

 **KONAMI**[®]

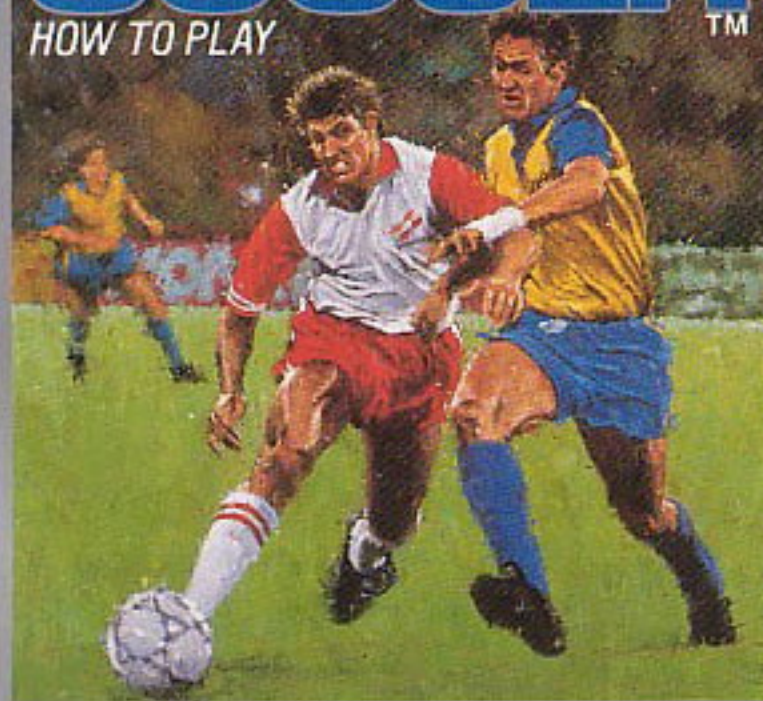
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Printed in Japan

 **KONAMI**[®]

NES-B6-UKV

 **KONAMI HYPER**
SOCCER[™]
HOW TO PLAY







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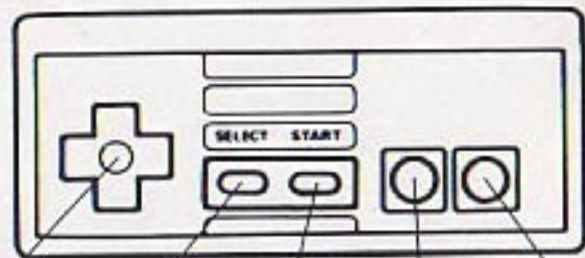
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HOW TO OPERATE



Control Pad
(Press button for direction)

SELECT button

START button

B button

A button

Shooting Area (operations not for goalkeeper)

- With the ball

Control Pad (facing goal) + A or B button: shoot
Control Pad (not facing goal) + A button: short pass
Control Pad (not facing goal) + B button: long pass

- Without the ball or when ball is in the air

Control Pad (facing goal) + A button: volley shot/overhead
Control Pad (facing goal) + B button: jumping header
Control Pad (not facing goal) + A button: slide tackle
Control Pad (not facing goal) + B button: header

Passing Area

- With the ball

Control Pad + A button: short pass
Control Pad + B button: long pass

- Without the ball or when ball is in the air

Control Pad + A button: slide tackle
Control Pad + B button: header

Corner Kicks

Control Pad + A button: short kick
Control Pad + B button: long kick

Throw Ins

Control Pad + A button: throw in

Operation of Goalkeeper

- With the ball (blocking shots is done automatically.)

Control Pad + A button: throw (short)
Control Pad + B button: kick (long)



Six kinds of shots can be taken in this game.

Regular shot: ordinary shot

Jumping header: Using a header to shoot directly off a high pass.

Volley shot: Shoot directly off a low pass. This shot throws off the timing of the goalkeeper.

Overhead kick: Direct shot off a high pass. Since this is a special shot, parameter values must be high to use it.

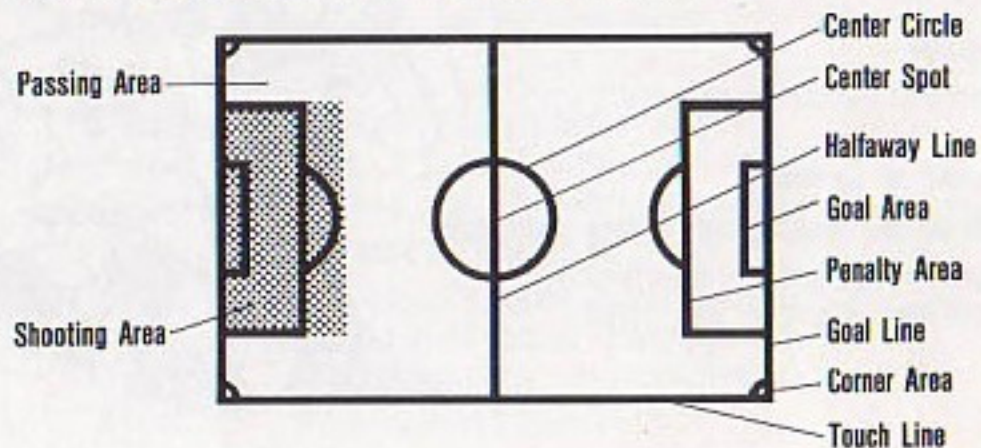
Bullet shot: High speed shot. Parameter values must be high to use.

Banana shot: Special shot where the ball curves in the air. Parameter values must be high to use.

Other maneuvers

Header: When the ball is high in the air, using the head to hit it.

Slide tackle: Effective defensive maneuver against a player with the ball.



HOW TO PLAY

Mode Select scree

At the title screen, press the START button, and the "MODE SELECT" will appear. Choose the mode you wish to play in with the Control Pad (up/down), and press the START button or A button to enter.

TOURNAMENT

Matches are played in tournament style, and the goal is to win the overall championship. If you want to play tournament game from the beginning, select "NEW GAME". At the "TEAM SELECT" screen you can choose the team you wish to be. Next, set the parameters and formation for your team, and the pool play matches will appear.

Press the START button or A button to begin your match. You play 8 matches in pool play, and if you win all of them, you go on to the final round (12 matches total). As you play game after game, your team grows stronger (parameter values rise). When a game is over, a 16-letter password will appear on the screen. Enter this password at the Password Entry screen the next time you start play, and you can continue along in the tournament from where you left off.

To enter the password, move the cursor to "CONTINUE" with the Control Pad at the Continue Select screen. Press the START button or A button, and the Password Entry screen appears. Move the cursor to the letter you want to enter with the Control Pad, then press the A or B button to enter. After entering all of the letters, press the START button. If the password is correct, you will be able to continue from the next match.

1 PLAYER VS COMPUTER

Play against the computer (CPU). At the "TEAM SELECT" screen, first select your team, and then the CPU team. After setting the player team parameters and formation, the match begins.

1 PLAYER VS 2 PLAYER

For playing a match between two people. At the "TEAM select" screen, select teams for 1P and then 2P, then the parameters and formation for both. The match will then begin.

DEMONSTRATION GAME

You can watch a match where both teams are controlled by the CPU. Select the two teams at the "TEAM SELECT" screen. The match will then begin.

PK 1 PLAYER VS COMPUTER

You have a penalty kick playoff between your team and the CPU TEAM. At the "TEAM SELECT" screen, first select your team, and then the CPU team. The PK playoff will then begin.

PK 1 PLAYER VS 2 PLAYER

For competing in a penalty kick playoff between two people. At the "TEAM SELECT" screen, select teams for 1P and 2P. The PK playoff will then begin.

BGM SELECT BGM 1

Mode for selection of background music. With the Control Pad (left/right), choose either BGM1, BGM2, or OFF (only special effects sounds will play). In this mode, even after the cursor is moved, the screen will not change.

TEAM SELECT screen

At the team select screen, a player may choose from among 24 teams for the player team and opponent's team. Use the Control Pad to move the cursor to the team you want, and press the START button or A button to enter. The opponent's team may not be the same as the player's team.

Germany GER	Holland HOL	Italy ITA	Argentina ARG	<i>Championship-level teams.</i> Original parameters are high, so it is easy to play with them. These are teams designed for the beginner.
France FRA	Spain SPA	England ENG	Brazil BRA	
Poland POL	Uruguay URU	Hungary HUN	USSR USSR	<i>Average-level teams.</i> Whether they can win the championship or not depends on the player's skill.
Sweden SWE	Czechoslovakia CZH	Cameroon CAM	Ireland EIRE	
Japan JPN	Korea KOR	USA USA	Mexico MEX	Very low chances of winning the championship, so fine- tuning the parameters and formation settings are important.
Australia AUS	Scotland SCO	Colombia COL	Yugoslavia YUG	

Team Settings screen

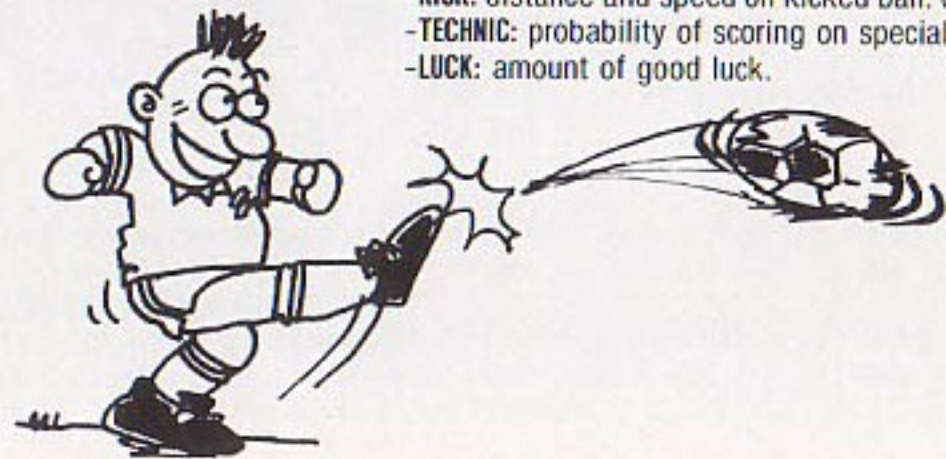
TEAM	SPR
-PARAMETER-	
SPEED	06
OFFENSE	06
DEFENSE	06
KICK	06
TECHNIC	07
LUCK	06
EXIT	
BONUS	06



PARAMETER

For setting the distribution of a team's strength. Use the Control Pad to move the cursor to each item, and use the A OR B button to distribute points earned among the different categories. Maximum (MAX) amount for each category is 15 points—the higher the value, the greater the ability.

- SPEED: running speed.
- OFFENSE: attack strength.
- DEFENSE: defensive ability (including the goalkeeper).
- KICK: distance and speed on kicked ball. Quickness of action.
- TECHNIC: probability of scoring on special shots.
- LUCK: amount of good luck.



DM-MF-FW

Setting the team formation. First move the cursor to "DF-MF-FW" using the Control Pad, then use the A OR B button to choose from among 8 different formations.

DF = Defenders

MF = Midfielders

FW = Forwards

4-3-3: A balanced formation between offense and defense.

4-4-2: A formation that puts an emphasis on defense.

4-2-4: Good balance between DF and FW, but a big role for MF.

5-2-3: A super-reinforce defense formation.

3-4-3: MF can attack or defend, switching quickly between FW and DF.

3-5-2: Attack formation that is easy to plays with extra MF.

1-3-6: Special attack formation.

6-3-1: Special attack formation.

After completing settings for "PARAMETER" and "DF-MF-FW", move the cursor to "EXIT" with the Control Pad, and press the A or B button.

PK(PENALTY KICK) PLAYOFF

When the score is tied after time runs out, a PK playoff begins. (Shooting from the penalty mark).

Each team gets 5 tries, taking turns shooting at the goal. The winner is the team that gets more in. If it is still tied after 5 tries, the playoff continues with one try each until one team scores and the other misses.



- 1 PLAYER team (CPU team in the DEMONSTRATION GAME) score
- 2 PLAYER team or CPU team score

How to Shoot

Decide the direction of the shot using the Control Pad, and press the A button. If you press the A button without deciding on a direction, the ball goes straight.

*How to Move the Goalkeeper

When the oppsing team is shooting, press the Control Pad in the direction the bal is flying to send the goalkeeper towards the ball.

MATCH PROGRESSION

- Matches are played in two halves separated by a halftime. The direction of play changes for the second half.
- The player team takes the kickoff in the first half. In the second half, the CPU or 2P team begins with the kickoff.
- If the ball goes out of bounds under the contro of the player team, the following happens: If it goes beyond the goal line of the opposing team, play restarts again with a goal kick by the opposing team. If the ball goes out behind the :layer team's goal line, play restarts with a corner kick by the opposing team. If the opposing team kicks the ball out of bounds, these instructions are reversed.
- If a goal is scored, the ball goes to the center circle, and the previously defending team gets to take the kickoff.



Treat Your Konami Game Carefully

- This Konami Game Pak is a precision-crafted device with complex electronic circuitry. Avoid subjecting it to undue shock or extremes of temperature. Never attempt to open or dismantle the Game Pak.
- Do not touch the terminal leads or allow them to come into contact with water or the game circuitry will be damaged.
- Always make sure your NES Control Deck is SWITCHED OFF when inserting the Game Pak or removing it from the NES Control Deck.
- Never insert your fingers or any metal objects into the terminal portion of the expansion connector. This can result in malfunction or damage.

90-DAY LIMITED WARRANTY Nintendo Entertainment System GAME PAKS

BANDAI UK LTD. («BANDAI») warrants to the original consumer purchaser that the Nintendo Game Pak («PAK») shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this warranty occurs during this 90-day limited warranty period, BANDAI will repair or replace the defective Pak, at its option, free of charge.

To receive this warranty service, return the Pak postage prepaid, insured, and with proof of the date of purchase to:

BANDAI UK LTD. P.O. BOX 104 Farnham, Hants. PO18 8UR ENGLAND

Paks returned without proof of the date of purchase or after the 90-day limited warranty period will, at the option of BANDAI, be repaired at the service charge then in effect for out-of-warranty repair. Call (0329) 822662 for the amount of this charge. Payments must be made by cheque or money order, payable to BANDAI UK LTD.

This warranty shall not apply if the Pak has been damaged by negligence, accident, abuse or modification subsequent to purchase.

⚠ WARNING ⚠

DO NOT USE WITH FRONT OR REAR PROJECTION TV

Do not use a front or rear projection television with your Nintendo Entertainment System™ («NES») and NES games. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with NES games, Nintendo will not be liable for any damage. This situation is not caused by a defect in the NES or NES games; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.