

**EA SPORTS™**  
P R E S E N T S



**FIFA**

**INTERNATIONAL**  
**SOCCER**



*"The Producers of FIFA International Soccer would like to extend their gratitude to the families and friends of all the FIFA International Soccer team members, whose patience and understanding during the development of the game were invaluable to its production."*

# **WARNING: READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM.**

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games 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!**

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT (television screen). Avoid repeated or extended use of video games on large-screen projection televisions.

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## CONTROL SUMMARY

### KICK OFF

A, B or C Kick

### WITHOUT THE BALL

A Sliding tackle/header (depending on position of ball)  
 B Highlight player nearest ball/tackle if near opponent  
 C Speed boost and charge  
 B + C Shoulder charge/Sliding tackle

### WITH THE BALL

D-Pad **up/down/left/right** to control direction of player on the ball  
 A (hold) Lob/chip  
 B+D-Pad in opposite direction to which you're running Back heel the ball  
 B (hold) Pass  
 C (hold) Shoot  
 B + C One-touch passing movement  
 Press and hold B or C to add more power to the shot or pass.  
 Use the D-Pad to direct the ball in flight using aftertouch.

### BALL IN THE AIR

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



## GOALKEEPER

A, B

Throw ball to team mate (if nearby)

B

Dive for ball (D-Pad

**up/down/left/right** to direct dive)

C

Direction Box

## GOAL KICK/CORNER KICK/THROW-IN

A, B, C

Kick/Throw

## PENALTY KICK

A or C

Shoot

B

Switches penalty taker

## FREE KICK

A or B

Pass

C

Shoot on goal

## SETTING UP

1. Turn off the power switch on your Sega™ Genesis™. Never insert or remove a game cartridge when the power is on.
2. Insert the game cartridge into the slot on the Genesis. Press the cartridge down firmly to lock it in place.
3. Turn ON the power switch.
4. The EA SPORTS™ logo appears. Press START for the FIFA International Soccer Title Screen and Credits sequence.

Press START to bypass the Title Screen. The Game Setup screen appears (see Game Setup Screen).

## QUICKSTART

To play *FIFA International Soccer* straightaway, consult this Quickstart and the Control Summary. You don't get the benefit of all the game's outstanding features, but you've plenty of time to come to terms with them later.




Insert the game cartridge as in *Setting Up* and press **START** for the Game Setup screen. An Exhibition match between England and the U.S. is selected (see *Exhibition Mode*). Press **START** for the Choose Controller screen and you play the game with the default settings as explained in *Setting Up the Game*; an Action game, without Off-Sides, on Dry Grass, with No Fouls, etc.



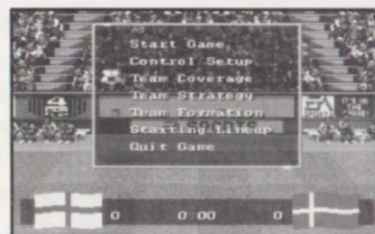


Even in a one-player game, the Choose Controller screen has two controller icons in the central neutral position. Decide whether to play as England or the U.S. by using the D-Pad **left/right** to move the controller icon under the desired team name, and then press **START**. The computer controls the unselected team.

 **Note:** When the 4 Way Play™ adapter is plugged in, four controller icons appear on screen.

For details of choosing controllers when playing a two, three or four player game, see *Choosing Controllers*.

Press **START** to go to Ron Barr in the EA SPORTS™ Central. Alternatively, press **C** and go straight onto the pitch for the coin toss.



Press **START** and the Game Config screen appears with Start Game highlighted in yellow. Press **START** and you're taken straight onto the pitch and the Coin Toss screen. The teams play the game using the default settings as explained in *Configuring Your Team*.



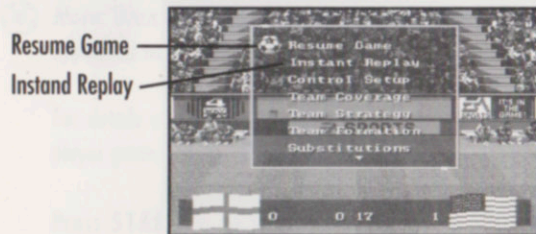
With the choice of Coin Toss, D-Pad **up/down** to select heads or tails. Press **A**, **B** or **C** and the ref spins the coin, informing you whether you won or lost the toss. If you win, you can choose the ball icon to kick off, or choose the end to defend. D-Pad **up/down** to make your selection, then press **C**. If you choose to kick off, your opponent is given the choice of end to defend for the first half. (For a full description, see *Coin Toss*.)

Now it's kick-off time. In a one-player game, you control the player marked with the yellow star.

If you're attacking, press **B** to pass the ball and direct the pass using the D-Pad. Pressing **A** lobs the ball, while **C** shoots on goal. When you're fighting for possession, press **B** to switch between players, press **A** for a sliding tackle, and press **C** to charge at the ball.

A full list of all the player actions you need to play *FIFA International Soccer* can be found in the *Control Summary*.

After a goal, and the subsequent player celebrations, the action automatically returns to the center circle for the restart.



To pause the game at any point during play, press **START**. This takes you to the Game Config screen, from where the Instant Replay option is now available (see *Instant Replay*) or you can re-configure your team's formation and tactics to suit changing match circumstances. From the Game Config screen, press **START** and it's back to the pitch for more all-kickin' action.

At half time the players leave the turf and line up on the sideline. The game is then automatically paused at the Game Config screen. To begin the second half, press **START**.



When the referee blows his whistle to signal the end of the match, the winners celebrate. Press **START** for a look at the End of Game menu (see *End of Game*).

## 4 WAY PLAY™

Want to let a few more pals in on the action? Electronic Arts has solved your problem with the all-new 4 Way Play four-player controller.

Simply plug the 4 Way Play into your Genesis, then plug up to four controllers into the adapter, and you're ready to go. You need to Reset the game for the 4 controller configuration to take effect — see *Choosing Controllers* to find out how to set up *FIFA International Soccer* for a 4-player game.





**Note:** Six-button controller users who are using the 4 Way Play™ must play in three-button mode.

To configure your controller to three-button mode:

1. Turn OFF the Genesis.
2. Hold down the Mode button on every six-button controller while you turn the Genesis on.

Your six-button controllers are now configured in three-button mode.

The new 4 Way Play lets up to four people play **FIFA International Soccer** at once. You can play 2-against-1, 3-against-1, 2-against-2, or 4-against-the-Genesis. The adapter features an auto detect device, so all you have to do is plug it into the Genesis and you're ready to go!

When you use the 4 Way Play, the Choose Controller screen appears with four controllers, each a different color. Just D-Pad the controller icons **left/right** under the appropriate teams (remember your color!), and then press **START**.

## INTRODUCTION — A WORLD OF SOCCER

From the slums of Sao Paulo to the suburbs of Stuttgart you see them, groups of children playing soccer, a pile of discarded clothes for goal posts, a tin can or tennis ball in place of stitched leather. At this level at least, the game is universal. It doesn't require expensive equipment or a lavish kit to fall in love with Association Football, just the desire to play. Make no mistake, it's from this youthful melee of flying feet and flailing arms that the next Pele or Maradona, Charlton or Cruyff will emerge.

Almost every nation on earth now competes at international level, and soccer is far and away the planet's most played, and watched, sport. This wasn't the case back in 1904 when the Fédération Internationale de Football Association (FIFA) was formed. The 7 founder members were all European: Belgium, Denmark, France, Holland, Spain, Sweden and Switzerland. It took another two years for the British to get wise and join the Association, although the first President of FIFA, D.B. Woolfall, was British.

Reflecting the diversity of teams and the worldwide interest in Association Football, **FIFA International Soccer** contains team line-ups and player attributes for 48 national sides. Cameroon burst onto the world stage with exciting performances at Italia '90, and **FIFA International Soccer** reflects the emergence of African teams as powerful footballing nations. Pitch the skills of Cameroon against any of the more renowned footballing nations, such as Holland, Germany and Brazil — they're all here, in the soccer sim that brings the game stunningly to life, as only an EA SPORTS™ game can.



## AT THE GAME SETUP SCREEN



Select the language, teams and game play options at the Game Setup screen. To highlight the categories D-Pad **up/down**.

### LANGUAGE

When you arrive at the Game Setup screen, the Language option should be highlighted. D-Pad **left/right** to select either English, French, German or Spanish. This option isn't saved when you turn OFF **FIFA International Soccer**, so you need to re-select whenever you begin a new soccer session.

### PLAY MODE

D-Pad **left/right** to choose between Exhibition, Tournament, Playoffs, League, Restore a saved Tournament/Playoff/League or to leave a Demo game running.

### Exhibition Mode:

A single 'friendly' game between the two teams of your choice. This is also the default mode.

### Tournament Mode:

Choose between 1 – 8 teams to play in a Tournament. (For details, see *Setting Up a Tournament*.)

### Playoff Mode:

Miss out the qualifying stage of a Tournament and go straight into the knock-out stage with the last 16 teams.

### League Mode:

Choose up to eight teams to play one another for the League Championship. (For more information, see *Creating a League*.)

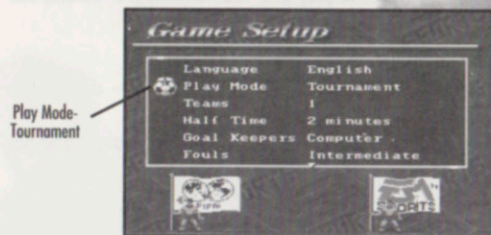
### Restore:

Continue the Playoffs, a Tournament or League Championship. (For more info, see *Restoring a Tournament/Playoff/League*.)

### Demo Mode:

Select any two teams from the 48 national sides listed (there's also the EA All Stars) and watch while both are controlled by the computer. You can also adjust all the other play options for a demonstration of their effects.

## SETTING UP A TOURNAMENT



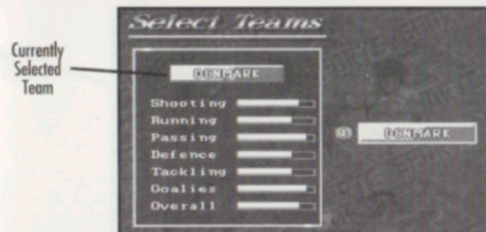
In *FIFA International Soccer*, international Tournaments are structured with six qualifying groups of four teams. All the teams in a group play one another, and the top two go forward to the Playoff stage (see *Playoffs*). The addition of the four best runners-up means that there are 16 teams left to compete for the EA SPORTS™ trophy.

On the Game Setup screen, highlight Play Mode and D-Pad left/right to Tournament.

With Tournament selected, the Team 1 and Team 2 options beneath Play Mode are not available. Instead there is a single Team option. D-Pad left/right to choose the number of Tournament teams you can control, from 1-8.

Choose the teams themselves from the Team Selection screen. You can only play as the teams selected here. The results of matches between the remaining teams are revealed at the Division Groupings screen after each of your games.

## Team Selection screen



Press **START** for the Team Selection screen. This lists all the Tournament teams in alphabetical order on the right. The first team in the list is highlighted, and its strengths and weaknesses displayed on the left in the Skills Window. The longer the gold bar for a given category, the higher the team's skill rating in that aspect of their play. The six skills rated are Shooting, Running, Passing, Defense, Tackling and Goalies. There is also a final Overall rating.

D-Pad left/right to run through the other teams available for selection.

Press **START** for a look at the Division Groupings screen. At the Division Groupings screen, press **START** for the Choose Controller screen (see *Choosing Controllers* for more information). Having decided which player(s) are to control which team(s), press **C** and you're on the pitch for the coin toss (see *Coin Toss* for more information).



## Division Groupings screen

Team Name	A	G	W	L	D	P
Group C						
Czech Rep.						
Germany						
Chile						
Israel						
Group D						
Denmark						
Colombia						
New Zealand						
Turkey						
Group E						
Ukraine						
Cameroon						
Iran						
Japan						

D-Pad Scroll Up or Down

The Division Groupings screen accurately reflects real soccer tournaments in that your chosen tournament teams are placed randomly within the six groups, A-F. This throws up the possibility of many interesting matches between arch-rival nations, and some real one-sided goal feasts when the greats of world soccer take on the minnows — plus the added possibility of an upset or two.

D-Pad **up/down** to scroll through the tournament groups. Your chosen tournament teams are numbered 1-8, and the match about to be played — the first of the tournament — is highlighted in yellow.

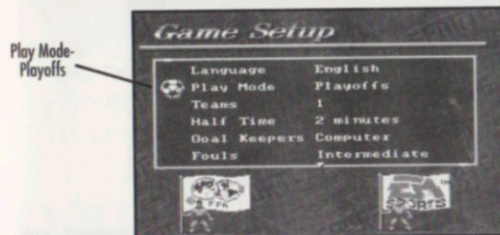
Press **START** to go to the Choose Controller screen.

## Configuring Tournament Games

From the EA SPORTS™ Central, press **START** for the Game Config screen where you can set up the match as you see fit (see *Configuring Your Team*).

When you're happy with the configuration of the teams, press **START** to exit the Game Config screen. You're on the pitch ready for the Coin Toss.

## PLAYOFFS



With Playoffs selected at Play Mode, D-Pad **down** to Teams and choose the number of teams, to a maximum of eight (see *Setting Up a Tournament* for details).

Choose the teams themselves at the Team Selection screen. You can only play as the teams selected here. The results of matches between the remaining teams are revealed at the Playoff Schedule screen after each of your games. In playoff games, extra time and sudden death are played until a winner emerges.

Press **START** for the Team Selection screen. This lists all the tournament teams in alphabetical order on the left. The first team in the list is highlighted, and its strengths and weaknesses displayed on the right in the Skills Window. The longer the gold bar for a given category, the higher the team's skill rating in that aspect of their play. The six skills rated are Shooting, Running, Passing, Defense, Tackling and Goalies. There is also a final Overall rating.



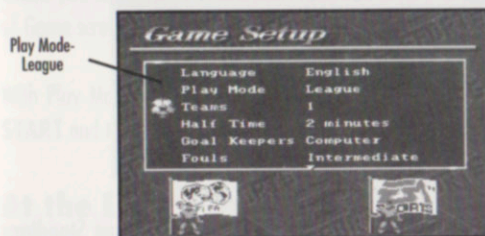


As the Playoffs consist of the knock-out stage of a tournament, you don't get Division Groupings. Instead, press **START** and the Playoffs Schedule screen appears with your chosen teams numbered. The remaining slots are filled by computer-chosen national sides. The first Playoff game is highlighted. After each game, you can return to the Playoffs Schedule for a look at your next opponent and to find out who's not made it through.

In Tournament mode, the Playoffs Schedule is only available after all the Division Groupings matches have been completed and the last 16 teams competing for the EA SPORTS™ trophy decided.

From the Playoff Schedule screen press **START** for the Choose Controller screen (see *Choosing Controllers*). Press **C** now and you're on the pitch.

## CREATING A LEAGUE



At the Game Setup screen, highlight Play Mode and D-Pad **left/right** to League. Team 1 and Team 2 options are now replaced by the single Team option. D-Pad **left/right** to choose the number of teams, 1-8. Press **START** and you have up to eight Team Selection options.

D-Pad **left/right** to scroll through the list of *FIFA International Soccer's* 48 international teams. Having made your selection, press **C** for the League Standings screen. Your teams are numbered 1-8, with randomly chosen teams making up the numbers should you pick less than eight. The first pairing is highlighted in yellow.

Choose the teams themselves at the Team Selection screen. You can only play as the teams selected here.

From the League Standings screen, press **START** to Choose Controller.

New League Standings

League Standings						
Team Name	G	M	L	D	P	
England	1	0	0	0	0	0
China	0	0	0	0	0	0
New Zealand	0	0	0	0	0	0
1	0	0	0	0	0	0
Bulgaria	0	0	0	0	0	0
Japan	0	0	0	0	0	0
Scotland	0	0	0	0	0	0
Czech Rep.	0	0	0	0	0	0

When playing in League Mode, you can visit the League Standings screen after every match to check on the current state of play and how the last set of matches have affected league positions. You play every team in the league twice before the League Champions are decided, with 2 points awarded for a win and 1 for drawn games.

## RESTORING A TOURNAMENT/PLAYOFF/LEAGUE

Play Mode-  
Restore

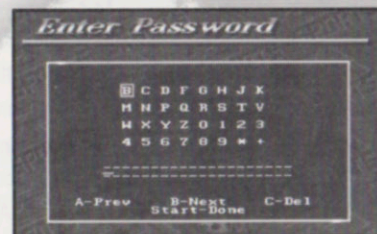
Game Setup	
Language	English
Play Mode	Restore
Teams	From Password
Half Time	2 minutes
Goal Keepers	Computer
Fouls	Intermediate

It would be asking a lot to expect you to play an entire Tournament, Playoff or League Championship in one sitting. After all, most domestic leagues last 8 or 9 months! So with **FIFA International Soccer** you

can save a League, Playoff or Tournament, and pick it up later from where you left off. All you need is your Password, available at the End of Game screen (see *End of Game*).

With Play Mode highlighted, D-Pad **left/right** to select Restore. Press **START** and the Enter Password screen appears.

## At the Enter Password screen



Press the D-Pad **up/down/left/right** to move around the grid of letters and numbers. When the first character of your Password has the yellow highlight, press **B**. The selected character appears on the Password line. Pressing **B** takes you onto the selection of the Next character. Press **A** if you choose incorrectly to change the previous (Prev) character, and then press **C** to erase it.

When you've entered the whole of your password, ensure that the cursor is positioned at the end of the password and press **START**. You're back at the Game Setup screen.



## Continue Tournament/Playoff/League

Play Mode-  
Continue  
Tournament



Your Play Mode options now consist of Continue Tournament, Playoff and League, or End Tournament, Playoff and League. The Team option is no longer available. To Continue, highlight one of the options and press **START**; you're returned to the Tournament/Playoff/League after the last completed game. To End a saved Tournament, Playoff or League prior to its completion, highlight the appropriate option and press **START**.



**Note:** You cannot attempt to save incomplete games, or save a Tournament/Playoff/League part way through a game.

## TEAM 1

When you're satisfied with your choice of Play Mode, D-Pad **down** to Team 1.

D-Pad **left/right** to choose a team from *FIFA International Soccer's* alphabetical list of 48 national squads. The default selection for Team 1 is England.

You decide which player(s) controls which team(s) at the Choose Controller screen.

## TEAM 2

Choose Team 2 in the same manner as you chose Team 1. The default selection for Team 2 is the United States.

You decide which player(s) controls which team(s) at the Choose Controller screen.

## HALF LENGTH

D-Pad left/right and choose from 2, 4, 6, 8, 10, 20 and 45 minute halves. The default selection is 4 minute halves.

## GOAL KEEPERS

Choose between Manual or Computer controlled goalies by pressing the D-Pad **left/right**.

With Manual goalies you control the 'keeper yourself — not always an easy task in the heat of a titanic tournament final. So it's a good idea to set this option to Computer until you're more proficient at *FIFA International Soccer*.

In Manual mode, direct the goalie with the D-Pad as you would an outfield player. Press **B** to trigger a dive for the ball, while simultaneously using the D-Pad to control the direction of the dive. Computer controlled 'keepers is the default mode.



## FOULS

The options here are None, Intermediate or Full.

Choose None and the referee doesn't call any fouls, no matter how severe the infringement (see *Infringements*). Intermediate mode means that the ref awards fouls, but won't book players for their misdeeds. However, with fouls on Full a vicious tackle or push could result, not only in a free kick, but in the ref also reaching for a yellow or red card.

## GAME TYPE

Here you have a choice of Action or Simulation play. D-Pad **left/right** to make your selection.

In an Action game the players don't tire as the match progresses, so their shot power and accuracy doesn't deteriorate. A Simulation game, on the other hand, reproduces the effects of tired legs on the players' passing and shooting ability. Action is the default.

## OFF-SIDES



Turn these ON or OFF by pressing the D-Pad **left/right**. The default option is Off-Sides OFF.

The Off-Side rule has been the cause of much confusion and controversy. It is designed to prevent attacking players 'goal hanging' in the hope of getting the ball while the defenders are upfield. The 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 play. A player can't be Off-Side in his own half of the pitch, direct from a Throw-In or a Corner Kick.

When a player is caught Off-Side the referee signals a free kick, and the Off-Side icon appears along with the offending player's name. A free kick is then awarded, taken from where the player was caught Off-Side (see *Free Kicks*).

With this option OFF the game is more free-flowing, with fewer free kicks and more scoring opportunities.



**Note:** With this option ON the ref awards a free kick for all Off-Sides, even if you choose Fouls None (see *Free Kicks*).

## WEATHER

The options here are Hot, Dry, Damp and Drenched. D-Pad **left/right** to scroll through them.

The influence of the weather conditions can be seen in the state of the pitch, which affects the movement of the ball on the floor and the height of its bounce. As a rule of thumb, the drier the conditions, the quicker the ball runs across the pitch and the higher it bounces.

A Dry pitch is the current selection.

## FIELD TYPE

Choose either Grass or Artificial Grass by pressing the D-Pad **left/right**.

On the Artificial surface, a soccer ball bounces higher and runs along the ground faster. Grass is the default setting.

## CLOCK

D-Pad **left/right** for either Continuous or Out of Play.

With Continuous selected, time ticks off toward the final whistle even when the ball is out of play. However, to prevent time wasting the ref adds on any time wasted over free kicks and throw ins.

Unless altered, the clock runs in its currently selected mode of Continuous.



**Note:** The clock only starts after the kick off.

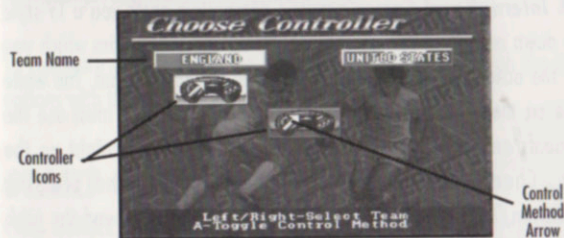
## SOUND

D-Pad **left/right** and select from Music and SFX (Sound effects), Music Only, SFX Only and OFF. Unless you change this option you hear Music & SFX.

## Leaving the Game Setup Screen

Press **START** to leave the Game Setup screen and go to the Choose Controller screen — only in Exhibition mode.

## CHOOSING CONTROLLERS



This is where you decide who controls which team, and how many players to have per side.

Depending on the number of controllers plugged into the Genesis, you can play any configuration from one against the Genesis, 1-against-1, or as 2 team-mates. And so that more than two players can enjoy the thrills of *FIFA International Soccer*, there's the Electronic Arts' 4 Way Play adapter (see 4 Way Play™).

The controller icons are in the neutral position in the center of the Choose Controller screen. D-Pad **left/right** to place your controller icon under the team you wish to control. Each player must do this from their own controller.

On the pitch, the team members controlled by users are highlighted on a colored star. For details of this, see *On The Pitch — Controlling The Players*.



## CHOOSING CONTROL METHOD

*FIFA International Soccer's* unique perspective gives you a TV-style view down onto the pitch. To compensate for the angle from which you view the action, you can change the response of your D-Pad. The white arrow on the controller icons is currently angled, so you must use the diagonals on your D-Pad to make the players move straight up the pitch. Change the arrow to point directly up, and pressing **up/down/left/right** on the D-Pad moves a player around the pitch in a straight line.

Press **A** to toggle between these two control methods.

## Leaving the Choose Controller screen

Press **START** and Ron Barr in the EA SPORTS™ Central gives you a quick look at the relative strengths and weaknesses of the two teams, while pressing **C** takes you directly to the Coin Toss screen.

## CONFIGURING YOUR TEAM



From the sanguine Ron Barr in the EA SPORTS™ Central, press **START** for the Game Config screen. Alternatively, press **C** and you're propelled

onto the pitch for the Coin Toss procedure (see *Coin Toss*), with the teams employing the default settings.

To configure your team, direct the football icon down through the list of options with the D-Pad, and then press **C**.

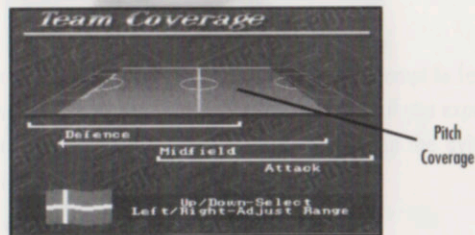
## START GAME

Press **START** or **C** to leave the Game Config screen and go to the Coin Toss options (see *Coin Toss*). The match is begun using the default Game Config settings.

## CONTROL SETUP

Press **C** to enter the Choose Controller screen (for more info on this, see *Choosing Controllers*). Press **START** to return to the Game Config screen.

## TEAM COVERAGE



From the Game Config screen, press **C** for the Team Coverage screen



Here you adjust the range of your players' pitch coverage. D-Pad **up/down** to select Defense, Midfield or Attack, and then D-Pad **left/right** to adjust the length of the arrow on the pitch. The Midfield arrow can be extended in either direction, toward defense and attack.

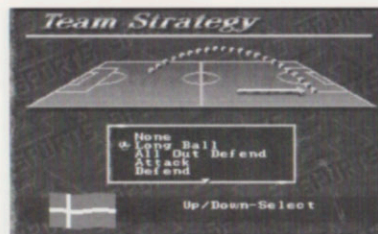
**Hints:** The further your defenders push up, the more likely you are to find yourself under-manned in defense when the opposition counter-attack. Leave the midfield players grouped in the center of the pitch and it's hard for them to link with defenders and attacking players, but spread them too thin and they're likely to be overrun. The area of pitch covered by your forward players depends to a large extent on the chosen strategy (see *Team Strategy*); if you're playing Long Ball it's alright to leave them camped well inside the opposition half, but choose Defend and they need to drop back.

When you've adjusted Team Coverage, press **START**. The Game Config screen reappears.

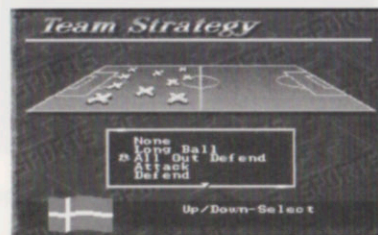
## TEAM STRATEGY



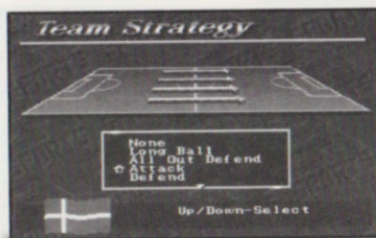
D-Pad **down** to highlight Team Strategy and press **C** for the Team Strategy screen. D-Pad **up/down** to select one of available options. The arrows on the pitch change to illustrate each strategy.



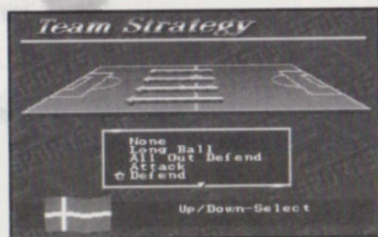
**Long Ball:** From defense the ball is punted upfield, with midfield and attacking players racing up to meet it. Often referred to as Route 1, this strategy is simple, direct, and works best when you have tall center-forwards who are good headers of the ball. Soccer purists, however, would say that it lacks the finesse of skilful passing play.



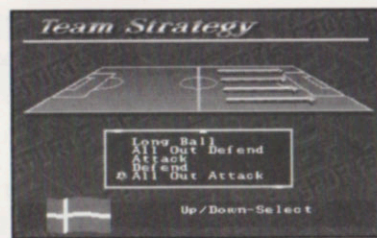
**All Out Defend:** Players are kept behind the ball in an attempt to fend off the opposition by sheer weight of numbers. Choose this if you expect a real hammering from the opposition forwards, or in the dying moments of a match when you're defending a narrow lead.



**Attack:** An open strategy designed to maximize goal mouth incidents, with defenders pushing up and midfield players supporting the front men.



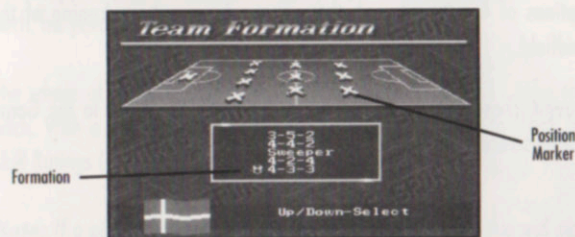
**Defend:** A tight strategy that keeps midfielders in and around your own half of the pitch to form an extra defensive barrier.



**All Out Attack:** Everyone pushes forward into the opposition half, giving little thought to preventing goals. Use when time is running out and defeat would otherwise be inevitable.

When you're happy with your choice of strategy, press **START** and it's back to the Game Config screen.

## TEAM FORMATION



Highlight Team Formation and press **C** for the Team Formation screen. D-Pad **up/down** to select a formation from the available options. The yellow Xs on the pitch mark player positions.



The available formations are:

**3-5-2:** The well-manned midfield tries to win the ball before the 3-man defense is threatened, and feeds it to the forwards.

**4-4-2:** A well-balanced although conventional formation, solid in both defense and midfield, but requiring a good understanding between the two center-forwards if goals are to flow.

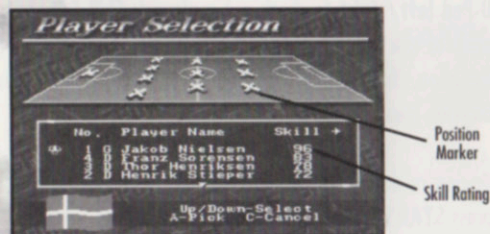
**Sweeper:** An extra man at the back plays in a freer defensive role. He's the last line of defense when the men in front have been beaten, but can also push up into midfield and sweep the ball forward.

**4-2-4:** Although weakened in midfield, the four forwards are expected to overwhelm any unwary opposition defense. Especially effective in conjunction with Attack strategies.

**4-3-3:** Another well-balanced formation, this adds to the attacking options of 4-4-2, although there is a subsequent weakening of the midfield.

Having chosen your formation, press **START** to return to the Game Config screen.

## STARTING LINEUP



With Starting Lineup highlighted, press **C** for the Player Selection screen. Here you can adjust your lineup to suit changing match circumstances. When you need goals, bring off a defender in favor of an attacker. If you're defending a lead, stiffen up the back four with the addition of a defensive player.

D-Pad **up/down** and highlight the player you want to bring off. On the pitch, his yellow X flashes.

The whole of the squad is listed, although only the first 11 take the pitch. With a player name highlighted, D-Pad **left/right** to check his Skill Ratings (see *Skill Ratings*).



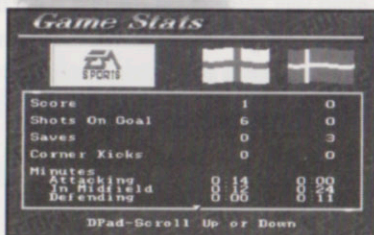
**Note:** If a player has been sent off for his bad behavior, you will play shorthanded. Use the Substitutions option to reposition the remaining players to try and plug the gap.

## Skill Ratings

D-Pad **left/right** to check out a player's Skill Rating, from 0-99, in each of the fourteen categories. The Skills Rated are: Skill, Speed, Reaction, Ball Control, Shot Power, Shot Accuracy, Slides, Agility, Bicycles, Headers, Stamina, Passing and Aggression.

Having re-shaped your team and made all your desired substitutions, press **START** for the Game Config screen.

## GAME STATS



The screenshot shows the 'Game Stats' screen with a table of statistics for two teams, represented by the Swedish and Finnish flags. The table includes Score, Shots On Goal, Saves, Corner Kicks, and Minutes (Attacking, In Midfield, Defending). At the bottom, it says 'DPad-Scroll Up or Down'.

	Team 1 (Sweden)	Team 2 (Finland)
Score	1	0
Shots On Goal	6	0
Saves	0	3
Corner Kicks	0	0
Minutes		
Attacking	0 14	0 00
In Midfield	0 12	0 24
Defending	0 00	0 11

D-Pad **down** to Game Stats and press **C**. The Game Stats screen appears.

This lists the match statistics under the appropriate team flag. The listed stats are: Score, Shots on Goal, Saves, Corner Kicks, Minutes (in possession) Attacking, In Midfield, Defending, and Fouls.

When you've analyzed why you're doing so badly, or finished gloating about your superiority, press **START** for the Games Config screen.

## QUIT GAME



D-pad **down** to Quit Game and press **C**. You're asked to confirm this decision YES or NO. D-Pad **left/right** to choose, and then press **C**.

YES takes you back to the Game Setup screen, with the current match lost along with all your Game Configuration changes.

NO returns you to the Game Config screen.

## ON THE PITCH

When you've set up the game you want and are satisfied with your team configuration, press **START** and the real action begins — on the pitch.



## COIN TOSS



The two team captains are on the half way line with the ref, ready for the Coin Toss.


The team flag shows which team has the choice of Coin Toss. A human player always has the choice of toss over the computer; in a 2-player game the choice of toss is decided automatically. When there is more than one of you on a particular team, the choice of toss is again automatic. The number of the controller is highlighted in a colored star at the bottom of the screen.

D-Pad **up/down** to select heads or tails. Press **C**, the ref throws the coin into the air and lets it fall to the turf. The message 'You Won' or 'You Lost' informs you whether or not you made the right decision.

**If you win:** You can either kick off or choose which end to defend. D-Pad **up/down** to select one of the pitch icons, and then press **C** to confirm your selection.

To elect to kick off, D-Pad **down** to the football icon and press **C**. The team flag at the top of the screen changes, and the opposition has the choice of ends.


**If you lose:** The 'You Lost' message informs you that you're at the mercy of your opponents. If the choice falls to you, choose ends or kick off as in *If you win*.

 **Note:** If more than one user has chosen to play on a particular side at the Choose Controller screen, the player with lowest numbered controller automatically decides on the Coin Toss (see 4 Way Play™). The number of the controller is highlighted in a colored star at the bottom of the screen.

## THE KICK OFF/RESTART



The players take up their positions on either side of the center circle. To kick off and get the game underway, or restart following a goal and after half time, press **A**, **B** or **C**. Use the D-Pad to direct the pass.

 **Note:** None of the defending team are allowed into the center circle until the ball has been kicked off.

## CONTROLLING THE PLAYERS

You control the player marked with the colored star. The star appears only as an outline when the player hasn't got the ball. The star is solid when the player is in possession.

The color of the star varies depending on the number of the controller you're using:

Controller 1: Yellow

Controller 2: Red

Controller 3: Blue

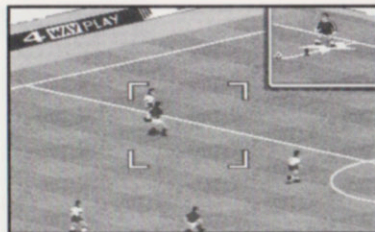
Controller 4: Pink

To switch between players, press **B**. The star moves to your player nearest to the ball. D-Pad **up/down/left/right** to direct the movements of a highlighted player.

For a description of *FIFA International Soccer*'s button presses, see *Control Summary*.

## BALL OUT OF PLAY?

The ball is out of play when the whole of its circumference passes over the sideline or goal line, signalled by the referee's whistle. This results in one of 3 different methods of restarting play:



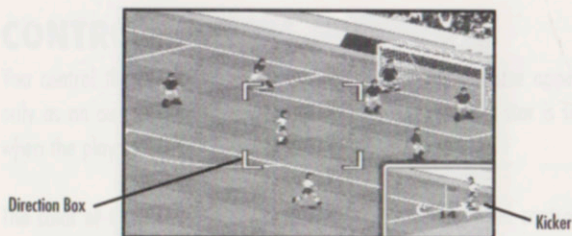
**Goal Kicks:** An attacking player shoots wide of the goal and none of the defenders touch the ball on its way over the goal line. The ball is automatically placed at the corner of the goalie's box (which side depends on where the ball went out). Press **A** or **B** and the goalie hoofs the ball upfield.

Alternatively, press **C** and the red Direction Box lets you place the kick more accurately. Use the D-Pad to highlight the area of the pitch you want the ball to reach. Press **A** or **B** now for a more accurately placed Goal Kick.



**Note:** From a Goal Kick, the ball must at least reach the edge of the penalty area. No other players are allowed into the penalty area until the ball has been cleared.





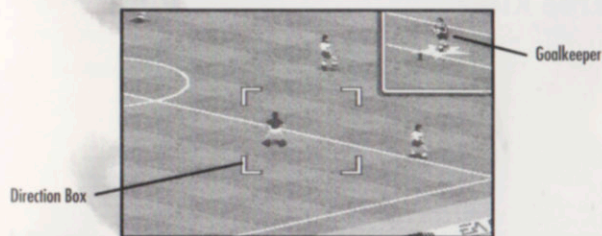
**Corner Kicks:** The last player judged to have touched the ball on its way over the goal line was a defender or the goalie. A Corner Kick is taken from within the quarter circle marked around the corner flag (which side depends on where the ball went out). The player taking the kick is chosen automatically.

Use the D-Pad to place the red Direction Box where you want the ball to go, and then press **A**, **B** or **C** to launch the kick into the penalty area.



**Throw Ins:** Taken from the sideline where the ball went out of play, a throw in is awarded when an opposition player kicks the ball out of bounds. The player taking the throw is chosen automatically. The number of the controller is highlighted in a colored star at the bottom of the screen. Move the Direction Box to the area of the pitch you want to throw (see *Goal Kicks*) and then press **A**, **B** or **C**.

## 'KEEPER'S BALL



When an attack breaks down and the ball is safely in the goalie's arms, it's 'Keeper's Ball'. Even with computer goalies selected (see *Setting Up the Game*), the controller with the appropriately colored star has to get the ball back into play.

The goalie can kick or throw the ball upfield.

**To throw:** Press **A** or **B** and use the D-pad to direct a throw to a nearby defender.

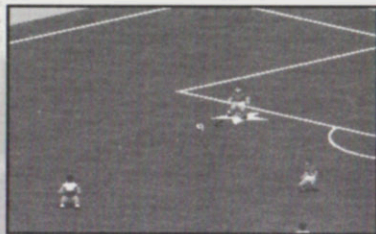
**To kick:** Press **C** and call up the red Direction Box. Use the D-Pad to direct this to the area of the pitch you want the ball to hit, and then press **B**.



**Note:** When using the Direction Box, keep an eye on the goalie to check for encroaching opposition players. Unlike Goal Kick situations, the penalty area isn't a safe haven when the 'keeper has the ball in his arms.

## INFRINGEMENTS

### Free Kicks



Free kicks are awarded for fouls and technical infringements. These include violent or late tackles, shoving a player off the ball and off-sides (see *Off-Sides*).

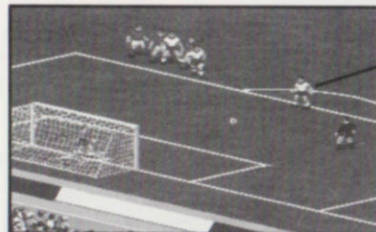
When you win a free kick, the ball is placed where the infringement took place, so there's no chance of gaining a few yards by creeping forward with the ball. A player is automatically designated to take the kick. When more than one player per team is human-controlled, the one who was fouled takes the free kick.

Use the D-Pad to control the direction of the kick. Press **B** for a short free kick to a nearby player. If you're in range, press **C** for a shot on goal direct from the free kick.



**Note:** Opposition players must remain 10 yards from the ball until the kick is taken.

## Penalties



Penalty  
Taker

A Penalty is awarded when an offense worthy of a free kick occurs in the penalty area. So a foul by the defender within his own penalty area results in a penalty kick (unless, of course, you choose Fouls None at the Game Setup screen — see *Setting Up the Game*).

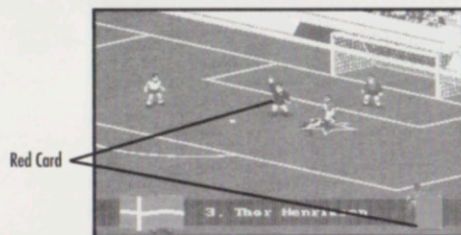
**Saving a penalty:** The ball is placed on the penalty spot automatically. Only your 'keeper and the opposition penalty taker are allowed into the penalty area. Outfield players cannot enter until the ball has been kicked. Even with computer goalies (see *Setting Up the Game*), you have to attempt a save. As the ball is struck, D-Pad **left/right** and press **B** to dive in what you hope is the right direction.

**Taking a penalty:** The computer automatically nominates a penalty taker, who stands in the penalty area ready for the kick. Press **B** to change player. Now it's just you against the 'keeper. Press **A** or **C** to shoot and use the D-Pad to direct the ball in the air using aftertouch. This could be the clearest scoring opportunity you get all match, so don't mess it up.

When more than one user per team is human-controlled, the one who was fouled gets to take the penalty kick.



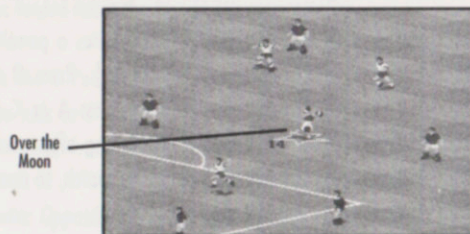
## BOOKINGS



If the referee considers a foul to be particularly vicious, he is likely to show the guilty player the yellow card. Play stops while the ref takes the player's name and the Yellow Card message appears.

Repeat offenders generally receive the red card and are sent from the pitch. Again play stops, and his team has to struggle on with only ten men — a sent off player can't be replaced by a sub (see *Substitutions*).

## SCORING



There's only one way to score in **FIFA International Soccer**, and that's to put the ball in the back of the net. In actual fact, the ball need

only break the plane of the goal line (imagine an invisible wall linking the goal line to the posts and the bar) for the ref to signal a successful strike. However, the whole of the ball must cross the line, so there's no point in hassling the man in black when you think you've scored.

To shoot, press **C**. Hold **C** for a more powerful shot. You can use the D-Pad to direct the ball in flight using aftertouch.

## After a Goal

When the celebrations of the goal scorer and his team-mates have died down, the ball is returned to the center circle for the restart (see *Kick Off/Restart*).

## HALF TIME



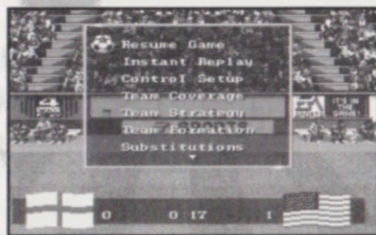
Soccer is a game of two halves. At the end of the first you might be over the moon, but by the final whistle you could be sick as a parrot.

When the referee signals the end of the first half, both teams retire to the touchline and the Game Config screen appears. Resume Game is highlighted, but if you need to make changes to your team and tactics,

now's the time to do it (see *Configuring Your Team*). Consider your weaknesses and the opposition's strengths and make alterations accordingly.

When you're ready to return to the fray, press **START** or highlight Resume Game and press **C**.

## WITH THE GAME PAUSED



To pause the game at any time during play, just press **START**. This brings up the Game Configuration screen where you can alter Formation, Strategy and make Substitutions, etc. as the circumstances of the game dictate. (See *Configuring Your Team* for details.)

At the top of the screen there are two new options, Resume Game and Instant Replay, and at the bottom there is a Scoring Summary and a Fouls Summary. You can also make Substitutions with the game paused.

## INSTANT REPLAY



Want to re-live the classic moment when you scissor-kicked a thirty yard volley into the top of the net? Or just want to humiliate your opponent by reminding them of an embarrassing gaffe? This is where you can, with *FIFA International Soccer's* Instant Replay feature.

On the Game Config screen, highlight Instant Replay and press **C**. The Instant Replay screen appears. This has a shot of the action paused and a controller icon in the top left of the screen.

The controller buttons are responsible for the following replay functions: Hold **A** to rewind the action. Release **A** to stop rewinding. Press **B** to advance the play one frame at a time. Hold **B** to fast forward. Press **C** to replay the action at normal speed. To watch it again, press **A** and the tape rewinds.



## Track Player



Track Player  
Cross Hair

Use the D-Pad to highlight a single player and track his movements throughout the replay. Press the D-Pad **up/down/left/right** and the yellow Track Box appears on screen. Move this over a player and a yellow cross hair shows that the camera has locked on. Now press **A**, **B** or **C** as before to review this player's performance at center stage.

To return to the Game Config screen, press **START**.

## RESUME GAME

To return to the pitch, highlight Resume Game with the D-Pad and then press **C**. You're taken back to the exact moment at which play was paused. Any configuration changes come into immediate effect. Pressing **START** with any option highlighted returns you to the pitch.

## MAKING A SUBSTITUTION



D-Pad **down** to Substitutions and the Player Selection screen appears.

D-Pad **up/down** through the squad list. Highlight the player to be substituted, and then press **A**; his name appears in the Subs Window next to the team flag. D-Pad **up/down** to the squad player you want to replace him. You can check his Skill Ratings against those of the player to be substituted (see *Skill Ratings*). The name of the substitute player appears beneath the other player name in the Subs Window. Press **A** and the OK message confirms that a substitution has been made. The number of subs used per game is limited to two.

To Cancel and choose another player name, press **C**.



Leaving

When you return to the pitch (see *Resume Game*), the substituted player heads for the tunnel (and an early bath) to be replaced by your chosen squad member next time play stops at the referees whistle.

## SCORE SUMMARY

Score Summary		
Time	Team	Player
1 57	ENG	11 David Wilson

DPad-Scroll Up or Down

D-Pad **down** to Scoring Summary and press **C**. On the Scoring Summary screen you can see which players have scored, the team they scored for, and the time when the ball flew into the back of the net.

## FOUL SUMMARY

Foul Summary		
Time	Team	Player
1 55	DEN	3 Thor Henriksen

DPad-Scroll Up or Down

D-Pad **down** to Foul Summary and press **C**. On the Foul Summary screen all the miscreants whose actions have warranted a red or yellow card are listed, along with their team and the time the offense took place.

## END OF GAME



Winners

The final whistle blows, the game's over. Time for the victors to accept the acclaim of the crowd and celebrate on the touch line.

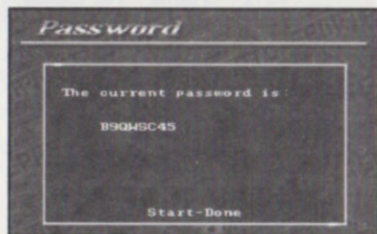
If you were soundly beaten and this is more than you can stomach, press **START** to abandon the celebrations and go to the End of Game screen.



## END OF GAME

The End of Game screen has Quit Game, Instant Replay, Game Stats, Score Summary and Foul Summary options, descriptions of which can be found in *With the Game Paused*. After a Tournament, Playoff or League game there is also a View Password option.

## View Password



If you want to rest your tired thumbs, collect the Password. D-Pad **down** to View Password and press **C** — the Password Screen appears. **Write down the combination of letters/numbers and keep it safe.** Without it you're unable to restore the current series of matches when you Resume Tournament/Playoff/League (see *Restoring a Tournament/Playoff/League*).

Press **START** to return to the Game Config screen.

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## NOTES

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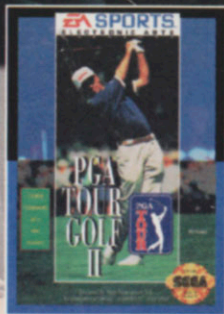
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