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# FIFA SOCCER 96

BY EXTENDED PLAY PRODUCTIONS



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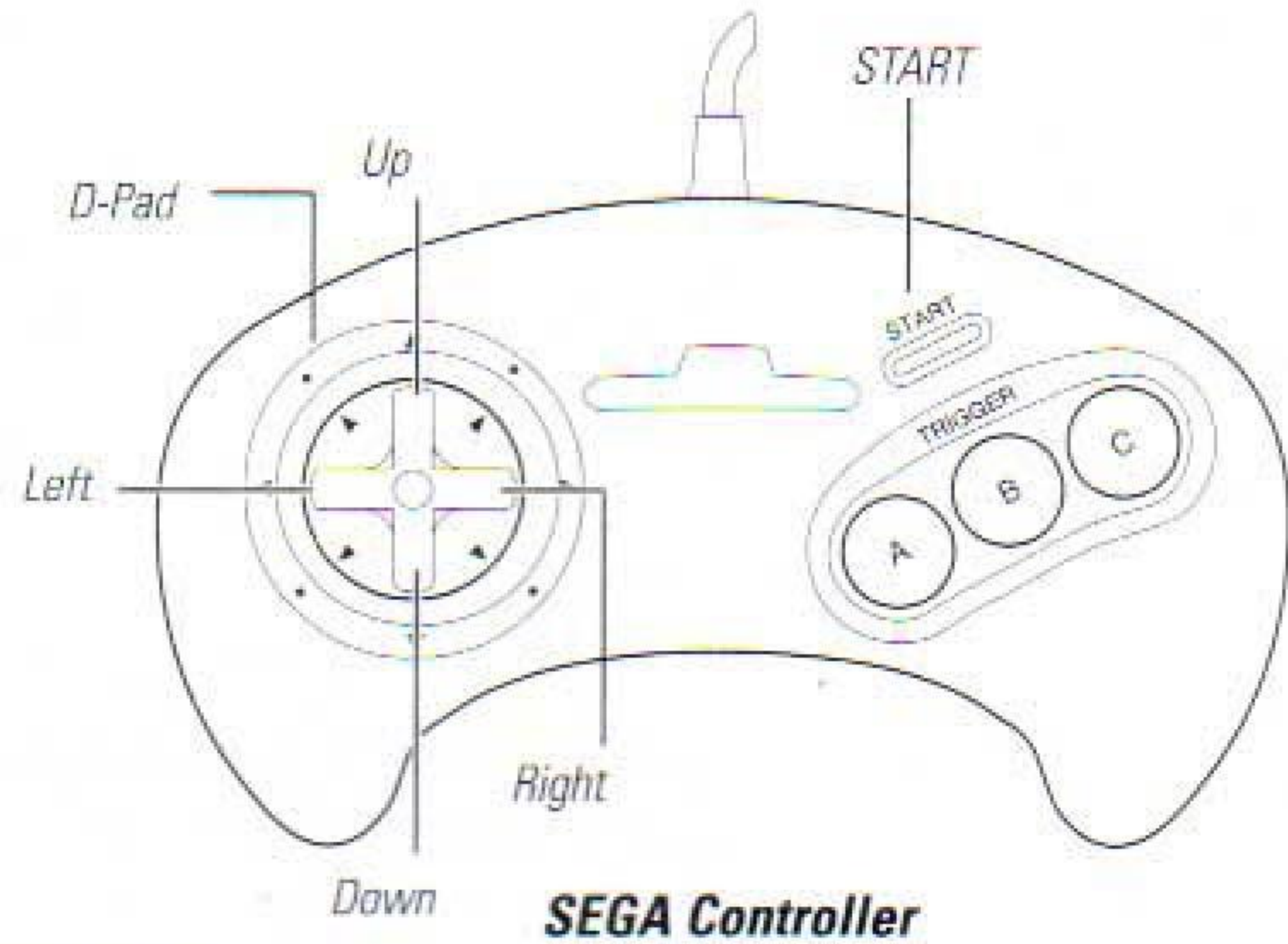
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# COMMAND SUMMARY



## KICK OFF

Kick to teammate **A, B, or C**

## OFFENCE

Control ball/Dribble D-Pad any direction

Lob/Chipshot **A**

Sprint Hold **B** or **C** + D-Pad or **Z**

Pass to teammate **B** + D-Pad

Shallow lob **A + B**

Step Over Fake **A + C** or **X**

Rainbow kick **B + C** or **Y** when running

Shoot **C**

## DEFENCE

Sliding tackle **A**

Switch player control/Steal **B**



Speed **C** or **Z**

One-timer dive/elbow or kick **C**

Push opponent **B + C**

## BALL IN THE AIR

Header/Volley/Bicycle kick **A, B** or **C**

After touch curve D-Pad to direct ball

## CORNER KICK/THROW-IN/FREE KICK

Lob/Throw in **A**

Camera/Normal/Receiver **B** (cycles)

Position Target Box D-Pad any direction

Kick/Throw in **B** + D-Pad

Select Set Play **C** + D-Pad

Hide Set Play **C** + D-Pad + **A**

Kick/Throw set play **C**

## GOALKEEPER (Manual Goalkeepers)

### Defending the Goal

Switch player control **A, B,** or **C** (Ball upfield)

Dive for ball/Tackle **A, B,** or **C** + D-Pad

### In Possession of Ball

Throw/Kick Ball into play **A** or **C**

Shallow Throw **B** + D-Pad

Camera/Normal/Receiver **B** (Cycles)

Position Target Box D-Pad any direction

## NORMAL/CAMERA/RECEIVER MODE

Normal/Camera/Receiver **B** (Cycles)

Position Target Box D-Pad any direction







## RECEIVER

Lob to targeted Player	<b>A</b>
Pass to targeted player	<b>B</b> + D-Pad

## CAMERA

Lob to targeted field position	<b>A</b>
Lob in D-Pad Direction	<b>A</b> + D-Pad
Pass in D-Pad Direction	<b>B</b> + D-Pad

## PASSBACK (during game play)

To enter Passback Mode	<b>A</b> (instantly after pass)
To perform a passback	<b>A</b> again

## MENU/OPTION SCREENS

Scroll through options	D-Pad $\updownarrow$
Cycle through choices	D-Pad $\leftrightarrow$
Select/Advance screen	<b>C</b> or <b>START</b>

## STARTING THE GAME

1. Turn OFF the power switch on your Sega™ Genesis™.  
Never insert or remove a game cartridge when the power is on.
2. Make sure a Controller is plugged into the port labeled Control 1 on the Genesis Console.
3. Insert the *FIFA Soccer 96* cartridge into the slot on the Genesis.  
To lock the cartridge in place, press firmly.
4. Turn ON the power switch.  
The EA SPORTS™ logo appears (if you don't see it, begin again at step 1).
5. From the *FIFA Soccer 96* screen, press **START** to advance to the Game Setup screen.

**NOTE:** To reset the battery-backed memory to the original factory settings, press **START+A+B+C** while the title screen is displayed.

## GAME SETUP

The Game Setup screen offers a choice of the game modes available in *FIFA Soccer 96*. You can also use **OPTIONS** to customize games or **RESUME** to complete a League, Tournament, or Playoff in progress.

To select a Game mode:

1. From the Game Setup screen, D-Pad  $\updownarrow$  to highlight a mode.
2. Press **C** to select.

### FRIENDLY

A single game between two teams of your choice.

### LEAGUES

Select a League from the twelve available. Then take up to eight teams through an entire League schedule.

### TOURNAMENTS

Choose from twelve Tournament options. Tournament structure is based on the real-life counterparts.

### PLAYOFFS

If you like the options available in Tournament play, but don't have time for each round, Playoff mode is for you.

### PRACTISE

*FIFA Soccer 96* gives you six new Practise scenarios to tighten up any weak areas.

### OPTIONS

Create your ideal game by building fantasy Tournaments, Leagues and more. You can even transfer players to improve an already existing team.



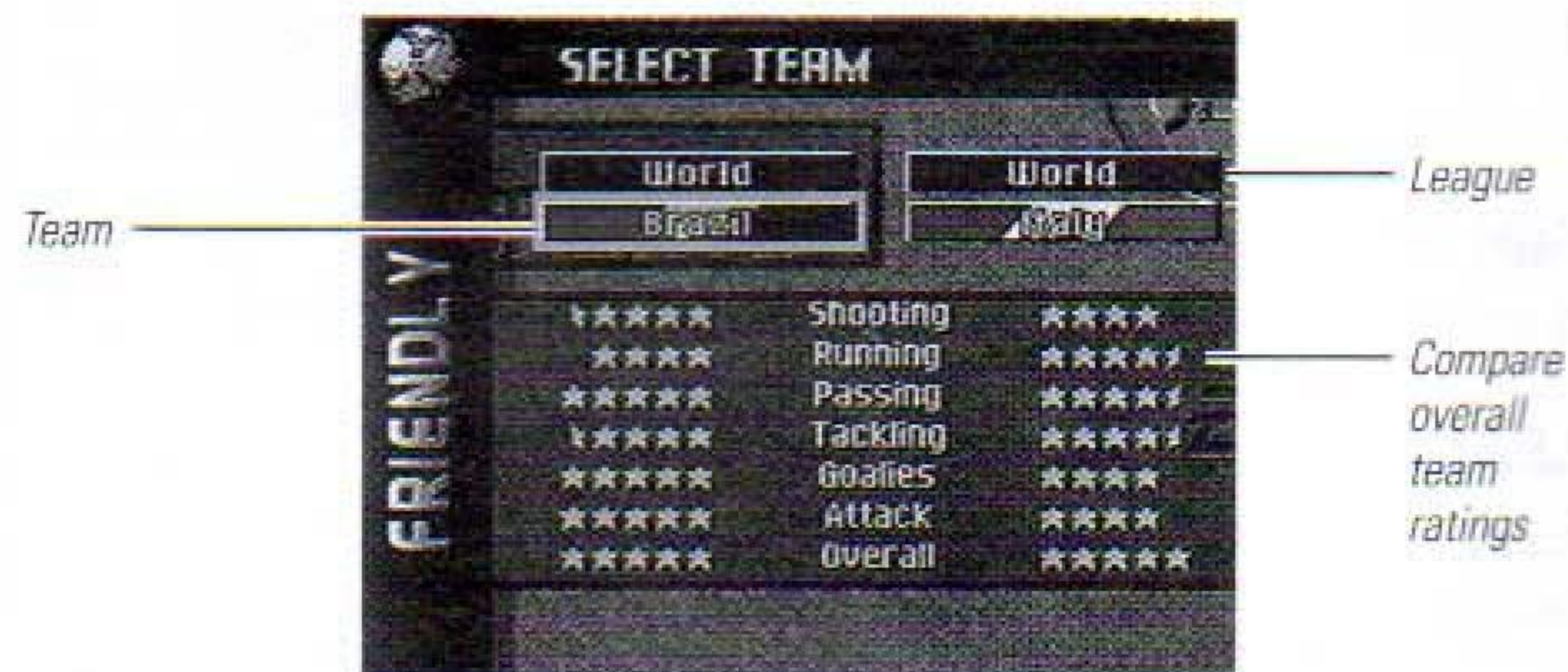


# STARTING A FRIENDLY GAME

6

If you want to quickly begin a *FIFA Soccer 96* game, familiarize yourself with the Command Summary and select FRIENDLY from the Game Setup screen.

**EA TIP:** Press **START** from the Game Setup screen to immediately hit the field with the default teams (Brazil and Italy).



## SELECT TEAM

From the Select Team screen, choose any two teams, regardless of Country or League, to be matched up in the ensuing game.

To select a team:

1. D-Pad ↑ to highlight the league.
  2. D-Pad ↔ to cycle through teams.
- ⊕ To change sides, press **B**.

## CONTROLLERS

From the Controllers screen, you can determine which team you wish to represent in the fray.

The two teams are displayed on the Controllers screen — home team on the left, visitors on the right. Icons representing each controller appear in the middle.

To select teams:

- ⊕ From the Controllers screen, D-Pad ↔ to place your controller icon under the desired team.

## MULTIPLE PLAYERS

Up to four human players can play *FIFA Soccer 96* using EA SPORTS' 4 Way Play™ adapter. Each controller controls the player on its corresponding color-coded star.

Controller Number	Color-coded Star
1	Yellow
2	Red
3	Blue
4	White

## CONTROL DIRECTION

To compensate for the TV-style angle used to view the action on the field, you can change the response of your D-Pad.

The control direction arrow is normally straight up. D-Pad ↑ to move the players upfield. When the arrow points diagonally, D-Pad in the true direction to which you want the players to run.

- ⊕ From the Controllers screen, press **A** to toggle control direction.

**NOTE:** If you want to play a more defined game, press **B** from the Controllers screen. This takes you to the Player Position Select screen.

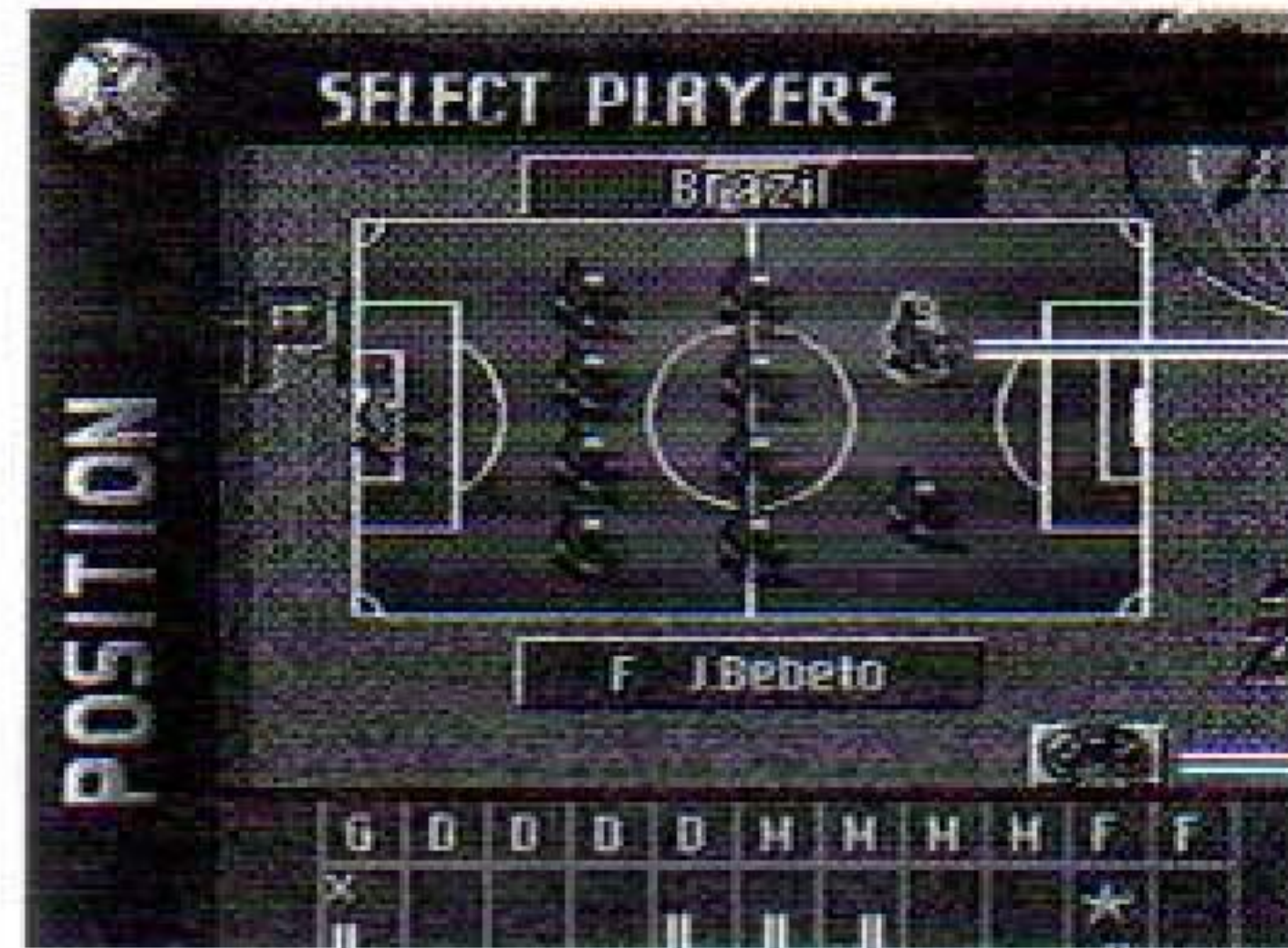
## PLAYER POSITION SELECT

Another new feature of *FIFA Soccer 96* is the option to choose a position you control exclusively (star), never control (X) or share control with the computer and teammates (blank).



To select positions:

- ⊕ To scroll through the positions D-Pad  $\leftarrow \rightarrow$ .
- ⊕ To mark your selection, press **A**.
- ⊕ To return to the Controllers screen press **C** or **START**.



The position is highlighted when the controller icon is set to mark your selection

Computer-controlled

You and the computer share control

You control

## CONTROL

From the Control screen, adjust your game plan to focus on your upcoming opponent's weaknesses.

## START GAME

Leave the Control screen and line up on the field.

## CONTROLLERS

See "Controllers" on page 6.

## TEAM COVERAGE

Here you adjust the range of your players' field coverage. Coverage control is divided between Defence, Midfield, and Offence. You may want to change your coverage mid-game by utilizing On-the-Fly Management. (See "On-the-Fly Management" on page 9.)

To set your coverage:

1. From the Coverage screen, D-Pad  $\updownarrow$  to highlight a coverage grouping.
  2. To adjust the length of the arrow on the field, D-Pad  $\leftarrow \rightarrow$ . The Midfield arrow extends in either direction.
- ⊕ When you're ready to move on, press **B** to cycle through Coverage/Strategy/Formation and Lineup/Substitutions screens. Press **START** or **C** to return to the Control screen.

## TEAM STRATEGY

The best way to win games is to stay one step ahead of your opponent. Select a Team Strategy at the beginning of your match, then adjust it throughout the game to secure your approach. (See "On-The-Fly Management" below.)

To select your initial strategy:

- ⊕ From the Strategy screen, D-Pad  $\updownarrow$  to highlight a strategy option. The arrows on the field change to illustrate each strategy.

## TEAM FORMATION

A diagram of players on the field displays how each formation appears. Select a team formation in the same manner as Team Strategy.

## ON-THE-FLY MANAGEMENT

To adjust your coverage, formation, and strategy, you can do one of two things. Either pause during game play and modify from the Game Paused screen, or use On-The-Fly Management to save up to seven different settings, then change your approach without ever leaving the game.

**EA TIP:** Save your favorite strategy, formation and coverage using one combination. This gives you the chance to launch a new attack with one quick move.





To save a setting:

- ⊕ From the Coverage, Formation, or Strategy screen, D-Pad ↑ to highlight a setting.
- ⊕ When your formation is set, press **START** + any combination of **A**, **B**, and **C** (e.g., **START+A+C**).

To change a setting while in play:

- ⊕ Press **START** + the combination of **A**, **B**, and **C** you used to save your strategy.

**NOTE:** There are three pre-set combinations ready to use at any time: **START+A** (Aggressive Attacking), **START+B** (default), and **START+C** (Conservative Defending). All other combinations are erased when the game ends.

## STARTING LINEUP

This screen lists your entire squad's names, numbers, positions and rated attributes. Use this information to adjust your lineup for the present match.

To adjust your starting lineup:

1. From the Starting Lineup screen, D-Pad ↑ to highlight your desired player.
  2. Press **C** to select. The player's name appears at the top of the screen.
  3. D-Pad ↑ to highlight the player you want to swap positions with.
  4. Press **C**, and the two players swap positions.
- ⊕ Press **A** to cancel swap.
  - ⊕ To scroll through fourteen Player Rating categories, D-Pad ↔.

**NOTE:** After the match begins, the Starting Lineup option is replaced by the Substitutions option.

## OPTIONS

FIFA Soccer 96 offers twelve game modifying options.

To change Options:

1. From the Options screen, D-Pad ↑ to highlight the desired option.
2. To cycle through choices D-Pad ↔.
3. To accept all changes, press **START**. The Control screen appears.

**NOTE:** All default settings are listed in **bold**.

### Language

Six language options are available: **ENGLISH**, DEUTSCH (German), FRANÇAIS (French), ESPAÑOL (Spanish), ITALIANO (Italian), and SVENSKA (Swedish).

### Game Type

SIMULATION games reproduce the effects of fatigue. Players in **ACTION** games don't tire at all.

### Fouls

Choose **NO FOULS** and the referee doesn't call any fouls. NO BOOKINGS mode means that the ref calls fouls, but won't book players. With fouls on NORMAL, a vicious tackle or push could result in the ref reaching for a yellow or red card.

### Injuries

With this option ON, all players are susceptible to injury. Injured players are indicated by a red cross on the substitution screen.

### Off-sides

The Off-sides rule states that there must be at least two defending players (including the goalie) between an attacker and the goal when the ball is played to him in the opposition half. This only applies when the attacking player is in a position to interfere with the play. A player can't be Off-sides in his own half of the field, or directly from a Throw-In or a Corner Kick.

When a player is caught Off-sides, the referee signals a free kick and the Off-sides icon appears along with the offending player's name. Select ON or **OFF**.







### Weather

As a rule of thumb, the drier the weather conditions, the quicker the ball rolls across the field and the higher it bounces. Select **DAMP**, **DRENCHED**, **HOT**, or **DRY**.

### Clock

Either **CONTINUOUS** or **OUT OF PLAY**. With **CONTINUOUS** selected, time ticks off toward the final whistle even when the ball is out of play.

### Half Length

You determine the length of each half by choosing 2, **4**, 6, 8, 10, 20, or 45 minute halves.

### Sound

Select from **MUSIC AND SFX** (sound effects), **NONE**, **SFX ONLY**, and **MUSIC ONLY**.

### Goalkeepers

Choose between **MANUAL** and **COMPUTER** controlled goalies. It's a good idea to leave this option at **COMPUTER** until you're proficient at *FIFA Soccer 96*.

### Time Display

The Time Display can be turned **ON** or **OFF**.

### Skill Level

If you're a newcomer to *FIFA Soccer 96*, start out at the **SEMI-PRO** level; the CPU assists in ball control. **PRO** gives you total ball control and freedom of passes.

## QUIT

If you decide against continuing with your game, select **QUIT**. The Game Setup screen appears.

# ON THE FIELD

## KICK OFF/RESTART

Before each half and after each score, the players take up their positions on either side of the center circle.

To kick off and get the game underway:

- ⊕ With both teams in Kick Off formation, press **A**, **B**, or **C** to kick to your teammate.

## BALL CONTROL

A player with a high skill level controls the ball more closely but this area of control widens, the faster he moves.

**NOTE:** The closer a player controls the ball, the harder it is for an opponent to tackle him.

- ⊕ To clear the ball or attempt a chipshot, press **A**.
- ⊕ To pass to your nearest teammate, press **B**. D-Pad in any direction to direct the pass.
- ⊕ To sprint while in possession of the ball, hold **B** or **C** + D-Pad.
- ⊕ To take a shot toward the goal from anywhere on the field, press **C**.
- ⊕ To boot the ball over the head of a defender with a Rainbow kick press **B** + **C** while running.
- ⊕ To do a Step-Over-Fake, press **A** + **C**.

**EA TIP:** Holding a button increases the power of a move. Hold **A** for a longer lob, **B** for a stronger pass, and **C** for a more powerful shot.

## DEFENCE

Don't ever underestimate the importance of solid defence.

- ⊕ To slide tackle, press **A**. This is the best way to strip the ball from an attacking opponent.







- ⊕ To switch control to your player nearest the ball, press **B**.
- ⊕ When you are near an attacker, press **B** to attempt a steal or press **C** to throw an elbow.
- ⊕ For a burst of speed, press **C**.

**EA TIP:** For a fiendish shot, press **B + C** to flatten an opponent.

### BALL IN THE AIR

Performing a bicycle kick, header or volley depends on the height of the ball at the moment of execution, and how close you are to the net.

To perform a specialty move away from the net:

1. When the ball is in the air, press **A, B** or **C**.
2. After you make contact with the ball, D-Pad in any direction to add a slight curve.

To perform a specialty move near the net:

1. Press **A** to lob the ball in front of the net.
  2. Tap **B** to switch to the receiver.
- ⊕ For a normal header into the net, press **A**.
  - ⊕ To trap the ball, press **B**.
  - ⊕ For a diving header, press **C**.

### KEEPER'S BALL

When the ball is safely in the goalie's arms, it's a Keeper's ball. Even when Goalkeepers are set to COMPUTER, goalies in possession are controlled by the human player with the appropriately colored star.

- ⊕ To cycle normal/camera/receiver modes, press **B**.
- ⊕ To position Target Box, D-Pad in any direction.
- ⊕ To throw or kick to a target, press **A** or **C**.

### BALL OUT OF PLAY

The ball is out of play when the whole of its circumference passes over the sideline or goal line. This results in one of four different methods of restarting play:

**Goal:** After each goal, the players take up their positions on either side of the center circle and the team that was scored against kicks off. (See "Kick Off" on page 13.)

**Goal Kick:** An attacking player shoots wide of the goal and none of the defenders touch the ball on its way over the goal line. The ball is automatically placed at the corner of the goalie's box. (See "Keeper's Ball" on page 14.)

**Corner Kick:** When the last player to touch the ball on its way over the goal line was a defender or the goalie, a Corner Kick is taken from within the quarter circle marked around the corner flag.

- ⊕ To Lob the ball into play, press **A**.
- ⊕ To cycle Normal/Camera/Receiver modes, press **B**. (See "Camera Mode" on page 21.)
- ⊕ To select a set play, press **C** + the D-Pad to determine the direction of the kick.
- ⊕ To hide a set play, press **C+D-Pad+A**.
- ⊕ To execute the set play, press **C**.

**Throw In:** Taken from the sideline where the ball went out of play.

- ⊕ Execute a Throw In in the same manner as a Corner Kick. (See "Corner Kick" above.)

### INFRINGEMENTS

Penalties assessed for infringements keep the game friendly and fair.

**Free Kicks:** Awarded for fouls and technical infringements. These include violent or late tackles, shoving a player off the ball and Off-sides.

When you win a free kick, the ball is placed where the infringement took place.







- ⊕ Execute a Free Kick in the same manner as a Corner Kick. (See "Corner Kick" on page 15.)

**NOTE:** Opposition players can block free kicks.

**Penalties:** Awarded when an infraction worthy of a free kick occurs in the penalty area. The ball is placed on the penalty spot automatically. Only your Keeper and the penalty taker are allowed into the penalty area. Even when Goalkeepers are set to COMPUTER, you must attempt a save.

To save a penalty kick:

- ⊕ As the ball is struck, press **A**, **B**, or **C** + D-Pad  $\leftrightarrow$  to dive in anticipation of the shot.

To take a penalty kick:

- ⊕ To select another shot taker, press **B**. You want your most accurate foot at the line.
- ⊕ To kick the ball, press **A** or **C**.

**Bookings:** If the referee witnesses a foul, the offender is given a yellow card. A player receiving two yellow cards in a game is kicked out of the game and the team must continue with one fewer players. A player who is yellow carded twice is not allowed to play in the next game.

If the referee judges a foul to be particularly vicious he awards a red card. A red card instantly removes the offender from the game and suspends him from the next two games.

**NOTE:** For Bookings to occur, Penalties must be set to NORMAL in the Options menu.

## HALF TIME

When the referee signals the end of the first half, both teams retire to the sideline and the Control screen appears. The options displayed before the match reappear with the addition of Instant Replay, Substitutions, Game Stats, and Summaries. (See "Control" on page 8.)

## RESUME GAME

Select RESUME GAME when you're ready to return to the contest. You are returned to midfield for the second half kick off and any Control changes are implemented.

## INSTANT REPLAY

Want to re-live a classic moment? Select INSTANT REPLAY *immediately* following the play.

The play is rewound and a controller icon appears on the screen displaying Instant Replay controls.

To view an instant replay:

- ⊕ To advance the play one frame at a time, tap **B**. To play at normal speed, hold **B**.
- ⊕ To rewind the action, Hold **A**+D-Pad  $\leftarrow$ . To fast-forward, **A**+D-Pad  $\rightarrow$ .
- ⊕ To view the replay from the reverse-angle, press **C**.
- ⊕ D-pad in any direction to track a player, a yellow cross hair indicates that the camera is locked on.
- ⊕ To exit the Instant Replay screen, press **START**.

## SUBSTITUTIONS

In Simulation mode, the number of subs used per game is limited to two; there is no such restriction in Action mode. Change lineups from the Substitutions screen in the same manner as the Starting Lineups screen. (See "Starting Lineup" on page 10.)

## GAME STATS

The Game Stats screen presents up-to-the-minute statistics on both teams in eight critical categories.

To view Game Stats:

- ⊕ From the Game Stats screen, D-Pad  $\updownarrow$  to scroll through the stat categories.
- ⊕ Press **B** to cycle through Game Stats, Score and Foul Summary screens.







## SCORE SUMMARY

The Scoring screen displays the last ten goals scored, the players who scored them, the team they scored for, and the exact time each goal was made.

## FOUL SUMMARY

The Fouls screen lists all the miscreants whose actions have warranted a red or yellow card, along with their team and the time the offence took place.

## END OF GAME

At the end of a Friendly game, you return to the Control screen. You can check the final game Summaries, view an Instant Replay of the last play, or Quit and return to the Game Setup screen.

## PAUSING THE GAME

When the game is paused, a list of Control options are available identical to the Half Time screen. (See "Half Time" on page 16.)

To pause the game during play:

- ⊕ Press **START**. The game is paused and the Control screen appears.
- ⊕ Select **RESUME GAME** to return to the fray.

## PRACTISE

Selecting PRACTISE from the Game Setup screen brings up the Team Selections. From Team Selections, choose one team which represents both you and your opponent on the practise field. (See "Select Team" on page 6.)

## PRACTISE SCENARIOS

*FIFA Soccer 96* offers five drills and a Scrimmage to tighten up any weak areas. Perform Corner Kicks, Free Kicks, Goal Kicks, and Throw Ins exactly as you would in the actual game. (See "Camera Mode" on page 21.)

To select a scenario:

1. From the Practise screen, D-Pad ↓ to highlight the desired scenario.
  2. Press **START** to go straight to the field.
- ⊕ To advance to the Control Screen, press **C**.

**NOTE:** All scenarios end once a team reaches ten points. Points are awarded when a goal is scored, a shot on the net is blocked, or the ball is put out of play.

## PRACTISE OPTIONS

The Practise Mode Control screen introduces the following: **SELECT SCENARIO**, **OPPONENT LEVEL**, and **RECORDS**. (See "Control" on page 8.)

- ⊕ To pause Practise Mode any time during gameplay, press **START**.

**NOTE:** All default settings are listed in **bold**.

## SELECT SCENARIO

Change the current practise scenario.

### *Kicks and Throw Ins*

Select **CORNER KICKS**, **FREE KICKS**, **GOAL KICKS**, or **THROW INS** to prime a strategy. You can test new tactics by beginning drills from different areas of the field.

To begin the scenario:

1. D-Pad to move the soccer ball icon to various starting points on the field.
2. Press **C** to begin.

### *Scrimmage*

Choose scrimmage and pit teammate against teammate to boost both offensive and defensive play. Steady ball control is essential as points add up each time you are forced out of play. And with the absence of goalies, each team must play a mean defence to protect its goal. Begin a scrimmage with a kick off, just as in a Friendly game.







**NOTE:** In scrimmage mode, **C** has the limited capabilities of **B** — no shots on net. So take the ball to the net and aim carefully. A miss could mean a point against you.

### Shootout

Select SHOOTOUT from the list of scenarios and experience the pressure of a one-on-one duel for victory. (See "Penalties" on page 16.)

### OPPONENT LEVEL

Select the level of defence for your practise scenario. Choose between **MINIMAL** (Goalie only), **AVERAGE** (less than eleven opponents), **FULL**, or **ONE-PLAYER COMPETITION**.

To select a level of defence:

- ⊕ To view each level of defence, D-Pad  $\leftrightarrow$ .
- ⊕ To select, press **START**.

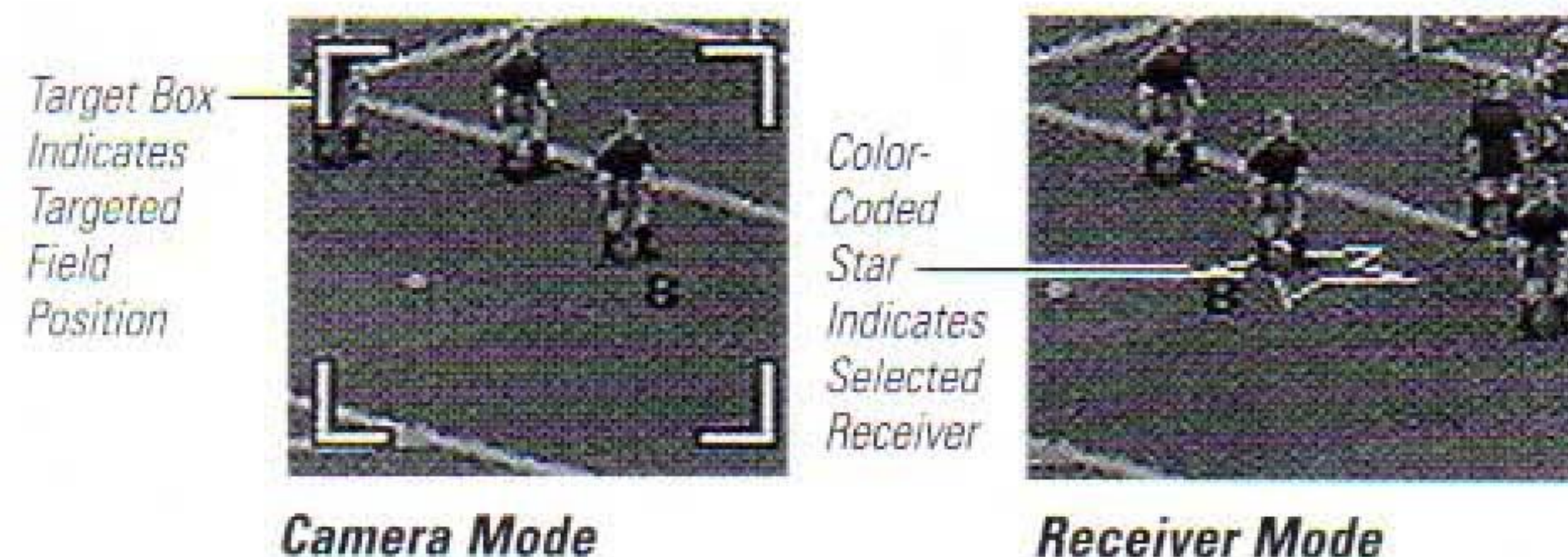
**EA TIP:** Each drill continues until a point is scored, so choose **MINIMAL** coverage and practise passing, clearing, and Rainbow kicks without the interference of a defence.

### RECORDS

These are the top five cumulative times recorded from One-Player Competition. Select **RECORDS** to note the times you need to beat.

## NORMAL/CAMERA/RECEIVER MODES

Camera and Receiver are available in a corner kick and throw-in, and all three options are available for goal kick and free kick situations.



### CAMERA

Allows you to pass/throw the ball to a targeted field position.

To utilize **Camera mode**:

1. When your players are in position for a corner kick, throw-in, free kick, or goal kick, D-Pad in any direction to move the Target Box to your desired field position.
2. To enter Receiver mode, press **B**. Your receiver stands over a color-coded star.
3. D-Pad in any direction to move the player to a different field position.
- ⊕ To return to Camera mode, press **B**. This returns the star back to the ball carrier.
4. Press **A** or **C** to kick/throw the ball into play.

### RECEIVER

Passes the ball directly to your intended receiver.

### PASSBACK

After the ball is kicked into play, Passback mode returns the ball to the original ball carrier in an immediate passback.

To perform a passback:

1. To pass the ball to a receiver, press **B**+D-Pad.
2. To enter Passback Mode, press **A**.
3. To return the ball to the original carrier, press **A** again.







## LEAGUE PLAY

Selecting LEAGUES from the Game Setup screen brings up the Leagues Selection screen.

To select a league:

- ⊕ D-Pad ←→ to cycle through league choices.
- ⊕ To select, press **C** or **START**.

Each league team plays every other league team twice to determine a league champion. The champion is awarded that nation's Domestic Cup and is invited to play for the Winner's Cup. Additionally, following each league, the top 16 international teams (including at least one team from each nation) are invited to the Nation's Cup tournament.

### SELECTING LEAGUE TEAMS

Once you have selected a league, the League Select Team screen appears. Here you can enter up to eight focus teams to follow and play during the league season.

To choose your focus team(s):

1. D-Pad ←→ to scroll through the teams.
2. Press **C** to add a focus team to your list.
- ⊕ Press **A** to delete a focus team from your list.
3. Press **START** to set up the new league.

### LEAGUE STANDINGS

After your teams are selected, the League Standings screen appears. Focus teams are marked with a controller icon and randomly chosen teams round out the league.

- ⊕ D-Pad ↑↓ to scroll through the team standings.
- ⊕ To view the Scoring Leaders, press **B**.

## TODAY'S GAMES

This screen shows you the computer-controlled games and the games involving your focus teams. You decide which ones you want to play.

To change control of the game:

1. D-Pad ↑↓ to highlight each game.
  2. Press **A** to toggle between computer and you.
  3. Press **C** or **START** to continue.
- ⊕ To quit, press **B**.

**NOTE:** Do not turn off your Sega during computer simulated games.

### SCOUTING

At the Scouting screen, nine rating categories are displayed side-by-side for easy team comparisons.

- ⊕ To continue, press **C** or **START**.

### CONTROLLERS

See "Controllers" on page 6.

## TOURNAMENT PLAY

Selecting TOURNAMENTS from the Game Setup screen brings up the Tournament Selection screen.

In Tournaments, teams are organized into groups of four. Each team plays every other team in their group once. The top two teams advance to the playoff portion of the tournament. In a 24-team tournament (i.e., World Tournament) the computer will also advance the top four third-place teams.

Tournament and Team Selections are made in the same manner as League and Team Selections. View Today's Games, standings, and scouting reports exactly as in League Play. (See "League Play" on page 22.)







## PLAYOFFS

Selecting **PLAYOFFS** from the Game Setup screen brings up the Playoff Selection screen.

Playoff and Team Selections are made in the same manner as League and Team Selections. You can also view Today's Games and scouting reports exactly as in League Play. (See "League Play" on page 22.)

Playoff structures are identical to structures available in Tournament Play. However, in Playoffs the initial round of the tournament is bypassed.

### PLAYOFF TREE

The Playoff Tree displays each team in a single elimination format and appears before the Today's Games screen. Check which teams have advanced on to the next round.

- ⊕ From the Playoff Tree, D-Pad  $\leftarrow \rightarrow$  to scroll the entire screen.
- ⊕ To view the scoring leaders, press **B**.

## CONTINUE PLAY

**CONTINUE** is an additional option which appears on the Control screen following League, Tournament, and Playoff games. Selecting **CONTINUE** returns you to the updated Standings screen or Playoff Tree so you can continue on with your next game in the series.

## CUSTOMIZING

When you choose **OPTIONS** from the Game Setup screen you have the opportunity to create your own fantasy game.

To select an option:

1. D-Pad  $\updownarrow$  to highlight options.
2. Press **C** or **START** to select.

*NOTE:* If you've erased the memory in your game, use the password displayed after winning a League, Tournament or Playoff to gain access to customizing your own League, Tournament or Playoff.

### MAIN MENU

Returns you to the Game Setup screen.

### GAME SETTINGS

You can alter your game settings here or from the Control screen during any game. (See "Options" on page 10.)

### CUSTOM LEAGUE

After you win a League you can customize a League by using the teams you've already defeated.

Customizing a League follows the same pattern as Customizing a Tournament. The only exception is the option **LEAGUE TYPE**, available from the Options screen. (See "Custom Tourney Options" on page 26.)

#### *League Type*

You have two types of leagues to choose from: **MAX POINTS WIN** (the team with the most points wins the league) or **ADVANCE TO PLAYOFFS** (the top 4, 8, or 16 advance to a playoff round).

### CUSTOM TOURNAMENT

After you win your tournament you can customize a tournament by using the teams you've already defeated.

To enter a Tourney Name:

1. D-Pad  $\updownarrow$  to toggle between upper and lower case.
2. D-Pad  $\leftarrow \rightarrow$  to scroll through the alphabet.
3. To add a letter, press **C**.
- ⊕ To delete a letter, press **A**.
4. Press **START** to accept the name.







## CUSTOM TOURNEY OPTIONS

After you choose your name comes the really creative part — detailing your tournament.

- ⊕ To highlight each option, D-Pad ↑.
- ⊕ To toggle choices, D-Pad ↔.
- ⊕ To select, press **START**.

### *Number of Teams*

Select the number of teams you want to participate in your tournament. The more teams you select, the longer it will take to win the tournament.

### *Tourney Type*

There are two types of tournaments to select from: KNOCK-OUT or ROUND ROBIN. A Knock-Out tournament is a single elimination where each team faces each other only once. Round Robin is the type of play in regular tournament mode. (See "League Play" on page 22.)

### *Number of Games*

Choose between AGGREGATE SCORING and 1 – 4 regular scoring games. Aggregate scoring is when two games are played and the end scores are added to give the win to the highest total.

### *POINTS Win/Lose/Draw*

Choose from **2/1/0** and 3/1/0 for your pointing system.

### *Yellow Cards*

You decide if you want your yellow cards to be cleared or carried over to the next game. (See "Bookings" on page 16 for a more detailed description of yellow cards.)

## CUSTOM TOURNAMENT SETUP

Set up your Custom Tournament just as you set up a regular Tournament. (See "League Play" on page 22.)

From the Select Team screen:

- ⊕ To scroll through league choices, press **B**.

## CUSTOM PLAYOFF

Win a Playoff, then create your own with the teams you have defeated. (See "Custom Tournament" on page 25.)

## CUSTOM PLAYOFF OPTIONS

After you've named your playoff, map out the rest from the Options screen. (See "Custom Tourney Options" on page 26.)

### *Positioning*

You can select between SEEDED (the top team battles the worst team) or RANDOM positioning.

## CUSTOM PLAYERS

Select CUSTOM PLAYERS and create any type of player from a star forward to a novice goalie. The Reserve Pool can hold up to 16 customized players, visible when creating a custom team or transferring players.

1. To highlight a slot, D-Pad ↑.
2. To select, press **C** or **START**.
3. To return to the Options screen, press **B**.

### **NAME**

See "Custom Tournament" on page 25.

## CUSTOM PLAYER OPTIONS

The custom player options give you the chance to define your ideal player.

To select and change the player options:

- ⊕ To highlight categories, D-Pad ↑.
- ⊕ To toggle choices, D-Pad ↔.
- ⊕ To select, press **START**.







## SELECT POSITION

Choose one of the four main positions listed: DEFENCE, MIDFIELD, FORWARD, or GOALIE.

## NUMBER

Assign a number between 1 and 31.

## SKILL LEVEL

For each of the eight rated skills, the Rookie is rated at 5, the Professional at 9, and the Super Star at 13.

To change any skill levels:

- ⊕ To select a skill, D-Pad ↓.
- ⊕ To increase or decrease the skill level, D-Pad ←→.

## CUSTOM TEAMS

Create your own teams using the best players in the world and match them against any other team in a Friendly game.

To select a team slot:

1. To highlight one of the four slots, D-Pad ↓.
- ⊕ To exit, press **START**.
2. To select a slot, press **C**.



Team Name

Color Plaque

## NAME AND COLOR

To create a name:

See "Custom Tournament" on page 25.

- ⊕ To toggle to the color plaque, press **B**.

To create your team's color:

- ⊕ To scroll team colors, D-Pad ↓.
- ⊕ To switch between pieces, D-Pad ←→.
- ⊕ To toggle to the name, press **B**.
- ⊕ To save the name and team colors and advance to the Create a Team screen, press **START**.

## CREATE A TEAM

At this screen, scroll leagues and pick players from any team — including Custom Players you've created. If you don't fill in all 16 slots, the computer completes the roster.

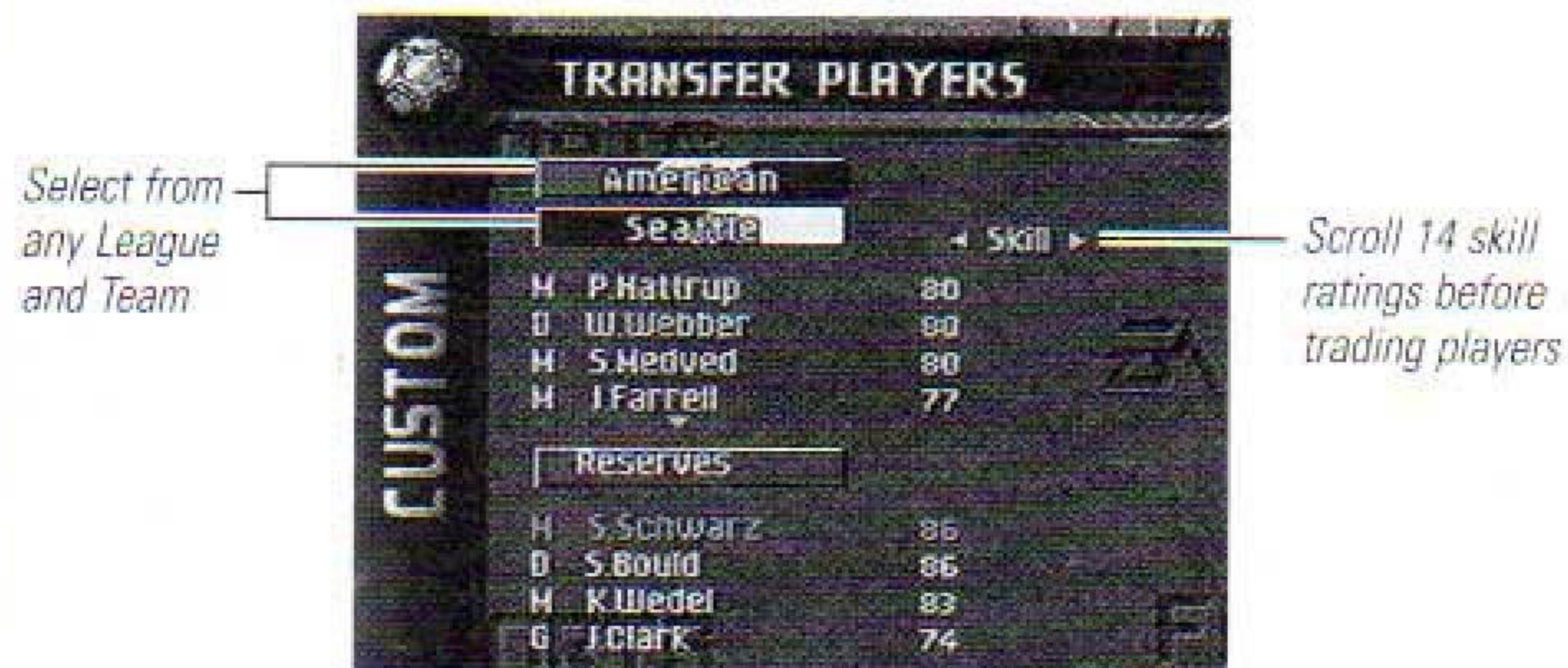
To build a team:

- ⊕ To scroll through leagues, D-Pad ←→.
- ⊕ To scroll through teams or players, D-Pad ↓.
- ⊕ To toggle between the team you are building and the team you are picking from, press **B**.
- ⊕ To select a player, press **C**.
- ⊕ To delete a player, choose another to replace him.

## TRANSFER PLAYERS

Trade players from any team, except Custom Teams, with players from the reserve pool to create new lineups. To transfer players to custom teams, use Custom Team menus.





Positions: Defence, Midfield, Goalie, and Forward

### To transfer players:

- ⊕ To toggle between league, team, and player names, D-Pad  $\updownarrow$ .
- ⊕ To scroll through League and team names, or player stats D-Pad  $\leftarrow \rightarrow$ .
- ⊕ To select a team member to trade, press **C**. This highlights the reserve list.
- ⊕ To select a reserve member to swap, press **C** again. The trade is complete.
- ⊕ To cancel current action, press **A**.

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