

Microsoft International Football 2000 Player's Guide

GOOOOAL!

International Football 2000 recreates all the excitement and challenge of international football competition on your computer. This player's guide covers all the features of International Football 2000 including game modes, configuration, team management, and advanced customisation options.

The guide is divided into the following sections:

- Game Basics – menu navigation and pre-game configuration
- Game Modes – game modes including league and competition play
- In-Game Controls – player controls and in-game actions
- Team Management – team management and strategy
- Game Customisation – team and player editing features

For more information about the game including late-breaking configuration and troubleshooting help, see the product readme located in the International Football 2000 program group.

For additional support information, see the support.doc file located in the International Football 2000 program group, or visit the International Football 2000 web site at:

<http://www.microsoft.com/sports/soccer2000/>

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PART 1: GAME BASICS

Main Menu Options

Use the main menu options to access different parts of International Football 2000.

MENU OPTION	FUNCTION
New Friendly	set up a single match between two teams
Preset Friendly	recall a preset friendly match
New Competition	set up a new competition, league, or campaign game
Saved Competition	recall a saved competition
Training	access training field
Game Settings	adjust game settings and configure hardware

You can learn more about the different play options in part two of this guide, "Understanding Game Modes," on page 8 of this guide.



TIP: Press Esc on the keyboard at any time to return to the main menu.

Navigating Menus

Moving from screen to screen is accomplished by clicking the navigation buttons located at the bottom of each screen with your mouse. Depending on the screen, one or more of the following icons are available:

ICON	FUNCTION
➔	advance to next screen
➔	back to previous screen
💾	save profile, competition, or preset friendly
🎮	load controller profile
➔ ➔	return to main screen
👤	access team management screen
🔄	switch players
✓	accept all changes
✗	reject all changes

Configuring Your System

Before playing International Football 2000 for the first time, you need to specify the graphics adapter and screen resolution for playing the game. If you want to change these settings in the future, open the Display Configuration shortcut in the International Football 2000 program group.

After you have started the game, you should adjust the game settings to obtain the best in-game performance and to configure controller and audiovisual options.

TO ADJUST GAME SETTINGS

- From the main menu, click Game Settings.

Click ✓ at any time to accept your changes. If you make a mistake, click ✕ to cancel.

Difficulty

Select this menu option to adjust overall game difficulty levels to suit your level of play.

DIFFICULTY SETTING	DESCRIPTION
Game Speed	controls overall game speed
Pressure	controls the amount of pressure applied by a computer opponent on your team

Try reducing the game speed if you are having difficulty following the action. If you feel that the computer opponent is not giving you a chance to control the ball, try reducing the pressure.

Controllers

Select this menu option to review controls or to remap game controller buttons and keyboard keys to game actions. For joysticks and game pads, you can create and save different controller profiles for future use.

CONTROLLER OPTION DESCRIPTION

Keyboard	remap keyboard controls
Game Controller	remap game controller controls
Edit Profiles	create or edit controller profiles

TO REMAP A GAME PAD, JOYSTICK, OR OTHER GAME CONTROLLER

1. From the Controller Configuration screen, click Game Controller. The button assignments for the current controller are displayed. If you have more than one controller plugged in, click the arrow buttons at the top of the screen to select a different controller.
2. Once you have selected a controller, click an action, then press a button on your controller to assign the action to that button. Repeat until all actions are assigned to a control.
3. Click ✓ to save your new mappings.

TO REMAP THE KEYBOARD

1. From the Controller Configuration screen, click Keyboard. The current key assignments for the keyboard are displayed.
2. Click an action, then press a key to assign the action to that keystroke. Repeat until all actions have been assigned a key.
3. Click ✓ to save the new mappings.

International Football 2000 provides preset controller mappings for several popular game controllers. You can quickly apply the mappings to your controller using a controller profile.

TO REMAP A GAME CONTROLLER USING A PROFILE

1. From the Controller Configuration screen, click Game Controller. The button assignments for the current controller are displayed. If you have more than one controller plugged in, click the arrow buttons at the top of the screen to select a different controller.
2. Once you have selected a controller, click to load a profile.
3. Select a profile. Click the name of a profile from the list shown.
4. Click ✓ to save the new mappings.

If you have a different controller type or prefer to move in-game actions to different buttons on your controller, you can also create new controller profiles that can be recalled for future use.

TO CREATE A NEW CONTROLLER PROFILE

1. From the Controller Configuration screen, click Edit Profiles.
2. Click the arrow buttons at the top to locate a blank or existing profile entry to modify.
3. Once you have found a profile entry, click an action, then press a button on your controller to assign the action to that button. Repeat until all actions are assigned.
4. Click the profile title to change its name. Type a name for the profile, then press ENTER.
5. Click ✓ to save your new profile.

Visuals

Select this menu option to control in-game visual effects. Settings that are greyed-out cannot be changed using your current graphics adapter.

VISUAL SETTING	DESCRIPTION
Lighting	toggles lighting effects on or off
Sky	toggles textured or non-textured sky
Shadows	sets level of detail for player and stadium shadows
Pitch	toggles textured or non-textured playing field
Transparency	toggles transparency effects on or off
Auto Detail	toggles Auto Detail or Low Detail modes
Crowd	toggles crowd detail high or low
Texturing	toggles texture maps on or off
Visual Effects	toggles all environmental visual effects on or off

View the image on the right to preview the results of your choices. In most cases, reducing details or disabling features will improve frame rates at the expense of image quality.

Audio

Select this menu option to set sound levels.

AUDIO SETTING	DESCRIPTION
Master	controls overall level of all game sounds
Music	controls level of pre-game music
Commentary	controls level of in-game commentary
Sound Effects	controls level of game sound effects
Speaker Mode	controls the sound output mode and quality



TIP: You can also adjust audio levels from the in-game menu.

Advanced

Select this menu option to enable hardware acceleration of Direct3D-supported visual effects. Options that are greyed-out cannot be changed on your current graphics adapter.

HARDWARE OPTION	DESCRIPTION
Gamma	controls gamma level of visuals
Trilinear Filtering	toggles trilinear filtering on or off
Fogging	toggles fog transparency effects on or off
Hardware Sky	toggles hardware-rendered sky on or off
VSync	toggles synchronization of screen refresh with monitor refresh on or off
Antialiasing	toggles hardware-assisted antialiasing features on or off
Advanced Blending	toggles advanced blending features on or off
Video Frame Buffer	toggles hardware frame buffer on or off

In most cases, you should enable hardware-acceleration of all supported features unless you experience problems with image quality or game stability. See the readme located in the International Football 2000 program group for additional graphics troubleshooting tips.

PART 2: UNDERSTANDING GAME MODES

Friendly Matches

A friendly is a single match played between two teams. International Football 2000 lets you set up a match between two international teams with up to eight human players playing in competitive or co-operative modes. For each match, you can specify different game settings to create the perfect match conditions.

TO PLAY A NEW FRIENDLY

1. From the main menu, click New Friendly to display the Select Teams screen.
2. Use the Select Teams screen to choose your teams. The relative strengths of each team's defence, midfield, and attack is also shown. Click the arrow buttons to scroll through the list of available teams, then click the flag of each team that will play in the match. To continue, click ➡ to set the Game Options.

3. Click the icons to cycle through the different game options. To continue, click ➡ to Assign Controllers.
4. Assign game controllers to a team by dragging a controller icon from the centre of the screen to the area under each team's flag. You can also aim the directional control on your game controller to one side to assign the controller to a team. Once the controllers are assigned, click ➡ to start the match.

Game Options

Before a match, you can customise game rules and the playing environment for the match. The following options can be set on the Game Options screen:

GAME OPTION	DESCRIPTION
Weather	controls weather conditions
Time of Day	adjusts time when match is played
Extra Play	controls extra play options
Camera	changes camera view
Offsides	toggles offsides on or off
Duration	adjusts real-time duration of half
Stadium	changes stadium for match



TIP: You can also adjust camera views from the in-game menu.

The Extra Play option determines how games are resolved if the score is tied after regulation time. The following choices are available:

Extra Time – Adds thirty minutes of extra-time divided into two halves. If the score is still tied at the end of extra time, the match is a draw.

Penalties – Decides the game using a penalty shootout. Five rounds are played where each team has the opportunity to take a penalty kick. The team with the most goals after five rounds is deemed the winner. If the score is still tied after five rounds, the shootout changes to sudden-death format where the game is decided on a round-by-round basis until a victor emerges.

Golden Goal – Adds up to thirty minutes of extra-time divided into two halves. If a team scores, the match is over. If the score is still tied at the end of extra time, the match is a draw.

During a game, the referee keeps track of time lost due to play stoppages, delay tactics, or injuries. The referee adds this time to the end of each half as *stoppage* or *injury time*.

You can also combine different extra play options to decide your match. For example, Golden Goal followed by penalty kicks is often used during knockout tournaments.

Using Presets

Once you find a set of teams and options you like, International Football 2000 allows you to save the options to a preset friendly. Use a preset friendly to quickly start playing with a minimum of pre-game configuration.

TO SAVE A PRESET FRIENDLY

1. Set up a New Friendly and set your Game Options.
2. On the Game Options screen, click Save to display a list of available preset slots.
3. Click the arrow buttons to locate an empty preset location or an existing preset to overwrite.
4. Click ✓ to save the preset.
5. Click ← to return to the Game Options screen.

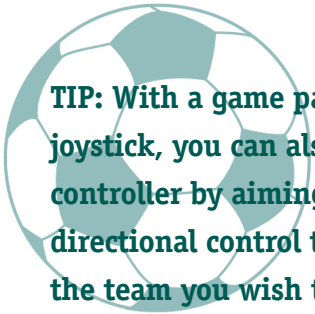
TO LOAD A PRESET FRIENDLY

1. From the main menu, click Preset Friendly to display the list of available presets.
2. For each preset, the teams and game options are listed. Click the arrow buttons to scroll through the available presets.
3. After you have located a preset, click ➡ to assign controllers as usual.

Controller Configuration

International Football 2000 supports a variety of game controllers including USB devices. You can assign up to eight controllers allowing you to play with others both competitively and cooperatively. Be sure to connect any controllers you wish to use to your PC before starting International Football 2000.

Before each match, you need to assign controllers to the teams you wish to control.



TIP: With a game pad or joystick, you can also assign a controller by aiming the directional control towards the team you wish to control. To set control options, press any button on the controller after it has been assigned.

TO ASSIGN A CONTROLLER

1. On the Assign Controller screen, drag a controller from the centre to the team you want to control.
2. Right-click on a controller to display the Controller Options. The following options can be set for each controller:
 - Shoot mode** – Toggles between different shot aiming modes.
 - Assisted timing** – Toggles assisted timing on or off. When enabled, the computer helps you time one-touch passes, headers, and kicks.
 - Auto player switch** – Toggles automatic player switching on or off. When enabled, the computer automatically switches control to the player nearest the ball.
3. Click Exit from the Control Options menu to assign more controllers. Repeat steps 1 and 2 until all controllers are assigned.

Competitions

An international competition brings together teams from around the world for a series of matches to determine a champion. International Football 2000 lets you play in any one of the following competitions:

INTERNATIONAL CUP

The International Cup is a competition involving thirty-two teams from around the world. Initially, teams are randomly distributed into eight groups of four teams. The competition is divided into two phases: round-robin play and single game knockout. During the round-robin portion, each team plays once against every team in their group. Three points are awarded for a win and one point for a draw.

At the end of round-robin play, the top two teams by virtue of point totals advance to the second round of competition.

In the case of ties, the team with the highest positive goal differential moves on. If the goal differential is the same, the team

with most goals scored moves on. If the teams are still tied, the team that has allowed the fewest goals is the higher-ranked team.

During the second and subsequent rounds, the competition proceeds in a knockout format whereby only the winner of a match advances to the next round.

Play continues until two teams remain. The winner of the last game is crowned International Cup Champions.

EUROPEAN QUALIFIERS

The European Qualifiers competition pits the countries of Europe against one another to determine sixteen teams that will play in the European Finals. The Netherlands and Belgium automatically qualify for the finals. To determine the fourteen other finalists, forty-nine teams across Europe are grouped into nine preset divisions. A round-robin tournament follows until each team has played every team in its division twice – once at home and once away. Three points are awarded for a win and one point for a draw.

At the end of round-robin play, each of the division winners qualifies for the finals. Another spot in the finals is reserved for the best second place team across all divisions. This is determined by looking at each second-place team's record against the first-, third-, and fourth-place team. The team with the highest point total is granted a spot in the finals.

In the case of ties during round-robin play, the team with the highest positive goal differential moves on. If the goal differential is the same, the team with most goals scored moves on. If the teams are still tied, the team that has allowed the fewest goals is the higher-ranked team.

To determine the last four finalists, the eight remaining second-place teams play a single knockout round with the four winners advancing to the finals.

EUROPEAN FINALS

The European Finals is a competition similar to the International Cup but involves sixteen European countries that have qualified for the finals. Qualifying teams are first divided into one of four groups. The competition begins with round-robin play to determine the top two teams in each division.

In the case of ties, the team with the highest positive goal differential moves on. If the goal differential is the same, the team with most goals scored moves on. If the teams are still tied, the team that allows the fewest goals advances to the knockout rounds.

The competition continues in knockout format for subsequent rounds until only one undefeated team remains: the European Champion.

KNOCKOUT

Knockout play lets you create your own competition involving up to sixteen teams of your choice. The winners of each match go on to play in subsequent rounds until only a single undefeated team remains.

LEAGUE

International Football 2000 supports league competitions that let you choose the teams and rules used for the league. League competitions are played in round-robin format whereby each team plays every other team twice – once at home and once away. Three points are awarded for a win and one point for a draw.

At the end of round-robin play, the team with the highest point total is crowned the league champions.

In the case of ties, the team with the highest positive goal differential is the winner. If the goal differential is the same, the team with most goals scored is the winner. If the teams are still tied, the team that allows the fewest goals in the winner.

Configuring A New Competition

International Football 2000 provides several pre-configured competitions for you to play. You can also create your own customised knockout tournament. For each competition, you can choose the number of human-controlled teams and the default game options.

TO SET UP AN INTERNATIONAL CUP, EUROPEAN QUALIFIERS, OR EUROPEAN FINALS

1. From the main menu, click New Competition.
2. The following standard competitions are available:
 - International Cup** – Compete against a field of thirty-two teams to determine the world champions.
 - European Qualifiers** – Compete against other European countries to qualify your team for one of the sixteen spots available in the European Finals.
 - European Finals** – Compete against sixteen finalists and lead your team to the European Championship.Click the name of a competition to continue.
3. Set the number of human teams. Click the arrow buttons to specify the number of human-controlled teams. Up to eight human-controlled teams can be specified.
4. Choose human-controlled team(s). Click the arrow buttons to scroll through the list of available teams and click the flags of the team(s) to control. After selecting your teams, click ➡ to set Game Options. The computer randomly chooses other teams that will participate in the competition.
5. Click the icons to cycle through the different game options. After setting game options, click ➡ to display the playoff groupings.

TO SET UP A KNOCKOUT COMPETITION

1. From the main menu, click New Competition.
2. On the New Competition screen, click Knockout.

3. Set the total number of teams in the competition. Click the arrow buttons to select 2, 4, 8, or 16 teams for the competition.
4. Set the number of human teams. Click the arrow buttons to specify the number of human-controlled teams. Depending on the total number of teams in the competition, up to eight human-controlled teams can be specified.
5. Choose human-controlled team(s). Click the arrow buttons to scroll through the list of available teams and click the flags of the teams to add.
6. After selecting your teams, click ➡ to set Game Options. The computer randomly chooses other teams that will participate in the competition.
7. Click the icons to cycle through the different game options. After setting options, click ➡ to display the playoff bracket screen.


TO SET UP A NEW LEAGUE

1. From the main menu, click New Competition.
2. Click League to continue.
3. Select the total number of teams in the league, up to a maximum of eight teams.
4. Select the number of human-controlled teams in the competition.
5. Choose human-controlled team(s). Click the flags of the team(s) that will be controlled by human players.
6. After selecting your teams, click ➡ to set Game Options. The computer randomly chooses other teams that will participate in the competition.
7. Click the icons to cycle through the different game options. After setting options, click ➡ to display the league standings screen.

Saving and Loading a Competition

After setting up a new competition, it is a good idea to save the competition.

TO SAVE A COMPETITION

1. Click  to save your competition.
2. Click the name of the location to save the competition.
3. Type a name for the competition and press ENTER.

International Football 2000 lets you save up to eight competitions of a given type allowing you to play multiple competitions concurrently.

You can continue a saved competition by clicking Saved Competition from the main menu.

TO LOAD A SAVED COMPETITION

1. From the main menu, click Saved Competition.
2. Choose the type of competition to load. Click a competition type to continue.
3. Click the name of the competition to load. The saved competition will continue from the point it was saved.

Managing a Competition

Competitions contain one or more rounds of play using round-robin or knockout formats. With International Football 2000, you can easily manage several competitions simultaneously.

ROUND-ROBIN PLAY

For the International Cup, European Qualifiers, and the European Finals, the first round of the competition involves a type of round-robin play to determine teams that advance to the next round. In International Cup and the European Finals, the top two teams in each division will advance to the next round of the playoffs. For the European Qualifiers, the top team in each division qualifies followed by five of the nine second-place teams as determined using the format described on page 12.

Next Match

	P	W	D	L	GF	GA	GD	Pts
Bulgaria	1	1	0	0	2	1	1	3
Nigeria	1	1	0	0	2	1	1	3
Paraguay	1	0	0	1	1	2	-1	0
Spain	1	0	0	1	1	2	-1	0

Group 4

During round-robin play, the standings screen displays the current group standings along with goal statistics.

Click the arrow buttons to view the current standings in the different groups. Human-controlled teams are highlighted in yellow.

TO SIMULATE ROUND-ROBIN MATCHES

- From the standings screen, click ➡. The computer automatically generates results for all non-human matches and updates the standings.

When a match involving a human team is encountered, the computer highlights the two teams that are scheduled to play. Click ➡ to assign and configure controllers, then play your match as you normally would.

After playing the match, the computer automatically updates point totals and goal statistics for the teams in the standings screen.

To complete round-robin play, continue simulating and playing games until all teams have played each team in their group once. The teams that advance to the next round of play are determined by the rules for the competition being played.

KNOCKOUT PLAY

In knockout rounds or competitions, the only objective is to win your match. If a match remains a draw after regulation play, thirty minutes of extra time is played in an attempt to determine a winner. If the tie-breaking goal is not scored during regulation play, a penalty shootout determines the winner.

During knockout play, the playoff bracket screen displays the current playoff match-ups.

Teams that will play each other are paired together in the bracket. Human-controlled teams are highlighted in yellow.



TIP: This is a good time to save your results. Click [Save] to save the current competition.


Knockout Stage


Romania]		
Colombia]		
Belgium]]
Mexico]]
Azerbaijan]]
Sweden]]
Saudi Arabia]		
Jamaica]		



TIP: This is a good time to save your results. Click  to save the current competition.

TO SIMULATE KNOCKOUT MATCHES

- From the playoff bracket screen, click . The computer automatically generates results for all non-human matches and updates the standings.

When a match involving a human team is encountered, the computer highlights the two teams that are scheduled to play. Click  to assign and configure controllers, then play your match as you normally would.

After playing the match, the computer automatically updates the playoff bracket screen and places the winning team in the next round of competition.

To complete knockout play, continue simulating and playing games until a single undefeated human team remains, or all human-controlled teams are eliminated.

LEAGUE PLAY


During league play, the league standings screen displays the league standings along with goal statistics.




	P	W	D	L	GF	GA	GD	Pts
Nigeria	1	1	0	0	5	2	3	3
Switzerland	1	1	0	0	4	3	1	3
Colombia	0	0	0	0	0	0	0	0
India	0	0	0	0	0	0	0	0
Luxembourg	0	0	0	0	0	0	0	0
Malta	0	0	0	0	0	0	0	0
South Africa	1	0	0	1	3	4	-1	0
Mexico	1	0	0	1	2	5	-3	0


Human-controlled teams are highlighted in yellow.



TIP: This is a good time to save your results. Click  to save the current league.

TO SIMULATE LEAGUE MATCHES

- From the league standings screen, click . The computer automatically generates results for all non-human matches and updates the standings.

When a match involving a human team is encountered, the computer highlights the two teams that are scheduled to play. Click  to assign and configure controllers, then play your match as you normally would.

After playing the match, the computer automatically updates point totals and goal statistics for the teams on the standings screen.

To complete league play, continue simulating and playing games until all teams have played each team in their group once. Three points are awarded for a win and one point for draw. The winner is the team with the highest point total.

Campaign Competitions

In addition to round-robin and knockout competitions, International Football 2000 supports a special “campaign-style” competition mode where you must play a series of matches in succession. Only by successfully winning a match or tournament can you proceed to the next stage.

TERRITORIES CUP

Play a series of tournaments based on geographical regions in the world. Your goal is to win each region’s tournament using a team from the region. Each tournament is played in league format with standard tiebreaker rules. Like standard tournaments, you can specify rules and environmental options for each tournament.

You must win a region’s tournament before you can move on to the next area. To win the Territories Cup campaign, you must advance to the last region and win the final tournament.

CLASSIC MATCH

Replay critical moments of the greatest matches in football history and attempt to re-enact or rewrite history. Only by successfully completing the match objectives can you move on to subsequent games. Unlike standard matches, you cannot change the game options before a match.

To win the Classic Match competition, you must achieve the objectives of every match.

TRAINING MODE

Practise makes perfect! Hone your football skills on the training field using the Training mode. Practise player control, passing, and shooting skills using a variety of football drills designed to improve your in-game performance.

TO START THE TRAINING MODE

1. From the main menu, click Training. The Choose Controller screen is displayed.



2. Aim your directional control to one side to activate it for the training session. Click ➡ to display the Training Menu.



TIP: Press Esc at any time to display the Training Menu.

From the Training Menu, you can choose to practise one of the following skills:

Shooting

No keeper in the world can stop a perfectly placed shot on goal. Practise your shooting skills from a variety of locations around the goal with up to two defenders and the goalkeeper.

Passing

Passing is a skill that must be mastered to be successful at football. Perform a series of passing drills with teammates with up to three defenders.

Crosses and Headers

Many great scoring opportunities come as a result of well-placed crosses and headers. Improve the accuracy of your crosses and practise the timing of headers in “the box”.

Free Kicks

Free kicks are an opportunity to generate a scoring chance or to move the play up field with a perfect pass to a teammate. Practise your accuracy with this set of drills.

Corners

Like crosses, corner kicks are the source of many great scoring opportunities. Many teams have corner-kick specialists who excel at making the perfect pass into the goalmouth area. Mastering this skill greatly improves your chances of generating quality scoring chances.

Throw-ins

Throw-ins are a less-glamorous, yet important part of a player's repertoire of skills. Maintaining possession and advancing the play are the main objects of a successful throw-in.

6-a-side

After you've improved individual aspects of the game, put everything together by using all your football skills in a six-on-six training match.

TO SELECT A DRILL

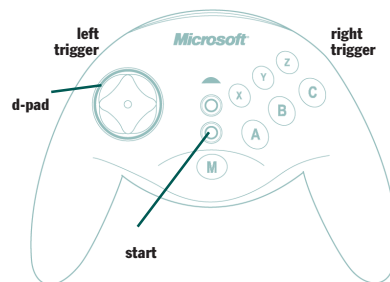
1. Choose a drill. Click the name of a drill to continue.
2. Read the instructions on the training card that appears before each drill to learn more about what to do for each drill and what skills are practised.
3. When the drill is complete, you can practise more or return to the Training Menu to choose another skill to practise.

To change training options, click  from the Training menu.

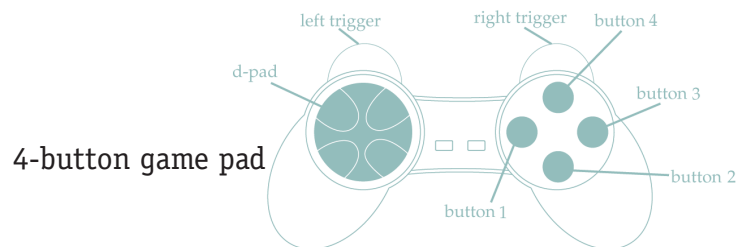
PART 3: IN-GAME ACTION

Player Controls

International Football 2000 lets you control all the action using your game controller or keyboard. In this section, all controls refer to the default button and keyboard mappings. If you are using a custom controller profile, be sure to substitute your remapped buttons or keystrokes for the actions described in this section.



Microsoft SideWinder game pad



4-button game pad

With The Ball

ACTION	SIDEWINDER	4-BTN GAME PAD	KEYBOARD
Move player	d-pad	d-pad	↑ ← → ↓
Pass	A	1	S
Shoot\Clear\Cross	B	2	D
Sprint	right trigger	right trigger (upper)	A

Movement – Use the directional control to move your player. The *control indicator* – a solid, coloured marker displayed below the player's body – identifies the player under control. For a burst of speed, press and hold Sprint. The longer you hold down the control, the longer you must rest the player by releasing the control. You can use Sprint continuously for a maximum of six seconds before the player tires.

TIP: Use Sprint sparingly. Sprinting tires your players and causes your fatigue level to increase more quickly.

Passing – Passes are directed towards the player identified by the *pass indicator* – a hollow, coloured marker displayed below the player’s body. To attempt a pass to a teammate, aim the directional control towards the intended recipient, then press and release Pass to kick the ball towards your teammate. If the pass is successful, control switches to the new player.

Shooting – When shooting, hold down Shoot longer to add more power to your kick. Use the directional control to aim your shot at the goal.

Without The Ball

ACTION	SIDEWINDER	4-BTN GAME PAD	KEYBOARD
Move player	d-pad	d-pad	↑ ← → ↓
Attempt steal /tackle	A	1	S
Slide tackle	B	2	D
Change player	C	3	W
Sprint	right trigger	right trigger (upper)	A

Tackling – Tap either tackle control when your player is close to the player with the ball. Slide tackles are more effective than upright tackles but are more likely to draw a foul. Sliding also takes your player out of the play for a longer period of time than an upright tackle. When attempting an upright tackle, try to position yourself in front of the ball carrier before attempting the tackle. Slide tackles are also less likely to draw a foul if attempted from the side or front of the player with the ball.

Fouls and Bookings – The referee can stop play due to a foul being committed by a player, usually as the result of an unnecessarily rough tackle or challenge. For minor fouls, the referee stops play and the team that was fouled gains a free kick from the location where the foul was committed.

For more serious fouls, the offending player may be booked and given a *yellow card*. If a player acquires two yellow cards in one match, the player is ejected from the game and his team must



TIP: Tackles can increase the injury level of a player. Check your players regularly throughout a match using the in-game menu.

play a man short for the rest of the match. For blatant or exceptionally rough tackles, a player may be given a *red card* and immediately sent off.

Up to four players may be sent off before a team must concede the match.

Changing player control – Tap Change Player to manually switch control to the closest player to the ball carrier. You can also use Change Player to override a switch when the automatic player-switching feature is enabled from the Controller Options menu.

INTERMEDIATE CONTROLS

ACTION	SIDEWINDER	4-BTN GAME PAD	KEYBOARD
Through ball	C	3	W
Low kick	X	4	Q
High kick	Y	left trigger (lower)	E
Control ball	right trigger	left trigger (upper)	Spacebar

Through Balls – A through ball is a pass to a teammate that allows the player to receive the pass “on-the-fly” in the hopes of sneaking behind the opposition’s defence. To attempt a through ball, aim the directional control to move the pass indicator under the intended recipient, then press and release Through Ball to kick the ball towards your teammate.

High and Low Kicks – Use low and high kicks to kick the ball into an area. Use the directional control to aim your kick. Like shooting, the longer you hold down the control, the more power is applied to the kick. High kicks are useful when attempting to make long, pitch-wide passes over the opposing players.

Control Ball – Use Control Ball to maintain possession of the ball. While in possession, hold Control Ball to slow your player and bring the ball under close control. This allows you to maintain possession while manoeuvring through traffic, and makes it more difficult to be tackled.



TIP: Tap High Kick to chip the ball in the direction you aim.

Auto-Positioning – Control Ball can also help you gain possession of a loose ball or to intercept a pass by helping you position your player. When the ball is in the air or being passed to a player, hold Control Ball to have the computer automatically move your player in the path of the ball. If you are successful, your player will trap the ball. You can also use auto-positioning with Pass, Shoot, and Kick controls.

Skill Moves

Once you master the basic and intermediate controls, try some of these advanced moves:

Chesting – While the ball is in the air, position your player under the ball and aim the directional control as the ball reaches the player. The ball will be chested in the direction you aim.

Modifying Kicks – You can modify the height of a shot, pass, or through ball by using the High or Low Kick controls as “modifiers.” While holding down Shoot, Pass, or Through Ball, press High Kick or Low Kick to adjust the height of the kick, then release both controls. For example, to do a high pass, press Pass, then High Kick, and release. The ball will be kicked with a higher arc than a regular pass.

Ball Swerve – When shooting, you can attempt to curve the ball by aiming the directional control away from the goal while Shoot is held down. When you release the control, the ball’s trajectory will curve as it approaches the goal.

One-Touch Passes – To attempt a one-touch pass to another player, tap Pass just as the ball reaches the passer and aim the pass using the directional control. If successful, your player will pass the ball directly to the targeted player without trapping the ball.

Volleys and Headers – You can attempt to volley or head the ball at the goal by holding down Shoot while the ball is in the air to auto-position your player. Release Shoot just when your player receives a pass in the goalmouth area to attempt the volley or header. If the ball is just above the player’s head when you release Shoot, a header is performed. If the ball is below eye-level, a volley is attempted. You can aim your volley or header just as you would a regular shot by using the directional control.



TIP: Successfully performing an advanced move requires a combination of perfect timing and positioning. Use auto-position to help move your player under the ball when attempting skill moves. You can practise your timing and player positioning using the Training mode.

Bicycle Kicks – Bicycle kicks are accomplished in a manner similar to a header, but you must turn your player *away* from the goal before you release Shoot. If your timing and positioning is accurate, your player will attempt the bicycle kick.

Set Pieces

Set pieces are plays that occur after play has stopped due to a ball travelling out-of-bounds or because of a foul.

CORNER AND FREE KICKS

The referee awards a corner kick when a team puts the ball out of play along its own goal line. A free kick occurs whenever an off-side call is made or when a player is fouled outside the penalty box.

TO PLAY A CORNER OR FREE KICK TO AN AREA

1. Use the directional control to aim the kick. Use High or Low Kick to adjust the trajectory of the kick.
2. Press Shoot to kick the ball to the targeted area. Hold Shoot longer to increase kick power. While Shoot is held down, you can move the directional control to curve the ball around any defenders. When you release the control, the ball is kicked.

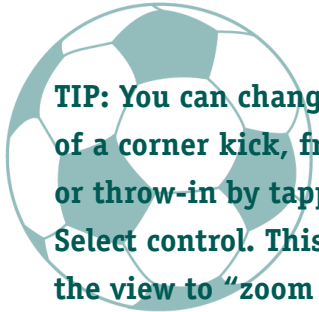
TO DIRECT A CORNER OR FREE KICK TO A PLAYER

1. Tap Change Player until the desired player is highlighted.
2. Use the directional control to move the player into position.
3. Tap Pass to direct the ball to the selected player.

During a free kick, the defending team can form a line of players – called a *wall* – in front of the ball before it is kicked. The size of the wall is dependent on where the free kick is taken. The closer the ball is to the goal, the wider the wall. You can set the position of the wall anywhere on the pitch provided at least twelve yards of free space separates the wall and the ball.

TO MOVE THE WALL

1. Tap Change Player until a player in the wall is highlighted.
2. Use the directional control to move the wall.



TIP: You can change the view of a corner kick, free kick, or throw-in by tapping the Select control. This causes the view to “zoom out” giving you a wider view of the pitch.

TIP: To enable penalty shootouts, choose the Penalties game option before starting the match.

THROW-INS

A throw-in occurs when the ball goes out of bounds along the sidelines. Throw-ins are completed the same way as a corner or free kick, but instead of kicking the ball into play, the player throws the ball in from the sidelines.

PENALTY KICKS

Penalty kicks occur when a player is fouled in the penalty box area in front of the goal, or during a shootout. During a penalty kick, the shooter takes a shot against the goalkeeper from twelve yards out. During a match, if the goalkeeper stops the shot, the ball is in play and regular play continues.

TO PLAY A PENALTY KICK

1. Tap Change Player to choose on which side of the ball to stand.
2. Use the directional control to aim your shot at the net. The shot location can be changed up until the point the ball is kicked, but the later you change the shot location, the less power your shot will have.
3. Tap Shoot to kick the ball. Hold Shoot longer to add more power to your kick. The more power you apply, the less accurate your shot will be.

GOAL KICKS

Goal kicks occur when a team kicks the ball out of bounds behind the opposition’s goal line. Playing a goal kick is similar to playing a free kick.

TO PLAY A GOAL KICK TO AN AREA

1. Use the directional control to aim the kick. Use High or Low Kick to adjust the arc of the kick.
2. Press Shoot to kick the ball to the targeted area. Hold Shoot longer to increase kick power. While Shoot is held down, you can move the directional control to curve the ball. When you release the control, the ball is kicked.

TO DIRECT A GOAL KICK TO A PLAYER

1. Tap Change Player until the desired player is highlighted.
2. Use the directional control to move the player into position.
3. Tap Pass to direct the ball to the selected player.

Goalie Control

During regular play, the computer controls your team's goalkeeper, making saves and clearing the ball whenever appropriate. At times, you will gain control of the keeper and can perform actions similar to any other player.

When your goalkeeper picks up the ball, you have the option of throwing or kicking the ball to a player, or *punting* the ball up the field.

To throw the ball, use the same controls as a throw-in. To perform a punt or kick pass, use the same controls as a free kick. You can also drop the ball by tapping Control Ball on your controller or keyboard. After the ball is dropped, control the goalie like you would any other player on the field. Be careful! Once your keeper drops the ball, opposing players can attempt to steal the ball away and score an easy goal.

DEFENDING PENALTY SHOTS

Defending a penalty shot takes luck and quick reflexes. Before a penalty shot, use the directional control to position the goalie along the goal line. Once the kick is made, you can dive to one side by aiming the directional control and pressing Pass. Stay alert! If you prevent the ball from going into the net on the initial shot, the ball remains in play until cleared out of bounds.

Using the In-Game Menu

Once you are in the game, you can use the in-game menu to change various game options, view match statistics, and manage your team.

TO DISPLAY THE IN-GAME MENU

- Tap the Select action or Esc on the keyboard any time the ball is in play.

IN-GAME MENU	ACTIONS
Game Menu	display match restart and replay options
Options	adjust camera and audio settings
Statistics	display current match statistics
Tactics	adjust team formations and strategies
Substitutions	view player status and perform substitutions

Use the mouse or directional control to navigate the in-game menus.

For more information on using the in-game menu to manage your team during a match, see Section 4, “Team Management” on page 32 of this guide.

ACTION REPLAYS

International Football 2000 lets you review all the in-game action using the Action Replay feature. You can access this feature from the in-game menu.

Action Replay is controlled using one of two modes: Camera mode or Transport mode. To quit the replay, use the Select action on your game controller or press Esc on the keyboard.

Camera Controls

CAMERA ACTION	SIDEWINDER	KEYBOARD
Rotate camera	d-pad	↑ ← → ↓
Zoom In	A	S
Zoom Out	B	D
Toggle Transport Mode	C	W

Use the Camera mode to change the position of the replay camera. You can zoom in on the action and move the camera to any point in space around the ball.

TRANSPORT CONTROLS


TRANSPORT ACTION	SIDEWINDER	KEYBOARD
Toggle Play	A	S
Quick Scan Forward	d-pad right	➔
Quick Scan Reverse	d-pad left	➔
Slow Motion Forward	d-pad up	⬆
Slow Motion Reverse	d-pad down	⬇
Toggle Camera Mode	C	W

Use the Transport mode like you would a VCR. The controls allow you to play back the action at different speeds in forward and reverse directions. Toggle back to Camera mode while the replay is in motion if you want to change camera angles while the


PART 4: TEAM MANAGEMENT

International Football 2000 provides several team management options that allow you to control your team's roster and overall style of play on the pitch. You can access these options during the pre-game set up phase by clicking the Team Management button on the Assign Controllers screen, or from the in-game menu while a match is in-progress.

Pre-Game Team Management

All pre-game management is performed from the Team Management screen accessible from the Assign Controllers screen by clicking the Team Management button .



If you are playing with another human-controlled team, click  at the bottom of the screen to manage the other team.

CHANGING TEAM STRATEGY

Before a match, you can alter your team's strategy by changing tactics and formation settings. The current settings are displayed in the upper right part of the screen. To change your tactics and formation, click the arrow buttons to cycle through the available choices. As you change your formation, the formation display updates to give you a visual indicator of the positioning of your players.

CHANGING THE STARTING LINEUP

Each player on your team is displayed on the left side of the screen along with his position and player number. Move the mouse cursor over a player's name to display his football skills in the lower right part of the screen. If the player is in the starting lineup, a spinning marker on the team formation diagram indicates their position.

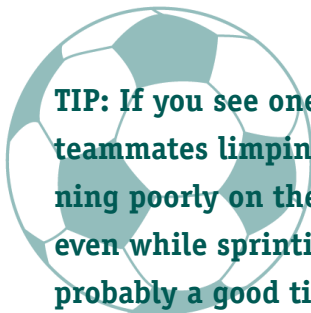
To make a lineup change, click the name of the player to replace, then click the name of the player to substitute in. To make the switch, click the Swap Players button. The new player will start the game in the position of the substituted player. If you select two players already in the starting lineup, their field positions are swapped.

In-Game Team Management

In-game management options are accessed from the Tactics and Substitutions areas of the in-game menu.



If you are playing against another human-controlled team, click the arrow next to the team flag to manage the other team.



TIP: If you see one of your teammates limping or running poorly on the pitch even while sprinting, it is probably a good time to make a substitution.

CHANGING TEAM STRATEGY

You may want to alter your team strategy to reflect changing match conditions or to counter the moves of the opposing manager.

From the in-game menu, click the Tactics button to display the tactics and formation settings. To change your tactics and formation, click the arrow buttons to cycle through the available choices. Once you have made your choices, close the in-game menu to return to the match with the management settings.

SUBSTITUTING PLAYERS

During a match, you may need to make changes to your lineup if your players become fatigued or injured. You can make up to three substitutions per match in a competition match or up to five substitutions in a friendly. Once a player is taken out of the match, he cannot return.

From the in-game menu, click the Substitutions button to display your players. Players in the left column are currently in the game. Bench players are listed on the right. Move the mouse over a player's name to view his statistics along with current injury and fatigue levels. Higher levels indicate a greater degree of injury or fatigue.

To make a substitution, click the name of a starting player, then click the name of the player to substitute in. An arrow appears between the two players that will be swapped. If you make a mistake, click the name of the first player again to cancel the substitution. Once you have confirmed your changes, close the in-game menu to return to the match. The substitution is made during the next stoppage in play.

Understanding Team Strategy

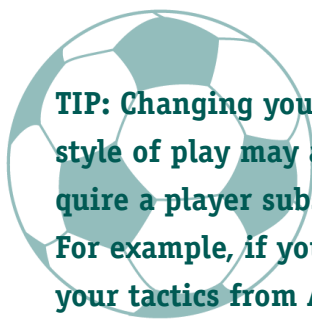
As the coach, you have the ability to set your team's strategy using a combination of team tactics and formations. Changing your team's strategy can have a dramatic effect on their on-field performance. This section describes the different strategic options you have available when managing a team.

Team Tactics

A team's overall style of play is specified using a particular *team tactic*. The team tactic determines how the players move on the field and how they interact with one another. For example, if you wanted to generate more scoring chances, you could choose an Attacking tactic that emphasizes ball movement into the attacking area.

The following table describes each of the team tactics available in International Football 2000.

TACTIC	DESCRIPTION
Balanced	Strikes a balance between attacking and defensive tactics. Use this strategy if you are unsure of an opponent's tactics or your team's overall level of ability.
Total Attack	An aggressive, end-game tactic whereby the entire team attempts to move the ball up field to generate scoring chances. Try this strategy when your team is a goal behind and the match is in its late stages.
Total Defend	When this tactic is used, players tend to stay in the defensive area to provide a strong defensive line. Favouring defensive strength above generating scoring chances, this end-game strategy is effective against teams that play a strong, attack-oriented game. This tactic is also effective when protecting a lead late in the game.
Pressure	A zone-oriented tactic characterized by close marking of the opposition's players according to the position of the ball. Use this tactic against a poor ball-handling team to gain possession of the ball by pressuring the opposing player to make a bad pass. Using this tactic may result in breakaways for the other team if a successful forward pass is made.
Counter-Attack	When this tactic is used, players attempt to move the ball quickly up field after a turnover using quick passes thereby catching the opposition's defenders off-guard. This is a good tactic to choose if you have quick forwards who can rush behind the opposition's defensive line, or against strong attacking teams since it concentrates on drawing the opposition's defence forward.



TIP: Changing your team's style of play may also require a player substitution. For example, if you change your tactics from Attacking to Defending, you may want to use players who have high tackling or strength ratings.

Offsides	A zone-oriented tactic that makes defenders move up field with the play, thereby causing the opposition to withdraw or risk being caught offside. This tactic tends to cut-off the opposition's forwards from the play and generates more turnovers. The risk with using this strategy lies with the possibility of your defenders being caught too far forward resulting in a breakaway for the opposing team.
Attacking	A tactic whereby most players stay in the midfield or attacking areas to generate scoring chances. This is a good tactic to choose if your team has skilled forwards and midfielders.
Defending	A defence-oriented tactic whereby most players stay in the midfield or defensive areas to prevent scoring chances. Use this tactic if you want to play a more conservative game.

Total Attack, Total Defend, and Offsides tactics are specialized strategies that should be used sparingly or in end-game situations.

Team Formations

Formations are identified by a series of numbers that describe the general arrangement of players on the pitch from the defenders out to the forwards. For example, a 4-4-2 formation would use four defenders, four midfielders, and two forwards.

The following table describes the different formations available in International Football 2000:

FORMATION DESCRIPTION

3-5-2	A formation that favours attacking tactics where midfield strength is important. Your team's defenders must be very strong to use this formation since they need to cover a large area of the defensive area.
4-4-2	A popular formation that distributes players evenly on the pitch. You can use this formation successfully with a wide range of team tactics. This formation is especially effective if you have two quick outside wingers or if you want to play a possession-oriented game.
4-5-1	A defence-oriented formation that emphasizes midfield and defensive area strength.

4-3-3	A modification of the 4-4-2 formation that moves a midfielder up to the forward line. Use this formation when you want to press the attack without sacrificing all your defensive area coverage. Also effective when used in conjunction with a “long-ball” strategy.
5-3-2	A very strong, defence-oriented formation that puts five players in the defensive area. A good formation for playing possession-oriented games.
2-5-3	The most aggressive, attack-oriented formation available. The opposition defence must contend with three forwards supported by five midfielders. Using this formation is risky as your defenders are extremely vulnerable to any counter-attacks that break through the midfield area. A popular formation used in the first half of the century, it is rarely seen in modern football today.
4-2-4	A formation that emphasizes long passes from the defenders to forwards into the attacking area. This formation is effective if you want to play a “long-ball” game by lobbing passes over the opposition midfielders.

In addition to a standard arrangement, variations of each formation are also available. In most cases, a variation simply staggers one or more of the forward, midfield, and defensive lines and gives your team a different look on the field.

Some variations of standard arrangements involving a roving player – also called the *libero* or *sweeper* – who plays deep in the defensive area in front of the goalkeeper. For example, a popular variant of the 5-3-2 formation is the 1-4-3-2 formation that drops one of the defenders back to act as a deep-lying sweeper between the defensive line and keeper. Other variants similarly use a roving player between the defensive line and the midfield to act as a *centre back* or *stopper* who is primarily responsible for winning balls in the air and disrupting the attack in the defensive midfield.

Team Management Tips

Although you are free to choose to use any formation with any tactic, certain tactics are more effective when paired with a particular formation. For example, if you choose an Attacking tactic, you would likely want to use a formation that emphasizes midfield and forward strength, such as 4-3-3 or 3-5-2.

The following table ranks the suitability of a particular formation to the team tactics available in the game:

	3-5-2	4-4-2	4-5-1	4-3-3	5-3-2	2-5-3	4-2-4
Total Attack	△△	△△	△	△△△	△	△△△	△△
Attacking	△△△	△△	△	△△△	△	△△△	△△
Offsides	△△△	△△	△△	△△	△△	△△	△△
Counter-Attack	△△	△△	△	△△△	△△	△△	△△△
Balanced	△△	△△△	△	△△	△	△	△
Pressure	△△	△△△	△△	△△	△	△△	△
Defending	△	△△	△△△	△△	△△	△	△
Total Defend	△	△△	△△	△△	△△△	△	△

△ = poor △△ = good △△△ = ideal

The skill of your players can also help you choose a style of play. If necessary, make roster changes or substitutions to get the right players into the game. For example, if you have a team with defenders that possess good passing skills, an aggressive attack-oriented strategy would be a Counter-Attack or Attacking tactic paired with a 4-2-4 formation. This would allow your defenders to lob passes over the midfield and into the attacking area.

Another good way to manage your team is to first determine your immediate in-game objectives. This helps you determine a suitable in-game tactic. Once you've narrowed down your tactical options to one or two choices, try to determine the formation being used by the opposition. After you've determined the opposition's formation, you can determine a suitable counter-formation and tactic.

If you want to play a defensive game, a good rule of thumb is to choose a formation that gives you an equivalent or greater number of players in the defensive area followed by the midfield.



TIP: Formation variants can be effectively paired with tactics that suit the standard formation.

For example, if your opponent uses a 4-2-4 formation, a 4-5-1 or 5-3-2 formation would be a good counter-formation since you would not be at a numerical disadvantage in the defensive area. Pairing this formation with a defence-oriented team tactic would be a good strategy.

If you want to create scoring opportunities, choose a formation that gives you a numerical superiority in the attacking or midfield areas. For example, if the opposition uses a 4-4-2 formation, try countering with a 4-3-3 or 2-5-3 formation along with an attack-oriented team tactic. This would give you a good attack-oriented strategy.

Ultimately, don't be afraid to experiment with different tactical and team formation combinations!

PART 5: CUSTOMISING TEAMS

Editing Players and Teams

International Football 2000 lets you modify teams and players using the built-in player and team editor. In addition to editing players on any preset team, you can create your own team, complete with custom uniforms. Any teams you create are available for any future competitions or matches you set up.

For additional support on creating and customising teams for International Football 2000, be sure to visit the product web site at <http://www.microsoft.com/sports/soccer2000/>.

EDITING A STANDARD TEAM

If you are editing a standard team, you can edit the names and appearance of players on the team using the player edit feature.

TO EDIT A PLAYER

1. From the main menu, click Game Settings. The Configuration screen appears.
2. Click Edit Standard Teams to edit an existing team.
3. Click the flag of the team to edit. Use the arrow buttons to scroll through the list of available teams.
4. Click the Edit Players button to display the Edit Player screen.



5. Click the Change Player buttons to choose a player to edit.
6. To change the player's name, click the current name and type in a new name. Press **ENTER** to save the new name.
7. To change a player's appearance, click the appearance change buttons to cycle through a list of available faces.
8. Click ✓ to save your changes.

If you want to edit more than one player on a particular team, repeat steps 5-7 until all your changes are done.

EDITING A CUSTOM TEAM

If you want to create a new team, complete with customised uniforms for both players and the goalkeeper, you can edit a custom team.

TO EDIT A TEAM

1. From the main menu, click Game Settings. The Configuration screen appears.
2. Click Edit Custom teams to display the Edit Team screen.



3. Use the Change Team buttons to choose a custom team location.
4. To change the team name, click the current name and type in a new name. Press **ENTER** to save the new name.

5. Click the player type box to change the uniform to edit. You can create unique uniforms for the goalkeepers and players on your team.
6. Change the colours and patterns of the uniform by selecting a coloured box with the mouse and holding down the mouse button. While the button is held down, move the pointer over a colour in the pop-up palette, then release the mouse button to choose a colour. Repeat this procedure until the changes are complete.
7. Click ✓ to save your changes.

After you have saved your team uniform appearance, you can edit the roster of your custom team as you would a standard team by clicking the Edit Players button on the Edit Team screen.

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