



NTSC U/C

PlayStation®



SLUS-00674

INTERNATIONAL SUPERSTAR SOCCER PRO '98™

Carlos Valderrama
International Superstar



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:

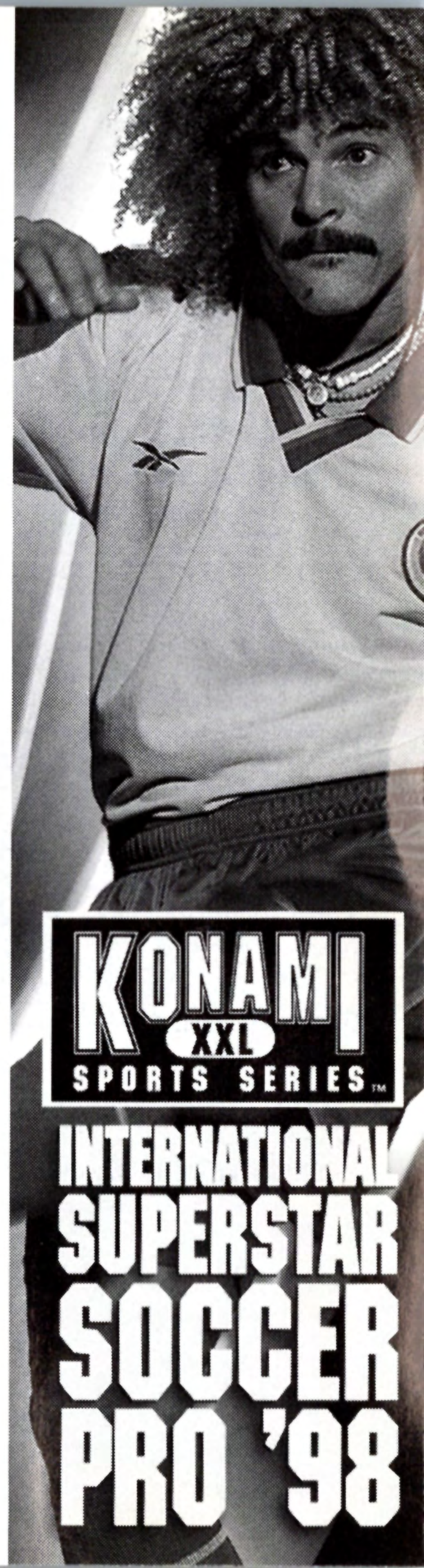
Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

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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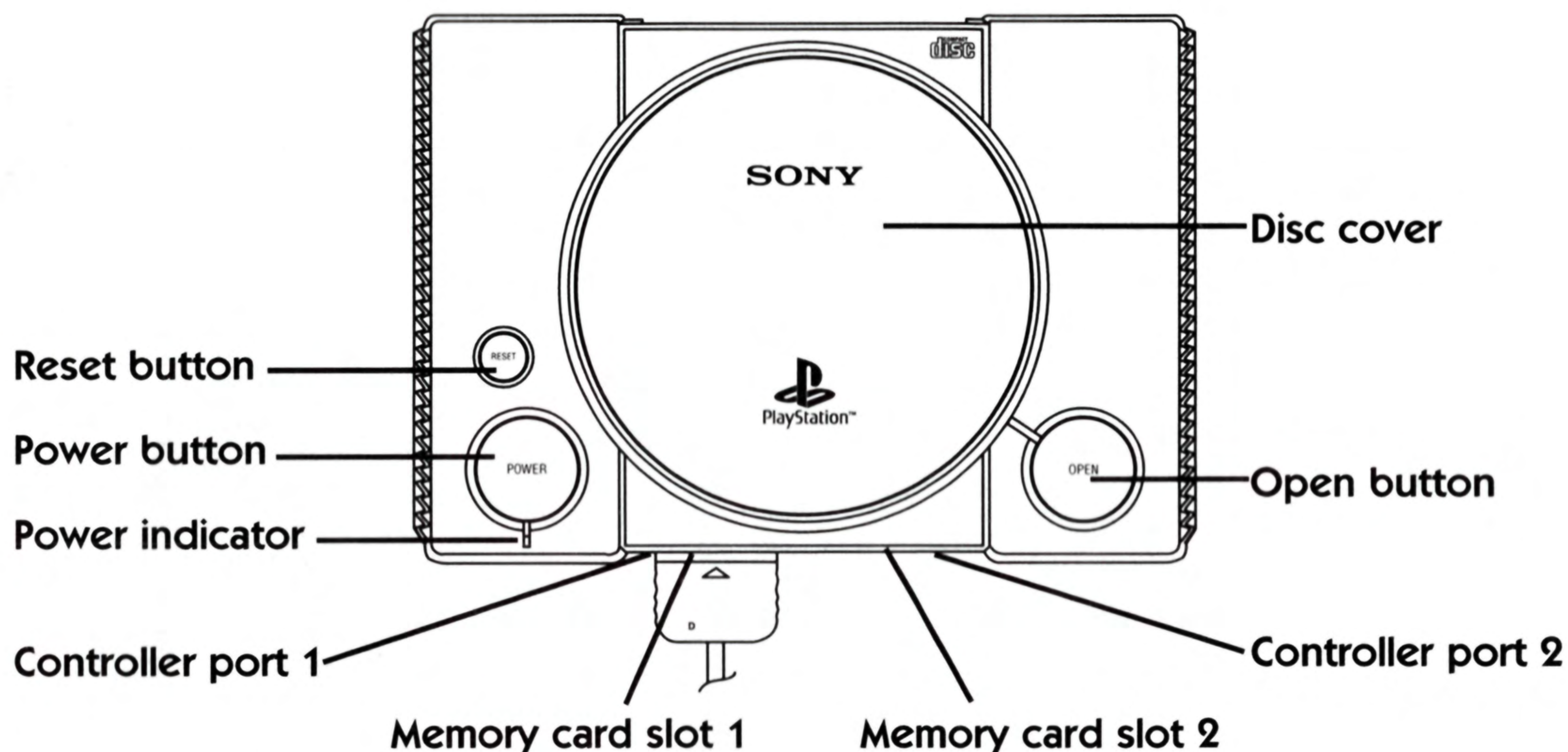
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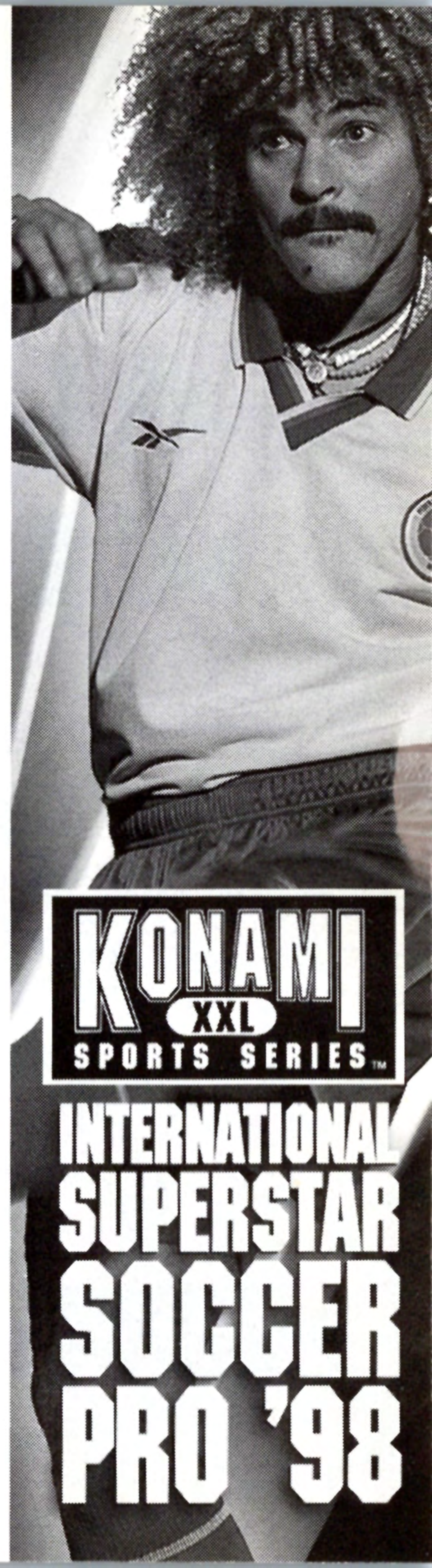
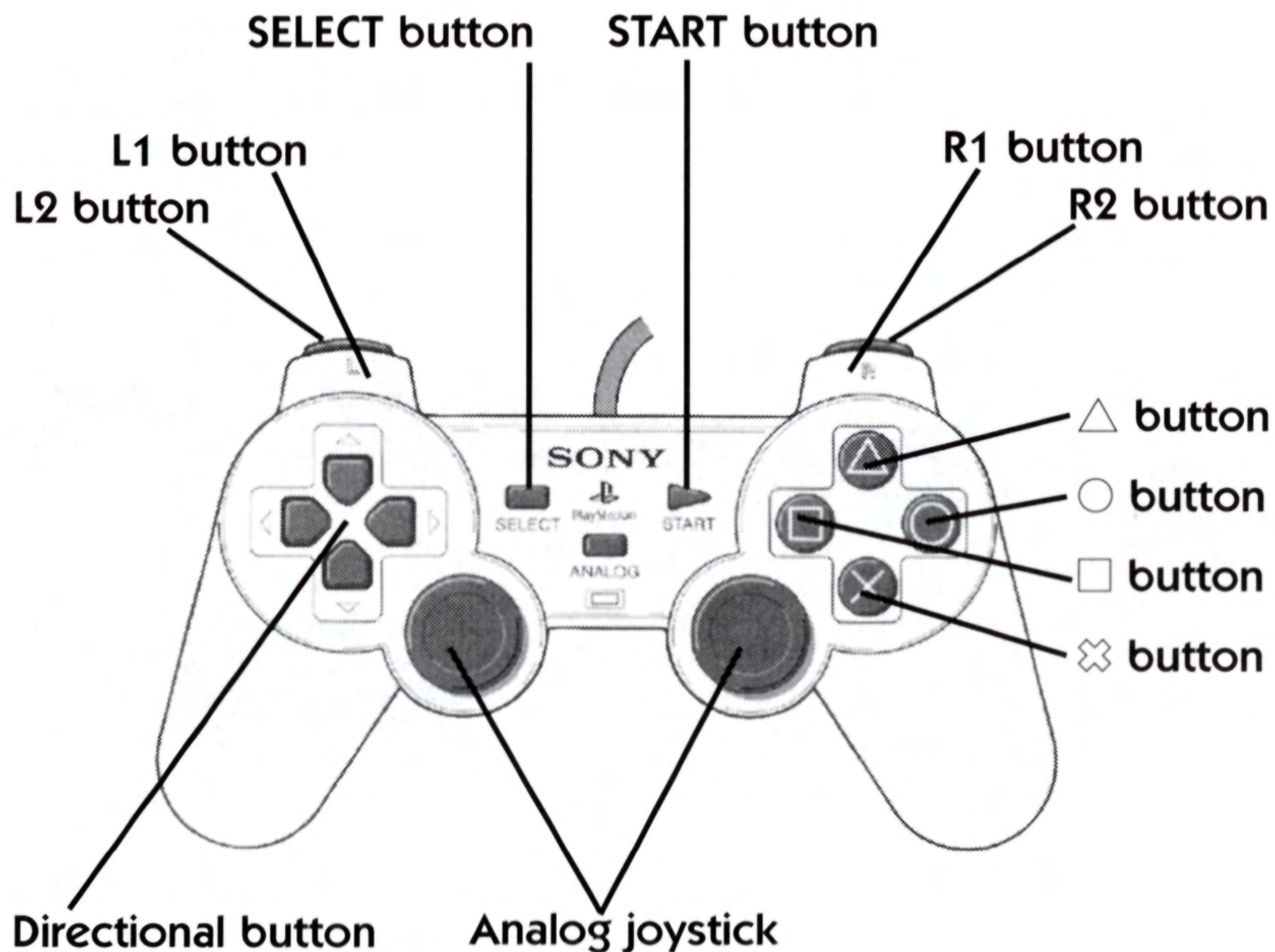
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CONSOLE

Set up your PlayStation® game console according to the instructions in its Instruction Manual. Make sure the PlayStation® power is off before inserting or removing a compact disc. Insert the INTERNATIONAL SUPERSTAR SOCCER™ PRO '98 disc and close the Disc Cover. Insert game controllers and turn on the PlayStation® game console. Follow on-screen instructions to start a game. Thank you very much for purchasing Konami's INTERNATIONAL SUPERSTAR SOCCER™ PRO '98 . Before playing, please read this manual carefully to ensure correct use.



CONTROLLER



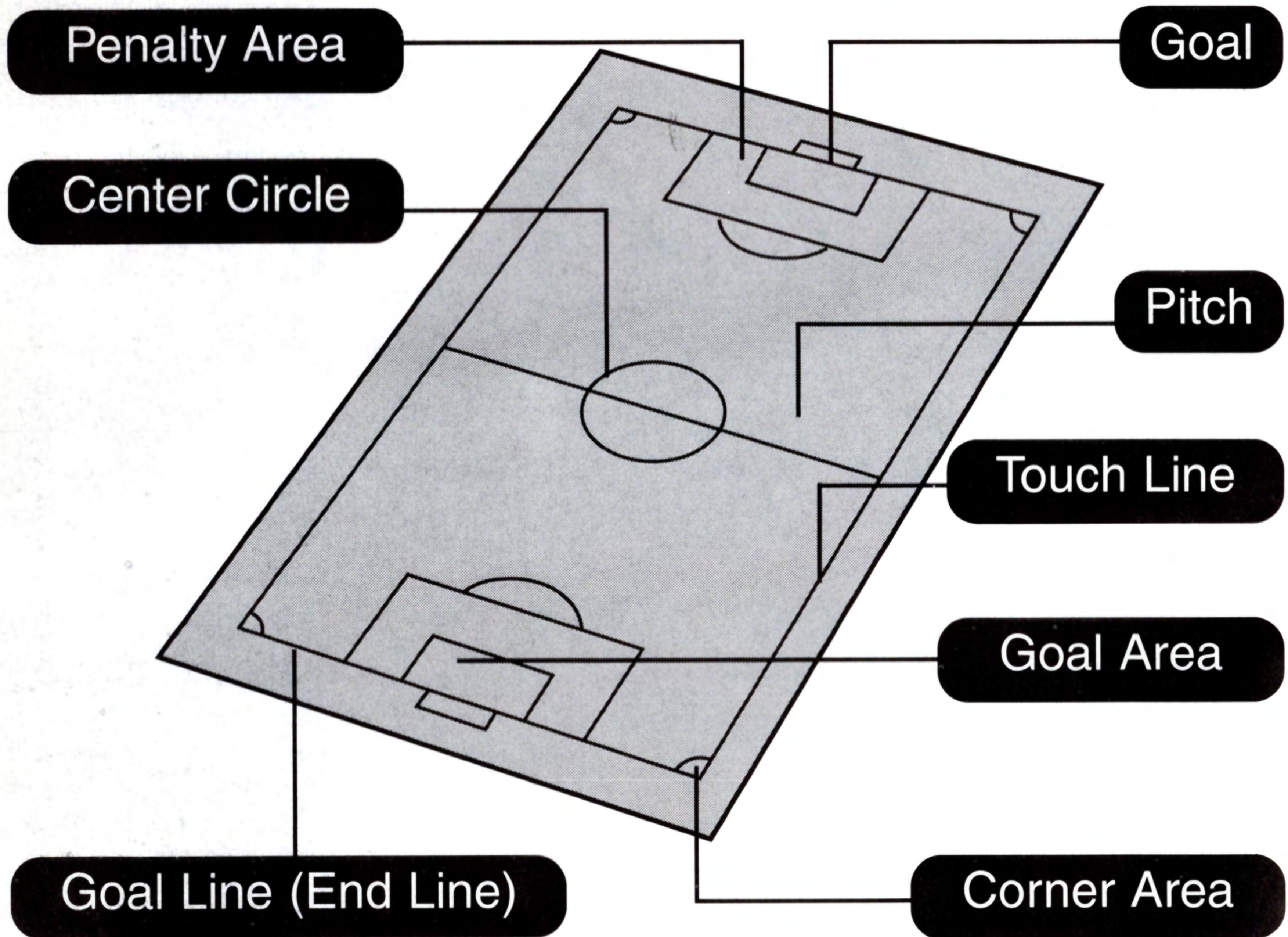
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BASIC RULES

FIELD

This Game basically follows International Soccer rules.



GAME LENGTH

Matches can be set to 5, 10, or 15 minutes. You can adjust match length at the start of the game.

(See page 14, "Setting the game environment".)

EXTENDED GAMES



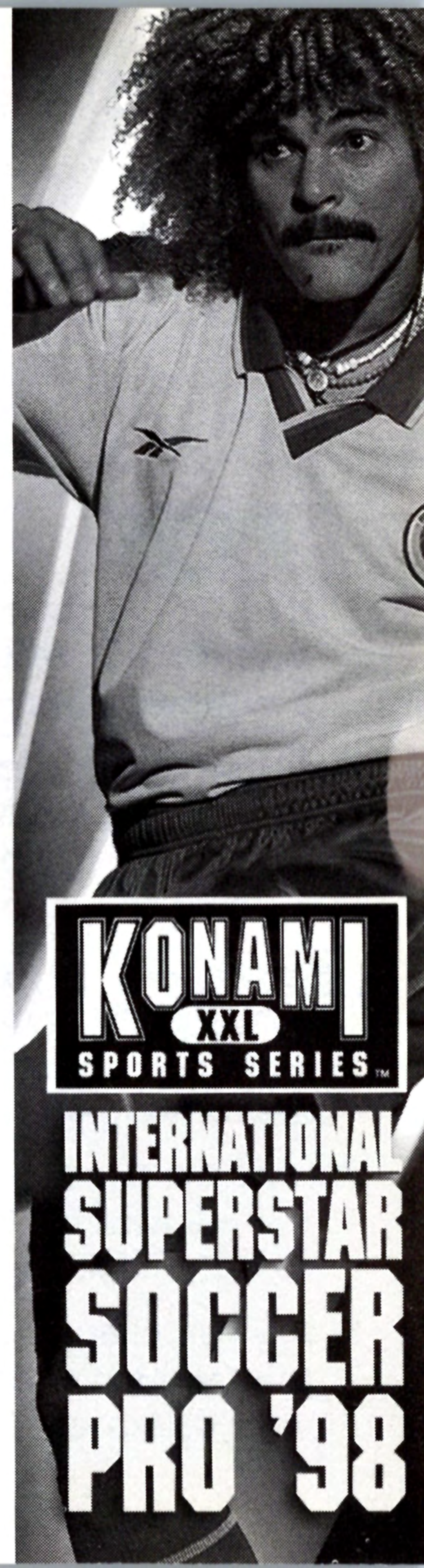
Depending on the game mode, there may be extended games and penalty kick shots.

YELLOW AND RED CARDS



If a player receives two yellow cards in the same match he will be sent off the field. If a player receives one red card he will be sent off the field.

- If you purchase a second controller, you can play against or together with a friend.
- If you purchase a Memory Card, you can save League and Cup results and settings.

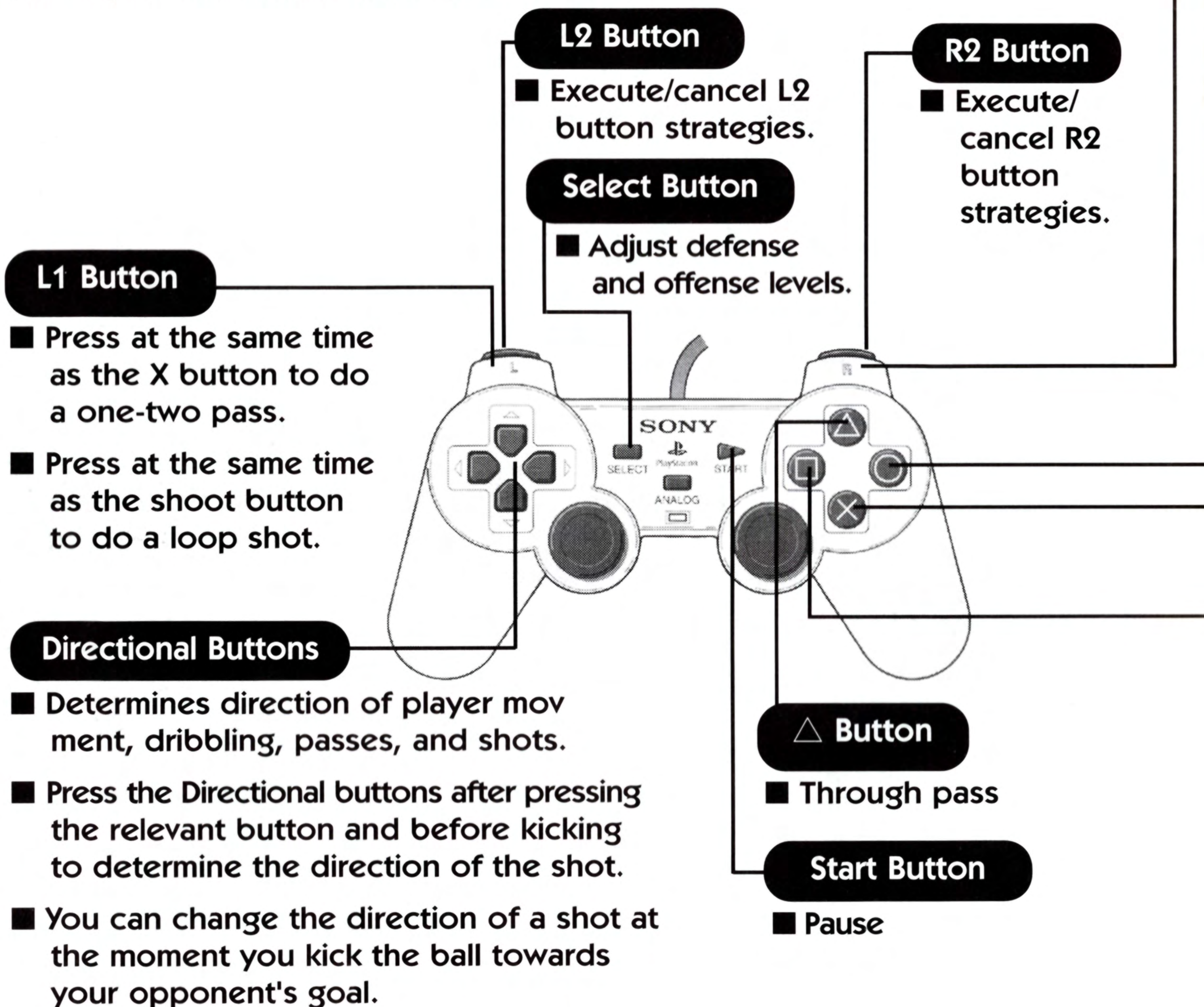


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OFFENSE CONTROLS

(The right control stick is not used in this game.)



R1 Button + Directional button

■ Dash

○ Button

■ Long pass

- In the same way as shooting, hold down the button to increase the level of the gauge and adjust the length of the pass.

× Button

■ Short pass

- One-two pass
Press the × button while holding down the L1 button.

- Centering (when the player is further infield than the opponent's penalty line) The height changes if the button is pressed repeatedly.

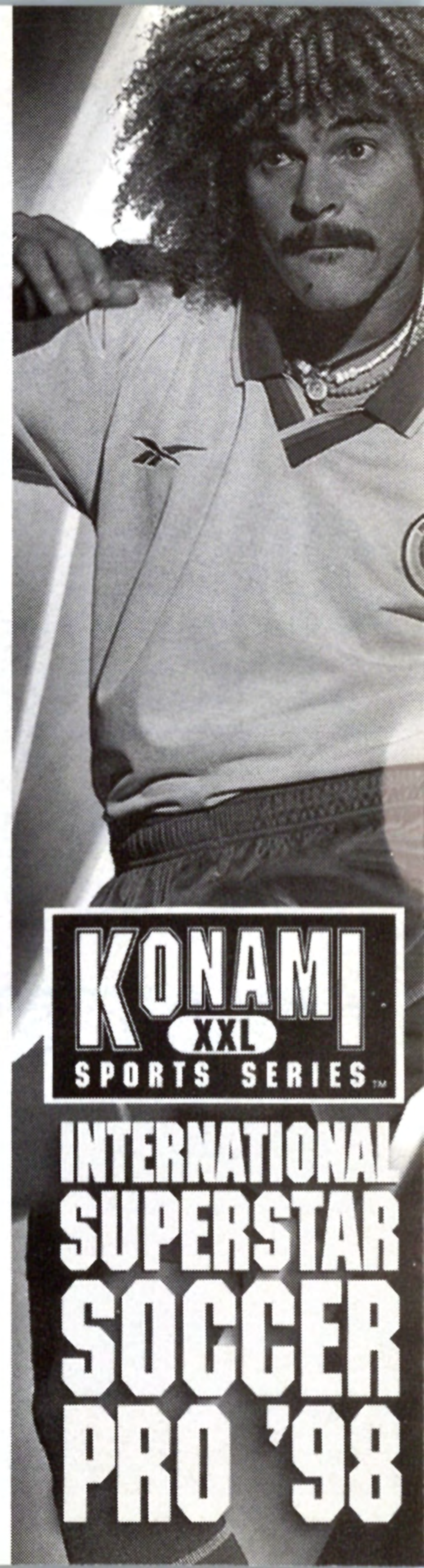
Pressed twice: Fairly low centering

Pressed three times: Ground centering

□ Button

■ Shoot

- Hold down the button to increase the level of the gauge and do a high shot. Clears if in front of your own goal.
- When the shot gauge is displayed, you can curve the ball by pressing the ○ button at the same time, and do loop shots by pressing the L1 button at the same time.
- Do volley shots and clear them with this button during a trap. You can do direct plays (heading, over-head kicks, volley kicks, etc) when the ball is in the air.

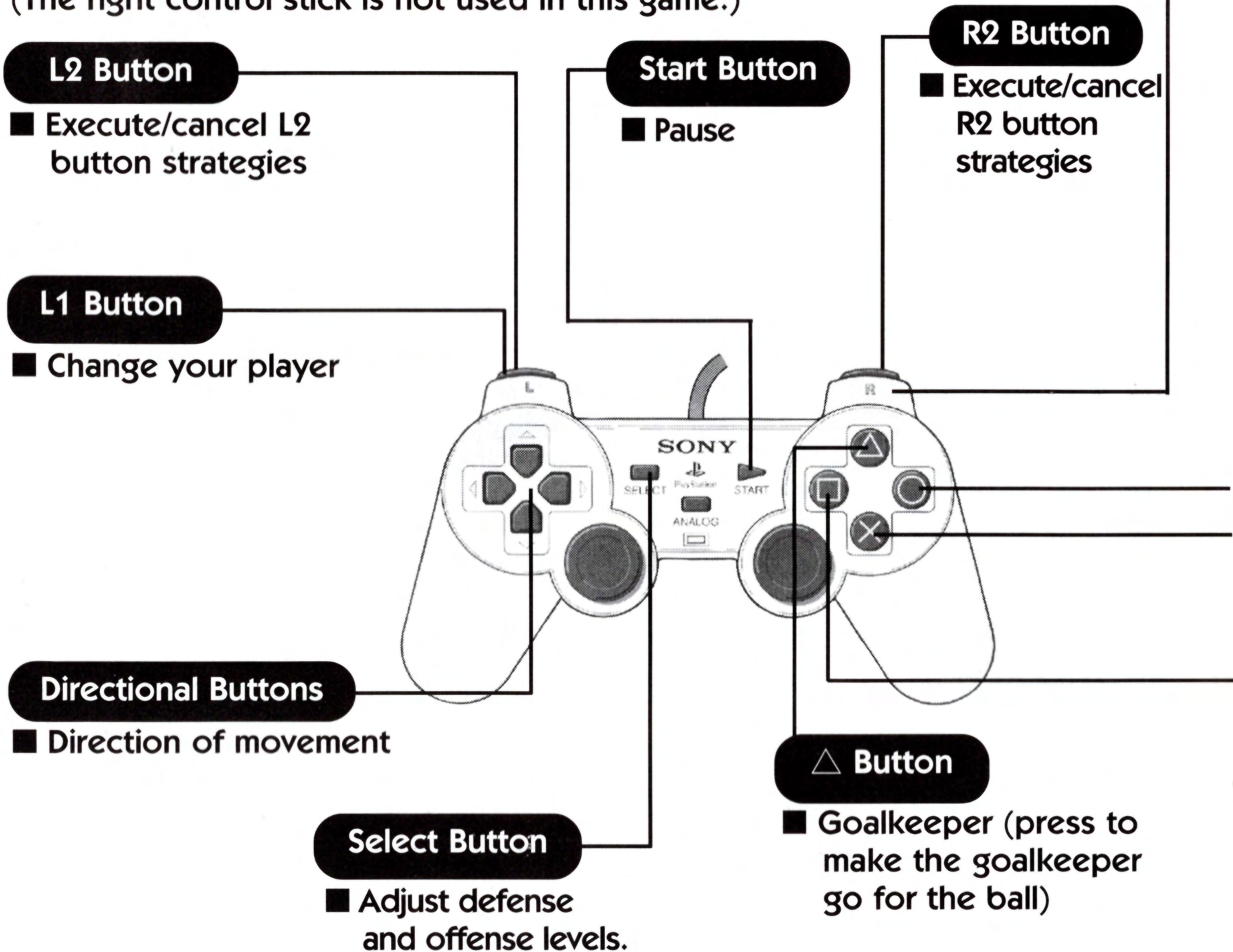


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DEFENSE CONTROLS

(The right control stick is not used in this game.)



R1 Button + Directional button

Pressed simultaneously

- Dash

○ Button

- Sliding
- Executes a volley clearance if the ball is in the air.

× Button

- Press/Tackle (press the R1 button+Directional buttons during a press to press and dash simultaneously)
- Executes a heading pass if the ball is in the air.

□ Button

- Executes a direct play (heading, volley kicks, etc) if the ball is in the air.
- Executes a heading clear if player is not in front of opponent's goal.



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FREE KICKS

Press left/right to determine ball direction, and up/down to determine the strength of the kick.

- ○ button-----Long pass
- ✕ button-----Short pass
- △ button---Through pass

- □ button---Shoot (Press ✕ button when shoot gauge is activated to curl ball)

THROW-IN

- Directional buttons---Press left/right to determine the direction.
- ✕ button-----Short throw-in
- ○ button-----Long throw-in

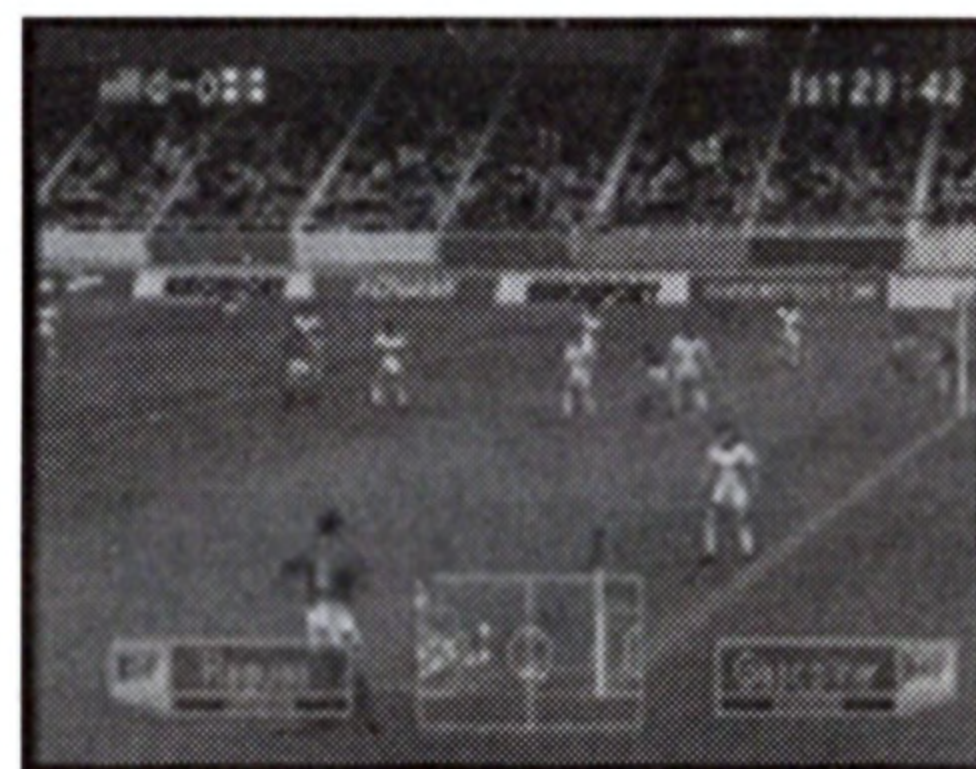
CORNER KICKS

- Directional buttons---Ball direction
- ○ button-----Centering
- ✕ button-----Short corner kick
- □ button-----Shoot (Press ✕ button when shoot gauge is activated to curl ball)

PENALTY KICKS

Select from 6 directions for both the goalkeeper and the kicker.

- Kicker: Hold down the Directional button and press the □ button.
- Goalkeeper: Try to anticipate the direction of the ball, and hold down the Directional button just before the kicker shoots.



GOAL KICKS

- Directional buttons:
Determine ball direction
- ○ button: Long pass
- X button: Short pass

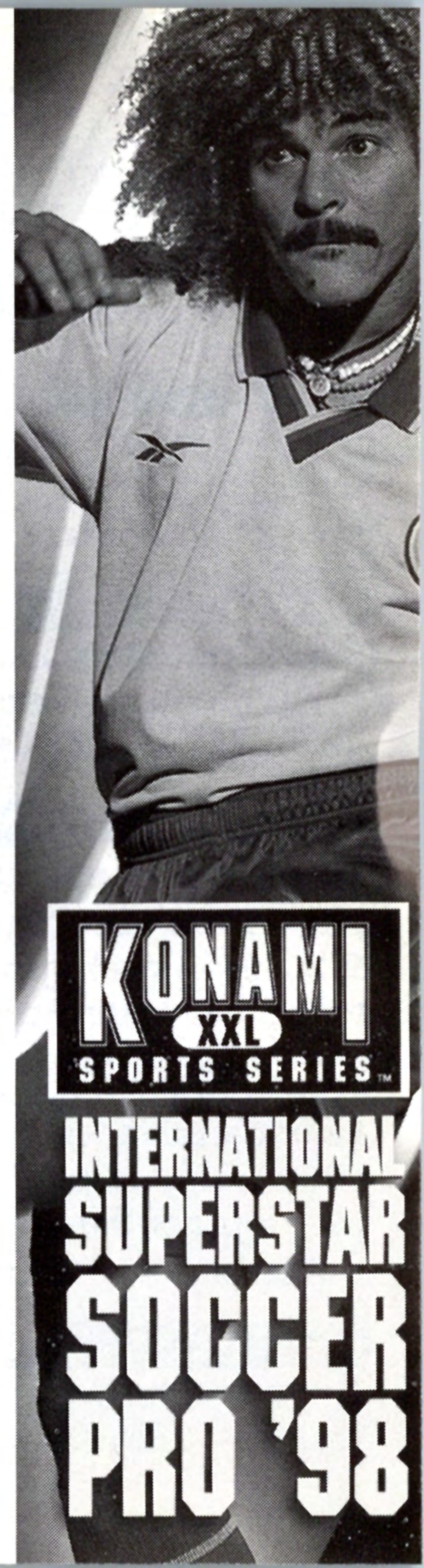


GOALKEEPER

- Overhand throw (mid-range): ✕ or □ button
- Long kick (long-range): ○ button

REPLAY

- L1 button: Rotate perspective to left
- R1 button: Rotate perspective to right
- L2/R2 button: Switch focus to different player
- Directional buttons ↑/↓: Zoom in/Zoom out
- Directional buttons ⇐: Rewind only when button held down
- Directional buttons ⇒: Replay only when button held down
- ○ button: Fast-forward frame by frame
- □ button: Rewind frame by frame
- △ button: Replay
- START button: Cancel replay
- SELECT button: Change perspective



1. SELECT GAME MODES AND PLAYER MODES

Press any button at the Title screen to bring up the Mode Select screen. Select a mode and the Player Mode Select screen will appear. Press the Directional buttons up/down to select a mode, the  button to set a selection, and the  button to cancel a selection.

PLAYING THE GAME FOR THE FIRST TIME

First, go into Training mode and familiarize yourself with the basic game controls. Practice passing, dribbling, corner kicks, and free kicks with a team of your choice. There is no opposing team in this mode.

PLAYING A LEAGUE MATCH

Select 16 teams and play against every other team round-robin style. You play either a half season of 15 matches, or a full season of 30 matches, aiming to come out the champion

SIMULATING INTERNATIONAL CUP MATCHES

Try your skills in an International Cup match. First, qualifying matches are played round-robin style between 32 teams divided into 8 groups. The top 2 teams in each group then play each other tournament-style, with the losers eliminated progressively until a victor is decided.

PLAYING AGAINST A FRIEND

Select a team for an Exhibition match, All-Star match, or Penalty Kick shootout, and play a single match. There are five player modes - you can play against the computer, against a friend, with a friend against the computer, or in co-operation with the computer.

PLAYING IN A PARTICULAR REGION

There are cups for Europe, Africa, North America, South America, and Asia. You play tournament-style, with the losers being eliminated progressively.

PLAYING THE GAME YOUR WAY

In the Konami Cup you get to choose the number of teams (4 to 16) and match content.

■ OPTION

Make Memory Card utility settings, settings for the controller during matches, screen adjustment settings, player name edit settings, sound settings, and screen mode settings. (See page 28)

■ TRAINING

Practice passing, dribbling, corner kicks, and free kicks with a team of your choice. There is no opposing team in this mode. To quit training, select "Quit training" from the Pause menu.

■ EXHIBITION

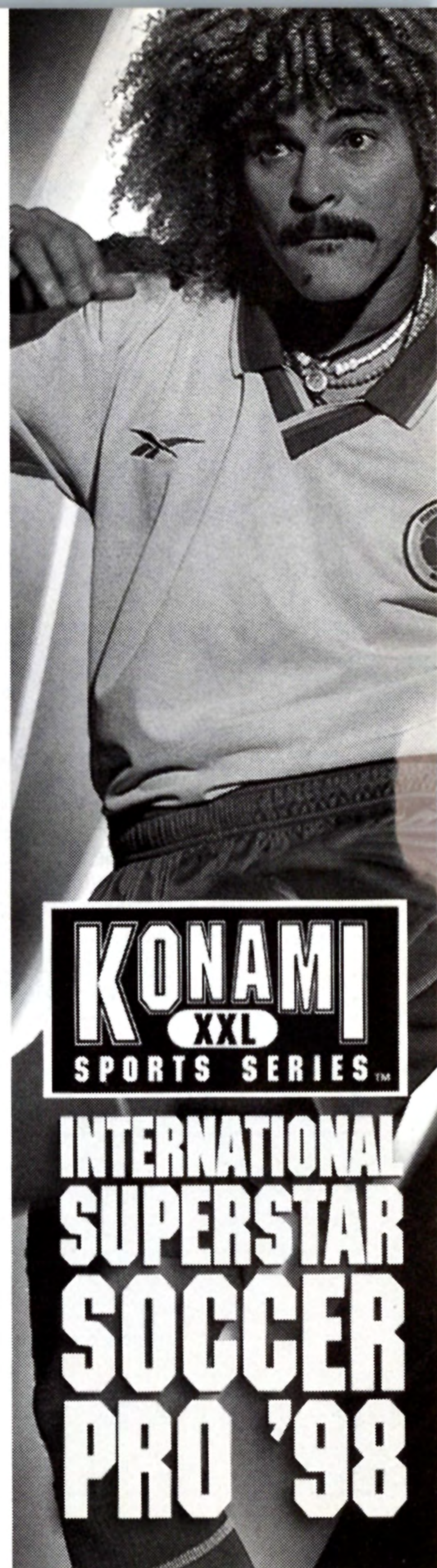
If a match results in a tie, it goes into extended time. If that fails to break the tie a penalty kick shootout is played.

■ ALL STARS MATCH

Select either World All Stars or European All Stars. If a match results in a tie, a penalty kick shootout is played (without the match going into extended time.)

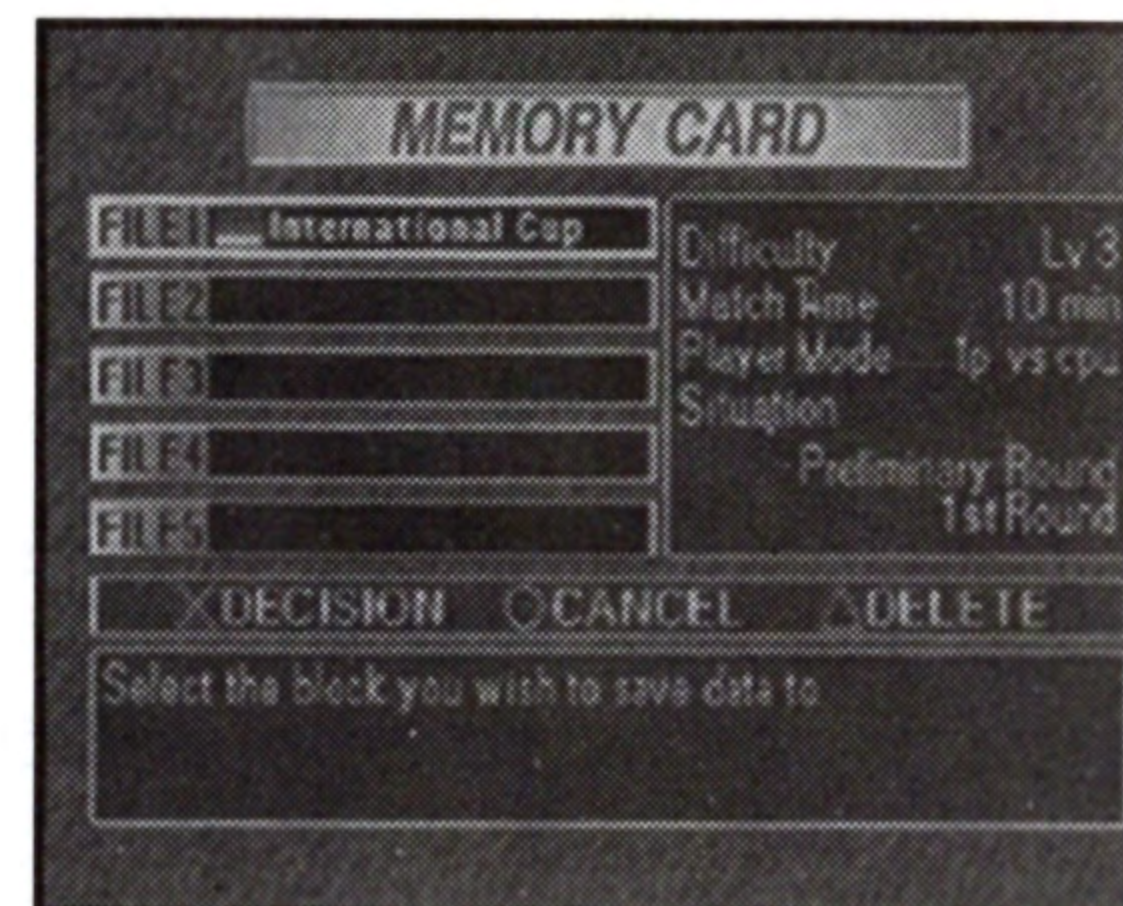
■ PENALTY KICK SHOOTOUT

After selecting a team, set the order in which players will kick.



2. PLAYING A SAVED GAME

Insert the Memory Card containing the saved game into Memory Card slot 1 (Memory Card slot 2 is not used). Select the game mode, then choose "Continue" and set your selection. The Memory Card screen will appear. Select the saved data block you wish to use by pressing the ✕ button, and then press START to load it. Press the △ button to cancel.



3. SETTING THE GAME ENVIRONMENT

(Exhibition and All Star Matches only)

Select an item by pressing the Directional buttons up/down, and change it by pressing left/right. Set your selections with the X button. Press the O button to cancel.

Conditions:

Day, Clear/Rain; Night, Clear/Rain

Match time:

5 mins, 10 mins, 15 mins

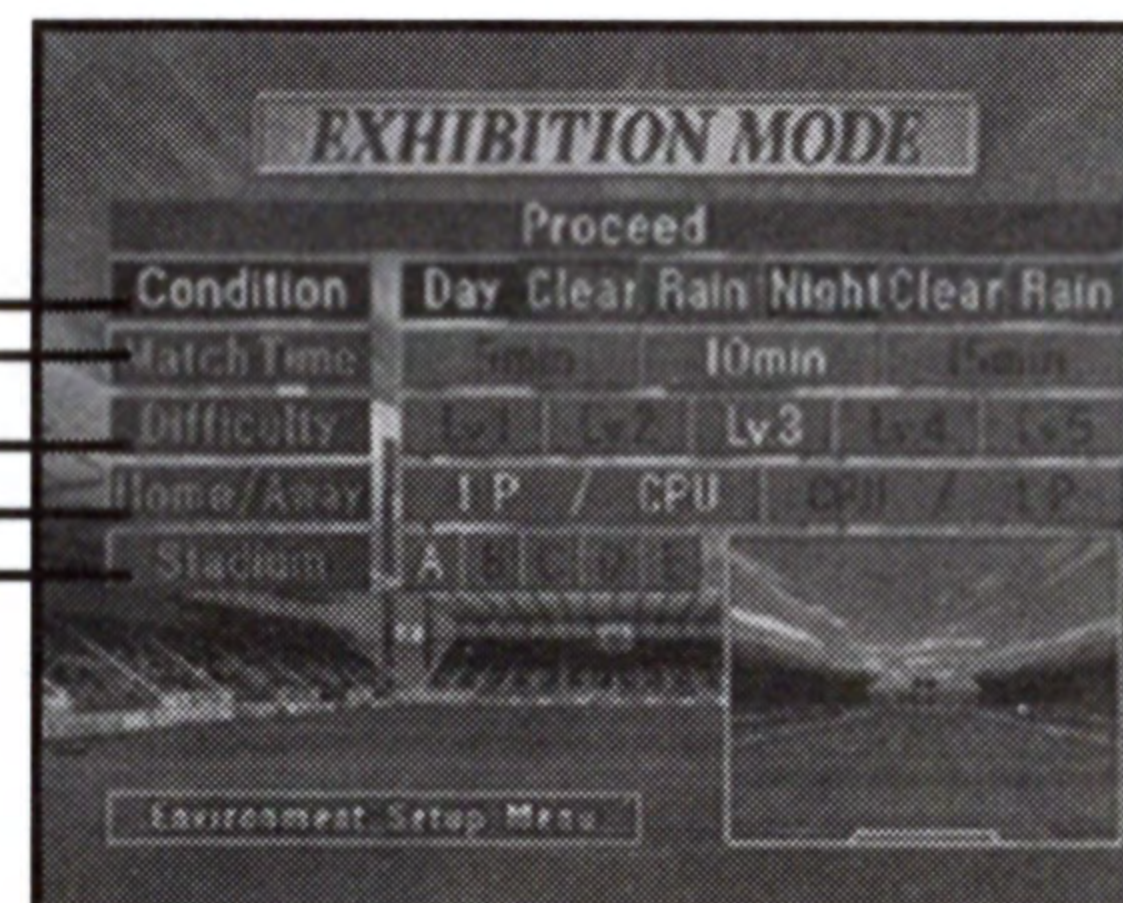
Difficulty:

From level 1 (easy) to level 5 (hard)

Home/Away

Stadium:

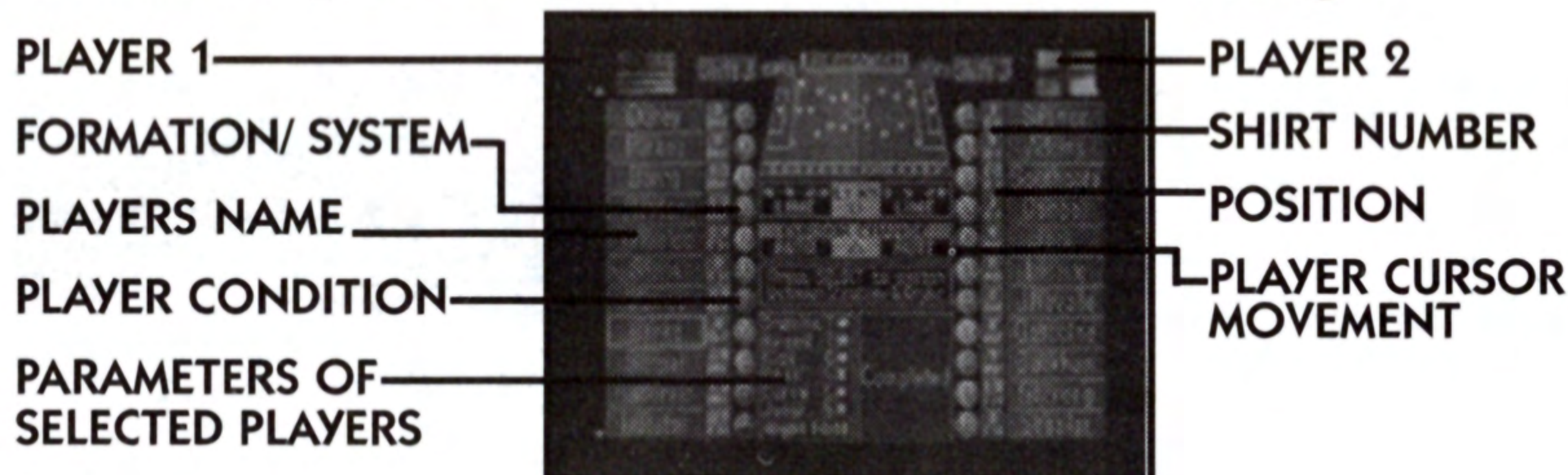
A, B, C, D, E



4. FORMATION

(Exhibition, League, Cup, Training Mode, and All Star Matches only)

Player substitutions and strategy changes made before a match begins are saved automatically on to the Memory Card. Players sent off the field in Cup or League matches are not saved. If the game is started without a Memory Card inserted, changed formations, players, and strategies will go back to standard settings.



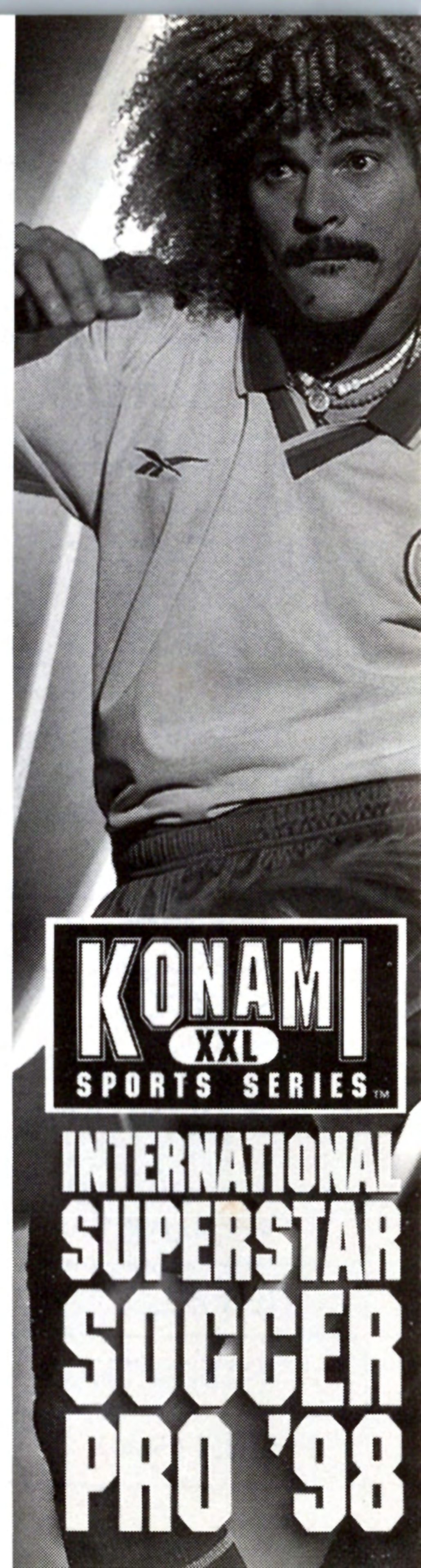
■ **SYSTEM** (change with the ☐ button)

■ **FORMATION** (change with the L1 or R1 buttons)

You can select line, sweeper or libero for each formation.

LINE	Defenders line up on the sides.
SWEEPER	A sweeper is placed at the end of the defense line.
LIBERO	Functions as a sweeper in a defensive situation, but can go on the offensive if the chance occurs.

DEFENSIVE	4-4-2D	3-5-2A	4-5-1A	4-5-1C	3-6-1A		
NORMAL	4-4-2A	4-5-1B	3-6-1B	4-4-2C	3-4-3A	3-4-3D	3-5-2C
OFFENSIVE	4-4-2B	3-4-3B	3-4-3C	3-5-2B	4-3-3A	4-3-3B	



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■ PARAMETER DISPLAY

STAMINA	PASS	RIGHT/LEFT FOOT
SPEED	CURVE	
KICK	JUMP	

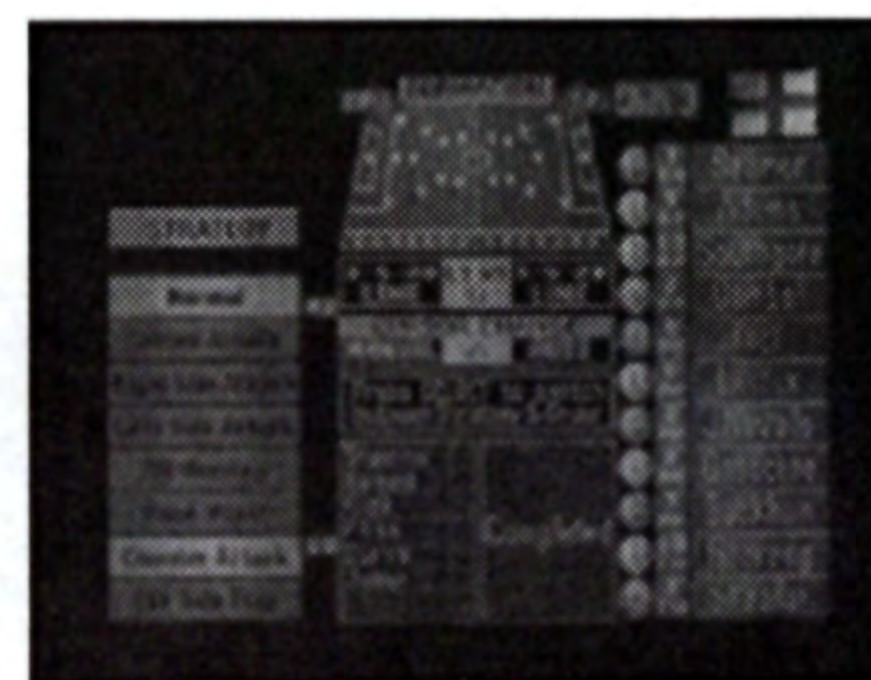


Stamina	7
Speed	7
Kick	5
Pass	5
Curve	5
Jump	5
Right Foot	

■ STRATEGIES (change with the L2 or R2 buttons)

* Use the SELECT button to switch between the strategy display and the player name.

Set a strategy for the L2 and for the R2 buttons, and you will be able to execute the desired strategy during the match by pressing the corresponding button. The names of the strategies are not displayed during the match, so make sure you remember them yourself. Two strategies cannot be executed at the same time.



NORMAL	Keeps a balance between offense and defense.
CENTER ATTACK	Concentrates players in the center for an aggressive attack.
RIGHT SIDE ATTACK	Concentrates players on the right for an aggressive right-side overlap.
LEFT SIDE ATTACK	Concentrates players on the left for an aggressive left side overlap.
CB OVERLAP	Libero or center back players move onto the offensive.
ZONE PRESS	Moves players in towards the ball.
COUNTER ATTACK	Leaves offensive players on the front line.
OFFSIDE TRAP	Moves the defense line up.

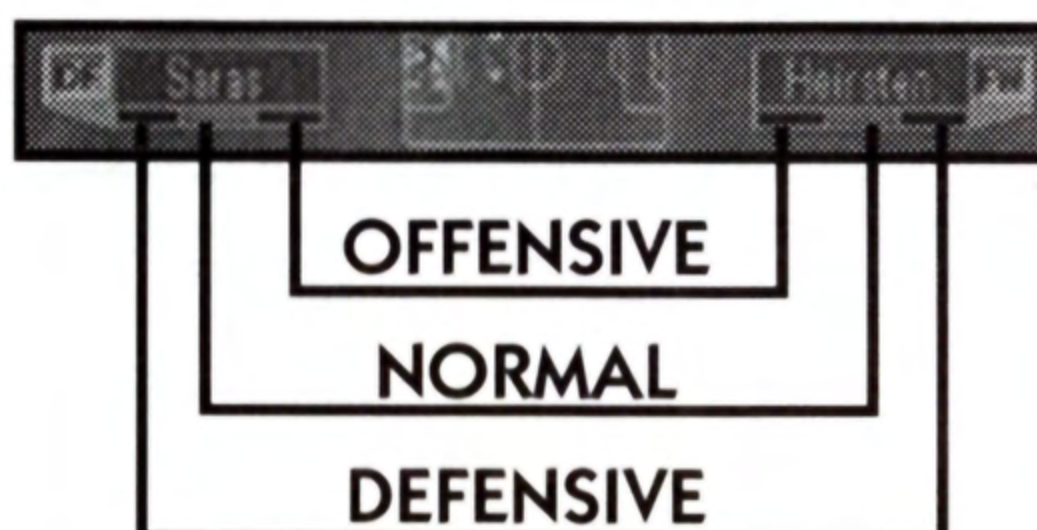
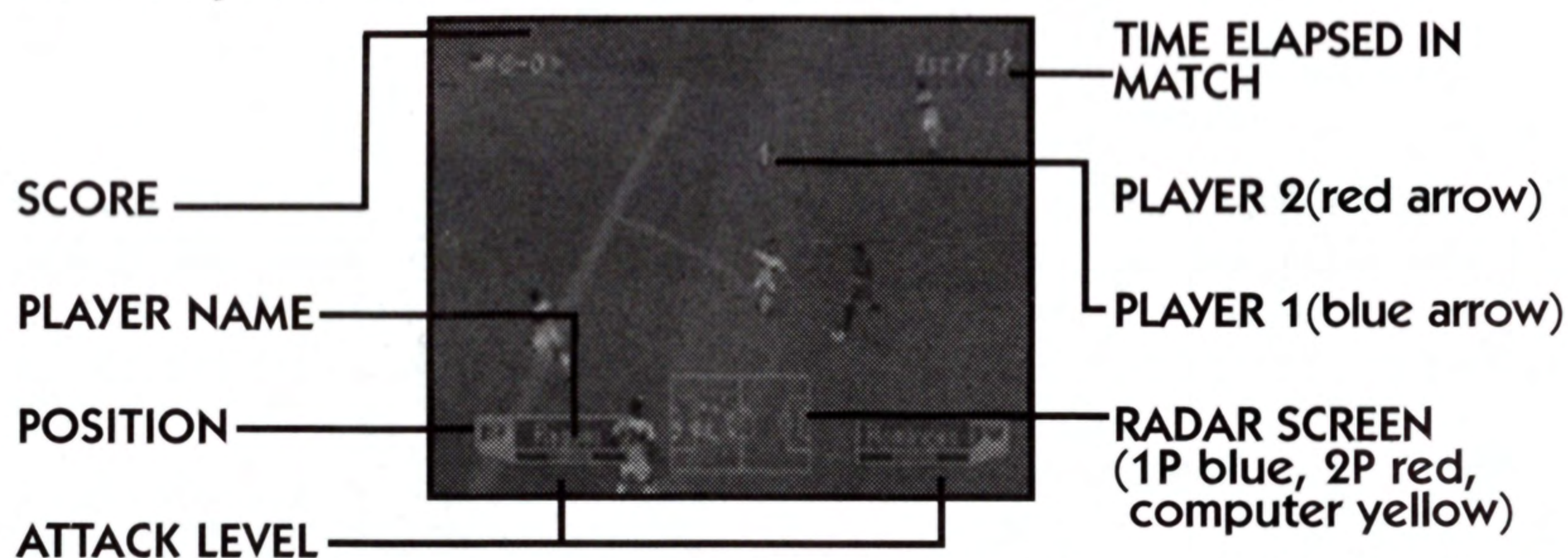
■ SUBSTITUTING PLAYERS

Select the player you wish to take off the field and press the $\times$ button to set. Then set the player you wish to send on in the same way. The players will now be substituted. You can substitute up to 3 players in one match. You can substitute players freely, but a goalkeeper must be replaced with another goalkeeper. The names of players who have been sent off after receiving yellow or red cards are darkened, and cannot be selected. If you substitute players from the pause screen, press the $\bigcirc$ button or the START button to return to the pause screen.

5. GAME SCREEN

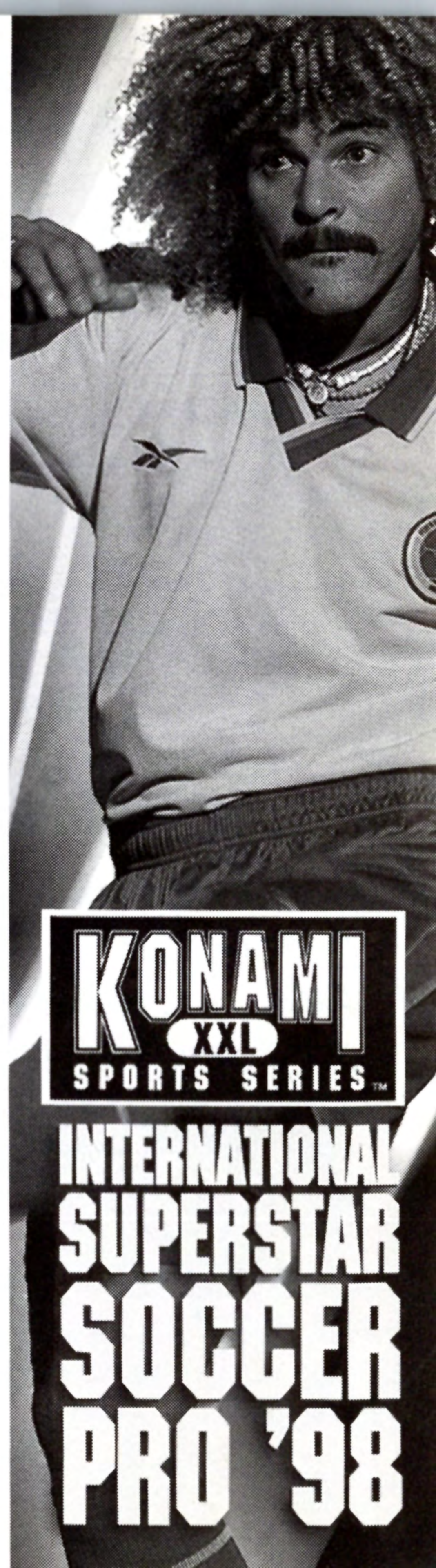
■ DURING A MATCH

You can change display settings from "SCREEN OPTIONS" on the pause screen.



*Attack level (change with the SELECT button)

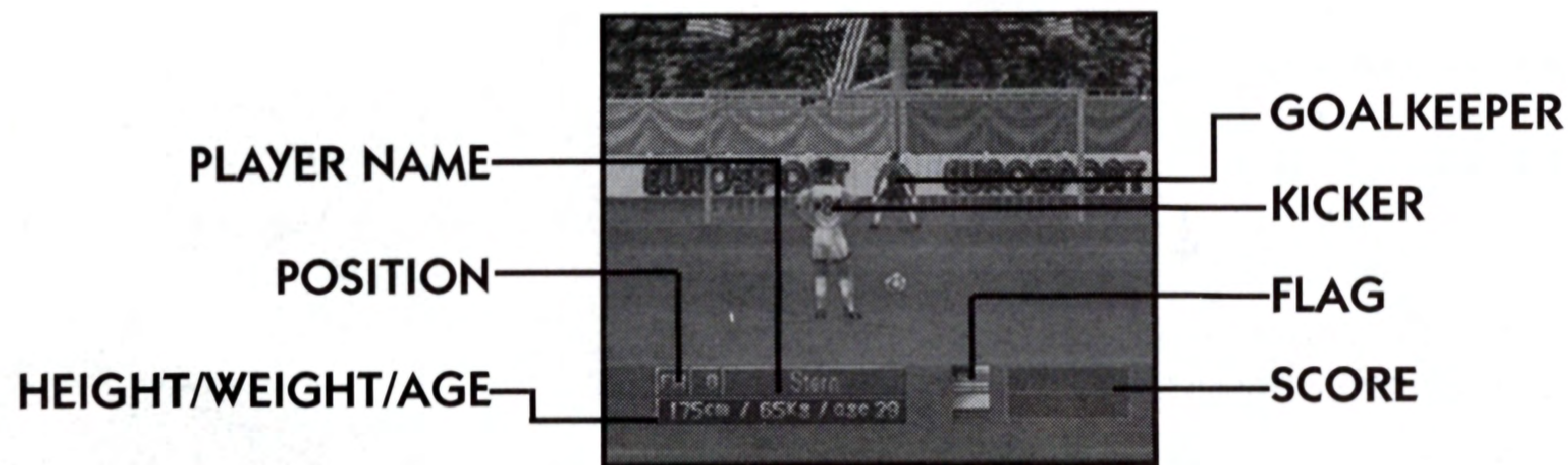
*If the level is offensive, the line is pushed forward, and the players move onto the offensive. If the level is defensive, the players go on the defensive.



■ OUT OF PLAY

This is when the game stops temporarily for a corner kick, free kick, goal kick, or penalty kick. Players that you have substituted during play are changed when the ball goes out of play.

■ PENALTY KICK SHOOTOUT



■ REPLAY

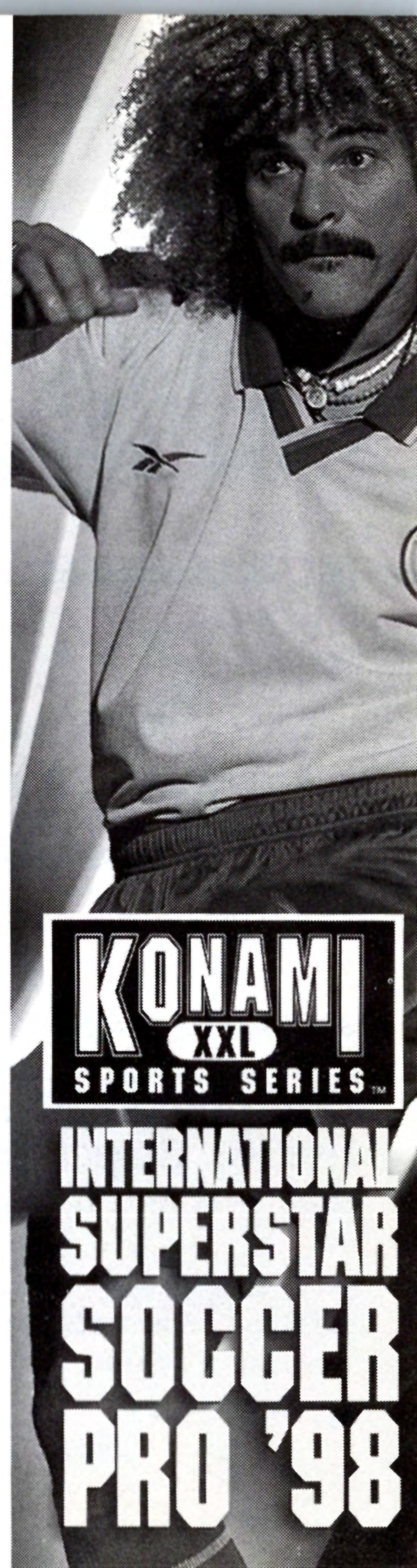
Allows you to watch replays of successful goals as many times as you want. (See P.11)



■ PAUSE SCREEN

You can change a number of settings from the Pause screen. Press the Directional buttons up/down to select an item, and the  button to go to the Change screen.

CONTINUE	Cancel pause
FORMATION	Change formation and strategy settings. (See P.15)
CAMERA	Press the Directional buttons left/right to select a perspective, from Close, Normal, Distant, and Side.
SPEED	Slow - Fast Press  or  to adjust
SCREEN OPTIONS	Change settings for radar screen, player name, time, point and strategy displays.
SOUND	Change volume and commentary settings Sound effects: Low - High Music: Low - High Commentary: Low - High Play by play: On/Off
LANGUAGE	Italian, English, French, German and Spanish
AUDIO	Stereo/Mono
QUIT	Quit game; Highlight YES and press the  button to return to the Mode Select screen. NOTE: Any unsaved data will be lost.



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6. GAME RESULTS



Directional buttons: Use to scroll through screens marked with arrows

✕ button: Go to next screen

○ button: Cancel (all screens)

■ CODES USED FOR LEAGUE AND CUP MATCHES

W	Win
D	Tie
L	Lose
F	Number of Goals for
A	Number of Goals against

P + S	No. of points for matches won
Y.C.	No. of yellow cards
R.C.	No. of red cards

■ LEAGUE MATCHES

POSITION CHART

Lets you check team data, with teams ranked in order.

SCORE RANKING

Shows the names of the top two goal scorers.

VERSUS CHART

Shows win/loss data.

POSITION MOVEMENT GRAPH

Select a team and check the changes in its position.

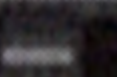
*Press the  button to go to the "Save", "Next Match", or "Quit" screens. To save, see section 7, "Using the Memory Card", for more details.

■ CUP MATCHES

INTERNATIONAL CUP (tournament style)

The qualifying match results chart is displayed in the same way as the match and score results. If you have made it as far as the championship tournament, the championship tournament chart is displayed.



INTERNATIONAL CUP							
	AGROUP	W	L	D	F	A	PTS
1	 England	1	0	0	6	0	3
2	 Austria	0	0	1	0	0	1
2	 South Africa	0	0	1	0	0	1
4	 Germany	0	1	0	0	6	0

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KONAMI CUP (tournament style)

When the Home & Away option is enabled, results are displayed after every two matches. The tournament chart is then displayed. If the score for both teams is the same after the two matches, the winner is decided by doubling the away match scores. If the home & away match option is not selected, the tournament chart is displayed immediately.

KONAMI CUP (round-robin style)

The match results are displayed, then the round-robin match results and the round-robin score chart.

THE EUROPEAN, AFRICAN, NORTH & SOUTH AMERICAN, AND ASIAN CUPS

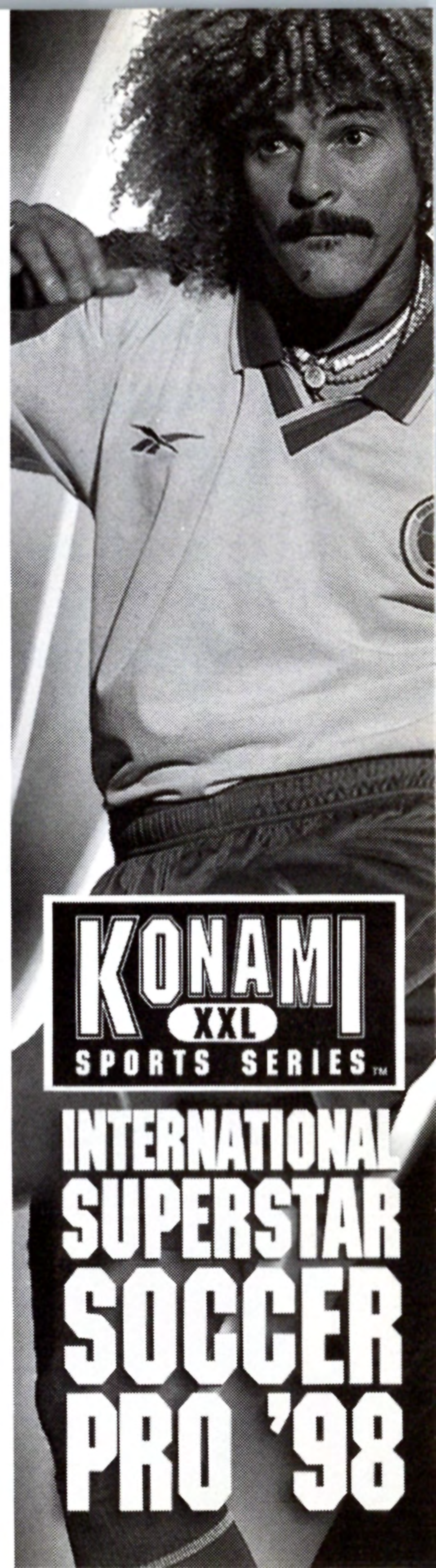
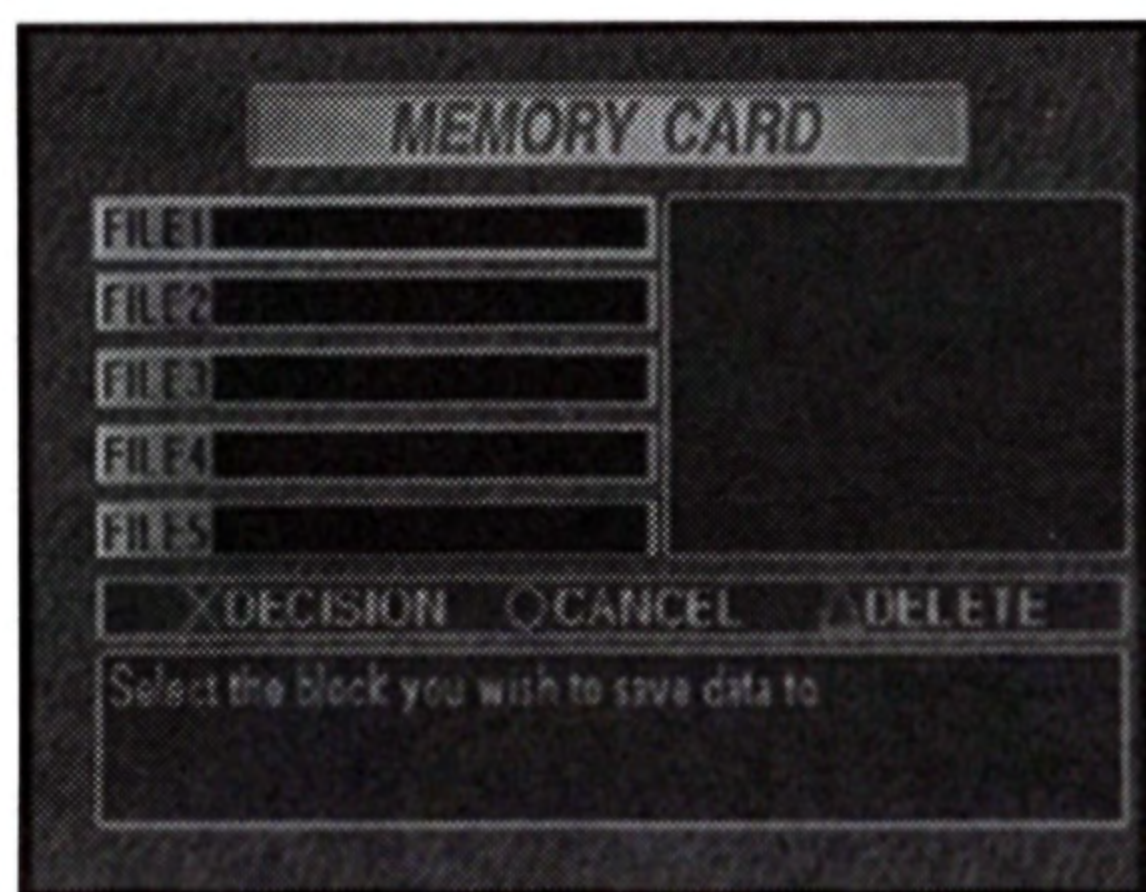
When the Home & Away option is enabled, results are displayed after every two matches. If the score for both teams is the same after the two matches, the winner is decided by doubling the away match scores. Then, the First/Second results chart and the tournament chart are displayed. If the match was decided by doubling the away match scores, that calculation and the win/loss results are displayed. If the Home & Away match option is not selected, the tournament chart is displayed immediately.

Press the  button to go to the "Save", "Next Match", or "Quit" screens. To save, see section 7, "Using the Memory Card", for more details.



7. USING THE MEMORY CARD

Before starting the game, be sure to insert the Memory Card into Memory Card slot 1 (slot 2 is not used). After viewing the game results, press the $\times$ button to go to the "Save", "Next Match", or "Quit" screens. If you select save, the Memory Card screen will appear. Press the $\times$ button to select the block into which you wish to save data, and press the START button to save. Press the $\triangle$ button to cancel, and the $\bigcirc$ button to return to the previous screen.



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OPTIONS

■ MEMORY CARD UTILITY

You can reset the computer level and match time for Cup matches and the player mode for League matches saved into Files 1 - 5 on the Memory Card.

■ CONTROLLER SETTINGS

Change the button configuration of your controller. Select the button whose function you wish to change, then select the button whose function you wish to switch the first button to. Select "Use Default" to return to the default settings.

■ SCREEN ADJUSTMENT

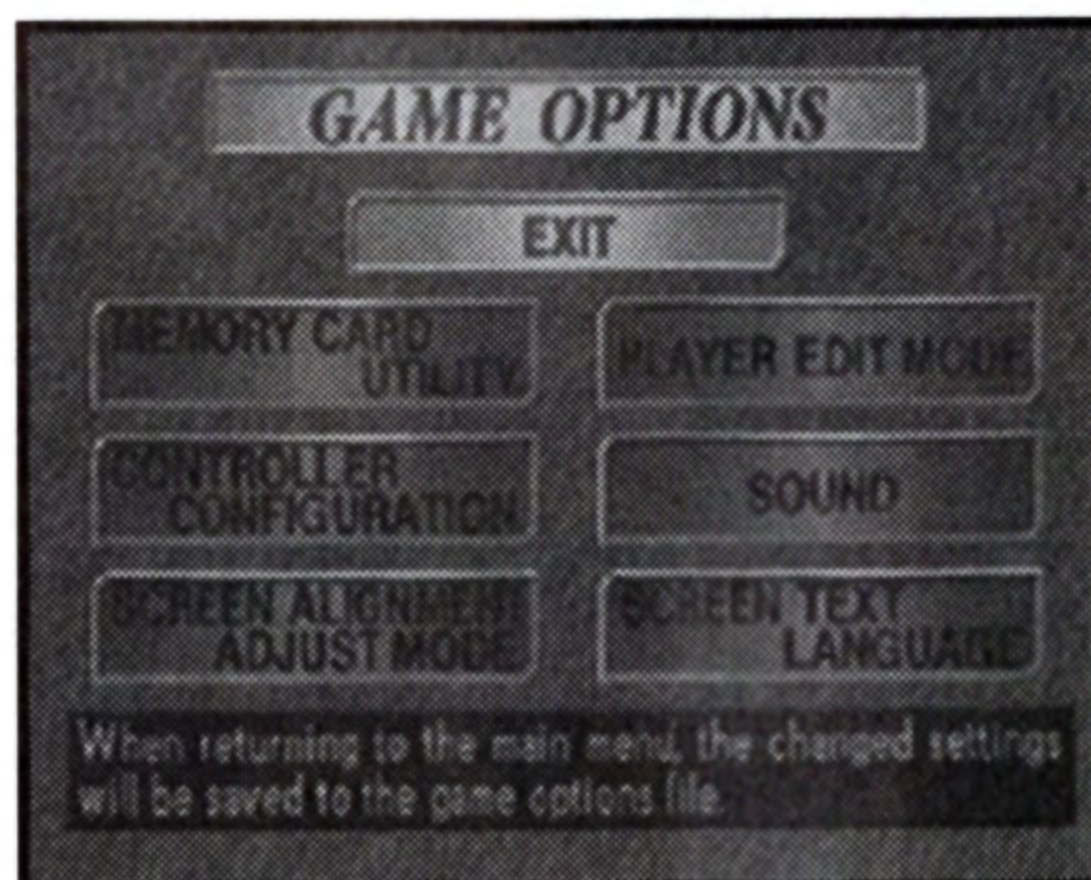
Adjust the left/right/top/bottom screen parameters.

■ SOUND

Adjust volume and change settings and announcer language.

■ SCREEN TEXT LANGUAGE

Change language of help messages displayed on screen.



■ PLAYER EDIT MODE

Change player names.

* When selecting team or player:

L1/R1: Select team

Directional buttons ↑/↓: Move cursor

* when selecting player

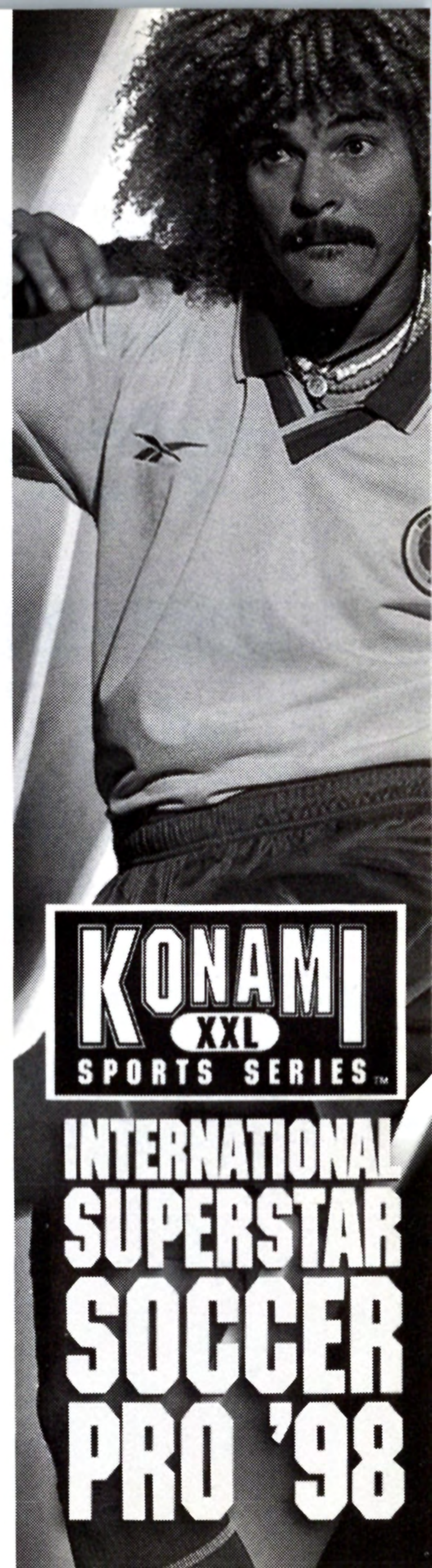
✕ button: Set player to be edited

* When editing name:

✕ button: Set letter

□ button: Cancel letter

L1/R1 + Directional buttons ⇐/⇒: Move cursor



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ADVICE

STEALING THE BALL

Press the player with the ball from the front, not from behind. Pressing from behind may result in a foul.

THROUGH PASSES

Take careful aim for side through passes, and shoot towards overlapping players.

DIRECT PLAYS

You normally get in front of your opponent to do these. Execute with careful timing when the ball is in the air.

ATTACK LEVEL

Increase the attack level when doing free kicks and corner kicks. But be careful not to increase it too much or you may be counter-attacked by your opponent.

Notes

[illegible]

Notes

CONSUMER SUPPORT

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

▣ Minors must have parental permission before dialing

Hints are available 24 hours a day. Live support Monday-Friday 9:00 A.M. to 5:30 P.M. Pacific Time.

Prices and availability are subject to change. U.S. accessibility only.

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