

NEOGEO CUP '98 PLUS

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NEOP0039

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SNK

NEOGEO POCKET



NEOGEO POCKET software cartridge

★Supported by NEOGEO POCKET and NEOGEO POCKET COLOR.

Supported by NGP COLOR

WARNING

To get the most enjoyment out of this and other NEOGEO POCKET video games, we encourage you to follow the suggestions below.

- Be sure to take a break at least once every hour. When you are very tired or are sick, it is best to refrain from playing until your body has returned to normal.
- Be sure to play video games in a bright environment at a healthy distance from the screen.

[EPILEPSY WARNING]

Please read before playing the NEOGEO POCKET system

- The perception of certain flashing light patterns, bright light patterns or auditory sound patterns, commonly found in our daily environment, as viewed or heard by a small segment of the population, can lead to epileptic seizures. If you have an epileptic condition, please consult your physician before playing video games. Individuals who have not experienced any previous seizures may have an undetected epileptic condition. If you experience any of the following symptoms while playing video games, consult your physician: involuntary muscle contractions, auditory seizures, altered vision, mental confusion, disorientation and convulsions.

AVERTISSEMENT

PRECAUTIONS A PRENDRE DANS TOUS LES CAS POUR L'UTILISATION D'UN JEU VIDEO

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

[AVERTISSEMENT SUR L'EPILEPSIE]

A lire avant toute utilisation d'un jeu vidéo par vous-même ou votre enfant

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

AVISO

Para que pueda disfrutar más de este y otros vídeo juegos de mano "NEOGEO POCKET", recomendamos que sigan las siguientes sugerencias.

- Asegurese de descansar por lo menos una vez cada hora. Cuando esté muy cansado u enfermo, es mejor no jugar hasta que se recupere.
- Asegurese de jugar en una habitación bien iluminada.

[AVISO DE EPILEPSIA]

POR FAVOR DE LEER ANTES DE JUGAR EL SISTEMA NEOGEO POCKET

La percepción de ciertos patrones de luces artificiales, patrones de luces brillantes o patrones de sonidos auditivos, comúnmente encontrados en nuestro medio ambiente, visto u escuchado por una pequeña parte de la población, puede conducir a un ataque epiléptico. Si tiene una condición epiléptica, consulte con su médico antes de utilizar un sistema de vídeo juego. Individuos que nunca antes han pasado por una experiencia epiléptica, pudiera tener una condición epiléptica nunca antes detectada. Si usted experimenta algunos de los siguientes síntomas mientras juega vídeo juegos, consulte con su médico; contracciones musculares involuntarios, ataques auditivos, alteración de visión, confusión mental, desorientación y convulsiones.

WARNUNG

Um den größtmöglichen Spielspaß mit diesem oder anderen NEOGEO POCKET-Videospielen zu erlangen, möchten wir Sie bitten die nachfolgenden Hinweise unbedingt zu beachten!!!

- Stellen Sie sicher, daß Sie nach jeder Spielstunde eine Spielpause einlegen! Wenn Sie übermüdet oder krank sind, ist es ratsam von dem Spielen eines Videospieles abzusehen, bis Ihr Körper sich regeneriert hat!
- Stellen Sie sicher, daß Sie Videospiele in einer hellen Umgebung und einem gesunden Abstand zum Bildschirm spielen!

[EPILEPSIE-WARNUNG]

Bitte lesen Sie dies bevor Sie mit dem NEOGEO POCKET-System spielen!!

- Die geistige Wahrnehmung von gewissen blitzenden Lichtmustern, grellen Lichtmustern oder hörbaren Schallmustern, welche im Allgemeinen in unserer alltäglichen Umgebung zu finden sind, können betrachtet oder gehört bei einem kleinen Teil der Bevölkerung zu epileptischen Anfällen führen. Sollten Sie Epileptiker sein, konsultieren Sie bitte erst Ihren Arzt bevor Sie Videospiele spielen! Menschen, welche bisher keine Erfahrung mit Anfällen hatten, haben womöglich eine bisher unerkannte Neigung zu epileptischen Anfällen. Sollen Sie irgendwelche der nachfolgenden Symptome während des Spielens mit Videospielen bei sich oder anderen bemerken, konsultieren Sie bitte sofort Ihren Arzt: unkontrollierte Muskelzuckungen, Hörstörungen, Sehstörungen, geistige Verwirrung, Desorientierung, Krämpfe und Zuckungen!

GREETINGS!

Thank you for your purchase of this NEOGEO POCKET HANDHELD GAME SYSTEM software cartridge. Before you begin, be sure to read through this user's manual and learn how to play the game properly for extended gaming entertainment.
Keep this user's manual in a safe place.

*The duplication and rental of this software cartridge is strictly prohibited without the expressed permission of SNK Corporation.
*Along with this user's manual, refer to the user's manuals for the main unit of the NEOGEO POCKET HANDHELD GAME SYSTEM and all peripheral units to be used with this software game cartridge.



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USING THE JOYSTICK & BUTTONS

Basic commands for the NEOGEO POCKET when playing this game are listed below.

WITH THE BALL

Joystick Athlete movement/direction of passes and shots

A button Short pass (tap button)/Long pass (push down button; length of passes change by two phases according to the length of time the button is depressed)

B button (In opponent's field) Shoot/(In own field) Clear shot

* The height of shots change based on the length of time buttons are depressed.

OPTION button Pause (Stops game play)/Mid-play athlete substitution

* For detailed commands, see pp. 26 to 30.



WITHOUT THE BALL

Joystick Athlete movement

A button Charge

B button Sliding

OPTION button Pause (Stops game play)/Mid-play athlete substitution

* For detailed commands, see pp. 26 to 30.



OTHER TIMES (Soccer Shop, etc.)

Joystick Cursor movement (Selection of items, etc.)

A button Setting items and commands/Scrolling messages (by pressing the button when the ▽ mark appears during conversations.)

B button Cancel (to cancel settings made by pressing the A button)/Change screens (calls up the previous screen)

OPTION button Short cuts (to cut from the Athlete Data screen to the Soccer Shop)



* The Soccer Shop Menu screen is shown above (See p. 43).

BEGINNING GAME PLAY

After the Opening Demo screen, push the A button when the Title screen appears. Choose one of the three games listed below. Move the joystick up and down to select a game and push the A button.



■SINGLE

Choose the desired team and play against a CPU team in a one-game only match. (See pp. 12, 13.)

■2P PLAY

Using the separately sold NEOGEO POCKET LINK CABLE, two players play against each other in a competition match. (See pp. 14 and 15.)

■STORY

Players select one of the 16 teams appearing in the "NEOGEO CUP" soccer tournament, and battle their way to the championship. In this game, you win prize money for each victory in matches, and use that money to purchase items and strengthen your team (Refer to p. 16 and the following pages for details).

PLAYING SINGLE GAMES

In this game, select one of the 16 teams and play a single game with the CPU (computer). The outcome of the game does not affect the Story mode results.

Beginning Single Games

Select a team on the Game Select screen with the joystick and push the A button. Next, select an opponent in the same way by moving the joystick and pushing the A button. Then, when the Meeting screen appears, move the joystick up and down to select "KICK OFF" and push the A button to begin the game. Note that on the Meeting screen you can select playing formations and starting members. (See pp. 20 to 22 for more details on the Meeting screen.)

Game Rules

- Single games have a three-minute first half and a three-minute second half for a total of six minutes of play.
- When the second half finishes in a tie, the game will be judged as a draw (there is no overtime play).
- There is no accumulation of yellow cards. However, if two yellow cards are given in one game, an athlete will be ejected.

- There are no suspensions of athletes resulting from game ejections. Athletes are only banned from playing the single game that is in session.
- If five athletes on a team are ejected for fouls, the game is judged as a forfeit.
- If a game is judged as a forfeit, the team loses by a score of 0 to 5.

When the game ends...

After the game ends and results are displayed, a screen will appear asking if you want to play again. Choose one of the options shown below by moving the joystick up and down, then push the A button.

- YES..... Select an opponent and begin another game.
- NO..... Return to the Title screen (Game Select screen) and select games again.
- CHANGE TEAM..... Select your team and the opponent team again.



Beginning 2P Play Games

In this game, using a separately sold NEOGEO POCKET LINK CABLE, two players can play a 2P play (BATTLE) game. These games do not affect the Story mode results.

Start Preparations

Things to Prepare

• NEOGEO POCKET Main Unit	2 units
• "NEOGEO CUP '98" software cassette	2 cassettes
• NEOGEO POCKET LINK CABLE for NEOGEO POCKET	1 cable

Connect two NEOGEO POCKET main units with the NEOGEO POCKET LINK CABLE, check to see that software cassettes in both main units are correctly inserted, and turn on the units.

Beginning 2P Play Games

When the first player (P1 side) and second player (P2) each choose a team with the joystick on the Team Select screen and push the A button, a message confirming selections will appear. At this time, when both players select "YES," the sending of data will begin. When data is sent and the notification message appears, push the A button. When the Meeting screen appears, if each player selects "KICK OFF" by moving the joystick up and down and pushing the A button, the game will begin. Note that formations and starting athletes can be selected on the Meeting screen. (See the Meeting Screen section on pp. 20 to 22.)

Game Rules

- Single games have a three-minute first half and a three-minute second half for a total of six minutes of play.
- When the second half finishes in a tie, the game enters overtime.
- Overtime lasts three minutes.
- If the score is still tied when the overtime period ends, the game is judged as a draw (There is no PK Battle).
- There is no accumulation of yellow cards. However, if two yellow cards are given in one game, an athlete will be ejected.
- There are no suspensions of athletes resulting from game ejections. Athletes are only banned from playing the battle game that is in session.
- If five athletes on a team are ejected for fouls, the game is judged as a forfeit.
- If a game is judged as a forfeit, the team loses by a score of 0 to 5.

When the match ends...

After the game ends and results are displayed, a screen will appear asking if you want to play again. Move the joystick up and down to select "YES" or "NO" and push the A button.

(WARNING)
Data cannot be exchanged between 2P PLAY and STORY communication play modes.

WHAT'S THE "NEOGEO CUP"?

STORY GAME

No way, pal! The "NEOGEO CUP" is a tournament in which 16 teams who have won regional preliminaries throughout the world clash to decide who is the number one team in soccer.

What's so special about the "NEOGEO CUP?" Thanks to the consideration of the "NEOGEO CUP Organization Committee," any of the participating countries have the chance to walk away with the championship by increasing athlete abilities with various items. These items reduce the differences in team abilities and increase thrills during matches.

To buy these items, players receive prize money from the "NEOGEO CUP Organization Committee" based on match results during the tournament. Each team uses this prize money to increase its athletes' abilities and strengthen teams. Which team will be number one?

BEGINNING STORY GAME PLAY

Select the STORY GAME on the Title screen to call up the two menu options shown below. Move the joystick up and down to select a menu and push the A button.



■START

Lets you begin the story game play from the beginning. Select a team to use and push the A button, then enter the main character's name (your name). Select letters with the joystick and push the A button. Push the B button to return to the previous letter and re-enter it when you make a mistake. After all entries have been made, select "OK" and push the A button.

■CONTINUE

This menu is added when data is saved during the story game play, allowing games to be continued from where game play was suspended. To delete saved data, select "START" to begin a new game and then save data. The previous data is deleted, and new data is stored in the memory. (For saving methods, see p. 33.)

SELECTING MODES

When a team is selected and a name is recorded, the Mode Select screen will appear. There are six modes in the Story Game play, and because each mode is represented with an icon on the screen, move the joystick left and right to select one, and push the A button.



"NEOGEO CUP" Mode (For One Player)

A mode wherein 16 countries, including your team, battle for the world championship. Playing matches in this mode allows you to earn prize money. To play in this mode, select the Victory Cup icon. For match play, 16 teams are divided into four groups to conduct a one match round-robin preliminary tournament, and the two top teams of the preliminaries appear in the finals to play for the championship.

"TEST MATCH" Mode (For One Player)

A mode consisting of a single game against an opponent selected from the 16 teams appearing in this game. To play this mode, select the 1P icon. This mode is ideal for practice.

"VS-MATCH" Mode (For Two Players)

A mode enabling competition with a friend's team using the separately sold NEOGEO POCKET LINK CABLE. To play this mode, select the VS icon. When you win a competition, your team's popularity increases, and competition results are saved as records in the "TEAM STATUS" mode. (See pp. 47, 48.)

"TEAM STATUS" Mode (For One Player)

A mode for changing formations and starting athletes, and equipping athletes with items. To enter this mode, select the Notebook icon. Take a shortcut to the Soccer Shop by pushing the OPTION button when the Athlete Data screen is displayed in this mode. This mode also allows you to view team records (See p. 48).

"SOCCER SHOP" Mode (For One or Two Players)

A mode to purchase items or trade items with a friend using the separately sold NEOGEO POCKET LINK CABLE. To enter this mode, select the Spike (Shoe) icon (See p. 43).

"SAVE DATA" Mode (For One Player)

A mode to save game data. To enter this mode, select the Floppy disk icon (See p. 33).

PRE-GAME SETTINGS

In this game, the Meeting screen is displayed before matches. During meetings, it's possible to change formations and starting athletes, change athlete items, and see the data of opposing teams. Move the joystick up and down to select items and push the A button.



▲Meeting screen

■KICK OFF

When this item is selected, game play begins.

■STATUS

Select this item to select formations and member athletes and see athlete data. For detailed commands, see pp. 21 and 22.

■DATA

Permits the viewing of opposing team data when this item is selected.

Selecting Formations

By selecting "STATUS" on the Meeting screen, the Formation Select screen is displayed. Move the joystick up and down to select a formation, and push the A button. When a formation is selected, the screen scrolls right to display the Member Select screen. When returning to the Meeting screen, push the B button on the Member Select screen and after calling up the Formation Select screen, push the B button again.



Selecting Starting Athletes

Push the A button on the Formation Select and the screen will scroll right to display the Member Select screen. Select athletes you want to change with the joystick and push the A button. Next, select the athletes displayed in "RSV (Reserve)" that you want to put into the game with the joystick and push the A button. Push the B button to return to the Formation Select screen.



Viewing Athlete Data

Select an athlete whose data you want to see with the joystick when the Member Select screen is displayed, and push the A button twice to call up the athlete's data screen. When this screen is displayed, it's possible to change items and see athlete parameters. For fitting athletes with items, see p. 42. Push the B button to return to the Member Select screen.



* In Single Games and 2P Play Games, these items are not displayed on the Member Select screen.
* Changing an athlete with the joystick right and left.

NEOGEO CUP RULES

- Games are played based on the fundamental rules of soccer.
- Up to three athletes can be substituted during games.
- Athletes ejected from the game with red cards cannot be replaced.
- Fouls award the opposing team with a free kick.
- Fouls committed within a team's own penalty area award the opposing team with a penalty kick.
- Intentional fouls (sliding from behind, etc.) will receive the following warnings:

Yellow Card

Two yellow cards presented during the same game result in an athlete's ejection from the game (as with a red card). An accumulation of three cards will result in suspension from the next game.

Red Card

If a red card is presented, the athlete is ejected from the game at that point and suspended from the next two consecutive games.

- If the game is not decided in the time limit, the game will go into overtime. However, in preliminary games, there is no overtime and the game will end in a draw.
- Overtime games will follow a "Golden Goal" rule, or sudden-death format (the match ends when either team scores a goal first).
- When the game is still undecided in overtime play, a five-athlete PK battle will begin.
- When the game is still undecided after the five-athlete PK battle, teams will alternately take penalty kicks to decide a victor.
- If five athletes on a single team are prohibited from playing (by a red card or an accumulation of three yellow cards), the game is ruled a forfeit.
- If a game is ruled as a forfeit, not only can the team not receive prize money, the team records a 0 to 5 loss.
- In this game, the off-side rule does not apply.

READING THE GAME SCREEN



1. Player team athlete
2. Opponent team athlete
3. Name of athlete being manipulated
4. Remaining time for the game
5. Ball
6. Outside pass cursor

OFFENSE COMMANDS

Commands when an athlete has possession of the ball are described below.

Dribble

Dribbles in the direction the joystick is moved.

Cutback (180° Turns)

During dribbles, move the joystick in the opposite direction the athlete is moving to perform a cutback move.

Dash Dribble

During a cutback, move the joystick in a different direction to make a momentary dash dribble.

Short Pass

Tap the A button briefly to make a short pass (ground pass) in the direction the joystick is being pressed.

Long Pass

Push down on the A button to make a long pass (flying pass) in the direction the joystick is moved. The distance of the pass will vary by two phases based on the length you press the button.

Feint Pass

During a pass motion, change the direction of the pass with the joystick to make a feint pass.

Shoot

In the opponent's field, push the B button to shoot in the direction the joystick is moved. The height of shots will vary based on the length the button is pressed.

Feint Shot

During a shoot motion, change the direction of the shot with the joystick to make a feint shot.

Clear Shot

With possession of the ball in your own field, push the B button to kick the ball toward the opponent's field. By moving the joystick left and right, select the distance of the clear shot.

Curved Shots

The moment the ball is kicked, move the joystick left or right while the ball is flying to curve the ball in the direction selected.

DEFENSE COMMANDS

Commands when an athlete does not have possession of the ball are described below.

Charge

Push the A button to stick out an athlete's foot in the direction that the joystick is pushed and attempt to steal the opponent's ball. This will not be ruled as a foul.

Sliding

Push the B button to slide in the direction the joystick is pushed and attempt to steal the opponent's ball. However, sliding from behind an opponent can easily become a foul.

LOOSE BALL COMMANDS

Commands when neither team has position of the ball are described below.

Heading Shots

Push the B button timed to meet balls flying high in the opponent's field and make heading shots. The angle of shots changes with the length the button is pressed.

Volley Shot

Push the B button timed to meet balls flying low in the opponent's field and make volley shots.

Trap Blocks

Push the A button timed to meet flying balls without touching the joystick and make various trap blocks corresponding to the height of the ball.

RESTART COMMAND INSTRUCTIONS

Methods for restarting play when the ball goes out of bounds or after play is stopped by a penalty are listed below.

Throw In

Determine the direction of the throw with the joystick and push the A or B button to throw the ball. A button: Normal throw in. B button: Long throw in.

Corner Kick, Free Kick, Goal Kick

Determine the direction with the joystick and push the A or B button to kick the ball.

Penalty Kick

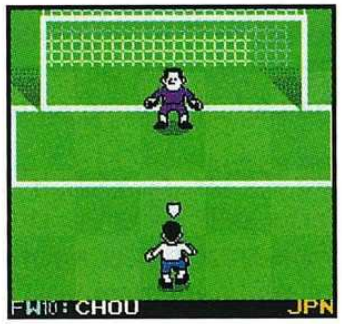
After the whistle, determine the course of the ball with the joystick and push the B button to shoot in the direction selected.

ATHLETE CHANGE-OFFS

To substitute athletes during play, push the OPTION button when there is an occasion to restart play (throw ins and goal kicks, etc.). Match the cursor to "CHANGE" with the joystick and push the A button to call up the Meeting screen and substitute athletes. For changing athletes, see pp. 20 and 21.

PK BATTLES (PENALTY KICK WARS)

In the NEOGEO CUP mode of the story game play, for final tournaments only, a 5-athlete PK Battle will begin if the game is not decided in overtime matches. And if the game is not decided after the five athletes have taken their turns to kick, athletes will take penalty kicks alternately until the game is decided. Note that you can control the goal keeper in PK Battles.



Kicker Commands

❶ When the kicker, goal keeper, and ball are positioned, the whistle will blow.

❷ Select the course of the kick with the joystick and push the B button to kick the ball in the selected direction.

Goal Keeper Commands

❶ When the kicker, goal keeper, and ball are positioned, the whistle will blow.

❷ Before the ball is kicked, select a direction to jump with the joystick, and the goal keeper will jump in that direction to catch the ball (if you choose the right direction, that is!).

PRIZE MONEY

In the NEOGEO CUP mode of the story game play, the Prize Money screen will be displayed after a game to allow the acquisition of prize money. The amount of prize money will vary based on game results.



■PRIZE (Game Bonus)

You will receive prize money after a match is played. The more you score in a match, the bigger the amount of prize money you'll receive.

■WIN BON (Win Bonus)

Money received when a match is won. The amount of prize money will vary according to the difference in level with the opponent team.

■SCORE BON (Score Bonus)

An amount of money received according to the points scored. This bonus is not received if a game is lost.

■LOST PTS (Lost Penalties)

The amount of money deducted according to goals scored by the opposing team. This amount is not deducted if a game is lost.

■FOUL PTS (Foul Penalties)

The amount of money deducted according to the number of yellow and red cards received during a game. This amount is not deducted if a game is lost.

■TOTAL

Calculates the total amount of the five types of bonus prize money and displays the amount a player actually receives.

SAVING DATA

Select the Floppy Disc icon on the Mode Select screen and push the A button to call up the Save screen. Move the joystick up and down to select an item and push the A button.

■RETURN

Return to the Mode Select screen.

■SAVE

After saving current game data, game play is resumed.

■SAVE & QUIT

After saving current game data, the power will go off and the game is ended.



ATHLETE PARAMETERS

In this game, each athlete has his own variety of parameters. These parameters determine an athlete's individuality and ability. Parameter values have 16 levels from 0 to 15 and can be raised with certain items.

Fielder Parameters

STM (STAMINA)	Represents the strength for a game. The higher this value, the longer the athlete will play. When stamina is used up, all of the athlete's abilities will decrease.
SPEED	Represents athlete speed. The higher this value, the faster the athlete's movements.
TEC (TECHINIQUE)	Represents ball-keeping ability. The higher this value, the more difficult it is for opponents to steal the ball.
KICK	Represents the ability to shoot and make clear kicks. The higher this value, the more the distance of kicks increases.
PASS	Represents the speed of passes. The higher this value, the faster the passing speed will be.
HEAD (HEADING)	Represents the strength of air battles. The higher this value, the greater the range that an athlete can head the ball.
TAK (TACKLE)	Represents tackling skill. The higher this value, the faster that the athlete can slide and the lower the percentage of a foul being called.
JUDGE	Represents the speed of judgment. The higher this value, the better the athlete moves.

Special Goal Keeper Parameters

CATCH	Represents the ability to catch balls. The higher this value, the higher the percentage of the goalie catching balls.
JUMP	Represents the ability against balls that are loose after centering, etc. The higher this value, the wider the range that a ball will be stopped.
JUDGE	Represents the response time against shots. The higher this value, the better the response toward oncoming balls.

* In addition to these, there are STM, KICK, and PASS parameters.



ITEMS

Items can be acquired by buying them at the Soccer Shop or during game events. Items can be fitted on athletes using the Athlete Data screen and athletes can be equipped with a maximum of two items.

What Are Items?

Items are soccer equipment that raise athlete abilities. By equipping athletes with items, increase their abilities and strengthen the team.

Types of Items

Items are widely divided into 10 types. Within these, there are seven types of items for fielders and three for goal keepers.

ITEM TYPE	ATHLETE
SPIKES	FIELDER
PANTS	
LEGGERS	
STUDS	
SOCKS	
BANDANAS	
ACCESSORIES	
GLOVES	GOAL KEEPER
CAPS	
SHIRTS	

Item Effects

Items have a dual effect: they raise certain parameters while at the same time lowering others. For example, as the speed is raised by a certain amount, technique will decrease. Consequently, it is necessary to decide which abilities are necessary or unnecessary according to your preferences, so buy the necessary and suitable items to achieve your goals.

Item List



SPIKES	
THROWAWAY	Fall apart when used once for a game
WILD BOAR	Increases speed (but decreases technique)
RATS	Increases speed (but decreases kick strength)
ROCKETS	Increases speed (but decreases tackle strength)
CHARGE	Increases speed (but decreases pass strength)
OSTRICH	Increases speed (but decreases heading strength)
CHEETAH	?????????
??????	?????????
????????	?????????
????????	?????????

PANTS



BAGGY	Increases technique (but decreases speed)
SWAN	Increases technique (but decreases kick strength)
MONKEY	Increases technique (but decreases tackle strength)
SELFISH	Increases technique (but decreases pass strength)
CLOWN	Increases technique (but decreases heading strength)
???????	?????????
???????	?????????
????????	?????????

LEGGERS



GLASS	Disposable leggers for one game only
CARAPACE	Increases kick strength (but decreases speed)
CANNON	Increases kick strength (but decreases technique)
BURNING	Increases kick strength (but decreases tackle strength)
POWER	Increases kick strength (but decreases pass strength)
HEAVY	Increases kick strength (but decreases heading strength)
???????	?????????
?????????	?????????
????????	?????????
???????	?????????

STUDS



IRON	Increases tackle strength (but decreases speed)
ARMADILLO	Increases tackle strength (but decreases technique)
SHARK	Increases tackle strength (but decreases kick strength)
FURY	Increases tackle strength (but decreases pass strength)
METAL	Increases tackle strength (but decreases heading strength)
????????	?????????
?????????	?????????
????????	?????????

SOCKS



TARGET	Increases pass strength (but decreases speed)
PIPE	Increases pass strength (but decreases technique)
SNIPER	Increases pass strength (but decreases kick strength)
DANGER	Increases pass strength (but decreases tackle strength)
LIGHTNING	Increases pass strength (but decreases heading strength)
?????????	?????????

BANDANAS



FROG	Increases heading strength (but decreases speed)
GUTS	Increases heading strength (but decreases technique)
THIN	Increases heading strength (but decreases kick strength)
VIOLENCE	Increases heading strength (but decreases tackle strength)
CONDOR	Increases heading strength (but decreases pass strength)

ACCESSORIES



STAMINA	Increases stamina
FLASH	Increases judgment
FEATHER	Lets you avoid injury once
DEVIL	?????????
GENTLEMAN	?????????
??????	?????????
???????	?????????
???????	?????????
???????	?????????

GLOVES



OCTOPUS	Increases catch strength (but decreases jump strength)
SPIDER	Increases catch strength (but decreases judgment)

CAPS



HUSTLE	Increases judgment (but decreases catch strength)
CLEVER	Increases judgment (but decreases jump strength)
?????????	?????????

SHIRTS



SPRING	Increases jump strength (but decreases catch strength)
PROPELLER	Increases jump strength (but decreases judgment)
????????	?????????

■Outfitting of Items

❶ First call up the Athlete Data screen (see PRE-GAME SETTINGS, pp. 20 to 22)

❷ 2. Select either of the two mounting spaces (the section where item names, pictures, and effects are displayed) by moving the joystick up and down, and push the A button. An item window will open over the other mount space. (Push the B button to close the window and return to the original state.)

❸ Select the item to outfit the athlete inside the item window with the joystick and push the A button. By outfitting the athlete with the item, the item window will close and the screen will turn to normal.

- Move the joystick left to right to skip three items at a time.
- Select REMOVE to take items off athletes.



* You cannot change to outfit items during the game.

SOCCER SHOP

Select the Spike icon on the Mode Select screen and push the A button to call up the Soccer Shop screen.

■When Buying Items

❶ Select "BUY" on the Soccer Shop screen with the joystick and push the A button to call up the Item Menu screen.

❷ Decide on the item to be taken to the sales area with the Item Menu. Select the item type with the joystick and push the A button. The Item Purchase screen (Item Selling screen) will be displayed.

❸ Select an item with the joystick and push the A button to buy items. Also, match the cursor to the arrow mark on the screen and move the joystick in the direction of the arrow to move to the next Item Purchase screen.

■When Selling Items

❶ Select "SELL" on the Soccer Shop screen with the joystick and push the A button to call up the Item Sell screen.

❷ Select an item with the joystick and push the A button to sell the item.

* For trading items, refer to the ITEM TRADE section, pp. 44 to 45.

ITEM TRADE

In this game, it's possible to trade data with a friend using the separately sold NEOGEO POCKET LINK CABLE.

❶ First, Link Two NEOGEO POCKET Main Units Together

After connecting two NEOGEO POCKET main units together with the NEOGEO POCKET LINK CABLE, turn both of them on. Next, select "CONTINUE" on the Title screen displayed on each unit and push the A button. Then, when each player has entered the Soccer Shop, both players must select "ITEM TRADE" and push the A button. Subsequently, the "CONNECT THE LINK CABLE" message will be displayed, after which a message will appear asking whether its okay to save data. Select "OK" and push the A button to make preparations for trading items. Selecting "NO WAY!" at this time ends the item trade.

❷ Learn Item Data

When data is saved, the Item List is displayed. The item list on the left side shows your items and the list on the right shows your friend's items. By simply matching the cursor to the item you want to see, by moving the joystick up and down, the item information is displayed at the bottom of the screen. Move the joystick left and right to move back and forth between both of the lists.

❸ Selecting Items for Trade

After looking at both lists and cutting deals, begin to trade! Select items for trading and push the A button (however, only one item can be traded per trading session). The color of the item selected will change.

❹ Trading Items

When each player selects an item, it's time to trade (before trading begins, the "WAIT A MOMENT" message appears). When the pictures of both items are displayed, players are asked, "TRADE THE ITEMS?" When both player selects "OK," trading is carried out. If either selects "NO WAY!", trading is canceled.

❺ When Trading Is Completed...

When trading is completed, players will be asked whether they want to trade items again. To trade again, select "ONCE MORE." If either player selects "QUIT," trading will be ended.

EVENTS

In the NEOGEO CUP mode of the story game play, various events occur in which players can get items, raise their team's popularity, and take items.

For example, these kind of events...

Event 1 The Mysterious Trader Appears

A mysterious trader appears in the locker room to sell a team rare items.



Event 2 The Enigmatic Scientist

A suspicious scientist appears to increase the power of players' items.



Event 3 Enter, A Thief

A thief is frequenting the locker room, stealing items from athletes.



VS MATCH PLAY

In the story game play, compete with friends using a NEOGEO POCKET LINK CABLE. Methods on conducting VS Match games are listed below. When playing VS Match games, note that it is necessary to insert a NEOGEO CUP '98 PLUS cartridge in both of the NEOGEO POCKET main units.

1. Connect two NEOGEO POCKET main units with the separately sold NEOGEO POCKET LINK CABLE.
2. Turn both NEOGEO POCKET main units on.
3. Select "CONTINUE" in the story game and push the A button.
4. When the Mode Select screen is displayed, select the "VS MATCH" mode and push the A button.
5. For further commands, see the PRE-GAME SETTINGS section (pp. 20 to 22).

Team Popularity

By winning a VS Match game, a team's popularity increases. Because items with high ability become easier to acquire at the Soccer Shop when popularity increases, do your best to raise team popularity by beating all oncomers!

VIEWING GAME RECORDS

Select the Notebook icon on the Mode Select screen and push the A button to call up the Team Data Selection screen and view the results in the story game play and VS Match game results.

When You Want to See the results in the story game play...

Select "NC-RESULTS (NEOGEO CUP RESULTS)" with the joystick and push the A button to see the number and percentages of appearances and victories, etc. To return to the previous screen, push the B button.

When You Want to See VS Match Game Results...

Select "VS-RESULTS (VS-MATCH RESULTS)" with the joystick and push the A button to see the number of people and victories played against so far and VS MATCH results, etc. To return to the previous menu, push the B button; and to see VS MATCH data by individual, push the A button. Move the joystick left and right to change individual VS MATCH Data screens.

[Deleting Individual VS MATCH Data]

During Individual VS MATCH Data screens, move the joystick up and down to select data you want to delete and push the A button. Because a window will open over the selected data, select "DEL (DELETE)" in this window and push the A button once again to delete data and return to the previous screen. Select "RET (RETURN)" within this window to return to the previous screen without deleting data.

TEAM INTRODUCTIONS

The 16 teams appearing in the NEOGEO CUP are listed below.

WESTERN EUROPE
- ENGLAND
- FRANCE
- GERMANY
- SPAIN
- ITALY
- HOLLAND

NORTH AMERICA
- U.S.A
- MEXICO

ASIA
- JAPAN
- KOREA

EASTERN EUROPE
- CROATIA
- YOGOSLAVIA

SOUTH AMERICA
- BRAZIL
- ARGENTINA

AFRICA
- CAMEROON
- NIGERIA