



NTSC U/C

PlayStation®



SLUS-01014
17093



WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

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

USE OF UNOFFICIAL PRODUCT:

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

HANDLING YOUR PLAYSTATION DISC:

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

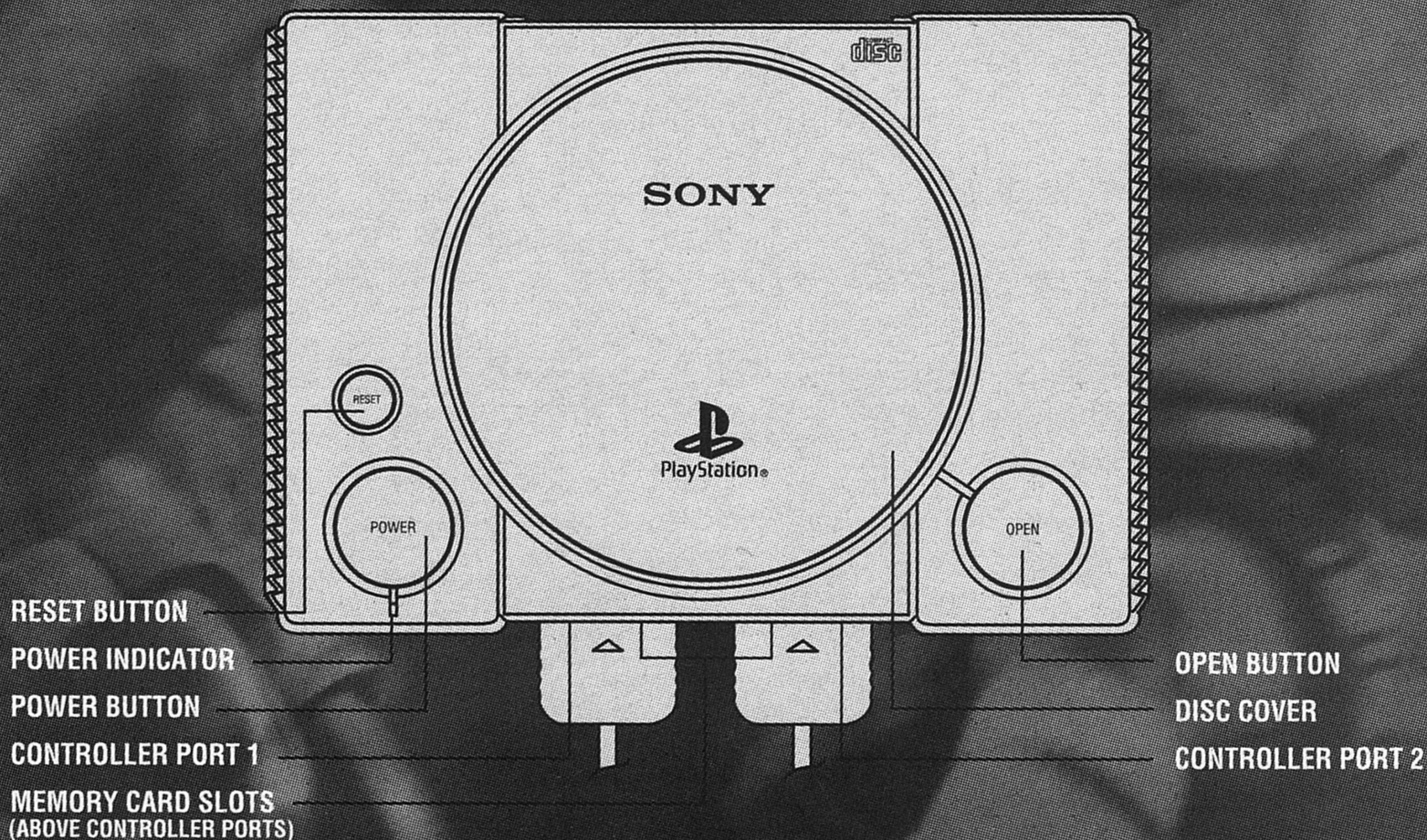
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Thank you very much for purchasing Konami's "ISS Pro Evolution". In order to fully enjoy your game playing experience, we recommend that you thoroughly read this manual before playing.

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

GETTING STARTED

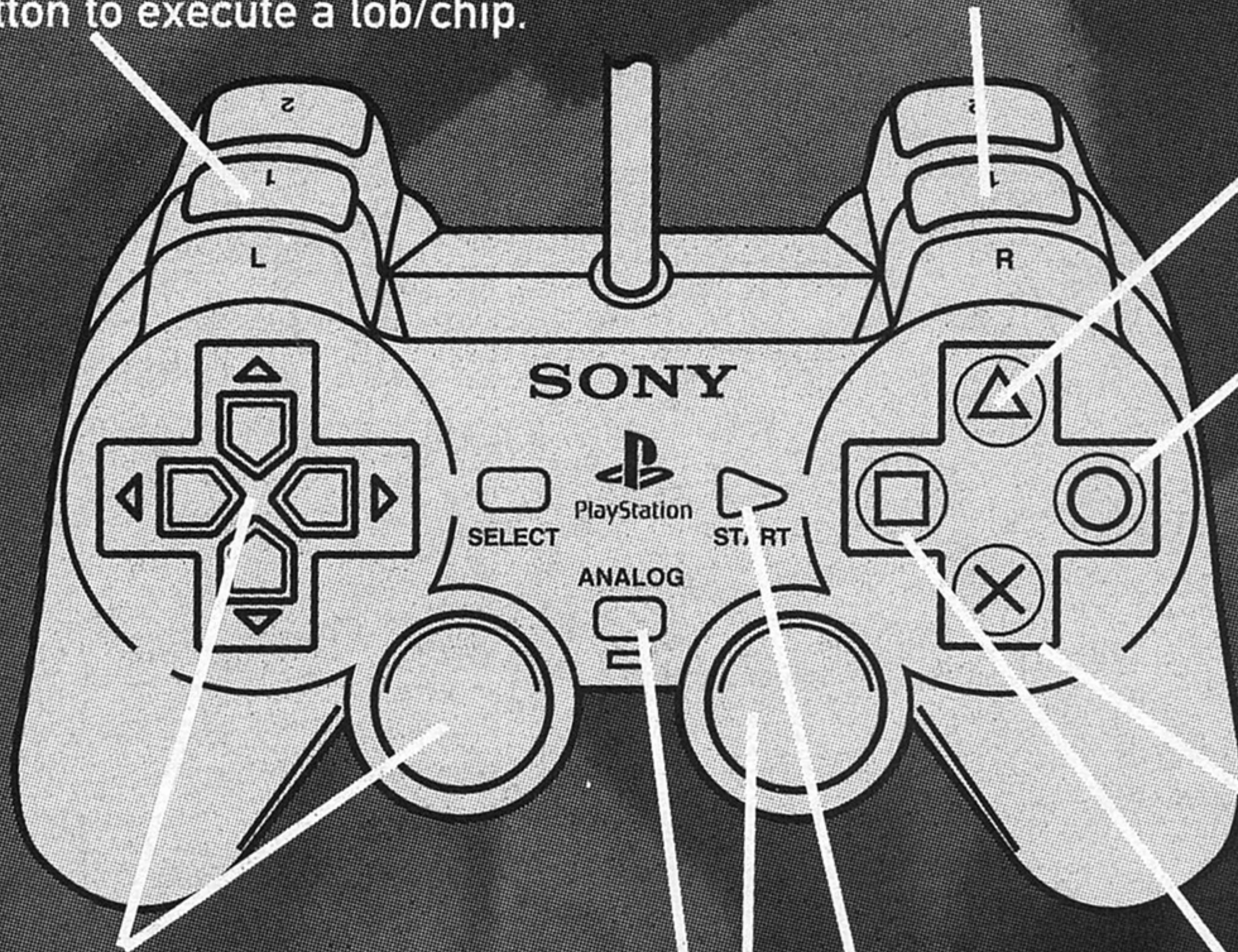


Set up your PlayStation® game console according to the instructions in its Instruction Manual. Make sure the power is OFF before inserting or removing a compact disc. Insert the ISS Pro Evolution disc and close the disc cover. Insert game controllers and turn ON the PlayStation® game console. Follow on-screen instructions to start a game.

CONTROLS (ATTACK)

L1 BUTTON: Switch players
Press together with the shoot button to execute a lob/chip.

R1 BUTTON:
Moves the player at a dash.



DIRECTIONAL BUTTON/LEFT STICK:

- Determines the direction in which the dribble, the pass and the shot are to be played.
- The direction of the ball can be changed at the point when a shot is taken.

START BUTTON:
Access the Pause menu

RIGHT STICK: Not used

NOTE:

In order to use the left stick you must have your DUALSHOCK™ analog controller in red LED Mode.

△ BUTTON: Through pass
• Press together with the [L1] button to execute a floating through pass.

○ BUTTON: Aerial pass
• When held down, the power gauge increases, enabling the length of the pass to be controlled.

• The ball will be crossed if you are suitably positioned down the opposition flank.

• A floating one-two pass will be executed when pressed together with the [L1] button.

⊗ BUTTON: Short pass
• A one-two pass is executed when the [L1] button and the ⊗ button are pressed together.

□ BUTTON: Shoot
• The power gauge is increased for the period in which the button is pressed to enable high shots to be executed. This becomes a clearance kick when in front of your own goal.

• Press together with the [L1] button to execute a lob/chip.

• Executes a direct shot when the ball has been trapped, and a header or volley when the ball is in the air.

CONTROLS (ATTACK)

R2 BUTTON + ○ BUTTON OR □ BUTTON:
Changes the attack/Defense level (Refer to page 21).

R2 BUTTON + ○ BUTTON:
Moves the level position to the right.

R2 BUTTON + □ BUTTON:
Moves the level position to the left.

△ BUTTON: Through pass

- Press together with the [L1] button to execute a floating through pass.

○ BUTTON: Aerial pass

- When held down the power gauge increases, enabling the length of the pass to be controlled.
- The ball will be crossed if you are suitably positioned down the opposition flank.
- A floating one-two pass will be executed when pressed together with the [L1] button.

× BUTTON: Short pass

- A one-two pass is executed when the [L1] button and the × button are pressed together

□ BUTTON: Shoot

- The power gauge is increased for the period in which the button is pressed to enable high shots to be executed. This becomes a clearance kick when in front of your own goal.
- Press together with the [L1] button to execute a lob/chip.
- Executes a direct shot when the ball has been trapped, and a header or volley when the ball is in the air

SPECIAL OPERATIONS

- Feint A is executed by pressing the × button when the power gauge is displayed.
- Feint B is executed by pressing the [L1] button repeatedly when the ball is being dribbled. The direction of feint B can be controlled with the use of the directional button.
- The ball can be dummied without being trapped by pressing the [R1] button. Do not press the directional buttons when a pass is about to be received or it will fail.
- The ball can be crossed along the ground by pressing the △ button when the player is beyond the opposing penalty area and moving towards the end line.
- Pressing the directional button twice in the advancing direction while a player is dashing will cause the ball to be knocked further ahead than normal.

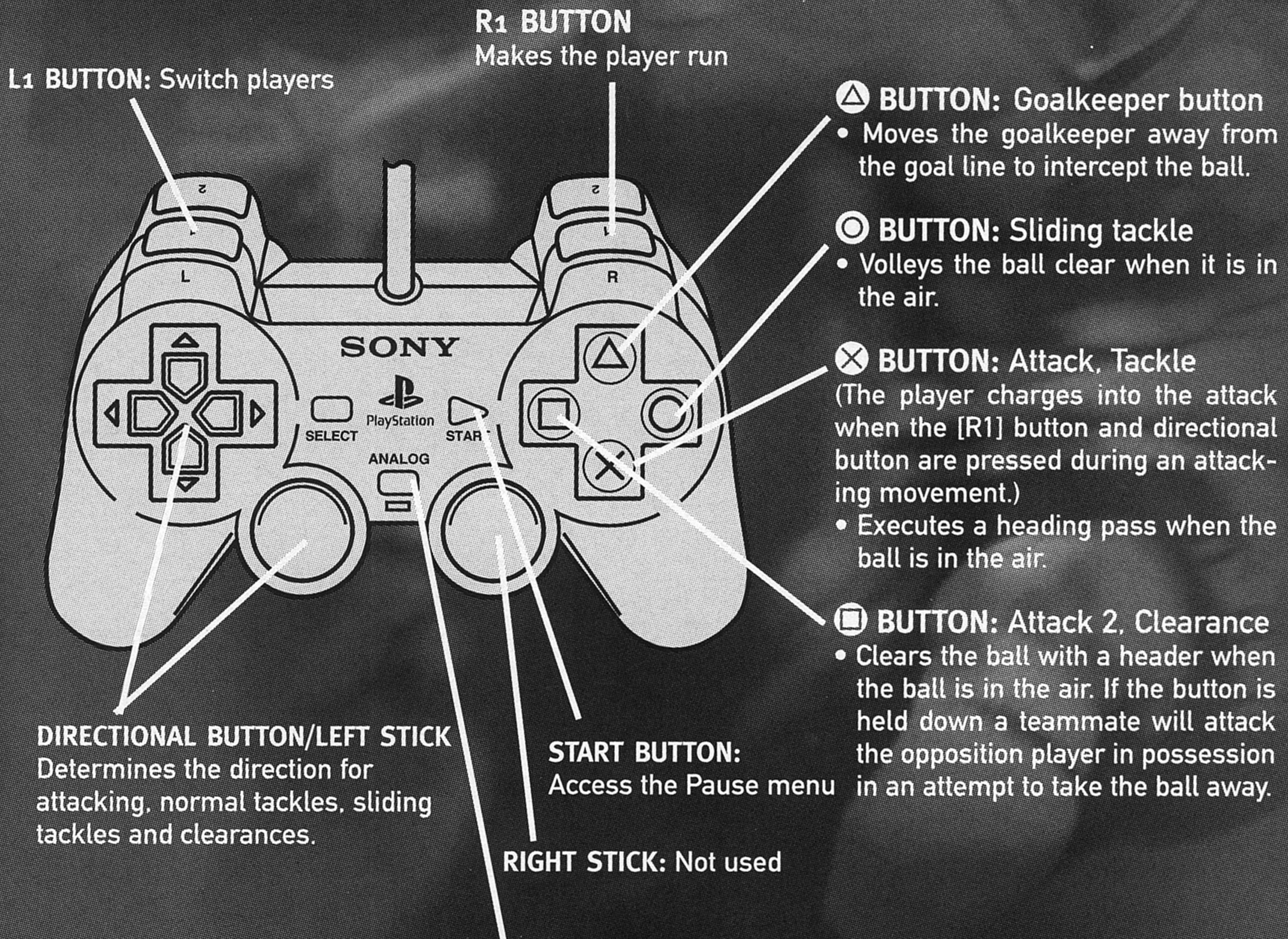
L2 BUTTON + □ BUTTON:
execute/cancel strategy assigned to □ button.

L2 BUTTON + △ BUTTON:
execute/cancel strategy assigned to △ button.

L2 BUTTON + ○ BUTTON:
execute/cancel strategy assigned to ○ button.

L2 BUTTON + × BUTTON:
execute/cancel strategy assigned to × button.

CONTROLS (DEFENSE)



L1 BUTTON: Switch players

R1 BUTTON
Makes the player run

△ BUTTON: Goalkeeper button
• Moves the goalkeeper away from the goal line to intercept the ball.

○ BUTTON: Sliding tackle
• Volleys the ball clear when it is in the air.

× BUTTON: Attack, Tackle
(The player charges into the attack when the [R1] button and directional button are pressed during an attacking movement.)
• Executes a heading pass when the ball is in the air.

□ BUTTON: Attack 2, Clearance
• Clears the ball with a header when the ball is in the air. If the button is held down a teammate will attack the opposition player in possession in an attempt to take the ball away.

DIRECTIONAL BUTTON/LEFT STICK
Determines the direction for attacking, normal tackles, sliding tackles and clearances.

START BUTTON:
Access the Pause menu

RIGHT STICK: Not used

NOTE:
In order to use the left stick you must have your DUALSHOCK™ analog controller in red LED Mode.

CONTROLS (DEFENSE)

L2 BUTTON + ▣ BUTTON:
execute/cancel strategy assigned to
▣ button.

L2 BUTTON + ▲ BUTTON:
execute/cancel strategy assigned to
▲ button.

L2 BUTTON + ○ BUTTON:
execute/cancel strategy assigned to
○ button.

L2 BUTTON + ⊗ BUTTON:
execute/cancel strategy assigned to
⊗ button.

R2 BUTTON + ○ BUTTON OR ▣ BUTTON:
Changes the attack/Defense level

R2 BUTTON + ▣ BUTTON:
Moves the level position to the left

R2 BUTTON + ○ BUTTON:
Moves the level position to the right

CONTROLS

FREE KICK

DIRECTIONAL BUTTON: Change the direction by pressing the left and right directional buttons.

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

⊗ BUTTON: Short pass

▣ BUTTON: Shoot (the shot will be effective for the targeted distance. Press the directional button left or right when the shoot gauge is displayed to curve the ball.)

▲ BUTTON: Through-pass

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PENALTY KICK/PENALTY SHOOT-OUT

Six different directions can be selected for both the goalkeeper and the player taking the shot.

PLAYER: Press and hold the directional button and then hit the ▣ button.

GOALKEEPER: Guess the direction the shot will be taken in, and then press and hold the directional button in that direction.

CORNER KICK

DIRECTIONAL BUTTON: Determines the direction of the ball.

○ BUTTON: Crosses the ball
Hold down to adjust the power of the cross

⊗ BUTTON: Short corner

CONTROLS

GOAL KICK

Directional button: determines the direction of the ball.

- **BUTTON**: Long pass
- ⊗ **BUTTON**: Short pass

GOAL REPLAY

- **L1 BUTTON**:
Rotates the viewpoint to the left
- ○ **BUTTON** + **L2 BUTTON**:
Starts the replay
- **R1 BUTTON**:
Rotates the viewpoint to the right
- ○ **BUTTON** + **R2 BUTTON**:
Skip to the end of the replay
- **DIRECTIONAL BUTTON UP/DOWN**:
Zoom in, zoom out
- **DIRECTIONAL BUTTON LEFT**:
Rewinds while the button is being pressed
- **DIRECTIONAL BUTTON RIGHT**:
Plays while the button is being pressed

GOALKEEPER

- ⊗ **OR** □ **BUTTON**: Throw the ball (medium range)
- **BUTTON**: Long kick (long range)

- ○ **BUTTON** + **DIRECTIONAL BUTTON LEFT/RIGHT**:
Reverses/Forwards frame by frame
- □ **BUTTON**:
Save the replay (the final 20 frames or approximately 0.7 seconds of the replay will be cut)
- ▲ **BUTTON**:
Play
- **START BUTTON**:
Ends the replay
- **SELECT BUTTON**:
Changes the viewpoint
- **[R2] BUTTON, [L2] BUTTON**:
Switches players during the replay

THROW-IN

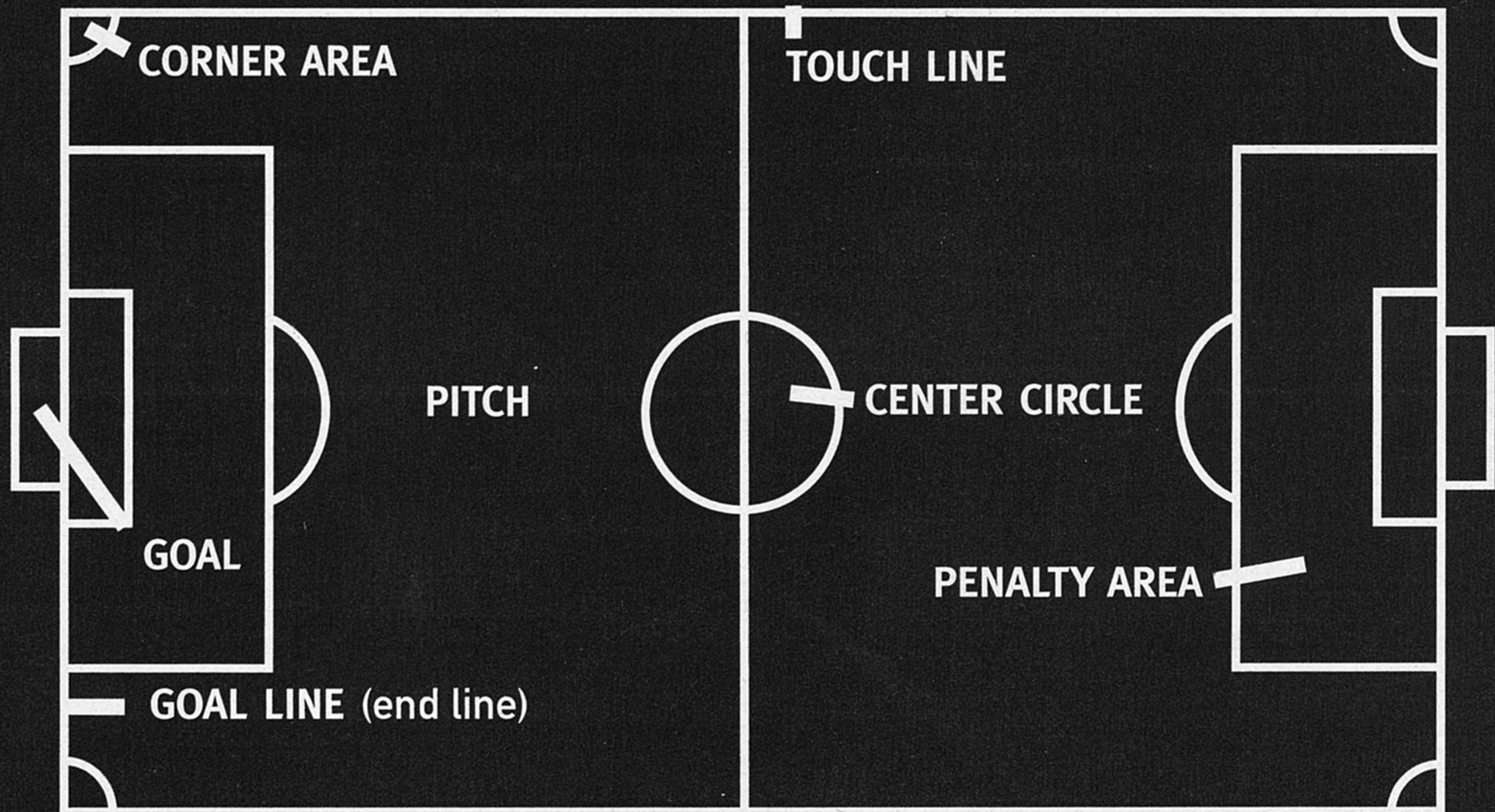
DIRECTIONAL BUTTON: Moves the player left and right to face other players.

- ⊗ **BUTTON**: Short throw-in
- **BUTTON**: Long throw-in

BASIC RULES

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

FIELD DESCRIPTION



MATCH TIME

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

The match time can be selected at the start of play.

(Refer to Game Mode Settings on page 13)

EXTRA TIME

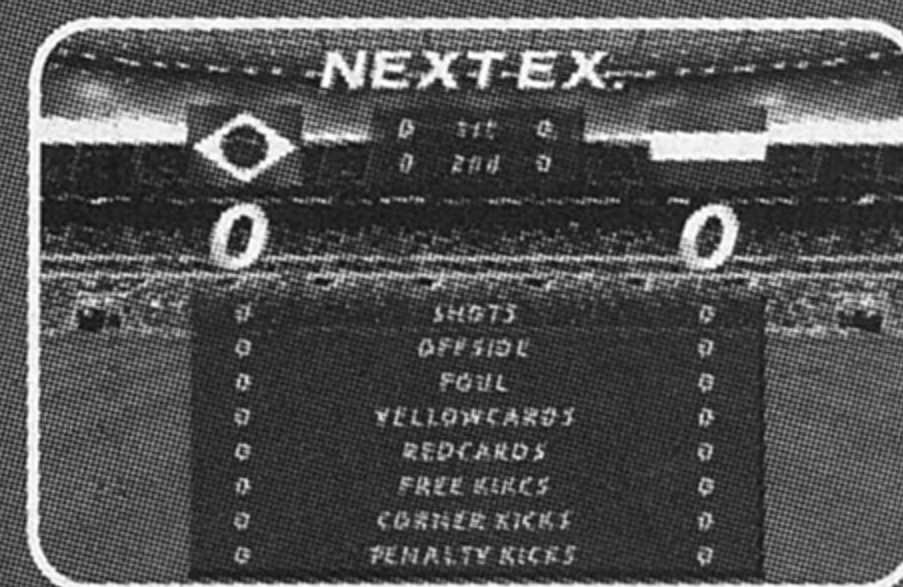
Extra time in the form of a sudden-death rule and penalty-kick deciders are available with certain matches depending on the mode selected in Game Mode Settings. (See page 13). It is also possible to select whether to use the sudden-death rule and PK shoot-outs for exhibition games.

YELLOW CARDS/RED CARDS

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

OFFSIDE

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



- If you have two controllers inserted two people may play.
- Using a Multi Tap will enable up to four people to play simultaneously.
- Using a Memory Card (sold separately) will enable the results and settings for League and Cup matches to be saved.

MULTIPLAY

MULTIPLAY USING A MULTI TAP

This game enables up to 4 players to play at the same time, either co-operatively or on opposing teams. In order to do this, extra controllers and a Multi Tap are required.

REQUIRED ITEMS

TWO PLAYERS: Two controllers

ONE TO FOUR PLAYERS: Sufficient controllers for the number of players and one Multi Tap.

CONNECTION METHOD

Precautions when using the Multi Tap:

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

STARTING A GAME

SELECTING THE GAME MODE AND PLAYERS

Refer to page 11

SETTING UP THE GAME MODE

Refer to page 12

CONTINUING A GAME

Refer to page 16

SELECTING THE TEAMS

Refer to page 15

SETTING UP THE MATCH

Refer to page 17

SELECTING THE VIEW FOR THE MATCH SCREEN

Refer to page 22

SELECTING THE VIEW FOR MATCH RESULTS

Refer to page 24



USING MEMORY CARDS

Refer to page 26

STARTING THE GAME

GAME MODE AND PLAYER SELECTION

Press the Start button on the Title Screen to display the Mode Select Screen. Select the desired mode to display the relevant Mode Set-up screen.

Select using the up and down directional buttons and press the  button to confirm or the  button to cancel your selection.

MATCH MODE

Select your favorite teams for a single match. Advance to Team Selection. (Refer to page 15)

Exhibition match

All Star match

PK match

Master League match

LEAGUE MODE

Select sixteen countries and play against the computer in a round robin series of matches. There is no extra time or penalty shoot-outs in this mode.

Advance to Game Mode Settings. (Refer to page 13) Use the LOAD DATA option to load a previously saved league (see page 16)

CUP MODE

The International Cup is a tournament in which thirty-two countries compete in a round robin series of qualifying matches, and the two winning teams play in a final.

The Konami Cup is a tournament in which between three and sixteen countries compete in a round robin series.

The European Cup, the African Cup, the American Cup and the Asian Cup are tournaments.

Depending on the cup being played, some matches may have extra time while others may not.

When a home and away format is being played, each match must be played twice. If both teams have the same scores after both matches have been played, the winner will be decided in accordance with the number of goals they score in the away games, for which double points will be awarded. If the scores are still the same after this, extra time and a penalty shoot-out will be played. Only one match will be played when the home and away format is not in effect. Advance to Game Mode Settings. (Refer to page 13)

MASTER LEAGUE

Points will be awarded for each game won, and a maximum of two players can be acquired in accordance with the number of points held for each season. When starting from the beginning, your team will be made up of the same group of players regardless of the team chosen. The players will battle for fifteen seasons. It is possible to replay any match if you are unhappy with the result. (Select Quit from the Match Result Screen to exit this mode)

GAME MODES

TRAINING

This mode enables the players to practice their shooting, free kicks, set plays and other football skills. The players can also be divided into red and white teams for free training. Advance to Team Selection. (Refer to page 15)

GAME OPTIONS

This mode enables the various settings for the games and memory card to be adjusted, as well as allowing replays and victory cups to be viewed. (Refer to page 27)

SELECTING THE STYLE OF PLAY

A maximum of four people can play against each other simultaneously. (Only when using a Multi Tap.)

The following three methods are available:

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



MATCH MODE

DAY/NIGHT: Specifies the time of the match as day or night

WEATHER: Specifies the weather as clear or rainy

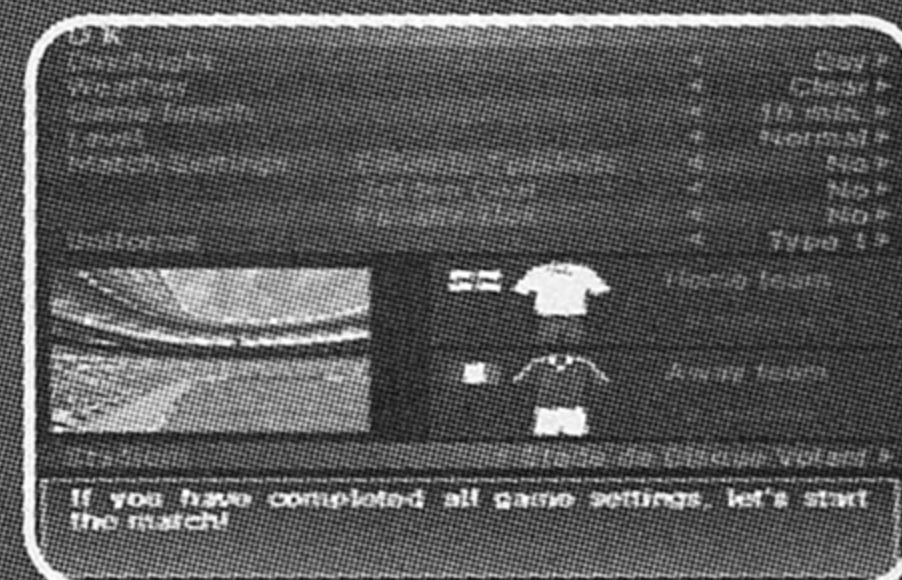
GAME LENGTH: 5 to 30 minutes

LEVEL: Easy, Normal, and Hard

MATCH SETTING: Extra time, Sudden death, PK.

SHIRT: Types 1 to 4 (specifies each combination)

STADIUM: 10 stadiums to select from



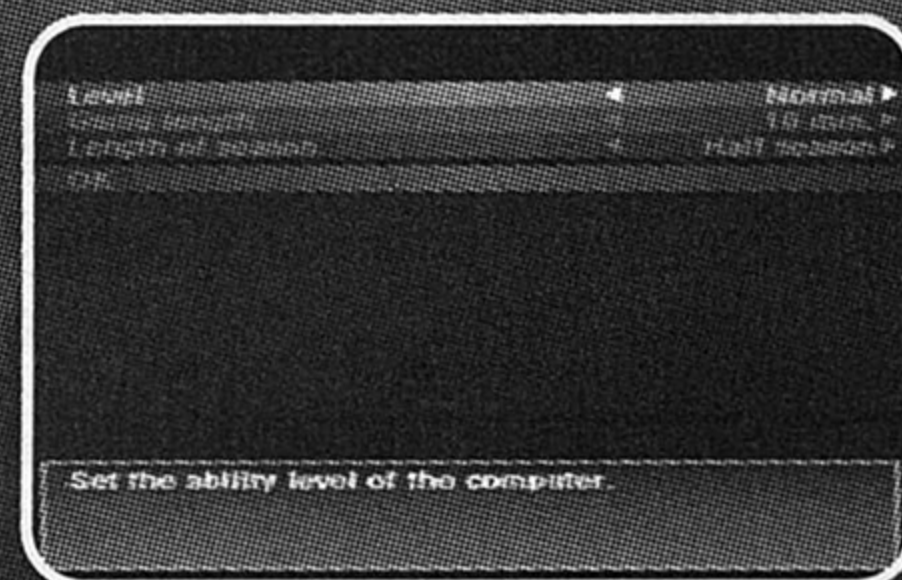
LEAGUE MODE

PLAYER SELECTION: User controls a team or is CPU assisted in controlling a team

SEASON: Half, Full

LEVEL: Easy, Normal, and Hard

GAME LENGTH: 5 to 30 minutes

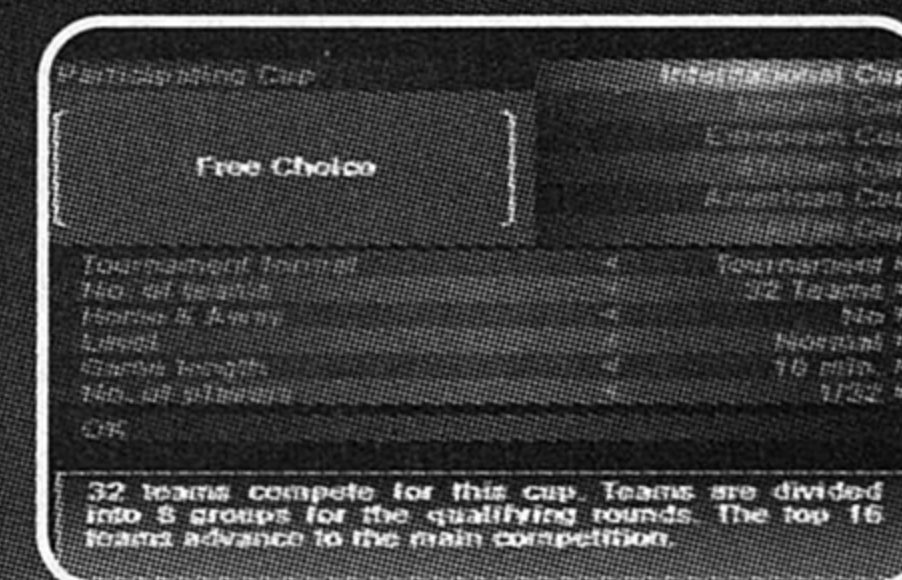


INTERNATIONAL CUP

NUMBER OF PLAYERS: This represents the number of teams out of the 32 that will be user controlled

LEVEL: Easy, Normal, and Hard

GAME LENGTH: 5 to 30 minutes



KONAMI CUP

TOURNAMENT MODE: Tournament, Round Robin

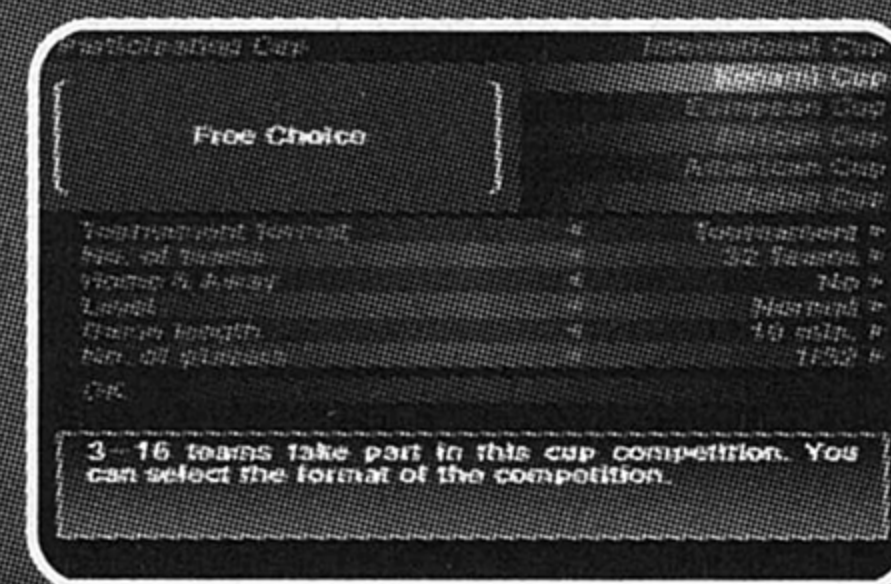
HOME & AWAY: (Tournament only)

NUMBER OF TEAMS: 3 to 16

LEVEL: Easy, Normal, and Hard

GAME LENGTH: 5 to 30 minutes

NUMBER OF PLAYERS: The number of teams that will be user controlled



EUROPEAN CUP, AFRICAN CUP, AMERICAN CUP, ASIAN CUP

HOME & AWAY: Yes, No

LEVEL: Easy, Normal, and Hard

GAME LENGTH: 5 to 30 minutes

NUMBER OF PLAYERS: The number of teams that will be user controlled



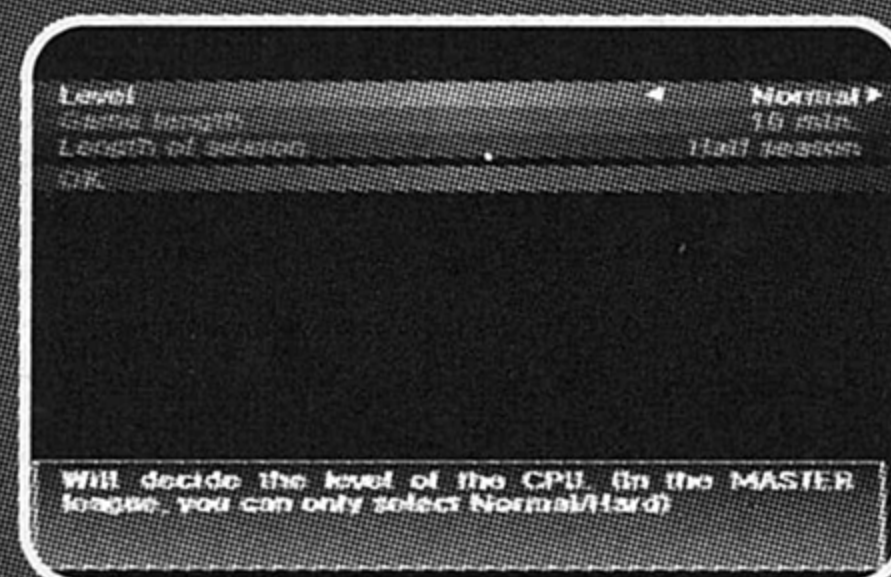
MASTER LEAGUE

PLAYER SELECTION: User controls a team or is CPU assisted in controlling a team




GAME LENGTH: 10 minutes

SEASON: Half

LEVEL: Normal and Hard



TEAM SELECTION

Highlight the team with the directional buttons. Use the  button to confirm your selection. Press the  button to cancel your selection. Some competitions require that you select the other teams to participate. This can either be done manually or all the teams can be randomly selected at once by pressing the  button.

MATCH MODE/ TRAINING

Preferred teams can be selected from a total of fifty-three countries for exhibition matches, PK matches and training sessions. The sequence of players taking the penalty kicks are chosen after this.

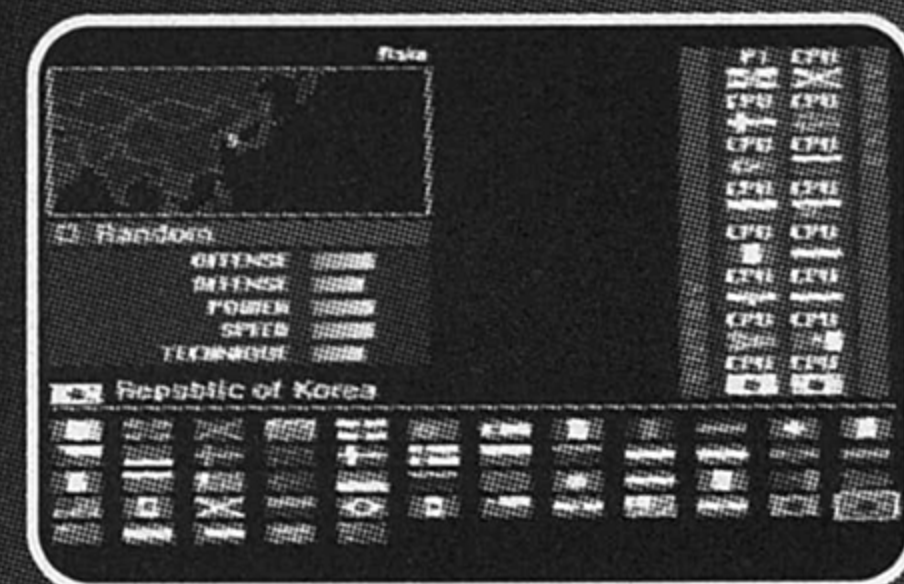
Two teams from the European All Stars and the World All Stars can be selected for all-star matches. Any preferred teams from a total of twenty-two countries can be selected for exhibition matches. It is also possible to load the team data that is being used for the Master League mode.



LEAGUE MODE

Preferred teams can be selected from a total of fifty-three countries. The League match is started immediately after the teams are chosen.

Go to Match Set-up. (Refer to page 17)

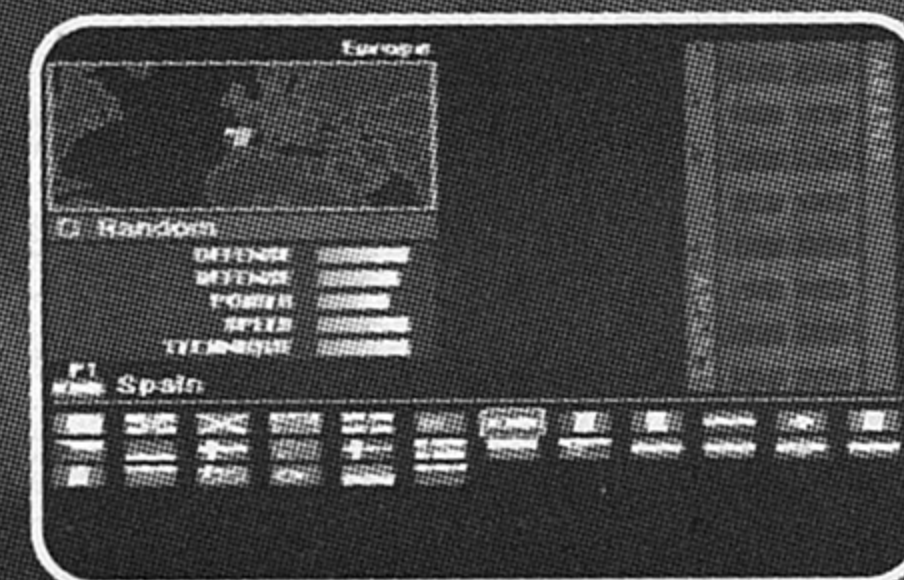


CUP MODE

Preferred teams can be selected from a total of fifty-three countries for the International Cup and the Konami Cup. The round robin series for the Konami Cup can be started with any match regardless of the order for the season. Two teams must be selected before commencing the match.

Teams for the European Cup, the African Cup, the American Cup and the Asian Cup must be selected from the available teams within the relevant area. The Cup Mode will be started as soon as the participating teams have been chosen.

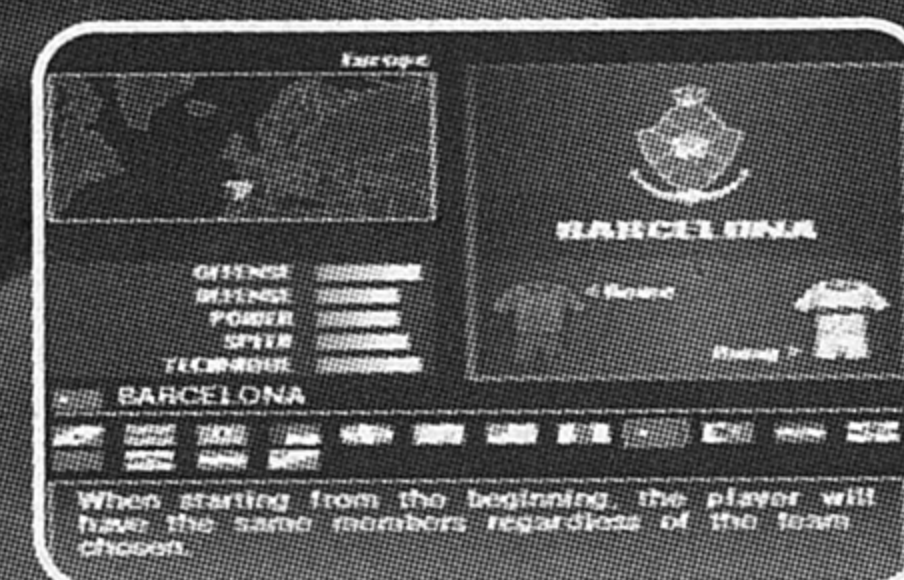
Go to Match Set-up. (Refer to page 17)



MASTER LEAGUE

Choose a team from amongst sixteen club teams. No matter what team is selected, the team members will be the same at the start.

Go to Match Set-up. (Refer to page 17)



CONTINUING A GAME

Select the load option after having selected your game mode. The MEMORY CARD screen will then be displayed. Highlight the appropriate MEMORY CARD slot using the up and down directional buttons and confirm your selection with the **X** button. Then highlight the appropriate file and press the **X** button. If you wish to proceed with the load, press the START button. If you wish to cancel your selection, press the **O** button.

MATCH SET-UP

At the beginning of the match you have the opportunity to adjust the match settings. Use the up and down directional buttons to highlight an option and press the **X** button to select. If you select **START MATCH** the game will begin with the current settings. **FORMATION** allows you to adjust your formation and strategy. If you select **SOUND SETTING** the audio settings can be adjusted using the left and right directional buttons. **CONTROLLER** allows you to adjust the controller setup and **EXIT MATCH** will allow you to quit the game if you so desire. Each of these menus can be exited using the **O** button.

FORMATION AND STRATEGY SETTINGS (MATCH MODE, LEAGUE MATCHES, CUP MATCHES, MASTER LEAGUE)

It is possible to change the formation of a team midway through a match by pressing the Start button to display the Pause Screen. Select Formation from the menu.



HOME TEAM

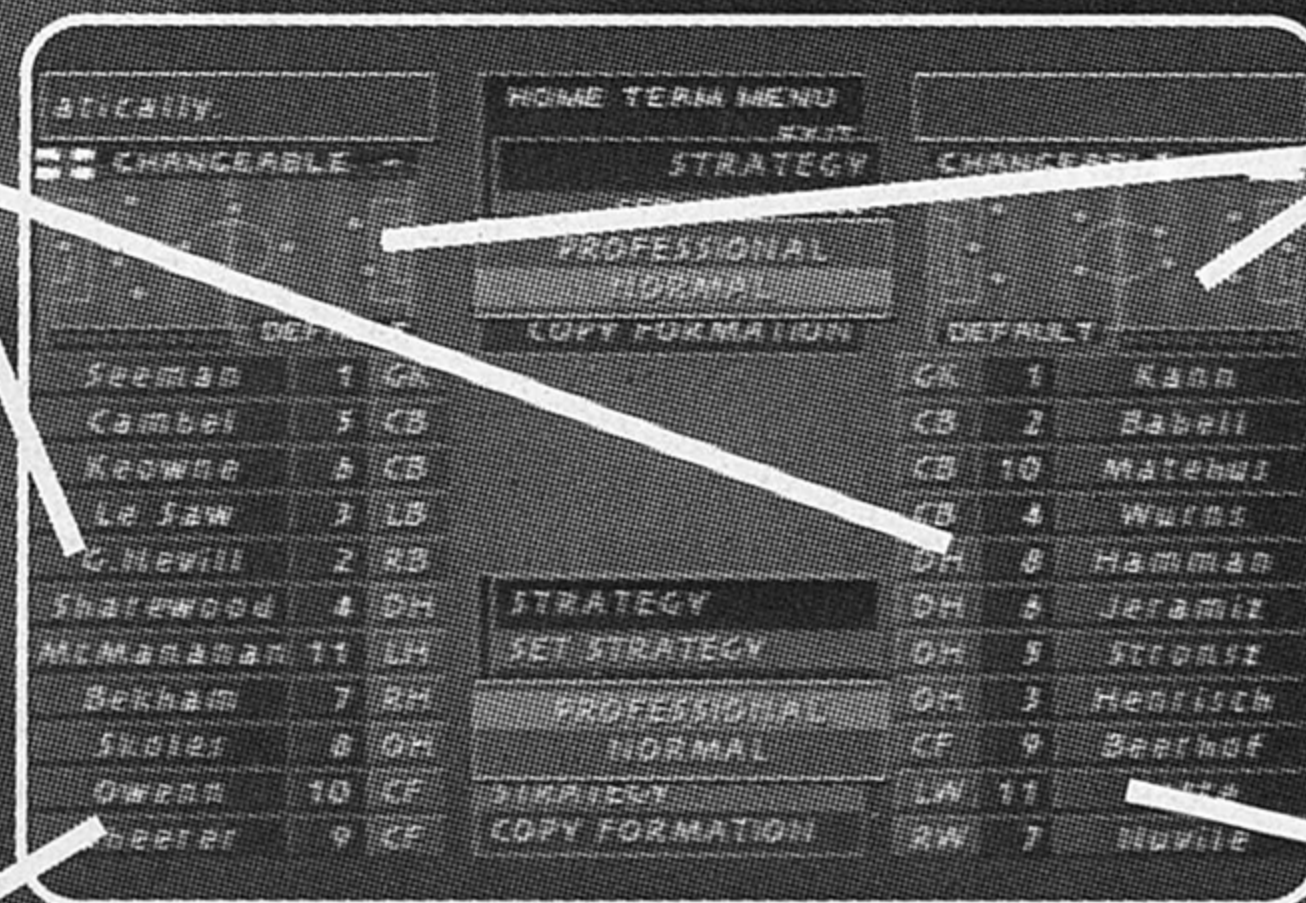
The R1 button switches between displays.

*Players' numbers and positions

*Stamina and overall condition during matches

*Cards

Players' names






AWAY TEAM

The R2 button switches between displays.

- Formation
- Players' numbers
- Attack awareness

Players' names

SUBSTITUTION

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

DISPLAYED PARAMETERS


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

FORMATION SETTINGS

4-5-1AB 4-4-2AB 4-3-3AB 3-6-1AB 3-5-2AB
3-4-3AB 5-4-1AB 5-3-2AB

RESV 1 to 4: This is where custom formations will be stored.
Default: Returns to the original formation for the team.

DEFENSE TYPE

Change the style of Defense. Align the cursor with the player to be adjusted, and then press the  button to display the various Defense types.

COVERING: Covers a particular area without marking a specific player.

ZONE MARKING: Marks all opponents entering the player's particular zone, but stops when they leave the area.

MAN MARKING: Marks a specified player on the opposing team.

MENTALITY


Align the cursor with the player for whom the attack awareness is to be adjusted, and then press the left and right directional buttons to change the selection.

RED ARROWS: The player assumes an attacking position and participates actively in any attacking movements.

GREEN SQUARES: Well-balanced and smooth movement.

BLUE ARROWS: The player assumes a defensive position and does not participate much in the attacking movements.

POSITION EDIT

The position of particular players can be adjusted independently. Align the cursor with the player whose position is to be adjusted, and then press the left and right directional buttons to assign that player as a sweeper (SWP) or a libero (LIB) or if he is a center back (CB). Press the  button when the cursor is over any player to display his location on the pitch. This location can then be adjusted by pressing the directional buttons.

DESCRIPTION OF POSITIONS

GK (Goalkeeper): Saves shots at goal and generally defends the goal area.

SW (Sweeper): Located at the back of the Defense line to follow up on any loose balls.

LIB (Libero): Located in a defensive position as a general rule, but also allowed to be active in attacking movements.

CB (Center back): Located in front of the goal and used to prevent the opposing team from breaking through to the goal.

SB (Side back): Defends the side of the pitch.

Moves vertically up and down the pitch, and participates in attacking movements.

DH (Defensive half): A defender located at the rear of the mid-field. Also used to take the initiative in attacking movements.

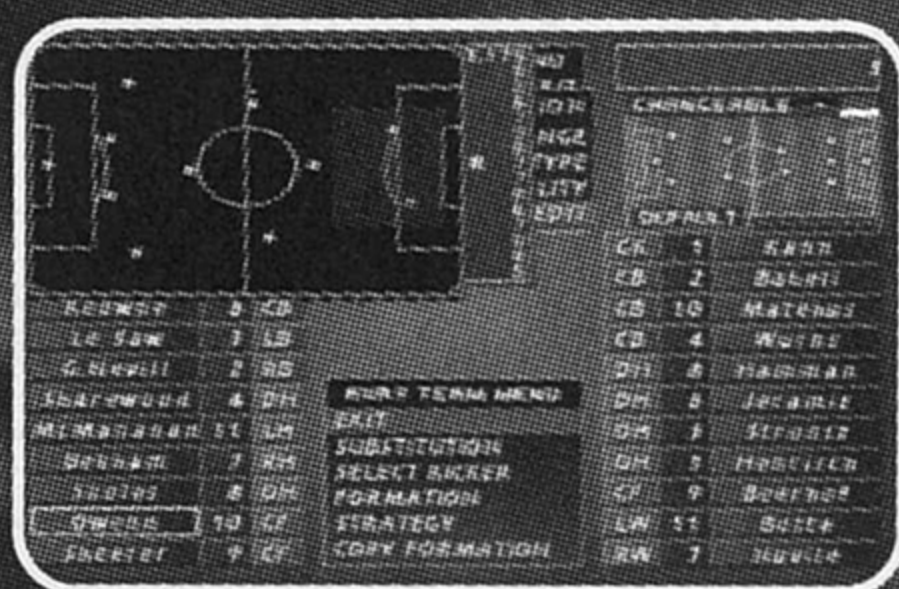
SH (Side half): Puts together attacking movements from the side of the pitch.

OH (Offensive half): Located at the front of the mid-field and used to set up attacking movements.

WG (Winger): Creates chances to break through the opposing team vertically from the side.

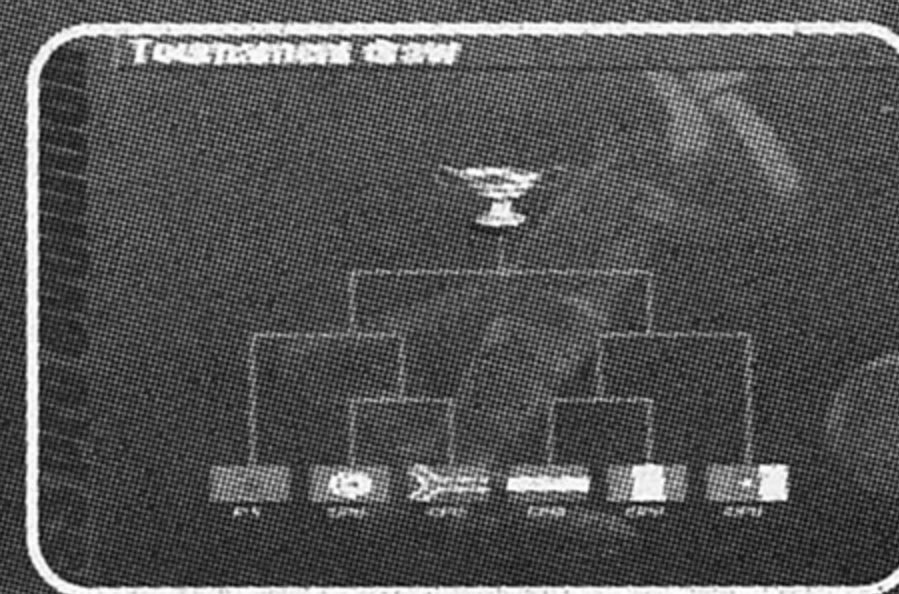
CF (Center forward): The goal hunter who operates in the goal area.

- The libero (LIB) and sweeper (SW) positions cannot both be assigned to the same player.



EUROPEAN CUP, AFRICAN CUP, AMERICAN CUP, ASIAN CUP

In the case of the home and away format, the results will be displayed when both of these matches have been played. The match results and the tournament table will be displayed after this.



1st Day

オランダ	HOME	1	-	1	スコットランド	AWAY
	AWAY	0	-	2		HOME
LOSER		1	-	3		WINNER
北アイルランド	HOME	0	-	1	ウクライナ	AWAY
	AWAY	0	-	1		HOME
LOSER		0	-	2		WINNER
ハンガリー	HOME	0	-	1	オーストリア	AWAY
	AWAY	0	-	1		HOME

USING MEMORY CARDS

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

SAVING DATA AS YOU PROGRESS

When you select Play Next Match you will be presented with three options. "Continue with the next match", "Save" and "Quit Game". Use the up/down directional buttons to highlight "Save" and press the button. Use the up/down directional buttons to highlight the appropriate MEMORY CARD slot and press the button. Then select a save location using the directional buttons. Use the button to confirm a selection or the button to cancel a selection. Once you are happy with your selected location press the START button to save data.



GAME OPTIONS

MEMORY CARD - SAVING UTILITY

This feature allows you to update the data on your MEMORY CARD. You can alter the CPU Level and Match Time for saved League and Cup data only. The Normal/Hard Difficulty level can be adjusted for saved Master League data.

EDIT MODE

It is possible to edit the details of your players in the following manner:

EDIT NAME: Change the name of your player.

EDIT NUMBER: Change the number assigned to that player.

EDIT PLAYER: Create a player from scratch or modify a player who already exists.

ENTRY: Register your player with a team.


DELETE: Delete a player.

SAVE DATA: Save your changes.

APPRECIATION

CUP GALLERY: Enables the appreciation of the cups won in Cup finals and League finals.

REPLAY: Enables matches that have been saved onto the memory card to be replayed. Goal scoring action can be repeated for further enjoyment. (Refer to page 7)

Press the  button after a goal has been scored if you wish to save the replay.

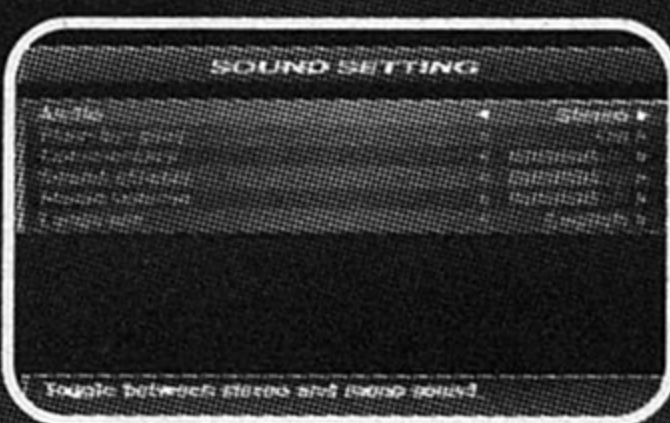
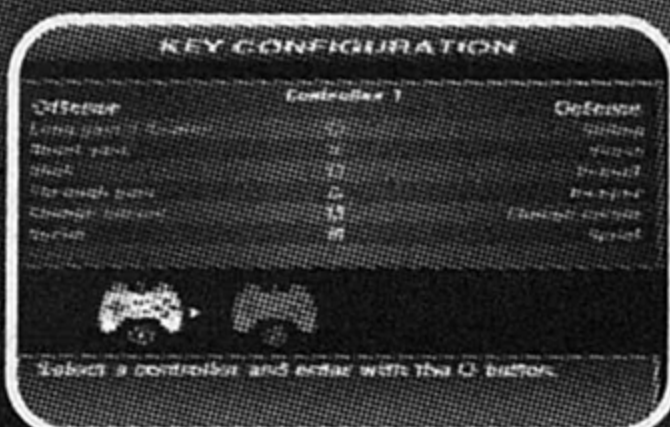
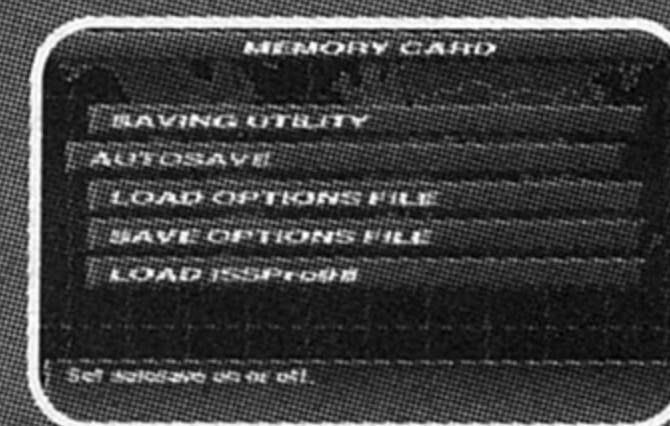
KEY CONFIGURATION

It is possible to change the controller button configuration.

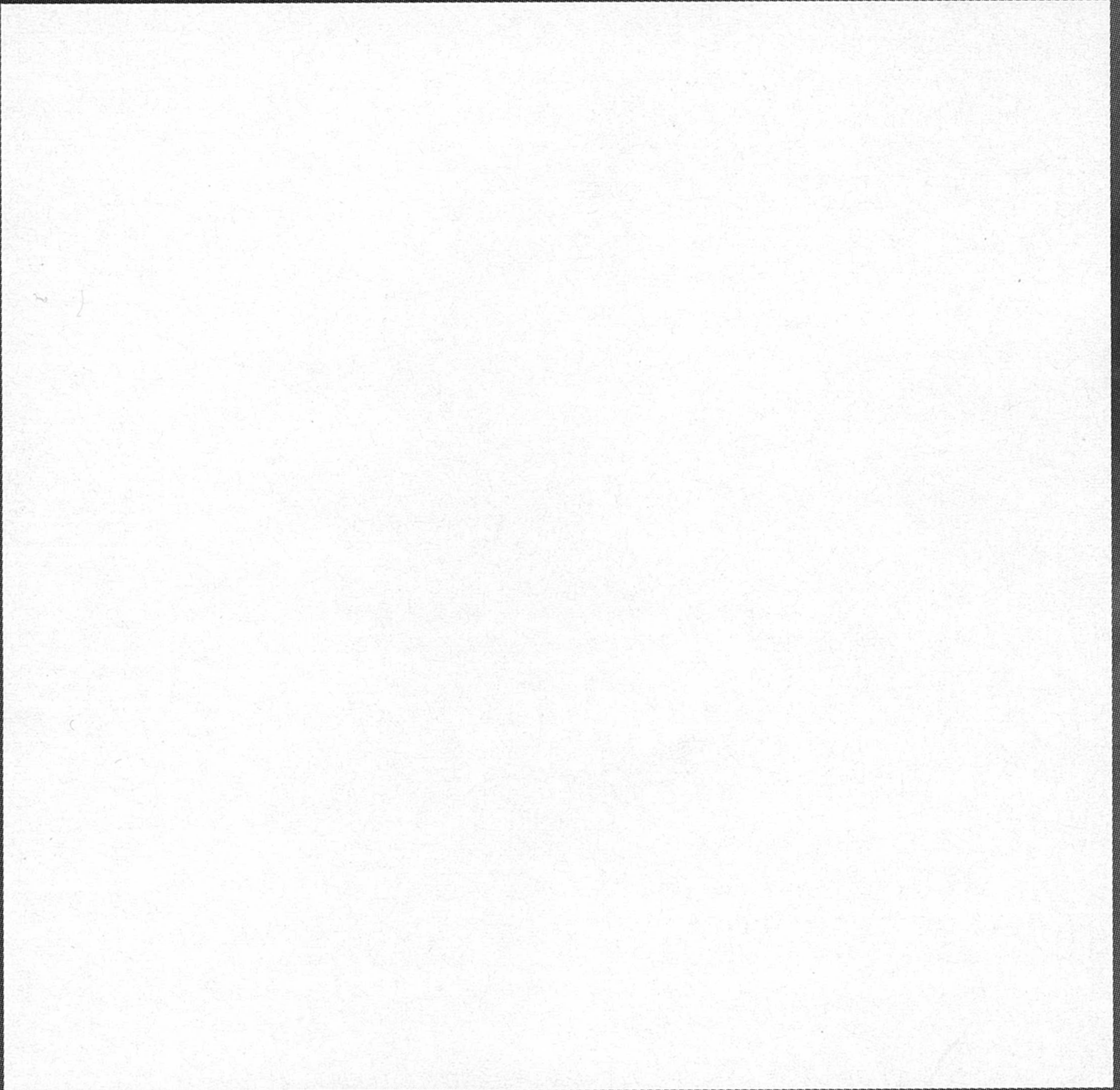
SOUND SETTING

It is possible to set up and adjust the volume of all sound effects.

SCREEN ADJUSTMENT: It is possible to adjust screen misalignment on the television monitor.



NOTES



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CONSUMER SUPPORT

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

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

☎ **95¢ per minute charge**

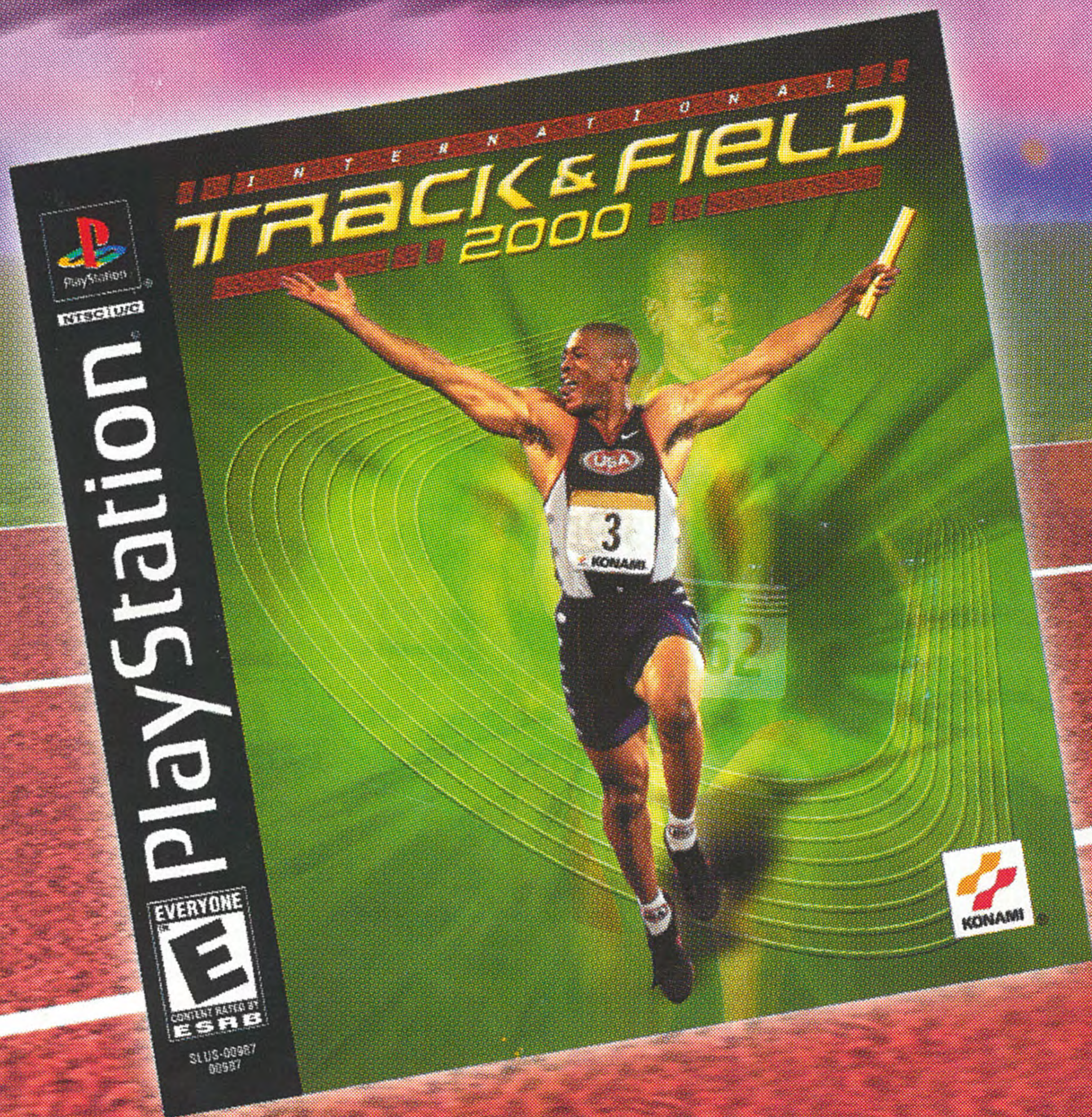
☎ **\$1.25 per minute support from a game counselor**

☎ **Touch tone phone required**

☎ **Minors must have parental permission before dialing**

Hints are available 24 hours a day. Live support Monday-Friday 9:00AM to 5:30PM Pacific Time. Prices and availability are subject to change, U.S. accessibility only.

Pure Adrenaline



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