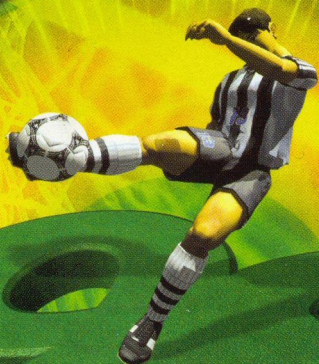


SEGA™

INSTRUCTION MANUAL

SEGA
WORLDWIDE



SOCCER
'98

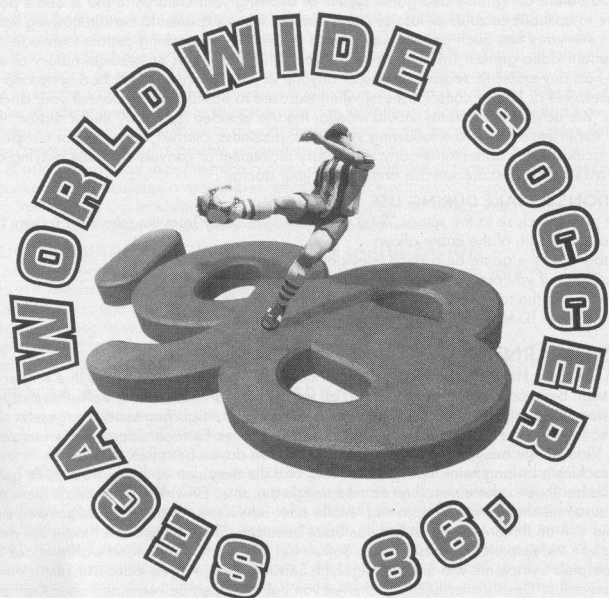
club edition

SEGA™
SPORTS

COMPACT
disc

SEGA SATURN™





ENGLISH	10
DEUTSCH	27
FRANÇAIS	45
ESPAÑOL	62
ITALIANO	80
NEDERLANDS	97

EPILEPSY WARNING

Please read before using this video game system or allowing your children to use it. Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life. Such people may have a seizure while watching certain television images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures. If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing. We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, IMMEDIATELY discontinue use and consult your doctor.

PRECAUTIONS TO TAKE DURING USE

- Do not play too close to the screen. Sit a good distance away from the television screen, as far away as the length of the cable allows.
- Preferably play the game on a small television screen.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a video game.

EPILEPSIE-WARNUNG

Bitte lesen Sie diese Hinweise, bevor Sie dieses Videospiel-System benutzen oder Ihre Kinder damit spielen lassen. Bei manchen Personen kann es zu epileptischen Anfällen oder Bewußtseinsstörungen kommen, wenn sie bestimmten Blitzlichtern oder Lichteffekten im täglichen Leben ausgesetzt sind. Diese Personen können einen Anfall erleiden, während sie bestimmten Fernsehbildern ausgesetzt sind oder bestimmte Videospiele benutzen. Es können auch Personen davon betroffen sein, deren Krankengeschichte bislang keine Epilepsie aufweist und die nie zuvor epileptische Anfälle gehabt haben. Falls bei Ihnen oder einem Ihrer Familienmitglieder unter Einwirkung von Blitzlichtern mit Epilepsie zusammenhängende Symptome (Anfälle oder Bewußtseinsstörungen) aufgetreten sind, wenden Sie sich an Ihren Arzt, bevor Sie das Spiel benutzen. Eltern sollten ihre Kinder bei der Benutzung von Videospiele beaufsichtigen. Sollten bei Ihnen oder Ihrem Kind während der Benutzung eines Videospiele Symptome wie Schwindelgefühl, Sehstörungen, Augen- oder Muskelzuckungen, Bewußtseinsverlust, Desorientiertheit, jegliche Art von unfreiwilligen Bewegungen oder Krämpfen auftreten, so beenden Sie SOFORT das Spiel und konsultieren Sie Ihren Arzt.

VORSICHTSMASSNAHMEN WÄHREND DER BENUTZUNG

- Spielen Sie nicht zu nah am Bildschirm. Sitzen Sie so weit vom Fernsehbildschirm entfernt, wie es die Länge des Kabels gestattet.
- Verwenden Sie für die Wiedergabe des Spiels einen möglichst kleinen Fernsehbildschirm.
- Spielen Sie nicht, wenn Sie müde sind oder nicht genug Schlaf gehabt haben.
- Achten Sie darauf, daß der Raum, in dem Sie spielen, gut beleuchtet ist.
- Ruhen Sie sich während der Benutzung eines Videospiele mindestens 10 bis 15 Minuten pro Stunde aus.

AVERTISSEMENT SUR L'ÉPILEPSIE

À lire avant toute utilisation d'un jeu vidéo par vous-même ou votre enfant. Certaines personnes sont susceptibles de faire des crises d'épilepsie ou d'avoir des pertes de conscience à la vue de certains types de lumières clignotantes ou d'éléments fréquents dans notre environnement quotidien. Ces personnes s'exposent à des crises lorsqu'elles regardent certaines images télévisées ou lorsqu'elles jouent à certains jeux vidéo. Ces phénomènes peuvent apparaître alors même que le sujet n'a pas d'antécédent médical ou n'a jamais été confronté à une crise d'épilepsie. Si vous-même ou un membre de votre famille avez déjà présenté des symptômes liés à l'épilepsie (crise ou perte de conscience) en présence de stimulations lumineuses, veuillez consulter votre médecin avant toute utilisation. Nous conseillons aux parents d'être attentifs à leurs enfants lorsqu'ils jouent avec des jeux vidéo. Si vous-même ou votre enfant présentez un des symptômes suivants: vertige, trouble de la vision, contraction des yeux ou des muscles, perte de conscience, trouble de l'orientation, mouvement involontaire ou convulsion, veuillez IMMÉDIATEMENT cesser de jouer et consulter un médecin.

PRÉCAUTIONS À PRENDRE DANS TOUS LES CAS POUR L'UTILISATION D'UN JEU VIDÉO

- Ne jouez pas trop près de l'écran. Tenez-vous à bonne distance de l'écran de télévision et aussi loin que le permet le cordon de raccordement.
- Utilisez de préférence les jeux vidéo sur un écran de petite taille.
- Évitez de jouer si vous êtes fatigué ou si vous manquez de sommeil.
- Assurez-vous que vous jouez dans une pièce bien éclairée.
- En cours d'utilisation, faites des pauses de dix à quinze minutes toutes les heures.

ADVERTENCIA ACERCA DE LA EPILEPSIA

Lea esta advertencia antes de utilizar este sistema de juego de vídeo o permitir que sus hijos lo utilicen. Algunas personas son susceptibles de padecer ataques epilépticos o pérdida del conocimiento cuando se exponen a ciertos patrones de luz o luces destellantes en su vida cotidiana. Tales personas pueden sufrir un ataque mientras ven ciertas imágenes de televisión o utilizan ciertos juegos de vídeo. Esto puede suceder incluso si la persona no tiene un historial médico de epilepsia o nunca ha sufrido ataques epilépticos. Si usted o cualquier miembro de su familia ha tenido alguna vez síntomas relacionados con la epilepsia (ataques o pérdida de conocimiento) cuando se haya expuesto a luces destellantes, consulte a su médico antes de jugar. Nosotro recomendamos que los padres supervisen la utilización que sus hijos hacen de los juegos de vídeo. Si usted o sus hijos experimentan alguno de los siguientes síntomas: mareos, visión borrosa, contracciones oculares o musculares, pérdida de conocimiento, desorientación, cualquier movimiento involuntario o convulsiones, mientras utiliza un juego de vídeo, interrumpa INMEDIATAMENTE la utilización del sistema y consulte a su médico.

PRECAUCIONES QUE DEBEN TOMARSE DURANTE LA UTILIZACIÓN

- No se ponga demasiado cerca de la pantalla para jugar. Siéntese bien separado de la pantalla del televisor, tan lejos como permita la longitud del cable.
- Utilice el juego con una pantalla de televisión lo más pequeña posible.
- Evite jugar si se encuentra cansado o no ha dormido lo suficiente.
- Asegúrese de que la habitación donde esté jugando esté bien iluminada.
- Descanse un mínimo de entre 10 y 15 minutos cada hora mientras utiliza un juego de vídeo.

AVVERTENZA A PROPOSITO DELL'EPILESSIA

Per favore, leggete quanto segue prima di utilizzare o di permettere ai vostri figli di utilizzare questo sistema per video giochi. Alcune persone sono suscettibili di attacchi epilettici o di perdita della conoscenza se esposte a particolari luci intermittenti o motivi luminosi durante la vita quotidiana. Tali persone possono subire un attacco durante la visione di alcune immagini televisive o utilizzando alcuni video giochi. Questo può accadere anche se la persona non ha precedenti clinici riguardanti l'epilessia o non è mai stata colta da attacchi epilettici. Se voi o altri componenti della vostra famiglia avete sperimentato i sintomi correlati all'epilessia (attacchi o perdita di conoscenza) durante l'esposizione a luci intermittenti, consultate il vostro medico prima di giocare. Consigliamo che i genitori tengano sotto controllo l'utilizzo dei video giochi da parte dei loro figli. Se voi o vostro figlio avvertite uno dei seguenti sintomi: senso di vertigine, vista annebbiata, contrazioni degli occhi o dei muscoli, perdita di conoscenza, disorientamento, un qualsiasi movimento involontario o convulsione, durante l'utilizzo di un video gioco, interrompete l'uso IMMEDIATAMENTE e consultate il vostro medico.

PRECAUZIONI DURANTE L'UTILIZZO

- Non giocate davanti allo schermo a distanza ravvicinata. Sedetevi ad una certa distanza dallo schermo televisivo, tanto quanto lo permette la lunghezza del cavo.
- Preferibilmente utilizzate i giochi su uno schermo televisivo piccolo.
- Evitate di giocare se siete stanchi o non avete dormito abbastanza.
- Accertatevi che la stanza nella quale state giocando sia ben illuminata.
- Riposate per almeno 10 o 15 minuti ogni ora durante l'utilizzo di un video gioco.

WAARSCHUWING VOOR EPILEPSIE

Doorlezen voordat u dit videogame-systeem in gebruik neemt of het door uw kinderen laat gebruiken. Sommige mensen kunnen een epileptische aanval krijgen of bewusteloos raken wanneer zij in het dagelijkse leven worden blootgesteld aan bepaalde lichtpatronen of knipperende lichten. Tijdens het kijken naar bepaalde TV-beelden of het spelen van bepaalde videospelletjes kunnen deze mensen een aanval krijgen. Dit kan gebeuren zonder dat men een medische historie van epilepsie heeft of zonder dat men ooit eerder een epileptische aanval heeft gehad. Indien u of iemand in uw familie bij blootstelling aan knipperende lichten ooit symptomen van epilepsie heeft gehad (een aanval of bewusteloosheid), raadpleeg dan uw arts alvorens u gaat spelen. Wij raden ouders aan om toezicht te houden op het gebruik van videospelletjes door hun kinderen. Indien u bij uzelf of bij uw kind tijdens het spelen van een videospel één van de volgende symptomen constateert, moet u het gebruik ONMIDDELIJK staken en uw arts raadplegen. Het gaat hierbij om de volgende symptomen: duizeligheid, wisselend zicht, trekken van het oog of van de spieren, bewusteloosheid, desoriëntatie, onwillekeurige bewegingen of stuiprekkingen.

VOORZORGSMAATREGELEN BIJ GEBRUIK

- Ga niet te dicht bij het beeldscherm spelen. Ga op ruime afstand van het TV-scherm zitten, zover de lengte van de kabel dit toelaat.
- Gebruik het spel op een zo klein mogelijk TV-scherm.
- Ga niet spelen, indien u vermoeid bent of niet voldoende slaap hebt gehad.
- Zorg ervoor dat de kamer waarin u speelt, goed verlicht is.
- Tijdens het spelen van een videospelletje moet u elk uur tenminste 10 à 15 minuten rusten.

GETTING STARTED

This CD-ROM can only be used with the Saturn System. Do not attempt to play this CD-ROM on any other CD player – doing so may damage the headphones and speakers.

1. Set up your Sega Saturn system by following the instructions in your Sega Saturn System Instruction Manual. Plug in Control Pad 1. For 2-player games, plug in Control Pad 2 also.
2. Place the Sega Saturn CD-ROM, label side up, in the well of the CD tray and close the lid.
3. Press the Power Button to load the game. The game starts after the Sega Saturn logo screen. If nothing appears, turn the system OFF and make sure it is set up correctly.
4. If you wish to stop a game in progress or the game ends and you want to restart, press the Reset Button on the Sega Saturn console to return to the Game's Title Screen. If you wish to return to the Control Panel, press Buttons A, B, C and Start simultaneously at any time.
5. If you turn on the power without inserting a CD, the Audio CD Control Panel appears. If you wish to play a game, place the Sega Saturn CD in the unit, press the D-Button to move the cursor to the top left button on the Control Panel, and press Start. The opening screens of a Game will appear.

Important: Your Sega Saturn CD-ROM contains a security code that allows the disc to be read. Be sure to keep the disc clean and handle it carefully. If your Sega Saturn system has trouble reading the disc, remove the disc and wipe it carefully, starting from the centre of the disc and wiping straight out towards the edge.

STARTVORBEREITUNG

Diese CD-ROM kann nur mit dem SATURN-Gerät verwendet werden. Versuchen Sie nicht, diese CD-ROM mit irgendeinem anderen CD-Spieler abzuspielen, weil dadurch Kopfhörer und Lautsprecher beschädigt werden können.

1. Nehmen Sie Ihr SEGA SATURN-Gerät gemäß den Anweisungen in der Bedienungsanleitung in Betrieb. Schließen Sie das Control Pad 1 an.
2. Legen Sie die SEGA SATURN CD-ROM mit obenliegender Etikettenseite in die Mulde des CD-Laufwerks, und schließen Sie den Plattenfachdeckel.
3. Drücken Sie die Netztaste (POWER), um das Spiel zu laden. Das Spiel beginnt nach Erscheinen des SEGA SATURN-Logos. Falls nichts geschieht, schalten Sie das Gerät aus, und vergewissern Sie sich, daß es richtig angeschlossen ist.
4. Wenn Sie ein Spiel mittendrin abbrechen wollen, oder wenn das Spiel zu Ende ist und Sie es erneut starten wollen, drücken Sie die Rückstelltaste an der SEGA SATURN-Konsole, um den Titelbildschirm des Spiels wieder aufzurufen. Durch gleichzeitiges Drücken der Tasten A, B, C und Start können Sie jederzeit auf die Kontrolltafel zurückschalten.
5. Wenn Sie das Gerät einschalten, ohne daß eine CD eingelegt ist, erscheint die Audio-CD-Kontrolltafel auf dem Bildschirm. Um ein Spiel zu spielen, legen Sie zuerst eine SEGA SATURN-CD in das Gerät ein, dann bewegen Sie den Cursor mit Hilfe des Steuerkreuzes zur oberen linken Taste der Kontrolltafel und drücken Start. Daraufhin erscheinen die Einleitungsbildschirme des Spiels.

Wichtig: Ihre SEGA SATURN CD-ROM-Disc enthält einen Sicherheitscode, der das Lesen der Disc gestattet. Halten Sie daher die Disc stets sauber, und behandeln Sie sie sorgfältig. Sollte Ihr SEGA SATURN-Gerät Schwierigkeiten beim Lesen einer Disc haben, nehmen Sie die Disc heraus und wischen sie sorgfältig ab, wobei Sie geradlinig von der Mitte zum Rand wischen.

MISE EN ROUTE

Vous ne pouvez utiliser ce CD-ROM que sur la Sega Saturn. N'essayez pas de l'utiliser dans un autre lecteur CD ; vous risqueriez de causer des dommages au casque d'écoute et aux enceintes.

1. Installez votre console Sega Saturn en procédant comme il est indiqué dans le Mode d'emploi de la Sega Saturn. Branchez la manette 1.
2. Placez le CD-ROM Sega Saturn avec son étiquette tournée vers le haut dans le compartiment du lecteur CD, puis refermez la porte du lecteur.
3. Appuyez sur le bouton Power pour charger le jeu. Le jeu commence après l'écran du logo Sega Saturn. Si rien n'apparaît, éteignez la console et assurez-vous qu'elle est correctement installée.
4. Pour arrêter un jeu en cours ou lorsque le jeu est terminé et que vous désirez le recommencer, appuyez sur le bouton Reset de la console Sega Saturn ; vous revenez alors à l'écran-titre du jeu. Pour revenir au panneau de commande, appuyez en même temps sur les boutons A, B, C et Start à n'importe quel moment.
5. Si vous allumez la console alors qu'il n'y a pas de disque dans le lecteur, l'écran du panneau de commande Audio CD Control apparaît. Pour jouer, mettez un CD Sega Saturn dans le lecteur, amenez le curseur sur le bouton supérieur gauche du panneau de commande à l'aide du bouton D et appuyez sur Start. Les écrans d'ouverture du jeu apparaissent alors.

Important : Votre CD-ROM Sega Saturn contient un code de sécurité autorisant sa lecture. Gardez-le propre et manipulez-le avec précautions. Si vous ne parvenez pas à le lire sur votre Sega Saturn, retirez-le et essuyez-le soigneusement dans un mouvement droit depuis le centre vers le bord.

EMPEZANDO

Esta CD-ROM sólo puede ser utilizada con el sistema Sega Saturn. No intente leer esta CD-ROM en ningún otro lector de CD, ya que al hacerlo puede dañar los auriculares y los altavoces.

1. Instale su sistema Sega Saturn siguiendo las instrucciones del manual de instrucciones de su sistema Sega Saturn. Enchufe el mando de control 1.
2. Ponga la CD-ROM Sega Saturn, con el lado de la etiqueta hacia arriba, en el fondo del platillo del CD y cierre la tapa.
3. Presione el botón de alimentación para cargar el juego. El juego empezará después de que aparezca la pantalla con el logotipo Sega Saturn. Si no aparece nada, apague el sistema y asegúrese de que esté instalado correctamente.
4. Si desea detener un juego que está en marcha o el juego termina y desea volver a empezar, presione el botón Reset de la consola Sega Saturn para volver a la pantalla del título del juego. Si desea volver al panel de control, presione simultáneamente los botones A, B, C y Start en cualquier momento.
5. Si enciende la alimentación sin insertar un CD aparecerá el panel de control de audio del CD. Si desea jugar un juego, ponga el CD Sega Saturn en la unidad, presione el botón D para mover el cursor al botón superior izquierdo del panel de control y presione Start. Las pantallas iniciales de un juego aparecerán.

Importante: Su CD-ROM Sega Saturn contiene un código de seguridad que permite que el disco sea leído. Asegúrese de mantener limpio el disco y manejarlo cuidadosamente. Si su sistema Sega Saturn encuentra dificultades al leer el disco, extraiga el disco y límpielo cuidadosamente, empezando desde el centro del disco y limpiando en línea recta hacia el borde.

AVVIO DEL GIOCO

Questo CD-ROM può essere usato solo con il sistema Saturn. Non provare ad usare questo CD-ROM su un altro lettore CD – facendo così potresti danneggiare le cuffie e gli altoparlanti.

1. Monta il tuo sistema Sega Saturn seguendo le istruzioni nel tuo manuale d'istruzioni del sistema Sega Saturn. Inserisci il controllo 1.
2. Metti il CD-ROM Sega Saturn nello spazio del cassetto dei CD con l'etichetta verso l'alto.
3. Premi il pulsante d'accensione (POWER) per caricare il gioco. Il gioco inizia dopo che appare il logo Sega Saturn. Se non appare niente spegni il sistema e assicurati che sia montato correttamente.
4. Se vuoi fermare una partita in progresso o se essa finisce e vuoi riniziare, premi il pulsante Reset sulla console Sega Saturn per tornare alla schermata del titolo del gioco. Se vuoi tornare al pannello di controllo, premi i pulsanti A, B o C e Start insieme in qualsiasi momento.
5. Se accendi la macchina senza inserire un CD, appare il pannello di controllo dei CD audio. Se vuoi un gioco, metti il CD Sega Saturn nell'unità, premi il pulsante direzionale per muovere il cursore sull'angolo in alto a sinistra del pannello di controllo e premi Start. Appariranno le schermate introduttive del gioco.

Importante: Il tuo CD-ROM Sega Saturn contiene un codice di sicurezza che permette al disco di essere letto. Assicurati di tenere il disco pulito e di maneggiarlo con cura. Se il tuo sistema Sega Saturn ha problemi nel leggere il disco, rimuovilo e puliscilo con cura, iniziando dal centro e pulendo verso l'esterno.

OPSTARTEN

Deze CD-ROM kan uitsluitend worden gebruikt met het Saturn-systeem. Probeer deze CD-ROM niet op een andere CD-speler weer te geven – dit kan leiden tot beschadiging van de hoofdtelefoon en luidsprekers.

1. Sluit het Sega Saturn-systeem aan zoals dat in de handleiding van het Sega Saturn-systeem staat beschreven. Sluit bedieningsblok 1 aan.
2. Leg de Sega Saturn CD-ROM, met het etiket naar boven gericht, in de CD-lade en sluit het deksel.
3. Druk op de AAN/UIT-toets om het spel te laden. Na het scherm met het logo van de Sega Saturn zal het spel beginnen. Als je niets ziet, moet je het systeem weer UIT zetten en controleren of alles goed aangesloten is.
4. Als je tijdens het spelen wilt stoppen of als het spel afgelopen is, druk dan op de Reset-toets op de console van de Sega Saturn om terug te keren naar het titelscherm van het spel. Als je naar het controlepaneel wilt terugkeren, druk dan op elk gewenst ogenblik tegelijkertijd op de toetsen A, B, C en Start.
5. Als je het apparaat AAN zet zonder dat er een CD is ingelegd, zal het audio-CD bedieningspaneel verschijnen. Als je een videospelletje wilt gaan spelen, leg dan de Sega Saturn-CD in het apparaat, druk op de R-toets om de cursor te verplaatsen naar de toets linksboven op het bedieningspaneel, en druk op Start. De inleidende schermen van een spel zullen verschijnen.

Belangrijk: De Sega Saturn CD-ROM is voorzien van een beveiligingscode die ervoor zorgt dat de disc kan worden gelezen. Houd de disc altijd goed schoon en ga er voorzichtig mee om. Als jouw Sega Saturn-systeem de disc niet goed kan lezen, moet je de disc verwijderen en voorzichtig schoonvegen, waarbij je vanuit het midden van de disc in een rechte lijn naar de rand toe veegt.

ENGLISH

- ① Sega Saturn System
- ② Control Pad 1
- ③ Control Pad 2

DEUTSCH

- SEGA SATURN-Gerät
Control Pad 1
Control Pad 2

FRANÇAIS

- Système Sega Saturn
Manette 1
Manette 2

ESPAÑOL

- ① Sistema Sega Saturn
- ② Mando de Control 1
- ③ Mando de Control 2

ITALIANO

- Sistema Sega Saturn
Controllo 1
Controllo 2

NEDERLANDS

- Sega Saturn-systeem
Bedieningsblok 1
Bedieningsblok 2



WELCOME TO SEGA WORLDWIDE SOCCER 98™

Sega Worldwide Soccer 97™ offered you five play modes, everything from single match competition to a whole season of soccer right up through the championship. Sega Worldwide Soccer 98 brings you six play modes, with some changes that will please even the most demanding of soccer fans.

For the first time in Sega soccer history, you can choose your favourite club team to play. That's right, Manchester United, Newcastle, Aston Villa...in all, 60 club teams to choose from. Open up Club Exhibition or Club League and take your favourite club team to the pitch!

We've added two brand new stadiums over the last year, so you now have five battlefields to choose from. Rain or sunshine, night or day, once again you get to set the environmental conditions.

Be sure to check out the Tactics screen, especially the Kicker Select option. It's up to you to decide which players on your team will take the corner, goal and free kicks.

Are you ready to go up against 108 teams from around the world this year? Let's hope so, 'cause Sega soccer is hotter than ever!

YOUR MATCH COMMENTATORS...

In true pioneering fashion the SEGA team have outdone themselves again, bringing Sega Worldwide Soccer 98 to the forefront of sports titles everywhere. After the success of Gary Bloom's match commentaries in Sega Worldwide Soccer 97, Sega Worldwide Soccer 98 has combined his unique commentating talents with those of Jack Charlton, creating a pairing as yet unrivalled in the gaming world.

Gary Bloom

Gary is widely known for his commentating on Italian football for Channel Four's *Football Italia*, but also has a wealth of experience as an international football commentator, from World Cup commentaries on Australian networks to English Premier League reporting on SKY TV. Having worked with SEGA on the Sega Worldwide Soccer 97 title, Gary was in a good position to offer his views on the developments made in Sega Worldwide Soccer 98:



"What struck me immediately about Sega Worldwide Soccer 98 is the recognisable quality of the players, along with the extra movements that they are now capable of. The use of real player names in the English league clearly adds to the life-like quality of

the game, and the incredible number of teams and strips in the new English, French and Spanish leagues will obviously offer a huge variety in match combinations. Another feature of Sega Worldwide Soccer 98 which I like is the use of a second commentator. Jack Charlton lends an air of authenticity to what is already a very polished game - now every Saturn player has a chance to turn their living or bedroom into one of the great football theatres of the world."

Jack Charlton

Jack hardly needs an introduction due to his place in history as a member of the 1966 winning English World Cup team. However, as well as his outstanding playing career, Jack has enjoyed huge success as a manager, beginning at Middlesbrough, moving on to manage Sheffield Wednesday and Newcastle United, and finishing his career as manager of the Republic of Ireland where he led the team to World Cup qualifications in 1990 and 1994. It is because of his remarkable footballing background that we

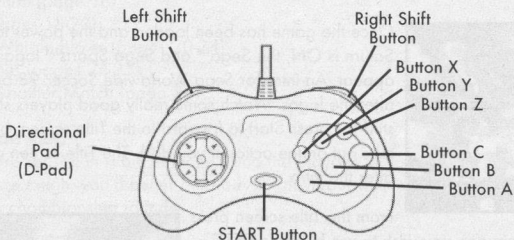


were also interested to hear what Jack had to say about Sega Worldwide Soccer 98:

"After years of managing some of the best teams in the game, I'd say that the tactics and the movement in Sega Worldwide Soccer 98 are not far off the real thing. The league and cup set-ups and the team formations you can use in each match are just like the genuine article, and the way that you can direct and influence your players with tactical decisions takes me right back to the dug-out."

PITCH EQUIPMENT

Sega Saturn Control Pad™



- Start**
 - Pauses game/brings up the Pause screen (resumes play when paused)
- D-Pad**
 - Moves highlighted player
 - Highlights options on select screens
 - Changes option settings
- Button A or C or Start**
 - Selects options/exits screens
- Button A**
 - Makes player shoot the ball
 - Makes player perform a sliding tackle
- Button B**
 - Makes player pass the ball
 - Makes player perform a shoulder charge
 - Cancels selected options
- Button C**
 - Makes player lob the ball
- Button X**
 - Activates Keeper
- Button R**
 - Moves the Player Marker to another player

For a more comprehensive list of moves, see "Making a Move".

Saturn 3D Control Pad™

Set the Mode Switch to "+" mode. The controls are the same as those for the Saturn Control Pad.

6Player™ Multiplayer Adapter

Up to four people can play at the same time through the use of this peripheral (sold separately). Team up with a friend to take on the computer or go for an all-human soccer fest! Just plug the adapter into Port 2 of your Sega Saturn. Note that Ports 5 and 6 of the adapter are not used.

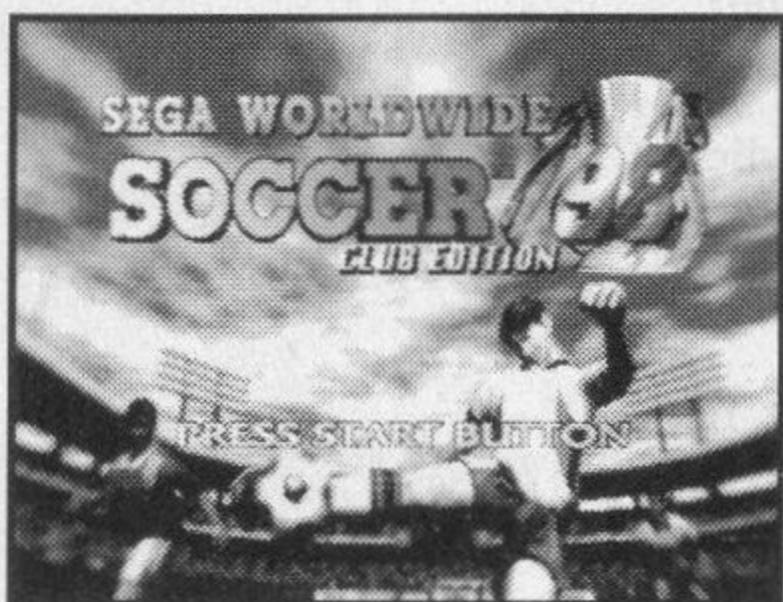
Sega Saturn Backup™ Cartridge

Save your Worldwide Cup, Club League and Cup Tournament match data and take it with you with the Sega Saturn Backup cartridge (sold separately). From the cartridge, you can download your data into another Saturn machine (handy if you need to head to your friend's house because someone is hogging your Saturn machine).

Remember to insert and remove the Sega Saturn Backup from your Saturn when the power is OFF. Should you insert the cartridge when the power is ON, you could damage the cartridge.

Refer to the cartridge instruction manual for more info on the proper use of the cartridge.

AFTER INSERTING THE GAME CD...



Once the game has been loaded and the power to the Saturn is ON, the Sega™ and Sega Sports™ logos appear. An intro for *Sega Worldwide Soccer 98* begins after the logos. Watch some really good players show their stuff (or press Start to forward to the Title screen, but you'll miss out on the action if you do!). The Title screen appears after the intro.

From the Title screen press Start. Select the language you wish to use for the game. English, French, Spanish, are all available. For an extra challenge to the game, select a language you don't know. Then you get to play and learn a language at the same time (who said the game industry is just entertainment?). Press the D-Pad LEFT or RIGHT to highlight, and Button A or C to select. If needed, press Button B to deselect. Press Start to confirm your selection.



Select the mode you wish to access from the Mode Select screen. Press the D-Pad to highlight, and Start or Button A, C, X or Z to select. Refer to the following pages for descriptions of the game modes.

MODE TYPES



Friendly Match

The name may be different (this was once called "Exhibition Mode"), but gameplay for this classic favourite is still the same. The 48 national teams stand ready for you to command.

Play Type (page 16)

Team Select (page 17)

Game Setup (pages 17)

Match Confirm (page 18)

Strategy (pages 18-20)

- When the Whistle Blows (pages 20-24)
- Match Results (pages 24-25)
- Going for Another Match (page 25)

Club Exhibition

Take your favourite club team to the pitch in this *Sega Worldwide Soccer 98* original! Like Friendly Match, one match takes all, but here you have access to teams and players never seen before in the Sega soccer world.

- Play Type (page 16)
- Club Select (page 17)
- Game Setup (page 17)
- Match Confirm (page 18)
- Strategy (pages 18-20)
- When the Whistle Blows (pages 20-24)
- Match Results (pages 24-25)
- Going for Another Match (page 25)

Worldwide Cup

Play an entire season in a bid to make it into the playoffs. If you thought the regular season matches were tough, you'd better be ready to play your best against seasoned teams in the post-season championship rounds.

- Season Select (page 17)
- Team Select (page 17)
- Match Confirm (page 18)
- Strategy (pages 18-20)
- When the Whistle Blows (pages 20-24)
- Match Results (pages 24-25)
- Game Save/Continue (page 25)
- Option Select (pages 25-26)

Club League

Invite 15 of the club teams to join your league, and lead one of them in a bid to capture the soccer crown. Like Worldwide Cup, you can either play alone or have your friend join you in a two-player attempt to kick your way to being number one.

- Season Select (page 17)
- Team Select (page 17)
- Match Confirm (page 18)
- Strategy (pages 18-20)
- When the Whistle Blows (pages 20-24)
- Match Results (pages 24-25)
- Game Save/Continue (page 25)
- Option Select (pages 25-26)

Cup Tournament

The mode starts with 4 to 16 teams, but after the first day only half of the teams remain. If you can win all the matches, the Cup Tournament championship is yours.

- Participant Select (page 17)
- Team Select (page 17)
- Playoffs Tree (page 17)
- Match Confirm (page 18)
- Strategy (pages 18-20)
- When the Whistle Blows (pages 20-24)
- Match Results (pages 24-25)

Penalty Shootout P.K.

In Penalty Shoot Out, each side is given five attempts to kick the ball into the goal. The team that scores the most wins. If the score is still tied after the attempts are made, a "sudden death" round of one kick is added. Rounds are added until only one team scores.

Hone your penalty kicks (and blocks) in the Penalty Shootout P.K. Next time you face this crucial situation in one of the other modes, you'll be ready.

Play Type (page 16)

Team Select (page 17)

Game Setup (page 17)

Match Confirm (page 18)

Match Results (pages 24-25)

Going for Another Match (page 25)

Player Edit

Take any of the teams (club or national) and edit the players' names to your heart's desire.

Edit League Select (page 14)

Team Select (page 17)

Edit Data (page 16)

Player Select (page 14)

Name Select (page 14)

Player Edit Save (page 15)

Data Overwrite (page 15)

Data Select (page 15)



From the Edit League Select screen choose the league data you wish to access. Press the D-Pad UP or DOWN to highlight, and Button A or C to select.

After the Team Select screen the Edit Data screen appears. Use the edit options to edit either system or cartridge data. Once you have stored data you can use the delete options to delete data and restore default data, if desired. Press the D-Pad UP or DOWN to highlight and Button A or C to select.



Select the name of the player to be edited. Highlight the name and press Button A, C, X or Z.

Use the following instructions to edit the name of the selected player:

- | | |
|----------------------|--|
| D-Pad | Highlights characters |
| Button A or C | Selects a character |
| Button Z | Erases selected character (DELETE also does this) |
| Button L or R | Scrolls selected characters in those directions (an arrow character also does this). |
| Button B | Toggles between OK and character grid |

When finished, highlight OK and press Button A, C, X or Z to select. Selecting CANCEL deletes the new data. Change the data as many times as desired.



When you press Button B on the Player Edit screen you are asked where to store the data. Highlight and press Button A or C to select.

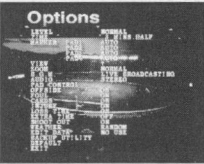
The second time you change a player's name you are asked to confirm the data overwrite. Highlight and press Button A or C to select.



Before exiting the Player Edit mode select the type of data to be used. Highlight and press Button A or C to select.



OPTIONS



There are a number of options available for your editing pleasure in Sega Worldwide Soccer 98. Press the D-Pad UP or DOWN to highlight.

For the following options, press the D-Pad LEFT or RIGHT to change the setting.

Level (EASY, NORMAL, HARD, HARDEST) - Set the strength level for the computer-controlled teams.

Time (3, 6, 9 or 15 minutes per half) - This is real time length play.

Marker (AUTO, MANUAL) - When AUTO is selected, the Player Marker automatically moves to the soccer player nearest the ball. If MANUAL is selected, the player presses Button R to move the marker to the soccer player nearest the ball. For more on this see "Player Marker".

View - Select the viewing angle for the match.

Zoom (NORMAL, LONG SHOT, CLOSE UP) - Select the viewing distance with this option. See what it's like from a bird's perspective with LONG SHOT, or get right up on the grass with CLOSE UP.

B.G.M. - Select one of the background music tracks, or LIVE BROADCASTING to hear the announcers comment on the action. For no music or commentary select NO BGM.

Audio (STEREO, MONO) - Select the setting for your television, either Stereo or Mono (monaural) sound.

Offside (ON, OFF) - Either this infraction affects your game or doesn't.

Foul (ON, OFF) - As with Offsides, fouls are called or they aren't. Are you gentleman or hooligan?

Cards (ON, OFF) - Yellow and red cards are issued or they aren't a factor in your game with this option. Select OFF for Offsides, Foul and Cards and you have a game called "Boulder Ball," which vaguely resembles football but isn't.

Injury (ON, OFF) - Players either need assistance getting off the field or jump right back up and play with the pain.

Loss Time (ON, OFF) - Select to have loss time as a factor in your game or not. With this option enabled, game time taken up by injuries and Free Kicks is added to regulation time.

Extra Time (ON, OFF) - See "When the Whistle Blows" for an explanation.

Shoot Out (ON, OFF) - See "When the Whistle Blows" for an explanation.

Weather (RANDOM, FINE, RAIN) - With fine weather it's a lovely day for a game of football. Some prefer splashing around on the wet grass. The game changes significantly depending on the type of weather (for one, the ball doesn't travel as far when the grass is wet and muddy. Be prepared for your kicks to travel a short distance!)

Edit Data (NO USE, SYSTEM, CARTRIDGE) - Select the data type you would like to edit. System data is the game data stored in the internal RAM of the Sega Saturn. Cartridge refers to game data stored on the Sega Saturn Backup.

Press Start or Button A, C, X or Z or to select any of the following options:

Pad Control - Use this option to change the control functions of your Sega Saturn Control Pad. Press the D-Pad UP or DOWN to select the setup type. Select one of the TYPE setups for pre-set functions or CONFIG to customise your controls. Start or Button A, C, X or Z to confirm. You can select one of the USER types after you have customised controls.

When you select CONFIG the USER spaces appear at the bottom of the screen. Select one of the USER spaces to store your customised settings by pressing the D-Pad LEFT or RIGHT and pressing Start or Button A, C, X or Z. To customise a setting highlight one of the functions listed on the left side of the screen by pressing the D-Pad UP or DOWN and pressing Start or Button A, C, X or Z.

Next, select the control from the right side of the screen. Select the control as you did the function. If desired, you can delete customised data by selecting ALL CLEAR.

When finished customising settings, press Button B. Highlight EXIT and press Start or Button A, C, X or Z to confirm.

After creating customised settings you can select to use them from the Pad Control main screen or the game Pause screen (see "Button Assign").

Backup Utility - This option allows you access to the internal RAM of the Sega Saturn. For instructions refer to the Sega Saturn user's manual.

Default - By selecting this option you return all of the options to the default settings.

When finished highlight Exit and press any button except Button L or R to return to the Mode Select screen.

Match Screens

Before Play

At any stage of pre-game selection you can press Button B to cancel or return to the previous screen.

Play Type (Friendly Match, Club Exhibition, Penalty Shootout P.K.)



Select the type of game you would like to play. Will it be an all-human match or will you take on the computer?

A 6Player multiplayer adapter allows more players to join the fun. Press the D-Pad UP or DOWN to highlight, and press Button A or C or Start to select.

Season Select (Worldwide Cup, Club League)

Either start a NEW SEASON or CONTINUE one from the Season Select screen. Press the D-Pad UP or DOWN to highlight, and press Start or Button A, C, X or Z to select.

Save game data to either the SYSTEM MEMORY (internal RAM) or the CARTRIDGE MEMORY (Saturn Backup cartridge). You can access cartridge memory only if a cartridge is installed. Select as you did above for the season.



Participant Select (Cup Tournament)

Select the number of teams to play in the tournament from the Participant Select screen. Press the D-Pad LEFT or RIGHT to scroll the number and Start or Button A, C, X or Z to select.



Club Select, Team Select - (All play modes)

Select that club or national team which is going to lead you to victory! Press the D-Pad to highlight the displayed teams, or press Button L or R to bring up the next set of teams. Before selecting a team, you can compare the strengths of the teams currently displayed. Press Button X or Z, and refer to the following information:

- RUN Team overall speed
- OFF Team offensive strength
- STM Team stamina
- G.K. Keeper ability
- DEF Team defensive strength

Also listed is the play formation (or system, which is listed as SYS). Press Button X or Z to return to the Team Select screen.

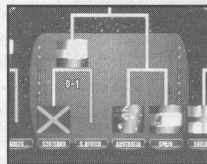
When you have found your dream team (or the next best thing), press Button A or C to select. Confirm your selections by pressing Button A or C.

Note for Cup Tournament

Set each team as a one-player, two-player, or computer-controlled team. If you select a two-player team, all other teams must be set as computer-controlled. Press the D-Pad LEFT or RIGHT to select the team type and press Button A or C to select.

Playoffs Tree (Cup Tournament)

The Playoffs Tree displays the team matchups. Press Start or Button A, C, X or Z to have the first match begin. If the match is an all-computer battle, only the score is displayed. After a match is over press Start or Button A, C, X or Z to forward to the next match.



Game Setup (Friendly Match, Club Exhibition, Penalty Shootout P.K.)

Time to make those little adjustments which can make a big difference to your game. Access STADIUM to change the location of your match, ENVIRONMENT to modify the outdoor conditions, or HANDICAP (in all-human matches) to even the playfield. After changes are made, select GAME START to head to the stadium. Press the D-Pad UP or DOWN to highlight, and Start or Button A, C, X or Z to select.





Stadium

Five arenas to choose from! Press the D-Pad LEFT or RIGHT, then press Button A, C, X or Z.



Environment

Someone once said "neither rain nor darkness can stop a dedicated football player." Actually, probably no one ever did, but you get to find out anyway if you like. Press the D-Pad LEFT or RIGHT to select a night or day game, then do the same for either fine or rainy conditions.



Handicap

Need a little push to take on your friend (who bought this game a week earlier than you did, practiced, and beats you every time you play)? Demand a fair battle! The Handicap option evens the odds. There are five settings available. The higher the setting, the better your players perform in general. Press the D-Pad to highlight, and press

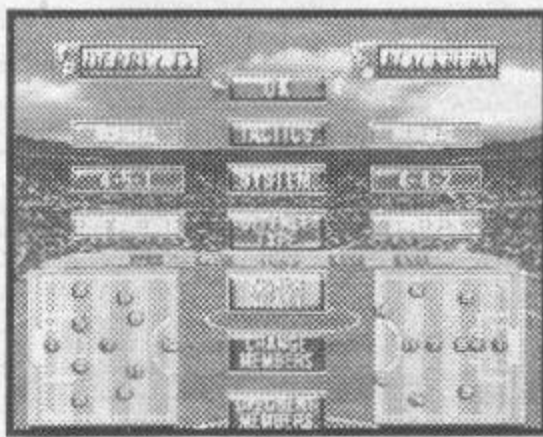
Button A, C, X or Z to select. Once both players have chosen, the screen returns to the main Game Setup screen.



Match Confirm (All play modes)

Screens don't get much easier than this. Once you are done admiring your team's flag (and hissing at your opponent's), press Start or Button A, C, X or Z.

AT THE STADIUM



Strategy Screen

Make strategic decisions for your team with this screen. You might find that some of the option settings work better than others for you. The default settings for the options are displayed on this screen. Press the D-Pad UP or DOWN to highlight and press Button A or C to access any of the options.

- | | |
|------------------|--|
| OK | Go straight to the kickoff |
| TACTICS | Set overall team playing style |
| SYSTEM | Select team play formation |
| DEFENCE TYPE | Select team defence formation |
| KICKER SELECT | Choose which player(s) will take Free, Corner and Goal Kicks |
| CHANGE MEMBERS | Substitute members of your team |
| OPPONENT MEMBERS | Review the enemy lineup |

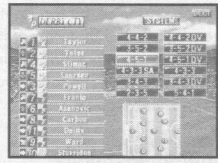
Tactics

Select the team's overall playing style by pressing the D-Pad to highlight, then Button A or C. Choose from the following:

NORMAL, OFFENSIVE, DEFENSIVE, COUNTER ATTACK, RIGHT SIDE UP, LEFT SIDE UP, CENTRE UP.

System

Refer to the chart below to help you decide which type of team formation you would like to use. When you scroll the formation types by pressing the D-Pad, the team formation changes in the window at the bottom of the screen. Press Button A or C to select the formation.



System	Defensive Strength	Midfield Strength	Forward Line Strength
4-4-2	Solid	Solid	Light
3-5-2	Moderate	Solid	Light
4-5-1	Solid	Solid	Light
4-3-3 SA	Solid	Moderate	Moderate
3-4-3	Moderate	Solid	Moderate
2-3-5	Light	Moderate	Solid
4-4-2 DV	Solid	Solid	Light
3-5-2 DV	Moderate	Solid	Light
4-5-1 DV	Solid	Solid	Light
4-3-3	Solid	Moderate	Moderate
3-4-3 DV	Moderate	Solid	Moderate
5-4-1	Solid	Solid	Light

"DV" formations are especially useful for play up the sides of the pitch.
 "SA" denotes "South American" style. The 4-3-3 SA formation is a favourite among many South American teams.

Defence Type

LINE DEFENCE sets all of your defenders in a line extending the width of the field. SWEEPER places one of your players behind the defence line (his role is to stop the the attack as a last ditch effort before the attack can advance to the goal). Highlight and press Button A or C to select.

Kicker Select

Press the D-Pad UP or DOWN to select the kick type, and press Button A or C to select. Do the same to select the player you want to take the kick.



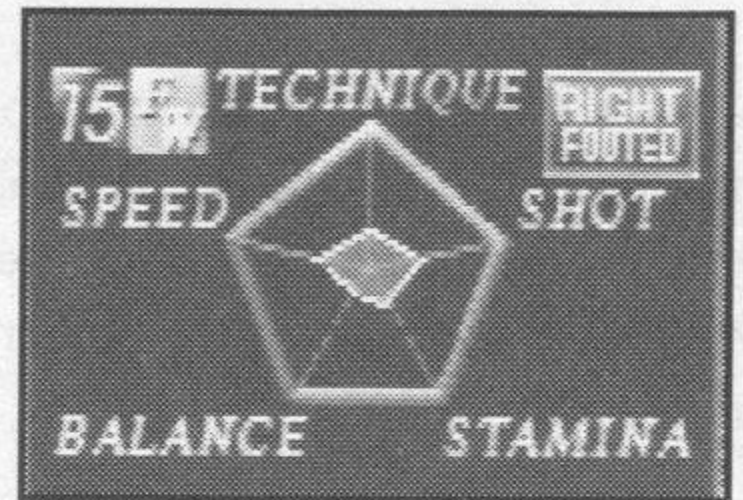
Change Members Screen, Opponent Members Screen

There are two level ratings on this screen which can give you an idea of what kind of players are on your team. The symbol to the right of the player indicates his overall condition. Use the guide below to help you when deciding who's playing the match, and who might need to take a day off from the office (eh, field).

- Red Arrow
- Orange Arrow
- Yellow Diamond
- Green Arrow
- Blue Arrow

- The best you could hope for. This player is in peak condition.
- Nothing wrong here! This player is ready to go.
- Fair condition. It's best to keep this player in the lineup.
- Below the level. Playable, but if there is a player in better condition, substitute.
- Poor condition. This player needs a rest!

The pentagon at the top right of the screen displays the skills of the players. The more area filled, the better the player. Most players' skill ratings appear in blue. A player whose skill ratings appear in yellow should be considered one of the best players in the game.



Change Members

Substitute players before or during the match with this option. Press the D-Pad UP or DOWN to highlight the player to be replaced and press Button A or C to select. The names of eligible substitutes are listed. Press the D-Pad UP or DOWN to scroll through the list of substitutes. Refer to the skill chart on right side of the screen to help you make the selection. Press Button A or C to select.

Opponent Members

Learn the strengths and weaknesses of your computer opponent's players before or during battle (too bad it can't do the same to you...or can it?). Press the D-Pad UP or DOWN to scroll through the list. Refer to the skill chart on the right side of the screen.

From Option to Option...

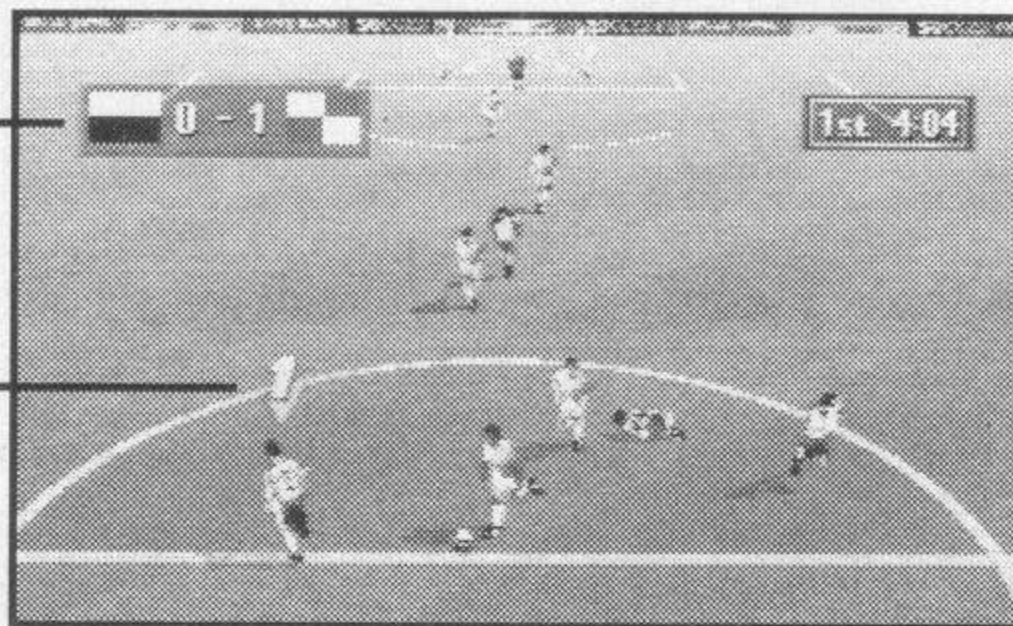
There are two ways you can advance through the Strategy screen options. One way is to select an option, press Button B to return to the main Strategy screen, and select the next option. Alternatively, when one of the options is accessed, you can press Button L or R in any of the option screens to bring up the next option screen.

WHEN THE WHISTLE BLOWS

The Pitch

Current score

Player Markers

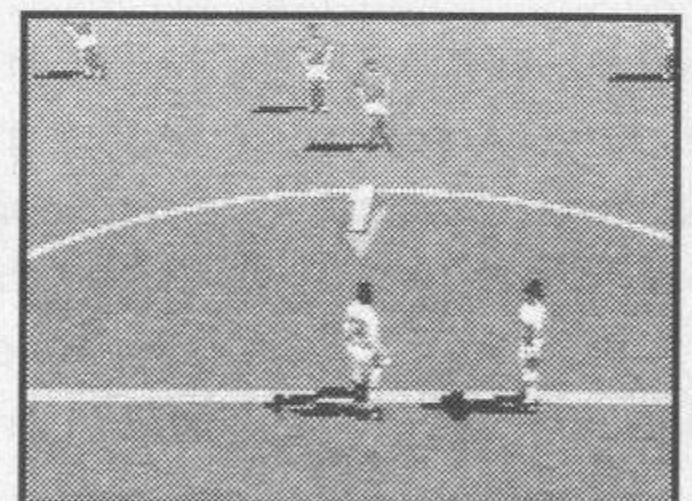


A Little Intro to Football (or soccer, as it is called in some parts of the world)

Football is divided into two halves. Your goal is simple (no pun intended): kick, head or get the ball into the other team's goal any legal way you can as many times as you can. The winner is the team that has scored more goals than the other at the end of two halves. Just how many minutes a half is in *Sega Worldwide Soccer 98* is for you to decide before the match. The team who kicks off first gets the match started by pressing Button B.

The Player Marker

The player you are currently controlling is highlighted by the Player Marker. Other players on your team move automatically while you control the highlighted player. There are two settings, AUTO and MANUAL, in the Options screen Marker option. Before the match, when AUTO is selected, the Player Marker moves automatically to your player nearest the ball. When MANUAL is selected, press Button R during the match to change



the Player Marker to another player.

Note: You can manually change the Player Marker even if you select AUTO for the setting.

Professional Fouls

Should you make your player do something dastardly during the match (you'll know when you perform an illegal move), you risk incurring the wrath of the referee. Judgement comes in three forms.



Free Kick

The opposing team is awarded a Free Kick. This is for lesser offenses such as heavily bumping an opposing player.

Yellow Card

The more dangerous the play, the more severe the penalty. If the referee penalises one of your players with the Yellow Card, this is his way of warning you that another such dangerous play performed by that player will not be tolerated. In other words, one more Yellow Card or a Red Card and that player is sent off the pitch. The player can not be replaced. To top things off, the opposing team gets a Free Kick.

Red Card

The most dangerous kinds of play (such as slide tackling from behind) run you the risk of earning the infamous Red Card. Your player is sent packing, and the other team is awarded a Free Kick. For more on cards and fouls, see the Options screen.

Extra Time or Shootout?

What happens at the end of regulation time if the score is tied depends on your Option screen Extra Time and Shoot Out settings. Refer to the chart below to see the course your match takes.

If...

Extra Time is set to OFF and
Shoot Out is set to OFF.

Extra Time is set to OFF and
Shoot Out is set to ON.

Extra Time is set to ON and
Shoot Out is set to ON.

Extra Time is set to ON and
Shoot Out is set to OFF.

Then...

The game ends in a draw.

A Penalty Shoot Out ensues.

A period of overtime is played. If the score is still tied then another period is played. In the event the score is still tied a Penalty Shoot Out ensues.

A period of overtime is played. If the score is still tied then another period is played. In the event the score is still tied the game ends in a draw.

MAKING A MOVE

A diagram of the major moves for your game controller is available if you access the Options screen Pad Control option. So what are you waiting for? Get moving and master the fundamentals. Once you get them down you'll be hard to beat! Remember, there are more moves you can perform than the ones listed. Experiment to find them!

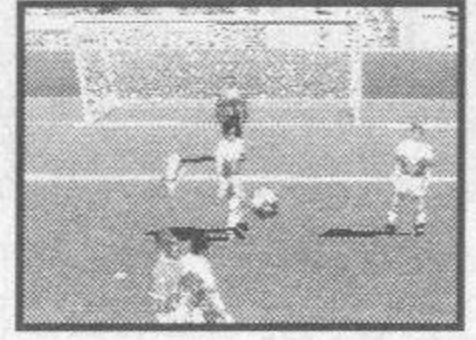
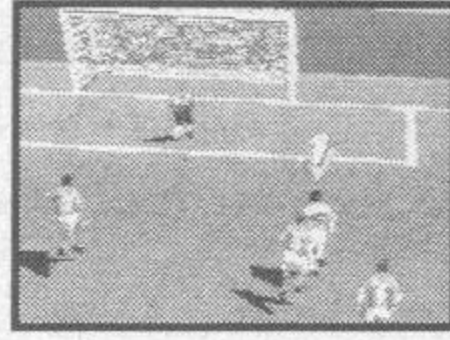
For many of the moves, you can set the direction where you want the ball to go by first pressing the D-Pad, then performing the move.

ON OFFENSE

Scoring

Grounder	A (press and hold)
Solid Shot	A

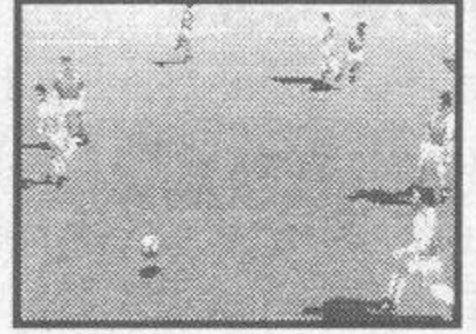
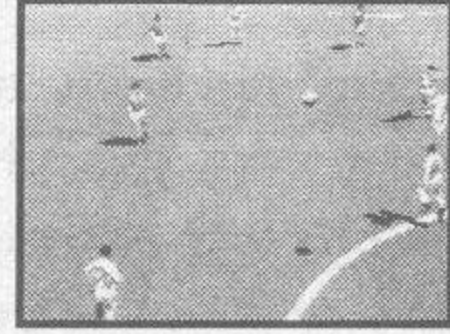
Note: The D-Pad is not needed to set the direction of the kick. All scoring shots head directly to your opponent's goal.



Passing

Centering	C (when at opponent's end of the pitch)
Chip Kick	D-Pad, CC
Grounder Pass	D-Pad, B
Lob	D-Pad, C

Note: For all passes except centering, use the D-Pad to set the general direction of the pass first, then perform the pass.



Specialty Moves

Feint	D-Pad twice (to the LEFT or RIGHT of the direction the player is facing)
-------	--

Coaching

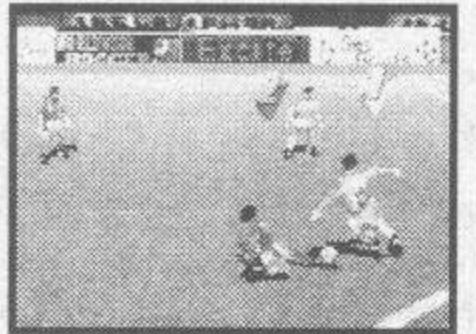
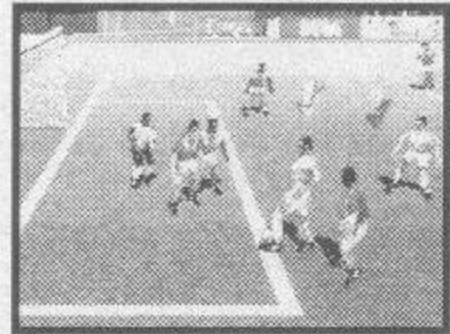
Pressing	Y
Overlapping	Z

ON DEFENCE

Player Moves

Shoulder Charge	D-Pad, B (near opponent)
Slide Tackling	D-Pad, A

Note: Use the D-Pad to direct the above defensive moves, then perform the move.



Keeper Moves

Keeper Activation	X
Keeper Throw	D-Pad, B
Keeper Kick	D-Pad, C

Coaching

Pressing	Y
Offside Trapping	Z
Man-to-man	Y + Z

ON OFFENSE OR DEFENCE

Dash	L, or the D-Pad twice in the direction the player is facing
Dash cancel	D-Pad twice in the opposite direction the player is facing
Direct Centering	C (when the ball is airborne and when near opponent's goal)
Direct Lob	C (when the ball is airborne)

Direct Pass B (when the ball is airborne)
 Header BBB... or CCC... (when the ball is airborne)
 Player Marker Change R

Speciality Plays

Corner Kick D-Pad, A (for a low, fast kick to the opponent's goal area)
 D-Pad, B (for a pass to a nearby player)
 D-Pad, C (for a lob to the opponent's goal area)

Free Kick D-Pad, B (for a pass to a nearby player)
 D-Pad, C (for a long kick upfield)

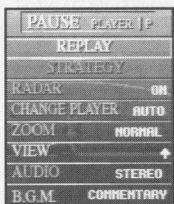
Goal Kick D-Pad, B (for a short kick to a nearby player)
 D-Pad, C (for a long kick upfield)

Penalty Kick D-Pad (LEFT or RIGHT) + A (for a high kick)
 D-Pad (LEFT or RIGHT) + B (for a low kick)

Penalty Block D-Pad (LEFT or RIGHT) + A or B

Throw-in D-Pad, B (for a short throw)
 D-Pad, C (for a long throw)

PAUSE SCREEN



Press Start during gameplay to bring up the Pause screen. From this screen you can change game features.

Below is a list of the Pause screen features. Refer to the list to help you make changes. Press the D-Pad UP or DOWN to highlight an option.

Replay - Sega Worldwide Soccer 98 allows you to review the great goal you just scored or that incredible game-saving block you just made. Actually, you can review any previous play in forward, reverse, or even frame-by-frame! You can use this at any time during the game.

Access the feature by pressing Button A, C, X or Z. Then press:

- A to have the clip play in reverse
- B to have the clip play forward
- C to have the clip advance a frame

You can also press:

- X to rotate the view of the pitch clockwise
- Z to rotate the view of the pitch counter-clockwise
- L to zoom towards the pitch
- R to zoom away from the pitch

When finished press Start to return to the Pause screen.

Strategy - Access the Strategy screen when the ball is not in play. If you try to access this while the ball is in play the arrows indicate that you need to wait until play is stopped. Press Button A, C, X or Z to bring up the Strategy screen.

Radar - A small map of the pitch with player locations displayed appears when this option is enabled. Press the D-Pad LEFT or RIGHT to select ON to have the radar displayed or OFF not to have it displayed. Although this feature can be enabled anytime, it is especially useful for beginner players.

Change Player - Select MANUAL or AUTO for the Player Marker option. For more info, refer to the Marker option on the Options screen.

Zoom, View, Audio, B.G.M.

These options are the same as those listed on the Options screen. Press the D-Pad LEFT or RIGHT to select.

Button Assign

Select one of the default or customised control settings. Press the D-Pad LEFT or RIGHT to select. Refer to Pad Control in the Options screen for more info.

Quit Game

Press Button A, C, X or Z when this feature is highlighted. Press the D-Pad LEFT or RIGHT to confirm either YES or NO and press Button A, C, X or Z again.

POST-MATCH SCREENS



Match Results (All play modes)

This screen displays the final score and scoring per half. Plus, for you statistic fans out there, many stat screens are available.

- MATCH STATS** for team statistics
- GOALS** for a list of all the scorers of the match
- PLAYER STATS** for individual statistics of either team's players

Press the D-Pad LEFT or RIGHT to highlight and Button A, C, X or Z or Start to select. When finished press Button B or Y to return to the Match Results main screen.

Match Stats

- SHOTS** (Shots on goal)
- POSSESSION** (Percentage of time team controlled the ball)
- PASSES** (Total number of successful passes)
- P.K.** (Penalty kicks)
- C.K.** (Corner kicks)
- F.K.** (Free kicks)
- OFFSIDES** (Total number of times your team was offsidies)
- SV.** (Saves)
- FOULS** (Total)
- Y.C.** (Yellow Cards received)
- R.C.** (Red Cards received)



4	SHOTS	8
50%	POSSESSION	50%
51	PASSES	29
0	P.K.	0
1	C.K.	0
1	F.K.	0
0	OFFSIDES	0
5	SAVES	3
0	FOULS	1
0	YELLOW CARDS	0
0	RED CARDS	0

Scroll though the team stats by pressing the D-Pad UP or DOWN.

Goals

The players who scored and the time during the game they scored are listed on this screen.

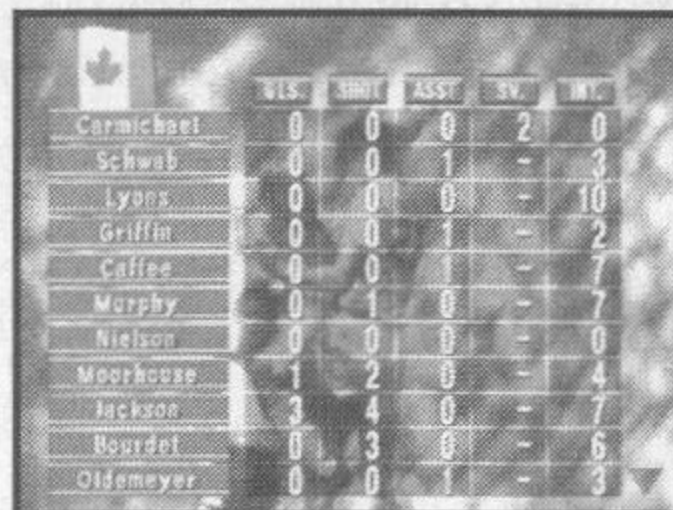


SCORER	TIME	SCORER
Jackson	14'	
Moorhouse	54'	
Jackson	67'	
Jackson	84'	

Player Stats

Select the team to review by pressing the D-Pad UP or DOWN to highlight, and Button A, C, X or Z or Start.

All of the players' names are listed on the left side of the screen. Scroll through the list by pressing the D-Pad UP or DOWN. To scroll the stats list press the D-Pad LEFT or RIGHT.



	WLS.	PTS.	ASST.	SV.	WT.
Carmichael	0	0	0	2	0
Schwab	0	0	1	-	3
Lyons	0	0	0	-	10
Griffin	0	0	1	-	2
Callan	0	0	1	-	7
Murphy	0	1	0	-	7
Nielson	0	0	0	-	0
Moorhouse	1	2	0	-	4
Jackson	3	4	0	-	7
Bourdel	0	3	0	-	6
Oldemeyer	0	0	1	-	3

For Penalty Shoot Out mode

On this version of the Match Results screen you can select GOALS to bring up a list of the kickers' names and the results of the kicks. Press the D-Pad UP or DOWN to highlight, and Button A, C, X or Z or Start to select.

On any of the screens, press Button B to return to the Match Results main screen.

Exiting Match Results

When you select EXIT on the Match Results screen the next screen to appear depends on the mode you are playing.

Friendly Match	See Going for Another Match
Club Exhibition	See Going for Another Match
Worldwide Cup	See Saving and Continuing the Season
Club League	See Saving and Continuing the Season
Cup Tournament	See the Playoffs Tree
Penalty Shoot Out	See Going for Another Match

Going for Another Match (Friendly Match, Club Exhibition and Penalty Shoot Out modes)

PLAY AGAIN? appears with options listed below. Press Start or Button A, C, X or Z to select. Choose from the selections below.

YES	for another match with the same teams.
CHANGE TEAMS	for another match. The Play Type screen appears.
GAME SETTINGS	for another match. The Game Setup screen appears.
NO	to quit the mode.



Saving and Continuing the Season (Worldwide Cup and Club League modes)

When you select to continue season play after a match finishes SAVE THIS GAME? appears with options listed underneath. Highlight YES or NO and press Button A, C, X or Z or Start to select.

CONTINUE? then appears with YES and NO options. Select as you did in the previous save screen. When you select YES the option select screen for the mode appears. Choose NO and you return to the Mode Select screen.

Option Select (Worldwide Cup and Club League modes)

On this screen are listed team names and statistics, and stat options. Press the D-Pad UP or DOWN to scroll through the team names, and LEFT or RIGHT to scroll through the statistics.

To see the stats for a team's players highlight a team and press Button A or C. Press Button B or Y to return to the main screen.

You can also use the stat options displayed at the top of the screen. Press the D-Pad UP until NEXT GAME is highlighted. Press the D-Pad LEFT or RIGHT to highlight, and Button A or C to access any of the stat options. For both modes:

NEXT GAME	Head directly to the next match
SCHEDULE	Check the schedule for the season
NOT USABLE	Review the list of injured and suspended players

Next Game	Team	Opp	Score	W	D	L	GF	GA	Disc
1	SWITZERLAND	1	1	0	0	3	5		
2	ITALY	1	1	0	0	3	3		
3	SPAIN	1	0	1	0	1	0		
4	POLAND	1	1	1	0	1	0		
5	NORWAY	1	0	0	1	0	2		
6	ENGLAND	1	0	0	1	0	1		

For Worldwide Cup mode only:

- GOAL RANKING** See the leaders in the league for the various categories
CHART Follow the progression of a team through the season

For Club League mode only

- LEAGUE STATS** See the leaders in the league for the various categories

Option Select Screen Instructions

Goal Ranking

- Press the D-Pad UP/DOWN to scroll the list of players
- Press the D-Pad LEFT/RIGHT to scroll player stats

Schedule

- Press the D-Pad UP/DOWN to scroll the teams
- Press the D-Pad LEFT/RIGHT to scroll the schedule

Chart

- Press the D-Pad UP/DOWN to scroll the list the teams
- Press the D-Pad LEFT/RIGHT to scroll the team's rank

Not Usable

- Press the D-Pad UP/DOWN to scroll the teams

League Stats

- Press Button B on any of the screens mentioned above to return to the main screen

HANDLING YOUR SEGA SATURN CD-ROM

- The Sega Saturn CD-ROM is intended for use exclusively with the Sega Saturn System.
- Be sure to keep the surface of the CD-ROM free of dirt and scratches.
- Do not leave it in direct sunlight or near a radiator or other sources of heat.
- Be sure to take an occasional break during extended play, to rest yourself.

Warning to owners of projection televisions:

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

HANDHABUNG IHRER SEGA SATURN CD-ROM

- Die SEGA SATURN CD-ROM ist ausschließlich für die Verwendung mit dem SEGA SATURN-Gerät vorgesehen.
- Halten Sie die Oberfläche der CD-ROM frei von Schmutz und Kratzern.
- Lassen Sie die CD-ROM nicht in direktem Sonnenlicht, in der Nähe einer Heizung oder anderer Wärmequellen liegen.
- Legen Sie während eines längeren Spiels gelegentlich eine Pause ein, um sich selbst eine Erholung zu gönnen.

Warnung an Besitzer von Projektionsfernsehgeräten:

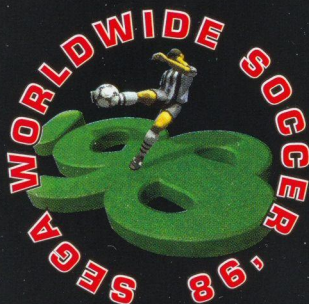
Standbilder oder unbewegliche Grafiken können bleibende Beschädigung der Bildröhre verursachen oder sich in die Phosphorbeschichtung der Kathodenstrahlröhre einbrennen. Vermeiden Sie wiederholte oder längere Wiedergabe von Videospiele auf Großbild-Projektionsfernsehgeräten.

MANIPULATION DE VOTRE CD-ROM SEGA SATURN

- Le CD-ROM Sega Saturn est exclusivement destiné à être utilisé sur la console Sega Saturn.
- Gardez toujours la surface du CD-ROM propre et sans rayures.
- N'exposez pas le CD-ROM aux rayons directs du soleil et ne le laissez pas près d'une source de chaleur telle qu'un radiateur.
- Faites des pauses de temps à autre pendant le jeu afin de vous reposer.

Avertissement pour les utilisateurs de téléviseurs à projection :

Des images fixes peuvent causer des dommages permanents au tube-image ou marquer le phosphore de l'écran. Évitez de jouer souvent ou longtemps à des jeux vidéos sur des téléviseurs à projection grand écran.



©1997 Sega Enterprises, Ltd.

Copying or transmission of this game is strictly prohibited. Unauthorised rental or public performance of this game is a violation of applicable laws.

Jegliche Vervielfältigung oder Übertragung dieses Spiels ist streng verboten. Unautorisiertes Verleihen oder öffentliche Vorführung dieses Spiels stellen einen Verstoß gegen geltendes Recht dar.

Copier ou diffuser ce jeu est strictement interdit. Toute location ou représentation publique de ce jeu constitue une violation de la loi.

La copia o transmisión de este juego está terminantemente prohibida. El alquiler o utilización pública de este juego es delito y está penado por la ley.

La duplicazione o la trasmissione di questo gioco sono severamente proibite. Il noleggio non autorizzato o dimostrazioni in pubblico di questo gioco costituiscono una violazione alle leggi vigenti.

Kopiering eller överföring av detta spel är strängt förbjudet. Otillåten uthyrning eller offentlig visning av detta spel innebär lagbrott.

Het kopiëren of anderszins overbrengen van dit spel is ten strengste verboden. Het onrechtmatig verhuren of openbaar vertonen van dit spel is bij wet verboden.

This product is exempt from classification under UK Law. In accordance with The Video Standards Council Code of Practice it is considered suitable for viewing by the age range(s) indicated.

PATENTS: U.S. Nos. 4,442,486/4,454,594/4,462,076; Europe No. 80244; Canada No. 1,183,276; Hong Kong No. 88-4302; Singapore No. 88-155; U.K. No. 1,535,999.