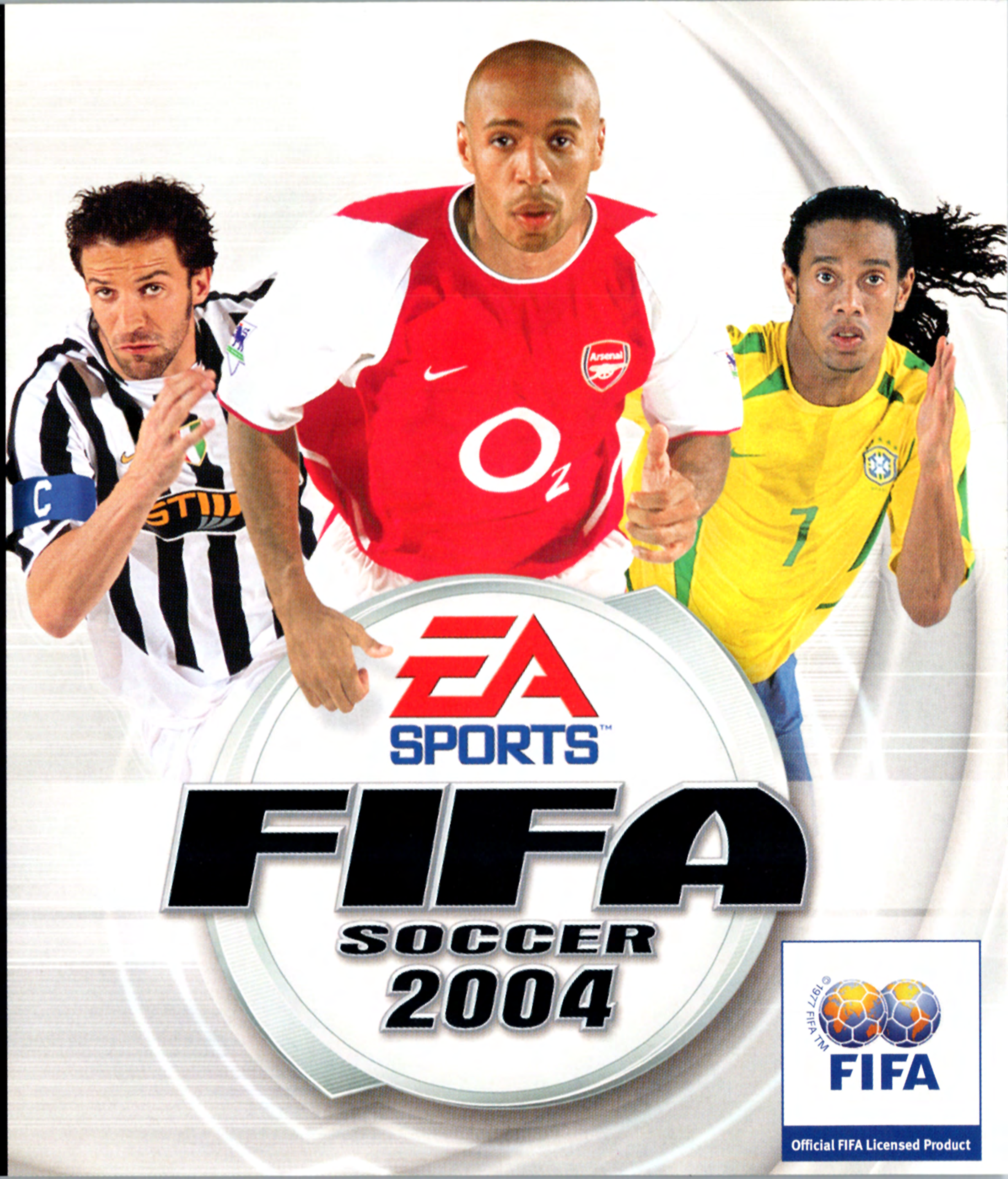
NTSC | U/C

PlayStation®

SLUS-01578



WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

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 game 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 game 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 Unofficial Product:

The use of unofficial product or peripherals may damage your PlayStation game console and invalidate your console warranty.

HANDLING YOUR PLAYSTATION DISC:

- This compact disc is intended for use only with the PlayStation game console.
- 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.

CONTENTS

STARTING THE GAME 2

COMMAND REFERENCE 3

BASIC CONTROLS 4

COMPLETE CONTROLS 4

SETTING UP THE GAME 10

MAIN MENU 10

PLAY NOW 11

GAME MODES 13

OPTIONS 15

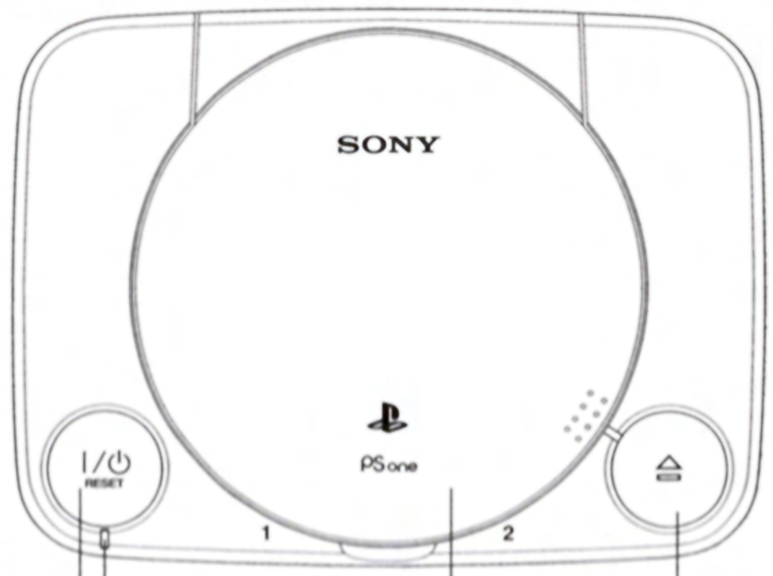
SAVING AND LOADING 19

MULTIPLAYER MATCHES 19

LIMITED 90-DAY WARRANTY 20

STARTING THE GAME

Top View



OPEN BUTTON

DISC COVER

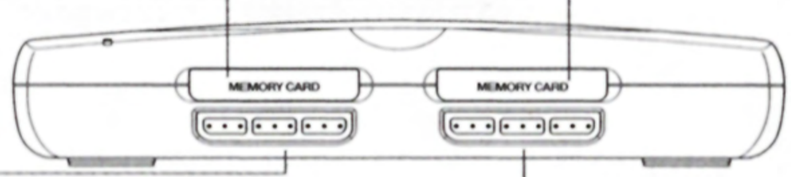
POWER BUTTON/RESET BUTTON

POWER INDICATOR

MEMORY CARD SLOT 1

MEMORY CARD SLOT 2

Front View

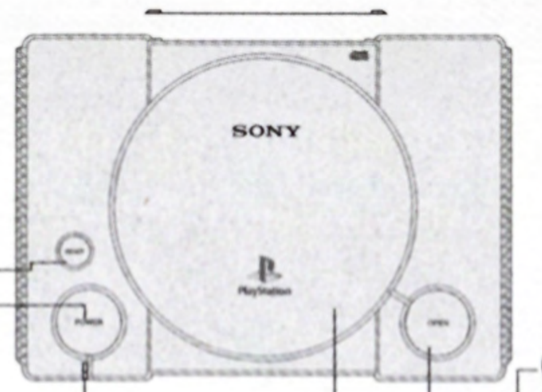


CONTROLLER PORT 1

CONTROLLER PORT 2

Note: You may have a console that looks like this.

Top View



RESET BUTTON

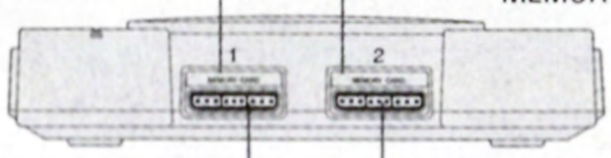
POWER BUTTON

POWER INDICATOR

OPEN BUTTON

DISC COVER

Front View



MEMORY CARD SLOT 1

MEMORY CARD SLOT 2

CONTROLLER PORT 1

CONTROLLER PORT 2

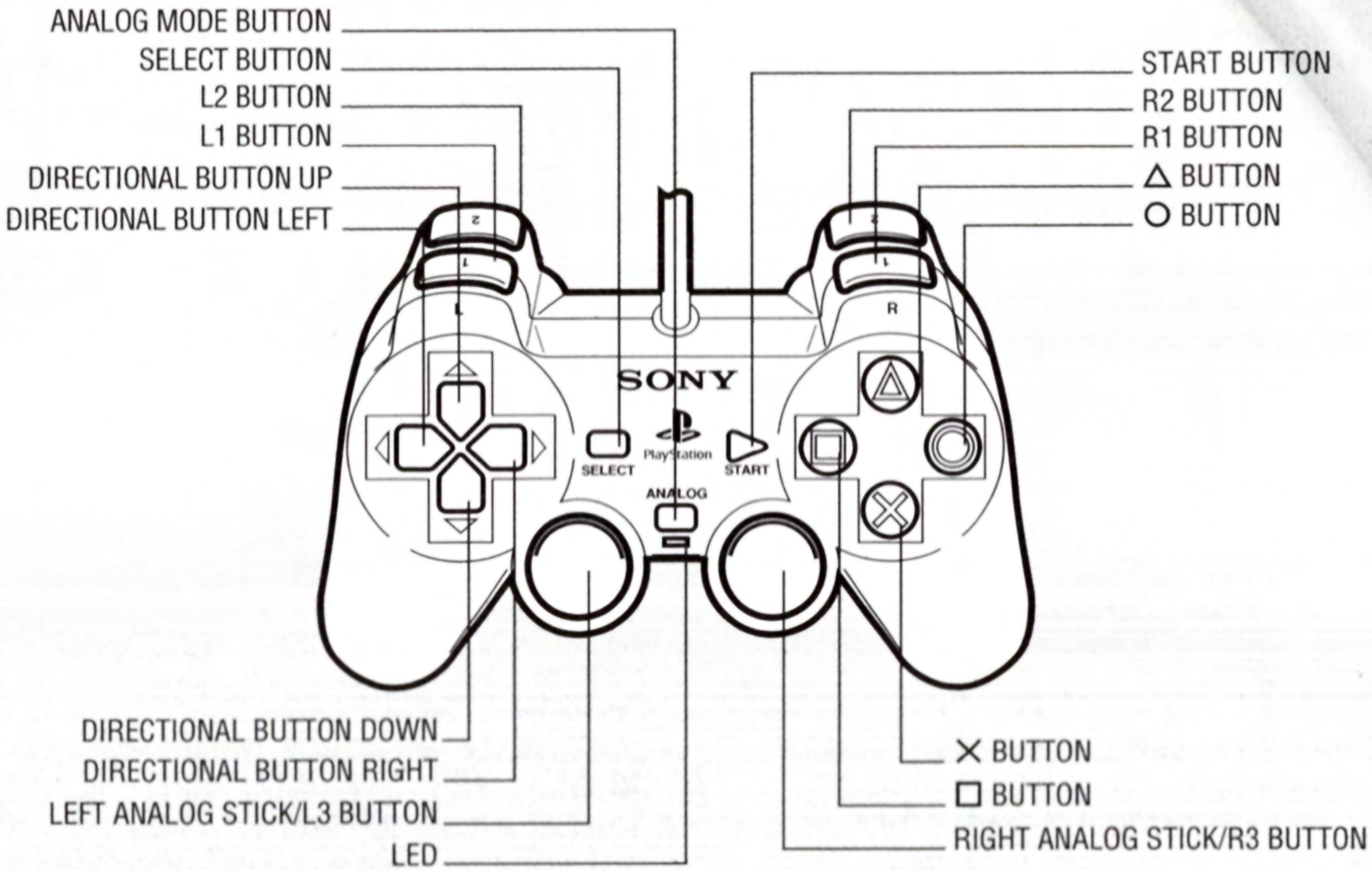
1. Set up your PS one™ or PlayStation® game console according to the instructions in its Instruction Manual. **Make sure the power is off before inserting or removing a compact disc.**
2. Insert the *FIFA Soccer 2004* disc and close the disc cover.
3. Insert game controllers and turn on the game console.

NOTE: When using the Multi-Tap, at least one controller must be connected to controller port 1.

4. After the introductory screen, press **START** to advance to the Main menu. ➤ *Main Menu* on p. 10.

COMMAND REFERENCE

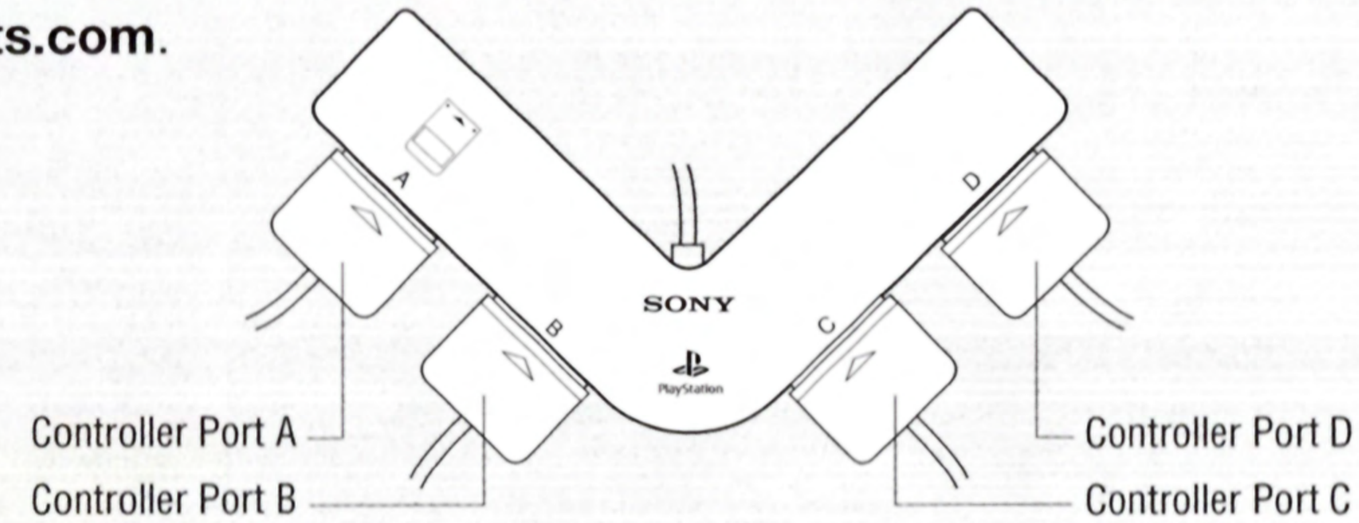
DUALSHOCK® ANALOG CONTROLLER



MENU CONTROLS

Highlight menu item	D-button ⇕
Change highlighted item	D-button ⇔
Select/Go to next screen	⊗ button
Cancel/Return to previous screen	△ button
Help menu	▣ button

For more info about this and other titles, check out EA SPORTS™ on the web at **www.easports.com**.



BASIC CONTROLS

With these basic controls, you'll be on the pitch in no time.

ATTACKING (WITH BALL)

Move player	left analog stick
Shoot	◉ button
Through Pass	△ button
Pass	⊗ button
Lob	▣ button
Sprint	**R1** button

NOTE: When shooting, passing, or lobbing, keep the relevant button pressed to increase power (➤ *Power Meters* on p. 5) and use the left analog stick to aim.

DEFENDING (WITHOUT BALL)

Move player	left analog stick
Sprint	**R1** button
Conservative tackle	◉ button
Switch player	⊗ button
Aggressive tackle	▣ button
Keeper charge	**L1** button

COMPLETE CONTROLS

Master the complete controls to dominate the competition.

CONTROL HIGHLIGHTS

Controlled player with ball

Likely pass receiver/Controlled player without ball

Off-screen pass indicator

Off-screen controlled player indicator

NOTE: To use the left analog stick, the controller must be in ANALOG mode (indicator: RED); To use the D-button during gameplay, the controller must be in DIGITAL mode (indicator: OFF).

GAME CONTROLS

NOTE: The controls mentioned in this manual are default controls only. For information on changing controller configuration, ➤ *Control Settings* on p. 15.

NOTE: The controls mentioned in this manual assume Expert Passing and Shooting is ON. These can be turned ON through the Advanced Settings menu (➤ *Settings* on p. 15).

NOTE: Where the term tap is used, hit the specified button in a short, sharp fashion.

ATTACKING (WITH THE BALL)

POWER METERS

When passing, shooting, lobbing or taking set pieces, a Power Meter appears at the bottom of the screen.

PASSING/LOBBING

Use the Passing Meter to vary the speed and distance of a Pass or Lob. The meter fills while the relevant button is held down, increasing the power of the kick. Release the button when you have built up enough power.

SHOOTING

The Shooting Meter works in a similar way to the Passing Meter. However, if it reaches the red zone, your shot is more likely to be off the mark.

FREE KICKS, CORNERS KICKS, AND GOAL KICKS

- The set piece meter takes the form of an arc. Press and hold the ⊗ button, ◎ button, ▣ button, or △ button to start the meter filling and release it when you have given it enough power. The longer the button is held, the more powerful the kick is.

NOTE: Passing, Lobbing, and Shooting meters are only used when Expert Passing and Expert Shooting are ON (➤ *Settings* on p. 15).

PASSING, LOBBING, AND CROSSING

FIFA Soccer 2004 gives you complete control over the way you pass the ball.

PASSING ALONG THE GROUND

- To select exactly where to pass the ball, play a Pass by pressing the ⊗ button. The ball is passed in the direction the ball carrier is facing.
- To knock the ball forward approximately 10-12 feet, press the △ button to play a Through Pass. The ball is passed towards a teammate—or the run of a teammate—in the general direction the ball carrier is facing.

PASSING IN THE AIR

➲ To send an aerial ball in the direction the ball carrier is facing, press the ▣ button to play a Lob.

POWER AND WEIGHT

To control the power and weight of **Passes** and **Lobs**, use the Power Meter (➤ *Power Meters* on p. 5).

➲ For a ball to a nearby teammate, tap the relevant button.

➲ For a pass that requires more power (e.g. a 'route-one' ball to your strikers) keep the button pressed for longer.

AIMING

The left analog stick's analog capabilities allow you to send pinpoint passes to your teammates.

➲ To aim a Pass or Lob with precision, press the left analog stick while the relevant button is pressed—the ball travels in the direction the left analog stick is facing when the button is released.

NOTE: Turn Expert Passing OFF (➤ *Settings* on p. 15), in order to revert all passing to the controls used in *FIFA Soccer 2001* and to automatically turn **Lobs** on the wing into **Crosses**.

SHOOTING

➲ When in the attacking half of the field, pressing the ◉ button sends a shot in the general direction of the opposition goal. As with passing, the power of a shot is determined by how long you press the relevant button for.

➲ Press the left analog stick to aim your shot at different parts of the net. The ball travels in the direction the left analog stick is facing when the shot button is released.

❖ Aim towards the net to shoot high, aim away from the net to shoot low, aim to the left of the net to shoot left, aim to the right of the net to shoot right.

❖ To aim for the corners of the net, use a combination of the directions (e.g. aiming towards the net and to the left will send the ball towards the top left-hand corner of the net).

➲ Tap the ◉ button to produce a chip shot.

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

HEADING & VOLLEYING

CONTROL	***HOLD***	***DOUBLE TAP***
◉ button	Header at goal/Diving Header	Volley at goal/Bicycle Kick at goal
▣ button	Headed lob	Volleyed lob
⊗ button	Headed pass	Volleyed pass

TIP: The earlier you attempt a header the better. Press the left analog stick to pick the direction you wish to head in or, if you're heading at goal, aim at the net like a regular shot. You must keep the button pressed until your player makes contact with the ball.

Volleying requires more time and space than heading – remember, a header connects with an airborne ball before a volley but a successful volley has far more power behind it.

ONE-TOUCH MOVES

➲ To perform one-touch moves, you must press the relevant button before receiving the ball. Direct one-touch moves pressing the left analog stick.

DRIBBLING

FIFA Soccer 2004's improved dribbling system provides an experience that is as close as you can get to the real thing. The faster you travel, the trickier it is to keep control of the ball.

TIP: Try to balance your pace and control requirements. Before you up the pace, make sure you have full control of the ball and bear in mind that the faster you go, the further forward it is necessary to play the ball, giving you less time in control of it.

SKILL MOVES

➲ Press the **L2** button to hurdle and press the **R2** button for a sideways shimmy.

DEFENDING (WITHOUT BALL)

TACKLING

➲ To challenge the player in possession of the ball using a conservative tackle, press the ◉ button when your player is nearby.

➲ To perform a more aggressive, sliding tackle, press the ▣ button.

➲ To apply defensive pressure to an opponent with the ball (restrict his movement and pressure him into a mistake), press and hold the **L2** button when your player is in direct contact with the player in possession.

➲ Press the ◭ button when the opposition has the ball to perform a Hard Tackle.

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.

A Hard Tackle often draws the attention of the referee and may even injure the opposing player.

GOALKEEPING

Keeper charge	Press and hold the **L1** button (when opposition has possession of the ball)
Move/Aim kick or throw	left analog stick
Throw	▣ button
Kick	△ button/◉ button
Drop the ball	**L1** button

SET PIECES

TAKING A FREE KICK, CORNER KICK, OR GOAL KICK

➲ Decide what kind of spin you are going to put on the ball by positioning the impact cursor (the point at which you are going to strike the ball) pressing the left analog stick.

BALLSPIN

To make the ball swerve you need to put spin on it by striking it on one side. The nearer to the edge that contact is made, the greater the swerve produced (e.g. making contact with the right-hand side of the ball as you look at it will send it swerving in an arc out to the right and then back in to the left, and vice versa).

1. To take the kick, press the ⊗ button, ◉ button, ▣ button, or △ button and release it when the meter has filled sufficiently.
2. To change the direction of the kick, press and hold the **L2** button and press the left analog stick.

NOTE: To adopt different strategies at set pieces, press the **SELECT** button to cycle through Set Piece 1, Set Piece 2, and Set Piece 3. Teammates make varying runs and adopt different positions for each one.

TAKING A THROW-IN

Aim	left analog stick
Throw	⊗ button, ◉ button, ▣ button, or △ button

TAKING A PENALTY KICK

Aim shot	left analog stick
Switch kicking side	▣ button
Switch player	⊗ button
Shoot	◉ button

NOTE: Hold the shoot button for increased power.

NOTE: You cannot switch kick takers in penalty shootouts.

DEFENDING SET PIECES OTHER THAN PENALTY KICKS

Move player	left analog stick
Switch player	⊗ button

DEFENDING A PENALTY KICK

Move along line/Choose diving direction	left analog stick
Attempt save	◎ button, ▣ button, or ⊗ button

IN-GAME TACTICS (IGT)

To activate a defensive tactic, use one of the following options:

OFFSIDE TRAP

➲ Press the **R2** button and your defense pushes up the field in an attempt to catch the attacking players offside.

DEFENSIVE PRESSURE

➲ Press the **L2** button to apply extra pressure to an opposing player in possession of the ball.

TACTIC INDICATOR CONTROL HIGHLIGHT

❖ Any player affected by an IGT has a control highlight beneath him for the duration the tactic is active.

NOTE: IGTs can only be activated when the opposing team is in possession of the ball.

IN-GAME MANAGEMENT (IGM)

Change a team's formation and strategy during play to one of three settings you've created (IGM 1–IGM 3). Once you press a button to activate a formation and strategy, that setting remains until another is activated or a new game is started.

TO CHANGE IGM DURING A MATCH:

➲ Press the **SELECT** button to activate the next In-Game Management setting. (For instance, if IGM 1 is active, press the **SELECT** button once to run IGM 2 or twice to run IGM 3. Pressing the **SELECT** button a third time returns you to IGM1.)

NOTE: You can also customise your IGM during a match by pressing the **START** button and then selecting TEAM MANAGEMENT from the Pause menu. However, you are unable to save changes made to Strategies and Formation during a match.

NOTE: Your team starts the game with IGM1 active.

PLAYER STATUS BAR

During a match, a Player Status Bar appears at the bottom of the screen, displaying the controlled player's current level of fatigue. This level decreases the more a player sprints (the **R1** button), slowing him down, but replenishes when he returns to normal pace.

SETTING UP THE GAME

From the Main menu, choose the game mode you want play.

MAIN MENU

Take part in a competition or load a saved game (➤ *Game Modes* on p. 13)

View *FIFA Soccer 2004* Credits

Get straight onto the pitch (➤ *Play Now* on p. 11)

Tinker with game Options (➤ *Options* on p. 15)

PLAY NOW

To get straight onto the pitch and take on any club or country in the game with your favorite team:

1. To begin a Play Now game, highlight PLAY NOW from the Main menu and press the ⊗ button.
2. Press the D-button ⇔ to cycle through the various leagues and press the ⊗ button to select one.
3. Press the D-button ⇔ to select a Home team (a team's ability is represented by stars at the bottom of the screen).

➲ Repeat steps 2 and 3 to select an Away team.

NOTE: Press the ◉ button while selecting leagues/teams to access Settings.

SELECT KIT

The Select Kit screens allow you to choose the strips worn by both teams in the game. You can select from any of the available authentic kits on offer.

➲ Press the D-button ⇔ and press the ⊗ button to select the kit you wish the Home team to wear. Repeat the step above for the Away team.

SELECT SIDES

The Select Sides screen allows you to choose which team you wish to play for.

1. Press the D-button ⇔ to place the controller icon under the team you wish to represent. Your in-game possession indicator color appears next to the icon.
2. When you've selected a side (or, for 2 or more player games, when all players have selected a side), press the ⊗ button. The game loads and the match begins.

PAUSE MENU

➲ Press the **START** button while the ball is in play to access the following options:

RESUME MATCH	Continue game.
INSTANT REPLAY	View a replay of the last few seconds of play (➤ *Instant Replay* on p. 13).
CAMERAS	Change the camera angle (➤ *Cameras* on p. 12).

PAUSE MENU (CONT.)

TEAM MANAGEMENT Make Substitutions during a match or make adjustments to IGM and Kick Takers (➤ *Team Management* on p. 16).

SELECT SIDES Review/change your choice of team. (➤ *Select Sides* on p. 11).

SETTINGS Change in-game options (➤ *Settings* on p. 15).

NOTE: The Half Length setting and Control Settings cannot be adjusted during a match.

MATCH FACTS View a summary of the match so far.

SCORING 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.

QUIT MATCH End the current match and return to the menu screens (if you Quit a match in Club Championship Season, Season, or Tournament mode, you automatically forfeit the game by a 2-0 score).

CAMERAS

Select CAMERAS from the Pause menu during a match to switch between camera angles.

➲ Press the D-button ⇕ to highlight TELE, TOWER, END TO END, or ACTION camera angles and press the △ button to return to the Pause menu with your selection.

TO TWEAK A CAMERA ANGLE:

1. Highlight CUSTOMISE and press the ⊗ button.
2. Press the D-button ⇔ to select an angle.
3. Press the D-button ⇕ to highlight the Height/Zoom sliders.
4. Press the D-button ⇔ to adjust the sliders.
5. Press the △ button twice to return to the Pause menu with your new angle.

INSTANT REPLAY

➲ Select INSTANT REPLAY from the Pause menu to view the latest action from a variety of angles and speeds.

Select Camera Angle	**SELECT** button
Play	⊗ button
Frame-by-frame	**R2** button
Fast Forward	◉ button
Rewind	▣ button
Zoom In	**L1** button
Zoom Out	**R1** button
Quit Instant Replay	△ button

NOTE: With FREE CAM selected, you can use the left analog stick to give you complete control.

POST MATCH SCREENS

At the end of a match, the Man of the Match is awarded. The Post Game menu offers a selection of Pause menu options (➤ *Pause menu* on p. 11).

NOTE: 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.

GAME MODES

Select your game mode, set your match options, customize teams, or load a saved game.

SEASON

Pick a club team from one of 12 leagues and play through three consecutive Seasons, attempting to win league and cup honors.

TO SET UP A SEASON:

1. Select SEASON and press the ⊗ button.
2. Press the D-button ⇔ to cycle through the various leagues and press the ⊗ button to select one.
3. Press the D-button ⇔ to select a team from the highlighted league (a team's ability is represented by stars at the bottom of the screen).
4. At the Season hub screen, to begin your championship challenge, select PLAY NEXT MATCH.
5. To see stats and info on the current competition, select MORE OPTIONS (➤ *More Options Screen* on p. 15).
6. Select both teams' kits (➤ *Select Kits* on p. 11) and the side you wish to play for (➤ *Select Sides* on p. 11). The match begins.

TOURNAMENT

Play your way through some of the world's toughest cup competitions.

TO SET UP A TOURNAMENT:

1. Select TOURNAMENT and press the ⊗ button.
2. Press the D-button ⇔ to pick an available Tournament to challenge for.
3. Follow the on-screen instructions (each Tournament offers a unique challenge).

CUSTOM CUP

Create your very own cup and tailor it to suit your preferences.

TO START A CUSTOM CUP:

1. Select CUSTOM CUP and press the ⊗ button.
2. Press the D-button ⇔ to choose a competition format and to decide whether you wish to invite Club or International teams.
3. Select LEAGUE/KNOCK-OUT to create your own league stage followed by a knock-out stage. Select the number of teams, groups, and how many teams advance from each group into the next stage, as well as other options. This format can be played with 4, 8, 16, 24, or 32 teams.
4. Select KNOCK-OUT ONLY to create your own customized playoffs. Knockout competitions can be played with 4, 8, 16, or 32 teams.
5. Once you have set it up, press the ⊗ button to start adding teams to your Custom Cup. To do this:
   A. Press the D-button ⇔ and press the ⊗ button to select a league.
   B. Press the D-button ⇕ to highlight a team and press the ◉ button to add it to your competition.

➲ Press the ◉ button once more if you wish to assign the team to user control and press it for a third time if you wish to delete the team from the competition.

NOTE: Press the ▣ button and confirm at the prompt to select teams at random.

6. Continue adding teams until all the available slots are filled, then press the ⊗ button. The Custom Cup hub screen appears.
7. To begin your championship challenge, select PLAY NEXT MATCH.
8. To see stats and info on the current competition, select MORE OPTIONS (➤ *More Options Screen*p. 15).
9. Select both teams' kits (➤ *Select Kit* on p. 11) and the side you wish to play for (➤ *Select Sides* on p. 11). The match begins.

MORE OPTIONS SCREEN

Selecting MORE OPTIONS in the hub screen provides a list of further options that offer in-depth information, settings, and tools for the current game mode.

VIEW TABLES View the current state of the competitions you are taking part in.

FIXTURES Display your next match along with all your results and upcoming fixtures. You can choose to complete your next match without actually playing by pressing the ▣ button to SIMULATE a result.

PERFORMANCE CHARTS View your top goal-scorers and most carded players.

TEAM MANAGEMENT ➤ *Team Management* on p. 16.

TRANSFERS ➤ *Transfers* on p. 18.

SETTINGS ➤ *Settings* below.

HALL OF KITS Press the D-button ⇔ to toggle between leagues. Press the D-button ⇕ to view the shirts worn by each team in the highlighted league.

SAVE GAME Save your progress in the current mode to a MEMORY CARD. ➤ *Saving & Loading Games* on p. 19 for more information.

OPTIONS

Use the Options to set your gameplay preferences.

SETTINGS

BASIC SETTINGS Decide on the Half Length Difficulty Level, Camera angle, and Game Speed, or turn Player Names, Injuries, Fatigue, and the pitch Radar ON/OFF.

NOTE: Half Length cannot be adjusted during a match.

ADVANCED SETTINGS Turn Expert Passing, Expert Shooting, Offsides, and Bookings ON/OFF.

MORE SETTINGS Turn the Auto Replay function, Time Display, and Visual Indicators ON/OFF, or toggle the Clock Type between CONTINUOUS and OUT OF PLAY. You can also select your preferred Language and decide when and where the match is going to take place.

NOTE: Day/Night and Stadium settings can only be changed in Play Now mode.

AUDIO SETTINGS Adjust Commentary Volume, Game SFX Volume, Menu SFX Volume, and Menu Music Volume between 0 and 100%.

CONTROL SETTINGS Select from three Control Types and turn Vibration ON/OFF.

SETTINGS (CONT.)

NOTE: Control Settings cannot be adjusted during a match.

NOTE: Settings can be saved to a memory card in MEMORY CARD slot 1 by pressing the ▣ button.

❖ If saved Settings are detected on the memory card in MEMORY CARD slot 1, they are automatically loaded upon boot up.

TEAM MANAGEMENT

Control every aspect of a team's performance with Team Management. To select a team to manage:

1. Press the D-button ⇔ to select a league.
2. Press the D-button ⇕ to highlight the teams list.
3. Press the D-button ⇔ to select a team (if you are within a game mode, selection defaults to the team you selected when you entered the mode).
4. Press the ⊗ button to continue.

➲ To return all Team Management settings for the selected team to their default values, press the ◉ button in the Team Management hub screen.

➲ To save your changes to a memory card in MEMORY CARD slot 1, press the ▣ button.

➲ Press the ◉ button to cycle through the following pages: STARTING LINEUP, STRATEGIES, and KICK TAKERS.

NOTE: Changes made outside individual game modes are applied in all game modes.

NOTE: Any changes made within individual game modes are specific to that competition and are saved automatically when progress in the mode is saved.

NOTE: Changes made from the Pause menu are reset after a game is finished.

STARTING LINEUP

1. To change your first team line up, toggle to STARTING LINEUP (SUBSTITUTIONS in-game) in the Team Management screen.
2. Press the D-button ⇕ to highlight the name of the first player that you wish to swap and press the ⊗ button.
3. Highlight the name of the second player you wish to swap (the first name remains highlighted) and press the ⊗ button. The two players are swapped.

Player Statistics	A player's stats appear along the bottom of the screen
SPD (Speed)	Acceleration and top speed
SHT (Shot)	Accuracy in front of goal
PSS (Passing)	Accuracy of passing to teammates
HDR (Heading)	Heading accuracy and power
TKL (Tackling)	Ability to tackle cleanly and win the ball
FIT (Fitness)	Ability to maintain performance throughout game
BC (Ball Control)	Ability to trap an incoming ball and to control a ball when sprinting and turning
STR (Strength)	Power when challenging for/being challenged for the ball
KSK (Goalkeeper Skill)	Goalkeeping and shot stopping abilities
KAG (Goalkeeper Aggression)	A goalkeeper's aggression/determination
KPS (Goalkeeper Positioning)	Ability to adopt correct position to stop an attack

NOTE: 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 line-up from a much wider selection of players (including Reserves).

NOTE: During a match, a maximum of three substitutions can be made.

STRATEGIES

- Press the D-button ⇔ to toggle between STRATEGIES and FORMATION.
- With STRATEGIES highlighted, press the D-button ⇕ to highlight an IGM (➤ *In-Game Management (IGM)* on p. 9), ATTACKING STYLE, PASSING PREFERENCE, DEFENSIVE STYLE, or MARKING STYLE and then press the D-button ⇔ to adjust the current settings.
- With FORMATION highlighted, press the D-button ⇕ to highlight an IGM (➤ *In-Game Management (IGM)* on p. 9), FORMATION, FORWARD POSITIONING, MIDFIELD POSITIONING, DEFENSE POSITIONING, or the DEFENDING/ATTACKING emphasis slider, and then press the D-button ⇔ to adjust the current settings.

KICK TAKERS

TO REPLACE EXISTING KICK TAKERS FOR CORNERS, FREE KICKS, AND PENALTIES:

1. In the team sheet on the left of the screen, highlight the player you wish to insert in the Kick Takers list and press the ⊗ button.
2. Press the D-button ⇕ to highlight the Kick Taker you wish to replace.
3. Press the ⊗ button. The highlighted Kick Taker is replaced by your new selection.

NOTE: For Penalty Kicks (penalty shootout kicks), you must assign five different players.

NOTE: Team Management changes can be saved to a memory card in MEMORY CARD slot 1 in the main Team Management screen by pressing the ▣ button and confirming at the prompt.

❖ If saved Team Management changes are detected on the memory card in MEMORY CARD slot 1, they are automatically loaded upon boot up.

TRANSFERS

TO TRANSFER A PLAYER FROM ONE TEAM TO ANOTHER:

1. Press the D-button to select the teams you wish to transfer a player between.
2. Press the D-button to select the player (from either of the highlighted clubs) you wish to sell.
3. With the name of the player you wish to sell highlighted, press the ⊗ button. A prompt appears asking you to confirm the Transfer.
4. Select YES to continue (or NO to cancel). The highlighted player is transferred from his team to the other currently selected club.

NOTE: You can make a maximum of 60 transfers.

NOTE: Each team must have a minimum of 16 and a maximum of 25 players.

➲ To save your changes to a memory card in MEMORY CARD slot 1, press the ▣ button.

❖ If saved Transfers are detected on the memory card in MEMORY CARD slot 1, they are automatically loaded upon boot up.

SAVING AND LOADING

NOTE: *FIFA Soccer 2004* supports only MEMORY CARD slot 1.

NOTE: If you exit a game mode without saving, you lose all progress made during that session.

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

NOTE: Never insert or remove a memory card while loading or saving, or during the formatting process.

TO SAVE A *FIFA SOCCER 2004* GAME:

1. Select MORE OPTIONS in the game mode's hub screen.
2. Select SAVE GAME in the More Options screen.
3. Press the D-button ⇕ to highlight the save slot you wish to save your game to and press the ⊗ button.

➲ If you are overwriting a previously saved game, confirm this at the prompt.

4. Your progress is now saved and your next match is displayed in the save slot. Press the ⊗ button to proceed.

NOTE: 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.

TO LOAD A SAVED *FIFA SOCCER 2004* GAME:

1. Select LOAD GAME in the Game Modes screen. The Load Game screen appears.
2. Press the D-button ⇕ to choose the game data you wish to load and press the ⊗ button. The game loads.

MULTIPLAYER MATCHES

Up to eight players may play *FIFA Soccer 2004*, using a multitap.

- ❖ For Multiplayer games, each participating player requires a controller.
- ❖ To play with 1-5 Players, a multitap is required. The Controllers must be connected sequentially to controller port 1-A, 1-B, 1-C and 1-D with the fifth controller inserted into Controller port 2.
- ❖ To play with 1-8 Players, a second multitap is required and must be inserted into Controller port 2. Players 5, 6, 7, and 8 must insert their controllers into controller port 2-A, 2-B, 2-C, and 2-D.

If you are using a memory card it must be inserted into MEMORY CARD slot 1-A of the multitap.

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

LIMITED 90-DAY WARRANTY

ELECTRONIC ARTS LIMITED WARRANTY

Electronic Arts warrants to the original purchaser of this product that the recording medium on which the software program(s) are recorded (the "***Recording Medium***") and the documentation that is included with this product (the "***Manual***") are free from defects in materials and workmanship for a period of 90 days from the date of purchase. If the Recording Medium or the Manual is found to be defective within 90 days from the date of purchase, Electronic Arts agrees to replace the Recording Medium or Manual free of charge upon receipt of the Recording Medium or Manual at its service center, postage paid, with proof of purchase. This warranty is limited to the Recording Medium containing the software program and the Manual that were originally provided by Electronic Arts. This warranty shall not be applicable and shall be void if, in the judgment of Electronic Arts, the defect has arisen through abuse, mistreatment or neglect.

This limited warranty is in lieu of all other warranties, whether oral or written, express or implied, including any warranty of merchantability or fitness for a particular purpose, and no other representation of any nature shall be binding on or obligate Electronic Arts. If any such warranties are incapable of exclusion, then such warranties applicable to this product, including implied warranties of merchantability and fitness for a particular purpose, are limited to the 90-day period described above. In no event will Electronic Arts be liable for any special, incidental, or consequential damages resulting from possession, use or malfunction of this Electronic Arts product, including damage to property, and to the extent permitted by law, damages for personal injury, even if Electronic Arts has been advised of the possibility of such damages. Some states do not allow limitation as to how long an implied warranty lasts and/or exclusions or limitation of incidental or consequential damages so the above limitations and/or exclusion of liability may not apply to you. In such jurisdictions, the Electronic Arts' liability shall be limited to the fullest extent permitted by law. This warranty gives you specific rights. You may also have other rights that vary from state to state.

RETURNS WITHIN THE 90-DAY WARRANTY PERIOD

Please return the product along with (1) a copy of the original sales receipt, showing the date of purchase, (2) a brief description of the difficulty you are experiencing and (3) your name, address and phone number to the address below and Electronic Arts will mail a replacement Recording Medium and/or Manual to you. If the product was damaged through misuse or accident, this 90-day warranty is rendered void and you will need to follow the instructions for returns after the 90-day warranty period. We strongly recommend that you send your product using a traceable delivery method. Electronic Arts is not responsible for products not in its possession.

RETURNS AFTER THE 90-DAY WARRANTY PERIOD

If the defect in the Recording Medium or Manual resulted from abuse, mistreatment or neglect, or if the Recording Medium or Manual is found to be defective after 90 days from the date of purchase, please return the product along with (1) a check or money order for $15.00 made payable to Electronic Arts, (2) a brief description of the difficulty you are experiencing and (3) your name, address and phone number to the address below, and Electronic Arts will mail a replacement Recording Medium and/or Manual to you. We strongly recommend that you send your product using a traceable delivery method. Electronic Arts is not responsible for products not in its possession.

EA WARRANTY CONTACT INFO

E-mail and Website: http://techsupport.ea.com

Phone: (650) 628-1900

EA WARRANTY MAILING ADDRESS

Electronic Arts Customer Warranty

P.O. Box 9025

Redwood City, CA 94063-9025

Need a Hint? Call EA's HINTS & INFORMATION HOTLINE for recorded hints, tips, and passwords 24 hours a day, 7 days a week!
In the **US**, dial **900-288-HINT** (4468). 95c per minute.
In **CANADA**, dial 900-451-4873. $1.15 (Canadian) per minute.
If you are under 18, be sure to get a parent's permission before calling. Hotline requires a touch-tone telephone. Call length determined by user; average length is four minutes. Messages subject to change without notice.

TECHNICAL SUPPORT—If you need technical assistance with this product, call us at (650) 628-4322 Monday through Friday between 8:30–11:45 AM or 1:00–4:30 PM, Pacific Standard Time. **No hints or codes are available from (650) 628-4322. You must call the EA HINTS & INFORMATION HOTLINE for hints, tips, or codes.**

TECHNICAL SUPPORT CONTACT INFO

E-mail and Website: http://techsupport.ea.com

FTP Site: ftp.ea.com

If you live outside of the United States, you can contact one of our other offices.

In **Australia**, contact:

Electronic Arts Pty. Ltd.
P.O. Box 432
Southport Qld 4215, Australia

In the **United Kingdom**, contact:

Electronic Arts Ltd.
P.O. Box 181
Chertsey, KT16 0YL, UK
Phone (0870) 2432435

In **Australia**: For Technical Support and Game Hints and Tips, phone the EA HOTLINE: 1 902 261 600 (95 cents per min.) CTS 7 days a week 10 AM–8 PM. If you are under 18 years of age parental consent required.

Developed by NuFX

© 2003 Electronic Arts Inc. Electronic Arts, EA, EA SPORTS and the EA SPORTS logo are trademarks or registered trademarks of Electronic Arts Inc. in the U.S. and/or other countries. All rights reserved. Official FIFA licensed product. The FIFA Logo © 1977 FIFA TM. Manufactured under license by Electronic Arts Inc. Player names and likenesses used under license from The International Federation of Professional Footballers "(FIFPro)", national teams, clubs, and/or leagues. © 2003 MLS. MLS, the MLS logo, Major League Soccer and MLS team identifications are proprietary rights of Major League Soccer, LLC. All rights reserved. All sponsored products, company names, brand names and logos are the property of their respective owners. All other trademarks are the property of their respective owners. EA SPORTS™ is an Electronic Arts™ brand.

Package Cover Photography: Garry Prior, Getty Images

PROOF OF PURCHASE

FIFA SOCCER 2004

1467005

AVAILABLE NOW

PLAYMAKERS WIN CHAMPIONSHIPS

EA SPORTS MADDEN NFL 2004

RUN FOR THE RECORD BOOKS

ALL THE OFF-SEASON TRADES

LEGENDARY NFL MATCH UPS

FEATURES

GET ON THE TRAILER
Earn game MVP honors as John Madden's Horse Trailer Player of the Game.

BUILD AN NFL FRANCHISE
Conduct trades, sign free agents, and run a franchise for 30 seasons to build an NFL dynasty.

RELIVE THE GOLDEN YEARS
Go deep with 16-bit gameplay style in Madden Classic mode.

A GAME WITHIN A GAME
Run or defend a Two-Minute Drill option featuring Head-to-Head Challenge.

AUTHENTIC NFL STRATEGY
Featuring playbooks from all NFL officially licensed Coaches Club Head Coaches.

THE REAL NFL
New team logos and player rosters for the 2003–2004 season.

PLAYERS INC NFL EA SPORTS

www.allmadden.com
www.madden2004.com

Electronic Arts Inc. 209 Redwood Shores Parkway, Redwood City, CA 94065.
© 2003 Electronic Arts Inc. Electronic Arts, EA SPORTS, the EA SPORTS logo and John Madden Football are trademarks or registered trademarks of Electronic Arts Inc. in the U.S. and/or other countries. All rights reserved. © 2003 NFL Properties LLC. Team names/logos are trademarks of the teams indicated. All other NFL-related trademarks are trademarks of the National Football League. Officially licensed product of PLAYERS INC. The PLAYERS INC logo is a registered trademark of the NFL players. www.nflplayers.com © 2003 PLAYERS INC. Riddell is a registered trademark of Ridmark Corporation. All other trademarks are the property of their respective owners. EA SPORTS™ is an Electronic Arts™ brand. **1467005**

Licensed by Sony Computer Entertainment America for use with the PlayStation and PS one game consoles. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION AND PS ONE GAME CONSOLES WITH THE NTSC U/C DESIGNATION U.S. AND FOREIGN PATENTS PENDING.

PlayStation

EVERYONE

E

Visit www.esrb.org for more ratings information.

ESRB CONTENT RATING www.esrb.org