

## **Before using this game software**

Read this help file before using the SEGA WORLDWIDE SOCCER PC for Windows 95.

## **Notes on the SEGA PC disk**

### **\* Safety precautions**

1. In very rare cases, the bright light and flicker from a monitor or television screen may cause some people to suffer from symptoms such as temporary muscle convulsion or lost awareness. Those who have experienced such symptoms should consult a doctor before using this software. If such symptoms develop during use, immediately stop using the software and consult a doctor.
2. When using this software, make sure the room is well lit and keep an adequate distance from the monitor or television screen. For your own health, take a rest of 10 to 20 minutes every hour and don't use this software when you are tired or short of sleep.

### **\* Keeping the disk free from flaws and dust**

Be careful when handling the disk to keep both sides of the disk free from flaws and dust. Do not bend the disk or enlarge the center hole.

### **\* Writing on the disk**

Do not write or stick labels on the surface of the disk.

### **\* Removal of dirt**

Lightly wipe dust off the disk with a soft cloth used for cleaning glasses radially from the center outward. Do not use thinner or benzine.

### **\* Storage location**

After use, place the disk back into its case and store it in a location that is not hot or humid.

### **\* SEGA PC disk is only for computers**

Never use the disk with ordinary CD players. Doing so may damage the headphones or speakers.

### **\* Auto save function**

This game software saves the scores and option settings on your hard disk. Because of this auto save function, if the power switch or reset button is pressed except on the title screen, saved data may be destroyed.

## Explanation of menu bars

### [Game]

[Pause F3]	Pauses or restarts a game.
[Reset Alt+F2]	Starts a game from the beginning.
[Exit Alt+F4]	Terminates the game and returns to Windows 95.

### [Setting]

[Device setting F5]	<u>Used to select the input equipment used by each player.</u> Then used to change the assignment of the keys on the keyboard and buttons on a joystick or game pad. In order to use a joystick or game pad, select and adjust the joystick (game pad) under <u>Joystick</u> or <u>Game Device</u> on the control panel.
[Screen mode]	Used to change the resolution of the game screen. One of <u>four modes</u> can be selected. It may not be possible to select the screen mode depending on the computer you use.
[Sound setting]	Used to select the BGM played during the game. CD music sounds and real-time English and German broadcasts can be selected.
[Edited Data]	Used to select whether to use [data 1] or [data 2] created with <u>Player Edit</u> or to leave the initial settings intact without using them.
[Replay records mode]	Sets <u>the mode to save the replay</u> of goal scenes. The saved replay can be reproduced with <u>Fine Goals</u> .
[Game option]	Used to set <u>various settings</u> such as play limit time, angle of view, and the application of foul, offside, and other rules
[Chat] -> [Pause chat]	Game will be paused when players are <u>chatting</u>
[Chat] -> [In game chat]	Game will not be paused when players are <u>chatting</u>

### [Help]

[Contents F1]	Calls up Help information. Click on the information you want to obtain. [F1] can also be used to call Help.
[About]	Displays version information.

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### Hint

- If full screen mode is active, press[F3]. The game will pause and the menu bar will be displayed.
- If your computer is not so powerful, you are recommended to select [320 x 240 Full Screen 8 bit color] in [Screen Mode].
- Before using joysticks or game pads, be sure to select which player is to use which joystick (game pad) with "Select Input Devices", then select the type of joystick (game pad) and adjust it with Joystick or Game Device on the control panel.

This game software allows up to four persons to play concurrently with one computer. With [Select Input Devices], select the input equipment used by each player from the keyboard and the joysticks numbered from 1 to 4.

**\* Note**

If no joysticks or game pads are connected, only the keyboard can be used to play the game, and so only one player can play.

Play by two to four persons requires joysticks and game pads.

**One of four modes can be selected.**

- |                         |   |
|-------------------------|---|
| [All Goals]             | All goal scenes are saved. The dialog is not displayed unlike [Selected Goals].   |
| [Selected Goals]        | The dialog is displayed at the end of replay after a goal has been scored. To save the goal scene, select [Yes]; otherwise select [No]. |
| [Except Canceled Goals] | Basically the same as [Selected Goals], except that the dialog is not displayed when a replay is skipped.                               |
| [Don't Record]          | Goal scenes are not saved. The dialog is not displayed.   |

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\* **Goals determined by COM cannot be saved.**

**Game Play offers the following options which can be changed:**

- Level        Sets the strength of the CPU team.
- Time         Sets game time for each half.
- View         Sets the angle of view during play.
- Zoom         Sets the zoom magnification during play.
- Weather      Sets the weather conditions during play.
- Marker       Used to set whether to make the marker change automatically or manually for each player.  
                  The marker change operation can be performed even if [Auto] is selected.

**The rules give detailed rules. Mark each item with a check mark to turn the item on.**

- Offside      Sets whether to include offsides.
- Foul         Sets whether to include fouls.
- Cards        Sets whether to include yellow and red cards.
- Injury       Sets whether players are injured during play.
- Loss Time   Sets whether to allow lost time.
- Extra Time   Sets whether to allow extra time.
- Shoot Out   Sets whether to play a PK match when a game ends in a draw.

**\* The state in which a game window is displayed fully on the screen.**

**The following four screen modes are available:**

Full Screen 320 x 240 8 bit color

Full Screen 320 x 240 16 bit color

Full Screen 640 x 480 8 bit color

Full Screen 640 x 480 16 bit color

### **Procedure for selecting and adjusting a joystick (game pad) with [Joystick]**

1. Select [Control Panel] from [Setting] of the [Start] menu and open the [Control Panel] folder.
2. Double-click on [Joystick] to display the [Joystick Property] dialog box. If [Joystick] is not found in the control panel folder, search [Game Device].
3. If two or more joysticks (game pads) are connected, search the [Current Joystick] box for the joystick (game pad) to be set or adjusted, and click on it.
4. Search the [Joystick Selection] box for the type of joystick used and click on it. If the joystick (game pad) used is not displayed, click on [(Custom...)].
5. Click on [Adjustment]. Then, follow the directions displayed on the screen.



**Procedure for selecting and adjusting a joystick (game pad) with [Game Device]**

1. Select [Control Panel] from [Setting] of the [Start] menu and open the [Control Panel] folder.
2. Double-click on [Game device] to display the [Game Device Property] dialog box. If [Game Device] is not found in the control panel folder, search [Joystick].
3. If two or more joysticks (game pads) are connected, search for the joystick to be set or adjusted, and click on it.
4. Click on the [Device Assignment] button.
5. Search the [Device Selection] box for the type of joystick used and click on it. If the joystick (game pad) used is not displayed, click on [(Custom...)].
6. Click on [OK].
7. Click on [Adjustment]. Then, follow the directions displayed on the screen.

## Basic operations

This game software allows you to freely change the assignment of the keys and buttons on the keyboard, and joystick or game pad with [Keyboard setting] and [Joystick setting] of [Setting] on the menu bar. The operations described in the operation manual and this Help assume that the key assignments have not yet been changed.

## Keyboard operations

At attack (during play)

At defense (during play)

At mode selection .etc

## Joystick operations

### When you use a joystick or game pad having four to seven buttons:

At attack (during play)

At defense (during play)

At mode selection .etc

### When you use a joystick or game pad having eight or more buttons:

At attack (during play)

At defense (during play)

At mode selection .etc

### When you use Microsoft<R> Sidewinder<TM> gamepad

At attack (during play)

At defense (during play)

At mode selection .etc

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## Hint

- The button assignment described above can be changed with [Keyboard setting] and [Joystick setting] on the menu bar.
- To use a joystick or game pad, a joystick (game pad) must be selected and adjusted with Joystick or Game Device of the control panel. Without adjustment, PC game pads or joysticks will not work properly.
- The game should be used with a joystick or game pad having four or more input buttons. To use all of the functions of the game, you need a joystick or game pad having eight or more input buttons. If you use other input equipment, the software may not work normally.

### At attack (keyboard)



[Up] [Down] [Left] [Right] Movement of players and indication of pass direction

[Z] Various shoots

[X] Search pass or through pass

[C] Long pass, chip kick, or centering

[A] Marker change to keeper

[S] Coaching (press)

[D] Coaching (overlap)

[Shift] Dash

[Ctrl] Marker change

[Enter] Calls the system screen.

[F3] Displays the menu bar at pause or full screen.

### At defense (keyboard)



[Up] [Down] [Left] [Right] Movement of players

[Z] Sliding

[X] Pass cut or shoulder charge

[C] Not used

[A] Marker change to keeper

[S] Coaching (press)

[D] Coaching (offside trap)

[S] + [D] Coaching (man-to-man)

[Shift] Dash

[Ctrl] Marker change

[Enter] Calls the system screen.

[F3] Displays the menu bar at pause or full screen.

**At mode selection (keyboard)**

[Up] [Down] [Left] [Right]      Select  
[Enter]                              Determine  
[Esc]                                  Cancel

**At attack (four buttons)**

Up, Down, Left, Right      Movement of players and indication of pass direction

#1 button                      Shoot

#2 button                      Search pass or through pass

#3 button                      Long pass, chip kick, or centering

#4 button                      Dash

Double click on #4 button      Calls the system screen.

[F3] of keyboard              Displays the menu bar at pause or full screen.

**\* Double click : Pressing an identical button twice quickly**

**At defense (four buttons)**

Up, Down, Left, Right	Movement of players
#1 button	Sliding
#2 button	Pass cut or shoulder charge
#3 button	Marker change
#4 button	Dash
Double click on #4 button	Calls the system screen.
[F3] of keyboard	Displays the menu bar at pause or full screen.

**\* Double click : Pressing an identical button twice quickly**

**At mode selection (four buttons)**

Up, Down, Left, Right Select

#1 button Determine

#2 button Cancel



### **At attack (eight buttons)**

Up, Down, Left, Right	Movement of players and indication of pass direction
#1 button	Shoot
#2 button	Search pass or through pass
#3 button	Long pass, chip kick, or centering
#4 button	Marker change to keeper
#5 button	Coaching (press)
#6 button	Coaching (overlap)
#7 button	Dash
#8 button	Marker change
Double click on #7 button	Calls the system screen.
[F3] of keyboard	Displays the menu bar at pause or full screen.

**\* Double click : Pressing an identical button twice quickly**

**At defense (eight buttons)**

Up, Down, Left, Right	Movement of players
#1 button	Sliding
#2 button	Pass cut or shoulder charge
#3 button	Not used
#4 button	Marker change to keeper
#5 button	Coaching (press)
#6 button	Coaching (offside trap)
#7 button + #8 button	Coaching (man-to-man)
#7 button	Dash
#8 button	Marker change
Double click on #7 button	Calls the system screen.
[F3] of keyboard	Displays the menu bar at pause or full screen.

**\* Double click : Pressing an identical button twice quickly**

**At mode selection (eight buttons)**

Up, Down, Left, Right    Select

#1 button                    Determine

#2 button                    Cancel

**At attack (Microsoft<R> Sidewinder<TM> gamepad)**

Up, Down, Left, Right	Movement of players and indication of pass direction
A button	Shoot
B button	Search pass or through pass
C button	Long pass, chip kick, or centering
X button	Marker change to keeper
Y button	Coaching (press)
Z button	Coaching (overlap)
L button	Dash
R button	Marker change
Start button	Calls the system screen.
[F3] of keyboard	Displays the menu bar at pause or full screen.

**At defense (Microsoft<R> Sidewinder<TM> gamepad)**

Up, Down, Left, Right	Movement of players
A button	Sliding
B button	Pass cut or shoulder charge
C button	Not used
X button	Marker change to keeper
Y button	Coaching (press)
Z button	Coaching (offside trap)
Y button + Z button	Coaching (man-to-man)
L button	Dash
R button	Marker change
Start button	Calls the system screen.
[F3] of keyboard	Displays the menu bar at pause or full screen.

**At mode selection (Microsoft<R> Sidewinder<TM> gamepad)**

Up, Down, Left, Right Select

A button Determine

B button Cancel

## How to start and play the game



Pressing the [Enter] key on the title screen displays the mode selection screen.

{button ,JI(`',`exhibition')}\_ **EXHIBITION** Only one exhibition game is played between two teams freely selected (one to four persons)

{button ,JI(`',`worldleague')}\_ **WORLD LEAGUE** A total of 30 league games are played among 16 teams freely selected (one person).

{button ,JI(`',`worldwidecup')}\_ **WORLDWIDE CUP** Teams freely selected play in a worldwide cup (one person).

{button ,JI(`',`cuptournament')}\_ **CUP TOURNAMENT** Game played in tournament mode (one to four persons)

{button ,JI(`',`pk')}\_ **P.K.** PK match among teams freely selected (one to four persons)

{button ,JI(`',`playeredit')}\_ **PLAYER EDIT** The names of players of each team can be freely changed.

{button ,JI(`',`segaranking')}\_ **SEGA RANKING** The results and ranks of all teams in each mode (except "EXHIBITION" and "P.K." modes) are displayed.

{button ,JI(`',`network')}\_ **LINK GAME** A game is played with up to four computers connected using a LAN, modem, or serial cable.

{button ,JI(`',`finegoals')}\_ **GOLDEN GOAL** During a game, data can be saved and replay data can be played back.

## EXHIBITION

Teams can be freely selected from among all 48 teams to play one exhibition game. This mode flows as follows.

### 1. Selecting teams



First, select the number and combinations of players who will play. Next, select a zone and teams. Last, press the Determine key (button) once again to proceed to game setup. Pressing [Num 1] key or #3 button ([X] button if you use Microsoft(R) Sidewinder<TM> gamepad) of a joystick or game pad during selection displays data on the strength of each country.

### 2. Game setup



Set a playing environment.

#### [GAME START]

Starts a game through the tactics screen.

#### [STADIUM]

Select one of three types of stadium for the game.

#### [ENVIRONMENT]

Select the time zone (DAY/NIGHT) and weather (FINE/RAINY) for the game.

#### [HANDICAP] (only personal game)

In a game for one, the strength of each team can be adjusted to five levels. 3 is the standard, and 1, 2, 3, 4, and 5 indicate higher strength in that order.

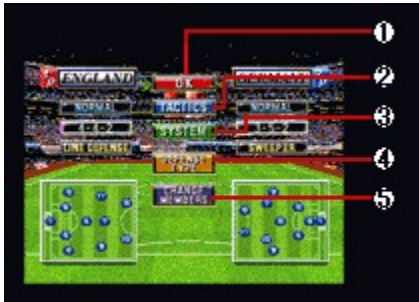
### 3. Match screen





The screen for checking which teams are to play is displayed. Pressing the Determine key (button) switches to the tactics screen.

#### 4. Tactics screen



This tactics screen is used for deciding tactics during play, checking the conditions of soccer players, and changing team members. The decisions made here can greatly affect the game. Understand the following items to help you choose the right tactics. The operations on this screen are the same in all modes.

1. [OK]

2. [TACTICS]

3. [SYSTEM]

4. [DEFENSE TYPE]

5. [CHANGE PLAYERS]

6. [OPPONENT PLAYERS]

**Start a game.**

## Set the movement of soccer players not in play.

Select one of seven types of tactics:



[NORMAL]	Balanced movement of attack and defense
[OFFENSIVE]	Attack-based movement
[DEFENSIVE]	Defense-based movement
[COUNTER ATTACK]	All-out attack when there's a chance
[RIGHTSIDE UP]	Breakthrough from right side
[LEFTSIDE UP]	Breakthrough from left side
[CENTER UP]	Breakthrough from center

This screen displays the number of yellow cards, injuries, and current form of each soccer player. There are five levels of form as follows:

Very good	▲
Good	▲
Fair	◆
Bad	▼
Very bad	▼

## Determine a system.



Select a system from 12 types with the direction buttons. Initially, a system specific to the team is selected.

This screen displays the number of yellow cards, injuries, and current form of each soccer player. There are five levels of form as follows:

- Very good ▲
- Good ▲
- Fair ◆
- Bad ▼
- Very bad ▼

**Select the formation of the defenders.**



[SWEEPER]            One sweeper in front of the keeper

[LINE DEFENSE]      Defenders lined up horizontally

This screen displays the number of yellow cards, injuries, and current form of each soccer player. There are five levels of form as follows:

- Very good ▲▲
- Good ▲▲
- Fair ▲▲
- Bad ▲▲
- Very bad ▲▲

**Soccer players can be substituted.**



Select two soccer players to be substituted. Setting the cursor on a soccer player displays the data for that player.

This screen displays the number of yellow cards, injuries, and current form of each soccer player. There are five levels of form as follows:

- Very good ▲▲
- Good ▲▲
- Fair ▲
- Bad ▲
- Very bad ▲▲

The status of the other team's players can be obtained (only for a game with COM).



This screen displays the number of yellow cards, injuries, and current form of each soccer player. There are five levels of form as follows:

- Very good ▲
- Good ▲
- Fair ▲
- Bad ▲
- Very bad ▲

## WORLD LEAGUE

This is a round robin game of matches among 16 teams which can be freely selected. Since the team having the most goals wins, there is no extra time. Once a league game has started, [Level], [Time], and [Weather] of [Options for Game Play] cannot be changed until the league game ends.

### 1. NEW SEASON / CONTINUE



**When starting from the beginning** Select [File 1] or [File 2] of [NEW SEASON].

**When continued from** Select [File 1] or [File 2] of [CONTINUE].

The screen changes to the team selection screen when "NEW SEASON" is selected, and to the league results screen when "CONTINUE" is selected. Selecting "NEXT GAME" starts a game. You can check the soccer player results screen from the league results screen.

#### \* Saving game data

### 2. Selecting the teams to participate



After selecting [NEW SEASON], select the teams. Select a zone, then the teams. First, select a player's team, then select the other 15 teams. Press the [SPACE] bar or #4 button of the joystick or game pad ([Start] button if you use Microsoft(R) Sidewinder<TM> gamepad) select the teams at random.

### 3. Match screen



This screen shows which teams are to play each other. Pressing the Determine key (button) switches to the tactics screen.

### 4. Tactics screen





This tactics screen is used for deciding tactics during play, checking the conditions of soccer players, and changing team members. The decisions made here can greatly affect the game. Understand the following items to help you choose the right tactics. The operations on this screen are the same in all modes.

1. [OK]
2. [TACTICS]
3. [SYSTEM]
4. [DEFENSE TYPE]
5. [CHANGE PLAYERS]
6. [OPPONENT PLAYERS]

### **Saving game data**

In "WORLD LEAGUE" and "WORLDWIDE CUP", game data can be saved on the results screen after the game ends. After selecting [EXIT], the system asks you whether to save game data. To save it, select [YES]; otherwise, select [NO.]

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\* **Note:** If [File 1] of [NEW SEASON] is selected to start a game, data is saved in [File 1]. To continue the game, select [File 1] of [CONTINUE]. Likewise, if [File 2] is selected to start a game, the game can continue with [File 2]. If a file already containing data is selected for [NEW SEASON], the saved data is lost.

**The results of all teams are displayed.**



Selecting a team changes to the soccer player results screen, and all items can be viewed by using the direction keys (buttons).

- [NEXT GAME] Terminates the league results screen and starts the next game.
- [GOAL RANKING] Displays the current goal score ranking.
- [SCHEDULE] Displays the results up to now and a schedule.
- [CHART] Displays a chart of ranking.
- [NOT USABLE] Displays missing soccer players (due to banning or problems).

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P = Play, W = Game outcome, D = Draw, L = Loss count, PTS = Winning score, GLS = Goal score, A = Lost goal, GD = Goal difference, P.K. = PK score, F.K.= FK score, C.K. = CK score, OFFSD = Offside, SHOT = Shoot, FLS = Foul, Y.C. = Yellow card, R.C. = Red card

Check the results for an individual soccer player.



The screen can be scrolled to view hidden information by using the direction keys (buttons and switches).

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GLS = Goal score, ASST = Last pass, SV = Save, GAMES = Game count, INT = Cut count, ABSNT = Absence count

## WORLDWIDE CUP

This tournament is for the world's \_best with all 48 teams participating. Teams cannot qualify for the finals without satisfying certain conditions in the first and second round preliminaries . In this mode, the PK setting of [Extra Time] of [Options for Game Play] is ignored. Once the mode is started, [Level], [Time], and [Weather] cannot be changed until the mode terminates.

### 1. NEW SEASON / CONTINUE



**When starting from the beginning** Select [File 1] or [File 2] of [NEW SEASON].

**When continued from** Select [File 1] or [File 2] of [CONTINUE].

The screen changes to the team selection screen when [NEW SEASON] is selected, and to the cup results screen when [CONTINUE] is selected. Selecting [NEXT GAME] starts a game. You can check the soccer player results screen from the league results screen.

### \* Saving game data

### 2. Selecting teams



Select the teams to use. Select a zone, then the teams. The preliminary conditions for entry are then displayed.

### 3. Match screen



The screen for checking the team to play against is displayed. Pressing the Determine key (button) switches to the tactics screen.

### 4. Tactics screen



This tactics screen is used for deciding tactics during play, checking the conditions of soccer players, and changing team members. The decisions made here can greatly affect the game. Understand the following items to help you choose the right tactics. The operations on this screen are the same in all modes.

1. [OK]
2. [TACTICS]
3. [SYSTEM]
4. [DEFENSE TYPE]
5. [CHANGE PLAYERS]
6. [OPPONENT PLAYERS]

## CUP TOURNAMENT

Select from 4 to 16 teams from all 48 teams in a battle for the tournament. In this mode, up to four persons play a game (Networks cannot be used in this mode). In this mode, the P.K. setting of [Extra Time] of [Options for Game Play] is ignored.

### 1. Selecting the number of teams



First, select the number of teams to play in the cup fight from 4 to 16.

### 2. Selecting teams



Select the teams, then select the number of game players from "One person", "Two persons", or "COM." Press the [SPACE] bar or the #4 button of the joystick or game pad ([Start] button if you use Microsoft(R) Sidewinder<TM> gamepad) to select the teams at random.

### 3. Tournament table



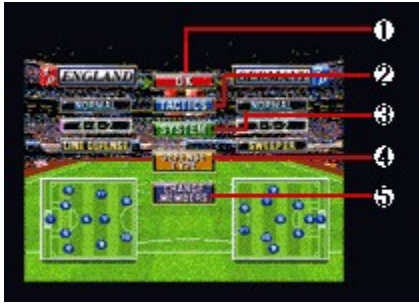
This screen displays the tournament table, where you can check the play cards of all teams. The results of games between CPUs also are automatically displayed.

### 4. Match screen



This displays the screen for checking which teams are to play. Pressing the Determine key (button) switches to the tactics screen.

## 5. Tactics screen



This tactics screen is used for deciding tactics during play, checking the conditions of soccer players, and changing team members. The decisions made here can greatly affect the game. Understand the following items to help you choose the right tactics. The operations on this screen are the same in all modes.

1. [OK]
2. [TACTICS]
3. [SYSTEM]
4. [DEFENSE TYPE]
5. [CHANGE PLAYERS]
6. [OPPONENT PLAYERS]



## P.K.

In this mode, you can select any combination of two teams from all 48 teams to play a P.K. match.

This mode flows as follows.

### 1. Selecting teams



First, select the game players, then the teams. Select a zone and teams in that order.

### 2. Game setup



Set the playing environment.

- [GAME START] Starts the P.K. match via the [Match screen].
- [STADIUM] Select one of three types of stadium for the game.
- [ENVIRONMENT] Select the time zone (DAY/NIGHT) and weather (FINE/RAINY) for the game.
- [HANDICAP] (only personal game) In a game for one, the strength of each team can be adjusted to five levels. 3 is the standard, and 1, 2, 3, 4, and 5 indicate higher strength in that order.

### 3. Match screen



The screen for checking which teams are to play is displayed. Pressing the Determine key (button) switches to the tactics screen.

## PLAYER EDIT

Use this mode to set the names of soccer players of each team in the game. To use the data of the soccer player names edited here, set [Edited Data] in [Setting] on the menu bar.

### 1. Edit team select



First, the team to be edited. Select a zone, then a team. The "EDIT DATA" screen will be displayed. Select one of the following four items:

- [EDIT DATA 1]** Edits the contents saved in DATA 1. After editing, saves the changes in DATA 1.
- [EDIT DATA 2]** Edits the contents saved in DATA 2. After editing, saves the changes in DATA 2.
- [RESTORE DATA 1]** Discards the contents saved in DATA 1 and restores the original DATA 1 at shipment.
- [RESTORE DATA 2]** Discards the contents saved in DATA 2 and restores the original DATA 2 at shipment.

### 2. Editing a soccer player name



This changes the name of a soccer player. Select the soccer player whose name is to be changed. When the name input screen is displayed, enter a new name. After entry, press the [ESC] key or #2 button of the joystick or game pad and set the cursor on [OK] to fix the name.

### 3. Saving edit data



After changing a soccer player name, the [SAVE DATA] screen is displayed. To save the edited data, select [SAVE], otherwise select [CANCEL].

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#### Hint

- If no data is edited, the contents of DATA 1 and DATA 2 are the same because they are the same when the software is shipped.
- When entering characters, the character keys of the keyboard cannot be used.
- To use edited data, set [Edited Data] in [Setting] on the menu bar.
- Explanation of personal data of each soccer player

## Explanation of personal data



1. TECHNIQUE                      Shooting precision
2. SPEED                            Speed of dribble, dash, and running
3. BALANCE                        Balance
4. SHOT                            Shooting power
5. STAMINA                        Resistance to fatigue
6. RIGHT/LEFT FOOTED        Best foot

**\* The yellow graph represents superstar soccer players.**

## SEGA RANKING

Overall results in modes other than [EXHIBITION] and [P.K.] can be obtained.



The screenshot shows the 'SEGA RANKING' screen with a list of countries and their scores. The countries are ranked from 1 to 10. The scores are displayed in three columns: 'WORLD', 'AMERICA', and 'EUROPE'. The countries listed are BRAZIL, GERMANY, FRANCE, ITALY, HOLLAND, SWEDEN, SPAIN, RUSSIA, DENMARK, and PORTUGAL. The scores for each country are 0/0.

Rank	Country	WORLD	AMERICA	EUROPE
1	BRAZIL	0/0	0/0	0/0
2	GERMANY	0/0	0/0	0/0
3	FRANCE	0/0	0/0	0/0
4	ITALY	0/0	0/0	0/0
5	HOLLAND	0/0	0/0	0/0
6	SWEDEN	0/0	0/0	0/0
7	SPAIN	0/0	0/0	0/0
8	RUSSIA	0/0	0/0	0/0
9	DENMARK	0/0	0/0	0/0
10	PORTUGAL	0/0	0/0	0/0

Select a results display mode using the horizontal direction keys (buttons/stick) and scroll through the ranking list using the vertical direction keys.



By selecting [MARKING] and determining a team, you can mark the team. Marking the team you use will help you know your position in the rankings.

## LINK GAME

SEGA WORLDWIDE SOCCER PC lets you play games over networked computers. Up to four personal computers can be connected for playing games, using a LAN, modem, or serial cable.

Select the method for connecting computers.

{button ,JI(`',`modem')}\_ **Modem Game**      Select when using a telephone line and a modem of at least 14400 bps for playing against a remote player (two persons).  
Select [Modem Connection For Directplay].

{button ,JI(`',`lan')}\_ **LAN Game**      If your personal computer is connected to a LAN, you can connect and play against other people with personal computers on the same LAN (two to four persons).  
Select [IPX Connection For Directplay] or [Internet TCP Connection For Directplay].

{button ,JI(`',`cable')}\_ **Cable Game**      Two personal computers can be connected directly using a serial cable (cross cable) for playing against each other (two persons).  
Select [Serial Connection For Directplay].

### Modem game (by two persons)

You can enjoy playing against a remote player by using a telephone line and a modem of at least 14400 bps. Both players must set the following in advance:

- Kick off time
- Caller side
- Modem setting
- Payment of telephone charge

#### \*\* Before starting a game by modem \*\*

A modem game requires the following setup:

##### • Modem connection

Connect a modem to the personal computer and telephone line while referring to the relevant operation manuals, and the Help of Windows 95.

#### \*\* Procedure for starting a game by modem \*\*

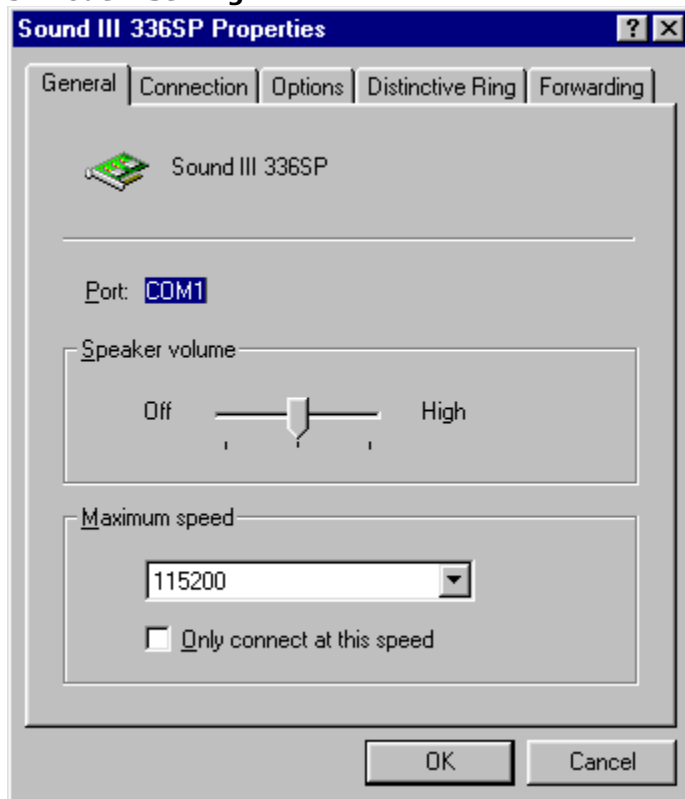
##### 1. Selecting [Modem Connection For Directplay]

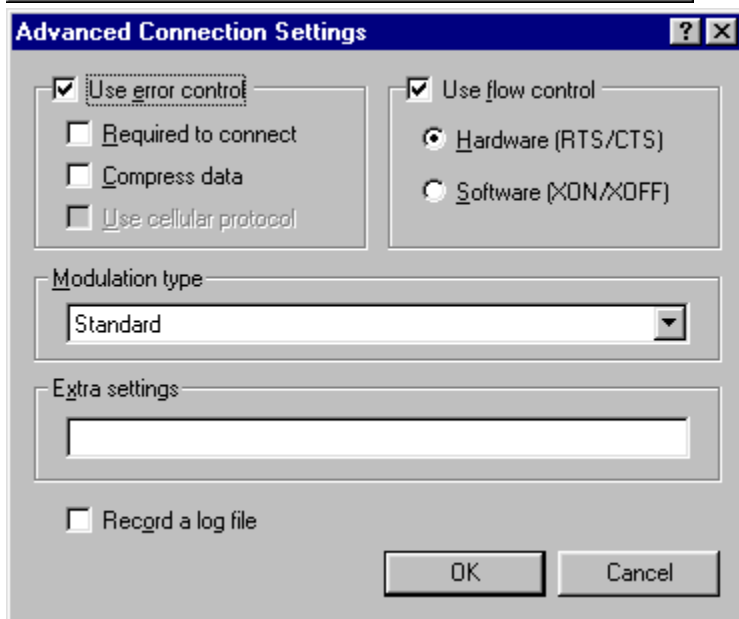
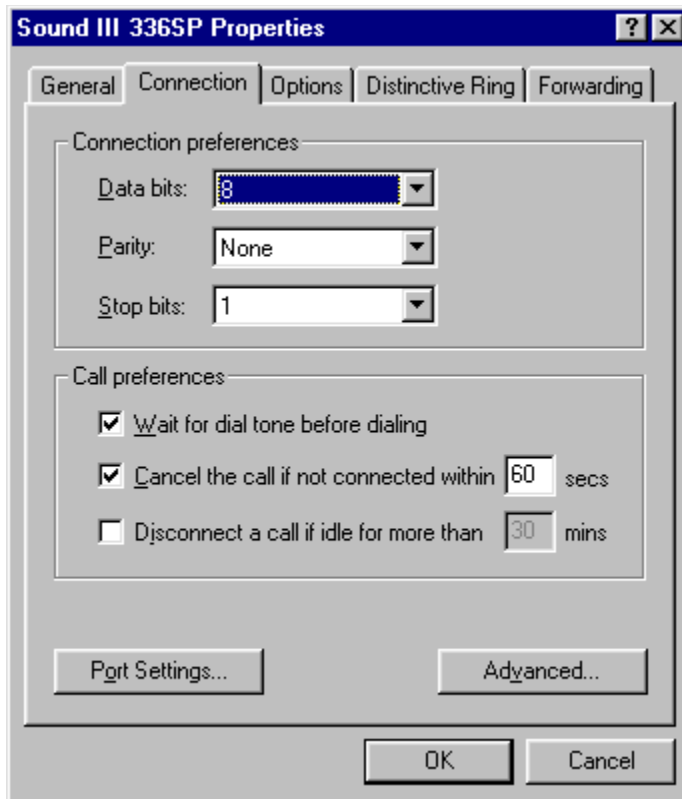
Selecting [LINK GAME] on the mode select screen displays the window for selecting a connection method. For a modem game, select [Modem Connection For Directplay].

##### 2. Entering a name

Enter the name of the modem game. This is used to let the other player know who you are, so select a simple name. If the name already displayed is OK, you don't need to enter a name.

##### 3. Modem setting





The modem setting screen is displayed. Select the connected modem and click on [Setting] to set a communication port and communication speed. Make the settings as shown above. See the operation manuals of the modem and personal computer, and the Help of Windows 95 if necessary.

**\* Note : Do not check the Data compression option**

#### **4. Selecting whether you dial or wait for a call from the other person**

If you are going to dial, select [Dial]; if you are going to wait for the other person to call, select [Wait]. If both players select either [Dial] or [Wait] together, the match cannot start. Agree in advance which person is to select [Dial] or [Wait].



### **5. Notification of 1P or 2P**

If you select [Dial], you become [1P] in the game; if you select [Wait], you become [2P]. After checking this, click on [OK].

### **6. Entering a phone number**

On the screen of the player who selected [Dial], the window for entering a phone number is displayed. Enter the phone number of the other person (check the phone number in advance).

### **7. Waiting window**

**[Wait] player**            When the other player appears, their name is displayed on the waiting window. If you want to play, click on [OK]. The match then kicks off.

**[Dial] player**            If the other person agrees to play, the match starts.

Subsequent operations are the same as those in EXHIBITION mode.

## **LAN game (two to four persons)**

If your personal computer is connected to a LAN, you can connect and play against other people with personal computers on the same LAN. Since this requires a stable communication speed, operation may pause or slow down depending on the environment.

### **\*\* Before starting a game by LAN \*\***

A game by LAN requires the following setup:

#### **• Connection of personal computer to LAN**

A LAN game of WORLDWIDE SOCCER PC requires a LAN with the TCP/IP or IPX/SPX compatible protocol. For details of the connection method, ask the network administrator of your LAN.

#### **• [Network] setting**

Open [Network] of [Control Panel] for setting. For details, see the Help of Windows 95, or consult the network administrator of your LAN. WORLDWIDE SOCCER PC does not require file sharing to be set.

### **\*\* Procedure for starting a game by LAN \*\***

#### **1. Selecting the connection method**

Selecting [LINK GAME] on the mode select screen displays the window for selecting a connection method.

#### **• When using a LAN supporting TCP/IP**

Select [Internet TCP Connection For Directplay].

#### **• When using a LAN supporting IPX/SPX compatible protocol**

Select [IPX Connection For Directplay].

#### **2. Creating a new group or selecting a group recruiting players**

#### **• When recruiting players to create a new group**

Click on [Create].

#### **• When joining a group recruiting players**

The names of groups recruiting new players are displayed in the upper list box. Select the group you want to join, and click on [Join]. The players in the selected group are displayed in the lower list box. If no group is displayed in the upper box, there is no group that is recruiting players. Create a new group.

{button ,J('`,`create')} **If [Create] is selected**

{button ,J('`,`join')} **If [Join] is selected**

### **3. Entering names**

Enter your name for the LAN game and the name of the new group to be created. Since these names let others recognize you, use a simple name. If the names already displayed are OK, you do not need to enter a name.

### **4. Waiting for other players to gather**

The players joining the newly created group are displayed in the list box of the [Under recruitment of fighting players] window. When enough players have gathered, click on [Start]. Two to four persons can participate.

### **5. Assigning 1P, 2P, 3P, and 4P**

Assign players to each of 1P, 2P, 3P, and 4P. Click on [OK] to start the game. Subsequent operations are the same as those in EXHIBITION mode.

### **3. Entering a name**

Enter your name for the LAN game. Since this name lets others recognize you, use a simple name. If the name already displayed are OK, you do not need to enter a name.

### **4. Waiting for players to gather**

The players joining the group are displayed in the list box of the [Under recruitment of fighting players] window. Wait for the player who created the group to stop recruiting.

### **5. Assigning 1P, 2P, 3P, and 4P**

The player who created the group assigns a player to each of 1P, 2P, 3P, and 4P. Wait until the assignment has been set. Once assignment is complete, the game starts. Subsequent operations are the same as those in EXHIBITION mode.

### Game by cable (two persons)

Two personal computers can be connected for a game using a serial cable (cross cable).

#### **\*\* Before starting a game by cable \*\***

A cable game requires two personal computers to be connected through a serial cable (cross cable). For the connection method, see the operation manuals of the personal computers, and the Help of Windows 95.

#### **\*\* Procedure for starting a cable game \*\***

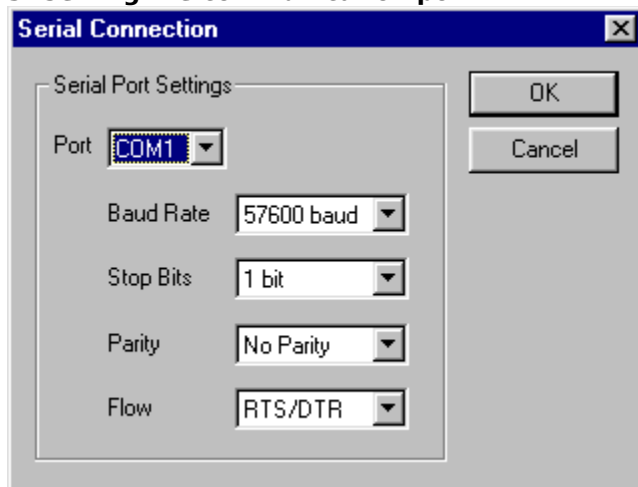
##### **1. Selecting [Serial Connection For Directplay]**

Selecting [LINK GAME] on the mode select screen displays the window for selecting a connection method. For a game by cable, Select [Serial Connection For Directplay].

##### **2. Entering a name**

Enter your name for the cable game. Since this name lets others recognize you, use a simple name. If the name already displayed are OK, you do not need to enter a name.

##### **3. Setting the communication port**



The communication port setting screen is displayed. Make the settings as shown above, matching the personal computer of the other person. [Bits/second] is limited depending on the types of personal computers. Set a speed of at least 14400 bps that your personal computer supports. See the operation manual of the personal computer if necessary.

##### **4. Determining the connection**

A message is displayed showing that you are waiting for the other person. If the other person has already finished the connection procedure, this message is not displayed.

When the other person appears, their name is displayed. Click on [OK].

##### **5. Notification of 1P or 2P**

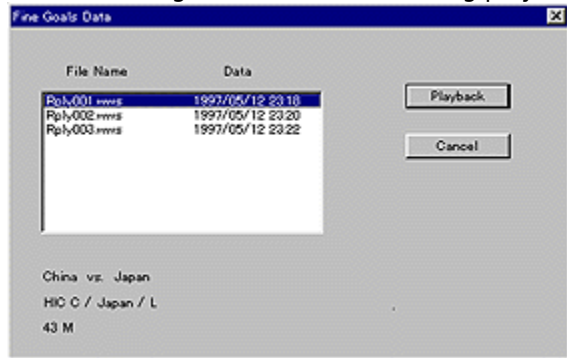
The system shows whether you are 1P or 2P. Click on [OK] to start the game.

Subsequent operations are the same as those in EXHIBITION mode.



## GOLDEN GOAL

In this mode, goal scenes saved during play are played back.



Select data in the dialog, and click on [Playback].

---

### Hint

- Information on selected data is displayed in the lower portion of the dialog.
- For the method of saving goal scenes during play, see the explanation of [Replay records mode] in [Setting] on the menu bar.

## Explanation of play screen

The screens displayed during play are common among modes.



### 1. Marker

The soccer player currently controlled by a player is indicated with a number. The number represents the active soccer player.

### 2. Current score

### 3. Elapsed time of play

### 4. Radar

The positions of the ball and soccer players are displayed. The point at which the lines cross marks the position of the ball.

### 5. Active soccer player

The name of soccer player currently being controlled by a player is displayed. Keep track of the soccer player you are controlling as you play!



## Let's start! - Techniques and rules -

### {button ,Jl(`',`tech\_kougekikb')} Attack techniques

This works when a team mate has the ball. Attack with dribbles, and shoot for the opposition's goal using a combination of passes, fake, and centering. This is the basic pattern of attack.

### {button ,Jl(`',`tech\_shubikb')} Defense techniques

This works when the opposition has the ball. Steal the ball from the approaching player using techniques such as a sliding tackle and shoulder charge. But beware of fouls depending on how you charge.

### {button ,Jl(`',`tech\_kyotsukb')} Techniques common to attack and defense

### {button ,Jl(`',`tech\_bfreekb')} Techniques for free ball

As soon as the ball becomes free, the next action (pass or shoot) can be taken without trapping.

### {button ,Jl(`',`tech\_restartkb')} Restart techniques

When a ball goes off the pitch or the game is stopped because of a foul or some other reason, restart by a throw-in, goal kick, corner kick, free kick, or penalty kick.

---

## Hint

- You can freely change the assignment of keys and buttons of the keyboard and joystick or game pad with [Keyboard setting] and [Joystick setting] of [Setting] on the [menu bar](#). The operation manual and this Help assume that the keys have not yet been reassigned.
- If you use a joystick or game pad having four to seven buttons, some of the techniques described here cannot be used. To use all techniques, use a keyboard or a joystick of game pad having eight or more buttons, such as the Microsoft(R) SideWinder<TM> gamepad.

## Attack techniques (keyboard)



\* The following description assumes that a keyboard is used. For joysticks and game pads, click on one of the following:

{button ,Jl(`',`tech\_kougeki4')} **For joystick or game pad having four to seven buttons**

{button ,Jl(`',`tech\_kougeki8')} **For joystick or game pad having eight or more buttons**

{button ,Jl(`',`tech\_kougekims')} **For Microsoft(R) SideWinder<TM> gamepad**

**Various shots** Pressing the [Z] key enables you to shoot. Pressing the key quickly makes a weaker shot, while holding down the key makes a stronger shot. The ball can be aimed at the goal corners by using the key in combination with the arrow key. Pressing the button within your half makes a clear kick.

**Lob** Pressing the [C] key immediately after pressing the [Z] key makes a lob. However, if the goal is too far, this operation is ignored.

**Search pass** Pressing the [X] key passes the ball to a team mate in the facing direction.

**Through pass** Pressing the [X] key twice issues passes the ball.

**Long pass** Pressing the [C] key makes a long pass in the facing direction. This operation may automatically result in centering, depending on the position.

**Centering** Pressing the [C] key at each side near the opposition's goal centers the ball for a team mate in front of the goal.

**Chip kick** Pressing the [C] key twice chips the ball gently over the soccer players' heads.

**Wall pass** Pressing the [X] key while holding down the [Ctrl] key allows you to make a wall pass using a nearby team mate.

**Heel kick** Pressing the arrow key in the direction opposite to the direction of advance and pressing the [X] key before turning around back-kicks the ball.

**Heel lift** Pressing the arrow key in the direction opposite to the direction of advance while dribbling, pressing them again in the direction of advance before turning around, and pressing the [X] key brings the ball forward over the head from the back.

**Fake** Pressing the arrow key twice just beside in the advancing direction while dribbling causes a fake action as if stepping over the ball.

**Coaching**

Soccer players other than the ones in play can be given instructions. There are two types of coaching during defense as follows.

**Press :** Pressing the [S] key causes a press. Soccer players other than those in play come near the ball.

**Overlap :** When the [D] key is pressed, the defender joins the attack by overlapping.

## Attack techniques (joystick or game pad having four to seven buttons)

\* The following description assumes that a joystick or game pad having four to seven buttons is used.

For other joysticks, game pads and keyboard, click on one of the following:

{button ,Jl(`',`tech\_kougekikb')} For keyboard

{button ,Jl(`',`tech\_kougeki8')} For joystick or game pad having eight or more buttons

{button ,Jl(`',`tech\_kougekims')} For Microsoft(R) SideWinder<TM> gamepad

**Various shoots** Pressing the #1 button enables you to shoot. Pressing the button quickly makes a weaker shot, while holding down the button makes a stronger shot. The ball can be aimed at the goal corners by using the button in combination with the direction buttons/stick. Pressing the button within your half makes a clear kick.

**Lob** Pressing the #3 button immediately after pressing the #1 button makes a lob. However, if the goal is too far, this operation is ignored.

**Search pass** Pressing the #2 button passes the ball to a team mate in the facing direction.

**Through pass** Pressing the #2 button twice issues passes the ball.

**Long pass** Pressing the #3 button makes a long pass in the facing direction. This operation may automatically result in centering, depending on the position.

**Centering** Pressing the #3 button at each side near the opposition's goal centers the ball for a team mate in front of the goal.

**Chip kick** Pressing the #3 button twice chips the ball gently over the soccer players' heads.

**Wall pass** Cannot be used.

**Heel kick** Pressing the direction buttons/stick in the direction opposite to the direction of advance and pressing the #2 button before turning around back-kicks the ball.

**Heel lift** Pressing the direction buttons/stick in the direction opposite to the direction of advance while dribbling, pressing them again in the direction of advance before turning around, and pressing the #2 button brings the ball forward over the head from the back.

**Fake** Pressing the direction buttons/stick twice just beside in the advancing direction while dribbling causes a fake action as if stepping over the ball.

**Coaching** Cannot be used.

---

### Hint

- If you use a joystick or game pad having four to seven buttons, some of the WORLDWIDE SOCCER PC techniques cannot be used. To use all techniques, use a keyboard or a joystick of game pad having eight or more buttons, such as the Microsoft(R) SideWinder<TM> gamepad.



## **Attack techniques (joystick or game board having eight or more buttons)**

\* The following description assumes that a joystick or game pad having eight or more buttons is used. For other joysticks, game pads and keyboard, click on one of the following:

{button ,Jl(`',`tech\_kougekikb')} **For keyboard**

{button ,Jl(`',`tech\_kougeki4')} **For joystick or game pad having four to seven buttons**

{button ,Jl(`',`tech\_kougekims')} **For Microsoft(R) SideWinder<TM> gamepad**

**Various shoots** Pressing the #1 button enables you to shoot. Pressing the button quickly makes a weaker shot, while holding down the button makes a stronger shot. The ball can be aimed at the goal corners by using the button in combination with the direction buttons/stick. Pressing the button within your half makes a clear kick.

**Lob** Pressing the #3 button immediately after pressing the #1 button makes a lob. However, if the goal is too far, this operation is ignored.

**Search pass** Pressing the #2 button passes the ball to a team mate in the facing direction.

**Through pass** Pressing the #2 button twice issues passes the ball.

**Long pass** Pressing the #3 button makes a long pass in the facing direction. This operation may automatically result in centering, depending on the position.

**Centering** Pressing the #3 button at each side near the opposition's goal centers the ball for a team mate in front of the goal.

**Chip kick** Pressing the #3 button twice chips the ball gently over the soccer players' heads.

**Wall pass** Pressing the #2 button while holding down the #8 button allows you to make a wall pass using a nearby team mate.

**Heel kick** Pressing the direction buttons/stick in the direction opposite to the direction of advance and pressing the #2 button before turning around back-kicks the ball.

**Heel lift** Pressing the direction buttons/stick in the direction opposite to the direction of advance while dribbling, pressing them again in the direction of advance before turning around, and pressing the #2 button brings the ball forward over the head from the back.

**Fake** Pressing the direction buttons/stick twice just beside in the advancing direction while dribbling causes a fake action as if stepping over the ball.

**Coaching** Soccer players other than the ones in play can be given instructions. There are two types of coaching during defense as follows.

**Press:** Pressing the #5 button causes a press. Soccer players other than those in play come near the ball.

**Overlap:** When the #6 button is pressed, the defender joins the attack by

overlapping.

## Attack techniques (Microsoft(R) SideWinder<TM> gamepad)

\* The following description assumes that a Microsoft(R) SideWinder<TM> gamepad is used. For other joysticks, game pads and keyboard, click on one of the following:

{button ,JI(`',`tech\_kougekikb')} **For Microsoft(R) SideWinder<TM> gamepad**

{button ,JI(`',`tech\_kougeki4')} **For joystick or game pad having four to seven buttons**

{button ,JI(`',`tech\_kougeki8')} **For joystick or game pad having eight or more buttons**

**Various shoots** Pressing the A button enables you to shoot. Pressing the button quickly makes a weaker shot, while holding down the button makes a stronger shot. The ball can be aimed at the goal corners by using the button in combination with the direction button. Pressing the button within your half makes a clear kick.

**Lob** Pressing the C button immediately after pressing the A button makes a lob. However, if the goal is too far, this operation is ignored.

**Search pass** Pressing the B button passes the ball to a team mate in the facing direction.

**Through pass** Pressing the B button twice issues passes the ball.

**Long pass** Pressing the C button makes a long pass in the facing direction. This operation may automatically result in centering, depending on the position.

**Centering** Pressing the C button at each side near the opposition's goal centers the ball for a team mate in front of the goal.

**Chip kick** Pressing the C button twice chips the ball gently over the soccer players' heads.

**Wall pass** Pressing the B button while holding down the R button allows you to make a wall pass using a nearby team mate.

**Heel kick** Pressing a direction button in the direction opposite to the direction of advance and pressing the B button before turning around back-kicks the ball.

**Heel lift** Pressing a direction button in the direction opposite to the direction of advance while dribbling, pressing them again in the direction of advance before turning around, and pressing the B button brings the ball forward over the head from the back.

**Fake** Pressing a direction button twice just beside in the advancing direction while dribbling causes a fake action as if stepping over the ball.

**Coaching** Soccer players other than the ones in play can be given instructions. There are two types of coaching during defense as follows.

**Press:** Pressing the Y button causes a press. Soccer players other than those in play come near the ball.

**Overlap:** When the Z button is pressed, the defender joins the attack by overlapping.





## Defense techniques (keyboard)



\* The following description assumes that a keyboard is used. For joysticks and game pads, click on one of the following:

{button ,Jl(`',`tech\_shubi4')} **For joystick or game pad having four to seven buttons**

{button ,Jl(`',`tech\_shubi8')} **For joystick or game pad having eight or more buttons**

{button ,Jl(`',`tech\_shubims')} **For Microsoft(R) SideWinder<TM> gamepad**

**Sliding** Pressing the [Z] key near an opposition soccer player who has the ball makes a sliding tackle.

**Pass intercept** Pressing the [X] key near an opposition soccer player who has the ball or a soccer player who is passing the ball intercepts the pass.

**Shoulder charge** Pressing the [X] key while running parallel with an opposition soccer player who has the ball robs him of the ball with a shoulder charge.

**Coaching** Soccer players other than the ones in play can be given instructions. There are three types of coaching during defense as follows.  
**Press:** Pressing [S] key causes a press. Soccer players other than those in play come near the ball.  
**Offside trap:** Pressing the [D] key moves the defense line up to create an offside trap. This operation may fail.  
**Man-to-man:** Pressing the [S] key and [D] key at the same time indicates man-to-man mark. If there aren't enough soccer players, the players nearer the ball are marked more carefully.

## Defense techniques (joystick or game pad having four to seven buttons)

\* The following description assumes that a joystick or game pad having four to seven buttons is used.

For other joysticks, game pads and keyboard, click on one of the following:

{button ,Jl(`',`tech\_shubikb')} **For keyboard**

{button ,Jl(`',`tech\_shubi8')} **For joystick or game pad having eight or more buttons**

{button ,Jl(`',`tech\_shubims')} **For Microsoft(R) SideWinder<TM> gamepad**

**Sliding** Pressing the #1 button near an opposition soccer player who has the ball makes a sliding tackle.

**Pass intercept** Pressing the #2 button near an opposition soccer player who has the ball or a soccer player who is passing the ball intercepts the pass.

**Shoulder charge** Pressing the #2 button while running parallel with an opposition soccer player who has the ball robs him of the ball with a shoulder charge.

**Coaching** Cannot be used.

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### Hint

- If you use a joystick or game pad having four to seven buttons, some of the WORLDWIDE SOCCER PC techniques cannot be used. To use all techniques, use a keyboard or a joystick of game pad having eight or more buttons, such as the Microsoft(R) SideWinder<TM> gamepad.

## Defense techniques (joystick or game pad having eight or more buttons)

\* The following description assumes that a joystick or game pad having eight or more buttons is used.

For other joysticks, game pads and keyboard, click on one of the following:

{button ,Jl(`',`tech\_shubikb')} **For keyboard**

{button ,Jl(`',`tech\_shubi4')} **For joystick or game pad having four to seven buttons**

{button ,Jl(`',`tech\_shubims')} **For Microsoft(R) SideWinder<TM> gamepad**

**Sliding** Pressing the #1 button near an opposition soccer player who has the ball makes a sliding tackle.

**Pass intercept** Pressing the #2 button near an opposition soccer player who has the ball or a soccer player who is passing the ball intercepts the pass.

**Shoulder charge** Pressing the #2 button while running parallel with an opposition soccer player who has the ball robs him of the ball with a shoulder charge.

**Coaching** Soccer players other than the ones in play can be given instructions. There are three types of coaching during defense as follows.  
**Press:** Pressing the #5 button causes a press. Soccer players other than those in play come near the ball.  
**Offside trap:** Pressing the #6 button moves the defense line up to create an offside trap. This operation may fail.  
**Man-to-man:** Pressing the #5 button and #6 button at the same time indicates man-to-man mark. If there aren't enough soccer players, the players nearer the ball are marked more carefully.

## Defense techniques (Microsoft(R) Side Winder<TM> game pad)

\* The following description assumes that a Microsoft(R) Side Winder<TM> game pad is used. For other joysticks, game pads and keyboard, click on one of the following:

{button ,Jl(`',`tech\_shubikb')} **For keyboard**

{button ,Jl(`',`tech\_shubi4')} **For joystick or game pad having four to seven buttons**

{button ,Jl(`',`tech\_shubi8')} **For joystick or game pad having eight or more buttons**

**Sliding** Pressing the A button near an opposition soccer player who has the ball makes a sliding tackle.

**Pass intercept** Pressing the B button near an opposition soccer player who has the ball or a soccer player who is passing the ball intercepts the pass.

**Shoulder charge** Pressing the B button while running parallel with an opposition soccer player who has the ball robs him of the ball with a shoulder charge.

**Coaching** Soccer players other than the ones in play can be given instructions. There are three types of coaching during defense as follows.  
**Press:** Pressing the Y button causes a press. Soccer players other than those in play come near the ball.  
**Offside trap:** Pressing the Z button moves the defense line up to create an offside trap. This operation may fail.  
**Man-to-man:** Pressing the Y button and Z button at the same time indicates man-to-man mark. If there aren't enough soccer players, the players nearer the ball are marked more carefully.

## Techniques common to attack and defense (keyboard)



\* The following description assumes that a keyboard is used. For joysticks and game pads, click on one of the following:

{button ,Jl(`,`tech\_kyotsu4')} **For joystick or game pad having four to seven buttons**

{button ,Jl(`,`tech\_kyotsu8')} **For joystick or game pad having eight or more buttons**

{button ,Jl(`,`tech\_kyotsums')} **For Microsoft(R) SideWinder<TM> gamepad**

**Trapping** When the ball is in the air, this gets it quickly by moving to the landing point.

**Dash** Pressing the [Shift] key while controlling a marked soccer player or pressing the arrow key in the direction of advance twice while dribbling makes the soccer player dash. Pressing the arrow key in the opposite direction twice during a dash makes the player stop suddenly.

**Marker change** When no player has the ball, the [Ctrl] and [A] keys cause a marker change to a soccer player near the ball and keeper, respectively.

**Keeper operation** The keeper can be controlled by moving the marker to it. Pressing the [Z], [X], or [C] key makes the keeper jump in the direction of the ball to make a save. When the keeper has the ball, the [X] key throws the ball and the [C] key kicks the ball.

### \* **Keeper operation during P.K. match**

Pressing a direction button as an opposition player shoots makes the keeper jump in that direction to make a save.

Left arrow key: Flies to the left of the screen

Right arrow key: Flies to the right of the screen.

Arrow key not pressed: For ball in front

## Techniques common to attack and defense (joystick or game pad having four to seven buttons)



\* The following description assumes that a joystick or game pad having four to seven buttons is used.

For other joysticks and game pads, click on one of the following:

{button ,Jl(`',`tech\_kyotsukb')} **For keyboard**

{button ,Jl(`',`tech\_kyotsu8')} **For joystick or game pad having eight or more buttons**

{button ,Jl(`',`tech\_kyotsums')} **For Microsoft(R) SideWinder<TM> gamepad**

**Trapping** When the ball is in the air, this gets it quickly by moving to the landing point.

**Dash** Pressing the #4 button while controlling a marked soccer player or pressing the direction buttons/stick in the direction of advance twice while dribbling makes the soccer player dash. Pressing the direction buttons/stick in the opposite direction twice during a dash makes the player stop suddenly.

**Marker change** When no player has the ball, the #3 button cause a marker change to a soccer player near the ball and keeper, respectively.

**Keeper operation** The keeper can be controlled by moving the marker to it. Pressing the #1, #2 or #3 button makes the keeper jump in the direction of the ball to make a save. When the keeper has the ball, the #2 button throws the ball and the #3 button kicks the ball.

### \* **Keeper operation during P.K. match**

Pressing a direction button as an opposition player shoots makes the keeper jump in that direction to make a save.

Left direction buttons/stick: Flies to the left of the screen

Right direction buttons/stick: Flies to the right of the screen.

Direction buttons/stick not pressed: For ball in front

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## Hint

- If you use a joystick or game pad having four to seven buttons, some of the WORLDWIDE SOCCER PC techniques cannot be used. To use all techniques, use a keyboard or a joystick of game pad having eight or more buttons, such as the Microsoft(R) SideWinder<TM> gamepad.

## **Techniques common to attack and defense (joystick or game pad having eight or more buttons)**

\* The following description assumes that a joystick or game pad having eight or more buttons is used. For other joysticks and game pads, click on one of the following:

{button ,JI(`',`tech\_kyotsukb')} **For keyboard**

{button ,JI(`',`tech\_kyotsu4')} **For joystick or game pad having four to seven buttons**

{button ,JI(`',`tech\_kyotsums')} **For Microsoft(R) SideWinder<TM> gamepad**

**Trapping** When the ball is in the air, this gets it quickly by moving to the landing point.

**Dash** Pressing the #7 button while controlling a marked soccer player or pressing the direction buttons/stick in the direction of advance twice while dribbling makes the soccer player dash. Pressing the direction buttons/stick in the opposite direction twice during a dash makes the player stop suddenly.

**Marker change** When no player has the ball, the #8 and #4 buttons cause a marker change to a soccer player near the ball and keeper, respectively.

**Keeper operation** The keeper can be controlled by moving the marker to it. Pressing the #1, #2 or #3 button makes the keeper jump in the direction of the ball to make a save. When the keeper has the ball, the #2 button throws the ball and the #3 button kicks the ball.

### **\* Keeper operation during P.K. match**

Pressing a direction button as an opposition player shoots makes the keeper jump in that direction to make a save.

Left direction buttons/stick: Flies to the left of the screen

Right direction buttons/stick: Flies to the right of the screen.

Direction buttons/stick not pressed: For ball in front



## **Techniques common to attack and defense (Microsoft(R) Side Winder<TM> gamepad)**

\* The following description assumes that a Microsoft(R) SideWinder<TM> gamepad is used. For other joysticks and game pads, click on one of the following:

{button ,JI(`',`tech\_kyotsukb')} **For keyboard**

{button ,JI(`',`tech\_kyotsu4')} **For joystick or game pad having four to seven buttons**

{button ,JI(`',`tech\_kyotsu8')} **For joystick or game pad having eight or more buttons**

**Trapping** When the ball is in the air, this gets it quickly by moving to the landing point.

**Dash** Pressing the L button while controlling a marked soccer player or pressing the direction button in the direction of advance twice while dribbling makes the soccer player dash. Pressing the direction button in the opposite direction twice during a dash makes the player stop suddenly.

**Marker change** When no player has the ball, the R and X buttons cause a marker change to a soccer player near the ball and keeper, respectively.

**Keeper operation** The keeper can be controlled by moving the marker to it. Pressing the A, B, or C button makes the keeper jump in the direction of the ball to make a save. When the keeper has the ball, the B button throws the ball and the C button kicks the ball.

### **\* Keeper operation during P.K. match**

Pressing a direction button as an opposition player shoots makes the keeper jump in that direction to make a save.

Left direction button: Flies to the left of the screen

Right direction button: Flies to the right of the screen.

Direction button not pressed: For ball in front

## Techniques for free ball (keyboard)



\* The following description assumes that a keyboard buttons is used. For joysticks and game pads, click on one of the following:

{button ,Jl(`',`tech\_bfree4')} **For joystick or game pad having four to seven buttons**

{button ,Jl(`',`tech\_bfree8')} **For joystick or game pad having eight or more buttons**

{button ,Jl(`',`tech\_bfreems')} **For Microsoft(R) SideWinder<TM> gamepad**

**Direct shoot** Pressing the [Z] key directly shoots the ball without trapping.

**Direct pass** Pressing the [X] key directly shoots the ball without trapping.[]

**Direct long pass** Pressing the [C] key makes a direct long pass without trapping.

**Diving header** Pressing the [Z] and [X] keys at the same time makes a diving header.

**Volley shoot** Pressing the [X] and [C] keys at the same time makes a direct volley shoot.

## **Techniques for free ball (For joystick or game pad having four to seven buttons)**

\* The following description assumes that a joystick or game pad having four to seven buttons is used.

For other joysticks, game pads and keyboard, click on one of the following:

{button ,Jl(`',`tech\_bfreekb')} **For keyboard**

{button ,Jl(`',`tech\_bfree8')} **For joystick or game pad having eight or more buttons**

{button ,Jl(`',`tech\_bfreems')} **For Microsoft(R) SideWinder<TM> gamepad**

**Direct shoot**        Pressing the #1 button directly shoots the ball without trapping.

**Direct pass**        Pressing the #2 button directly shoots the ball without trapping.[]

**Direct long pass** Pressing the #3 button makes a direct long pass without trapping.

**Diving header**    Pressing the #1 and #2 buttons at the same time makes a diving header.

**Volley shoot**       Pressing the #2 and #3 buttons keys at the same time makes a direct volley shoot.

---

### **Hint**

- If you use a joystick or game pad having four to seven buttons, some of the WORLDWIDE SOCCER PC techniques cannot be used. To use all techniques, use a keyboard or a joystick of game pad having eight or more buttons, such as the Microsoft(R) SideWinder<TM> gamepad.

## **Techniques for free ball (joystick or game pad having eight or more buttons)**

\* The following description assumes that a joystick or game pad having eight or more buttons is used.

For other joysticks, game pads and keyboard, click on one of the following:

{button ,Jl(`',`tech\_bfreekb')} **For keyboard**

{button ,Jl(`',`tech\_bfree4')} **For joystick or game pad having four to seven buttons**

{button ,Jl(`',`tech\_bfreems')} **For Microsoft(R) SideWinder<TM> gamepad**

**Direct shoot**        Pressing the #1 button directly shoots the ball without trapping.

**Direct pass**        Pressing the #2 button directly shoots the ball without trapping.

**Direct long pass**    Pressing the #3 button makes a direct long pass without trapping.

**Diving header**     Pressing the #1 and #2 buttons at the same time makes a diving header.

**Volley shoot**        Pressing the #2 and #3 buttons at the same time makes a direct volley shoot.

## **Techniques for free ball (Microsoft(R) SideWinder<TM> gamepad)**

\* The following description assumes that a joystick or game pad having eight or more buttons is used.

For other joysticks, game pads and keyboard, click on one of the following:

{button ,Jl(`',`tech\_bfreekb')} **For keyboard**

{button ,Jl(`',`tech\_bfree4')} **For joystick or game pad having four to seven buttons**

{button ,Jl(`',`tech\_bfree8')} **For Microsoft(R) SideWinder<TM> gamepad**

**Direct shoot**        Pressing the #1 button directly shoots the ball without trapping.

**Direct pass**        Pressing the #2 button directly shoots the ball without trapping.

**Direct long pass** Pressing the #3 button makes a direct long pass without trapping.

**Diving header**    Pressing the #1 and #2 buttons at the same time makes a diving header.

**Volley shoot**       Pressing the #2 and #3 buttons at the same time makes a direct volley shoot.

## Restart techniques (keyboard)



\* The following description assumes that a keyboard is used. For joysticks and game pads, click on one of the following:

{button ,Jl(`,`tech\_restart4')} **For joystick or game pad having four to seven buttons**

{button ,Jl(`,`tech\_restart8')} **For joystick or game pad having eight or more buttons**

{button ,Jl(`,`tech\_restartms')} **For Microsoft(R) SideWinder<TM> gamepad**

### \*\* When the ball goes off the pitch:

**Throw-in** Specifying a throw direction with an arrow key, then pressing the [X] key throws the ball to the nearest team member; pressing the [C] key makes a long throw. The angle can be changed with the [Shift] key before throwing.

**Goal kick** Specifying a kick direction with an arrow key, then pressing the [X] key makes a near kick; pressing the [C] key makes a long kick. The angle can be changed with the [Shift] key before kicking.

**Corner kick** Specifying a kick direction with an arrow key, then pressing the [Z] key shoots the ball directly at the goal; pressing the [X] key makes a longer kick; pressing the [C] key makes a higher kick. The angle can be changed with the [Shift] key before kicking.

### \*\* When foul is applied

**Free kick** When foul happens outside the penalty area, a free kick is given. Specifying a kick direction with an arrow key, then pressing the [Z] key shoots directly at the goal; pressing the [X] key makes a pass; pressing the [C] key makes a long pass.

**Penalty kick** When a foul happens inside the penalty area, a penalty kick is given. Specifying a shoot direction with an arrow key, then pressing the [Z] key makes a powerful shot emphasizing power rather than ball control; pressing the [X] key makes a low shot emphasizing ball control.

### \*\* Warnings for dangerous foul

If you shoulder charge or sliding tackle an opposition player, a yellow card or red card may sometimes be issued. If two yellow cards or one red card is issued during one game, the soccer player is ordered off the pitch. If two yellow cards are issued, the soccer player is out of the next game, and after the second time, the soccer player can't participate in two games. Remember this rule!



## **Restart techniques (joystick or game pad having four to seven buttons)**

\* The following description assumes that a joystick or game pad having four to seven buttons is used.

For other joysticks, game pads and keyboard, click on one of the following:

{button ,Jl(`,`tech\_restartkb')} **For keyboard**

{button ,Jl(`,`tech\_restart8')} **For joystick or game pad having eight or more buttons**

{button ,Jl(`,`tech\_restartms')} **For Microsoft(R) SideWinder<TM> gamepad**

### **\*\* When the ball goes off the pitch:**

**Throw-in** Specifying a throw direction with the direction buttons/stick, then pressing the #2 button throws the ball to the nearest team member; pressing the #3 button makes a long throw. The angle can be changed with the #4 button before throwing.

**Goal kick** Specifying a kick direction with the direction buttons/stick, then pressing the #2 button makes a near kick; pressing the #3 button makes a long kick. The angle can be changed with the #4 button before kicking.

**Corner kick** Specifying a kick direction with the direction buttons/stick, then pressing the #1 button shoots the ball directly at the goal; pressing the #2 button makes a longer kick; pressing the #3 button makes a higher kick. The angle can be changed with the #4 button before kicking.

### **\*\* When foul is applied**

**Free kick** When foul happens outside the penalty area, a free kick is given. Specifying a kick direction with the direction buttons/stick, then pressing the #1 button shoots directly at the goal; pressing the #2 button makes a pass; pressing the #3 button makes a long pass.

**Penalty kick** When a foul happens inside the penalty area, a penalty kick is given. Specifying a shoot direction with the direction buttons/stick, then pressing the #1 button makes a powerful shot emphasizing power rather than ball control; pressing the #2 button makes a low shot emphasizing ball control..

### **\*\* Warnings for dangerous foul**

If you shoulder charge or sliding tackle an opposition player, a yellow card or red card may sometimes be issued. If two yellow cards or one red card is issued during one game, the soccer player is ordered off the pitch. If two yellow cards are issued, the soccer player is out of the next game, and after the second time, the soccer player can't participate in two games. Remember this rule!

---

### **Hint**

- If you use a joystick or game pad having four to seven buttons, some of the WORLDWIDE SOCCER PC techniques cannot be used. To use all techniques, use a keyboard or a joystick of game pad having eight or more buttons, such as the Microsoft(R) SideWinder<TM> gamepad.



## **Restart techniques (joystick or game pad having eight or more buttons)**

- \* The following description assumes that a joystick or game pad having eight or more buttons is used. For other joysticks, game pads and keyboard, click on one of the following:

{button ,Jl(`,`tech\_restartkb') } **For keyboard**

{button ,Jl(`,`tech\_restart4') } **For joystick or game pad having four to seven buttons**

{button ,Jl(`,`tech\_restartms') } **For Microsoft(R) SideWinder<TM> gamepad**

### **\*\* When the ball goes off the pitch :**

**Throw-in** Specifying a throw direction with the direction buttons/stick, then pressing the #2 button throws the ball to the nearest team member; pressing the #3 button throws the ball far. The angle can be changed with the #7 button before throwing.

**Goal kick** Specifying a kick direction with the direction buttons/stick, then pressing the #2 button makes a near kick; pressing the #3 button makes a long kick. The angle can be changed with the #7 button before kicking.

**Corner kick** Specifying a kick direction with the direction buttons/stick, then pressing the #1 button shoots the ball directly at the goal; pressing the #2 button makes a longer kick; pressing the #3 button makes a higher kick. The angle can be changed with the #7 button before kicking.

### **\*\* When foul is applied ;**

**Free kick** When foul happens outside the penalty area, a free kick is given. Specifying a kick direction with the direction buttons/stick, then pressing the #1 button shoots directly at the goal; pressing the #2 button makes a pass; pressing the #3 button key makes a long pass.

**Penalty kick** When foul happens outside the penalty area, a penalty kick is given. Specifying a shoot direction with the direction buttons/stick, then pressing the #1 button makes a powerful shot emphasizing power rather than ball control; pressing the #2 button makes a low shot emphasizing ball control..

### **\*\* Rule of warning for dangerous foul :**

If you shoulder charge or sliding tackle an opposition player, a yellow card or red card may sometimes be issued. If two yellow cards or one red card is issued during one game, the soccer player is ordered off the pitch. If two yellow cards are issued, the soccer player is out of the next game, and after the second time, the soccer player can't participate in two games. Remember this rule!

## **Restart techniques (For Microsoft(R) SideWinder<TM> gamepad)**

\* The following description assumes that a Microsoft(R) SideWinder<TM> gamepad buttons is used.

For other joysticks, game pads and keyboard, click on one of the following:

{button ,Jl(`,`tech\_restartkb')} **For keyboard**

{button ,Jl(`,`tech\_restart4')} **For joystick or game pad having four to seven buttons**

{button ,Jl(`,`tech\_restart8')} **For joystick or game pad having eight or more buttons**

### **\*\* When the ball goes off the pitch :**

**Throw-in** Specifying a throw direction with a direction button, then pressing the B button throws the ball to the nearest team member; pressing the C button throws the ball far. The angle can be changed with the L button before throwing.

**Goal kick** Specifying a kick direction with a direction button, then pressing the B button makes a near kick; pressing the C button makes a long kick. The angle can be changed with the L button before kicking.

**Corner kick** Specifying a kick direction with a direction button, then pressing the A button shoots the ball directly at the goal; pressing the B button makes a longer kick; pressing the C button makes a higher kick. The angle can be changed with the L key before kicking.

### **\*\* When foul is applied ;**

**Free kick** When foul happens outside the penalty area, a free kick is given. Specifying a kick direction with a direction button, then pressing the A button shoots directly at the goal; pressing the B button makes a pass; pressing the C button key makes a long pass.

**Penalty kick** When foul happens outside the penalty area, a penalty kick is given. Specifying a shoot direction with a direction button, then pressing the A button makes a powerful shot emphasizing power rather than ball control; pressing the B button makes a low shot emphasizing ball control..

### **\*\* Rule of warning for dangerous foul :**

If you shoulder charge or sliding tackle an opposition player, a yellow card or red card may sometimes be issued. If two yellow cards or one red card is issued during one game, the soccer player is ordered off the pitch. If two yellow cards are issued, the soccer player is out of the next game, and after the second time, the soccer player can't participate in two games. Remember this rule!

## Use of system screens (keyboard)



\* This page explains how to use system screens, assuming that a keyboard is used. For joysticks and game pads, click on one of the following:

{button ,Jl(`,`system\_gamen4')} **For joystick or game pad having four to seven buttons**

{button ,Jl(`,`system\_gamen8')} **For joystick or game pad having eight or more buttons**

{button ,Jl(`,`system\_gamenms')} **For Microsoft(R) SideWinder<TM> gamepad**

**Calling the system screen:** [Enter] key

**Canceling the system screen:** [Esc] key



Pressing [Enter] key during play displays the system screen shown above. Use the cursor on the screen to select the following operations.

### REPLAY

Replays the game.

Backward replay: [1] key

Forward replay: [3] key

Frame advance: [4] key

Field rotation: [Left] [Right] key

Field enlargement and reduction: [Up] [Down] keys

Exit from replay screen: [ESC] key

### STRATEGY

The tactics screen is displayed so you can do things such as change the soccer players. When the ball is on the pitch, you cannot proceed to the tactics screen until the game pauses.

### RADAR

Turn on or off the radars indicating the positions of soccer players of both teams and the ball.

### CHANGE PLAYER

Set the marker change to AUTO or MANUAL to give a soccer player a rest.

### ZOOM

Set the size of zoom during play using the horizontal arrow keys.

**VIEW**

Set the viewing angle during play using the horizontal arrow keys.

**QUIT GAME**

The game in progress is terminated and the mode selection screen is redisplayed. To cancel the operation, select [NO].

## Use of system screens (joystick or game pad having four to seven buttons)

\* This page explains how to use system screens, assuming that a joystick or game pad having four to seven buttons is used. For other joysticks, game pads and keyboard, click on one of the following:

{button ,Jl(`,`system\_gamenkb')}] **For keyboard**

{button ,Jl(`,`system\_gamen8')}] **For joystick or game pad having eight or more buttons**

{button ,Jl(`,`system\_gamenms')}] **For Microsoft(R) SideWinder<TM> gamepad**

**Calling the system screen:** Double click on #4 button

**Canceling the system screen:** #2 button

\* Double click: Pressing on identical button twice quickly.



Double clicking the #4 button during play displays the system screen shown above. Use the cursor on the screen to select the following operations.

### REPLAY

Replays the game.

Backward replay: #1 button

Forward replay: #3 button

Frame advance: #4 button

Field rotation: Right or left horizontal direction buttons/stick

Field enlargement and reduction: Up or down horizontal direction buttons/stick

Exit from replay screen: #2 button

### STRATEGY

The tactics screen is displayed so you can do things such as change the soccer players. When the ball is on the pitch, you cannot proceed to the tactics screen until the game pauses.

### RADAR

Turn on or off the radars indicating the positions of soccer players of both teams and the ball.

### CHANGE PLAYER

Set the marker change to AUTO or MANUAL to give a soccer player a rest.

### ZOOM

Set the size of zoom during play using the horizontal direction buttons/stick.

### VIEW

Set the viewing angle during play using the horizontal direction buttons/stick.

### QUIT GAME

The game in progress is terminated and the mode selection screen is redisplayed. To cancel the operation, select [NO].

## Use of system screens (joystick or game having eight or more buttons)

\* This page explains how to use system screens, assuming that a joystick or game having eight or more buttons is used. For other joysticks, game pads and keyboard, click on one of the following:

{button ,Jl(`,`system\_gamenkb')}] **For keyboard**

{button ,Jl(`,`system\_gamen4')}] **For joystick or game pad having four to seven buttons**

{button ,Jl(`,`system\_gamenms')}] **For Microsoft(R) SideWinder<TM> gamepad**

**Calling the system screen:** Double click on #7 button

**Canceling the system screen:** #2 button

\* Double click: Pressing on identical button twice quickly.



Double clicking the #7 button during play displays the system screen shown above. Use the cursor on the screen to select the following operations.

### REPLAY

Replays the game.

Backward replay: #1 button

Forward replay: #3 button

Frame advance: #4 button

Field rotation: Right or left horizontal direction buttons/stick

Field enlargement and reduction: Up or down horizontal direction buttons/stick

Exit from replay screen: #2 button

### STRATEGY

The tactics screen is displayed so you can do things such as change the soccer players. When the ball is on the pitch, you cannot proceed to the tactics screen until the game pauses.

### RADAR

Turn on or off the radars indicating the positions of soccer players of both teams and the ball.

### CHANGE PLAYER

Set the marker change to AUTO or MANUAL to give a soccer player a rest.

### ZOOM

Set the size of zoom during play using the horizontal direction buttons/stick.

### VIEW

Set the viewing angle during play using the horizontal direction buttons/stick.

### QUIT GAME

The game in progress is terminated and the mode selection screen is redisplayed. To cancel the operation, select [NO].



## Use of system screens (Microsoft(R) SideWinder<TM> gamepad)

Microsoft(R) SideWinder<TM> gamepad, É, æ, é, '€ ï, ð, ' ñ f v f X f e f € % œ - Ê, Ì Ž g, ç • û, ð Ñ Ð % ô î, µ, Ä, ç, Ü, . Ð ' ¼, Ì f W f # f C f X f e f B f b f N Ñ E f Q Ñ f f e f p f b f h, â f L Ñ f { Ñ f h, Å, Ì à - ¾, ð, ² —, É, Ê, é, Æ, «, Í Ñ C % o o, Ì Š e Ñ € - Ú, ð f N f Š f b f N, µ, Ä, , ¾, ³, ç Ñ D

{button ,JI(`',`system\_gamenkb')}. **For keyboard**

{button ,JI(`',`system\_gamen4')}. **For joystick or game pad having four to seven buttons**

{button ,JI(`',`system\_gamen8')}. **For joystick or game pad having eight or more buttons**

**Calling the system screen:** Start button

**Canceling the system screen:** Start button



Pressing start button during play displays the system screen shown above. Use the cursor on the screen to select the following operations.

### REPLAY

Replays the game.

Backward replay: A button

Forward replay: B button

Frame advance: C button

Field rotation: Right or left horizontal direction button

Field enlargement and reduction: Up or down horizontal direction button

Exit from replay screen: Start button

### STRATEGY

The tactics screen is displayed so you can do things such as change the soccer players. When the ball is on the pitch, you cannot proceed to the tactics screen until the game pauses.

### RADAR

Turn on or off the radars indicating the positions of soccer players of both teams and the ball.

### CHANGE PLAYER

Set the marker change to AUTO or MANUAL to give a soccer player a rest.

### ZOOM

Set the size of zoom during play using the horizontal direction button.

### VIEW

Set the viewing angle during play using the horizontal direction button.

### QUIT GAME

The game in progress is terminated and the mode selection screen is redisplayed. To cancel the operation, select [NO].

## After game end

### \* Explanation of the game results screen



- 1. MATCH STATS** Shows game data such as the number of shots and fouls of both teams.
- 2. GOALS** Shows the scores of both teams, score details, and goal scorers.
- 3. PLAYER STATS** Shows details (number of goals, number of fouls, etc.) for each soccer player of each team for the current game.
- 4. EXIT** Exits the game results screen and moves to the next screen.

### \* Flow of each mode after game end

#### **EXHIBITION / P.K./ LINK GAME**

After exiting the game results screen, "PLAY AGAIN?" is displayed. For replay, team change, setting the playing environment, and mode termination, select [YES], [CHANGE TEAMS], [GAME SETTINGS], and [EXIT], respectively.

#### **WORLD LEAGUE / WORLDWIDE CUP**

After exiting the game results screen, the save screen is displayed. Select [YES] or [NO.] You are then asked whether to continue the game. To continue, select [YES], to terminate the mode, select [NO.]

#### **CUP TOURNAMENT**

If a team wins a Cup game, the team's flag is shown on the tournament table, one row up, and the team advances to the next match. If it loses, the victory team is shown and the game ends.

**Troubles during the game?**

If you have any trouble with the game, please contact the agent printed on the SEGA WORLDWIDE SOCCER PC manual.

**Information on SEGA PC software is also available on the Internet web site**

Japan : <http://www.sega.co.jp/sega/athome/pc/>

U.S.A : <http://www.sega.com/segapc/>

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## **CHAT**

You can Chat (have a text conversation) anytime in Link Game Mode.

### **[TO ALL PLAYERS] Mode**

Press [F11] to bring up the [TO ALL PLAYERS] message window. Type your message in and press [Enter] to send. The message will appear on every player's screen who is participating in the Link Game.

### **[TO TEAMMATES] Mode**

Press [F12] to bring up the [TO TEAMMATES] message window. Type your message in and press [Enter] to send. The message will only appear on the screens of the players on your team.

### **Changing between [PAUSE CHAT] Mode and [IN GAME CHAT] Mode**

Select CHAT from the Settings drop menu in the Menu Bar. You can switch between [Pause Chat] and [In Game Chat] by clicking on the menu items.

NOTE: You cannot switch Chat modes while playing a Link Game.

### **[PAUSE CHAT] Mode**

The game will be paused while the Chat is in progress.

### **[IN GAME CHAT] Mode**

[In Game Chat] allows you to Chat while the game plays.



