Statistics

Select this option at any point during the match to view in-depth statistics for both teams. The first screen shows you each team's tally of goals, shots, shots-on-target, possession, territory, corners, off-sides, fouls and yellow/red cards. Use the directional buttons to scroll up and down the list of statistics. Select GOAL TALLY from the menu at the top of the screen to see more goal scorer information.

If you are playing a Friendly match, a FRIENDLY SERIES option will appear in the top menu. Select this to see more detailed statistics concerning the matches you have played so far:-

- Games Played
- Number of games Won / Lost / Drawn
- Total Goals
- Top Scorers
- Total Red / Yellow cards

These will clearly show who is the best player so far between the 2 competitors!



Action Replay

The control console in the action replay works in a similar way to normal video controls, with buttons available to play, rewind and fast-forward the action at different speeds. Use the 'Jog' feature for fine control of the playback. Use directional buttons to move the cursor around the console and the ⊗ button to select the controls.

Note: You cannot move your cursor around the console while playing back the action. Press the ⊗ button at any time to pause the action to move to another part of the console.

DURING THE MATCH - CONT.

When the action is paused, select CAMERA to allow you to change the angle, height, distance and camera view. The type of camera view is displayed in the top left corner of the screen. When you are happy with the camera position, select CONTROL button to go back to the console controls.

END OF THE MATCH

At the end of the match, statistics of the game will be displayed for both teams. Press the ▶ START button to drop out of the game back to the menus. If you are playing a Friendly match, pressing the ▶ START button will start a new match between the same 2 teams.

COMPETITIONS



Season Mode

Season mode is a long-term challenge that is played over 5 full seasons, combining domestic league, cup and European cup campaigns. You can choose to play in the English, Spanish, German, Italian or French leagues, with the aim simply to win as many trophies as possible. You will need to pay extra attention to the fitness of your squad as too many games will tire your players out, affecting their skills and making them prone to injuries.

The better you do in a season the more competitions you qualify for in the following season. If you finish in the top 16 in your first season, you will qualify for next season's domestic knockout cup. If you finish in the top 3 in the 2nd season, or win the domestic cup, you will qualify for the Euro Super League.

The Euro Super League starts as a group stage with 16 teams split into 4 groups of 4. Each team plays each other twice. The top 2 teams from each group will then go into a knockout system with each round played over 2 legs (except the final which is 1 leg). If you win the Euro Super League, you will automatically qualify for entrance again in the following season!

World Super Cup

This is the biggest soccer tournament in the world, comprising of the 32 best international teams in the world. Up to 4 human players can take part. The first stage of the competition consists of 8 groups of 4 teams. Each team plays each other once, with the top 2 teams from each group going through to the knockout stages. In the event of a draw in these stages, extra-time will be played. If the scores are still level after extra-time, a penalty shoot-out will decide the winner. The 2 losing semi-finalists will play each other for 3rd place.

Euro Nations Cup

This tournament comprises of the 16 best international teams in Europe. Up to 4 human players can take part. The competition starts as a group system, with the teams split into 4 groups of 4 teams. Each team plays each other twice, with the top 2 teams from each group going through to the knockout stages. In the event of a draw in these stages, extra-time will be played. If the scores are still level after extra-time, a penalty shoot-out will decide the winner.

Americas Super Cup

This tournament comprises of 12 of the best international teams from North and South America. Up to 4 human players can take part. The first stage is made up of 12 teams, with the teams split up into 3 groups of 4 teams. Each team plays each other once, with the top 2 teams from each group going through to the knockout stages. The 2 best 3rd placed teams from each group will also qualify for the knockout stages – joining the other 6. In the event of a draw in these stages, extra-time will be played. If the scores are still level after extra-time, a penalty shoot-out will decide the winner. The 2 losing semi-finalists will play each other for 3rd place.

Best of Europe

This tournament comprises of the 16 biggest and best club teams from Europe. Up to 4 human players can take part. The competition starts as a group system, with the teams split into 4 groups of 4 teams. Each team plays each other once, with the top 2 teams from each group going through to the knockout stages. In the event of a draw in these stages, extra-time will be played. If the scores are still level after extra-time, a penalty shoot-out will decide the winner. The 2 losing semi-finalists will play each other for 3rd place.

COMPETITIONS -CONT.

Home Nations Cup

Old rivals England, Scotland, Wales and Northern Ireland brought together in the ultimate Battle of Britain! Each team plays each other just once, with the top 2 from the group stage going into the final.

League

League is a championship-style competition where you can choose to play in either the English, Spanish, French, German or Italian leagues, or other territories or leagues. You can define the rules for points awarded for a win, and whether you play each team once or twice. In the event of the league being tied, the championship is decided firstly by goal difference, then by goals scored, then by goals conceded by the team tied with. If a decision is still not possible, the winner will be decided by the toss of a coin!

Knockout

The knockout game is a cup-like competition. Up to 4 human players can take part, with the whole knockout being made up of either 2, 4, 8 or 16 teams. You may select from any club or international teams and even use a mix of both if y.ou wish. You can define the rules for extra-time in the event of a draw – Extra-time / Golden goal / Penalty shoot-out. And you can choose to play one or two legs per round.



ARCADE MODES

The arcade modes are fun, pick-up-and-play challenges. You can choose either Survival, Beat Brazil or Classic Match.

Survival

Choose from a group of top international teams and see how many matches you can win consecutively with the same team. However, each goal that you concede gets added to your opponent's score in the next match! If you lose or tie a match, it's game over. Good luck!

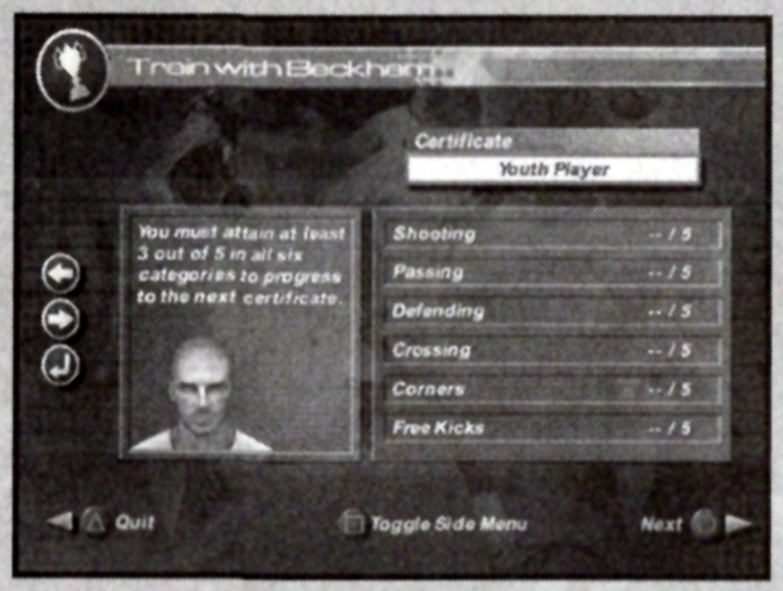
Beat Brazil

See how many times you can beat the mighty Brazil consecutively! The twist to this mode is that each time you manage to beat them, you will start the next match with a weaker team than the last. Start as World champions France and see how far you can go!

Classic Match

In this mode you have the chance to replay historical matches and perhaps even re-write history! A mix of 7 classic club and international match scenarios are available to play, with the aim of the game given to you before kick-off. Only ever one classic match is open to you so you must complete each challenge in order to progress to the next.

TRAIN WITH BECKHAM

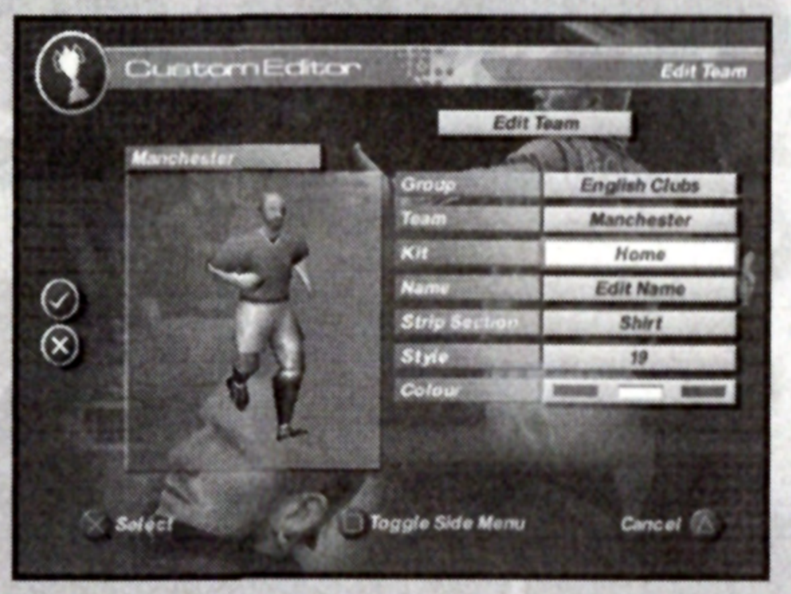


The training mode is designed to allow you to improve your in-game soccer skills. There are 3 levels of training certificates to attain –Youth Player, Reserve Player and Professional – each concentrating on different skill areas and each progressively more difficult to do. Each certificate is based on a number of skill tests, with 5 stages to each test. When you have attained a certain score in each skill test, you will be awarded the certificate and qualify for the next level.

After loading, you are presented with the CERTIFICATE menu. This is where you choose the certificate type and the skill test type (Next Game). The skill test will remain blank until you have qualified for that particular certificate. At the start of each test you will be given instructions from David Beckham on what you have to do in the game. The time limit and your current score is indicated in the top left corner of the screen. Colored markers on the pitch indicate areas which you must not enter.

Note: all bonus teams unlocked will be made available in Friendly Series mode in the 'Team Select' screen.

CUSTOM EDITOR



The Custom Editor allows you to edit every international and club team in the game. There are 2 menus in the editor – Edit Team and Edit Player. Swap between them by selecting the option menu at the top center of the screen.

Edit Team

Use this menu to edit or create new team strips and team names. To choose a team, select the 'Team' option with the ⊗ button and cycle through the list.

To edit the team name, move the cursor over the name and press the ⊗ button. A virtual keyboard will appear. Move the cursor using the directional buttons and use the ⊗ button to select the characters. ← and ↵ keys are located in the bottom right hand corner.

Each team has 3 kits to edit: - Home / Away / Goalkeeper. Change the section of the strip that you wish to edit by selecting the STRIP SECTION option and choose from:- Shirt / Shorts / Socks / Shirt Number / Badge. Once you have selected a strip section, select the STYLE option and cycle through the available patterns and designs. Use the color bars at the bottom of the list to change the colors of the section. Each strip part is made up of 3 colors.



Edit Player

Use this menu to edit players features, abilities and names. Choose the player you wish to edit by selecting the PLAYER option at the top of the menu and cycling through the 22 players.

To edit a player's name, choose the player then select the 'Edit Name' option to bring up a virtual keyboard. Move the cursor using the directional buttons and use the ⊗ button to select the characters. ← and ↵ keys are located in the bottom righthand corner.

There are several features that you can edit for each player:- Shirt Number / Face / Hair Style / Hair Texture / Hair Color / Skin Color. Change these by selecting the option with the ⊗ button and cycling through the styles with the directional buttons.

CUSTOM EDITOR - CONT.

You can change each player's abilities – Speed / Strength / Shooting / Passing / Accuracy / Heading / Fitness (these change for goalkeepers). Adjust each ability by selecting the type with the ⊗ button and using the Directional buttons to slide the value up and down. If you decrease an ability, you can add these spare points to other abilities.

Once you have finished editing, press the ■ button to bring up the Side Menu and select OK. Select CANCEL from the menu to cancel any changes made in that session.

SAVING AND LOADING



Saving

You can save your progress at any point during a competition by pressing the ■ button to bring up the Side Menu and selecting the SAVE COMPETITION option. Highlight the CREATE NEW SAVE option or an existing save game slot to overwrite, then press the ⊗ button to save the game.

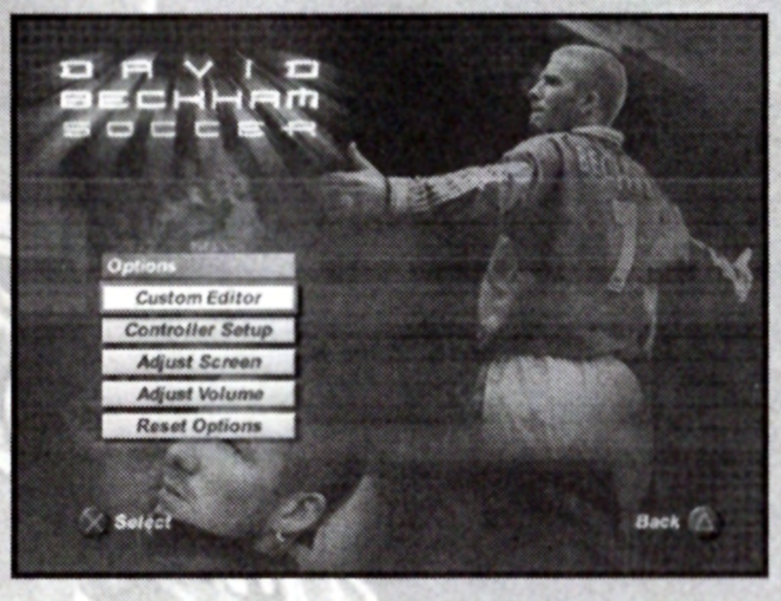
Note: Classic Match and Train with Beckham modes are saved to the Config file on the MEMORY CARD(S). You will be prompted to save these modes upon exiting back to the main title screen. Your progress will automatically be loaded each time you play these modes afterwards.

Loading

Highlight LOAD GAME from the Main Menu and press the ⊗ button.

Any competition save games on the MEMORY CARD(S) will be shown in a list. Highlight the save game you wish to load and press the ⊗ button to select. You will be taken to the last point in the competition before you saved your game.

OPTIONS



Controller Setup

This screen allows you to redefine your in-game controls. The Controller that selected the 'Controller Setup' option to come into this screen will be the Controller that is configurable.

To re-define an action, use the directional buttons to highlight an action in the list, then press the button on your Controller that you wish to assign to it. A button symbol will appear next to the action bar to confirm your choice. When you are happy with your controls configuration, press left on the directional button to bring up the Side Menu and select OK. Select CANCEL to cancel any changes you have made.

Adjust Screen

Use this to reposition the screen to suit your TV. Use the directional buttons to position the screen and press the ⊗ button when you are satisfied.

Adjust Volume

Change the volume settings for Master / Music / Commentary / Sound Effects. When selected, use the directional buttons to adjust the volume up and down.

Reset Options

Select this option to restore all settings in the OPTIONS menu to defaults.

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Steve Williams

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