

SEGA SOCCER SLAM



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WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	Eye or muscle twitching	Loss of awareness
Altered vision	Involuntary movements	Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendinitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

⚠ WARNING - Electric Shock

To avoid electric shock when you use this system:

- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord. Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

⚠ CAUTION - Motion Sickness

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

⚠ CAUTION - Laser Device

The Nintendo GameCube is a Class I laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only.

Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

CONTROLLER NEUTRAL POSITION RESET

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.



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**THIS GAME SUPPORTS
SIMULTANEOUS GAME PLAY
WITH FOUR PLAYERS AND
CONTROLLERS.**



**THIS GAME REQUIRES A
MEMORY CARD FOR SAVING
GAME PROGRESS, SETTINGS
OR STATISTICS.**



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CONTENTS



DEFAULT COMMAND SUMMARY	4
GETTING STARTED	5
<i>Showboat Screen</i>	5
MAIN MENU	6
<i>Quick Start</i>	7
PLAYING AN EXHIBITION GAME	8
<i>Choosing Sides</i>	8
<i>Choosing Teams</i>	8
<i>Selecting The Venue</i>	9
ON THE FIELD	10
<i>Power Meter</i>	12
<i>Killer Kicks</i>	13
<i>Spotlight Shots</i>	14
<i>Pause Menu</i>	14
<i>Halftime/End Of The Game</i>	15
BATTLING THROUGH QUEST MODE	16
<i>Quest Manager</i>	17
COMPETING IN A TOURNEY	19
<i>Match Schedule</i>	20
HITTING THE PRACTICE FIELD	22
<i>Running Drills</i>	22
TEAM BIOS	23
OPTIONS MENU	24
CREDITS	27





DEFAULT COMMAND SUMMARY

With the Ball (Offense)

A Button	Pass/Switch
B Button	Shoot/Hit
X Button	Deke
Y Button	Protect the Ball
L Button	Power Up
R Button	Turbo
Control Pad	Move/Aim Passes and Shots

Without the Ball (Offense or Defense)

A Button	Hit
B Button	Switch Player (Unless Player Locked)
X Button	Steal/Slide Tackle
Y Button	Avoid a Hit
L Button	Power Up
R Button	Turbo
Control Pad	Run

Goalie With the Ball

A Button	Pass
B Button	Kick
Y Button	Protect the Ball
Control Pad	Aim Kicks and Throws

Goalie Without the Ball (Goalie Control Option ON)

A Button	Switch to Goalie (Hold for One Second)
X Button	Dive for Ball
Control Pad	Move/Aim Save Attempt

Advanced Moves

To learn how to perform advanced ball handling moves such as one-timer passes and shots, Killer Kicks, and Spotlight Shots, see *On The Field* on p.10.

GETTING STARTED



1. Turn OFF the POWER Button on your Nintendo GameCube™.
2. Make sure a Nintendo GameCube™ Controller is plugged into Controller Socket 1 on the Nintendo GameCube.
 - If you're playing against friends, plug additional Controllers into Controller Sockets 2-4.
 - In order to save your game progress, make sure a Nintendo GameCube™ Memory Card is inserted into Slot A.
3. Insert the *Soccer Slam*™ Game Disc into the optical disc drive.
4. Turn ON the POWER Button. The Nintendo GameCube™ screen appears.
 - If the Nintendo GameCube screen does not appear, begin again at step 1.

SHOWBOAT SCREEN

Once you're up and running, the *Soccer Slam* intro begins, followed by the *Soccer Slam* title screen, or what we like to call the Showboat screen. The players parade onto the screen one-by-one, giving you your first taste of what's in store.

- To go directly to the Main menu, press **START**, see *Main Menu* on p.6.
- If you do not take an action, a brief game demo begins after one character from each team struts his or her stuff.



MAIN MENU

As your launch pad into the scrum, the Main menu offers access to all five *Soccer Slam* game modes as well as team bios and game options.

QUICK START

The fastest way to get into the field. See *Quick Start* on p.7.

EXHIBITION

Enter a single-game match with full control over all setup decisions and options. See *Playing An Exhibition Game* on p.8.

QUEST

Go for the Continental Cup! Compete in a multi-round quest for *Soccer Slam* glory. Along the way, you'll earn prize money, purchase super gear, compile comprehensive stats, and more. See *Battling Through Quest Mode* on p.16.

TOURNEY

Enter a round-robin tournament in which each *Soccer Slam* team takes on every other team once, vying for the Tourney Championship. You can control up to all six teams and take part in all 15 games! See *Competing In A Tourney* on p.19.

PRACTICE

Perfect 16 moves, from the fundamentals to the most advanced, on the practice field without the burden of a high-pressure opponent. See *Hitting The Practice Field* on p.22.

TEAM BIOS

Study the background and skill levels of each team and every player. See *Team Bios* on p.23.

OPTIONS

Customize the game, manage your Memory Card, and view credits. See *Options Menu* on p.24.



To choose a menu item, +Control Pad $\leftarrow \rightarrow$ to highlight it, then press the A Button to select.

MAIN MENU

QUICK START

Quick Start mode is the fastest way to get onto the field, but what you gain in speed, you give up in free will. The teams, venue, and weather conditions are randomly selected.

To begin a Quick Start game:

1. From the Main menu, highlight EXHIBITION, then press and hold both the L Button and R Button. The Quick Start option appears.
2. Continue to hold the L and R Buttons and press the A Button. The Choose Sides screen appears displaying the two randomly selected teams' logos.
3. +Control Pad $\leftarrow \rightarrow$ to move your Controller icon to the team you wish to control during the game.
 - To assign a name to your controller, press the X Button. When the Enter Name pop-up appears, +Control Pad $\uparrow \downarrow$ to change letters, \rightarrow to advance to the next characters, and press the A Button to accept.
4. Press the A Button to select. The game begins. See *On The Field* on p.10.





PLAYING AN EXHIBITION GAME

An Exhibition game is your basic mano-a-mano, no-holds-barred battle for *Soccer Slam* bragging rights. Call out your best friend, your worst enemy, or a computer-controlled opponent for a test of skills on the field.

- To begin an Exhibition game, from the Main menu, choose EXHIBITION. The Choose Sides screen appears.

CHOOSING SIDES

At the Choose Sides screen, you have the option of controlling the Home or Away team. An icon for each Controller connected to your Nintendo GameCube appears on the screen in the middle of the field. The Away team takes the first kickoff.

To choose a side:

- +Control Pad **←→** to move your icon to the side you wish to control during the match.
 - To assign a name to your Controller, press the **X** Button. When the Enter Name pop-up appears, +Control Pad **▲▼** to change letters, **→** to advance to the next characters, and press the **A** Button to accept.
- Press the **A** Button to select. The Choose Teams screen appears

Note: If you leave all Controller icons in the center of the screen, the game is played in Demo mode, which means all players are computer controlled.

CHOOSING TEAMS

Select the team you wish to control in the upcoming match. You can compare all six teams in five skill categories.

To choose a team:

- +Control Pad **←→** to highlight the team you wish to control during the match.
 - To lock your Controller onto a single player, rather than your entire team, press the **X** Button. When the pop-up appears, +Control Pad **▲▼** to the player you wish to control, then press the **A** Button to accept.
- Press the **A** Button to select. If a Controller is assigned to the other side, your opponent chooses his/her team next. If not, you have the option of choosing the opposing team.
- When both teams are chosen, the Venue Select screen appears.

Note: When you are over a team that you want to select, you can unlock a character.

PLAYING AN EXHIBITION GAME



SELECTING THE VENUE

Soccer Slam features nine unique, international venues (only three are available from the beginning) including a home field for each team and three neutral arenas. Select your favorite venue and set the weather conditions: clear, fog, rain, or snow.

To select a venue:

- +Control Pad **←→** to highlight the venue in which you wish to play the upcoming match.
- +Control Pad **▲▼** to cycle through weather options.
 - Since this is the final setup screen before the game begins, you can press the **X** Button to access the Options menu. See *Options Menu* on p.24.
- Press the **A** Button to select. The game loads (see *On The Field* p.10).





ON THE FIELD

The game opens with a fly-by of the stadium as the announcer sets up the match and the players take the field and line up for the opening kickoff. The centers for each team talk a little trash, setting the tone for the ensuing mayhem.

- Kickoffs can be initiated by pressing the Pass button and aiming to a teammate, but will be automatic if too much time is taken.

Note: The controls described in this section are the defaults. For information on alternate and custom configurations, see *Options Menu* on p.24.

CONTROLLING THE BALL ON OFFENSE

- To **dribble** the ball, press the Control Stick in any direction.
- For a **turbo boost**, hold the **R** Button while dribbling.
- To **pass** the ball to a teammate, Control Stick in the direction of the player, then tap the **A** Button.
- For a **lob pass**, hold the **A** Button. This lifts the ball in the air to clear opposing players, setting up headers and high shots.
- To execute a **one-timer pass**, send a pass to your teammate, then release and press the **A** Button again as the pass is on route. Your teammate will pass the ball back to you as soon as he/she receives it.
- To **deke** an opponent who is attempting a steal, press the **X** Button. The ball handler pops up the ball and hops into the air.
- To **protect** the ball and yourself from a hit, press the **Y** Button. The ball handler spins out of danger while maintaining control of the ball.
- To **shoot** on goal, tap the **B** Button while aiming for a corner of the net with the Control Stick.
- For a **power shot**, hold the **B** Button and let the Shot Meter fill before releasing.
- To fire off a **one-timer shot**, send a pass to your teammate, then press and release the **B** Button while the pass is on its way. Your teammate launches a quick shot as soon as he/she receives the ball.



Shot Meter

The higher the Shot Meter when you release the B Button, the more powerful your shot.

ON THE FIELD



Make every shot a one-timer shot. The redirection gets the goalie out of position, increasing your chance at a goal, and the move combo increases your Power Point value. It's a win-win situation.

PLAYING WITHOUT THE BALL ON OFFENSE OR DEFENSE

- To **run**, Control Stick in any direction.
- For a **turbo boost**, hold the **R** Button while running.
- To **switch control** to the player closest to the ball, press the **A** Button. (Unless your Controller is locked onto a specific player.)
- To **hit** an opposing player, run up to him/her and press the **B** Button. The force of a solid hit can knock the ball handler off the ball.



Don't forget to hit the goaltender if he has held onto the ball for more than 5 seconds. In fact, never let up on him. While the goalie has the ball, there's always a chance you'll knock it loose, block his kick, or drive him beyond the goal line for a score.

- To attempt to **steal** the ball, run up to the ball handler and press the **X** Button. Your player goes down for the slide tackle.
- To **protect** yourself from an oncoming hit, press the **Y** Button. Timed correctly, you'll spin out of harm's way.

GOALKEEPER CONTROLS

Note: In order to control the goalkeeper before a save, you must set Goalie Control ON in the Options Menu (see *Options Menu* on p.24).

- To **gain control** of the goalie before a save, press the **A** Button and hold it for one second.
- To **move** the goalie into position for a save, press the Control Stick in any direction. If you get into position, the save is automatic.
- To **dive** after a loose ball, press the **X** Button.
- To **throw or roll** the ball to a teammate after a save, Control Stick in the direction of the teammate, then press the **A** Button.
- To **kick** the ball out of your end of the field, Control Stick to aim, then press the **B** Button.





ON THE FIELD

POWER METER

The Power Meter is the heart and soul of *Soccer Slam*. Learn to master it, and you will control your destiny on the field. When you generate enough Power Points to completely fill the meter you'll have enough power to attempt a Killer Kick – the most devastating move in the game!

Power Points

Just about every move on offense is worth a fixed number of Power Points. By simply playing the game, you will slowly fill up your meter.

Move	Pass	Shot	Protect	Deke	Hit	Steal
Power Points	10	10	15	20	20	20

To fill up your meter more quickly, chain together different moves for maximum points.

As long as you perform successive moves within three seconds of each other, you can string four moves into one combination, which will be tallied at the end of the combo, and each different move adds a 2x multiplier to the total.

Examples: Steal (20) + Pass (10) + Shot (10) = $40 \times 6 = 240$ Power Points.

Steal (20) + Deke (20) + Protect (15) + Shot (10) = $65 \times 8 = 520$ Power Points.

Power Ups

Any time you have power in your Power Meter, you can Power Up the player you are controlling. Each team has its own signature power source, but the effect is the same: players become stronger and faster and better shooters.

- To Power Up a player, press the **L** Button. The Power Up continues until you release the **L** Button or the Power Meter runs out, whichever comes first.

ON THE FIELD



Power Meter lights up as you score Power Points.

When Power Meter is filled, you can perform a Killer Kick.

KILLER KICKS

When your Power Meter is completely full, it flashes KILLER KICK! to indicate that you now have this overpowering shot in your arsenal. The more Killer Kicks you can manage in a game, the better your chance of destroying the competition.

To take a Killer Kick:

1. Hold the **R** Button and the **A** Button at the same time. The ball is lobbed high into the air, a green circle appears on the field beneath it, and you take control of the pass recipient.
2. Move your player into the circle and Press the **B** Button once the green cone of light appears.
3. Before your player connects with the ball, Control Stick toward a corner of the goal to aim the shot. When the player connects, he or she sends an explosive shot toward the net.



If you're saving up for a Killer Kick, lay off the Power Up moves. It is very difficult to fill up the Power Meter when you continue to use it up bit-by-bit.



SPOTLIGHT SHOTS

Every once in a while when you're on offense in your opponent's half of the field, a spotlight image of your team's logo flashes across the field. Get the ball handler into the spotlight and take a shot for a powerful kick that rivals a Killer Kick.



Get the ball handler in the spotlight, then hit the shoot button for a blistering shot

To take a Spotlight Shot:

1. Move the ball handler into the spotlight and press the **B** Button. The player jumps into the air and takes a slow-motion swing at the ball.
2. Before your player connects with the ball, press the Control Stick toward a corner of the goal to aim the shot. When the player connects, he or she sends a blistering shot toward the net.



The defenders are just as aware of the spotlight as you are, so they make it very difficult for you to run into it. You'll have more success if you pass to a teammate who's closer than you to the spotlight.

Pause Menu

You can pause the game at any time to access the Pause menu or just take a break from the action. The following options are available from the Pause menu.

- To choose a menu item, +Control Pad **▲▼** to highlight it, then press the **A** Button to select. The appropriate screen appears.

Resume Game

Return to the action. The game resumes from the exact point at which you left off.

Camera Settings

Revisit the camera settings you selected at the Options menu before the game. See *Camera Settings* on p.25.

- To save changes and return to the Pause menu, press the **A** Button.
- To return to the Pause menu without saving changes, press the **B** Button.

Match Summary

Check out up to the moment game stats for each team in nine key categories.

- To return to the Pause menu, press the **A** Button.

Assign Controllers

Reassign your Controller to either team or lock onto any player.

- To assign your Controller to a team, +Control Pad **◀▶** to that team's logo, then press the **A** Button to select and return to the Pause menu.
- To lock your Controller onto a player, +Control Pad to that player's head, then press the **A** Button to select and return to the Pause menu.

Quit Game

Forfeit the current game and return to the Main menu. When you choose QUIT GAME, a pop-up appears prompting you to confirm your decision.

- To confirm, press the **A** Button. The Main menu appears.
- To cancel, press the **B** Button. The Pause menu appears.

HALFTIME/END OF THE GAME

At the end of the first half, play stops and the teams exchange sides of the field to line up for the second half kickoff. The Away team takes the kickoff to begin the second half.

The end of the second half is the end of the game. The winning team celebrates, the losers sulk, and the Match Summary screen appears displaying final stats.

- To exit the Match Summary screen, press the **A** Button. The Main menu appears.
- If the game ends in a tie, play continues with a Sudden Death overtime period. The first team to score wins the match.

Note: If necessary, multiple Sudden Death periods are played until a team scores.





BATTLING THROUGH QUEST MODE

Quest mode is a three-tier, 12-game contest for the Continental Cup, complete with an All-Star break. Along the way, you win prize money for every victory your team scores, which you can use to buy performance-enhancing gear and other surprises. Also, after the first four games, you will be given the chance to compete in a variety of mini-games to earn more money.

ROUND ONE

Round One consists of five games, in which you play one match against every other team in the Quest. The order of the games is predetermined. Victories in Round One are worth \$100. A mini-game will appear after each game up until the All-Star break.

ALL-STAR BREAK

Following Round One, one player from each team is invited to participate in the All-Star game. The All-Star game is not mandatory, but if you win, it's worth \$500 to your Quest bankroll.

ROUND TWO

Round Two is similar to Round One except that all five matches are set and you choose which team you want to play next. You must be ranked in the top-four at the end of Round Two in order to move on to the Semi Finals. Each Round Two win increases in value by \$100.

SEMI FINALS AND FINAL ROUND

The Semi Final is a single-elimination game. If you win, you pocket \$1,000 and go on to the Final Round, and if you lose, you go home.

Winning the Final Round awards your team the Continental Cup and \$1,500 and unlocks a secret *Soccer Slam* venue.

To begin a Quest:

1. From the Main menu, choose QUEST. The Continental Cup screen appears.
2. Read up on the Quest mode game flow, then press the **A** Button. The Choose Team screen appears.



BATTLING THROUGH QUEST MODE

CHOOSING A TEAM

Select the team you wish to control throughout your Quest. You can compare all six teams in five skill categories.

- To choose a team, +Control Pad \leftarrow to highlight the team you want, then press the **A** Button to select. The Quest Manager screen appears.

QUEST MANAGER

The Quest Manager is where you keep track of your Quest for the Continental Cup. From this screen, you can spend your earnings at the Soccer Shop, check your team's stats and ranking in Stats Center, and select your next match.



Rotate the globe to select an option.

Your current bankroll.

- To select an option from the Quest Manager, +Control Pad \leftarrow , then press the **A** Button to select. The appropriate screen appears.

Soccer Shop

The Soccer Shop offers 15 items, which you can purchase for your team. Each product features a description and purchase price. Your current balance is shown in the upper-right of the screen.

- To make a purchase, +Control Pad to the product you wish to buy, then press the **A** Button. The price is subtracted from your balance.
- To exit the Soccer Shop, press the **B** Button.
- Performance-enhancing gear you purchase for your team is available to the players in all *Soccer Slam* game modes.





BATTLING THROUGH QUEST MODE

Stats Center

The Stats Center features individual stats pages for teams, star players, and the members of your team.

Team Stats displays win/loss records, goals for/against, and other stats, which are used to calculate team rankings. Only the top-four ranked teams will go on to the Quest semi-finals.

Character Stats follows each team's number-one player and ranks that character against the other top players in the league.

User Stats shows how your players compare in twenty-three skill categories. Your top-ranked player represents your team on the Character Stats screen.

- To cycle through the three stats screens, press the **A** Button.
- To exit the Stats Center, press the **B** Button.

Next Match

Depending upon which round you're in, you can either choose the next match you want to play, or simply accept the only one available.

To begin your next match:

1. +Control Pad to highlight the match you wish to play.
2. Press the **A** Button to select. The Join Side pop-up appears.
 - To control your entire team, +Control Pad to move your Controller icon to your team's logo.
 - To lock control onto one player on your team, +Control Pad to move your Controller icon to that player's face.
3. When your Controller icon is set, press the **A** Button to select. The game loads (see *On The Field* on p.10).



COMPETING IN A TOURNAMENT

Create and compete in your own five-day round robin *Soccer Slam* tournament. Choose the teams and take part in up to 15 games throughout the event.

Throughout the Tourney, team rankings are updated based upon their records and amount of goals scored for/against. The team ranked #1 following the fifth day of competition is awarded the Tourney Championship.

To begin a Tourney:

1. From the Main menu, choose **TOURNEY**. The Tourney Cup screen appears.
2. Read up on the Tourney mode game flow, then press the **A** Button. The registered names pop-up appears.
3. Press **A** again. The choose Teams screen appears.

CHOOSING A TEAM

In Tourney mode, you can choose one team to represent all the way through the event, assign teams to your friends to create a multiplayer Tourney, or assign up to six teams to yourself and take part in all 15 games.

To choose a team:

1. +Control Pad **▲▼** to highlight the team you wish to control during the match.
2. Press the **A** Button to select.
3. The Register Teams pop-up appears.
 - If you wish to choose another team, press the **A** Button and repeat steps 1-3. If you do not wish to choose another team, select Done and press the **A** Button.
4. When all the teams you want have been registered, select **DONE** and the Match Schedule appears.





COMPETING IN A TOURNAMENT

MATCH SCHEDULE

The Match Schedule screen displays the set schedules for each of the five days of the Tournament. During a Tournament, you can page forward to view upcoming matches or page back to review past scores. Additionally, the Stats tab compiles stats and rankings for teams and top players.

When a match is selected, a pop-up appears asking if you want to play or simulate the game.

Today's match-ups



To begin your next match:

- If you are controlling teams in just one match on the current day, press the **A** Button to select. The Choose Sides screen appears.
- If you are controlling teams in multiple games on the current day, +Control Pad **▲▼** to choose the match you wish to play next, then press the **A** Button to select. The Choose Sides screen appears.

CHOOSING SIDES

At the Choose Sides screen, you can choose any side.

To choose a side:

1. +Control Pad **◀▶** to move your icon to the side you wish to control during the match.
 - To assign a name to your Controller, press the **X** Button. When the Enter Name pop-up appears, +Control Pad **▲▼** to change letters, **▶** to advance to the next characters, and press the **A** Button to accept.
2. Press the **A** Button to select. The Venue Select screen appears.

COMPETING IN A TOURNAMENT



SELECTING THE VENUE

Soccer Slam features nine unique, international venues including a home field for each team and three neutral arenas (only three are available at the beginning). Select your favorite venue and set the weather conditions: clear, fog, rain, or snow.

To select a venue:

1. +Control Pad **◀▶** to highlight the venue in which you wish to play the upcoming match.
2. +Control Pad **▲▼** to cycle through weather options.
 - Since this is the final setup screen before the game begins, you can press the **X** Button to access the Options menu. See *Options Menu* on p.24.
3. Press the **A** Button to select. The game loads (see *On The Field* on p.10).



Taking part in Practice sessions is a great way to master the skills necessary to win in *Soccer Slam*. All the moves are here without all the pressure so take the time you need to become a superstar.

- To begin a Practice session, from the Main menu, choose PRACTICE. The Practice screen appears.

PRACTICE SCREEN

At the Practice screen, you choose the skill you want to begin practicing. Practice options start with basic passing and become progressively more advanced, ending up with Killer Kicks.

- To choose a Practice option, +Control Pad $\leftarrow\rightarrow$ to the skill you wish to begin with, then press the **A** Button to select. The Practice field loads.

RUNNING DRILLS

On the Practice field, a general explanation of how to perform the move appears on the screen. When you think you understand how to execute, begin the drill.

To run a Practice drill:

1. After reading the explanation, press the **A** Button to continue. Players take their positions on the field, and you have 30 seconds in which to complete the drill.
2. Complete the drill to the best of your ability.
 - If you are successful, you are prompted to Try Again or move on to the Next Event. +Control Pad $\uparrow\downarrow$ to highlight your choice, then press the **A** Button to select.
 - If you fail, you are returned to the move's explanation. Make sure you understand how to perform the move, and then give it another go.
3. Move on to the Next Event and repeat the steps above. In order to exit Practice mode, you must successfully run through to the final drill.

The Team Bios screen gives you background information on each *Soccer Slam* team and the players that make up their rosters. This section also displays team and player rating bars, which measure strength in five categories. The further a rating bar is filled, the more skill a team or player has in that category.

At the Team Bios screen:

- To choose a team to study, +Control Pad $\leftarrow\rightarrow$ to highlight it.
- To read the entire bio, +Control Pad $\uparrow\downarrow$ to scroll the text.
- To view individual player bios, press the **A** Button.
- To choose a different player to study, +Control Pad $\leftarrow\rightarrow$.
- To exit the Player Bio or return to the Main menu, press the **B** Button.



The Options menu provides access to several tools you can use to customize *Soccer Slam* to your personal preferences. The default options appear in **bold**.

- To choose an Options menu item, +Control Pad **▲▼** to highlight it, then press the **A** Button to select. The appropriate screen appears.
- To save changes and return to the Main menu, press the **B** Button.

GAME SETTINGS

Adjust general gameplay options.

- To change a game setting, +Control Pad **▲▼** to highlight it, then +Control Pad **◀▶** to cycle through the options.
- Save And Exit** Save changes and return to the Options menu.
- Difficulty** Set the skill level of your computer-controlled opponents: NOVICE, **NORMAL**, PRO, and EXPERT.
- Half Time** Set the time duration of each half of the game: 1-10 minutes.
- Game Speed** Select the speed of the game, from the running of the players to the rolling of the ball: SLOW, **NORMAL** and FAST.
- Goalie Control** With Goalie Control ON, you can control the goalie before he makes a save. Choose ON or **OFF**.
- Rumble Motor** Set Rumble Motor ON for rumble in the Controller when you give or receive a hit. Choose **ON** or OFF.
- Items** Turn unlocked items **ON** or OFF in other modes.

SOUND SETTINGS

Set the volume of five different in-game audio effects.

- To change a sound setting, +Control Pad **▲▼** to highlight it, then +Control Pad **◀▶** to move the slider. The more a volume bar is filled, the louder that audio effect.
- Save And Exit** Save changes and return to the Options menu.
- Announcer** Adjust the volume of the play-by-play announcer.
- Character** Adjust the volume of the players on the field.
- Crowd** Set the volume of the cheering crowd.
- Effects** Set the volume of additional audio effects such as the sounds of kicks and big hits.
- Music** Establish the loudness of the music performed between plays.

CAMERA SETTINGS

Adjust the overall camera angles as well as special camera effects.

- To change a camera setting, +Control Pad **▲▼** to highlight it, then +Control Pad **◀▶** to cycle through the options.
- Save And Exit** Save changes and return to the Options menu.
- Cam Position** Choose the position of the camera, which dictates the set gameplay perspective: **END**, SIDE, or CORNER.
- Zoom** Set the distance the camera is from the ball. The Zoom range is 0-20, but the default is **4**.
- Killer Kick Cam** Turn the Killer Kick Cam **ON** or OFF. When **ON**, the camera zooms in close on the player performing the Killer Kick.
- Spotlight Cam** Turn the Spotlight Cam **ON** or OFF. When **ON**, the camera zooms in close on the player performing the Spotlight Kick.
- Auto Replay** When **ON**, a slow-motion replay rolls automatically after each goal scored. Set **ON** or OFF.

CONTROLLER CONFIG.

At the Controller Config screen, you can set as many as four controller configs, one for each Controller Socket on your Nintendo GameCube™. Choose from the default controls and two other presets, or set your own custom config.

To set a default or preset config:

1. From the Controller Config screen, +Control Pad **▲▼** to highlight the Controller (1-4) you wish to set.
2. Press the **A** Button to select the Controller.
3. +Control Pad **◀▶** to choose **DEFAULT**, PRESET1, or PRESET2.
4. Press the **A** Button to select the config.
 - Repeat steps 1-4 for the other Controllers.
5. +Control Pad **▼** to SAVE AND EXIT, then press the **A** Button to accept changes.



To set a custom config:

1. From the Controller Config screen, +Control Pad $\blacktriangle\blacktriangledown$ to highlight the Controller (1-4) you wish to set.
2. Press the **A** Button to select the Controller.
3. +Control Pad $\blacktriangle\blacktriangleright$ to CUSTOM, then press the **A** Button to select.
4. +Control Pad $\blacktriangle\blacktriangledown$ to highlight a button command you wish to change, then press the **A** Button to select.
5. +Control Pad $\blacktriangle\blacktriangleright$ to the command you wish to set to that button, then press the **A** Button to select.
 - Repeat steps 4-5 to change other button commands.
6. When you are satisfied with your custom configs, +Control Pad \blacktriangledown to DONE, then press the **A** Button to select.
7. +Control Pad \blacktriangledown to SAVE AND EXIT, then press the **A** Button to accept changes.

MEMORY CARD

Manage the *Soccer Slam* saved game files on your Memory Card.

**VISUAL CONCEPTS****Executive Producer**

Greg Thomas
Scott Patterson

Project Manager

Lorne Asuncion

Motion Capture Supervisor

Matt Karnes

Motion Capture

Rich Nelson
Gavin McCall

Director of Quality Assurance

Chien Yu

Lead Tester

Rodolfo Junior Sison

Quality Assurance

Andrew Davies
Jess Sterzi
Kevin Hicks
Chris Baker
Robert Nelson
Tor Unsworth
Benjamin Bishop
Damon Perdue

Special Thanks

Wayne Herman
Jenn Baker
Amy Taylor
Richard Yee
Wendy Carter
Brian Luzietti
Jake Baker
John Elliot

Special Thanks Cont.

Nick Verne
Nate Bamberger
David Lee
Nelson Wang
Kaj Swift
Fred Wong
Brandon Justice
Anthony Chau
Abe Navarro

BLACK BOX GAMES**Programmers**

Dave Roberts
Keith Hentschel
Jack Yee
Chris Lippmann
Ping Tang
Remy Saville
Stefan Wessels
Andrew Hume

Conceptual Designs

Derek Stenning

Animation

Neeraja Vaid
Jen Hamilton
Stefaan Sorensen
Rob Willock

Character Models

Kalvin Lyle
Eric 'Dutch' Testroete

Character Textures

Emmanuel 'E Man' Soupidis
Scott 'Lube' Lubker



Stadiums and Textures

Scott 'Lube' Lubker
 Craig 'The Total Package' Hui
 Arnel 'MC' Labarda

Special Effects

Keith Hentschel
 Rob Willock

Front End

Derek Stenning
 Calvin Lyle

Design

Jason Leigh
 Dan Sochan
 Jason Carr

Art Director

Emmanuel 'E Man' Soupidis

Producer

Edoardo De Martin

Additional Programming

Eric Randall
 Eric Turmel
 Dan Chitan
 Dave Catlin
 Rod Higo

Movie Player

Jason Dorie

Sound Programmers

Cliff Kondratiuk
 Brian Green
 Steven Brekelmans
 Lawrence Sparling
 Myriam Joire

Sound Design/Production

Graemme Brown
 Steve Royea
 Michelle Frey
 Rashid Hille
 Luke Hetherington
 Glenn Jamieson
 Paul Ruskay
 Alan Brown

Audio Scripting

Kristin Seller
 Hames Marshall
 Duncan Minett
 Darren Barefoot
 Graemme Brown

Music Composition

Bob Buckley
 Dan Fung
 Mike Beckett

Broadcast Voice

Tim Crofton

Character Voices

Trevor Devall
 Peter New
 Sweeny E. Todd
 Kyle Murdoch
 Brenda Wheeler
 Jane Craven
 Marjorie Malpass
 Heather Watson

Additional Artist

Elizabeth Metzker

QA Lead

Andrew Hume

QA

Jonathan Tobias Spangler
 Luke Hetherington
 Andrew Laing
 Hames Marshall

Motion Capture Talent

Eddie Cannon
 Chris Franks
 Frank Mollica
 Benji Hayford
 Trevor Devall
 Denise Jones
 Mestre Barroo
 Lelo Barroozinho
 Heather Watson
 Christie Mackie
 Ian Mackintosh
 Dan "The Man" Sochan
 Jason Carr "Superstar"

FMV

Lost Boys Productions:
 Director of Animation:
 Ken Meyer
 Producer:
 Roula Lainas
 3D Animators:
 Jason Macza
 James Lau
 Chris Uyede
 Digital Composer:
 Kevin Genzel

Black Box

Paul Tremblay
 Xenia Mul
 Amy Tipler
 Stefan Oberg

Additional Thanks

The Black Box Hooligans Singers
 Frank Ludwig and Quantum Sound
 Alex and the Burdettes
 Steven Anthony, Robyn Schilling, and
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 Classes at West Point Grey Academy
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 production of this title.

SEGA OF AMERICA**President & COO**

Peter Moore

**Executive Vice President, Sales,
Marketing & Operations**

Chris Gilbert

Group Sports Marketing Director

Tom Nichols

Senior Product Manager

Stacey Kerr

Associate Product Manager

Michael Rhinehart

Creative Services

Bob Schonfisch - Director
 Manual by GlamPunk Media Core

Lead Tester

Steve Peck





NOTES



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Lined writing area for page 31.





NOTES

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