EA SPORTS™
ELECTRONIC ARTS



FIFA

FIFA INTERNATIONAL SOCCER

By Electronic Arts and The Creative Assembly

Brought to you in association with

adidas®

PREDATOR

MANUAL

"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."

EPILEPSY WARNING

PLEASE READ BEFORE USING THIS GAME OR ALLOWING YOUR CHILDREN TO USE IT.

Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life. Such people may have a seizure while watching television images or playing certain games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures.

If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing.

We advise that parents should monitor the use of games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing the game, IMMEDIATELY discontinue use and consult your doctor.

PRECAUTIONS TO TAKE DURING USE

- Do not stand too close to the screen. Sit a good distance away from the screen, as far away as the length of the cable allows.
- Preferably play the game on a small screen.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a game.

PLEASE! PAY TO PLAY, OR EVERYONE LOSES

Developers of computer simulations use the money they make from the sale of their products to stay in business. If potential customers steal their goods and services, prices must be raised to compensate for the losses. Soon legitimate customers can't afford to pay the higher prices, and everyone loses.

FIFA International Soccer was produced for your enjoyment through the combined efforts of a dedicated team at Electronic Arts. We—designers, artists, programmers, and other committed professionals—depend on you to pay a fair price for our software so we can afford to create and develop new and better games. We encourage you to play and enjoy ***FIFA International Soccer*** with your friends, but please don't make illegal copies of the program for them.

Electronic Arts supports the industry's effort to fight against the illegal copying of personal computer software. Thank you for helping us in our effort to control software costs by eliminating software theft. And please remember, copying computer software for any other reason than to make a backup is a violation of copyright law. Individuals who make illegal copies of this software are subject to civil and criminal penalties.

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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 world-wide interest in Association Football, ***FIFA International Soccer*** contains accurate 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. Field 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

Move the joystick **up/down** to highlight a category and **left/right** to scroll through the options.



LANGUAGE

Select either English, Deutsch (German), Français (French), Italiano (Italian) or Español (Spanish).

PLAY MODE

Select either:

Exhibition

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

Tournament

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

Playoffs

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

League

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

Load Game from Disk

Load a previously saved Tournament/League/Playoff game.

Demo

Select Demo and press **Fire 2**. You're then directed to the pitch where the computer-controlled teams battle it out. Press any joystick button to leave the Demo mode for the Game Setup screen

TEAMS

When you're satisfied with your choice of Play Mode, highlight Team.

Move the joystick **left/right** to choose a team from ***FIFA International Soccer's*** alphabetical list of 48 national squads or the EA All Stars

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

HALF TIME

You can 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.

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 keyboard or joystick as you would an outfield player. Check the *Control Summary* for details of how to control the 'keeper in Manual mode.

Computer controlled goalies is the default mode.

FOULS

The choices here are None, Intermediate or Full.

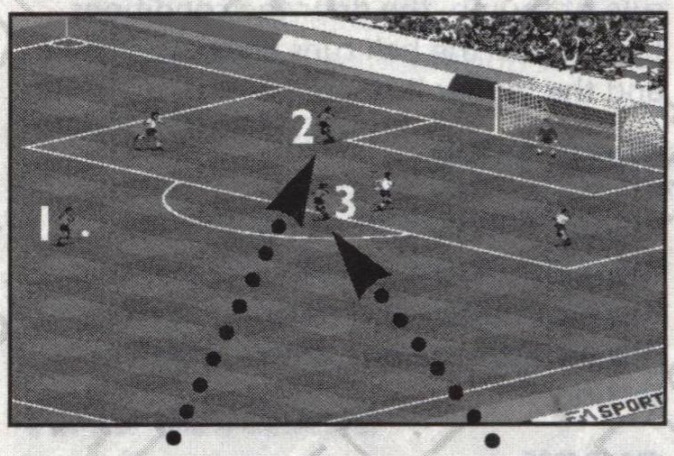
Choose None and the referee doesn't call any fouls, no matter how severe the infringement (see *Infringements*). Intermediate mode means that the ref awards fouls, but won't book players for their misdeeds. However, with fouls on Full a vicious tackle or push could result, not only in a free kick, but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

GAME TYPE

Here you have a choice of Action or Simulation play.

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 setting.

OFF-SIDES



Player 2 is off-side ***Player 3 is on-side***

Your choices are ON or OFF. 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 up field. The rule states that an attacker must be at least level with last defending player (not including the goalie) when the ball is played to him in the opposition half. So as long as all the attacking players remain on-side until a through-ball is played, they are then free to move into space behind the defence. A player can't be Off-Side in his own half of the field, direct from a Throw-In or a Corner Kick.

When a player is caught Off-Side the referee signals a free kick (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. Dry is the default setting.

The influence of the weather conditions can be seen in the state of the field, which affects the movement of the ball on the ground 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.

FIELD TYPE

Choose either Grass or Artificial.

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

CLOCK

The clock options are 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.

Continuous is the default setting.

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

SOUND

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

- Highlight Play Mode and press **Fire 2** to leave the Game Setup screen for the EA SPORTS™ Control Centre. Here Tom Stone gives you the lowdown on the relative strengths and weaknesses of the two teams about to face one another. Move the joystick **down** to view the whole report. Press **Fire 2** again for the Choose Controller screen.

CHOOSING CONTROLLERS



Keyboard icon ***Joystick icon***

FIFA International Soccer can be controlled from the keyboard or with a joystick. Depending on the number of players and the preferred control device, when the Choose Controllers screen opens a keyboard and/or joystick icon appear in the central neutral position of the screen.

- To assign the joystick as a controller, press the joystick **left/right** and move the joystick icon under the name of the team you want it to control.
- To assign the keyboard as a controller, press the **left/right** arrow key to move the keyboard icon under the team you want it to control.

KEYBOARD CONTROL MODES

There are three keyboard control modes. Keyboard control modes determine which keys are active when you are using the keyboard as your controller in ***FIFA International Soccer***. These keys are listed in the *Control Summary* section of the Ref Card.

The current keyboard control mode is indicated by the red keys on the keyboard on the Control Selection screen.

- To change the keyboard control mode on the Choose Controller screen, press the **up/down** arrow keys.

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 keyboard or joystick. The white arrow on the icons is currently angled, so you must use the diagonals of your joystick or direction arrows to make the players move straight up the pitch. Change the arrow to point directly up, and pressing **up/down/left/right** moves the players around the pitch in a straight line.

Press **Fire 1** on the joystick or its keyboard equivalent to change the control method.

Leaving the Choose Controller screen

When you've assigned controllers and chosen the control method, press **Fire 2** on the joystick and you exit the Choose Controller screen for the Team Match-up screen.

CONFIGURING YOUR TEAM



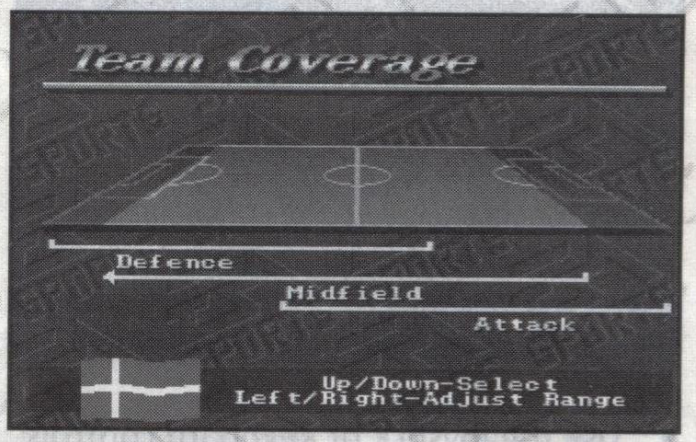
START GAME

- Press a joystick button to leave the Game Configuration screen and go directly to the match using the default Game Configuration settings.

CONTROL SETUP

- Press a joystick button for the Choose Controller screen (for more info on this, see *Choosing Controllers*). Press a joystick button again to return to the Game Configuration screen.

TEAM COVERAGE



Here you adjust the range of your players' field coverage.

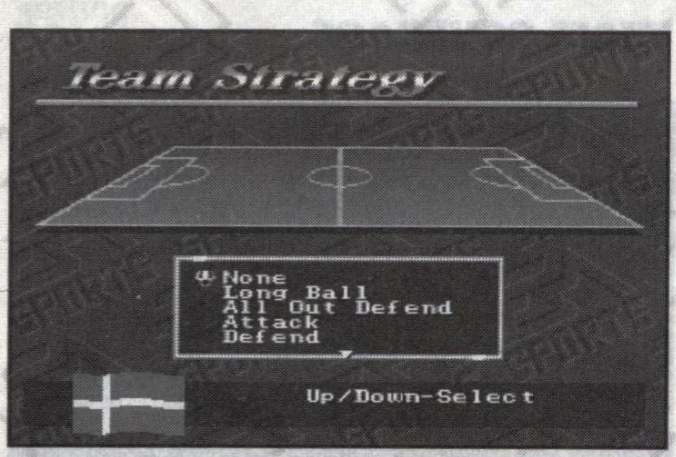
1. Use the joystick or keyboard controls to move the highlight **up/down** and select between Defence, Midfield or Attack.

2. Use the joystick or keyboard controls to adjust the length of the arrow on the field **left/right**. The Midfield arrow can be extended in either direction, toward defence and attack.

Hints: The further your defenders push up, the more likely you are to find yourself under-manned in defence when the opposition counter-attack. Leave the midfield players grouped in the centre of the field 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 field covered by your forward players depends to a large extent on the chosen strategy (see *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 a joystick button; you're returned to the Game Configuration screen.

TEAM STRATEGY



- Use the joystick or keyboard controls to move the highlight **up/down** to select one of available options. The arrows on the field change to illustrate each strategy.

The available strategies are:

None: No set strategy is used in the match.

Long Ball: From defence the ball is punted up field, 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 centre-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 maximise 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 field 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 a joystick button and it's back to the Game Config. screen.

TEAM FORMATION



- Highlight Team Formation and press a joystick button for the Team Formation screen. Use the joystick or keyboard controls to move the highlight **up/down** to select a formation from the available options. The yellow Xs on the field mark player positions.

The available formations are:

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

4-4-2: A well-balanced although conventional formation, solid in both defence and midfield, but requiring a good understanding between the two centre-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 defence 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 defence. 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 a joystick button to return to the Game Config. screen.

PLAYER SELECTION



- With Player selection highlighted, press a joystick button for the Player selection screen.

Here you can adjust your line-up for the upcoming match.

1. Use the joystick to move the highlight **up/down** to highlight the desired player. On the field, his yellow X flashes. To change line-up, see *Substitutions*.
2. The whole of the squad is listed, although only the first 11 take the field. With a player name highlighted, press the joystick **left/right** to check his Skill Ratings (see *Skill Ratings*).

   Note: After the match begins, the Player selection options are replaced by the Substitutions option (see *Substitutions*).

Skill Ratings

Skill Ratings range from 0 to 99, in each of the 13 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 team changes, press **Fire 2** for the Game Config. screen.

VIEW REPLAY

There are already 10 pre-recorded replays under View Replay to give you something to emulate. To view a saved replay:

- Highlight View Replay and press **Fire 2**. The View Replay screen appears.
- Move the joystick **up/down** to highlight the desired replay and press **Fire 1**. The classic action is loaded, and can be controlled as in *Instant Replay*.
- When the action's over, press **Fire 2** to return to the Game Config. screen.

QUIT GAME

- Use the joystick to move the highlight **down** to Quit Game and press a joystick button. You're asked to confirm this decision YES or NO. Use the joystick to move the highlight **left/right** to make your choice, and then press a joystick button again.

In an Exhibition match, YES takes you back to the Game Setup screen, with the current match lost; in a Tournament match, YES returns to the Division Group screen; in a Playoff match, YES returns to the Playoff Tree; and in a League match, YES returns you to the League Standings.

NO returns you to the Game Configuration screen.

QUIT TO DOS

- Use the joystick to move the highlight **down** to Quit to DOS and press a joystick button. You're asked to confirm this decision YES or NO. Use the joystick to move the highlight **left/right** to make your choice, and then press a joystick button.

YES takes you back to the operating system.

NO returns you to the Game Configuration screen.

ON THE PITCH

- When you've set up the game you want and are satisfied with your team configuration, highlight Start Game and press a joystick button 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 coloured star at the bottom of the screen.

Move the joystick **up/down** to select heads or tails. Press a joystick button and 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. Move the joystick **up/down** to select one of the pitch icons, and then press a joystick button to confirm your selection.

To elect to kick off, move the joystick **down** to the football icon and press a joystick button. 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*.

KICK OFF/RESTART



The players take up their positions on either side of the centre circle.

- Joystick users, to kick off and get the game underway, or restart following a goal and after half time, press a joystick button. Use the joystick to direct the pass.
- If you're playing on the keyboard, use the directional keys to direct the pass (see *Control Summary* in the Ref Card for details of keyboard commands).

  Note: None of the defending team are allowed into the centre circle until the game has kicked off.

CONTROLLING THE PLAYERS

You control the player under the coloured 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.

Two of you can play ***FIFA International Soccer*** simultaneously with keyboard and joystick combined. The colour of the star under the player you control on the pitch depends on the number of your controller:

Controller 1: Yellow

Controller 2: Red

- Press **Fire 2** on the joystick to switch between players. The star moves to your player nearest to the ball. Use the joystick or directional keys to direct the movements of a highlighted player.

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

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).

- Joystick users, press **Fire 1** and the goalie kicks the ball up field.
- Press **Fire 2** and the red Direction Box lets you place the kick more accurately. Use the joystick to move the Direction Box to the area of the field you want the ball to reach.

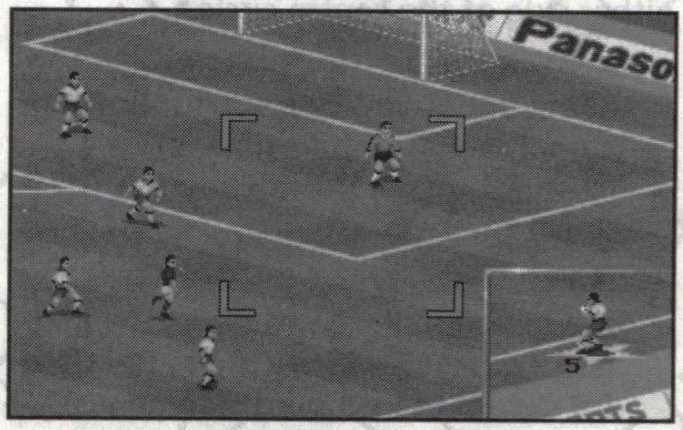
  Note: From a Goal Kick, the ball must at least reach the edge of the penalty area. No other players are allowed into the penalty area until the ball has been cleared.



Corner Kicks: The last player adjudged to have touched the ball on its way over the goal line was from the defending team. 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.

- Joystick users, move the red Direction Box to where you want the kick to go and then press **Fire 1** to play the ball.

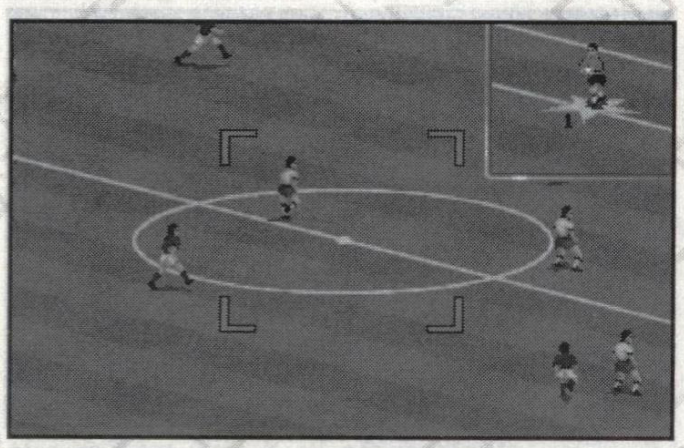
Throw Ins: Taken from the touchline



where the ball went out of play, a throw in is awarded when an opposition player forces the ball into touch. The player taking the throw is chosen automatically.

- Use the joystick, move the Direction Box to the area of the field you want to throw (see *Goal Kicks*) and then press a joystick button.

GOALIE'S BALL



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

The goalie can kick or throw the ball up field.

- **To throw using the joystick**: Press **Fire 1** and use the joystick to direct a throw to a nearby defender.
- **To kick using the joystick**: Press **Fire 2** to call up the red Direction Box. Use the joystick to move this to the area of the field you want the ball to hit, and then press **Fire 1**.

  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 goalie 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.

- Joystick users: Press **Fire 1** and use the joystick to control the direction of the kick. Hold down **Fire 1** for a stronger kick if you're within range of goal.

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

Penalties



A Penalty is awarded when an offence 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 goalie 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.

- Press the joystick **left/right** as the ball is struck and press **Fire 2** 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.

1. To change the player elected to take the penalty, press **Fire 2**.
2. To shoot, press **Fire 1**. Use the joystick 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 shows the Yellow Card.

Repeat offenders generally receive the red card and are sent from the field. 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 only *think* you've scored.

- To shoot on goal, press **Fire 1**. Hold **Fire 1** for a more powerful shot.
- To change a Shot or a Pass into a Lob: Press and hold **Fire 1**. Hold down this button while you press **Fire 2** . Releasing a joystick button now triggers the Lob.

AFTER A GOAL

When the celebrations of the goal scorer and his team-mates have died down, the ball is returned to the centre 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 sideline and the Game Configuration 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; you can change Control Setup options from this screen, or Quit the current game (see *Configuring Your Team*).

WITH THE GAME PAUSED

- To pause the game at any time during play, just press **ESC**.

This brings up the Game Configuration screen with the following options: Resume Game, Instant Replay, Save Replay, View Replay, Team Coverage, Team Strategy, Team Formation, Control Setup, Substitutions, Game Stats, Score Summary, Foul Summary, Quit Game and Quit to DOS.

1. To select an option, move the joystick **up/down** to move the football icon to the option.
2. Now press a joystick button.

RESUME GAME

- When you're ready to return to the fray, highlight Resume Game and press joystick a joystick button.

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.

- Highlight Instant Replay and press **Fire 1**. The Instant Replay screen appears. This has a shot of the action paused and a controller icon in the top left of the screen.
- To show a replay at normal speed, press **Fire 1** on your joystick.
- To pause the replay, press **Fire 1**.
- To return to the Game Config. screen, press **Fire 2**.

Other replay commands can be given from the keyboard only:

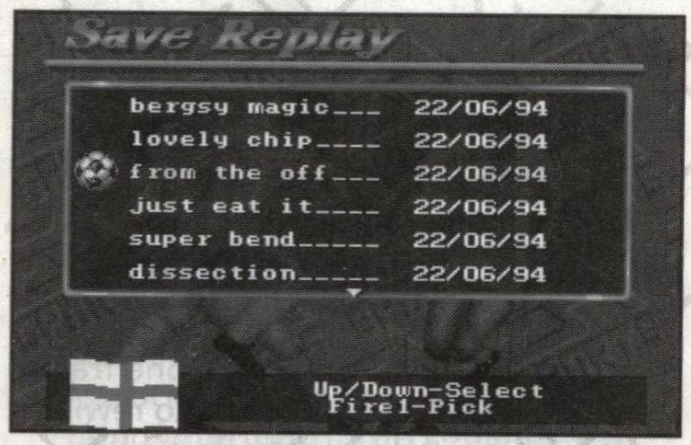
- Tap < to rewind the action one frame at a time. Press and hold < to rewind the action. Release < to stop rewinding.
- Tap > to advance the play one frame at a time. Hold > to fast forward.

Track Player

Use the joystick or directional keyboard controls to track the movements of a particular player throughout the replay.

1. Press the joystick in any direction and the red Track Box appears on screen. Move this over a player and a red cross hair shows that the camera has locked on. (If you do not place the crosshairs over a player, the replay continues to track the ball.)
2. Now follow the instructions as in *Instant Replay* to review this player's performance at centre stage.
3. To return to the Game Config. screen, press **Fire 2**.

SAVE REPLAY



If you're so impressed with your handiwork that you think it should be preserved for posterity, store the 15 seconds of footage in the Instant Replay using the Save Replay feature.

- Highlight Save Replay and press **Fire 2**. The Save Replay screen appears.
- There are 10 Save Replay slots available. Move the joystick **up/down** to highlight a slot and press **Fire 1**. You are then asked to confirm that you want to overwrite the location; press **Fire 1** for Yes and **Fire 2** for No. Now type in the name of the replay using the keyboard and press **ENTER**. The footage is stored under this name and listed along with the date.
- To leave the Save Replay screen and return to the Game Config. screen, press **Fire 2**.

SUBSTITUTIONS



1. Select Substitutions; the Substitutions screen appears.
2. Press the joystick or directional keys **up/down** to scroll through the team roster. Highlight the player to be substituted, and then press **Fire 1**; his name appears beneath the team roster next to the word "swap".
3. Highlight the 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 next to the word "with".
4. Press **Fire 1** and the OK message confirms that a substitution has been made. In Simulation mode, the number of subs used per game is limited to two; there is no such restriction in Action mode.
5. To Cancel and choose another player name, press **Fire 2**.
6. Press **Fire 2** to return to the Game Config. screen.

SCORE SUMMARY

Highlight Score Summary and press a joystick button. On the Score 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

Highlight Foul Summary and press a joystick button. 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 offence took place.

- When you've analysed why you're doing so badly, or finished gloating about your superiority, press a joystick button to return to the Half Time screen.

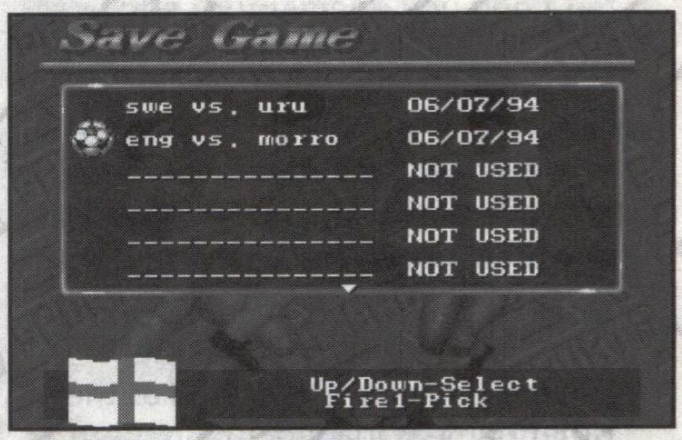
END OF GAME

The final whistle blows, the game's over. At the end of an Exhibition match, you return to the Game Setup screen. At the end of a Tournament, League, or Playoff game, the End of Game screen appears with these options: Continue, Instant Replay, Save Replay, View Replay, Save Game, Game Stats, Score Summary, Foul Summary and Quit to DOS. For descriptions of the Control Setup screen, see *Configuring Your Team*.

CONTINUE

Using this option takes you to the next game or round of a Tournament, League, or Playoffs. After an exhibition game, this option will be replaced by Quit Game.

SAVE GAME



The Save Game option is available only from the End of Game Menu. You can only save complete Tournament, Playoff, and League games; Exhibition games can't be saved.

There are 20 Saved Game slots. When these are full, you have the option to overwrite a previous saved game or cancel a new save selection.

1. Highlight the slot to which you want to save a game. The game always defaults to an empty slot or the last game saved.

   If you attempt to save a game to an already full slot, you're asked "Overwrite YES/NO". Press **Fire 1** for Yes, and **Fire 2** for No. If you save in an already full slot, the new saved game overwrites the previous one.
2. Press **Fire 1** to save the game. You're asked to name it, which you do on the keyboard.
3. Press **ENTER** to return to the End of Game menu.

LOADING A GAME FROM DISK

1. Highlight Load from Play Mode on the Game Setup screen and press **Fire 2**.
2. Highlight the saved game you want to restore and press **Fire 1**.
3. To leave the saved game screen at any time, press **Fire 2**.

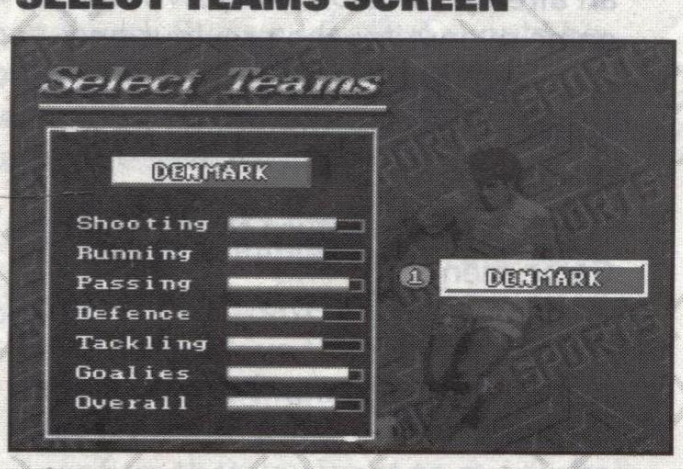
Note: If you restore a game without saving your current game, the current game data is erased as the other game is loaded.

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, use the joystick or keyboard controls to move the highlight **up/down** to highlight Tournament and press **Fire 2**.

SELECT TEAMS SCREEN



Choose the teams themselves from the Select Teams 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.

- Press the joystick **left/right** to add teams to the Tournament. The number of teams you can choose depends on how many you selected from the Game Setup screen.

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, Defence, Tackling and Goalies. There is also a final Overall rating.

- Press the joystick **left/right** to run through the other teams available for selection.
- Having decided which player(s) are to control which team(s), press a joystick button for a look at the Division Groupings screen.

DIVISION GROUPINGS



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.

- Use the joystick to move the highlight **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. In all tournament games, extra time and sudden death are played until one team wins.

- Press a joystick button to go to the Choose Controller screen.

Configuring Tournament Games

1. From the Team Match-Ups screen, press **Fire 2** for the Game Configuration screen where you can set up the match as you see fit (see *Configuring Your Team*).
2. When you're happy with the configuration of the teams, highlight Start Game and press a joystick button.

PLAYOFFS



Choose the teams themselves at the Select Teams 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, as in tournament matches, extra time and sudden death are played until a winner emerges.

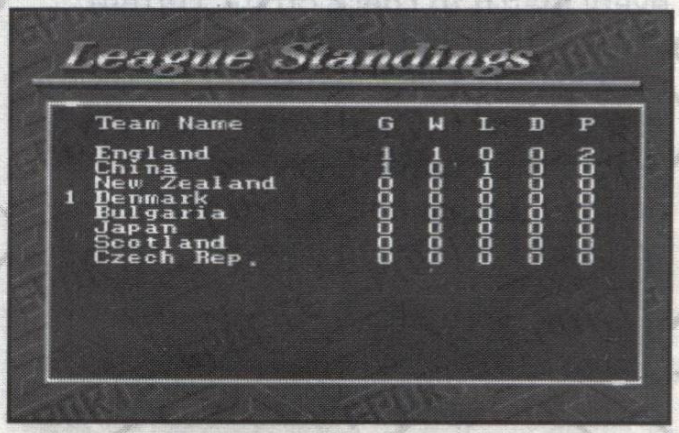
When you select Playoffs from the Game Setup menu, you will automatically go to the Select Teams screen. Team Selection in Playoffs mode works just as it does in Tournament mode; for more information, see Select Teams under *Setting Up A Tournament*.

As the Playoffs consist of the knock-out stage of a tournament, you don't get Division Groupings; 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 a joystick button for the Choose Controller screen (see *Choosing Controllers*). Press **Fire 2** now and you're at the Team Match-Ups screen.

CREATING A LEAGUE



At the Game Setup screen, highlight Play Mode and move the joystick **left/right** to League. Team 1 and Team 2 options are now replaced by the single Team option. Move the joystick **left/right** to choose the number of teams, 1-8. Press **Fire 2** and you can choose up to eight teams at the Select Team screen.

SELECTING LEAGUE TEAMS

1. At the Select Teams screen, move the joystick **up/down** to highlight one of the available slots, 1-8.
2. Use the joystick to scroll **left/right** through the list of ***FIFA International Soccer's*** 48 international teams. When the team you want to occupy a particular slot appears, use the joystick to move onto the next.
3. Having completed your selections, press a joystick button 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 two teams to play the first match are highlighted in yellow.

- From the League Standings screen, press **Fire 2** to go to the Choose Controller screen.

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 3 points awarded for a win and 1 for drawn games.

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