



PlayStation

NTSC U/C

PlayStation™

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WORLD CUP 98

EVERYONE



CONTENT RATED BY ESRB

SLUS-00644



WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

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

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

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

HANDLING YOUR PLAYSTATION DISC:

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

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

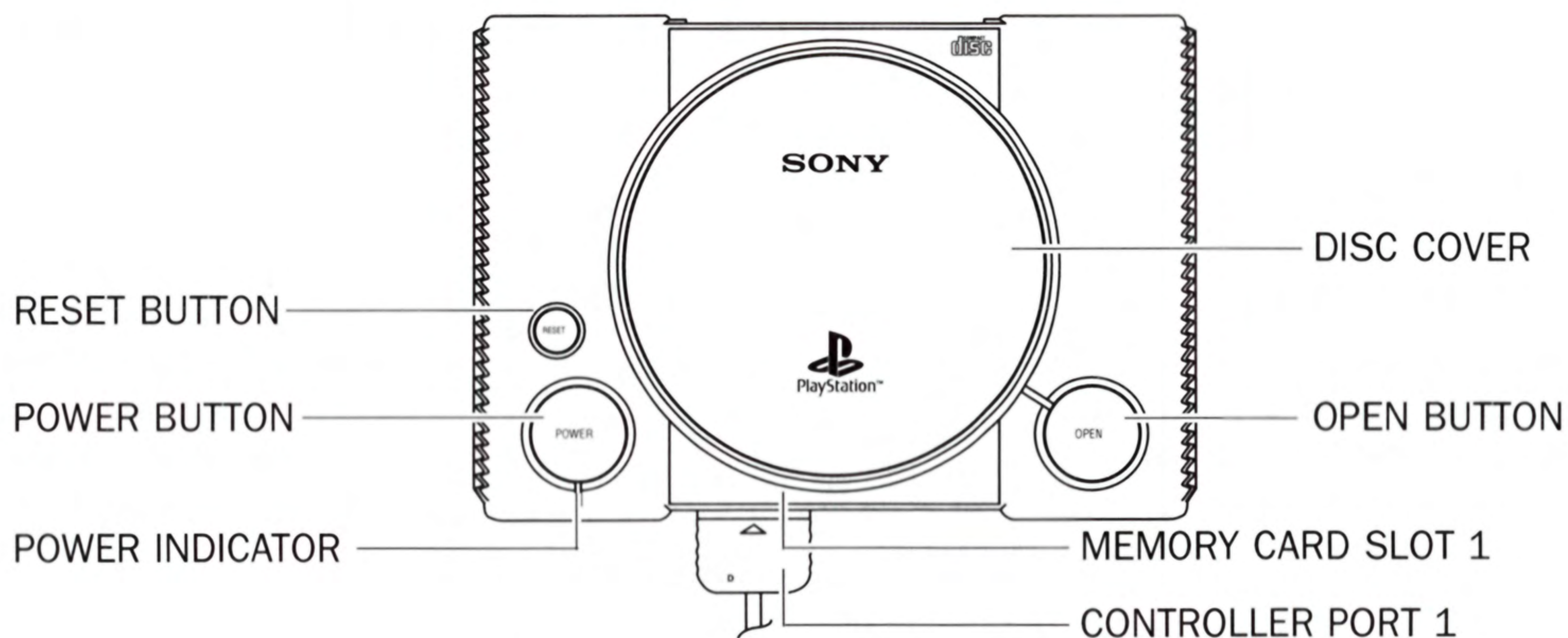
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*For more info about this and other titles, check out
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STARTING THE GAME



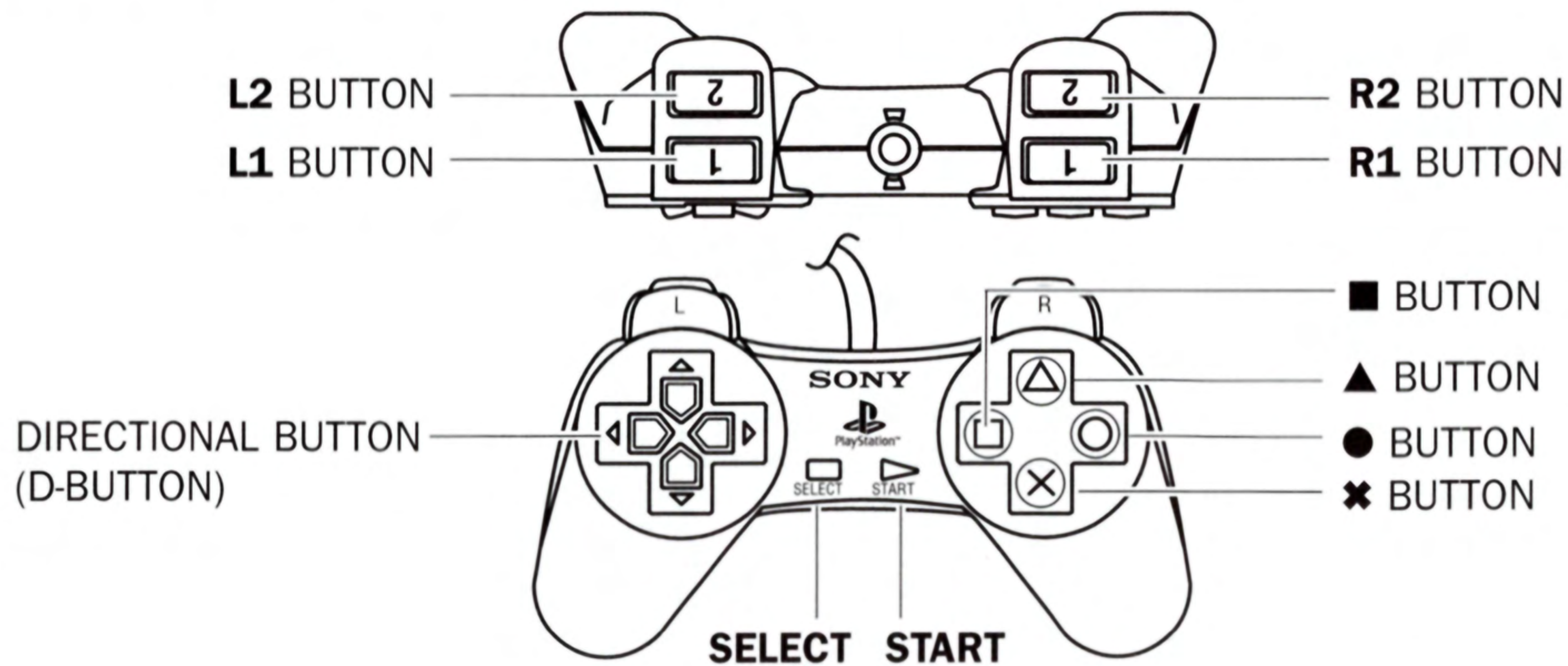
- 1.** Set up your PlayStation® game console according to the instructions in its Instruction Manual. **Make sure the power is OFF before inserting or removing a compact disc.**
- 2.** Insert the *World Cup 98* disc and close the Disc Cover.
- 3.** Insert game controllers and turn on the PlayStation game console.

NOTE: When using the Multi-Tap, at least one controller must be connected to port 1-A.

- 4.** After the opening video, press **START** when prompted to proceed to the Match Select screen (see p.10).

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CONTROL SUMMARY



NOTE: *World Cup 98 is analog compatible.*

General Commands

Move player	D-Button
Pause game	START
Return to Match Select Screen during gameplay	Press and hold SELECT , then press and hold START

Attack

Sprint	▲ (Tap)
Shoot	●
Poke shot	● (Tap)
Pass	✕
Chip shot	■ (Double-tap; hold to power up)
Lob	■
Jump a slide tackle	L1
Through pass	R1
Skill mode 1/2	Hold L2/R2 (see page 16)

Defense

Sprint	▲ (Tap)
Conservative tackle	●
Switch to player closest to the ball	✕
Aggressive slide tackle	■
Intentional foul	L1

Receiving a Pass

First-time shot	●
First-time poke shot	● (Tap)
First-time pass	✕
First-time lob	■
First-time chip shot	■ (Double-tap)
First-time through pass	R1

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When the Ball Is in the Air

Switch to player closest to ball	■, ✕, or ●
Header toward goal	● (Hold)
Volley or bicycle kick shot	● (Tap, then hold)
Headed pass	✕ (Hold)
Volleyed pass	✕ (Tap, then hold)
High header (lob)	■ (Hold)
High volley (lob)	■ (Tap, then hold)

To perform a header:

- 1.** As soon as the ball is in the air hold ■, ✕, or ●. The player closest to where the ball will land moves into position to head the ball. (The sooner you hold the button, the more time he has to get into position.)
- 2.** Hold the button until the player heads the ball. If you release the button, the player does not perform a header but remains in your control.

Free Kick

NORMAL MODE

Move target arrow	D-Button
Ball follows arrow trajectory	■, ✕, or ●
Toggle view mode (normal/receiver/target)	R1
Bend arrow left	L2
Bend arrow right	R2

BALL RECEIVER MODE

Sprint	▲
Hard kick to player	●
Switch player	✕
Lob	■
Toggle view mode (normal/receiver/target)	R1

TARGET MODE

Power kick to target	●
Pass to target	✕
Lob to target	■
Toggle view mode (normal/receiver/target)	R1

Corner Kick

- Corner Kick commands are the same as Free Kick commands with the following exceptions.

RECEIVER MODE

Low cross to receiver	●
Switch player	✕
High cross to receiver	■

TARGET MODE

Short cross to target	●
Pass to target	✕
Lob to target	■

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When Your Goalie Has the Ball

Drop ball (revert to possession mode)	▲
Punt to player	●
Throw to player	■ or ✕

○ Goal Kick commands are the same as Free Kick commands with the following exceptions.

RECEIVER MODE

Clear to player	●
Switch player	✕
Lob	■

TARGET MODE

Clear to target	●
-----------------	---

Throw-in

○ Throw-In commands are the same as Free Kick commands with the following exceptions.

RECEIVER MODE

Short throw to player	●
Long throw to player	■

TARGET MODE

Low throw to target	●
Medium throw to target	✕
Long throw to target	■

Penalty Kick

SHOT TAKER

Target shot	D-Button
Shoot	●
Switch shot taker (not available in Penalty Kick Shoot-out Mode)	✕
Switch kicking side	■

GOALIE

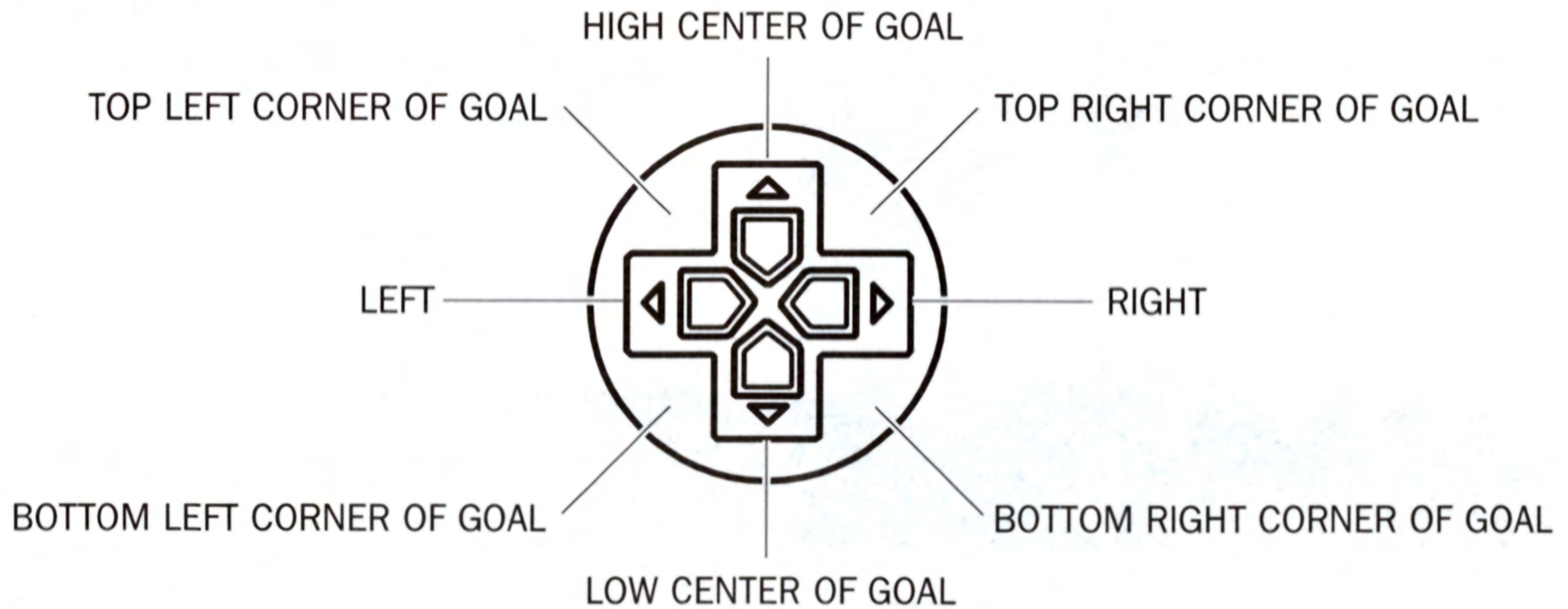
Move along line/choose direction of save	D-Button
Attempt save	●, ✕, or ■

Shot Targeting

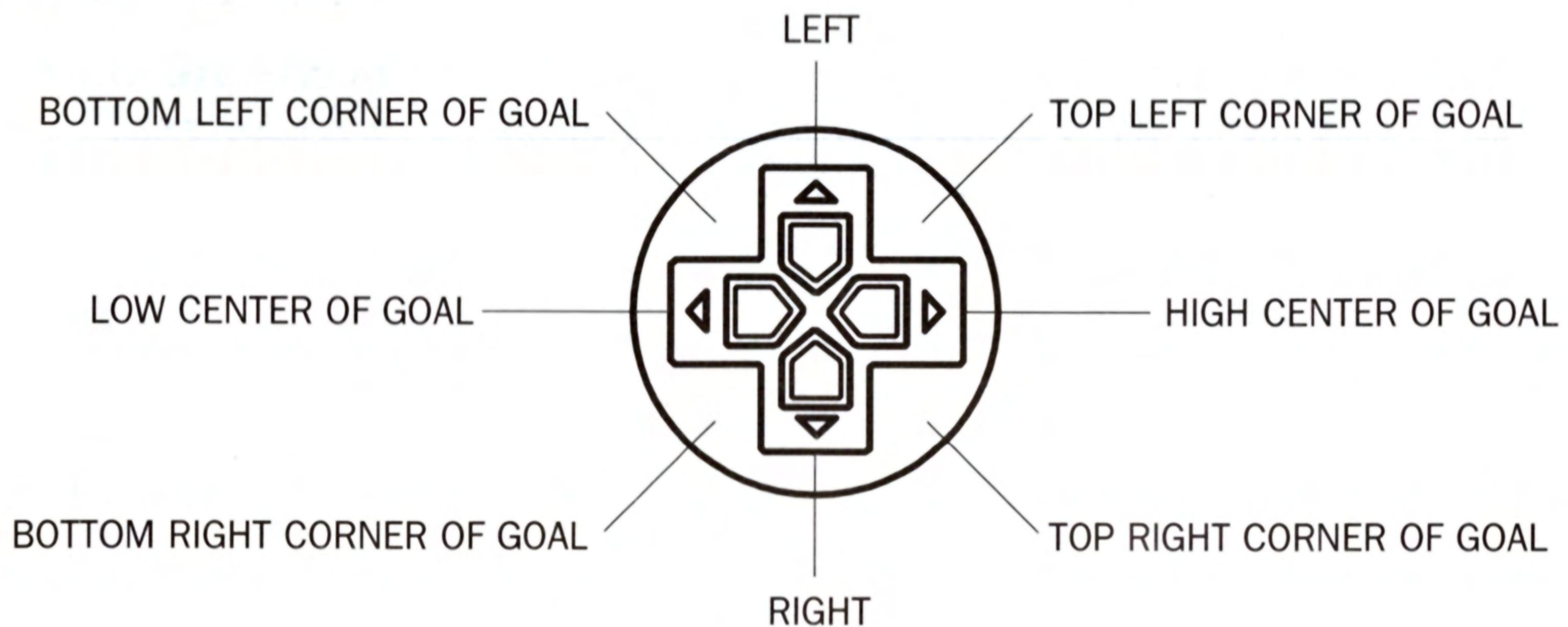
When shooting, the D-Button directs the ball relative to the camera view.

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BALL CAMERA



SIDELINE CAMERA



MATCH SELECT



OPTIONS: CHANGE MATCH, GAMEPLAY, CONTROLLER AND AUDIO OPTIONS.

TEAM MANAGEMENT: SET TEAM STRATEGIES, TACTICS, FORMATION, POSITIONING, AND EDIT PLAYER ATTRIBUTES. (SEE *TEAM MANAGEMENT*, P. 11.)

LOAD GAME (SEE *SAVING AND LOADING GAMES*, P. 18.)

CREDITS

SELECT MATCH: CHOOSE THE TYPE OF MATCH YOU WISH TO PLAY.

○ Press ▲ to see the Help screen. The controls shown work in all menu screens.

NOTE: Turn on **HANDICAPPING** in the *Options* menu to make two teams with different skill levels play at the same skill level. This option levels the field so that you and up to 8 friends can go head-to-head to see who's best.

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TEAM MANAGEMENT

Control every aspect of your team's performance with Team Management (available in the Match Select, Team Select, and Pause Game menus). From selecting the squad to compete in *World Cup 98* to deciding who plays aggressively, you manage your team.

By choosing the right formation, with the right players, you can use a variety of strategies to exploit the opposition's weaknesses. And with the new In-Game Management and In-Game Tactics settings, you can switch formations and strategy without stopping the action.

NOTE: Be sure to save changes before advancing. Any team changes made from World Cup mode are specific to that tournament and are saved when that tournament is saved.

FORMATION	Set your team formation.
STARTING LINEUP	Assign starters from your team lineup (available at Match Select and Team Select only).
SUBSTITUTE	Substitute your reserves into the game. (Available at the Pause menu only.)
STRATEGY	Alter the positioning of the team as a whole.
AGGRESSION	Set the aggression of each player on your team.
POSITIONING	Alter the positioning of individual players on the field.
ATTACKING BIAS	Set the attacking tendency of an individual player.

KICK TAKERS	Designate players to take corner kicks, penalty kicks, free kicks, and spot kicks.
MAN MARKING	Assign specific marking responsibilities (available at the Pause menu only.)
CUSTOMIZE	Select your squad and alter players' looks and attributes (not available in Pause menu).

Player Attribute Abbreviations

Acl: Acceleration	Agl: Agility
Awr: Awareness	Bct: Ball control
Cre: Creativity	Fit: Fitness
Hac: Header accuracy	Pac: Passing accuracy
Rct: Reaction	Spw: Shot power
Sac: Shot accuracy	Spd: Speed
Tac: Tackles	

NOTE: You can edit up to 100 players and make up to 200 trades on the *Customize Player* and *Customize Squad* screens.

IN-GAME MANAGEMENT AND TACTICS

In-Game Management (I.G.M.)

Use In-Game Management to change a team's formation and strategy during play to one of 3 settings you've created (IGM #1–IGM #3). Once you press **SELECT** to activate a formation and strategy, that setting remains permanent until another is activated or a new game is started.

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To program an In-Game Formation:

1. Select TEAM MANAGEMENT from the Pause menu, then select FORMATION from the Team Management menu. IGM#1 is currently selected.
2. Press ■, then D-Button ↑ to alter team formation. D-Button ↔ change the number of defenders, midfielders, and attackers.
3. Press ■, then D-Button ↔ to advance to IGM #2.
4. Repeat steps 2–3 for IGM #3.
5. Press **START** to return to TEAM MANAGEMENT menu.

To program an In-Game Strategy:

1. Select TEAM MANAGEMENT from the Pause menu, then select STRATEGY from the Team Management menu. IGM#1 is currently selected.
2. Press ■, then D-Button ↔ to alter team strategy. The strategy you choose for IGM #1 is used in conjunction with the formation you chose for IGM #1.
3. Press ■ and D-Button ↔ to advance to IGM #2.
4. Repeat steps 2–3 for IGM #3.
5. When your settings are complete, press **START** to advance.

TIP *Set formation/strategy combinations to suit a range of potential situations, like full-on attack, balanced attack/defend, and all-out defend.*

- Your team starts the game with IGM#1 active. You can change any of the programmed IGM strategies at any time during the match.

To change a formation/strategy combination during a match:

➡ Press **SELECT** to cycle between IGM #1–3.

TIP For strategies and tips on maximizing the In-Game Management and Tactics feature, visit our web site at www.easports.com.

In-Game Tactics (I.G.T.)

In-Game Tactics are a set of plays which, when activated, your team runs at your command.

- The offside trap moves your defensive line up in a coordinated effort to catch your opponent offside. Use it wisely! It may leave you open to a through pass.
- The wing back run moves your wing back (or closest player) in a desperate run up the sideline. Try to hit him with a pass or lob before he goes offside.
- The through ball run creates a diagonal run to the back of your opponent's defense, or starts an overlapping run. Watch out for the player and try to hit him for a breakaway.
- Attacking pressure moves a player out of position to put pressure on the ball carrier. Remember that most goals are scored from turnovers in the attacking third.
- Passback Mode allows you to retain possession of the passer after he passes the ball. (➤ *Passback Mode* on p. 15.)

To activate Tactic Mode:

- Hold **L2 + R2** while executing the command. (To exit Tactic Mode, release **L2 + R2**.)

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Tactic Mode

Commands

Toggle In-Game Management	Select
Wing back run	▲
Attacking pressure	●
Through ball run	✕
Offside trap	■
Offball (control player without the ball)	L1
Passback Mode	R1

Passback Mode

In this mode you can pass to a teammate, retain control of the passer, and command the teammate to pass the ball back.

Return pass	✕
Shoot	●
Passback pass (Return through pass)	R1

NOTE: Passback is activated from Tactic Mode and only when in possession of the ball.

SKILL MODE

Up the ante with awesome player skill moves.

<i>Hold L2 + action button</i>	<i>Action Button</i>	<i>Hold R2 + action button</i>
Various fakes	D-Button	Various fakes
Sprint	▲	Sprint
Rocastle 360° left	●	Rocastle 360° right
Lateral left	✕	Lateral right
Rainbow kick	■	Flick-over
Dive	L1	Dive
Step over nutmeg	R1	Double step over

SETTING UP THE WORLD CUP

- Play a World Cup tournament with 32 of the 40 teams included.
- Use the Options menu to customize game settings.
- In the first round, teams receive 3 points for a win, 1 for a tie, and 0 for a loss.
Top two teams in grouping advance to Final Round.
- The final round is single elimination.
- DRAWS: A first round game can end in a draw. A final round game that ends in a tie is settled by two Extra Time periods where the first team to score is declared the winner. If the game is still tied, the winner is determined by penalty kicks.

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To Set Up a World Cup Tournament:

1. Select WORLD CUP from Match Select.
2. D-Button ↑ to highlight a team. Press ✕ once to select human-control, twice to select computer control (CPU). Select up to 32 teams to be controlled by you or the computer.

NOTE: There are 40 teams represented, but only 32 can play in the tournament. Eight additional teams are at the bottom of the team list. If you activate one of these teams, the last-place team from the active team's qualifying zone is bumped from the tournament.

3. To randomly introduce any of the 8 teams that didn't qualify, press ✕ to Randomize on the Qualifiers screen. Advance to First Round Groupings.
4. To create random groupings, press ✕ to Randomize. Press START to advance to the Fixtures screen.
5. Highlight the half length icon and press ✕ to set the half length. Press **START** to advance.
6. D-Button ↔ to select the team you want to control. D-Button ↑ to select the options configuration with which you want to play. Press START to advance to the tournament.

NOTE: Win the World Cup and you can access a classic game from the Main Menu. Beat the opposing team in a classic match and an additional match becomes available. (Total of 8)

SAVING AND LOADING GAMES

You can save your *World Cup 98* progress and settings at the completion of any match. If you exit the game mode without saving, you lose all progress made during that gameplay session.

NOTE: Never insert or remove a memory card when loading or saving files.

To save a World Cup Tournament:

- 1.** After a World Cup match, the next World Cup Stage screen appears. Press the ■ button twice.
- 2.** D-Button ↓ to Save Game icon, then press ✕. The Save Game menu appears.
- 3.** D-Button ↑ to highlight the slot to which you want to save, then press ✕. The tournament is saved.
- 4.** Press ✕ to exit.

To load a saved World Cup Tournament:

- 1.** From any World Cup menu, D-Button ↓ to highlight Load Game icon, then press ✕. The Load Game menu appears.
- 2.** D-Button ↑ to highlight the tournament you want to load, then press ✕. The tournament loads.

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CONTROLES DE JUEGO BÁSICOS

Estos comandos describen todas las situaciones.

Comandos generales

Moverse	D-Button
Pausa en el juego	START (COMIENZO)

Ataque

Pasar	×
Disparar	●
Disparo a romper	● (pulsar)
Globo	■ (pulsar dos veces) (mantener la potencia)
Volea	■
Acelerar	▲ (pulsar)
Saltar ante una entrada a ras de hierba	L1
Pase de ataque	R1
Modo de habilidad 1/2	L1/R1 (mantener pulsado)

Defensa

Entrada a ras de hierba agresiva	■
Entrada poco agresiva	●
Cambio de jugador	×
Falta intencionada	L1

Recibir un pase

Pase al toque	✕
Volea al primer toque	■
Globo al primer toque	■ (pulsar dos veces)
Pase de ataque al primer toque	R1
Disparo al primer toque	●
Disparo a romper al primer toque	● (pulsar)

Cuando el balón está en el aire

Pase al jugador más cercano	■, ✕, o ●
Volea alta	■ (pulsar, mantener pulsado)
Pase de volea	✕ (pulsar, mantener pulsado)
Lanzamiento de volea o chilena	● (pulsar, mantener pulsado)
Cabezazo alto (globo)	■ (mantener pulsado)
Pase de cabeza	✕ (mantener pulsado)
Cabecear a portería	● (mantener pulsado)

Para dar un cabezazo:

- 1.** En cuanto el balón esté en el aire, mantenga pulsados ■, ●, o ✕.
El compañero más cercano al lugar en que va a caer el balón se moverá a la posición apropiada para cabecearlo (cuanto antes pulse el botón, más tiempo dispondrá para colocarse adecuadamente).
- 2.** No deje de pulsar el botón hasta que el jugador cabecee el balón. Si suelta el botón, el jugador no golpeará el balón con la cabeza, pero permanecerá bajo su control.

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Lanzamiento de falta

MODO NORMAL

Mover la flecha	D-Button
El balón sigue la trayectoria de la flecha	■, ✕, o ●
Alternar el modo de visualización (Normal/Receptor/Destino)	R1
Dar efecto a la izquierda	L2 (mantener pulsado)
Dar efecto a la derecha	R2 (mantener pulsado)

Recibir un lanzamiento de falta

Cambio de jugador	✕
Globo (con potencia extra para dirigirlo)	■
Disparo fuerte a un jugador	●
Alternar el modo de visualización (Normal/Receptor/Destino)	R1

MODO DESTINO

Globo al destino	■
Pase al destino	✕
Lanzamiento potente al destino	●

Saques de banda

- Los comandos para los saques de banda son los mismo que se utilizan para lanzar faltas con las siguientes excepciones.

Recibir un saque de banda

Saque largo	■
-------------	---

Saque corto a un jugador	●
--------------------------	---

MODO DESTINO

Saque alto al destino	■
-----------------------	---

Saque medio al destino	×
------------------------	---

Saque bajo al destino	●
-----------------------	---

Lanzamiento de corners

- Los comandos para los lanzamientos de corners son los mismo que se utilizan para lanzar faltas con las siguientes excepciones.

MODO RECEPTOR

Pase cruzado alto al receptor	■
-------------------------------	---

Cambio de jugador	×
-------------------	---

Pase cruzado bajo al receptor	●
-------------------------------	---

MODO DESTINO

Globo al destino	■
------------------	---

Pase al destino	×
-----------------	---

Pase cruzado bajo al receptor	●
-------------------------------	---

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Cuando su portero tiene el balón

GENERAL

Sacar hacia un jugador con la mano ■, o ✕

Sacar a hacia un jugador con el pie ●

Lanzar el balón (vuelve al modo Posesión) ▲

MODO NORMAL

NOTA: los comandos para los saques de portería son los mismo que se utilizan para lanzar faltas con las siguientes excepciones.

MODO RECEPTOR

Volea ■

Cambio de jugador ✕

Despejar hacia un jugador ●

MODO DESTINO

Despejar hacia el objetivo ●

Lanzamientos de penalti

LANZADOR

Destino del lanzamiento	D-Button
-------------------------	----------

Cambiar el lado al que se va a lanzar	■
---------------------------------------	---

Cambiar al lanzador (no disponible en el modo Lanzamiento de penaltis)	✕
--	---

Lanzar	●
--------	---

PORTERO

Moverse por la línea/elegir lado de la parada	D-Button
---	----------

Intentar detener el balón	■, ✕, o ●
---------------------------	-----------

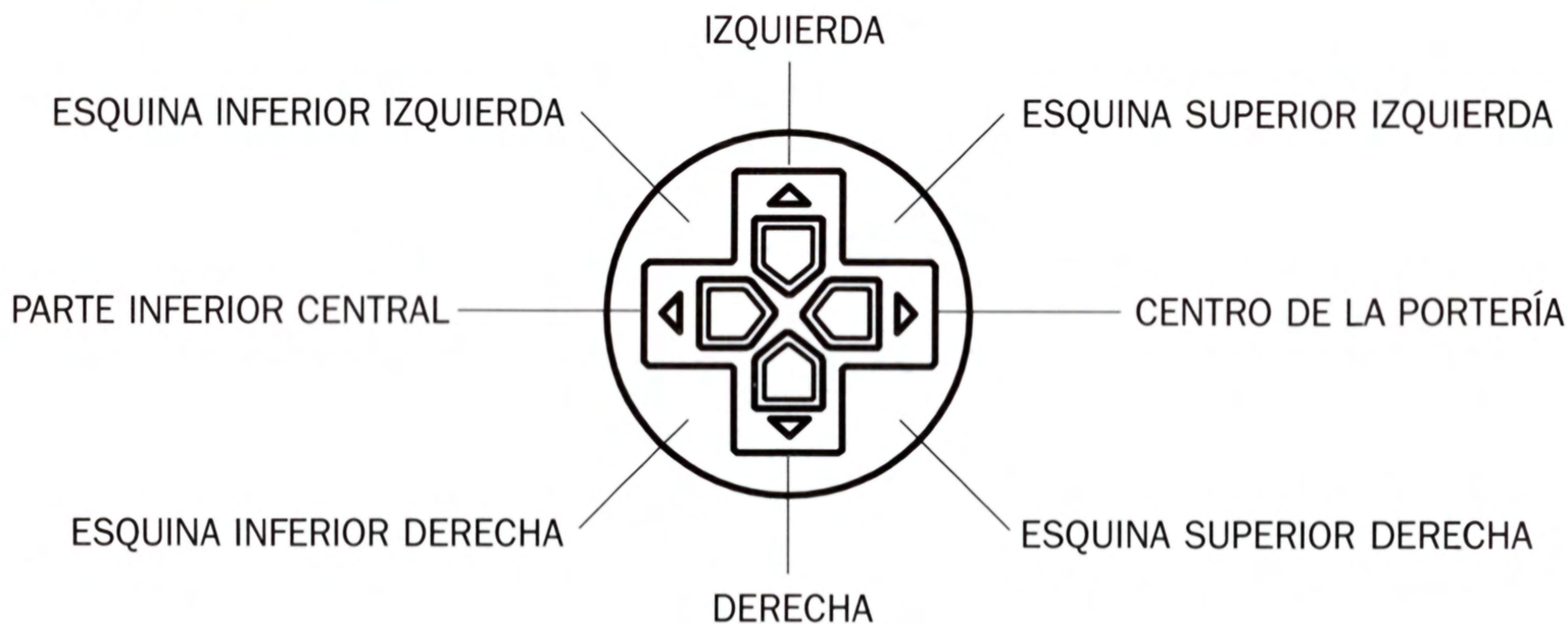
Apuntar el lanzamiento

Mientras mantenga pulsado el botón ● (Disparar), la palanca de control dirigirá la bola en base a la vista de la cámara.

CÁMARA EN EL BALÓN



CÁMARA LATERAL



Para activar el modo Táctica:

- Mantenga pulsados **L2** y **R2** mientras ejecuta el comando (para salir, suelte **L2** y **R2**).

Dejar en fuera de juego



Alternar la gestión del juego

SELECT

Correr a la banda



Correr tras el balón atacante



Presión en todo el campo



Pase en devolución

R1 (pulsar)

Despejar balón

L1 (pulsar dos veces)

Modo Pase en devolución

En este modo puede pasar el balón a un compañero, conservar el control del jugador que lo ha pasado y ordenar al compañero que le devuelva el balón.

Devolver pase	✕
Devolver pase de ataque	R1

NOTA: el pase en devolución se activa en el modo Táctica y sólo cuando se está en posesión del balón.

JUGAR CON HABILIDAD

Suba la apuesta inicial con impresionantes movimientos de habilidad del jugador. Mantenga pulsado **L2** para realizar el movimiento a la izquierda.

<i>Fintas</i>	<i>D-Button</i>
Lanzamiento en parábola	■
Dejar el lateral	✕
Girar 360° a la izquierda	●
Acelerar	▲
Driblin virtuoso	R1
Lanzarse en plancha	L1

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