INSTRUCTION BOOKLET

FIFA

FIFA SOCCER 64

NINTENDO 64

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

CONTROL STICK FUNCTION

The Nintendo 64™ Controller contains a Control Stick which uses an Analog system to read the angles and direction of its movement. This allows subtle control that is not possible using the conventional + Control Pad.

When turning the Control Deck power ON, do not move the Control Stick from its neutral position on the controller.
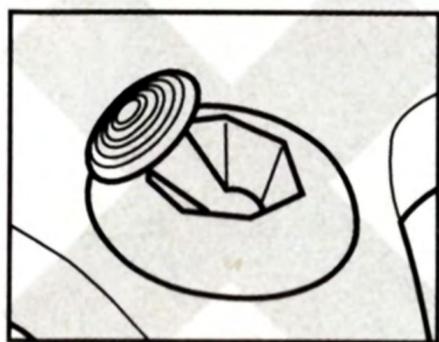
If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.

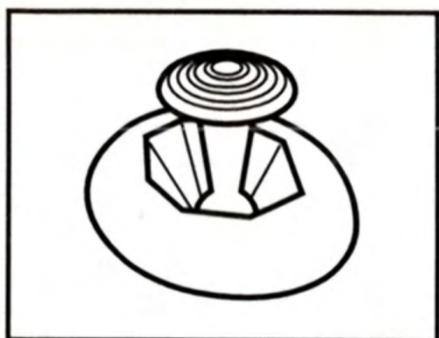To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the left) then press **START** while holding the **L** and **R** buttons.

The Control Stick is a precision instrument, make sure not to spill liquids or place any foreign objects into it.

STARTING THE GAME

1. Turn OFF the power switch on your Nintendo 64™ Control Deck.

   WARNING: Never try to insert or remove a Game Pak when the power is ON.

2. Make sure a Controller is plugged into controller socket 1 on the Control Deck.

   If you're playing against a friend, plug the other Controller into controller socket 2.

3. Insert the Game Pak into the slot on the Control Deck. Press firmly to lock the Game Pak in place.

4. Turn ON the power switch. The EA SPORTS™ and FIFA™ logos appear. If you don't see them, begin again at step **1**.

CONTROLLER

START

L Button

+ Control Pad

R Button

C Buttons
B Button
A Button

Control Stick

BACK OF CONTROLLER

N64 Controller Pak™
Connector Slot

Z Button
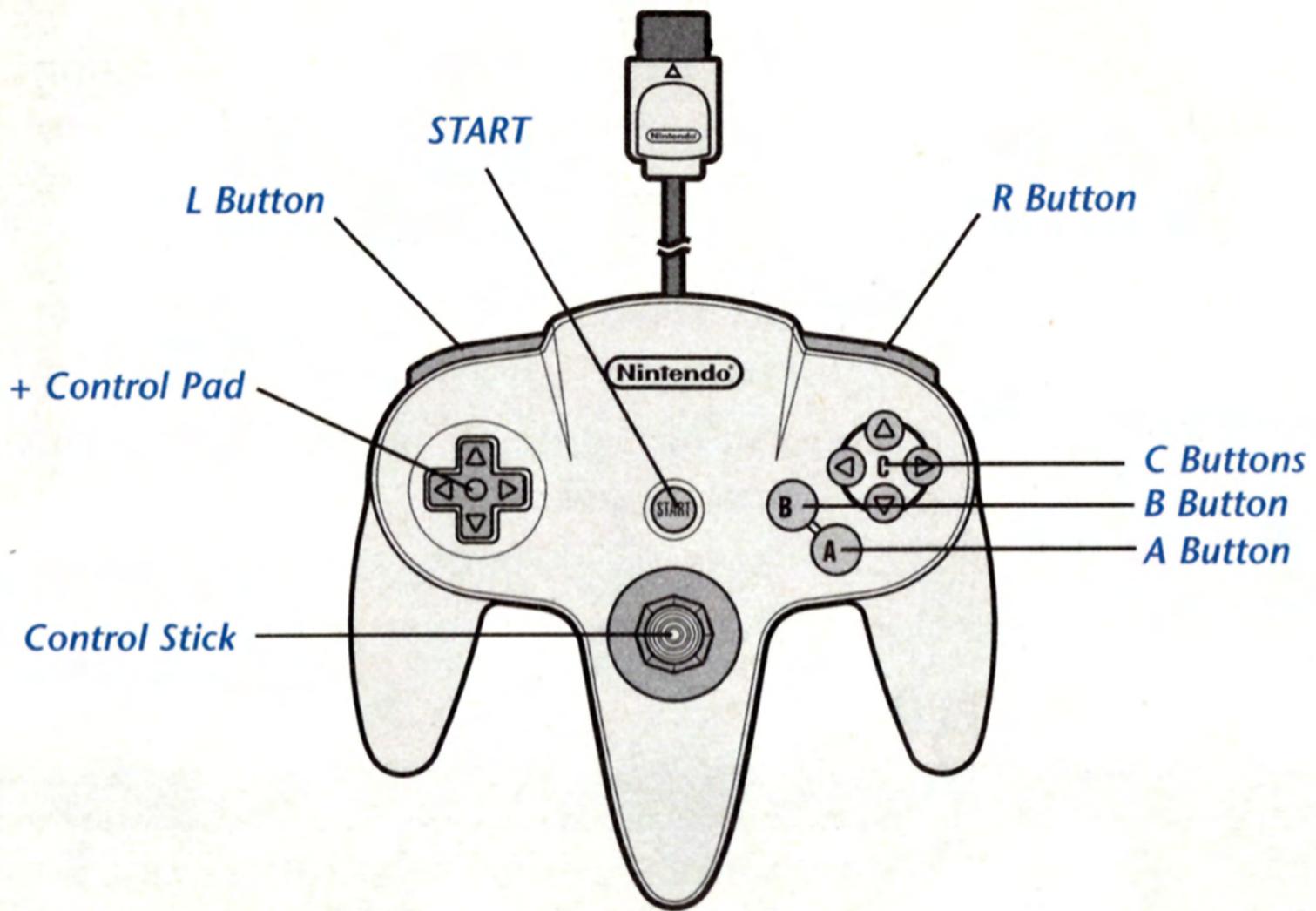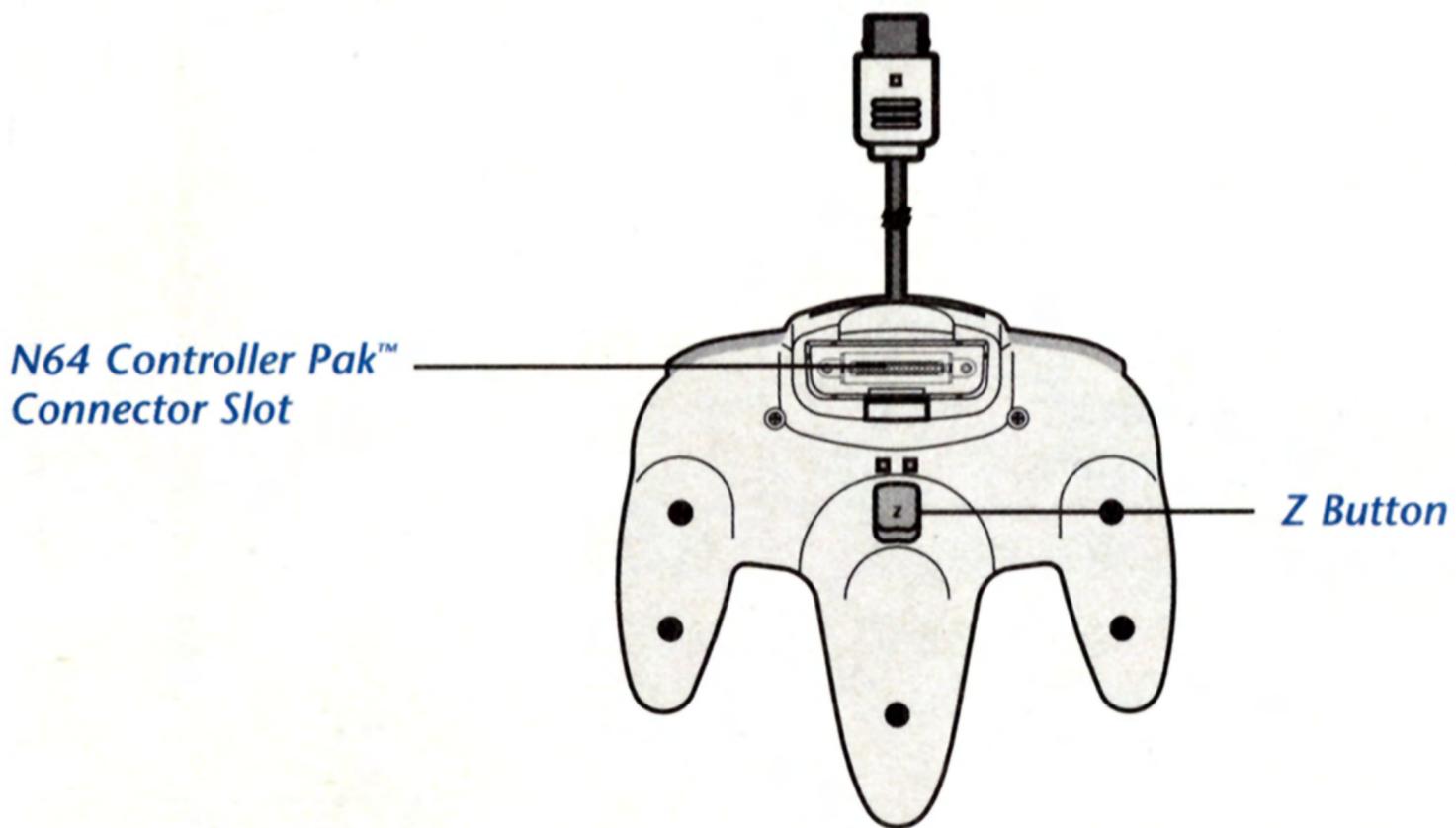
COMMAND SUMMARY

CONTROL SETS

FIFA Soccer 64 features two control sets for navigating the action: Simple and Complex. Actions not available in the Simple control set are labeled N/A. To configure your control set, see *Controller Select Screen* on p. 21.

❑ The Control Stick and Control Pad serve the same functions in *FIFA Soccer 64*; however, this manual refers only to the Control Pad.

❑ When a player is in possession of the ball, the Control Pad moves the player relative to the camera view.

❑ When the player releases a shot, he continues in the same direction, and the Control Pad directs the ball relative to the net.

PICTURE-IN-PICTURE

Action	Description	Complex	Simple
Cycle PIP	Picture-in-Picture Camera, Pitch Overlay, or PIP Off	Right Button + C↑	Right Button + C↑

PLAYER WITHOUT THE BALL

Action	Description	Complex	Simple
Run	Move highlighted player in any direction.	Control Pad	Control Pad
Tackle	Tackle the player in the direction selected.	Tap **B** + Control Pad	Tap **B** + Control Pad
Switch Player	Control player closest to the ball (between the ball and the net).	A	A
Slide Tackle	Slide highlighted player.	C↓	Hold **B**
Hard Tackle	Strongly push for the ball.	C↑	C↑
Speed Up	Highlighted player sprints.	Tap C← Rapidly	Tap C← Rapidly

PLAYER WITH THE BALL

ACTION	DESCRIPTION	COMPLEX	SIMPLE
Dribble	Move player with ball in any direction.	Control Pad	Control Pad
Lob*	Lob the ball. Hold button to increase power.	C↓ + Control Pad	C↓ + Control Pad
Pass	Pass the ball. Hold button to increase power.	A + Control Pad	A + Control Pad
Shoot/ Clear	In range of goal, shoot; out of range, clear ball upfield. Hold button to increase power.	B + Control Pad	B + Control Pad
Speed Up	Ball carrier sprints.	Tap C← Rapidly	Tap C← Rapidly
Rainbow Kick	Execute a rainbow kick.	C↑	C↑

* When the ball carrier is in the attacking zone, just wide of your opponent's goal area, Lob automatically centers the ball.

AFTER BALL RELEASE

ACTION	DESCRIPTION	COMPLEX	SIMPLE
Aftertouch	Curve ball in the air left/right.	Z + Control Pad ← →	N/A
Run	Move highlighted player in any direction.	Control Pad	Control Pad
Switch Player	Switch to player closest to the ball's landing spot.	A	A
One-Timer	Pass recipient automatically shoots to an open area of the net or clears the ball upfield.	B	B
Speed Up	Highlighted player sprints.	Tap C← Rapidly	Tap C← Rapidly
Mode Option	Gain access to Passback mode actions, below.	C↑	N/A

In Passback Mode (Complex Only)

ACTION	DESCRIPTION	COMPLEX
Run	Move highlighted player in any direction.	Control Pad
Lob	Lob the ball back to the highlighted player.	C↓
Pass	Pass back to the highlighted player.	A
Shoot/ Clear	Pass recipient automatically shoots to an open area of the net or clears the ball.	B
Speed Up	Highlighted player sprints.	Tap C← Rapidly
Mode Option	Cancel Passback mode. Gain control of the player in possession of the ball.	C↑

BALL IN THE AIR

ACTION	DESCRIPTION	COMPLEX	SIMPLE
Run	Move highlighted player in any direction.	Control Pad	Control Pad
Special Move or Shoot/ Clear	Header, Volley, or Bicycle kick. (Dependent on height and location of the ball and player position.)	B + Control Pad	B + Control Pad
Special Move or Lob/ Pass	Header, Volley, or Bicycle kick. (Dependent on height and location of the ball and player position.)	C↓ + Control Pad	C↓ + Control Pad
Switch Player	Switch to player closest to the ball's landing spot.	A	A
Speed Up	Highlighted player receives a burst of speed.	Tap C← Rapidly	Tap C← Rapidly
Mode Option	Gain access to Passback mode actions, above.	C↑	N/A

THROW IN

Action	Description	Complex	Simple
Move Player	Change direction to which the thrower faces.	Control Pad	Control Pad
Low Pass	Throw the ball. Hold button to increase power.	A	A
Clear	Clear the ball upfield. Hold button to increase power.	B	B
High Throw	Throw the ball. Hold button to increase power.	C↓	C↓
Mode Option	Cycle Normal, Passback, Set Play, and Target modes.	C↑	N/A

In Passback Mode (Complex Only)

Action	Description	Complex
Run	Move selected player on the pitch in any direction.	Control Pad
Switch Player	Cycle through all 10 players on the pitch.	A
Clear	Clear the ball upfield.	C↓
High Throw	Throw the ball to the selected player.	B

In Set Play Mode (Complex Only)

Action	Description	Complex
Select Play	Select one of three set plays. The selected play is outlined on the pitch.	Control Pad
Execute Play	Players automatically perform the set play.	A or C↓
Clear	Clear the ball upfield.	B
Hide Set Play	Toggle the set play outline ON/OFF.	C←

In Target Mode (Complex Only)

Action	Description	Complex
Move Target	Move target on the pitch in any direction.	Control Pad
Low Pass	Throw the ball to the target.	A
Clear	Clear the ball upfield.	B
High Throw	Throw the ball to the target.	C↓

CORNER KICK/FREE KICK

Action	Description	Complex	Simple
Move Player	Change direction to which the kicker faces.	Control Pad	Control Pad
Low Pass	Pass the ball. Hold button to increase power.	A	A
Shoot/ Clear	In range of goal, shoot; out of range, clear ball upfield. Hold button to increase power.	B	B
High Lob	Lob the ball. Hold button to increase power.	C↓	C↓
Mode Option	Cycle Normal, Passback, Set Play, and Target modes.	C↑	N/A

In Passback Mode (Complex Only)

Action	Description	Complex
Run	Move selected player on the pitch in any direction.	Control Pad
Switch Player	Cycle through all 10 players on the pitch.	A
Shoot/ Clear	In range of goal, shoot; out of range, clear ball upfield.	C↓
Low Pass	Pass the ball to the selected player.	B

In Set Play Mode (Complex Only)

ACTION	DESCRIPTION	COMPLEX
Select Play	Select one of three set plays. The selected play is outlined on the pitch.	Control Pad
Execute Play	Players automatically perform the set play.	A or C↓
Shoot/ Clear	In range of goal, shoot; out of range, clear ball upfield. Hold button to increase power.	B
Hide Set Play	Toggle the set play outline ON/OFF.	C←

In Target Mode (Complex Only)

ACTION	DESCRIPTION	COMPLEX
Move Target	Move target on the pitch in any direction.	Control Pad
Low Pass	Pass the ball to the target.	A
Shoot/ Clear	In range of goal, shoot; out of range, clear ball upfield. Hold button to increase power.	B
High Lob	Lob the ball to the target.	C↓

PENALTY KICK/SHOOTOUT (KICKER)

ACTION	DESCRIPTION	COMPLEX	SIMPLE
Change Shooter	PENALTY KICKS ONLY: Cycle through all 10 players. The default is always the best shooter on your team.	A	A
Shoot	Shoot the ball. Hold button to increase power.	B + Control Pad	B + Control Pad

PENALTY KICK / SHOOTOUT (GOALKEEPER)

ACTION	DESCRIPTION	COMPLEX	SIMPLE
Move Keeper	If activated before the shot, jump as soon as the shot is fired. If activated after the shot, dive in the chosen direction. If no control is given and the ball goes directly at the goalie, he automatically makes the save.	A, B, or C↓ + Control Pad	A, B, or C↓ + Control Pad

GOALKEEPER WITH BALL

ACTION	DESCRIPTION	COMPLEX	SIMPLE
Move Keeper	Once the goalie takes four steps, you may change only the direction to which he faces.	Control Pad	Control Pad
Throw	Throw the ball. Hold button to increase power.	B	A
Kick	Kick the ball. Hold button to increase power.	C↓	C↓
Mode Option	Cycle Normal, Passback, and Target modes	C↑	N/A

In Passback Mode (Complex Only)

ACTION	DESCRIPTION	COMPLEX
Run	Move selected player on the pitch in any direction.	Control Pad
Switch Player	Cycle through all 10 players on the pitch.	A
Kick	Kick the ball to the selected player.	B
Throw	Throw the ball to the selected player.	C↓

In Target Mode (Complex Only)

ACTION	DESCRIPTION	COMPLEX
Move Target	Move target on the pitch in any direction.	Control Pad
Kick	Kick the ball to the target.	B
Throw	Throw the ball to the target.	C↓

Goal Kick

ACTION	DESCRIPTION	COMPLEX	SIMPLE
Move Keeper	Change direction to which the keeper faces.	Control Pad	Control Pad
Kick	Kick the ball. Hold button to increase power.	A, B, or C↓	A, B, or C↓
Mode Option	Cycle Normal, Passback, and Target modes	C↑	N/A

In Passback Mode (Complex Only)

ACTION	DESCRIPTION	COMPLEX
Run	Move selected player on the pitch in any direction.	Control Pad
Switch Player	Cycle through all 10 players on the pitch.	A
Kick	Kick the ball to selected player.	B or C↓

In Target Mode (Complex Only)

ACTION	DESCRIPTION	COMPLEX
Move Target	Move target on the pitch in any direction.	Control Pad
Kick	Kick the ball to the target.	A, B, or C↓

MATCH SELECT SCREEN

The Match Select screen appears following the *FIFA Soccer 64* introduction and title screens. At the Match Select screen you can choose the type of match you want to play, adjust game options, or restore previously saved games.

Menu Controls

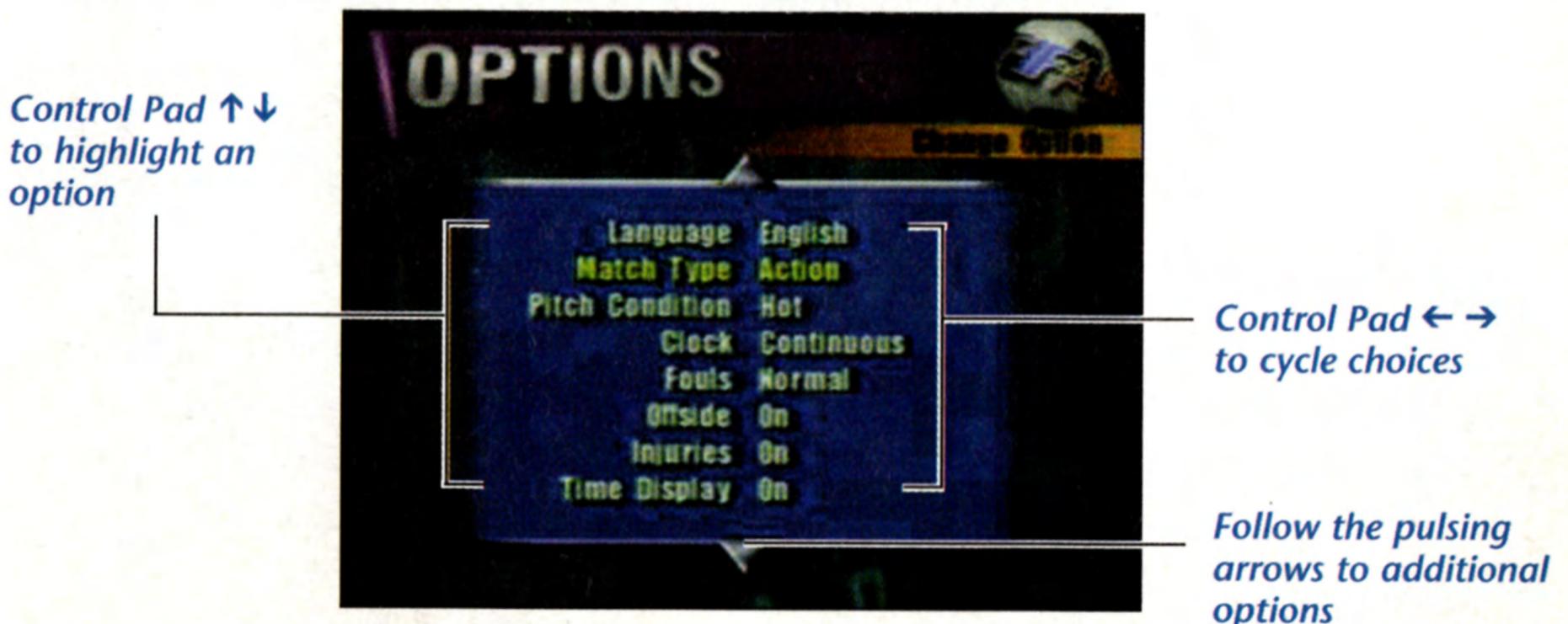| ACTION	CONTROL
Move highlight	Control Pad in any direction
Select and Advance to next screen	START or A
Cancel and Return to previous screen	C←

FRIENDLY   Play a single, winner-take-all match between your favorite clubs. You can choose from over 150 international squads. See *Friendly Mode* on p. 15.

LEAGUE   Compete in any of five authentic regional leagues, or take on the world in international play. You can control up to eight teams through a season. See *League Mode* on p. 16.

TOURNAMENT   Enter Tournament play at the national or international level. You can represent up to eight squads in Tournament mode. Dominate your bracket to advance to the Playoffs. See *Tournament Mode* on p. 20.

PLAYOFF   Begin playing at the pinnacle of *FIFA Soccer 64* competition. You can create a Playoff Tree with up to 16 teams, then control up to eight of your favorite clubs through the race for the championship. See *Playoff Mode* on p. 20.

RESTORE   Resume a previously saved Season, Tournament, or Playoff at the next scheduled match.

OPTIONS   Configure the presentation, rules, and controls of the upcoming match to your style of play. See *Options* below.

OPTIONS

No matter which type of match you choose, access the Options screen prior to your match to configure the game environment to your preference. The Options screen features a variety of ways to customize the upcoming game.

   Note: Default options appear in **bold** in this manual.

Control Pad ↑ ↓ to highlight an option

Control Pad ← → to cycle choices

Follow the pulsing arrows to additional options

- When you're satisfied with your Options adjustments, press **START** to return to the Match Select screen.

HALF LENGTH	Select the duration of two equal periods of play: 45, 20, 10, 8, 6, **4**, or 2 minutes.
LANGUAGE	Set screen text language: **ENGLISH**, FRENCH, or GERMAN.
GAME TYPE	**ACTION:** Increased gameplay speed. No restrictions on substitutions. Enhanced player attributes.
	ARCADE: All players and teams perform at equivalent skill levels. Exaggerated ball physics. Fastest gameplay. Players never fatigue.
	SIMULATION: Player and team performance reflect skill ratings. Players fatigue as game draws on. Substitutions are limited to three per game.
PITCH CONDITION	Pitch Condition is a reflection of the weather: **RANDOM**, DRENCHED, DAMP, DRY, or HOT. The wetter the turf, the more sluggish the ball movement. On drier turf the ball rolls more quickly and bounces higher.
CLOCK	OUT OF PLAY: The clock pauses when the ball passes over touch lines and goal lines, and begins again when the action resumes.
	CONTINUOUS: Time ticks off the clock continuously, from the opening kick-off to the final whistle.
	❐ The referee has the liberty of adding time on to the end of a match if too much time was spent out of play.
FOULS	**ON**: The referee calls fouls and distributes cards just as he would in an actual FIFA match.

NO BOOKINGS: The referee does not show yellow or red cards, no matter how base the players' conduct.

OFF: No fouls, no free kicks, and no cards.

OFFSIDE	Toggle offside calls **ON**/**OFF**.
INJURIES	Toggle the possibility of player injuries **ON**/**OFF**.
TIME DISPLAY	Toggle in-game Time and Score overlays **ON**/**OFF**.
AUTO REPLAY	Toggle automatic replays of scoring moves **ON**/**OFF**.
MUSIC	Toggle music during the menu screens **ON**/**OFF**.
SFX	Toggle sound effects **ON**/**OFF**. This affects menu screens as well as in-game sound effects.

ORGANIZING A MATCH

The first step to organizing a *FIFA Soccer 64* football match is deciding which type of game you'd like to play: Friendly, League, Tournament, or Playoff. When you make a match selection, the appropriate setup screen appears.

FRIENDLY MODE

Contrary to what the name may imply, a Friendly match is just as competitive as a final round Playoff meeting. Even when there's nothing on the line, no one likes to lose! You can match up your two favorite squads regardless of league, or pit a club against itself for a truly balanced contest of football skills.

❏ When you choose FRIENDLY from the Match Select screen, the Team Select screen appears.

TEAM SELECT SCREEN

Select the two teams you want to battle it out on the pitch. Each league features between 18 and 64 teams from which to choose.

Control Pad
↑ ↓ *to toggle
league/team*

Control Pad
← → *to cycle
leagues/teams*

Press B to switch sides

- When you've selected the teams you want, press **A** or **START**. The Controller Select screen appears. See *Controller Select Screen* on p. 21.

LEAGUE MODE

The length of a League schedule depends upon the league you choose to enter. In League play, each team faces every other team twice—once at home and once on the road. You can choose one team and challenge for the Season title, or control up to eight clubs to play a greater role in the day-to-day action.

❏ When you choose LEAGUE from the Match Select screen, the League Select screen appears.

Note: A Controller Pak is required to save League data. If you do not have a Controller Pak, a text box appears asking if you want to continue.

LEAGUE SELECT SCREEN

Because the number of Season matches depends upon the number of clubs in the league, the choice you make here determines the length of your schedule. For a listing of the teams in each league, see

League Members on p. 32. The International league is the largest, boasting 64 teams from around the world.

Control Pad ← → to cycle leagues

- When the league you want is displayed, press **A** or **START**. The Team Select screen appears.

TEAM SELECT SCREEN

The Team Select screen displays all the teams that make up your league. You can select up to eight squads to control during Season play.

Indicates user-controlled team

- To select a team, highlight it and press **B**; a ✔ appears. To deselect a team, highlight it again and press **B**.
- When you've selected the team(s) you want, press **A** or **START**. The Standings screen appears.

STANDINGS

The Standings screen tracks Points, Games, Wins, Losses, Draws, Goals For, Goals Against throughout the Season. User-controlled teams are highlighted, making it easy to keep tabs on your team's performance.

Control Pad ↑↓ to view additional teams

Teams	Pts	G	W	L	D	F	A
Iv. Coast	12	4	4	0	0	8	3
Zambia	10	4	3	0	1	10	6
Chile	8	4	2	0	2	7	3
Ukraine	7	3	2	0	1	8	5
Netherlnds	7	3	2	0	1	6	3
Norway	7	3	2	0	1	7	5
Wales	7	4	2	1	1	7	8
Brazil	6	3	2	1	0	5	3
Austria	6	3	2	1	0	5	3
R. Ireland	6	4	2	2	0	7	7

*Press **B** to go to the Scoring Leaders screen*

- To advance to the Schedule screen, press **A** or **START**.

SCORING LEADERS

The Scoring Leaders screen gives you a quick update on the league's top-nine offensive players.

Player	Team	Goals
C Sforza	Switzerland	3
K Warzycha	Poland	3
A Folha	Portugal	3
P Olivares	Peru	3
M Chaouch	Morocco	2
M Pembridge	Wales	2
D Deschamps	France	2
D Boffin	Belgium	2
L Staelens	Belgium	2

*Press **START** to return to the Standings screen*

SCHEDULE SCREEN

The Schedule screen displays the upcoming schedule for each user-controlled team and records the results of all completed games. Each match is numbered, and must be played in numerical order. The computer automatically simulates any non-user matches scheduled before your next game.

Control Pad ←→ to scroll user-controlled teams

Control Pad ↑↓ to scroll schedule/results
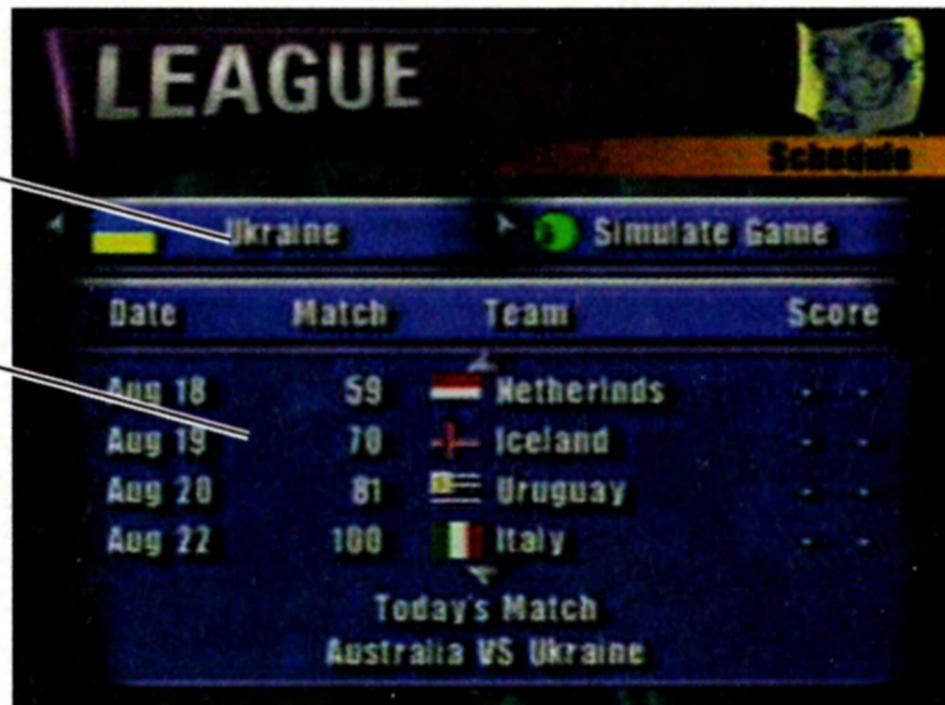
- To begin your next match, press **A** or **START**. The Controller Select screen appears. See *Controller Select Screen* on p. 21.

- To take a break from the grueling action, press **B** to simulate your next match. This simulates the score as well as the stats. After each simulation, you are prompted to save your current position. See *Saving and Restoring p. 31*.

END OF THE SEASON

The number in the Points column on the Standings screen determines a team's position for the Season points title. Points are awarded as follows: Win–3 pts., Draw–1 pt., Loss–0 pts.

❏ As the Season draws on, the Schedule screen informs you if any of your teams are mathematically eliminated from the Season points title.

❏ At the end of the Season, the Schedule screen displays the points champion.

TOURNAMENT MODE

Tournament mode follows the format of most FIFA sanctioned tournament and cup challenges. The computer automatically divides league teams into qualifying groups. Rather than face every team in the league, you go up against only those teams that share your grouping, and teams meet just once.

You can choose one team and challenge for a Playoff berth, or control up to eight clubs to play a greater role in the cup challenge. The total amount of teams in a group is always larger than the amount of teams you control.

❑ Select your League and Team(s), and begin play exactly as in League mode. See *League Select Screen* on p. 16.

END OF THE TOURNAMENT

The number in the Points column on the Standings screen determines a team's position in the Playoff race. Points are awarded as follows: Win–3 pts., Draw–1 pt., Loss–0 pts.

Following the final Tournament match, the Schedule screen informs you whether or not the teams you controlled qualified for the Playoffs.

❑ If one or more teams you control qualify for the Playoffs, you advance to the Playoff Tree. Each team is seeded and placed in a single-elimination championship-style bracket. See *Playoff Tree* on p. 21.

❑ If all your teams are out of Playoff contention, the Tournament is over.

PLAYOFF MODE

Playoffs are the pinnacle of Tournament play; they're also a great place to start if you want to step directly into the championship arena. Playoffs are organized in single-elimination format, beginning with 8–16 clubs depending on how many teams you choose to control (1–8).

❑ League and Team selection in Playoff mode is identical to League mode. See *League Select Screen* on p. 16.

❑ Following Team selection, the Playoff Tree appears.

PLAYOFF TREE

The computer randomly seeds and pairs teams on the Playoff Tree. Once your teams are eliminated, your participation in the Playoff is over.

Control Pad ← → to scroll Playoff Tree

- To begin your next match, press **A** or **START**. The Controller Select screen appears. See *Controller Select Screen* below.

CONTROLLER SELECT SCREEN

At the Controller Select screen, you can choose the team you want to represent in the ensuing match, select a skill level for the players you control, and configure the complexity of your controller.

A controller icon appears for each controller connected to your N64. Up to four players can take part in a single *FIFA Soccer 64* match.

To choose a team, Control Pad ← → under the team's flag

To display on-screen instructions, press C← or C→

Controllers not assigned to a team are computer-controlled during the match

- To highlight the current Skill Level or Control Set, Control Pad ↑↓.

- To cycle Skill Level or Control Set choices, press **B**.

- To control players with the Control Stick, Control Stick in any direction. The Control Stick highlights on your controller icon.

- To control players with the Control Pad, Control Pad in any direction. The Control Pad highlights on your controller icon.

CONTROL SETS

FIFA Soccer 64 features two Control Set options: Simple and Complex. With the Simple control set you can perform basic football moves; the Complex control set lets you execute advanced skills. See the Command Summary on p. 4 for a detailed table of controls.

SKILL LEVELS

You can adjust your controller to suit your own personal skill level. In general, the Skill Level you select determines the measure of computer assistance applied to the players you control.

NOVICE Full computer assistance allows even the newest rookie to play with ease. Passes invariably find teammates. Players enjoy a large zone of influence (this affects how close you must keep the ball to maintain possession). Headers and special moves occur frequently.

SEMI PRO Computer assistance is greatly reduced when executing special moves (e.g., bicycle kicks, headers) and ball control. Passes still find their mark but take greater aiming precision.

PRO No computer assistance. Players must work to keep control of the ball in a closer proximity or run the risk of having it stolen. All areas of gameplay require skilled precision.

To begin the match:

- When each player chooses a team, press **A** or **START**. The players jog onto the pitch, and the Pre-Game menu appears.

PRE-GAME MENU

Use Pre-Game controls to fine tune the upcoming match. Team Management and Starting Lineup allow for precision control over your players, while Options and Controller Select let you return for eleventh hour adjustments.

- To select a Pre-Game menu item, Control Pad ↑↓ to highlight it, then press **A**.
- To march your players out to the pitch for the opening kick off, highlight START MATCH and press **A**, or press **START** with any item highlighted.

CAMERA

Select a Camera angle. You can play *FIFA Soccer 64* with any of eight different viewing perspectives. Each camera is mobile, focusing on the ball and following it throughout the match.

To select a Camera:

1. From the Pre-Game menu, choose CAMERA. The Camera menu appears.
2. Control Pad ↑↓ to highlight a Camera. The background adjusts to give you a preview.
3. When you find the Camera you want, press **START**. The Pre-Game menu appears.

> **Note:** During the game, you can change the camera from the Pause menu. (See *Pause Menu* on p. 29.)

TELE CAM	This camera view is the closest to an actual television broadcast. The camera scrolls from side to side along with the action, and is set up high for a generous view of the pitch.
SIDELINE CAM	Another side-scrolling view, the Sideline Cam is set closer to the pitch, giving you the same perspective you'd have as a coach or reserve player standing on the sideline.
CABLE CAM	The Cable Cam tracks the game from top to bottom (net to net). Like the Tele Cam, it is further away from the field allowing you to observe as the plays take form.

ENDZONE CAM As its name might imply, the Endzone Cam is positioned in the endzone, directly behind the home team's net. This top to bottom camera view should be familiar to goalkeepers.

STADIUM CAM An isometric, or diagonal-scrolling, camera. The Stadium Cam provides the most economical view, occupying the screen with as much of the playing field as possible.

SHOULDER CAM The Shoulder Cam is a diagonal view, like the Stadium Cam, but it is set lower, allowing you to look over your players' shoulders.

BALL CAM The most intimate of the seven views, the Ball Cam places you on the pitch. Although a spectacular view, the Ball Cam grants only limited vision of the field and your teammates.

FIFA 64 CAM A combination of the Sideline and Ball Cams, with a touch of auto-zoom. This camera brings you right into the action and still allows for a great view of the field.

PIP CAMERA

You can choose a different Camera for the Picture-in-Picture feature, giving you two perspectives on the game at the same time. All eight regular Cameras, plus Radar, are available for Picture-in-Picture.

RADAR Radar displays a full field overlay that displays the movement of every player on the pitch in real time.

CONTROLLER SELECT

Reconfigure your controller setup. You can add newcomers, change skill levels, and toggle controller sets. See *Controller Select Screen* on p. 21.

TEAM MANAGEMENT

Access the Team Management screen to assume the role of coach before the match begins. Choose a strategy and formation, compose your lineup, and position each player in the precise area you want him to patrol. See *Team Management Screen* on p. 25.

OPTIONS

Many of the options accessible from the Options screen are available for last minute modifications.

- To adjust Options from the pitch, Controll Pad ↑↓ to highlight an option, then ← → to cycle choices. For more information, see *Options* on p. 13.

QUIT

Quit the current game, and return to the Match Select screen.

TEAM MANAGEMENT SCREEN

Choose the Strategy and Formation you want your team to employ during the match. There are six formations and five strategies from which to choose. As you test out different combinations, a graphic representation of your team adjusts to demonstrate each.
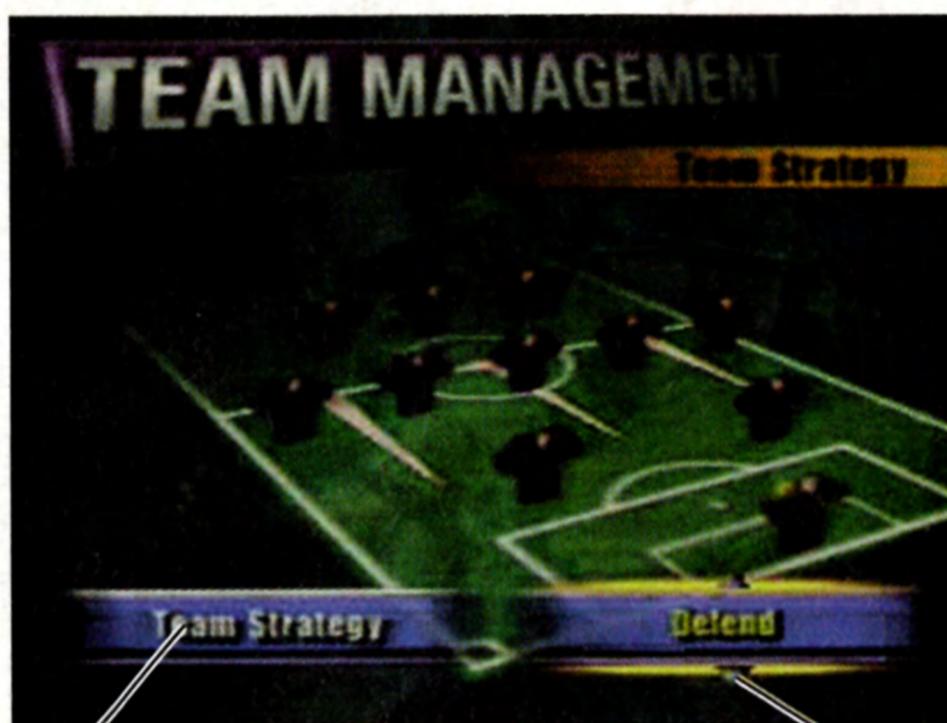
Team Management feature   *Move highlight to activate*

To navigate Team Management features:

1. Control Pad ↑↓ to choose a Team Management feature.

2. Control Pad → to activate the feature. (Follow the steps under the appropriate heading below for specific instructions.)

3. To exit, Control Pad ← to deactivate the feature, then press **START**. The Options menu appears.

When you're at the Team Management screen with the current feature inactive, you can move the pitch for a different perspective.

- Zoom in, press **L** + Control Pad ↓.
- Zoom out, press **L** + Control Pad ↑.
- Rotate left, press **L** + Control Pad ←.
- Rotate right, press **L** + Control Pad →.

TEAM FORMATION

Your Team Formation should cater to a combination of your team's strengths and weaknesses and your personal approach to the game. The lowest rated team in the league can surprise a powerhouse with an experienced skipper at the helm. The numbers denote Defenders–Midfielders–Forwards.

- To cycle formations, activate Team Formation, then Control Pad ↑↓.

4–4–2	Two forwards may seem a bit conservative, but if you couple the 4–4–2 formation with strong passing and wingplay, two may be all you need.
4–3–3	A good compliment to an offensive strategy. Play your midfielders and forwards together as a unit, and the battle for control of the passing lanes will be yours.
3–5–2	This versatile formation suits ALL-OUT OFFENCE and ALL-OUT DEFENCE equally well. Five midfielders quickly shift direction to create an eight player rush one moment and a seven player retreat the next.
SWEEPER (1–3–4–2)	The Sweeper moves from side to side in the backfield, anticipating the play and striking wherever needed. With just two forwards, you can expect low scoring games for both squads.
4–2–4	The key to the 4–2–4 is stationing two tremendous athletes at midfield. Your midfielders run the transition game—passing the ball upfield and hustling back on defense.
4–5–1	Tailored to a strong defensive squad, this formation gets its strength from solid defense and speedy wingers who can take advantage of sudden opportunities.

TEAM STRATEGY

It is unwise to blindly develop a Team Strategy. Play with a team to uncover its strengths and weaknesses, then ask yourself some important questions: How does your team compare with your opponent defensively? Do your players possess the skills to score goals at will?

- To cycle strategies, activate Team Strategy, then Control Pad ↑↓.

ALL-OUT OFFENCE	When you gain possession of the ball, your players rush toward the opponent's goal to set up for a quick scoring chance. Turnovers are extremely risky with this strategy as your own net remains virtually defenseless.
ATTACK	Dominate your opponents on their own side of the turf. If you can initiate your plays from beyond the midfield line, you've already won half the battle. Keep the ball moving until you spot a clear scoring opportunity.
NORMAL	Your team adopts a reactive strategy and adjusts to whatever your opponent throws your way.
DEFEND	Focus on controlling the midfield area. Your opponent depends on clear passing routes in this area of the pitch; swarming defense cuts off passing options and causes turnovers, stopping offensive plays before they develop.
ALL-OUT DEFENCE	When your players find themselves on defense, rather than challenging the ball handler, they retreat deep into their own half of the field. If an attacker breaks into the penalty area, you've got the numbers to overwhelm him.

POSITION

When you're satisfied with your team's Formation and Strategy, use the Position feature to make minor adjustments to your players' field positions.

To modify field positions:

1. Activate Position and Control Pad ↑↓ to move the highlight to the desired player position.

2. When the position you want is highlighted, press **B** to unlock the position, then Control Pad in any direction to adjust.

3. When you're satisfied with the position, press **B** again to lock.

• Continue with other positions in the same manner.

STARTING LINEUP

Teams begin each match with a Starting Lineup of 10 players and a goalie positioned on the pitch. The remaining athletes on the roster are reserves. You can use reserve players to substitute for fatigued players or to replace injured and suspended teammates.

Reserve players'
names appear
in purple on the
roster

Starting Lineup
Overlay

To change your starting lineup:

1. Activate Starting Lineup and Control Pad ↑↓ to move the highlight to the player you want to remove from the lineup.

2. Press **B**. The player's name appears in the Starting Lineup overlay.

3. Highlight the player you want to replace him with, and press **B**. The word "Swap" appears.

4. Press **B** again. The players swap positions.

- To cancel a change, press **C←** before confirming the swap.

- Repeat until you are satisfied with your Starting Lineup.

5. Upon exit, you are prompted to accept or cancel your changes. Highlight your choice, then press **B**.

❐ You can further change your lineup by swapping positions between two starting players, giving your team a different look on the pitch.

❐ Forwards, Midfielders, and Defenders are not restricted by their natural positions; however, Goalkeepers must play in the net.

SUBSTITUTION

During the match, the Substitution feature replaces Starting Lineup.

Substitution options depend on the Game Type you select at the Options screen. If you chose SIMULATION, you are limited to three Substitutions throughout the match. If you chose ACTION or ARCADE, no such restrictions exist.

❐ Substitutions work in the same manner as Starting Lineup changes. For information, see *Starting Lineup* on p. 28.

PAUSE MENU

The Pause menu contains many of the same items as the Pre-Game menu, along with the following options specific to the current game. For more information, see *Pre-Game Menu* on p. 23.

- To pause the match, press **START**. The Pause menu appears.

- To resume play, highlight RESUME GAME and press **A**, or press **START** with any item highlighted.

INSTANT REPLAY

Exceptional plays are worth a second look and many times a third or a fourth as well. When you want to replay the action, choose INSTANT REPLAY, then step into the editing room and roll the tape.

Frame Indicator

- To play, press and release **A**.
- To pause, press and release **A** again.
- To advance frame-by-frame, tap **A** repeatedly.
- To fast-forward, Control Pad →.
- To rewind, Control Pad ←.
- To scroll camera views, press **C↑/C↓**.

Free Cam Controls:
- To select the Free Cam, **C↓** to FREE CAM.
- To rotate the Free Cam, press **L** or **Z** + Control Pad ← →.
- To tilt the Free Cam, press **L** or **Z** + Control Pad ↓↑.
- To move the Free Cam In/Out, press **R** + Control Pad ← →.
- To zoom In/Out, press **R** + Control Pad ↓↑.

GAME STATISTICS

Compare the two squads in eight statistical categories: Score, Saves, Fouls, Shots on Goal, Corner Kicks, and time of possession Attacking, In Midfield, and Defending.

SCORE SUMMARY

Check the summary of all goals scored during the match. Find out who scored, at what time, and for which team.

FOUL SUMMARY

Check the summary of all fouls committed during the match. The Foul Summary screen tracks each rogue player's name, team name, and the time of the foul.

> **Note:** You can press C←/C→ to cycle the Game Statistics, Score Summary, and Foul Summary screens for quick viewing.

SAVING AND RESTORING

If you have a Controller Pak connected to one of your controllers, you can save your Season, Tournament, and Playoff progress after the last completed game and continue at a later time.

To save your progress:

1. At the End Game menu following a Season, Tournament, or Playoff match, choose the CONTINUE option. The Save screen appears.

2. Choose CONTROLLER PAK, then choose the Controller Pak to which you want to save. The computer saves your game data.

To restore your game:

1. At the Match Select screen, choose RESTORE. The Restore screen appears.

2. Choose CONTROLLER PAK, then choose the Controller Pak from which you want to restore. Your Season, Tournament, or Playoff is restored.

LEAGUE MEMBERS

USA

Atlanta	Boston	Charlotte	Chicago	Dallas
Detroit	Fort Lauderdale	Indianapolis	Los Angeles	Miami
Montréal	New Orleans	New York	Philadelphia	Pittsburgh
San Antonio	Seattle	St. Louis	Toronto	Vancouver

ENGLISH

Arsenal	Aston Villa	Blackburn	Chelsea	Coventry
Derby Co	Everton	Leeds	Leicester C	Liverpool
Manchester U	Middlesbrough	Newcastle	Nottingham F	Sheffield W
Soton	Sunderland	Tottenham	West Ham U	Wimbledon

FRANCE

Auxerre	Bastia	Bordeaux	Caen	Cannes
F.C. Metz	Guingamp	Le Havre	Lille	Lyon
Marseille	Monaco	Montpellier	Nancy	Nantes
Nice	Paris SG	R.C. Lens	Rennes	Strasbourg

GERMANY

1860 Munchen	A. Bielefeld	Bayern Munchen	Bochum	Borussia MG
Dortmund	Duisburg	Dusseldorf	FC Koln	Freiburg
Hamburg	Hansa Rostock	Karlsruhe	Leverkusen	Schalke
St. Pauli	Stuttgart	Werder Bremen		

ITALY

AC Milan	Atalanta	Bologna	Cagliari	Fiorentina
Inter Milan	Juventus	Lazio	Napoli	Parma
Perugia	Piacenza	Reggiana	Roma	Sampdoria
Udinese	Verona	Vicenza		

INTERNATIONAL

Algeria	Argentina	Australia	Austria	Belgium
Bolivia	Brazil	Bulgaria	Cameroon	Canada
Chile	China	Colombia	Costa Rica	Croatia
Czech Rep.	Denmark	Egypt	England	Finland
France	Germany	Ghana	Greece	Hong Kong
Hungary	Iceland	Israel	Italy	Ivory Coast
Japan	Lithuania	Luxembourg	Malaysia	Mexico
Morocco	N. Ireland	Netherlands	New Zealand	Nigeria
Norway	Peru	Poland	Portugal	Rep. Ireland
Romania	Russia	Saudi Arabia	Scotland	Singapore
Slovenia	South Africa	South Korea	Spain	Sweden
Switzerland	Trinidad & Tobago	Tunisia	Turkey	Ukraine
Uruguay	USA	Wales	Zambia	

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AN EXTENDED PLAY PRODUCTION

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Development Director:	Gaivan Chang
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Programmers:	Dave Hards, Yggy King, Yuji Nakashima
Additional Programmers:	Brian Plank, Mark Gipson, Desmond Fernando, Penny Lee, Kevin Pickell, Ted Sylka, Dave Mercier, Wyatt Chang
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Franchise Lead Artist:	Jackie Ritchie
Lead Artist:	Wayne Laybourn
Artists:	Ladislav Konopa, Susan Smith, Norie Miura, Margaret Livesey, Laura Parr
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Speech Coordinator:	Robert Bailey
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Sound Editing:	Gotham City Recording, Craig Waddell
MoCap Technical Specialist:	Demian Gordon
MoCap Specialists:	David Coleman, Greg Ipp, Jake Sheridan, JJ Gonzale, Vincent Ng, Peter Samur
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