

2002 FIFA WORLD CUP™

THE ONLY OFFICIAL LICENSED VIDEO GAME OF THE 2002 FIFA WORLD CUP™



2002
FIFA WORLD CUP
KOREA JAPAN



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WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

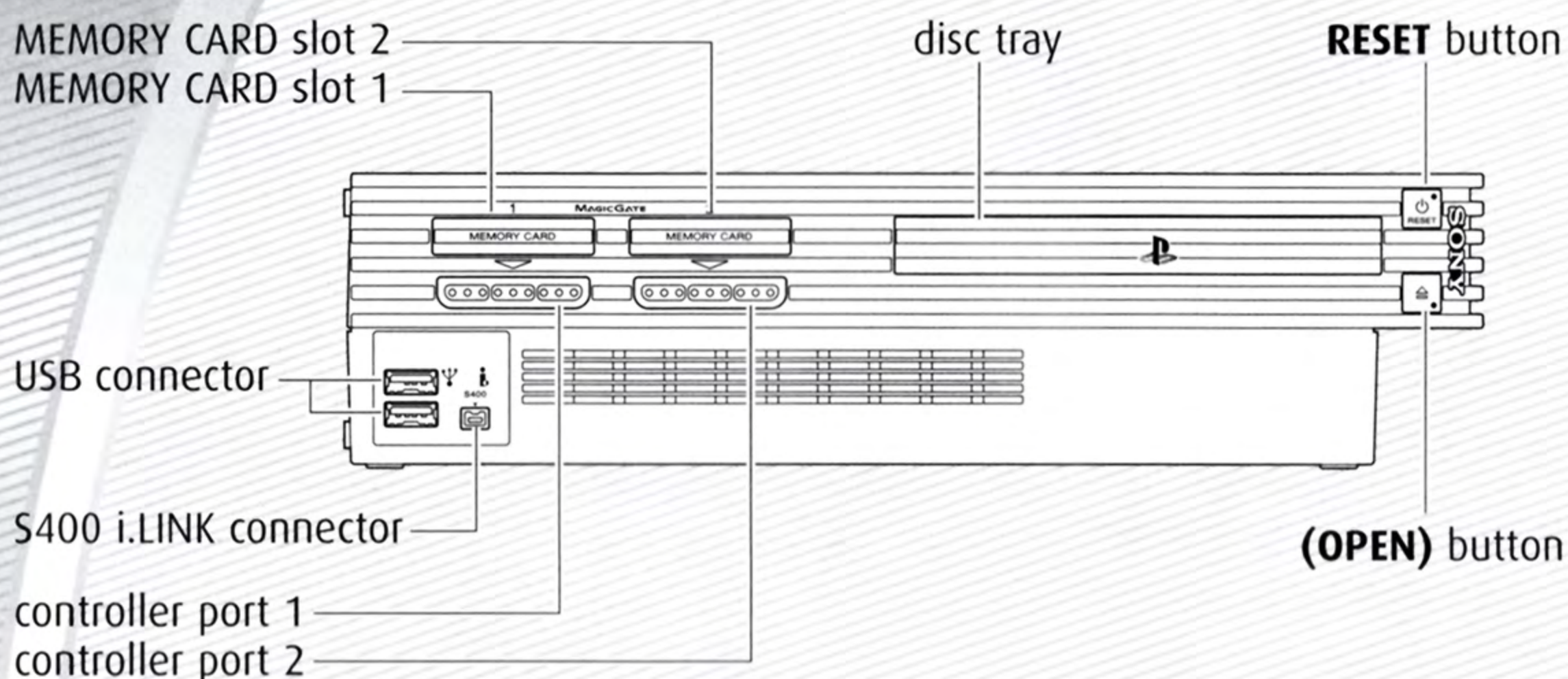
This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

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STARTING THE GAME

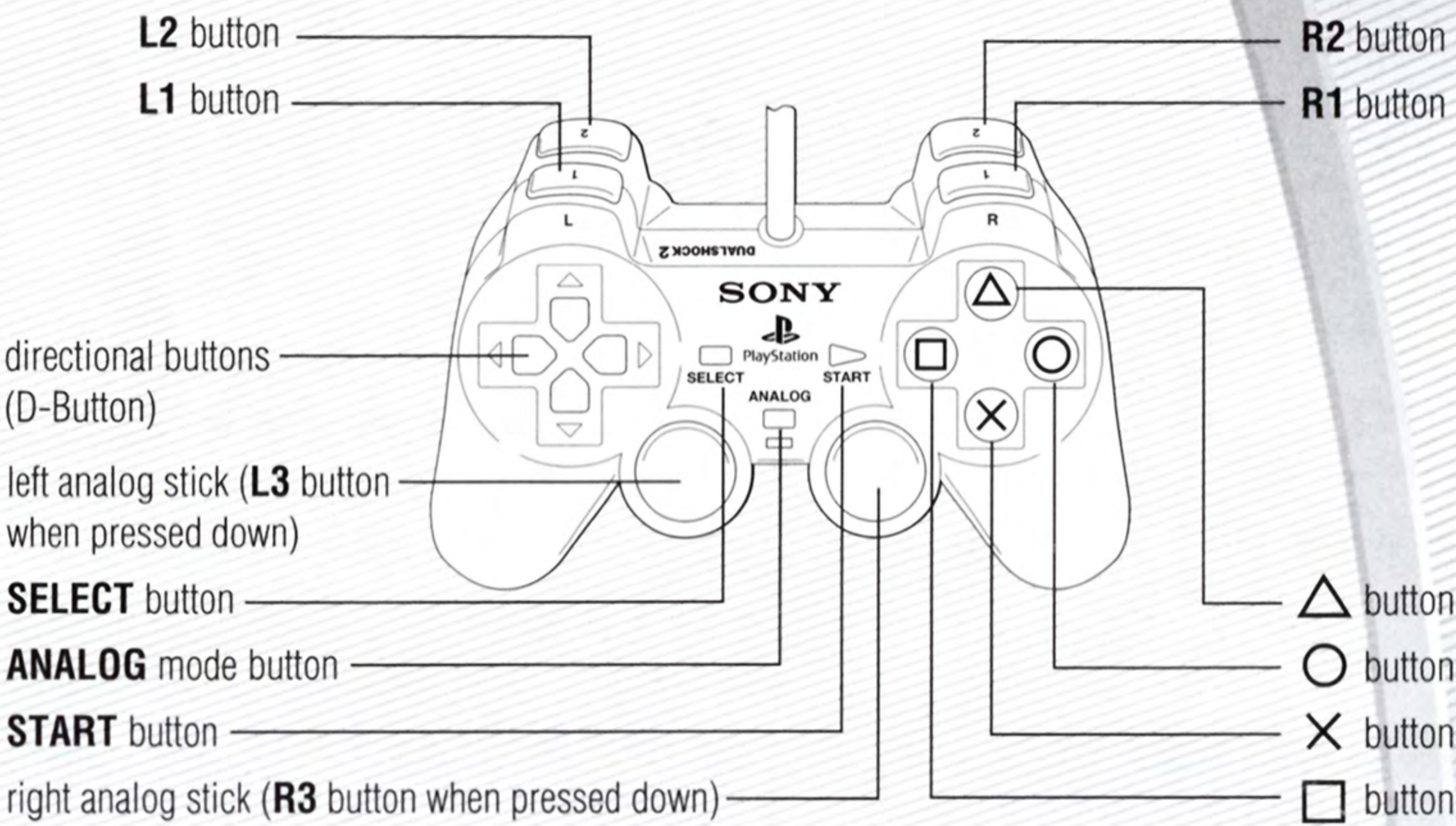


- 1.** Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual.
- 2.** Make sure the MAIN POWER switch (located at the back of the console) is turned on.
- 3.** Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open.
- 4.** Place the *2002 FIFA World Cup™* disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close.
- 5.** Attach game controllers and other peripherals, as appropriate.
- 6.** Follow on-screen instructions and refer to this manual for information on using the software.

COMMAND REFERENCE



DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



MENU CONTROLS

Highlight menu items	D-button or left analog stick
Select/Go to next screen	X button
Return to previous screen	triangle button

BASIC CONTROLS

Step on the pitch and use these controls to get familiar with the basic *2002 FIFA World Cup* shots, lobs, passes, and more.

GENERAL GAMEPLAY

Move Player	left analog stick
-------------	-------------------

Sprint	▲ button
--------	----------

Pause game	START button
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ATTACKING

Shoot	● button
-------	----------

Pass	✕ button
------	----------

Lob	■ button
-----	----------

❖ When shooting, passing or lobbing, keep the relevant button pressed to increase power (➤ *Power Meter* on p. 8) and use the left analog stick to aim.

DEFENDING

Switch players (control the player closest to the ball)	✕ button
---	----------

Tackle	● button
--------	----------

Aggressive tackle	■ button
-------------------	----------

❖ For a more detailed list of commands, ➤ *Advanced Gameplay* on p. 9.

INTRODUCTION

This is what the two years of blood, sweat and tears have been all about—welcome to the *2002 FIFA World Cup* in Korea and Japan. Whether you've qualified in style or scraped through the playoffs, it no longer matters. It's time to take your place among the game's top 32 teams and show the world what you're made of.



FEATURES:

- ❖ **2002 FIFA World Cup™ Mode**—Take your team to glory in the world's ultimate sports event—the FIFA World Cup—in front of packed houses at spectacular venues in Korea and Japan.
- ❖ **Star Players**—Look for more emphasis on the world's best players and see why they're the best.
- ❖ **Souvenir Features**—Exclusive video content provides an insider's look at the FIFA World Cup.
- ❖ **Improved Gameplay**—Including new airplay, ball juggling and trapping features and animations.
- ❖ **Refined Presentation**—Improved player likenesses, new lifelike animations, actual World Cup stadiums and more cinematic effects capturing the drama of the world's greatest competition.
- ❖ **Earn Rewards for Your Success**—Beat the FIFA World Cup with various teams to unlock bonus content.



FOR MORE INFO about this and other titles, visit EA SPORTS™ on the web at **www.easports.com**.

QUICK START — FRIENDLY

In Friendly mode, you can take on any country in the game with your favorite team. Warm up with an exhibition match and prepare for the tougher matches to come.

To Start a Friendly Match:

- 1.** From the main menu, highlight FRIENDLY and press the **X** button. The Team Select screen appears.
- 2.** At the Team Select screen, press the D-Button $\leftrightarrow$ to cycle through the available countries and select a Home team. Then press the D-Button $\downarrow$ and repeat this process for the Away team. Press the **X** button to proceed.
 - ❖ As you cycle through the teams, each country's flag and EA SPORTS ranking is displayed.
- 3.** From the Side Select screen, press the D-Button $\leftrightarrow$ to place the controller icon under the team you want to play for. Your in-game possession indicator color appears next to the icon.
- 4.** When you've selected a side (or, for 2- or more player games, when all players have selected a side), press the **X** button. The game loads and the match begins. ($\rightarrow$ *Playing the Game* on p. 7.)
 - ❖ For more detailed information on the various game modes, $\rightarrow$ *Setting up the Game* on p. 16.

POST MATCH SCREENS

At the end of a match, the Man of the Match award and Match Facts appear, followed by the Post Game Menu (this can also be accessed by pressing the **START** button during the post match sequence). Here, you can review the Match Facts, Score and Booking Summaries or Restart the match. If you do not wish to play the match again, select CONTINUE.

- ❖ If a Friendly match ends in a draw after 90 minutes, you can choose to end it there and then, continue with GOLDEN GOAL extra-time or go straight to a PENALTY SHOOTOUT.

PLAYING THE GAME

CONTROL HIGHLIGHTS

Controlled player



***Controlled star player
(see Star Players below)***



Player ready to make a run



Off-screen pass indicator



***Off-screen controlled
player indicator***



STAR PLAYERS

Star players are players who excel in one particular aspect of the game (passing, shooting or speed). They are distinguishable by a star icon above their heads (➤ *Control Highlights* above). Their star abilities are highlighted not only by their increased ability on the field (e.g., star shooters are much more likely to score) but also by a blur on their pass/shot/sprint.

FATIGUE

As a match progresses, players show signs of fatigue. After sprinting for more than a few seconds a player is forced to take a rest, preventing further sprints until he has recovered.

Excessive sprinting begins to affect a player's overall Fatigue level, which can be viewed in the Substitution screen. As fatigue accumulates, the maximum amount of time a player can spend sprinting decreases, until it is no longer possible.



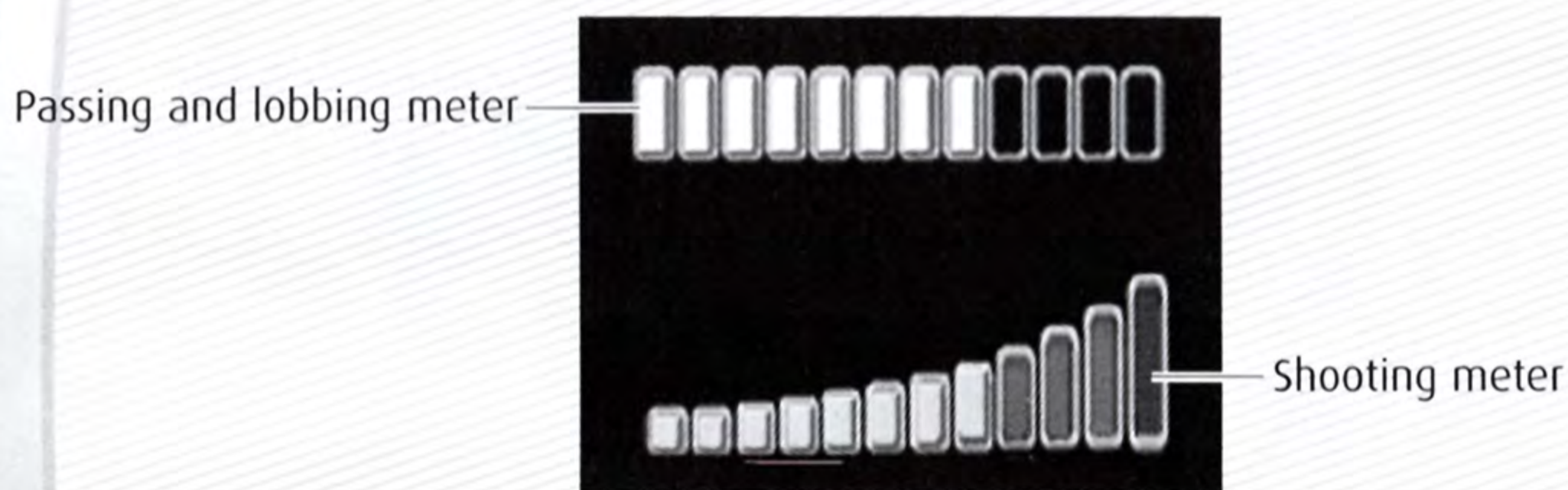
EA ASSISTANT

Your EA Assistant acts as your right-hand man during a match, pointing out players who are tired or injured and suggesting substitutions. To make the substitution suggested by your EA Assistant, check the relevant box, highlight MAKE THE SUBS and press the **✕** button. If you wish to use a different substitute, select TEAM MANAGEMENT or choose RESUME GAME to return to the match without replacing the player.

- ❖ While playing a Friendly match, if you're struggling or coasting in the current difficulty level, your EA Assistant will also suggest a more suitable level for you to play at.

POWER METER

When passing, shooting, lobbing or taking dead balls and penalties, the Power Meter appears in the bottom left-hand corner of the screen. This fills up as the relevant button is held down, increasing the power of the kick.



EA TIP: When shooting, you should release the button *before* the meter fills completely. If the meter reaches the red zone, you've overpowered the shot (making it less accurate).

ANALOG CONTROL

2002 FIFA World Cup uses the DUALSHOCK®2 analog controller's analog capabilities.

- Press and hold the button *lightly* for a higher kick (lobs will have more height and backspin while shots will fly towards the top of the net).
- Press and hold the button *firmly* to drive the ball low and hard.

ADVANCED GAMEPLAY



PASSING AND LOBBING

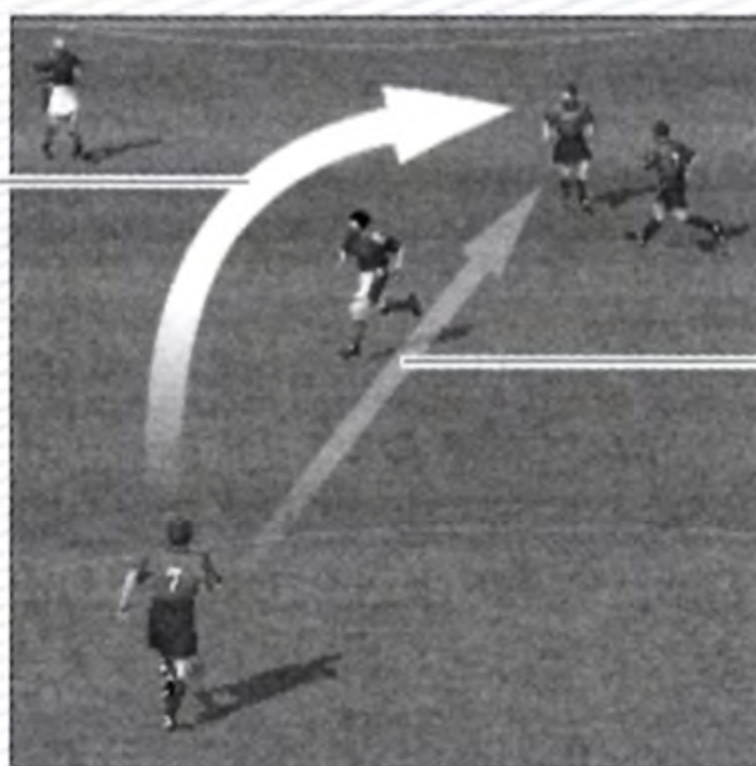
The passing system in *2002 FIFA World Cup* gives you complete control of your passes.

- Press the **X** button to pass the ball along the ground or press the **Y** button to play an aerial ball.
- To control the power of the pass, use the Power Meter. For a quick pass to a nearby teammate, simply tap the relevant button, but for a pass requiring more power (e.g., a 'route-one' ball to your strikers) keep the button pressed longer.
- To aim your pass or lob, move the left analog stick while the button is pressed—the ball travels in the direction the left analog stick is facing when the Pass/Lob button is released. The left analog stick's analog capabilities mean you can make pinpoint passes to your teammates.
- ❖ Pressing the Lob button harder results in a driven aerial ball while less pressure results in a high lob with backspin.

BALLSPIN

To curl your pass, shot or lob, press and hold the **L2** button or **R2** button while the Power Meter is on the screen.

Direction of pass with ballspin (note that the destination is the same as a normal pass)



Normal pass direction



EA TIP: Ballspin in open play is especially useful when you want a cross to curl away from a goalkeeper's attempted catch or when trying to place a shot around a keeper and inside the far post.

THROUGH RUNS AND THROUGH BALLS



Through runs are forward runs by attacking players in an attempt to lose their defender long enough to shoot at goal or set up a goal-scoring opportunity. To reward these runs, the player in possession must play the ball with sufficient strength and weight into the runner's path. A perfect 'through ball' should result in the runner receiving the ball in space without having to break his stride.

- ❖ Players making through runs are highlighted by a broken line on the field showing the path of their intended run. The line should give the player in possession a good idea of where to pass the ball in order to play it into a runner's path. Send players on runs by facing the ball carrier in their direction until the run indicator appears under their feet, and pressing the **L1** button.
- ❖ Players still make a limited number of through runs without a button being pressed.

ONE-TWOS

You can make the player in possession perform a 'one-two' (a swift exchange of passing) with a teammate by lightly moving the right analog stick in the teammate's direction. Your player releases the ball to the teammate, who attempts to return it immediately to the passer (wherever he has moved to on the field).



EA TIP: One-twos are ideal for outnumbering and bypassing a defending player.

SHOOTING

AIMING YOUR SHOT

Pressing the **●** button sends a shot in the general direction of the opposition goal, wherever you are on the field. As with passing, the power of a shot in *2002 FIFA World Cup* is determined by how long you press the relevant button.

- Use the left analog stick to aim your shot and adjust the amount of pressure applied to the **●** button to decide its height. A firm and fast tap produces a low shot while a softer contact results in a shot with a higher trajectory.



NOTE: You can also score by lobbing or passing the ball into the net or by heading and volleying (➤ *Heading & Volleying* on p. 11).

TACKLING

Press the ● button to challenge the player in possession of the ball using a conservative tackle or press the ■ button to perform a more aggressive tackle (use the left analog stick to dictate the direction of your slide).



EA TIP: Aggressive sliding challenges are ideal for blocking passes and shots along the ground but are also more likely to result in a foul if contact is made with an opponent.

HEADING AND VOLLEYING

2002 FIFA World Cup features a brand new airplay system, which is more intuitive to use and more realistic to view. To take advantage of this system, you must press one of the following buttons before the ball arrives at your controlled player in the air. Depending upon the height at which the ball reaches your player, he uses the appropriate part of his body to play the ball.

CONTROL	ACTION
● button	Your player heads or volleys in the direction of the opposition goal.
■ button	Your player plays a headed or volleyed lob in the direction the left analog stick is facing.
✕ button	Your player plays a headed or volleyed pass in the direction the left analog stick is facing.

- ❖ If no button is pressed as the ball approaches the controlled player, it is automatically trapped.
- ❖ The strength of the ball played depends upon how far the Power Meter has filled and how hard you press the relevant button, as with normal passes, shots and lobs.



EA TIP: Fully powering up for a header or volley before receiving the ball is not always the best strategy. If an opponent is nearby, a partial power up will often prepare your player more fully for any ensuing jostle for the ball.

ONE-TOUCH MOVES

As with airborne balls (> *Heading & Volleying* on p. 11), to perform one-touch moves, you must press the relevant buttons (● button = Shot / ■ button = Lob / ✕ button = Pass) before receiving the ball. Direct one-touch moves using the left analog stick and power-up as you would for normal moves.

SPECIAL MOVES

FAKE SHOT/PASS

You can fake a shot or pass by holding down both the **L2** button and the **R2** button while the Power Meter is filling up. This is a useful way of wrong-footing opponents and drawing early tackles.

STEP-OVER

MOVE	CONTROL
Step-over	Tap R1 button
Double Step-over	Double-tap R1 button
Reverse Step-over	Hold sprint button and tap R1 button
Step-over and drag	Hold sprint button and double-tap R1 button

JUGGLING

Another new feature to *2002 FIFA World Cup*, juggling can be performed by following these steps:

1. Initiate the juggle by letting go of the left analog stick and pressing the **R1** button to scoop the ball into the air.
2. To keep the ball up with different parts of your player's body use the following controls:

CONTROL	TAP	DOUBLE TAP
L1 button	Left foot	Left foot reverse
L2 button	Left thigh	Left shoulder
R1 button	Right foot	Right foot reverse
R2 button	Right thigh	Right shoulder

3. Finish in style by pressing the ■ button to lob, ✕ button to pass or ● button to shoot.
- ❖ More spectacular juggling moves can be achieved by pressing combinations of the above buttons.
 - ❖ Use the juggling bar that appears at the bottom of the screen to time your button presses. Press the next button in the combination before the white meter runs out to continue the juggle. If the meter turns green, you've succeeded and the juggle continues. If it turns red, you've failed and the ball drops to the ground.

- ❖ Once the ball is in the air, you can use the left analog stick to move your player and change his direction.
- ❖ You can also launch a juggle from a trap by pressing the **R2** button as an airborne ball approaches your player. The ball can then be kept in the air via the controls above.

USING JUGGLING IN A MATCH

Once you have mastered the art, there are many tactical advantages to using juggling in a game.

- ❖ **Control passes on the move:** use the appropriate part of your player's body (e.g., chest, thigh) to direct an awkward, aerial pass into his own path.
- ❖ **Dummies:** evade potential sliding tackles by using your chest or thigh to keep the ball airborne before moving off.
- ❖ **Finishing:** juggle and then shoot to put away big finishes.
- ❖ **Evade defenders:** get out of tight corners by chipping the ball into the air and flicking it over your opponent.

SHIELDING

Your player momentarily shields the ball when you let go of the left analog stick.



EA TIP: When you are in possession of the ball, use this move to protect it from an incoming tackler or just to hold the ball up.

DEAD BALL SITUATIONS

Dead ball situations include free kicks, corner kicks, goal kicks and throw-ins.

TAKING A FREE KICK, CORNER KICK, OR GOAL KICK

ACTION	CONTROL
Aim	left analog stick
Shoot	● button (hold down for increased power)
Pass	✕ button (hold down for increased power)
Lob	■ button (hold down for increased power)
Add ballspin left/right	Hold L2/R2 (the arrow indicates curve direction)

TAKING A THROW-IN

ACTION	CONTROL
Aim	left analog stick
Throw	✕ button, ● button, or ■ button

DEFENDING A DEAD BALL

ACTION

CONTROL

Move player

left analog stick

Switch player

✕ button

Move wall (when defending a direct free kick near your goal)

left analog stick

Make wall jump (when defending a direct free kick near your goal)

▲ button

❖ Once the ball is returned to open play, you can defend using normal controls.

PENALTY KICKS

KICK TAKER

ACTION

CONTROL

Aim shot

left analog stick

Switch kicking side

■ button

Switch player

✕ button (not available in Penalty Shootouts)

Shoot

● button (hold down for increased power)

GOALKEEPER

ACTION

CONTROL

Lean/Choose diving direction

left analog stick

Attempt save

■ button, ✕ button or ● button

GOALKEEPING

ACTION

CONTROL

Keeper charge

Hold L1 button

Drop the ball

L1 button

Throw

■ button

Kick

✕ button/● button

❖ If the ball crosses the byline after touching an attacking player, your goal-keeper must take a goal kick.

PAUSE MENU

➤ Press the **START** button while the ball is in play to access the Pause Menu.

RESUME MATCH

Continue game.

INSTANT REPLAY

View a replay of the last few seconds of play.

CAMERAS

Change the camera angle and view (➤ *Cameras* on p. 22).

TEAM MANAGEMENT

Make Substitutions during a match or make adjustments to Formations, Strategies and Kick Takers (see *Team Management* on p. 19).

SIDE SELECT

Review/change your choice of team.

SETTINGS

Change in-game Settings (➤ *Settings* on p. 18).

MATCH FACTS

Display a summary of the match so far, including shots on target and possession.

SCORE SUMMARY

Display a summary of the game's goals and who scored them.

BOOKING SUMMARY

Display a summary of the cards shown during the match.

RESTART MATCH

Re-start the current match (not available in *2002 FIFA World Cup* mode).

QUIT MATCH

End the current match and return to the menu screens (if you Quit a match in *2002 FIFA World Cup* mode, you automatically forfeit the game by a 0-2 score).



SETTING UP THE GAME



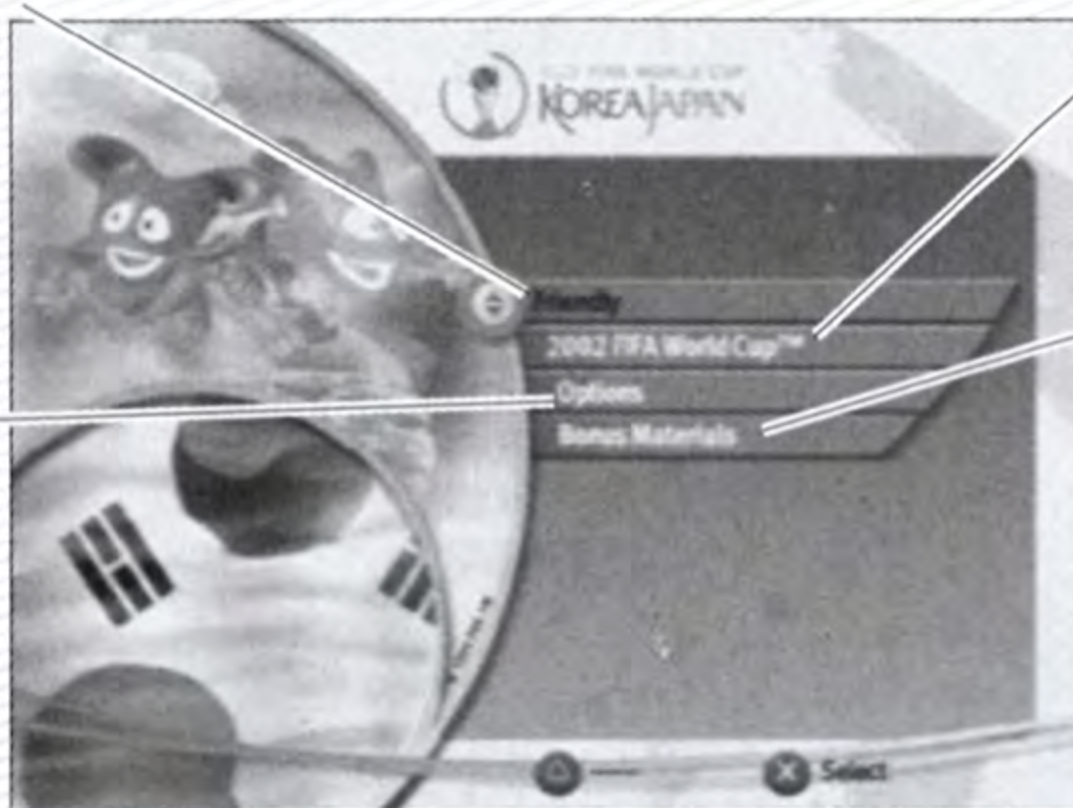
NOTE: Default options are listed in **bold** in this manual.

MAIN MENU

Press any button at the title screen to access the main menu.

Head straight for the pitch to begin a Friendly match (> *Quick Start - Friendly* on p. 6)

Adjust a variety of game Settings, tinker with your team or Load games and Settings (> *Options* on p. 18)



Take part in the 2002 FIFA World Cup with the qualifier of your choice (> *below*)

Check out one of several exclusive video montages, including a FIFA World Cup documentary and a behind-the-scenes look at how the music in the game was created, look Inside EA SPORTS and view the 2002 FIFA World Cup credits.

2002 FIFA WORLD CUP MODE

Take part in the 2002 FIFA World Cup in Japan and Korea with your chosen finalist. Select a team from the 32 qualifiers (or one of several non-qualifiers) and set out in your quest to reach the pinnacle of world sports. .

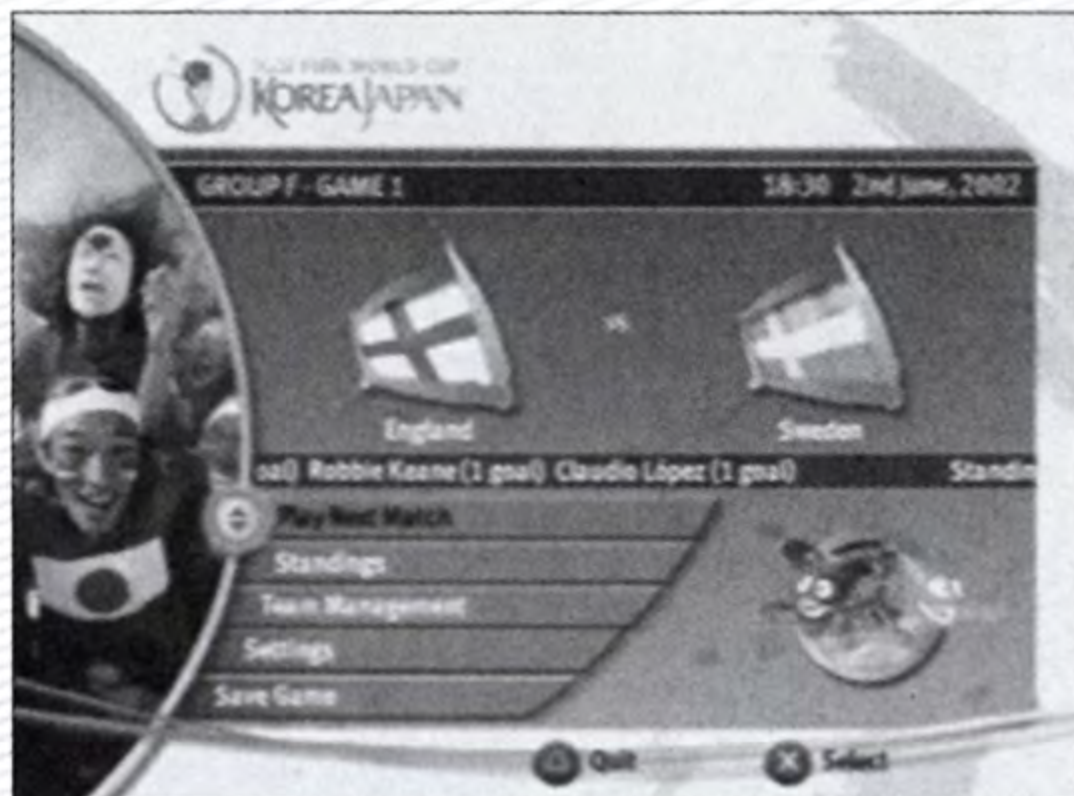
The competition begins with eight groups (A-H) of four teams that play each other once each. To qualify for the knockout phase, you must finish in the top two positions in your group. From then on, it's a straight knockout to decide the world champion.

To begin your World Cup finals journey:

1. From the main menu, select *2002 FIFA WORLD CUP*.
 2. Press the D-Button $\leftrightarrow$ to highlight a team. The team flag, EA SPORTS ranking, specific World Cup information and team sheet appears. Press the $\times$ button to select the highlighted team. The World Cup Hub screen (see p. 17) appears.
 3. To play your first match, highlight *PLAY NEXT MATCH* and press the $\times$ button.
- ❖ In order to play a multiplayer game (see *Multiplayer Matches* on p. 22), access the Pause Menu by pressing the **START** button. Choose Side Select from the Pause Menu. The Side Select screen appears. Choose the appropriate team by pressing the D-button $\leftrightarrow$.

WORLD CUP HUB SCREEN

From here you can view the next fixture, continue the competition, view its status, manage your team, adjust various game settings or save your progress. Press the D-Button $\updownarrow$ to highlight your selection.



PLAY NEXT MATCH

Start your next match in the competition.

STANDINGS

View the current state of the competition (press the D-Button $\leftrightarrow$ to cycle through the groups when in the group stage or press the D-Button any direction to view fixtures and results during the Knockout phase).

TEAM MANAGEMENT

See *Team Management* on p. 19.

SETTINGS

See *Settings* on p. 18.

❖ You cannot adjust Fatigue, Stadium and Day/Night options when reviewing Settings in *2002 FIFA WORLD CUP* mode.

SAVE GAME

Save your progress to the memory card (8MB) (for PlayStation®2). See *Saving and Loading* on p. 21 for more information.

TICKER

View the ticker at the center of the World Cup Hub screen to access information on the competition's current standings, latest scores and leading scorers.

OPTIONS

SETTINGS

➤ Press the D-Button ↔ to select MATCH SETTINGS, STADIUM SETTINGS, GAMEPLAY SETTINGS, VISUAL SETTINGS, AUDIO SETTINGS, CONTROL SETTINGS and AI SETTINGS; press the D-Button ↑ to move between individual options; and press the D-Button ↔ to make adjustments to the selected setting.

MATCH SETTINGS

Choose a Half Length, turn player Fatigue **ON** or OFF and select your preferred Language.

STADIUM SETTINGS

Select the Stadium you wish to play in and decide what time of Day/Night it is going to take place (Friendly mode only).

GAMEPLAY SETTINGS

Decide on a Difficulty Level, whether you wish to use the EA SPORTS Assistant and the Game Speed you wish the match to be played at. Also, select whether Referee Strictness is to be **DEFINED** or RANDOM (if necessary, move the slider to define it) and turn Bookings, the Offside rule, player Injuries and Vibration **ON** and OFF.

VISUAL SETTINGS

Select a Camera angle, and decide whether or not the Time/Score Display, pitch Radar and Player Names are displayed.

❖ Each Difficulty Level has an associated default Camera angle (Beginner = Action Cam / Amateur = Tele Cam / Professional = Tele Cam / World Class = Tower Cam).

AUDIO SETTINGS

Move sliders to adjust Menu SFX Volume and Menu Music Volume and switch the SFX Mix.

CONTROL SETTINGS

Press the D-Button ↓, then press the D-Button ↔ to select the controller you wish to configure. Once this has been done, select an action and then select a new button to assign it to (or select NONE to disable the function completely) and turn Vibration ON or **OFF**.

AI SETTINGS

Choose between **ASSISTED** or NORMAL Crossing, adjust Power-Up Speed and turn Run Indicators, CPU Runs and Star Abilities effects **ON** and OFF.

❖ Settings can be saved to the memory card upon exiting the Settings screen. To do so, when asked if you want to confirm that you wish to save Settings, select YES.



To load Settings from a memory card:

- If saved Settings are detected on the memory card in MEMORY CARD slot 1, they are automatically loaded upon boot up.
- To load previously saved Settings after you've started the game, select OPTIONS from the main menu and then select LOAD SETTINGS and confirm the prompt.

TEAM MANAGEMENT

Control every aspect of a team's performance with Team Management.

First, D-Button $\leftrightarrow$ to select the team to which you wish to make changes (selection defaults to your team if you are in *2002 FIFA World Cup* mode) and then select one of the following options: STARTING LINEUP, FORMATIONS, STRATEGIES or KICK TAKERS.

- ❖ Team Management changes can be saved to a memory card in MEMORY CARD slot 1 upon exiting the Team Management screen. To do so, when asked if you want to confirm that you wish to save Settings, select YES.
- ❖ To return all Team Management settings for the selected team to their default values, select RESET.
- ❖ Changes made from the Options screen are applied in both game modes.
- ❖ Any team changes made in *2002 FIFA World Cup* mode are specific to that competition and are saved automatically when progress in the mode is saved.
- ❖ Changes made from the Pause Menu are reset after a game is finished.

STARTING LINEUP

To change the Starting Lineup or substitute players:

1. Select STARTING LINEUP (SUBSTITUTIONS in-game) in the Team Management screen.
2. Press the D-Button $\updownarrow$ to highlight the name of the first player that you wish to swap and press the **X** button.
3. Highlight the name of the second player you wish to swap (the first name remains highlighted) and press the **X** button. The two players are swapped.

Along the bottom of the screen, the various player stats are abbreviated in short form:

FIT	Fitness
SPD	Speed
SHT	Shot
PSS	Passing
STR	Strength
HDR	Headers
BC	Ball Control
TKL	Tackling
SKL	Goalkeeper Skill
POS	Goalkeeper Positioning
AGG	Goalkeeper Aggression

- ❖ If you are substituting players during a match, you are limited to choosing players from your Starting Lineup and Substitutes. From the Starting Lineup screen (accessed via Team Management before the start of a match), you can select your initial Lineup from a much wider selection of players (including Reserves).

FORMATIONS

Press the D-Button ↔ to tinker with your current Formation and to adjust the emphasis of your team between Defense and Attack.

STRATEGIES

Press the D-Button ↔ to adjust your Attacking and Defensive Styles.

KICK TAKERS

To select the Kick Takers for Corners, Free Kicks and Penalties:

- 1.** Highlight the player you wish to select and press the ✕ button.
 - 2.** Choose the type of kick that you wish the selected player to take and press the ✕ button to insert him into that slot.
- ❖ For Penalty Kicks, you must assign five different players.

SAVING AND LOADING



NOTE: Never insert or remove a memory card when loading or saving files.

SAVING A GAME

To save your progress in 2002 FIFA World Cup mode:

1. At the World Cup Hub screen, press the D-Button $\updownarrow$ to highlight SAVE GAME and press the $\times$ button.
 2. Highlight YES and press the $\times$ button to confirm. Your progress is saved.
- ❖ If you are overwriting a previously saved game, confirm this at the prompt.
 - ❖ If you exit *2002 FIFA World Cup* mode without saving, you lose all progress made during that session.
 - ❖ A saved game has its own database. Any changes made to teams from within a saved game stay specific to that game and do not alter original settings.



NOTE: You may save up to five games on your memory card.

DELETING A GAME

When you attempt to save a game to a memory card already containing five saved games, you are given the option of deleting an existing saved game. To do so:

1. At the pop-up screen, select DELETE SAVE GAME FILE.
2. At the Delete Game screen, press the D-Button $\updownarrow$ to choose the game data you wish to delete.
3. Press the $\times$ button and confirm at the prompt. The saved game is deleted.

LOADING A GAME

To load a saved 2002 FIFA World Cup mode game:

1. Select OPTIONS in the main menu.
2. Select LOAD GAME. The Load Game screen appears..
3. Press the D-Button $\updownarrow$ to choose the game data you wish to load and press the $\times$ button. Confirm at the prompt. The game loads.

CAMERAS

Select CAMERAS from the Pause Menu during a match to adjust the Height and Zoom of each in-game camera and to fine-tune your view of the action.

- Press the D-Button $\leftrightarrow$ to select from **TELE**, TOWER, END TO END, SIDELINE, PANORAMIC, ACTION, DYNAMIC END and SWING camera angles.
- ❖ Each Difficulty Level has an associated default Camera angle (Beginner = Action Cam / Amateur = Tele Cam / Professional = Tele Cam / World Class = Tower Cam).
- To customize a camera view, select a camera and use the sliders to adjust its Height and Zoom.
- Press the $\blacktriangle$ button to return to the Pause menu with the selected camera view.
- Select RESET to return the currently selected camera to its default settings.

MULTIPLAYER MATCHES

Up to 8 Players may play *2002 FIFA World Cup*, using a Multitap (for PlayStation®2).

- ❖ For Multiplayer games, each participating player requires a DUALSHOCK®2 analog controller.
- ❖ To play with 1-5 Players, a multitap is required.
- ❖ To play with 6-8 Players, a second multitap is required and must be inserted into controller port 2.

If you are using a memory card it must be inserted into the first available MEMORY CARD slot.

When starting a match, the controller icons are displayed on the Side Select screen. Each player must press the D-Button $\leftrightarrow$ to move to the team that they wish to play. Controller icons that are left in the middle will not be used in the game.

You can also select the side you want to play for during the game by pressing the **START** button and selecting SIDE SELECT from the Pause menu.

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and produced by Bob Buckley. Performed
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2002 FIFA World Cup™ official anthem.
Music composed, arranged and produced
by Vangelis. Electronic keyboards by
Vangelis. Performed by London
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