PlayStation

NTSC U/C

PlayStation

EVERYONE

CONTENT RATED BY ESRB

SLUS-01186
17062

ESPN

MLS™

GAMENIGHT

OFFICIAL MLS LICENSED PRODUCT

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.

USE OF UNOFFICIAL PRODUCT:

The use of unofficial products and peripherals may damage your PlayStation game console and invalidate your console warranty.

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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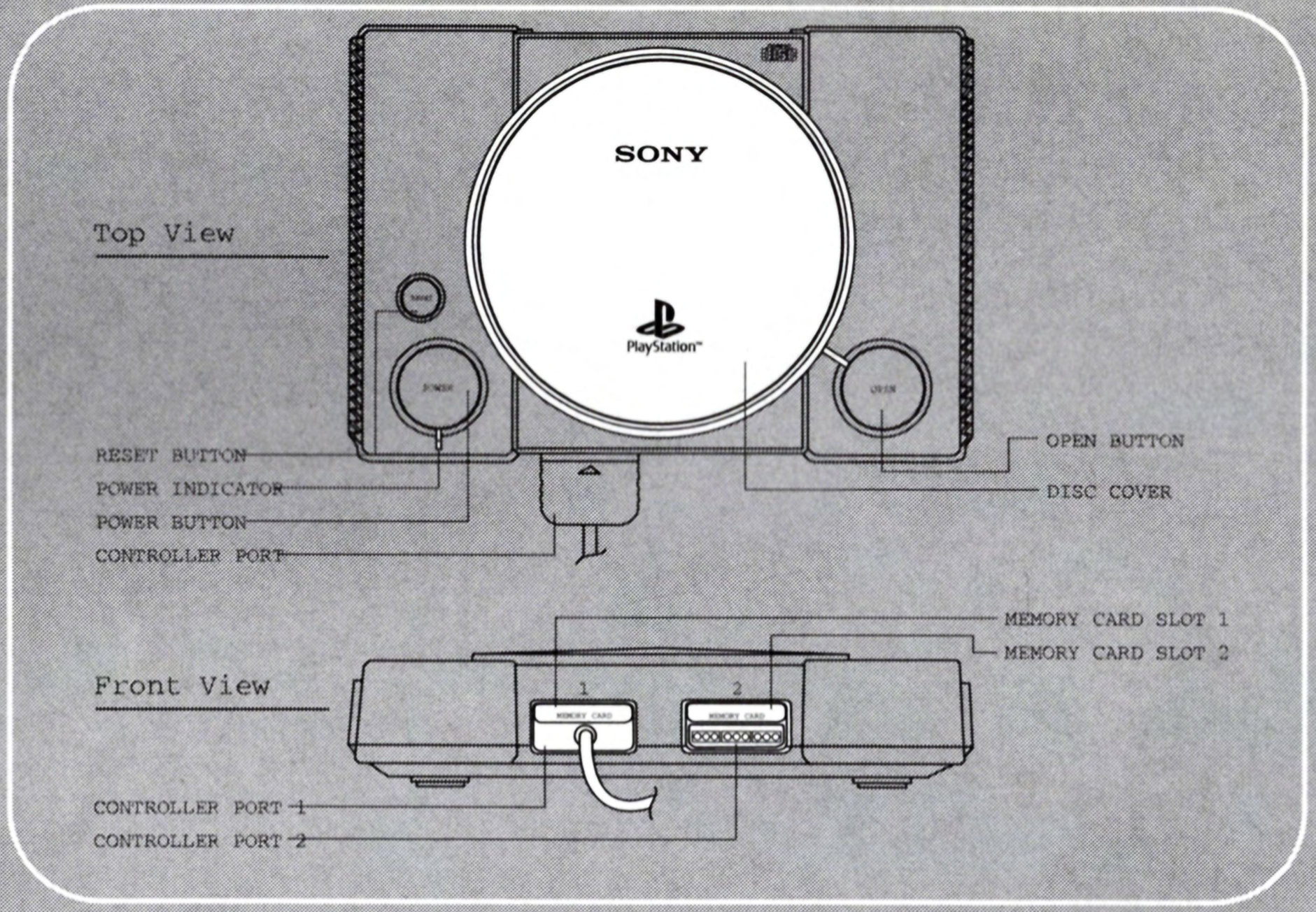
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Thank you very much for purchasing **ESPN the Games™ MLS™ GAMENIGHT**.

In order to more fully enjoy your game playing experience, we recommend that you thoroughly read this manual before playing.

This game is fictional. Any similarity between current organizations, groups, countries or individuals is purely coincidental.

SETTING UP



Set up your PlayStation® game console according to the instructions in the Instruction Manual. Make sure the power is OFF before inserting or removing a disc. Insert the **ESPN the Games™ MLS™ GAMENIGHT** disc and close the disc cover. Insert your controllers and turn ON the console.

Do not insert or remove peripherals or MEMORY CARDs once the power is turned on. Make sure there are enough free blocks on your MEMORY CARD before commencing play.

This game supports MEMORY CARD slot 1 and MEMORY CARD slot 2. If you are using a Multi Tap, this game supports MEMORY CARD slot 1-A, MEMORY CARD slot 1-B, MEMORY CARD slot 1-C, MEMORY CARD slot 1-D and MEMORY CARD slot 2.

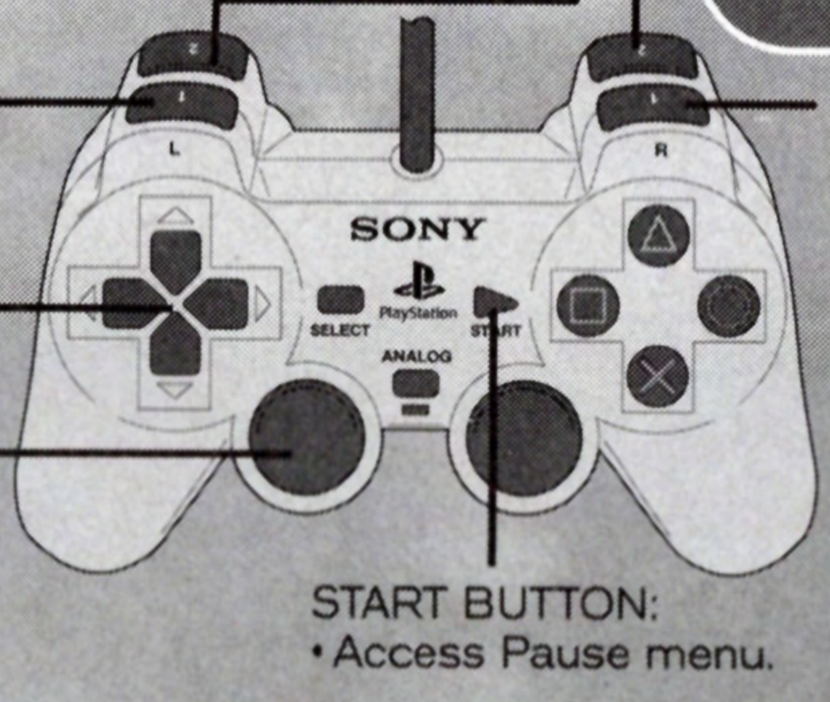
DEFAULT CONTROLS
ATTACK

L2 BUTTON: + ■ BUTTON = Execute/cancel ■ BUTTON strategy.
+ ▲ BUTTON = Execute/cancel ▲ BUTTON strategy.
+ ● BUTTON = Execute/cancel ● BUTTON strategy.
+ X BUTTON = Execute/cancel X BUTTON strategy.

L1 BUTTON: Switch players.
+ ■ BUTTON = lob/chip.

R2 BUTTON: + ■ or ● BUTTON = Change attack/defense strategy.
+ ■ BUTTON = Move level position right.
+ ● BUTTON = Move level position left.

R1 BUTTON: Speed burst.



START BUTTON:
• Access Pause menu.

DIRECTIONAL BUTTONS/LEFT STICK:
• Determine direction of dribble, pass or shot.
• You can change ball direction at the point when a shot is taken.

To use the LEFT STICK you must set your DUALSHOCK™ analog controller to Analog Mode (Analog Mode LED = Red).

The RIGHT STICK is not used.

▲ BUTTON: Through pass.
+ L1 BUTTON = floating through pass.

● BUTTON: Aerial pass. Hold down to increase power gauge and control length of pass. The ball will be crossed if you are correctly positioned down the opposition flank.
+ L1 BUTTON = floating 1-2 pass.

X BUTTON: Short pass.
+ L1 BUTTON = one-two pass

■ BUTTON: Shoot. Hold down to increase power gauge and enable high shots. Becomes a clearance kick when in front of your own goal.
+ L1 BUTTON = lob/chip.
Direct shot when ball is trapped. Header or volley when ball is in air.

SPECIAL MOVES:
• Fake A = Press X BUTTON when power gauge appears.
• Fake B = Press L1 BUTTON repeatedly while dribbling. Press DIRECTIONAL BUTTONS/LEFT STICK to control fake direction.
• R1 BUTTON = Press to dummy ball without being trapped. Do not move DIRECTIONAL BUTTONS /LEFT STICK when a pass is about to be received or it will fail.
• Press ▲ BUTTON when beyond opposing penalty area and moving toward end line to cross the ball.
• Press DIRECTIONAL BUTTONS/LEFT STICK twice in advancing direction during a speed burst to knock ball further ahead.

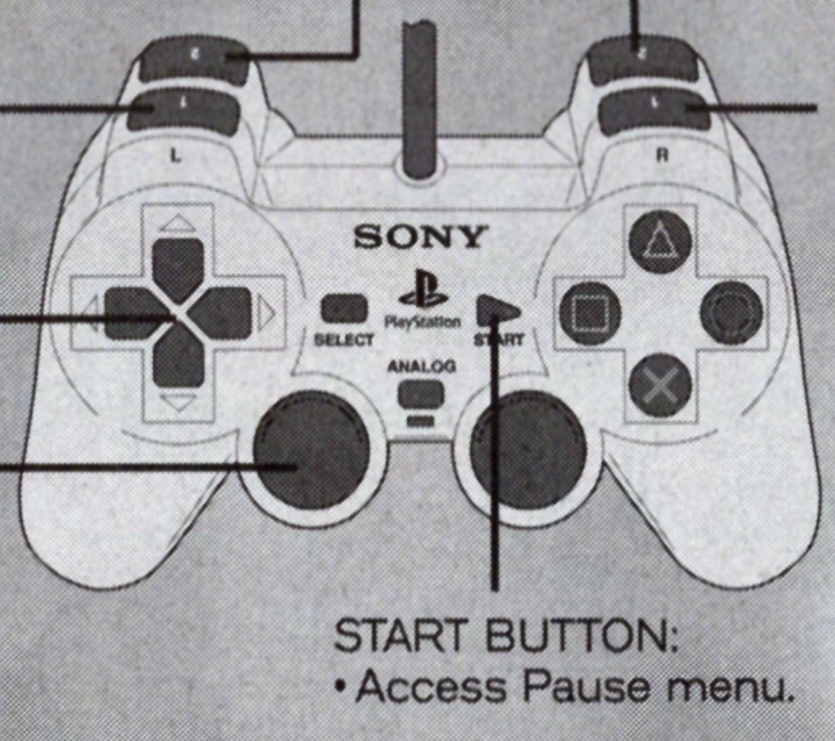
DEFAULT CONTROLS
DEFENSE

L2 BUTTON: + ■ BUTTON = Execute/cancel ■ BUTTON strategy.
+ ▲ BUTTON = Execute/cancel ▲ BUTTON strategy.
+ ● BUTTON = Execute/cancel ● BUTTON strategy.
+ X BUTTON = Execute/cancel X BUTTON strategy.

R2 BUTTON: + ■ or ● BUTTON = Change attack/defense strategy.
+ ■ BUTTON = Move level position right.
+ ● BUTTON = Move level position left.

L1 BUTTON: Switch players.

R1 BUTTON: Speed burst.



START BUTTON:
• Access Pause menu.

DIRECTIONAL BUTTONS/LEFT STICK:
• Determine direction for attacking, normal tackles, sliding tackles and clearances.

To use the LEFT STICK you must set your DUALSHOCK™ analog controller to Analog Mode (Analog Mode LED = Red).

The RIGHT STICK is not used.

▲ BUTTON: GOALKEEPER BUTTON.
Move goalkeeper away from line to intercept ball.

● BUTTON: Sliding tackle.
Volley ball clear when it is in air.

X BUTTON: Attack/Tackle. Press R1 BUTTON + DIRECTIONAL BUTTONS/LEFT STICK to charge into attack during attacking movement. Execute pass when ball is in air.

■ BUTTON: Attack 2/Clearance.
Clear ball with a header when ball is in air.
Hold down BUTTON to make teammate attack opposition player in possession in an attempt to dispossess him.

ADDITIONAL CONTROLS

FREE KICK

DIRECTIONAL BUTTONS/LEFT STICK: Change direction by pressing ←/→.

● BUTTON: Aerial pass. Hold down to control power of pass as indicated on power gauge.

X BUTTON: Short pass.

■ BUTTON: Shoot. Shot will be effective for targeted distance. Press DIRECTIONAL BUTTONS/LEFT STICK ←/→ when shoot gauge is displayed to curve ball.

▲ BUTTON: Through pass.

THROW IN

DIRECTIONAL BUTTONS/LEFT STICK: Move player ←/→ to face other players.

X BUTTON: Short throw in.

▲ BUTTON: Long throw in.

PENALTY KICK/PENALTY SHOOT OUT

Select from six different directions for both the goalkeeper and the player taking the shot.

Player: Press and hold DIRECTIONAL BUTTONS/LEFT STICK and then press ■ BUTTON.

Goalkeeper: Attempt to guess direction of shot and then press and hold DIRECTIONAL BUTTONS/LEFT STICK in that direction.

CORNER KICK

DIRECTIONAL BUTTONS/LEFT STICK: Control ball direction.

● BUTTON: Cross the ball. Hold down to adjust power of cross.

X BUTTON: Short corner.

GOAL KICK

DIRECTIONAL BUTTONS/LEFT STICK: Control ball direction.

● BUTTON: Long pass.

X BUTTON: Short pass.

GOALKEEPER

X BUTTON or ■ BUTTON: Throw ball (medium range).

● BUTTON: Long kick (long range).

GOAL REPLAY

L2 BUTTON + ● BUTTON: Start replay.

L1 BUTTON: Rotate viewpoint to the left.

R1 BUTTON: Rotate viewpoint to the right.

R2 BUTTON + ● BUTTON: Skip to end of replay.

DIRECTIONAL BUTTONS/LEFT STICK ↑/↓: Zoom in/zoom out.

DIRECTIONAL BUTTONS/LEFT STICK ←: Hold to rewind.

DIRECTIONAL BUTTONS/LEFT STICK →: Hold to play.

● BUTTON + DIRECTIONAL BUTTONS/LEFT STICK ←/→: Reverse/forward frame by frame.

■ BUTTON: Save. The final 20 frames (approximately 0.7 seconds) will be cut.

▲ BUTTON: Play.

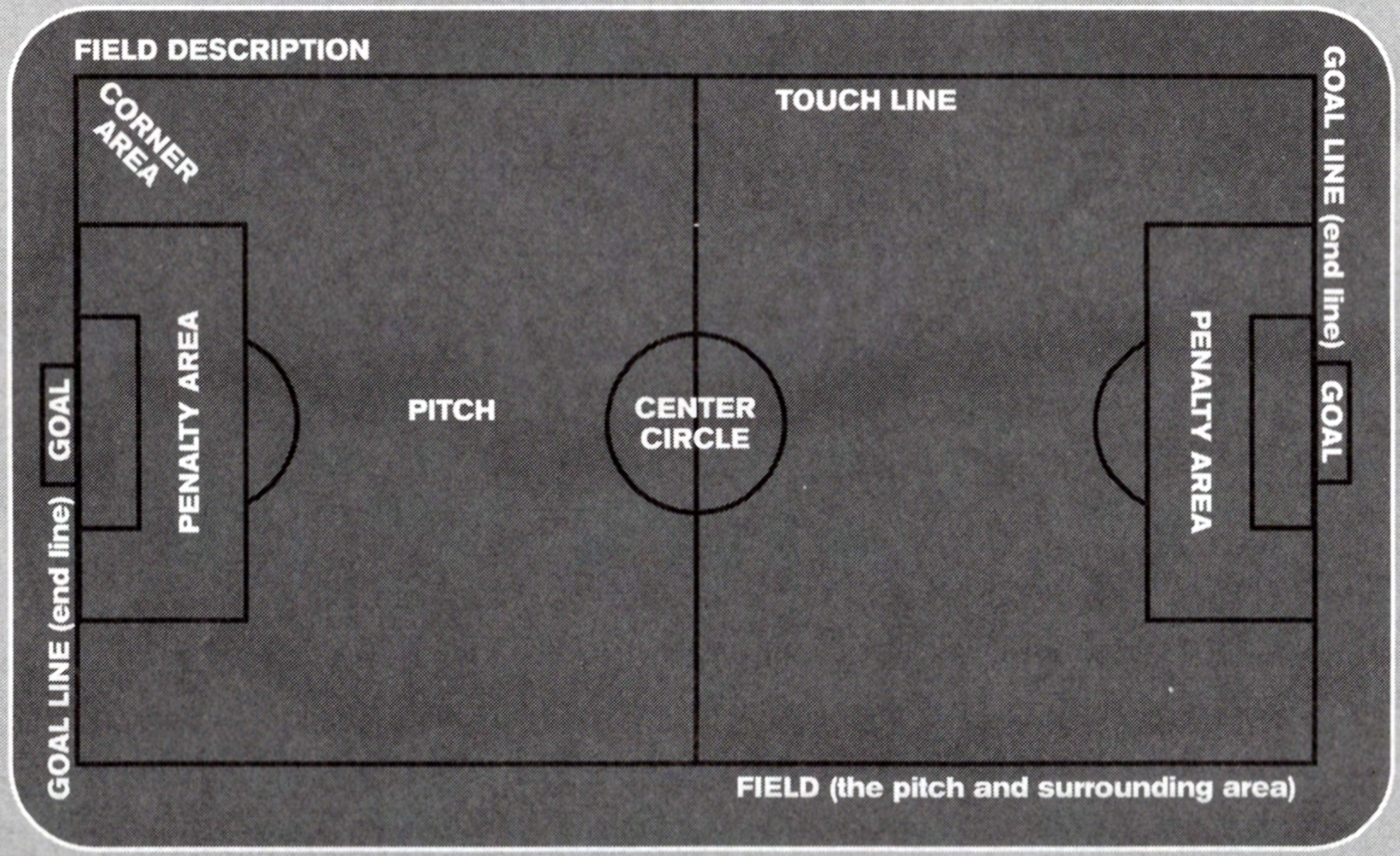
START BUTTON: End replay.

SELECT BUTTON: Change viewpoint.

R2/L2 BUTTON: Switch players during replay.

BASIC RULES

Official rules of soccer apply as a general principle within the game.



MATCH TIME

5 minute, 10 minute, 15 minute, 20 minute, 25 minute and 30 minute matches can be selected.

The match time can be selected at the start of play. (Refer to Game Mode Settings on page 11.)

OVERTIME

Extra time in the form of a sudden-death rule and penalty-kick deciders are available with certain matches depending on the mode selected in Game Mode Settings. (See page 11.) It is also possible to select whether to use the sudden-death rule and PK shoot outs for exhibition games.



YELLOW CARDS/RED CARDS

Players who are presented with two yellow cards during the same match will be sent off. Players who receive a single red card are sent off immediately. In League matches and Cup matches, players who have received more than two yellow cards and players who have received a red card are not able to play in the next match.



OFFSIDE

A player is Offside when a player on the same team is closer to the goal line than the defensive line of the opposing team at the exact moment the ball is passed.



- With two controllers inserted, two people can play teams.
- Using a Multi Tap enables up to four people to play simultaneously.
- Using a MEMORY CARD (sold separately) enables you to save results and settings for League and Cup matches.

MULTIPLAY

MULTIPLAY USING A MULTI TAP

This game enables up to four players to play at the same time, either co-operatively or on opposing teams. Doing this requires extra controllers and a Multi Tap.

REQUIRED ITEMS

- Two players: Two controllers
- One to four players: Individual controllers for all players and one Multi Tap.

PRECAUTION WHEN CONNECTING MULTI TAP

When connecting controllers to a Multi Tap, make sure the first controller is connected to Controller port 1-A of the Multi Tap before connecting the others to Controller port 1-B, Controller port 1-C and Controller port 1-D in sequence.

STARTING THE GAME

GAME MODE AND PLAYER SELECTION

Press the START BUTTON on the Title Screen to display the Mode Select Screen. Selecting a mode displays the relevant Mode Setup Screen. To select: Highlight a mode by pressing DIRECTIONAL BUTTONS/LEFT STICK ↑/↓. Press the X BUTTON to confirm or the ● BUTTON to cancel.

MATCH MODE

Select your favorite teams for a single match. Advance to Team Selection. (See page 13.)

- Exhibition match
- All Star match
- PK match

MLS SEASON

Compete in the 2000 MLS Season. Select your MLS Team and follow the season to the MLS Cup™ Finals. Points are awarded for wins so that you can trade for other MLS Players.

CUP MODE

MLS CUP™: Compete as one of the 12 MLS Teams in this eight-team tournament. Two three-game series will get you to the MLS Championship. The Finals is one game for the cup.

INTERNATIONAL CUP: This is a tournament in which 32 countries compete in a round-robin series of qualifying matches, then in a single elimination 16-team tournament. The two winning teams play in a final for the International Cup.

EUROPEAN, AFRICAN, AMERICAN and ASIAN CUPS: These are tournaments. Depending on the cup being played, some matches may have extra time while others may not. When a Home and Away format is being played, each match must be played twice. If both teams have the same scores after both matches have been played, the winner will be decided in accordance with the number of goals scored in Away games, for which double points will be awarded. If the scores are still the same after this, extra time and a penalty shoot out will be played. Only one match will be played when the Home and Away format is not in effect. Advance to Game Mode Settings. (See page 11.)

CUSTOM LEAGUE

Select 16 teams (international or MLS) and play against the computer in a round-robin series of matches. This mode has no extra time or penalty shoot outs. Advance to Game Mode Settings. (See page 11.) Use the Load Data option to load a previously saved league. (See page 13.)

TRAINING MODE

This mode enables you to practice your shooting, free kicks, set plays and other soccer skills. Players can also be divided into red and white teams for free training. Advance to Team Selection. (See page 13.)

GAME OPTIONS

This mode enables you to adjust various settings for the games and MEMORY CARDs, as well as allowing you to view replays and victory cups. (See page 24.)

CONTINUING A GAME

Select the Load Data option (see page 13) after selecting your game mode. The MEMORY CARD Screen will be displayed. Highlight the appropriate MEMORY CARD slot and confirm your selection by pressing the X BUTTON. Then highlight the appropriate file and press the X BUTTON. Press the START BUTTON to proceed with the load; press the ■ BUTTON to cancel.

GAME MODE SETTINGS

SELECTING THE STYLE OF PLAY

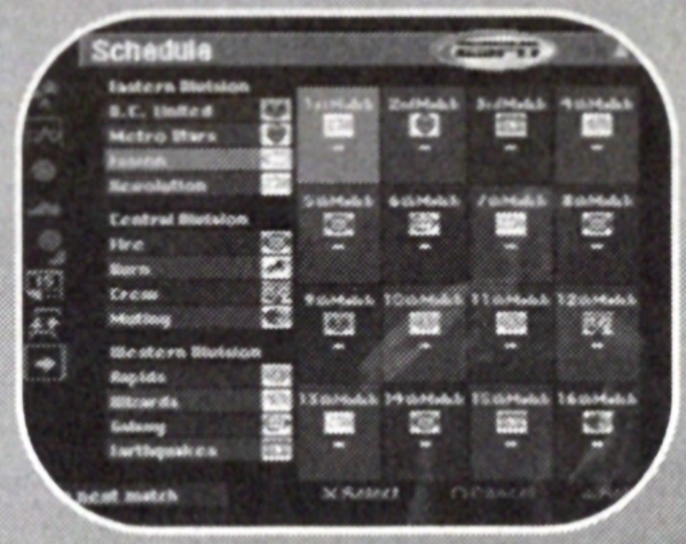
A maximum of four people can play simultaneously (when using a Multi Tap).
The following three play styles are available:

1. The user controls the entire match.
2. The computer plays the actual match, but the user sets up the formations and strategies to be used.
3. The match is played together with the computer.



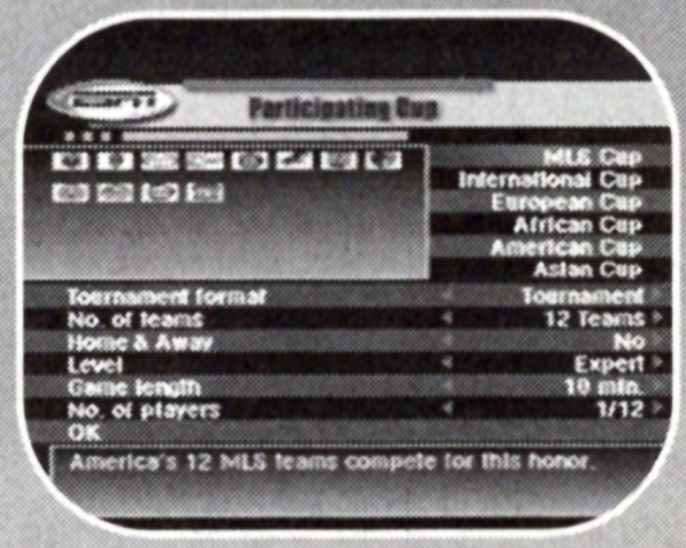
MATCH MODE

DAY/NIGHT: Specifies the time of the match as day or night.
WEATHER: Specifies the weather as clear or rainy.
GAME LENGTH: 5 to 30 minutes.
LEVEL: Novice, Expert, Pro and All Star.
MATCH SETTINGS: Extra time, Sudden death, PK.
SHIRT: Types 1 to 4 (specifies each combination).
STADIUM: 10 stadiums to select from.



MLS SEASON

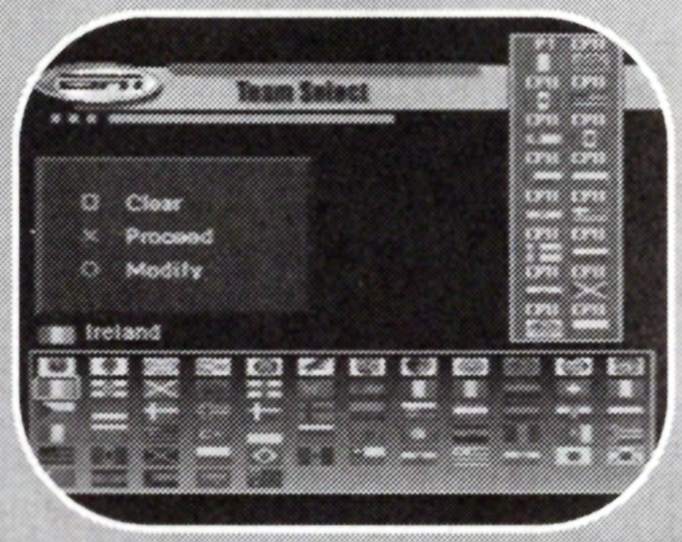
PLAYER SELECTION: User controls a team or is CPU assisted in controlling a team.
LEVEL: Novice, Expert, Pro and All Star.
GAME LENGTH: 5 to 30 minutes.
LENGTH OF SEASON: 32 games.



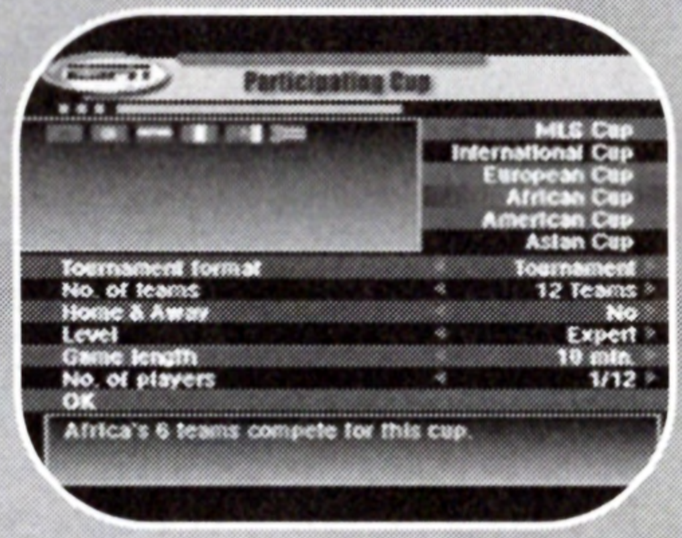
MLS CUP™

TOURNAMENT FORMAT: Tournament, 2 best-of-3 series and a 1 game championship.
NO. OF TEAMS: 8.
HOME & AWAY: (Tournament only).
LEVEL: Novice, Expert, Pro and All Star.
GAME LENGTH: 5 to 30 minutes.
NO. OF PLAYERS: The number of teams that will be user controlled.

INTERNATIONAL CUP
TOURNAMENT FORMAT: Tournament, 2 best-of-3 series and a 1 game championship.
NO. OF TEAMS: 32.
HOME & AWAY: (Tournament only).
LEVEL: Novice, Expert, Pro and All Star.
GAME LENGTH: 5 to 30 minutes.
NO. OF PLAYERS: The number of teams that will be user controlled.



EUROPEAN CUP, AFRICAN CUP, AMERICAN CUP, ASIAN CUP
TOURNAMENT FORMAT: Tournament, 2 best-of-3 series and a 1 game championship.
NO. OF TEAMS: 16.
HOME & AWAY: (Tournament only).
LEVEL: Novice, Expert, Pro and All Star.
GAME LENGTH: 5 to 30 minutes.
NO. OF PLAYERS: The number of teams that will be user controlled.



CUSTOM LEAGUE
PLAYER SELECTION: User controls a team or is CPU assisted in controlling a team.
LEVEL: Novice, Expert, Pro and All Star.
GAME LENGTH: 5 to 30 minutes.
LENGTH OF SEASON: Half or Full.



TEAM SETUP

TEAM SELECTION

Highlight a team by pressing the DIRECTIONAL BUTTONS/LEFT STICK ↑/↓. Press the X BUTTON to confirm or the ● BUTTON to cancel. Some competitions require that you select the other teams to participate. You can either do this manually or press the ■ BUTTON to randomly select all the teams at once.

MATCH MODE/TRAINING MODE

Select your teams from 53 countries and 12 MLS teams for exhibition matches, PK matches and training sessions. After that, choose the sequences of players for taking the penalty kicks. Select two teams from the MLS USA and the MLS World All Stars for all star matches.

MLS SEASON

Choose a team from 12 MLS teams. Go to Match Setup. (See page 14.)

CUP MODE

Select your teams from a total of 53 countries for the International Cup and from 12 MLS teams for the MLS Cup™. For the European, African, American and Asian Cups, you must select your teams from the available teams within the relevant area. The Cup Mode starts as soon as the participating teams have been chosen. Go to Match Setup. (See page 14.)

CUSTOM LEAGUE

Select your teams from 53 countries. The League match starts as soon as the teams are chosen. Go to Match Setup. (See page 14.)

CONTINUING A GAME

Select the Load Data option after selecting your game mode. The MEMORY CARD Screen will be displayed. Highlight the appropriate MEMORY CARD slot and confirm your selection by pressing the X BUTTON. Then highlight the appropriate file and press the X BUTTON. If you want to proceed with the load, press the START BUTTON. If you want to cancel your selection, press the ● BUTTON.

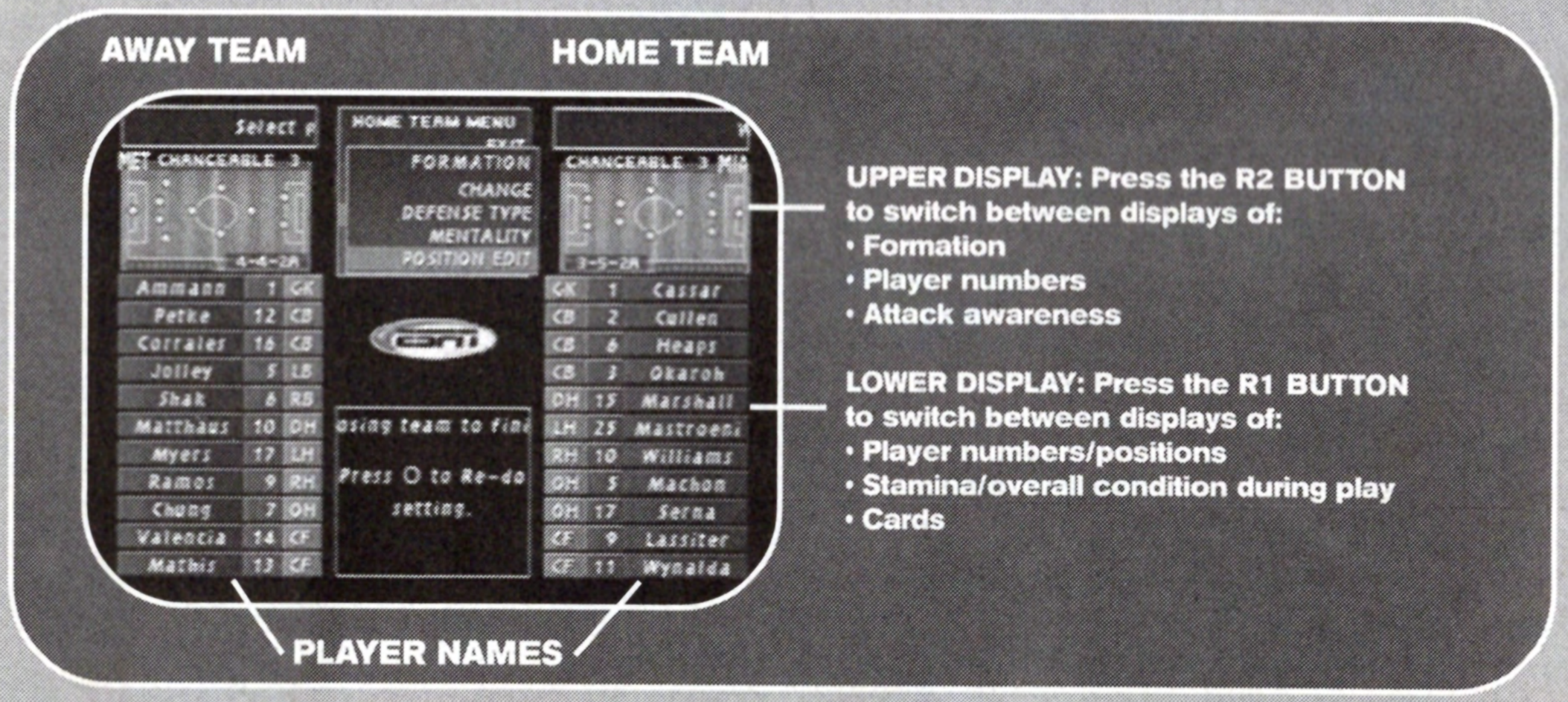
MATCH SETUP

At the beginning of the match you have the opportunity to adjust the match settings. Highlight an option and press the X BUTTON to confirm. Press the ● BUTTON to exit any menu item.

- START MATCH: Begin the game with the current settings.
- FORMATION: Adjust your formation and strategy.
- SOUND SETTING: Adjust the audio settings by pressing the DIRECTIONAL BUTTONS/LEFT STICK ←/→.
- CONTROLLERS: Adjust the controller setup.
- EXIT MATCH: Quit the game.

FORMATION AND STRATEGY SETTINGS (Match Mode, League Matches, Cup Matches, Master League)
You can change the formation of a team midway through a match by pressing the START BUTTON to display the Pause Screen. Select Formation from the menu.





SUBSTITUTION

Select the player being substituted and the substitute player by pressing the X BUTTON on the team list when the appropriate player name is highlighted. Players will be changed only when the ball is out of play. A maximum of three players can be substituted during a single match. The names of players not eligible as starting players owing to the accumulation of yellow cards or a red card are dimmed and cannot be selected. Pressing the ● BUTTON when only one player is selected will cancel that player selection. When both players have been selected, press the ● BUTTON to return to the menu. From here you can select Exit to exit the Formation and Strategies menus.

DISPLAYED PARAMETERS

Height
Left/right footed
Offense
Defense
Body balance
Stamina
Speed
Acceleration
Pass accuracy
Shooting power
Shooting accuracy
Jumping power
Heading accuracy
Dribble
Curve
Technique

FORMATION SETTINGS

4-5-1AB 4-4-2AB 4-3-3AB 3-6-1AB
3-5-2AB 3-4-3AB 5-4-1AB 5-3-2AB
RESV 1 TO 4: This is where custom formations are stored.
DEFAULT: Returns to the original formation for the team.

DEFENSE TYPE

Change the style of defense. Align the cursor with the player to be adjusted, and then press the X BUTTON to display the various defense types.

COVERING

Covers a particular area without marking a specific player.

AREA MARKING

Marks all opponents entering the player's particular zone and discontinues when they leave the area.

MAN MARKING

Marks a specified player on the opposing team.

MENTALITY

Align the cursor with the player whose attack awareness is to be adjusted, and then press the DIRECTIONAL BUTTONS/LEFT STICK ←/→ to change the selection.

- RED ARROWS: The player assumes an attacking position and participates actively in any attacking movements.
- GREEN SQUARES: The player exhibits well-balanced and smooth movement.
- BLUE ARROWS: The player assumes a defensive position and does not participate much in the attacking movements.

POSITION EDIT

The position of particular players can be adjusted independently. Align the cursor with the player whose position is to be adjusted, and press the DIRECTIONAL BUTTONS/LEFT STICK ←/→ to assign that player as a sweeper (SWP), a libero (LIB) or a center back (CB). Press the X BUTTON when the cursor is over any player to display his location on the pitch. This location can then be adjusted by pressing the DIRECTIONAL BUTTONS/LEFT STICK.

DESCRIPTION OF POSITIONS

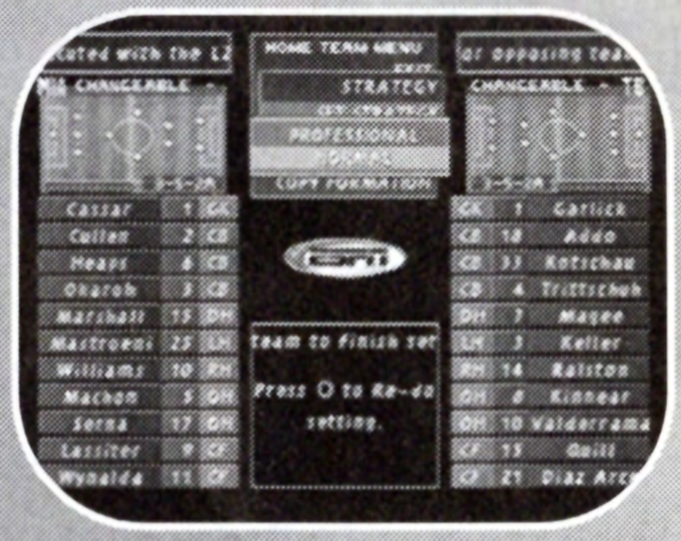
- GK (goalkeeper): Saves shots at goal and generally defends the goal area.
- SW (sweeper): Located at the back of the defensive line to follow up on any loose balls.
- LIB (libero): Located in a defensive position as a general rule, but also allowed to be active in attacking movements.
- CB (center back): Located in front of the goal and used to prevent the opposing team from breaking through to the goal.
- SB (side back): Defends the side of the pitch. Moves vertically up and down the pitch and participates in attacking movements.
- DH (defensive half): A defender located at the rear of the mid-field. Also used to take the initiative in attacking movements.
- SH (side half): Puts together attacking movements from the side of the pitch.
- OH (offensive half): Located at the front of the mid-field and used to set up attacking movements.
- WG (winger): Creates chances to break through the opposing team vertically from the side.
- CF (center forward): The goal hunter who operates in the goal area.

Note: The LIB and SWP positions cannot be assigned to the same player.

STRATEGY

SETTING UP STRATEGIES

Access the Strategy Setup Screen by selecting Formation and then Elaborating Strategies. A maximum of four different strategies can be set up, either as Professional or Normal types. In Professional mode, you execute all four strategies. In Normal mode, you execute the first strategy and the computer executes the other three. Each of the four strategies is assigned to the ■, ▲, ● or X BUTTON. Press the relevant BUTTON + the L2 BUTTON to execute Professional strategies during the match. Press the L2 BUTTON to execute Normal strategies. Strategy names are not displayed during the match, so you must remember what they are. You can execute all four strategies at the same time.



NORMAL: A good balance of offensive and defensive play.

CENTER ATTACK: Players move to the center of the pitch and force the ball up the center.

RIGHT SIDE ATTACK: Players move to the right side of the pitch and force the ball up the wing with overlapping movements.

LEFT SIDE ATTACK: Players move to the left side of the pitch and force the ball up the wing with overlapping movements.

OPP. SIDE ATTACK: Players move to the side of the pitch opposite to the side of attack and execute a side change to finish the attack.

CHANGE SIDE: The formation is switched from right to left or vice versa to confuse the opponent's marking strategies.

CENTER BACK OVERLAP: The libero or center back participates in an attacking movement.

ZONE PRESS: The players crowd in on the ball.

COUNTER ATTACK: The attacking players stay with the opponent's defensive line.

OFFSIDE TRAP: The defensive line is moved forward.

FORMATION 1, 2: Changes the formation to a previously set formation. The most recent formation remains valid when formation 1 or 2 is executed.

OFFENSIVE AND DEFENSIVE LEVEL

This is displayed beneath the player's nameplate during the match. This level can be set in five different stages, and is used to increase the player's overall sense of attacking awareness and defensive awareness. You can select either Manual or Automatic.

EXPLANATION OF OFFENSIVE AND DEFENSIVE LEVELS

- When the level is increased during attacking movements, the defense is moved up field to enable better attacking penetration. When the level is decreased, it is easier to prevent counter attacks.
- When the level is increased while defending, the places to which an opposing player can pass the ball are covered. Decreasing the level increases the number of players on defense.
- When the level is increased during defensive plays, the defenders become more active, making it difficult for their opponents to take the ball off them. When the level is decreased, the defenders place more emphasis on defending the goal. This enables the defensive line to be controlled during defensive plays. When the levels are increased to their maximum and the entire team activated for offensive or defensive movements, all players will either attack or defend regardless of the individual awareness settings. There are times when individual players will move up field even when set for defensive movements.

FORMATION COPYING

You can save amended formation and strategy data for up to 15 teams for both the Home and Away settings. Once this data has been saved, it is also possible to load it into the system. Press the ● BUTTON to select the flag for the team to be copied, and then select the location where the data is to be copied.

IMPORTANT NOTICE: The data is not saved onto the MEMORY CARD at this point. In order to do that, display the Formation Screen and then select Home or Away Team Strategy Save.

To load, select Load Home or Away, insert Strategies Cop Formation, and select a save file.

GAME SCREENS

Each display can be set up with the Display Options function in Pause mode.



OUT OF PLAY
This means that the match has been temporarily halted while the players prepare for a corner kick, a free kick, a goal kick, a penalty kick or other similar plays. A substitute player may enter the field when the ball is out of play.

PAUSE MENU

You can adjust a variety of settings in Pause mode. Press the START BUTTON to pause a game. Highlight an item by pressing the DIRECTIONAL BUTTONS/LEFT STICK ↑/↓ and then press the X BUTTON to display the relevant screen.

CONTINUE: Cancel Pause mode.

FORMATION: Adjust strategy parameters and save or load strategy data.

- HOME TEAM or AWAY TEAM STRATEGY LOAD: Loads formation data saved on a MEMORY CARD.
- HOME TEAM or AWAY TEAM STRATEGY SAVE: Save up to 15 sets of parameters from the Formation Screen for both Home and Away teams onto a MEMORY CARD.

CAMERA TYPE: Select from nine different camera angles by pressing the DIRECTIONAL BUTTONS/LEFT STICK ←/→. Confirm your selection by pressing the X BUTTON.

DISPLAY SWITCHES: Display options for the radar screen, the players' name plates and strategies.

SPEED ADJUST: Adjust game speed.

SOUND SETTING: Adjust various sound settings.

- AUDIO: Select Stereo or Mono.
- PLAY-BY-PLAY (commentator): Turn On/Off.
- PLAYER NAME CALL: Turn On/Off.
- COMMENTARY/SOUND EFFECTS/MUSIC: Adjust the volume by pressing the DIRECTIONAL BUTTONS/LEFT STICK ←/→.

EXIT MATCH: Ends the match. You will return to the Mode Select Screen.

PAUSE SCREEN DURING TRAINING

This screen is basically the same as that displayed during a match.

TRAINING MENU

This screen provides a selection of offensive training in an actual match situation, including shooting practice, free kicks and set plays.

SELECTING OPPONENTS

To add some opposition players to the training session, first pause the game. Select Formation and then select Team Strategy. Once you are in the Formation/Strategy Screen, press the SELECT BUTTON. This will access the opposition's Formations and Strategies menu. Select Substitute and then select the opposition players you would like to play against in the training session. When you return to training, these players will join the match.

ENDING TRAINING

Select Exit Training to end the training. You will return to the Mode Select Screen.

RESULTS

VIEWING MATCH RESULTS

Common terminology used in Custom League and Cup modes.

POINTS = number of points
WIN = total number of matches won
LOSS = total number of matches lost
DRAW = total number of matches drawn
FOR = total number of goals scored
AGAINST = total number of goals conceded
YC = number of yellow cards
RC = number of red cards
O = win
X = loss

Press the DIRECTIONAL BUTTONS/LEFT STICK ↑/↓ to scroll screens that display ↑ and ↓ symbols.

LEAGUE MATCHES



The following information appears on the Results Screen:

TABLE: A table of positions of all teams with number of points and other information.

POSITION TRANSITION GRAPH: A graph depicting movement of a selected team's position.

CONSECUTIVE WIN RECORD: A record of each team's wins and losses and top number of consecutive wins.

SCHEDULE: A table of opposing teams for the subsequent season and the results of past games.

MATCH TABLE: Win/loss results for all teams.

SCORE RANKING: Names of players in order of top goal scores.

ASSISTANCE RANKING: Names of players in order of top assistance plays.

Select the arrow icon to either save the results, advance to the next match or end the game. To save data, go to Saving Data. (See below.)

MLS SEASON

The results of the MLS Season are shown in each of the divisions at the end of a 32-game season. The three league champions are seeded 1, 2 and 3. The next five teams with the best records are seeded 4, 5, 6, 7 and 8 regardless of league. These eight teams compete in MLS Cup™ mode to determine the MLS champion.

INTERNATIONAL CUP

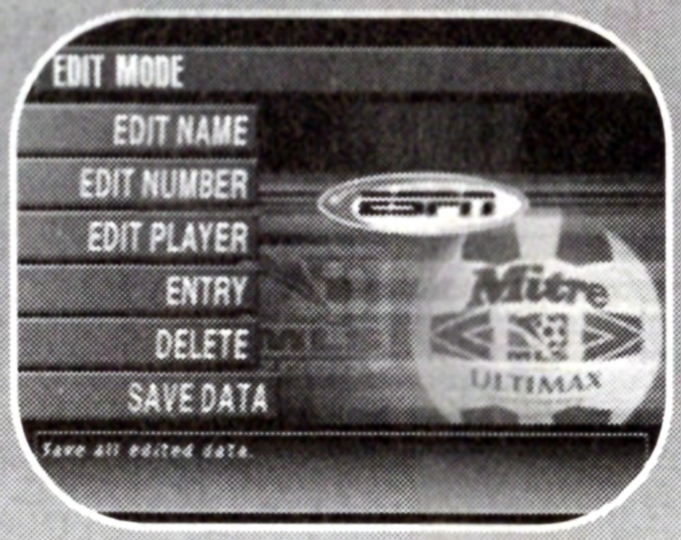
The win/loss results and the standings chart are displayed for qualifying matches. The final tournament table will be displayed if your team reaches the finals.

EUROPEAN CUP, AFRICAN CUP, AMERICAN CUP, ASIAN CUP

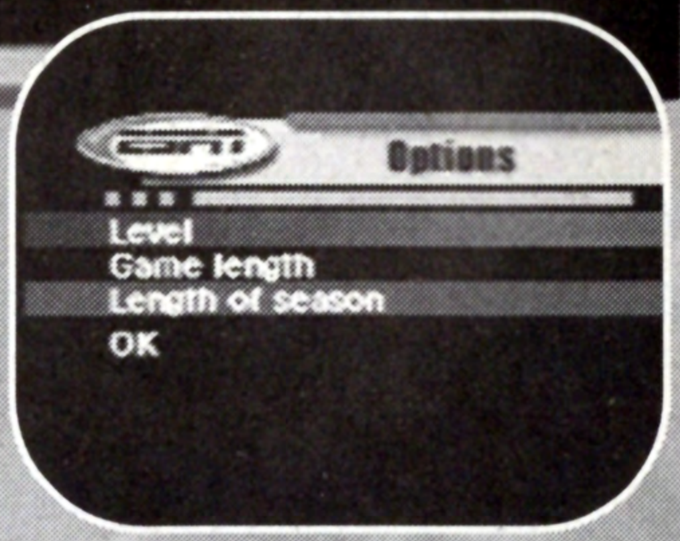
In the Home and Away format, the results are displayed when both these matches have been played. The match results and the tournament table are displayed next.

SAVING DATA

When you select Play Next Match, you will be presented with three options: Continue with the next match, Save and Quit Game. Press the DIRECTIONAL BUTTONS/LEFT STICK ↑/↓ to highlight Save and press the X BUTTON. Highlight the appropriate MEMORY CARD slot and press the X BUTTON. Then highlight a save location. Press the X BUTTON to confirm a selection or press the ● BUTTON to cancel it. Press the START BUTTON to save the data.



OPTIONS



MEMORY CARD

This feature allows you to update the data on your MEMORY CARD. You can alter the CPU Level and Match Time for saved League and Cup data only.

EDIT MODE

You can edit the details of your players as follows:

- EDIT NAME: Change the name of your player.
- EDIT NUMBER: Change the number assigned to that player.
- EDIT PLAYER: Create a player from scratch or modify an existing player.
- ENTRY: Register your player with a team.
- DELETE: Delete a player.
- SAVE DATA: Save changes.



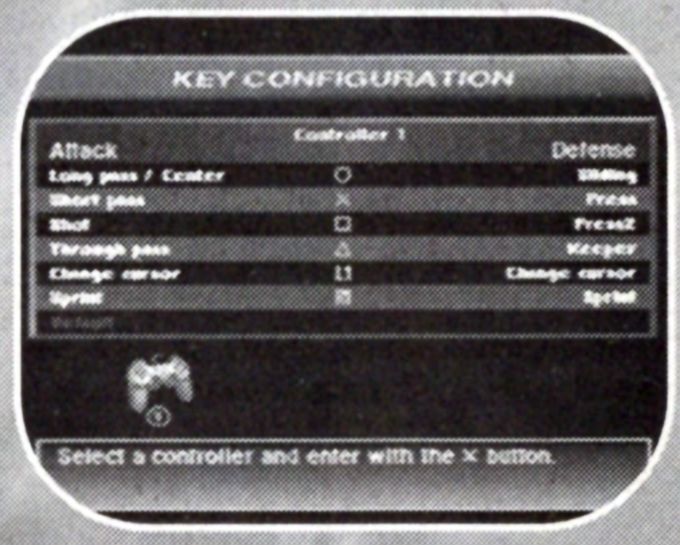
GALLERY

- TROPHY GALLERY: View the cups and winners in Cup and League finals.
- WATCH REPLAY: Replay matches that are saved onto a MEMORY CARD. Enjoy your best goal-scoring moves! (See page 5.) Remember: Press the ■ BUTTON after scoring a goal if you want to save the replay.



KEY CONFIGURATION

Change your controller's BUTTON configuration.



SOUND SETTING

Set up and adjust the volume of all game sounds and music.

SCREEN ADJUSTMENT

Adjust the screen alignment on your TV or monitor.

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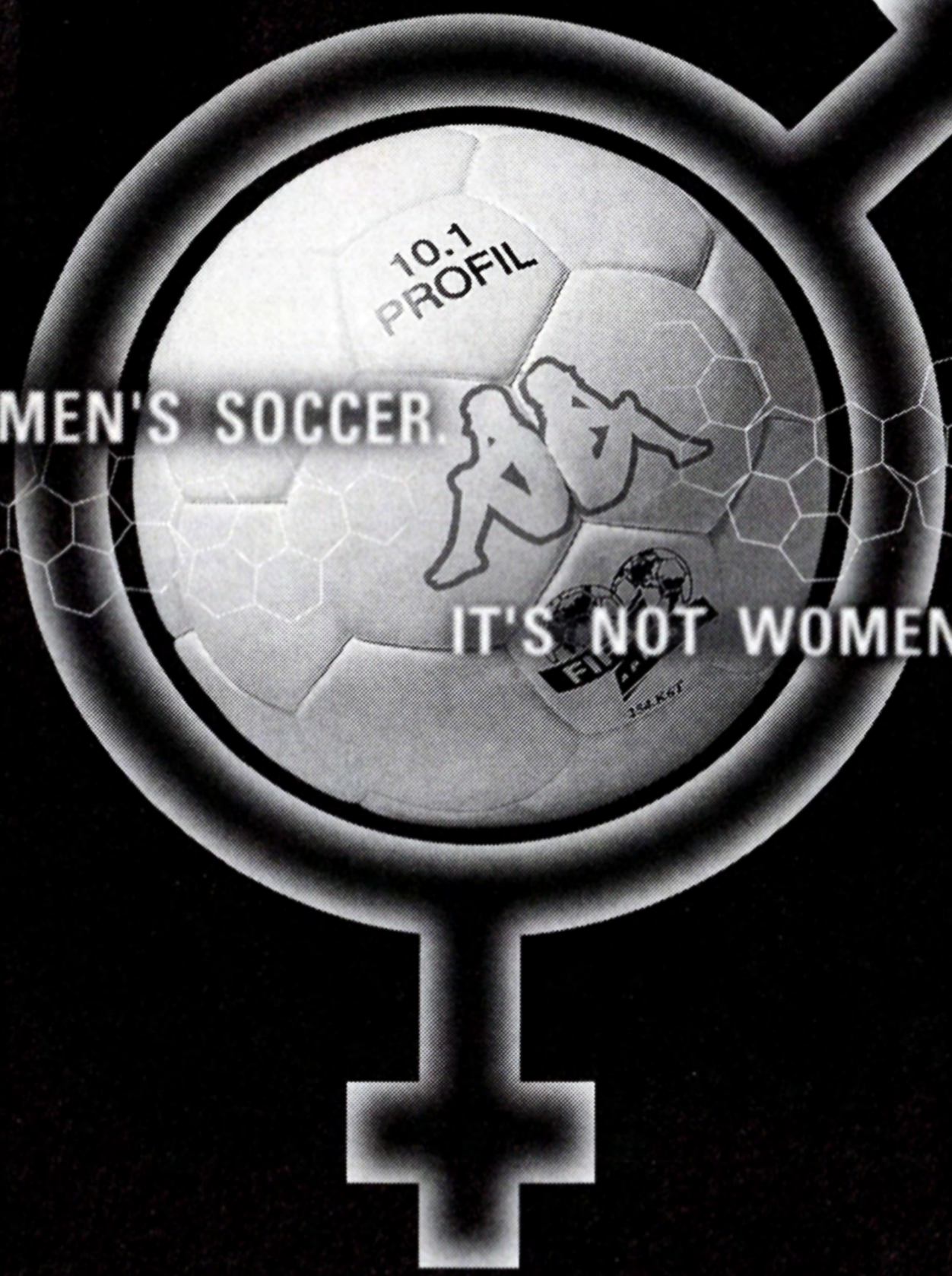
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Available at Soccer Specialty and Hobby Trading Card stores and MLS Team Stadiums.

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If you feel stuck in the game, or just need a boost, don't worry! You can call the Konami Game Hint & Tip Line for help on this software and all the fine Konami products.

Konami Game Hint & Tip Line: **1-900-896-HINT (4468)**

☎ 95¢ per minute charge.
☎ $1.25 per minute support from a game counselor.
☎ Touch tone phone required.
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