

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.

Thank you for purchasing PlayStation software Tecmo Sports "Super Shot Soccer". We suggest reading this instruction manual before playing the game.

Prologue

Now's your chance to finally compete with the world's best soccer teams. Great players from around the globe will come together to compete in hopes of becoming the soccer champions of the world! With 32 teams to choose from, there's only room for one winning team. Only the team with the best technique, teamwork and luck will be taking home soccer's most coveted title. Do you have what it takes to lead your team to victory?

Table of Contents

BASIC OPERATIONS	04	TEAM FORMATION	13
GAME MODE	06	TOURNAMENT SCREEN	14
WORLD TOURNAMENT	07	CONTROL	15
INTERNATIONAL LEAGUE	08	SUPER TECHNIQUE SYSTEM	18
INTERNATIONAL CUP	09	SAVING DATA	19
TEST MATCH	10	RULES	20
OPTION	11	TEAM PROFILE	21
KICK OFF	12		

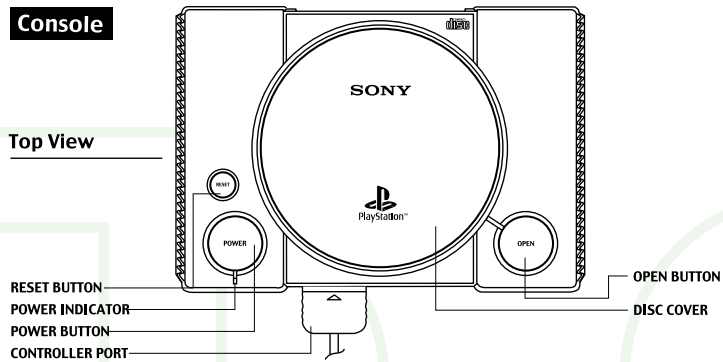
[Warning] Tecmo Sports Super Shot Soccer is an original product developed only by Tecmo. Tecmo owns the copyright, industrial property right and other rights to this product.

[Comment] Tecmo is constantly striving to improve its products so it may provide customers with greater satisfaction. Therefore, depending on when the products were purchased, there may be slight discrepancies between two products of the same model.

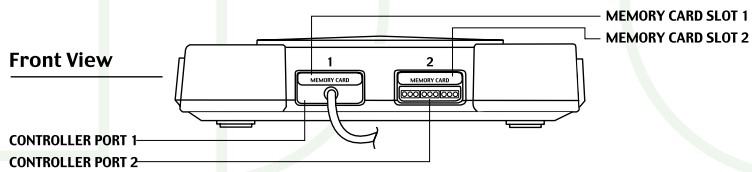
Since we are constantly improving our products, please understand that the product you have purchased may slightly differ from the material given in this manual.

Console

Top View



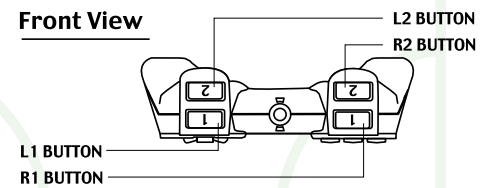
Front View



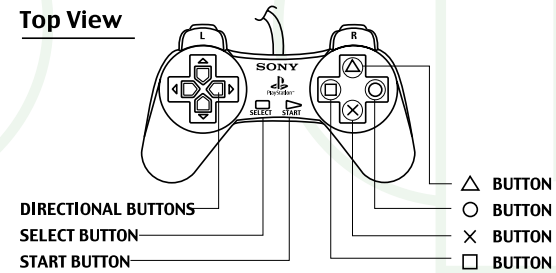
Set up your PlayStation game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the Super Shot Soccer disc and close the Disc Cover. Insert game controllers and turn on the PlayStation game console. Follow on-screen instructions to start a game.

Controller

Front View



Top View



Reset during game: If you hold the START button for more than 2 seconds together with the SELECT button, the game will reset and return to the title screen.

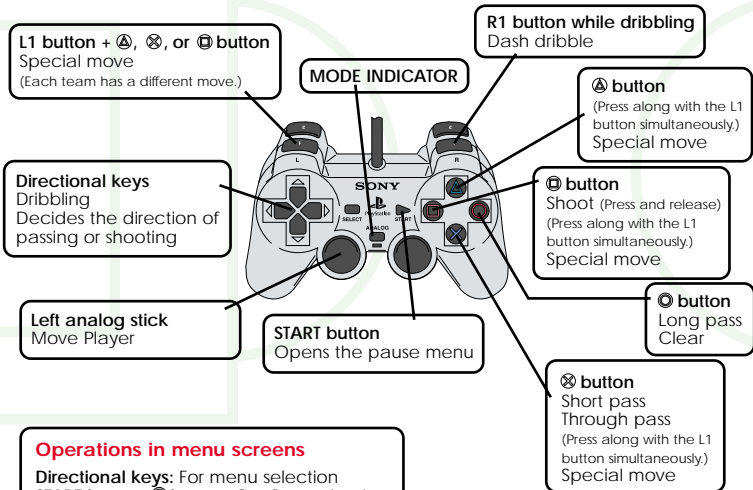
BASIC OPERATIONS

* Buttons not explained here will not be used.

* The vibration function is turned on and off from the Game Options screen.
The vibration function may be effective, regardless of MODE INDICATOR status.

When the ball is in your possession

This is for operations when your team has the ball.
You will operate the player that has the ball.



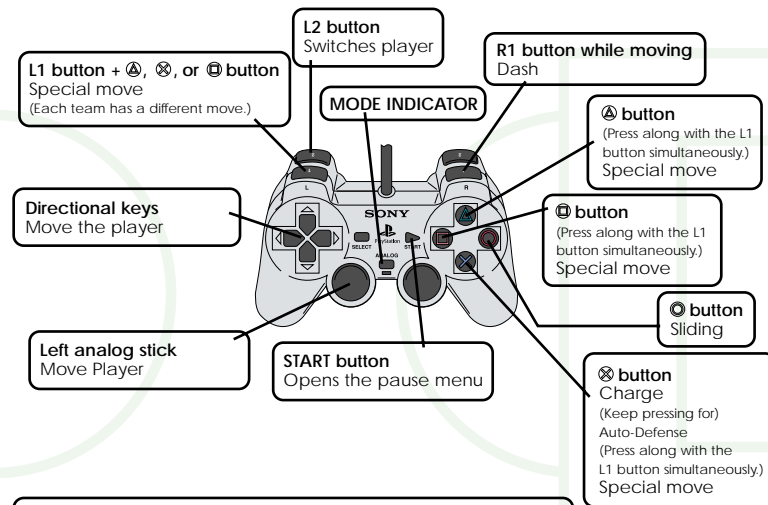
Operations in menu screens

Directional keys: For menu selection
START button, ○ button: Confirms selection
⊗ button: Cancels selection

*Vibration function. (Left and right analog sticks are not used.)

Defense

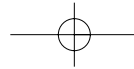
This is for operations when the opposing team has the ball.
You will operate the player indicated by the marker.



Direct play

This is for operations when neither team has the ball.
Approaching the ball, repeatedly hit one of the buttons below.
The type of kick used will vary, depending on the timing and height of the kick.

- button: For menu selection
- ⊗ button: Confirms selection
- button: Cancels selection



GAME MODE

Press the Start button on the title screen to show the main menu. Select and confirm the play mode you'd like to use.

The following game modes and option setting menus are available in Super Shot Soccer:

1) WORLD TOURNAMENT

In this mode, you must be at least second-place in the group league in order to advance to the world championship. A total of 32 teams will participate. See page 21 for details.

2) INTERNATIONAL LEAGUE

This is a round-robin tournament of 8 teams. See page 08 for details.

3) INTERNATIONAL CUP

This is a tournament comprised of 16 teams. See page 08 for details.

4) TEST MATCH

This is a single exhibition match.

This is the only mode that allows players to play against each other. See page 09 for details.

* This mode requires another controller, sold separately.

5) OPTION

This mode allows you to configure settings such as game difficulty. See page 11 for details.



WORLD TOURNAMENT,
INTERNATIONAL LEAGUE,
INTERNATIONAL CUP



TEST MATCH



OPTION

WORLD TOURNAMENT

Select "WORLD TOURNAMENT" in the main menu screen to display the World Tournament menu screen.

NEW GAME: Starts a new World Tournament mode
DATA LOAD: Resumes the World Tournament mode with previously saved data

When you select "NEW GAME," the Team Selection screen will be displayed. Select the team you wish to play. After selecting the team, the Game Option screen appears. See page 11 for options.

Select "OK" in the Game Options screen to proceed to the Game Schedule screen. To start the game, press the X button or the START button.

Qualifying Group League

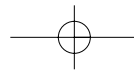
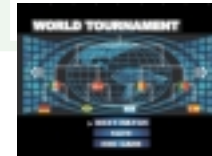
Round-robin matches will be held against the other three teams in the group.

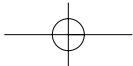
To qualify for the final tournament, your team's points must be in the top two spots in the group.

After the three games, if your group ranking is third or lower, the game is over.

Final Tournament

This is a tournament in which losing one game means the game is over. You must win four games to win the championship. Only then will the fame and glory of conquering the worlds' best soccer teams be yours.





INTERNATIONAL LEAGUE

Eight teams will participate in this league tournament. Like the World Tournament, the strength of the team will be significantly affected by the skills of the team players.

Select "INTERNATIONAL LEAGUE" in the main menu screen to display the International League menu screen.



NEW GAME: Starts a new International League from scratch
DATA LOAD: Resumes the International League mode with previously saved data

When you select "NEW GAME," the Team Selection screen will be displayed. Select the team you wish to play and the opponent team you wish to play against. The other seven teams will be chosen randomly by the computer.

After selecting the team, the Game Option screen appears. See page 11 for options. Select "OK" in the Game Option screen to proceed to the Game Schedule screen. To start the game, press the X button or the START button.

If you win in this game mode.....!



INTERNATIONAL CUP

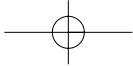
Sixteen teams will participate in the International Tournament. Like the World Tournament, the strength of the team will be significantly affected by the skills of the team players.

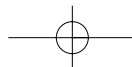
Select "INTERNATIONAL CUP" in the main menu screen to display the International Tournament menu screen.



NEW GAME: Starts a new International Tournament from scratch
DATA LOAD: Resumes the International Tournament mode with previously saved data

When you select "NEW GAME," the Team Selection screen will be displayed. Select the team you wish to play and the opponent team you wish to play against. The other 15 teams will be chosen randomly by the computer. After selecting the team, the Game Option screen appears. See page 11 for options. Select "OK" in the Game Option screen to proceed to the Game Schedule screen. To start the game, press the X button or the START button.





TEST MATCH

This is a single exhibition game. You cannot save the game data.

Select "TEST MATCH" in the main menu screen to display the Play Mode selection screen. Select the play mode you'd like to use.



- 1P vs COM:** You will play against the computer. Select your team and the computer's team.
- 1P vs 2P:** Two players can enjoy playing against each other by using an additional controller (sold separately).
- COM vs COM:** This is a non-interactive mode in which the computer controls both teams.

After selecting the team for 1P and 2P, the Game Option screen appears. Select "OK" to start the game.

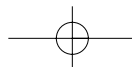


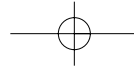
OPTION

Select "GAME OPTION" in the main menu screen to display the Option screen. This screen also appears before the beginning of a game in each mode.



- OK:** Saves the options and exits Game Option mode
- MATCH TIME:** You can select the length of the game. You have five time options to choose from.
- DIFFICULTY:** You can set the difficulty level from five levels.
- DAY/NIGHT:** You can choose either a day game or night game.
- WEATHER:** You can select clear or rainy weather.
- OVERTIME:** You can decide whether to go into overtime if the game is a tie after playing both halves.
- P.K.:** You can choose whether to use penalty kicks to determine the winner. In a tournament, if the winner is not determined, it will automatically proceed to penalty kicks.
- VIBRATION:** You can turn the controllers' vibration function on or off.





KICK OFF

Before starting a game, the Game Settings menu will appear. In this menu, select items using the directional buttons and confirm them using the **OK** button. From the selected item, press the X button to return to the menu. This menu also appears when you press the START button during the game.



- START MATCH:** Starts the game.
(If you have paused the game, the game will resume.)
 - FORMATION:** You can check or change the team formation.
(See page 13.)
 - CAMERA:** You can choose any of three camera angles for the game.
NEAR, NORMAL, FAR
 - EXIT MATCH:** Aborts the game. If you have paused the game, you will lose the progress of the game.
- EXIT MATCH:** Exits the game mode and returns to the main menu screen
 - RESTART MATCH:** Returns to the first screen in the game mode.
 - CANCEL:** Returns to the Game Settings menu. The game will not be aborted.

Once the setting is complete, select "START MATCH." If you have paused the game, pressing the X button will return you to the game. (For a two-player game, either 1P or 2P should perform the operation.)

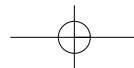
TEAM FORMATION

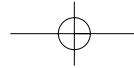
Select "FORMATION" in the Game Settings menu to display the Formation screen. This screen lets you check and change settings such as team formation, member change, and the kicker selection for free kicks.

- OK:** Saves the changed settings and returns to the Game Settings menu
- MEMBER CHANGE:** Changes the player in the game
Select the player to change using the directional keys and press the X button to confirm the selection.
Next, select the substitute player to enter the game and press the X button to complete the member change.
It is also possible to select two members in the game and exchange their positions. In a single game, up to three member changes are allowed. Players that were substituted or sent off can not re-enter the game.
- FORMATION:** Switches the team formation. The game play will be easier with a proper formation from the opposing team.
(Can you change the formation of the opposing team?)
- DEFENSE TYPE:** Chooses your team's defense type from one of the following three patterns: line, sweeper or libero. "LINE" is the standard type, "SWEEPER" is defensive, and "LIBERO" is an offensive type of defense.
- KICKER SELECT:** This setting allows you to check and change the kicker for free kicks. The player marked with the "K" in the list is the kicker. Change with the directional keys and confirm your choice using the X button.

Player Data

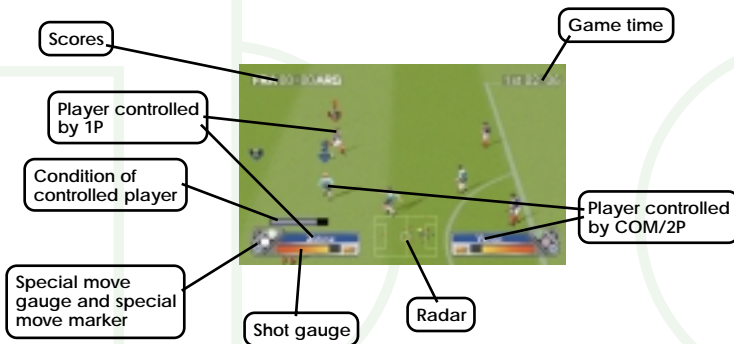
The alphabetical character shown next to each player in the player list, shown during member change, indicates the capability and condition of that particular player. Alphabetical ranking is S, A, B, C and D, from best to worst. The player with a m in the [SUPER PLAY] section is a star player that can perform special super plays when under your control.





TOURNAMENT SCREEN

Game Screen



14

Radar

Player 1P is shown as blue dots, COM/2P is shown as red dots, and the ball is shown as a white dot.



CONTROL (OFFENSE)

Attack

Long pass → button

By pressing the button, a long pass will be attempted in the direction of the directional key. Unleash a counter attack with a quick long pass from your own territory!

Centering → button

Bring the ball into the side of opponent's penalty area and press the button to attempt centering. Go for a direct shot!

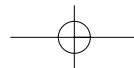
Short pass → button

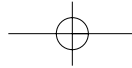
By pressing the button, a short pass will be attempted to a team member in the direction of the directional key. Precise pass work will slowly disrupt the opponent's line of defense. A successful through pass around the opponent's penalty area can devastate your opponent.

Shoot → button

When you press the button, the shot gauge appears on the screen. If you release the button when the gauge is full, the kick will be powerful but your opponent's chances of defending against it will also be higher.

15





CONTROL (DIRECT PLAY)

Direct play

If the ball is in the air or the ball is free, direct play can be performed by approaching the ball and pressing a button. The type of kick will vary, depending on the timing and height of the kick.

Direct long pass → ○ button

By pressing the ○ button, a long pass will be attempted directly in the direction of the directional key. The pass will be a centering pass around the penalty area.

Direct short pass → ⊗ button

By pressing the ⊗ button, a short pass will be attempted directly to a team member in the direction of the directional key. Quick game play using direct passes is the best way to confuse your enemy.

Direct shot → ⊕ button

Pressing the ⊕ button unleashes a direct shot.

16

CONTROL (DEFENSE)

Defense

Charge → ⊗ button

After approaching an opponent player that has the ball, press the ⊗ button to attempt to take the ball away. This basic defense technique is less likely to result in a foul.

Auto-defense → Keep pressing the ⊗ button

If the player you're controlling is distant from the opponent player that has the ball, press the ⊗ button to switch to the player closest to the ball. If you keep pressing the ⊗ button, the player automatically goes after the opponent with the ball and starts charging him.

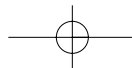
Sliding → ○ button

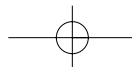
Your player attempts to take the ball by sliding. Though the chance of stopping the opponent is high, the chance of drawing a foul is also high. Sliding from behind the opponent is especially likely to receive a yellow or red card, so caution must be taken.

Switching the controlled player → L2 button

This changes the player to control. This button is used, for instance, when you want to switch control to another player so that two players can defend against an opponent player.




17





SUPER TECHNIQUE SYSTEM. SUPER PLAYS

Super Special move System

Each team that appears in this game has special moves that are the pride of its country. Special moves can be activated by simultaneously pressing the L1 button and either ,  or  button. However, a special move cannot be activated if the special-move gauge has not reached the level required for the special move.

The special move gauge increases with time. The special-move marker next to the gauge indicates when a special move can be used. When a special move can be used, the marker will blink.

See "Team Descriptions" from page 21 for the description of the teams' special moves.

Super PLAY

A technique available only to those blessed by the god of soccer is called Super Play. Only a specific player on a team can use Super Play. If you activate a special move using that player, the attack will be much more powerful than usual. The player who can use Super Play will have an S cursor above his head



18

SAVING DATA

Each of the modes in Super Shot Soccer, which are "Game Option," "World Tournament," "International League" and "International Cup" uses one block on the memory card. See the description for each mode for information on how to save the data.

* The memory card can only be used in MEMORY CARD slot 1.

Loading Data

For the three game modes

To play the game using previously saved data, firmly insert the appropriate memory card into MEMORY CARD slot 1 and select from the main menu screen the game mode in which you wish to continue playing.

At the menu screen of the game mode, select "Load Data."

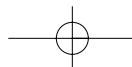
In the file selection screen that follows, select the screen you wish to load in order to resume the game.



Game Option

Data will be loaded automatically by inserting a memory card having the saved game option into MEMORY CARD slot 1 and starting the game.

19



RULES

In this game, the rules are basically the same as the actual soccer rules. (There may be some slight differences.)

Offside:

When your team has the ball, the player who is ahead of the player with the ball but and doesn't have an opponent ahead of him, except for the goalie, is considered to be "offside." If you send a pass to this player, an offside foul will be called and will result in your opponent's indirect free kick.

Fouls:

When you execute a sliding tackle or a charge, you may receive a foul. Depending on the referee's judgment, a yellow card (warning) or a red card (send-off) may be issued.

- If the same player receives two yellow cards during a single game, that player will be dismissed from the field. The player will not be allowed to play in the next game, either.
- A player that has accumulated two yellow cards over several games will not play in the next game.
- Receiving one red card means you are immediately dismissed from the game. The player will not play in the next game, either.
- In a test match, fouls do not affect the next game.

Member change:














Up to three players can be substituted during a single game.

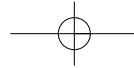
Overtime: In a tournament, if the scores are tied after the second half, extra time for the Golden Goal will follow. If the winner cannot be determined after overtime play, penalty kicks will be held.

Winning points:

You will receive three points if you win a game. You'll receive one point if you tie.

Team Profile (1)

	This is the number-one team. It plays well on both offense and defense. The players are top-notch.	Napoleon March The player passes opponents using continuous juggling.	Dribble L1 + 
		Tricolor Beam High-speed, consecutive passes take the ball close to the enemy goal.	Pass L1 + 
France		Eiffel Tower The Eiffel Tower electrocutes and stuns opponent players.	Defense L1 + 
	Boasts some of the best teamwork in Africa. The abilities of the individual players are also world-class. Its sophisticated style of play is fascinating.	Mirage Shoot Every time the ball bounces with the rainbow, the ball accelerates.	Shot L1 + 
Senegal		Desert Rally The speed of the controlled player doubles.	Defense L1 + 
	Its extremely strong defense makes it difficult for the opposing team to score goals. This is a veteran team with great history and tradition behind them.	Sol Shot The bright ball becomes increasingly brighter and faster.	Shot L1 + 
Uruguay		La Plata Dribble The ball kicked during the dribble returns to the player.	Dribble L1 + 
	Powerful, dynamic game play. No teams' aerial maneuvers come close to Denmark's	Dynamite Head A heading shot after long-distance dive.	Shot L1 + 
DENMARK		Viking Ship A Viking ship blocks all low balls.	Defense L1 + 

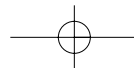


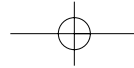
Team Profile (2)

 Spain	This team is an armada that focuses on offense. Though its defense could use some improvement, its heavy attacks force other teams into submission.	Matador Shot This drive shot goes high into the air, then comes down sharply.	Shot L1 + Ⓐ
		Flamenco Scissors Opponents in the vicinity will fall to the ground.	Dribble L1 + Ⓒ
		Armada Counter From anywhere on your side of the field, a long pass will lead to a direct shot.	Shot L1 + ⓧ
 Slovenia	Its weapon is the counterattack following its solid defense. This team is very patient, and concentrates its efforts on team play.	Snow Slide The ball accelerates with each and every bounce.	Shot L1 + Ⓐ
		Alpine Wall All high balls will be blocked.	Defense L1 + ⓧ
 Paraguay	This team has the world's best goalkeeper, who leads the team. It also has a world-class defensive team, which often shuts out the opponent team.	God's Voice All players move faster.	All Players L1 + Ⓐ
		Iguassu Falls From anywhere on your side of the field, a long pass will lead to a direct shot.	Shot L1 + Ⓒ
		Charisma Punch The goalie's throw becomes a killer pass.	Keeper L1 + ⓧ
 South Africa	With its speedy players, it attacks from the side and tosses the opponent team about.	Diamond Head This is a heading shot after diving through the air, leaving smoke in its wake.	Shot L1 + Ⓐ
		Golden Wall This stops all low balls.	Defense L1 + Ⓒ
















Team Profile (3)

 Brazil	This team's fancy pass work and technique is the best in the world. But contrary to its fantastic offense, the defense leaves room for improvement.	Canary Shot The ball disappears into the ground.	Shot (free-kick) L1 + Ⓐ
		Jungle Divide A killer pass can be sent from anywhere.	Pass L1 + Ⓒ
		Sophia Leap The player lifts the ball above the head to pass the opponent players.	Dribble L1 + Ⓐ
 Turkey	Its specialty is quick pressing play from high altitude. From the technical point of view, the players are world-class.	Trojan Horse A huge wooden horse blocks the shot path.	Defense L1 + ⓧ
		Dragon Jump The player holds the ball between the feet and makes a huge leap.	Dribble L1 + Ⓐ
 China	This team's physical abilities are high, indicating considerable hidden potential. Physical strength and speed are its main weapons.	Great Wall The Great Wall drops down onto the field and stops all low balls.	Defense L1 + Ⓒ
		Hurricane Shot The ball curves enormously.	Shot L1 + Ⓒ
 Costa Rica	This is the number-one team in North and Central America. Costa Rica's tricky plays entertain the fans.	Pirates' Charge This move throws away any opponent that touches the player.	Defense L1 + ⓧ


















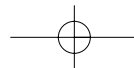


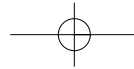
Team Profile (4)

 South Korea	The proven number-one team in Asia. Its endless stamina overwhelms other teams.	Fire Shot This move throws off any enemy player that touches the ball.	Shot L1 + 
		Seoul Tower This is a long-distance throw-in.	Pass L1 + 
		Tiger Charge Long-range sliding tackle	Defense L1 + 
 Poland	This team, with its concrete strategy, also has consistent offense and defense. An old power from Eastern Europe is back.	White Eagle A heading shot after a long-distance dive.	Shot L1 + 
		Red Flash The speed of the players increases.	Dribble L1 + 
		Baltic Wave The player moves at high speed to grab the ball.	Keeper L1 + 
 United States	This team has veteran players boasting great experience.	Space Rocket Centering and shooting takes place anywhere from the opponent's side zone.	Shot L1 + 
		Freedom Goddess The Statue of Liberty blocks the path of the shot.	Defense L1 + 
 Portugal	This team's fantastic midfield technique is the best in the world. Its ball-handling technique mesmerizes even the opponent team.	Ocean Wave The ball kicked during the dribble returns to the player.	Shot L1 + 
		Rainbow Cross Centering and shooting take place anywhere from the enemy's side zone.	Dribble L1 + 
		Shark Splash Long-range sliding tackle	Defense L1 + 



Team Profile (5)

 Germany	The German spirit shows when it is needed. A strong mentality helps the team win against all odds.	Saltz Heading This heading shot throws off enemy players.	Shot L1 + 
		German Spirit The speed of the players increases.	All Players L1 + 
		Berlin Wall This stops all enemy shots.	Keeper L1 + 
 Saudi Arabia	The potential of this team's individual players rivals Europe's best. It's one of the strongest teams in Asia.	Oil Slip Opponents in the vicinity will slip and fall.	Dribble L1 + 
		Desert Storm The wind pushes back the enemy's high balls.	Defense L1 + 
		Ereel Save The genie of flames stops all enemy shots.	Keeper L1 + 
 Ireland	This team possesses an abundance of fighting spirit. It attacks quickly after sharp pressing, and its set plays are powerful.	Rock Slide This heading shot throws away enemy players.	Shot L1 + 
		Cuchulainn Dribble This move throws off any opponent that touches the player.	Dribble L1 + 
		Celtic Magic The speed of the controlled player doubles.	Defense L1 + 
 Cameroon	This is the most talented group in Africa. Each position is held by a world-class athlete.	Banana Shot The ball curves enormously.	Shot L1 + 
		Lion's Rush This move throws off any opponent that touches the player.	Dribble L1 + 



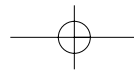


Team Profile (6)














	This team overwhelms opponents with its power, technique and speed. It's the strongest team.	King Goal This move throws off any enemy player that touches the ball.	Shot L1 + 
Argentina		Flame Tango All opponents around the player fall.	Dribble L1 + 
		Bull Charge This move throws off any opponent that touches the player.	Defense L1 + 
		Eagle Shot This shot goes high into the air, then comes down sharply.	Shot L1 + 
	The potential of each player on this team is among the highest in the world. The key will be its teamwork.	Wing Dribble The player passes opponents using continuous juggling.	Dribble L1 + 
Nigeria		Oil Tower An oil tower electrocutes and stuns enemy players.	Defense L1 + 
		London Mist The player and ball disappear, leaving only a shadow.	Shot L1 + 
		Tower Bridge Centering and shooting take place anywhere from the enemy's side zone.	Shot L1 + 
	This is a strong team with players of various abilities. A limited number of powerful players could be its weakness.	Big Ben Electrocutes and stuns enemy players.	Defense L1 + 
England		Thor's Hammer This heading shot throws off enemy players.	Shot L1 + 
		Blizzard The wind pushes back the enemy's high balls.	Defense L1 + 
			This team defends steadily and attacks consistently. This team executes a systematic soccer game.
Sweden		Lucha Matador The player holds the ball between the feet and jumps.	Dribble L1 + 
		Sidewinder Long-range sliding tackle.	Defense L1 + 
		Aztec Eagle This shot goes high into the air, then comes down sharply.	Shot L1 + 

Team Profile (7)

	This is the best defensive team in the world. The split-second counterattack is way too sharp.	Roman Road From anywhere on your side of the field, a long pass will lead to a direct shot.	Shot L1 + 
Italy		Catenaccio Stops all high balls.	Defense L1 + 
		Azzuri Wave The player moves at high speed and grabs the ball.	Keeper L1 + 
		Andes Throw A long-distance throw-in.	Pass L1 + 
	This team's strategy is inspiring. A relative lack of experience is made up for by considerable technique.	Condor Wing The speed of the controlled player doubles.	Defense L1 + 
Ecuador		Czech Rush This move throws off any opponent that touches the player.	Pass L1 + 
		Adriatic Flash Consecutive high-speed passes take the ball close to the enemy goal.	Dribble L1 + 
			Their style of play is a well-balanced one based on experience.
Croatia		Lucha Matador The player holds the ball between the feet and jumps.	Dribble L1 + 
		Sidewinder Long-range sliding tackle.	Defense L1 + 
		Aztec Eagle This shot goes high into the air, then comes down sharply.	Shot L1 + 



Team Profile (8)

 Japan	The players that comprise this team don't have a lot of individual skill, but its teamwork is world-class. It looks for opportunities while executing quick passes in rapid succession.	Samurai Blade A killer pass can be sent from anywhere.	Pass L1 + 
		Ninja Dribble The player and ball disappear, leaving only a shadow.	Dribble L1 + 
		Kamikaze The wind pushes back the opponent's high balls.	Defense L1 + 
 Belgium	This team works together as a unit, showing a high level of team play.	Blue Bird High-speed consecutive passes take the ball close to the enemy goal.	Pass L1 + 
		Red Scissors All opponents around the player fall.	Dribble L1 + 
 Russia	This team demonstrates a modern style, with a fascinating technique and sense of play. The abilities of individual players are also world-class.	Siberian Freeze Opponents in the vicinity will slip and fall.	Shot L1 + 
		Aurora Wall This stops all high balls.	Shot L1 + 
 Tunisia	This team brags about its many speedy players. Its steady defense is also a real strength.	African Soul The speed of the players increases.	All Players L1 + 
		Carthage Leap The player lifts the ball above the head to pass to the opponent players.	Dribble L1 + 

28

CREDITS

Director
Hiroshi Nishizawa

Chief Programmer
Akihiko Shimoji

Planner
Joe

Programmer
Takashi Inamoto

Motion Manager
Takashi Morimoto

Programmer
Jin Serizawa

Computer Graphics
Hiroki Watanabe
Daisuke Ota
Yoichi Hirose

Motion
Fumiaki Enomoto

Sound
Hiroshi Miyazaki

SE Engineer
Atsuo Saitou

Opening Movie
Koichi KOTO

Tecmo Inc Staff:
Johnny Inada
Tiffany Stratton
George Ngo
William Cox
Brian "Finn" Holsko
Norma Matautia
Melody Pfeiffer
Mimi Tabuchi
Mamiko Kawakita
Noriko Iwanaga
Lorena McDonald
Maria Dedungca

USA Version Designer:
Jun Hasunuma

Translations:
Sophia Enterprises
WordBox

USA Executive Producer:
Isamu Fukada

Movie Soundtrack
Opening soundtrack: DIVE
Ending soundtrack: CRACK
Artist: BOMB FACTORY
HELL HORNET RECORDS
Limited Records

Producer
Satoshi "WakeUp" Kanematsu

Executive Producer
MAX NAKA

29

