

1. GAME DESCRIPTION

1 — 1 GAME FLOW

1. Purchase a Starter Pack

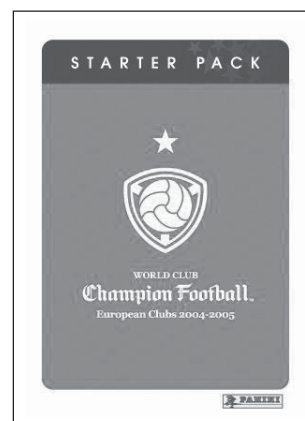
The Starter Pack contains the minimum set of cards necessary to play the game.

Included in the starter pack:

Player Cards	11 cards
IC Card	1 card
Card Sleeves	11 cards
Game Instructions	1 manual

Notes:

- The IC Card is referred to as the "Club Team Card (Club Card)".
- An IC Card that was used with "WCCF 2002-2003" can also be used for this version.



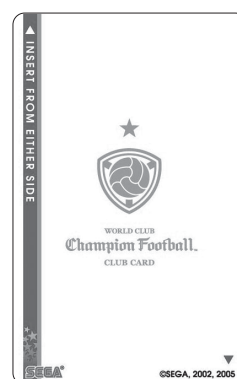
Starter Pack

2. Choose a satellite station and insert a Club Team Card

The Club Team Card is a contract-less IC Card.

Data for up to 16 players can be stored on 1 Club Team Card.

Note: Do not remove the Club Team Card during gameplay.



IC Card (Club Team Card)

3. Register team manager

Before play begins, players must register a manager.

- ① Enter the manager's name
→ Enter a name (12 characters or less).
- ② Enter the manager's date of birth

With these steps, manager registration is complete.

Note: Once entered, manager data cannot be changed.



Manager contract screen



Manager name entry screen



Manager D.O.B. entry screen

4. Create club team contract

To create a club team contract, follow the directions below.

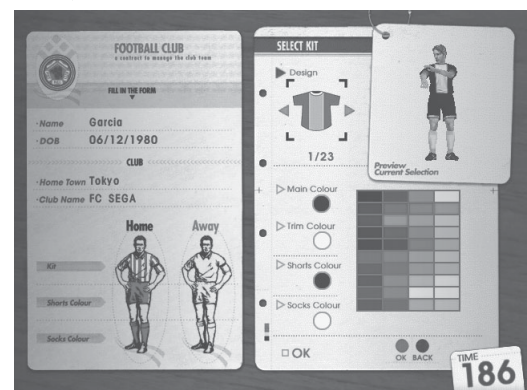
- ① Choose the team's home town.
→ Pick from cities around the world.
- ② Enter the team name.
→ Enter a name (12 characters or less).
- ③ Edit Home Kit
→ Design (pattern)
→ Main colour
→ Trim colour
→ Shorts colour
→ Socks colour
- ④ Edit Away Kit
→ Design (pattern)
→ Main colour
→ Trim colour
→ Shorts colour
→ Socks colour



Hometown selection screen



Team name entry screen



Home & Away Kits edit screen

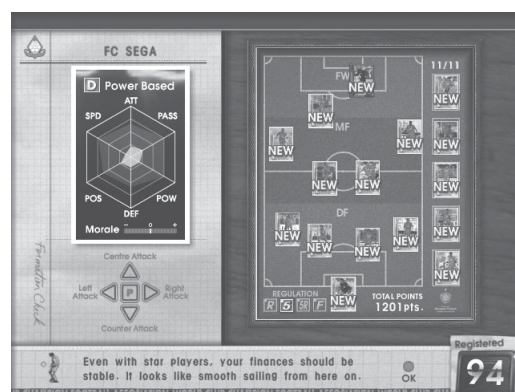
- ⑤ Select the team badge.
 - Design (pattern)
 - Crown/ribbon Yes/No
- ⑥ Place Player Cards on the pitch to register them with the team.
- ⑦ The registered players will appear in the kit you created.
- ⑧ Now the manager is in charge of an original club team.

Notes:

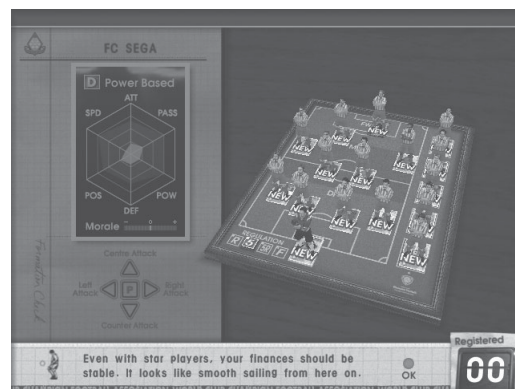
- If there is already a team on the Club Team Card, the game will skip this contract mode.
- If only manager data exists on the card, the game will begin from the club team contract section.



Select badge screen



Player registration screen



Player registration confirmation screen



Manager assignment screen

5. Enter game with the following steps

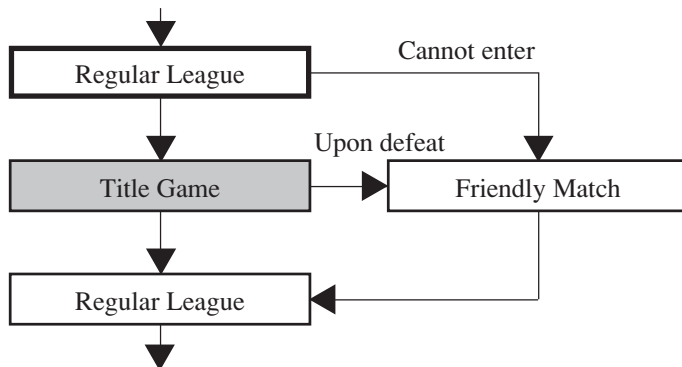
There are league games and title games.

Regular League: A league game (7 in total).

(1st Division/2nd Division) A match against a player of the same ability.

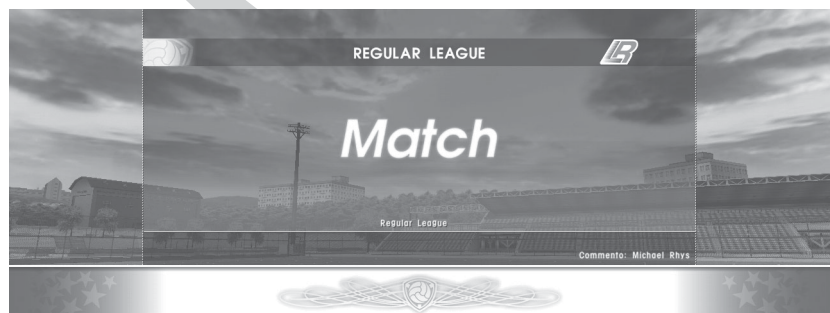
Title Game: Depending on the tournament, entry conditions may exist.

Friendly Match: For those who do not meet the conditions for a title game. This mode allows selection of the opponent.



Titles:

- Pre-season Cup
- Enterprise Cup
- King's Club Cup
- Title Holder's Cup
- Continental Cup
- National Super Cup
- Continental Super Cup
- Japan Trophy
- Champion's Trophy
- International Club Championship
- U-5R Championship



◆ With each Title Game (including the Regular League), the manager's worth (salary) changes.

◆ Friendly matches do not increase the manager's salary, but gives the team a chance to practice.

6. Entry conditions

Regular League Point Calculations

● Win: 3 pts ● Draw: 1 pt ● Loss: 0 pts

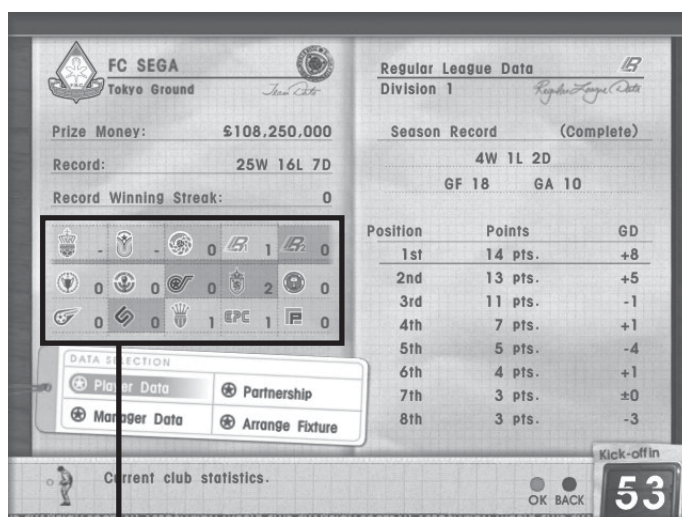
Notes:

- In the Regular League, ranking is determined by number of points. If two teams have the same number of points, goal difference is used to determine their respective rankings.
- Places 7 and 8 in the Regular League 1st Division are relegated, and places 1 and 2 in the Regular League 2nd Division are promoted.

Entry conditions are listed below.

Title Name	Condition
Pre-season Cup	None
Enterprise Cup	None
King's Club Cup	None
Title Holder's Cup	None
Continental Cup (*)	Higher than 6 th in Regular League 1 st Division
National Super Cup (*)	Won King's Club Cup
Continental Super Cup (*)	Won Continental Cup
Japan Trophy (*)	Won Champion's Trophy
Champion's Trophy (*)	Higher than 4 th in Regular League 1 st Division
International Club Championship	1 billion yen or more in earnings
U-5R Championship	Regulations U-5R

(*): Lose the right to re-enter after winning the tournament.
If entry conditions are met again after losing the right to enter, another right to enter can be obtained.



Team data screen

- ◆ Rights to enter each tournament can be checked before the match.
Regular League standings can also be checked from the team data screen.
(Note: The 2 top-left tournaments are not available.)

7. Team Management

Team management provides understanding of the team's current condition and allows training to be carried out.



Team management screen



Management menu screen

(1) Training

Team parameters can be raised through training, improving the ability of the team as a whole.

(2) Communication

By meeting with the players face-to-face, it is possible to increase their motivation and improve communication, and set the position in the game or change a player's number.

(3) Team Data

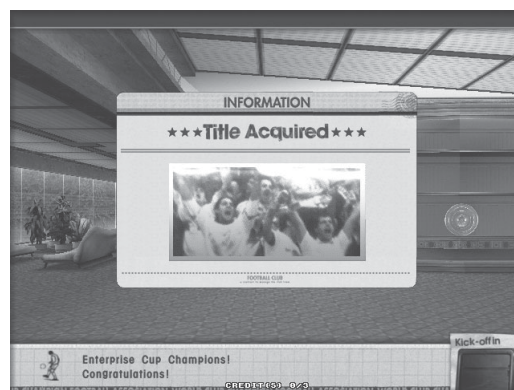
This mode allows you to see an overall snapshot of your team's condition.

See record of earnings, win/loss record, titles won, etc.

View team consensus, player and manager data, or retire a manager.

(4) Player Registration

Change the registered players.



Championship Won event

(1) Training

It is possible to create many different teams from the same basic data, depending on the training you carry out.

The types of training and the parameters that increase are shown below.

Attack	Increase attacking skill
Defence	Increase defensive skill
Passing	Improve possession time
Possession	Increase effectiveness of tackles
Speed	Increase speed
Power	Increase power
Training Match	Improve teamwork
Day Off	Increase motivation

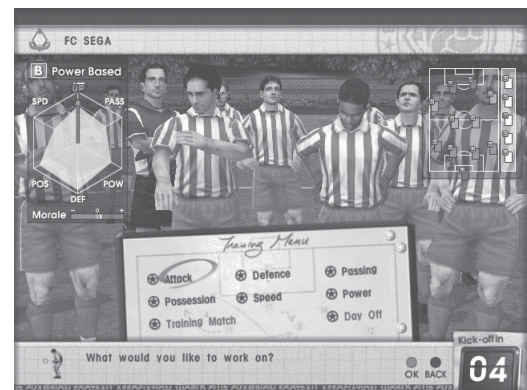
Note: Special training menus are unlocked when certain conditions are met.



After selecting "Training", first adjust team formation and strategy settings.

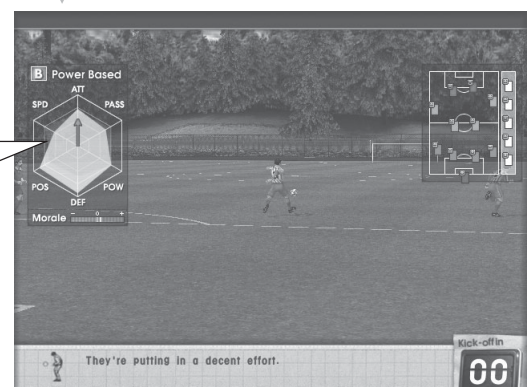


Formation check screen



Practice menu screen

After completing the training session, the corresponding parameters increase. The amount the parameters increase is random, but decreases with repetition of the same type of training, and also depends on the manager's abilities.



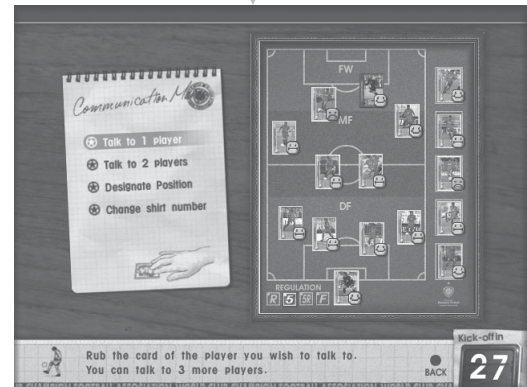
Practice screen

(2) Communication

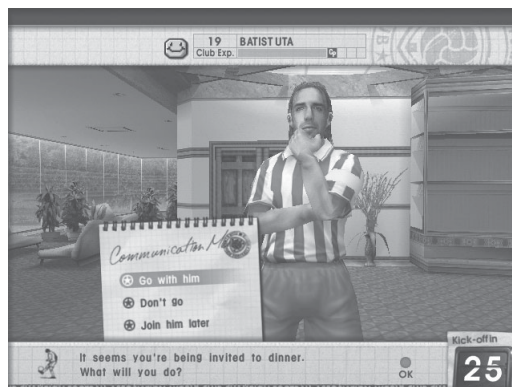
Communicate with players.

- Talk to one player.
Talk one-on-one with a player to increase his motivation.
- Talk to two players.
Talk to two players at the same time to improve their partnership.
- Set positions.
Designate a captain, free-kick, corner kick, or penalty kicker.
- Change a player's shirt number.
A jersey number can be changed freely.

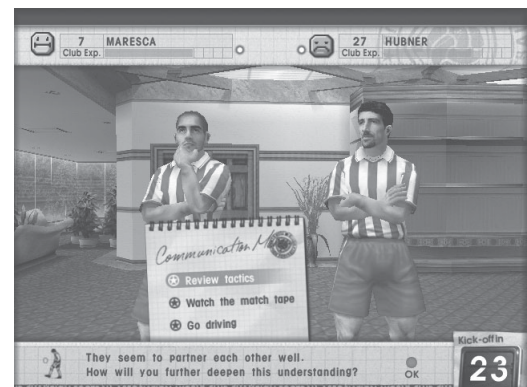
Note that bad advice may have a negative effect on a player's morale.



Communication selection screen

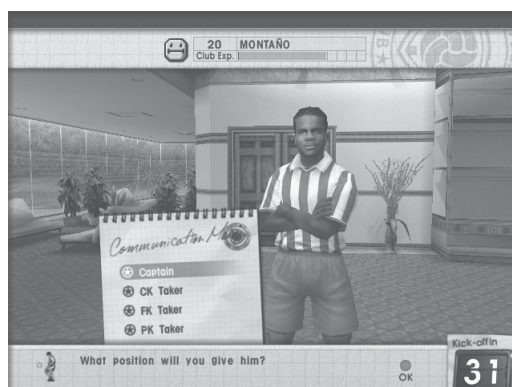


Talk to one player

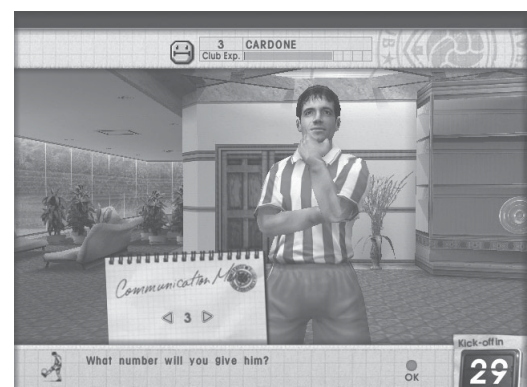


Talk to two players

Select a total of 3 players to talk to.



Designate position



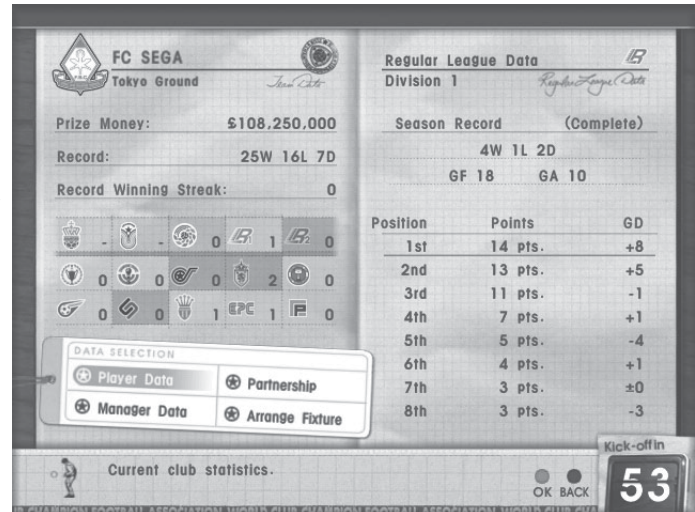
Change a player's shirt number

(3) Team Data

Team data provides a variety of information concerning the status of the team.

You can view the following data on the team data screen.

- Prize money won
- Record
- Record winning streak
- Titles won and entry qualifications
- Current division in the Regular League
- Regular League data

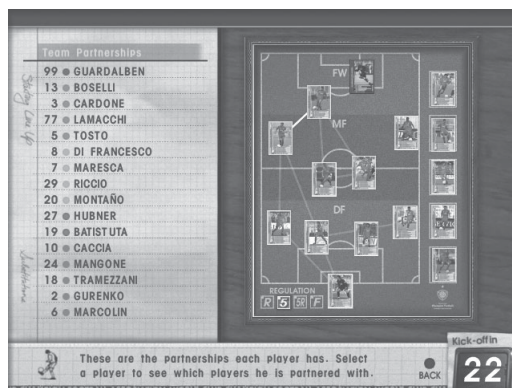


Team data screen



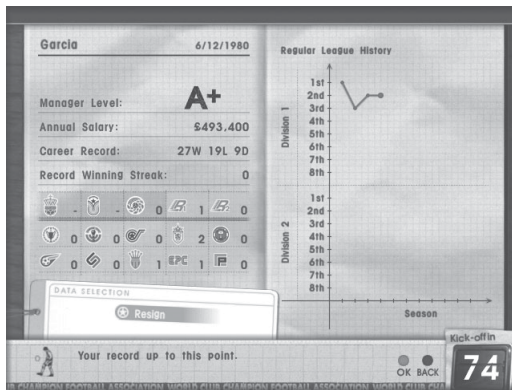
Player data screen

On the player data screen, you can not only view individual player data but also check the position assigned to each player.



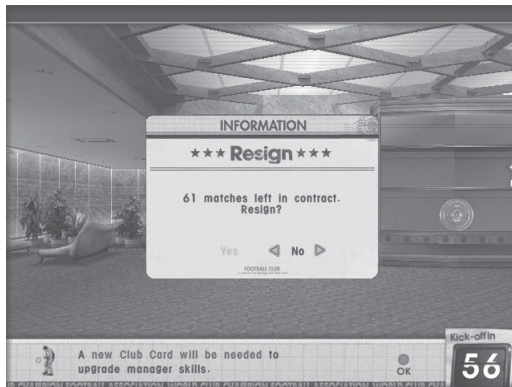
Teamwork checkup screen

On the teamwork checkup screen, you can check the individual teamwork of each player and the overalls teamwork status of the entire team.



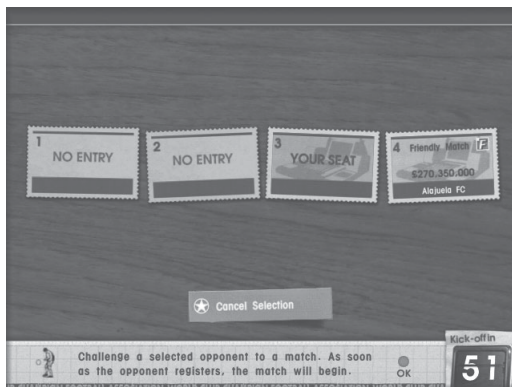
Manager data screen

On the manager data screen you can view manager data and total records, as well as changes in Regular League results. You can also retire a manager.



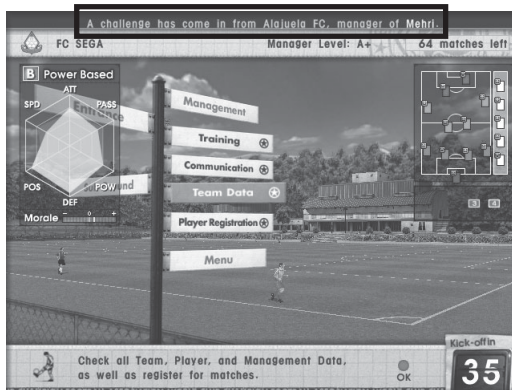
Manager retirement screen

A Club Team Card on which the manager has retired cannot be played. By using it in conjunction with a new Club Team Card, it is possible to carry over the old manager's abilities.



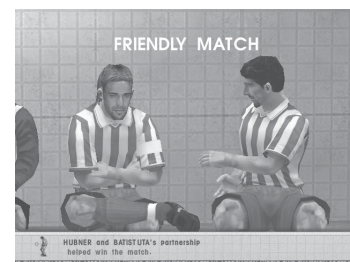
Match request screen

When playing a friendly match, it is possible to request a game with a specific opponent.



Management menu screen

Requests for matches from other teams can be checked in real time.



Playing friendly matches will help to increase teamwork between your players.

(4) Player Registration

Up to 16 players can be registered per club team, and once registered, players will grow together as a team.

If a player's registration is erased and the player later rejoins the team, the data is lost and the player is treated as if they just joined the team for the first time.



Current team parameters and tactics.



Player registration screen

The player registration screen shows players' communication abilities.

The thicker the line between two players, the better their communication.

Match regulations can also be checked from this screen. Regulations are restrictions on the Player Cards when used in Tournament mode.

The following five types exist.

- **FREE:** All Player Cards can be used.
- **U-5R:** Up to 5 Rare Cards may be used.
(The rest must be Special or Regular Cards)
- **U-5:** Up to 5 Special or Rare Cards may be used.
(The rest must be Regular Cards)
- **REGULAR:**
Regular Cards only.
- **TOTAL POINTS:**
The total points on the registered players' parameters.

8. Setting Tactics

When taking part in the U-5R Championship, player registration becomes "Set tactics."

Player registration thus cannot be altered. Only the formation and tactics of the registered champion team can be altered.

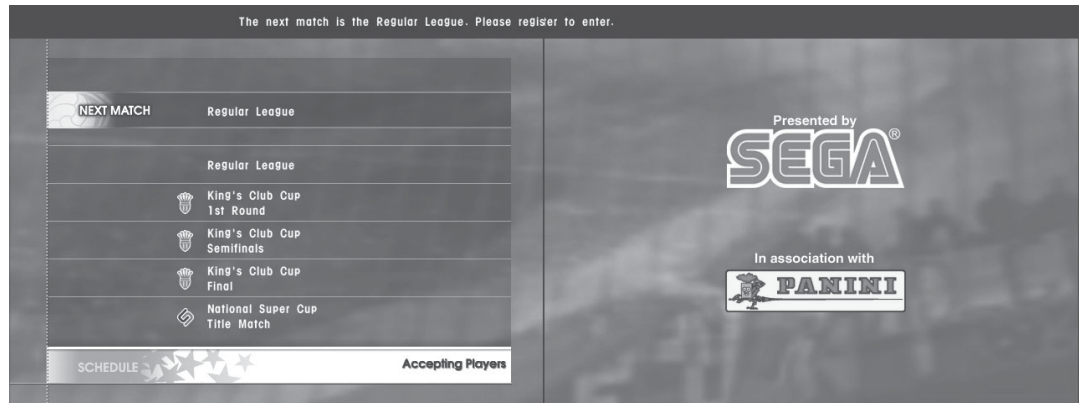


Set tactics screen

9. Before the game starts

The match and team data will be displayed on the CFB main screen and satellite screen immediately before the start of a match.

<CFB main screen>



Schedule display screen



Prior to the start of a match screen

<Satellite monitor>



Pre-match demo screen



Player entry scene screen



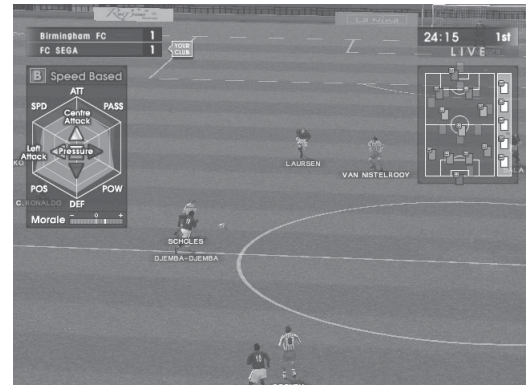
Formation introduction screen

10. Gameplay

During gameplay, the following three actions may be performed.

① Change the formation on the pitch.

- Data is instantly read from the cards on the pitch.
- Change team formation depending on game conditions and strategies learned in training.
- As long as the corresponding cards are placed on the pitch, any formation can be read, so the player can create formations freely.
- To substitute players, simply exchange cards from the sub area and the field area. Just as in real football, substitutions can only be made while the ball is out of play, so it is wise to substitute tired players at half-time.



Satellite screen: Game in progress

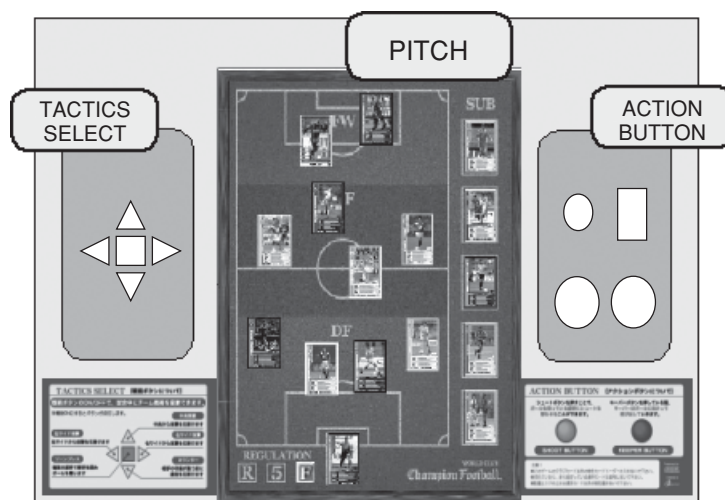
② Shoot using the Action Buttons.

- The essence of football.
Press the Shoot button and your players will react instantly. Use it when a player is close to the goal and try to score!
- The goalkeeper; the last line of defense, can also be controlled directly by the user.
When the Keeper button is held down, the keeper rushes in the direction of the ball. Time the button push carefully for a great save!

③ Select tactics.

Use this button to select tactics to fit the conditions.

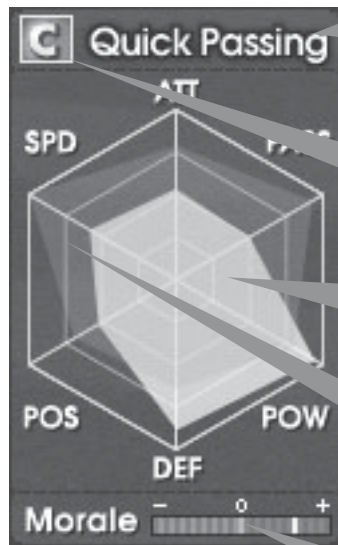
Note: Press the START button during a match to switch between vertical and horizontal screen display. Press the DATA button to switch display of team parameters ON or OFF.



CONTROL PANEL

11. Team grid and position radar

① Team grid



Team grid

- **Playing Style**
Displays the current team playing style.
This is calculated based on the shape of the formation graph.
- **Playing Style Ranking**
Ranking of functionality of team style.
Determined by growth on the training graph.
- **Training Level (yellow part of the graph)**
Shows increase in total team ability through training.
- **Formation Level (blue part of the graph)**
The sum of the individual abilities of all players on the pitch.
The shape of the map depends greatly on positions assigned to players.
- **Morale**
A representation of the team's desire to win when they are behind.

The larger the training map and formation map overlap portion, the higher the team's ability level.

② Position radar

Current card positions are shown on the radar, and the radar screen is updated when cards are moved.

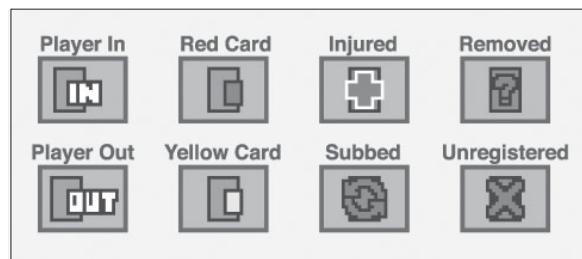
The positions are separated based on colour.

Red: FW Orange: MF Green: DF Blue: GK

Furthermore, the position radar displays the player's current status as well as their motivation. The coloured gauge on the position radar displays their remaining energy.



Position radar



Radar icon

12. From half-time to game results

<From half-time to final results>



Half-time screen



Game results

Title Match
(Regular League)

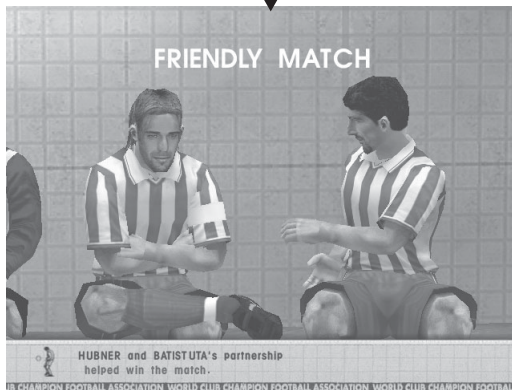
Friendly Match



Earnings screen



Salary change screen



Friendly match result screen



Prize Money screen



Continue screen



GAME OVER screen

① Half-time

Games are separated into two halves with a half-time period in-between and a change of sides after.

Player substitution can only occur while play has stopped.

Due to the brief match time, it is possible to finish a match without having any opportunities to substitute at all. Therefore, it is recommended that any substitutions be made at half-time.

② Game results

Final score, scorers, shots, and possession ratios are displayed.

③ Change in manager's salary is displayed (except in Friendly Matches).

④ For Friendly Matches, the effects of training are shown.

13. Other screens

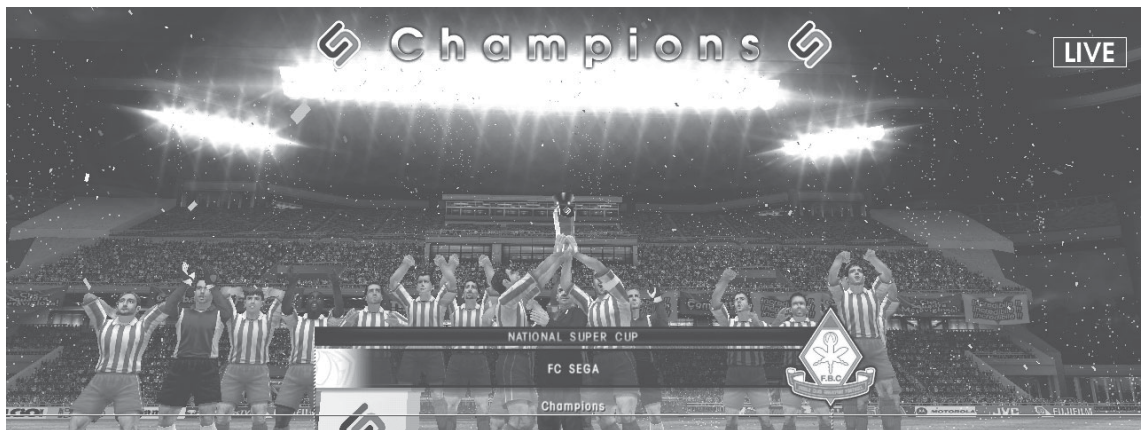
① Replay

Watch goal and offside replay scenes from various angles.



② Victory Clip

After a Title Match victory, the winning team is feted.



③ Warning

In some cases, warning messages may be displayed.

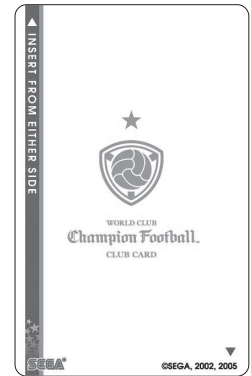


14. Saving game results

After a game finishes, team improvement and game results are saved to the Club Team Card for the next time.

The card can only hold up to 16 players in memory.

Even after a manager retires, the manager's abilities and data can be transferred.

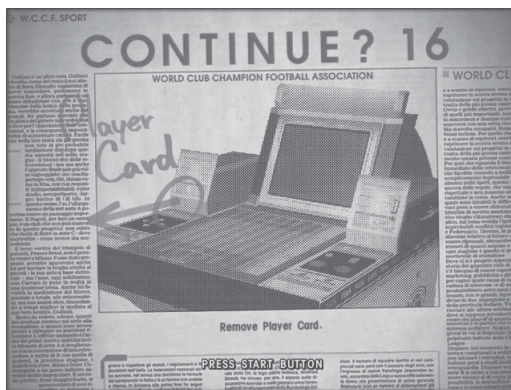


IC Card (Club Team Card)

Each time a game ends, a Player Card is dispensed from the machine. The Player Card is wrapped so that its contents are secret until opened.

The new card is selected at random and has no connection to the user's performance, etc.

Whether the new player card is added to the team or not is entirely up to the user.



New card screen



Wrapped Player Card

1 — 2 TOURNAMENT MODE

In Tournament Mode, the operator can create a tournament to suit their needs/location. A schedule of matches can be programmed to fit the scale of the tournament and number of users participating.

1. Regulations

Regulations (limits on the type of Player Cards allowed) can also be set in Tournament Mode. There are five types of regulations, which must be set in Test Mode before a tournament commences.

- **FREE:** All Player Cards may be used.
- **U-5R:** Only teams with less than a total of 5 Rare Cards may participate.
- **U-5:** Only teams with less than a total of 5 Rare and Special Cards may participate.
- **REGULAR:** Only teams comprised entirely of Regular Cards may participate.
- **TOTAL POINTS:** Set an upper limit for the total points of Player Cards.

Note: If the Player Cards that have been placed on the pitch do not meet the regulations, the game will not proceed to the next sequence (includes instances when time runs out).



2. Club Team Card

In Tournament Mode, Club Team Cards with expired manager contracts can be used. The appropriate settings must be made in Test Mode.



- In Tournament Mode, no data is saved to the Club Team Card.
- In Tournament Mode, manager abilities cannot be transferred.
- It is possible to use new Club Team Cards, but only manager registration and manager contract registration is saved. Game results and training results are not saved. Manager terms may not be shortened.

3. Tournament Type

The tournament type in tournament mode can be set in Test Mode.
There are 9 different tournament types available:

Tournament Format	Teams	Games
Tournament	8 Teams	3 Games
Tournament	4 Teams	2 Games
Home & Away Leg Tournament	8 Teams	5 Games
Home & Away Leg Tournament	4 Teams	3 Games
Group Stage	8 Teams	3 Games
Group Stage and Knockout	8 Teams	5 Games
Title Match	2 Teams	1 Game
Neighbour Match	8 Teams	1 Game
Neighbour Match/PK	8 Teams	1 Game

The above 9 types of tournament may be held in any order that you desire.

<Satellite-based opponent selection>

- In a Neighbour Match tournament, opponents are chosen using the following system.
(In all other games the selection is random.)

1 VS 2 3 VS 4
5 VS 6 7 VS 8

- For tournaments with fewer than eight teams, the following satellites are used.

For 2 teams: 1, 2
For 4 teams: 1 - 4

Note the satellite designations and settings in Test Mode.

4. Starting a tournament

In Tournament Mode, when the card placement is complete for every satellite, the next sequence begins.

If there is a vacant seat, the sequence cannot be carried out. In such cases, press the Shoot Button at the advertising screen to display the non-participation screen.

At the non-participation screen, if "do not participate" is selected, the satellite will produce a CPU team and the following sequence can proceed.

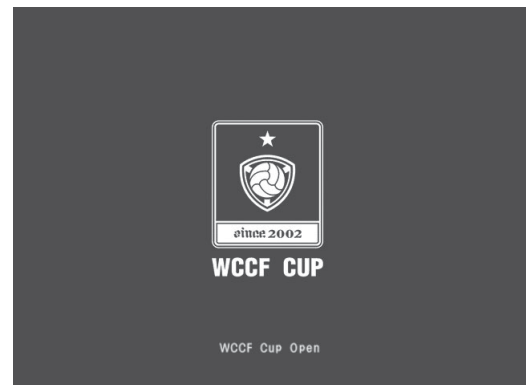
Note: The satellite with the CPU team will display a standby screen, and the satellite cannot be used until the tournament (in a 1 tournament setting) finishes.



Advertising screen



Non-participation screen



Standby screen

5. Continue

In Tournament Mode, any losing satellites will display a Game Over screen. The standby screen will then be displayed until the tournament finishes.

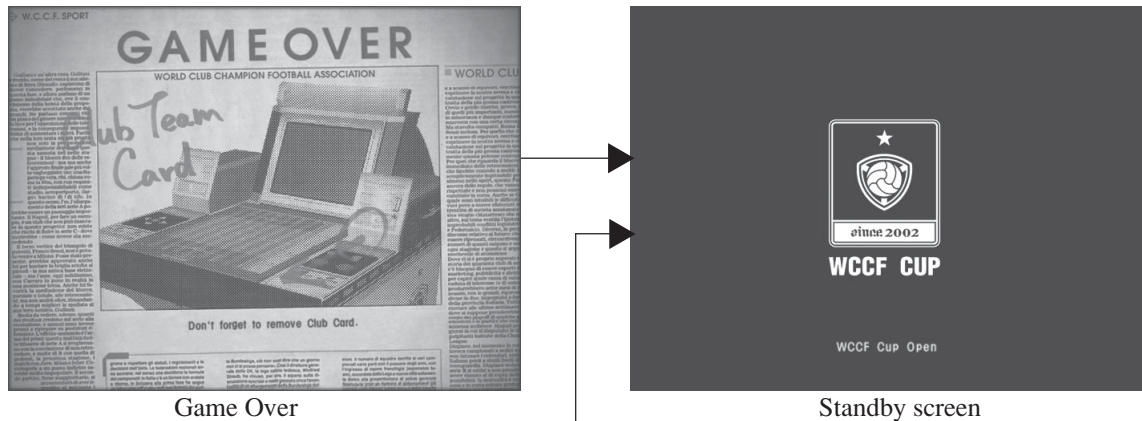
Satellites continuing to the next game will display the continue screen.

At the continue screen, if "Yes" is selected, the satellite proceeds to the next game.

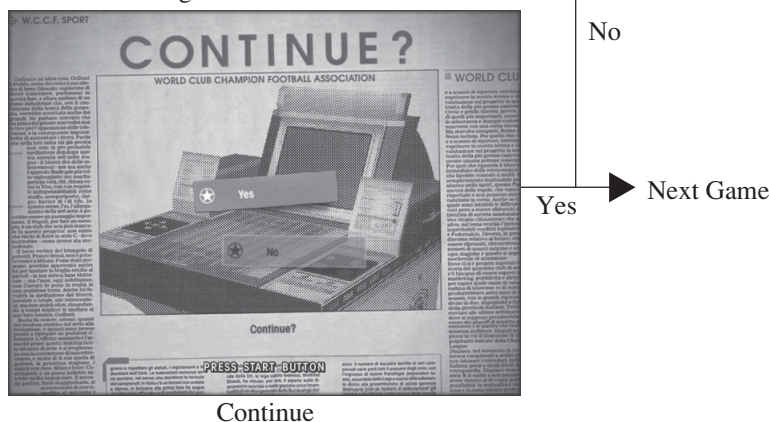
If "No" is selected, the standby screen is displayed and the CPU takes control of that team for the rest of the tournament.

Note: At the continue screen, there must be a response from every terminal before the next sequence will occur.

After a loss/at the end of a tournament:



When continuing:



1 — 3 SPECIAL FUNCTIONS

Automatic data restore function for corrupt Club Team (IC) Cards

If for some reason a R/W error occurs, resulting in a read failure and IC Card data being corrupted ("Club Card data is corrupt" is displayed), there is a function that will recover IC Card data when the game is played again on the same cabinet. Note that corrupt data cannot be restored in every incidence.

This function restores data corrupted during a read error during gameplay or when updating an IC Card. Therefore, IC Cards corrupted outside the premises cannot be restored.

This function restores data which was successfully read when starting a game and any data successfully backed-up in the cabinet just before an error occurs.

This function is applicable to any satellite connected to the cabinet at the time the IC Card data was corrupted.