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Electronic Arts Technical Support, P.O. Box 7578, San Mateo, CA 94403-7578

Please be sure to include the following information in your letter:

- | | |
|---|--|
| <input type="checkbox"/> Product name. | <input type="checkbox"/> DOS and/or Windows version number. |
| <input type="checkbox"/> Type of computer you own. | <input type="checkbox"/> Amount of and configuration of memory. |
| <input type="checkbox"/> Any additional system information
(like type and make of video card, sound card, monitor, modem, etc.). | <input type="checkbox"/> Description of the problem you're having. |

If you need to talk to someone immediately, call us at (415) 572-ARTS Monday through Friday between 8:30 AM and 4:30 PM, Pacific Time. Please have the above information ready when you call. This will help us answer your question in the shortest possible time. **EA Tech Support Fax:** (415) 286-5080.

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World Wide Web: Access our Web Site at <http://www.ea.com>

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757805

FIFA 96 SOCCER



BY EXTENDED PLAY PRODUCTIONS



PC CD-ROM

EA
SPORTS



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 To shoot, press **[Spacebar]**. Move your controller to direct the ball in the air.

When more than one player per team is human-controlled, the player 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.

Repeat offenders generally receive the red card. Play then stops and the offending player is ejected from the game. An ejected player can't be replaced by a sub; so after a team's first ejection, when play resumes it will have only ten men on the field. (It is possible to play with as few as seven men on the field.)

SCORING

To score in *FIFA Soccer 96*, put the ball in the net to break the invisible vertical plane linking the posts, the bar, and the goal line. While the ball does not have to hit the back of the net to score a goal, the whole of the ball must cross the goal line. After the celebration over a goal dies down, the ball is returned to the center circle for a kickoff.

HALF TIME

When the referee signals the end of the first half, both teams leave the field.


 To skip the Half Time Video, press any key.

 To see the score summary, game and foul stats, hit **[ESC]** to enter the pause menu.

END OF GAME/FINAL REPORT

When the final whistle blows, the end of game video begins.

 To skip the video, press any key.

 To see the End of Game Option screen, press **[ESC]**. From here you can access the Goal summary, Foul summary, and Game stats summary.

END OF GAME OPTIONS

 To view game statistics, left-click GOAL SUMMARY, FOUL SUMMARY, or GAME SUMMARY.

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COMMAND REFERENCE

IN-PLAY

ALTERNATIVE KEYBOARD STROKES

[Spacebar] = D	[ALT] = S	[CONTROL] = A
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KICKOFF

ACTION	KEYBOARD	MOUSE	JOYSTICK	GRAVIS GAMEPAD	GRAVIS GRIPS
Kick to teammate	[ALT], or [CONTROL]	Button 1 or 2	Button 1 or 2	Red, yellow, or green	A, B, or C

OFFENCE

ACTION	KEYBOARD	MOUSE	JOYSTICK	GRAVIS GAMEPAD	GRAVIS GRIPS
Control ball/ Dribble	Arrow keys	Move mouse	Move joystick	D-Pad ⇄⇆	D-Pad ⇄⇆
Pass	[ALT] + Arrow keys	Button 1 + move mouse	Button 1 + move joystick	Yellow	B
Lob	[CONTROL] or A	Button 1 + 2	Button 1 + 2	Red	A
Shallow lob	[ALT] + [CONTROL]	Numeric keypad 1	Not available	Red + Yellow	X
Shoot	[Spacebar] or D	Button 2	Button 2	Green	C
Drop pass	Tap [ALT] + Arrow keys	Tap button 1 + move mouse	Tap button 1 + move joystick	Tap Yellow + ⇄⇆	Tap B + D-Pad ⇄⇆
Rainbow kick	[Spacebar] + [ALT]	Numeric keypad 9	Not available	Green + Yellow	B + C
Sprint	Hold [CONTROL], [ALT], or W	Hold button 1	Hold button 1	Hold Blue	Z
180 degree spin	[Spacebar] + [CONTROL]	Numeric keypad 3	Not available	Red + Green	Y
Aftertouch curve	← →	⇄	⇄	⇄	D-Pad ⇄
Dive (if near net)	[CONTROL]	Button 2	Button 2	Green	C
One-timer (if not near the net)	[CONTROL]	Button 2	Button 2	Green	C



RULES OF THE GAME

OFFSIDES

The Offsides rule is designed to prevent attacking players from “goal hanging” in the hope of getting the ball while the defenders are upfield. It states that there must be defending players between an attacker and the goal when the ball is played to the attacker in the opposition half. This only applies when the attacking player is in a position to interfere with play. A player can't be immediately Offside in his own half of the field, from a Throw-In or a Corner Kick.

When a player is caught Offside the referee signals a free kick. A free kick is then awarded, taken from where the player was caught Offside.

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

NOTE: When the Offsides option is on, the ref awards a free kick for all Offsides, even if the Fouls option is off.

FREE KICKS

Free kicks are awarded for fouls and technical infringements. These include violent or late tackles, shoving a player off the ball and Offsides. 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. The human-controlled player closest to the infraction when the whistle is blown takes the free kick.

⚽ Move ⇄⇆ in the direction you want the kick to travel. Press [Spacebar] for a short free kick to a nearby player. If you're in range, press [Spacebar] for a shot on goal directly from the free kick.

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.

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, you have to attempt a save.

⚽ To dive as the ball is struck, move ⇄ and press [ALT].

TAKING A PENALTY

⚽ The computer automatically nominates a penalty taker, who stands in the penalty area ready for the kick. Press [ALT] to change players.



To use a Set Play:

1. Hold **[Spacebar]** and press Arrow key \leftarrow , \uparrow , or \rightarrow . The path of the ball will be drawn on the screen.
 2. To activate the Set Play, release **[Spacebar]** and press **[CONTROL]**.
- To hide your Set Play from another player, hold **[CONTROL]** and **[Spacebar]** and press Arrow key \leftarrow , \uparrow , or \rightarrow .

There are three ways a ball out of play can be put back in play :

Goal Kicks: If 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), and the goalie must kick the ball upfield.

To make the goalie kick the ball upfield without aiming it, press **[Spacebar]**.

- To aim a kick, press **[ALT]** to call up the target box. Move in any direction to place the target box where you want the ball to go. Then press **[Spacebar]** or **[ALT]** to kick it.

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: A corner kick takes place if 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.

- Move $\leftarrow \uparrow$ to place the target where you want the ball to go, then press **[Spacebar]** or **[ALT]** to kick the ball into the penalty area.

Throw-Ins: Taken from the touchline where the ball went out of play, a throw in is awarded when an opposition player kicks the ball into touch. The player taking the throw is chosen automatically.

- To move the target to the area of the field where you want to throw the ball, move $\leftarrow \uparrow$, then press **[Spacebar]** or **[ALT]** to throw it.

Keeper's Ball: When an attack breaks down and the ball is safely in the goalie's hands, it's a Keeper's Ball. Even though goalies are computer-controlled, the player who controls the goalie's team automatically takes control of the goalie and has to get the ball back into play, either by kicking or throwing the ball upfield. Depending on the proximity of the other players, the goalie will either kick or throw the ball.

- To throw or kick, press **[ALT]**. Move $\leftarrow \uparrow$ to direct a throw or kick to a nearby defender.

- To throw or kick using the target box: Press **[ALT]** to call up the target box. Move your controller in any direction to move the target box where you want the ball to hit, and then press **[ALT]**.



DEFENCE

ACTION	KEYBOARD	MOUSE	JOYSTICK	GRAVIS GAMEPAD	GRAVIS GRIPS
Tackle (Elbow if near player)	[ALT]	Button 1	Button 1	Yellow	B + C
Push	[Spacebar] + [ALT]	Keypad [9]	Not available	Green + Yellow	B + C
Slide	[CONTROL]	Button 1 + 2	Button 1 + 2	Red	A
Switch player	[ALT]	Button 1	Button 1	Yellow	B

BALL IN THE AIR

ACTION	KEYBOARD	MOUSE	JOYSTICK	GRAVIS GAMEPAD	GRAVIS GRIPS
Header, Volley, or Bicycle kick	[CONTROL] \rightarrow	Button 1 + 2	Button 1 + 2	Red	A
Switch to closest player	[ALT]	Button 1	Button 1	Yellow	B

OUT OF PLAY

CORNER KICK/THROW-IN/FREE KICK

ACTION	KEYBOARD	MOUSE	JOYSTICK	GRAVIS GAMEPAD	GRAVIS GRIPS
Lob	[CONTROL] + Arrow keys	Button 1 + 2 + move mouse	Button 1 + 2 + move joystick	Red + D-Pad $\leftarrow \uparrow$	A + D-Pad $\leftarrow \uparrow$
Pass	[ALT] + Arrow keys	Button 1 + move mouse	Button 1 + move joystick	Yellow + D-Pad $\leftarrow \uparrow$	B + D-Pad $\leftarrow \uparrow$
Cycle camera/ player/ passback mode	[ALT]	Button 1	Button 1	Yellow	B
Position target box	Arrow keys	Move mouse	Move joystick	D-Pad $\leftarrow \uparrow$	D-Pad $\leftarrow \uparrow$
Select set play	[Spacebar] + Arrow keys	Button 2 + move mouse	Button 2 + move joystick	Green + D-Pad $\leftarrow \uparrow$	C + D-Pad $\leftarrow \uparrow$
Hide set play selection	[CONTROL] + Arrow keys + [Spacebar]	Button 1 + 2 + move mouse	Button 1 + 2 + move joystick	Green + D-Pad $\leftarrow \uparrow$ + Red	C + D-Pad $\leftarrow \uparrow$ + A
Execute set play	[CONTROL]	Button 2	Button 2	Green	C



CORNER KICK/THROW-IN/FREE KICK (PASSBACK MODE)

ACTION	KEYBOARD	MOUSE	JOYSTICK	GRAVIS GAMEPAD	GRAVIS GRIPS
Lob to passback player	CONTROL	Button 1 + 2	Button 1 + 2	Red	A
Pass to passback player	ALT + Arrow keys	Button 1 + move mouse	Button 1 + move joystick	Yellow + D-Pad ⇄⇅	B + D-Pad ⇄⇅

PASSBACK MODE

ACTION	KEYBOARD	MOUSE	JOYSTICK	GRAVIS GAMEPAD	GRAVIS GRIPS
To enter passback mode: Just after a pass	CONTROL	Button 1 + 2	Button 1 + 2	Red	A
To perform a passback: Repeat	CONTROL	Button 1 + 2	Button 1 + 2	Red	A
Passback shot	Spacebar	Button 1	Button 2	Green	C

GOALKEEPER

DEFENDING THE GOAL

ACTION	KEYBOARD	MOUSE	JOYSTICK	GRAVIS GAMEPAD	GRAVIS GRIPS
Dive for ball/Tackle	ALT , or CONTROL + Arrow keys	Button 1 or 2 + move mouse	Button 1 or 2+ move joystick	Red, yellow, or green + ⇄⇅	A, B, C + D-Pad ⇄⇅

IN POSSESSION OF BALL

ACTION	KEYBOARD	MOUSE	JOYSTICK	GRAVIS GAMEPAD	GRAVIS GRIPS
Throw/Kick ball	Spacebar or CONTROL	Button 1 + 2 or Button 2	Button 1 + 2 or Button 2	Red or Green	A or C
Cycle camera/ player/ passback mode	CONTROL	Button 1 + 2	Button 1	Yellow	B
Position target box	Arrow keys	Move mouse	Move joystick	D-Pad ⇄⇅	D-Pad ⇄⇅



Team Formation

See "Team Formation" on page 13 for instructions.

Substitutions

See "Starting Lineup" on page 14 for instructions.

Options

See "Game Options" on page 9 for instructions.

Game Stats

The Game Statistics screen gives an up-to-the-minute summary of these stats for both teams: Score, Shots, Saves, Fouls, and Possession.

Scoring Summary

The Scoring Summary screen lists the players who scored, the team they scored for, and the time the goal was made.

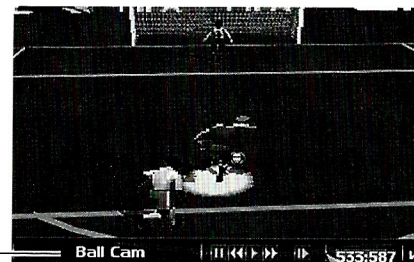
Foul Summary

The Foul Summary screen lists all players whose misbehavior has earned either a red or yellow card, along with their team and the time their offence occurred.

Quit

Ends the current game.

INSTANT REPLAY



Click here to change camera views

When finished click here

Pause
 Reverse
 Play
 Fast forward
 Frame by frame forward

BALL OUT OF PLAY

The ball is out of play when it entirely passes over the touchline or goal line. The referee whistles to signal it.

SET PLAYS

Set Plays are available in Throw-in, Free Kicks, and Corner Kicks. They are also available in practise mode.



SKILL RATINGS


TEAM SKILL RATINGS

Team skill ratings appear on the Scouting Report screen, and each skill level is represented by a gold bar. The longer the gold bar for a given category, the higher the team's skill rating in that aspect of their play. The five skills rated are Shooting, Passing, Running, Defence, and Overall.

PLAYER SKILL RATINGS

Players' skills are rated on a 0–99 scale in 17 skill categories on the Starting Line-up and Substitutions screens. (See "Starting Lineup" section on page 14). The Skills rated are: Skill, rank, speed, aggression, ball control, power, accuracy, agility reaction, bicycles, headers, slides, stamina, passing, acceleration, fitness, awareness, and after touch.

PAUSING THE GAME

 To pause the game at any time during play, press **[ESC]**.

When the game is paused, the Paused Game screen appears. From this screen you can access: Instant Replay, Camera Views, Control Setup, Options, Team Coverage, Team Strategy, Team Formation; Substitutions; Game Stats, Score Summary, Foul Summary; or Quit. (See "Pregame Menu" on page 12 for explanations of these options.)

 To select an option from the Pause screen, left-click the up and down arrows to move the highlight beside the option you want and left-click.

 To return to the field from the Game Configuration screen, left-click the RESUME GAME option.

NOTE: The Half Length, Clock, Pitch type, and Mode (action or simulation) options can not be changed after the game has started.

- Instant Replay** See "Instant Replay" on page 25.
- Resume Game** Resume Game returns you to the game at the point where it was paused; any configuration changes you made while the game was paused come into effect when the game is resumed.
- Camera Views** See "Camera Views" on page 13.
- Controllers** See "Controllers" on page 12 for instructions.
- Team Coverage** See "Team Coverage" on page 13 for instructions.
- Team Strategy** See "Team Strategy" on page 14 for instructions.



HOTKEY LIST

Hotkeys can be used to change options without interrupting gameplay.

CAMERA VIEWS

HOTKEY	CAMERA VIEWS	HOTKEY	CAMERA VIEW
[F1]	Tele cam	[F5]	Stadium cam
[F2]	Sideline cam	[F6]	Shoulder cam
[F3]	Cable cam	[F7]	Ball cam
[F4]	Endzone cam		

GAMEPLAY

NOTE: Numeric Hotkeys are located on the main keyboard. The separate numeric keypad is not active.

HOTKEY	FUNCTION	HOTKEY	FUNCTION	HOTKEY	FUNCTION
[1]	Controller	[O]	Options	[_] (Underscore)	Shrinks screen
[2]	Coverage	[R]	Replay	[H]	Toggle resolution
[3]	Formation	[G]	Score summary	[C]	Clock on/off
[4]	Strategy	[F]	Foul summary	[N]	Player name, number, off
[5]	Substitution	[=]	Smaller screen	[F12]	Quit current game
[6]	Game stats	[=]	Larger screen	[F11]	Quit to DOS
				[F8]	Sound on/off

MODEM

HOTKEY	MODEM FUNCTION
ALT+[F9]	Chat mode
ALT+[F10]	Hang-up



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 to fall in love with Association Football, just the desire to play. Make no mistake, its from this youthful melee of flying feet and flailing arms that the next legend 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 seven 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 Soccer 96* contains accurate team line-ups and player attributes for 59 FIFA world teams. *FIFA Soccer 96* reflects the emergence of African teams as powerful footballing nations. Pitch the skills of Nigeria against any of the more renowned footballing nations, such as Holland, Germany, and Brazil. They are all here, in the soccer sim that brings the game stunningly to life, as only an EA SPORTS™ game can.

QUICK START

INSTALLATION

Complete installation instructions are included with the Reference Card. However, this section provides enough information to get most users up and running quickly.

1. Insert the CD in your CD drive.
 2. At the DOS prompt, type **d:** and press **ENTER** to change to your CD drive (substitute the correct letter of your CD drive if other than 'D:').
 3. When you see the 'D:' prompt, type **install** and press **ENTER** to start the installation program. The Language Choice screen appears.
 4. Follow the screen prompts to make your selections.
- ⊕ To accept your installation selections, left-click the INSTALL icon. The Install screen appears.
 - ⊕ To cancel your installation selection, left-click the CANCEL icon. The Install screen appears.



TO START PLAYING FIFA 96 VIA MODEM

- ⊕ Before you begin, you and your friend will have to decide who will be the caller, and who will be the receiver.

THE CALLER

1. Go to the Modem Setup menu

For a *direct serial connection*:

2. Choose Establish Serial connection.

For a *modem connection*:

2. At the Modem Menu choose Dialing Directory.
3. Click the edit button to enter the name(s) and number(s) of the person(s) you wish to connect with.

NOTE: You can have up to ten numbers saved in your *FIFA 96* directory.

4. Choose the person you wish to connect with and click the dial button.

THE RECEIVER

1. Go to the Modem Setup menu
2. Select Wait for Call

- ⊕ A connection has been made when the CONNECTION ESTABLISHED message appears followed by the LEAGUE/TEAM SELECT screen.

- ⊕ Select your league and team in the same manner as a Friendly Game. See "Select Teams" on page 10.

NOTE: If you receive an error message or cannot connect, consult "Modem Problems" on page 5 of the reference card.

- ⊕ To start play, left-click the PLAY icon.



CHAT MODE

FIFA 96 features a chat mode which allows two players to communicate during a game. To enter chat mode during a game:

- ⊕ To pull up the in-game menu, press **ESC**, then scroll down the list and choose chat.
- ⊕ When finished: You can abort your connection by choosing hang up from the in-game menu, or by clicking the hang-up button from the League/team Select screen. The Hotkey is ALT+ **F10**.






3. At the Com Port menu:


- Modem Type**
1. For a direct serial connection, cycle through until you reach Direct Serial Connection.
 2. For a modem connection, cycle through the modem types until you find the correct match. (Note: If your modem is not listed then try Hayes 9600. Consult your modem manual to determine if your modem is compatible.
- Com Port** Select the appropriate com port for your modem or direct serial connection.
- Baud Rate** *FIFA 96* requires a baud rate of at least 9600.
- IRQ** *FIFA 96* automatically defaults to the standard IRQ setting for the com port you selected. If your com port has a non standard IRQ, you can select the correct IRQ here.
- Init String** If your modem's init string is different from the default, you can enter it here.
- Dial String** If your dial string differs from the default then you can enter it here. (note: you do not need to include the dial method in the dial string since *FIFA 96* does this for you.)
- Dial Method** Toggles between tone and pulse phone types.
- Speaker** Toggles ON or OFF
-  To save the settings and return to the Modem Setup Menu, left-click the  in the bottom right corner.







STARTING THE GAME

1. Insert the CD in your CD drive.
2. At the DOS prompt, move to the directory where the game is installed. By default, it is installed in C:\FIFA96 so you would type:
 -  **c:** and press **ENTER**
 -  **cd \fifa96** and press **ENTER**
3. To start the program, type **fifa96** and press **ENTER**. The EA SPORTS screen appears, followed by the video introduction sequence.
 -  To skip the video introduction and advance to the Title screen, press any key. At the Title screen, press any key to go to the Game Select screen.

INSTALLATION FOR WINDOWS® 95

1. Start the Windows 95 operating system.
2. Insert the CD into your CD drive. The Electronic Arts Windows 95 Autorun Launcher screen appears.
 -  To quit without installing, select Quit.
3. To begin installing the program, click Install. The Language Selection screen appears.
4. Follow the onscreen prompts to complete installation. (See "Installation," above, for information on installation options.)
5. When the *FIFA 96* files have been copied, the Electronic Arts Windows 95 LAUNCHER screen appears. You must click QUIT to complete installation.

STARTING THE GAME FROM WINDOWS® 95

-  Insert the *FIFA 96* CD in your CD drive.
-  Double click the *FIFA 96* Icon.
-  The EA SPORTS screen appears, followed by the video introduction sequence.
-  Press any key to advance to the Title screen. At the Title screen, press any key to go to the Game Select screen.

NOTE: The gameplay commands documented in this manual refer to keyboard and mouse only. To select the appropriate commands for your controller see "Command Reference" on page 2.



GAME SELECT SCREEN



When the game begins, the Game Select screen appears. Choose Game Options and the kind of match you want from this screen.

NOTE: The easiest way to navigate through the menus is to use the mouse. Although the mouse controls are described here, you can also use the keyboard by using the arrow keys and the **ENTER** key.

- ⚽ To highlight a menu item, move the mouse over the menu item.
- ⚽ To select the highlighted menu item, left-click.
- ⚽ To return to a previous screen, left-click the LEFT ARROW icon.
- ⚽ To accept menu choices, left-click the ✓.
- ⚽ To cancel menu choices, left-click the ✕.
- ⚽ To use a menu scroll bar, left-click and hold the scroll tab, then move your mouse in the direction that you want to scroll.

EA TIP These controls are used in all menus in *FIFA 96* so learn 'em here and use them everywhere.

Load Game: Load a previously saved game.

Options: Choose sound, music, controller, and detail options. See "Game Options" on page 9.

Modem Setup: Set up your modem to connect to another player via modem. See "Modem Setup" on page 21.

Quit to DOS: Leave *FIFA 96* and return to your operating system.



NON-COMPETITIVE

- ⚽ Practise any of the game skills listed above for as long as you like with no point tally.
- ⚽ Play at AMATEUR, SEMI-PRO, or PROFESSIONAL levels. Amateurs practise against fewer opposing players while professionals practise against a full squad of opposition.

SCENARIO SELECT

- ⚽ To select game scenario: Move the mouse ↕ to highlight the scenario and left-click.

CONTROLLER SELECT

NOTE: The team on the left side of the screen is offence, and the team on the right is defence.

- ⚽ To select a team, move your controller of choice ⇔ above the team you want to control and press **ENTER**. The Instruction screen appears. See "Scouting Report" on page 12.

MODEM GAMES

Play *FIFA 96* head to head over either a modem or a direct serial connection. *FIFA 96* supports up to four players on two computers.

REQUIREMENTS FOR MODEM PLAY

- ⚽ You and a friend must each have a copy of *FIFA 96* and a computer that conforms to the minimum configuration system requirements, according to the *FIFA 96* Reference Card.
- ⚽ Modem connection may be direct or indirect.

NOTE: A direct serial connection requires a serial cable with a null modem adapter. Modem play requires that both players use at least 9600 baud modems.

TO SET UP YOUR COMPUTER FOR MODEM PLAY:

1. From the Game Select screen choose Modem Setup.
2. From the Modem Setup menu select COM Port Settings.






PRACTISE

Practise different moves with a varying level of opposition. The available scenarios are CORNER KICK, FREE KICK, SCRIMMAGE, PENALTY KICK, GOAL KICK, and THROW-IN.

TEAM SELECT

League and team selection is done in the same manner as Friendly games. See "Select Teams" on page 10.

PRACTISE TYPE SELECT

-  To practise against the computer choose **COMPETITIVE**. Your practise session is rated by the computer.
-  To practise without rating your session, choose **NON-COMPETITIVE**.
-  When finished, press **[ENTER]**. The Scenario Select screen appears.

NOTE: If you are practising in Competitive mode and break the record for highest score, the Best Times screen will appear after the practise session is over. A record is kept of your name and score.

COMPETITIVE

Take a team through a skills competition. A point is awarded when you successfully complete one of the following exercises:

PRACTISE SCENARIO	OFFENSE'S OBJECTIVE	DEFENSE'S OBJECTIVE
Scrimmage	Score a goal	Clear the ball
Corner Kicks	Score a goal	Clear the ball
Penalty Kicks	Score a goal	Stop the penalty
Free Kicks	Score a goal	Clear the ball
Throw-ins	Score a goal	Clear the ball
Goalie Kicks	Maintain possession	Maintain possession

NOTE: If neither team has successfully completed the exercise before time runs out, no points are awarded. Cumulative time is counted until you score ten points.



Friendly: A one-time game between the two teams of your choice. See "Friendly Games" on page 10.





Leagues: Choose teams to play one another for the League Championship. See "League Games" on page 15.

Tournaments: Choose teams to play in a Tournament. See "Tournament Games" on page 17.

Playoffs: Choose teams for a Playoff series. Go straight to the Playoffs without playing Tournament games first. See "Playoff Games" on page 19.

Practise: Try out all of the moves and combinations. See "Practise" on page 20.

GAME OPTIONS

-  To calibrate your Joystick, left-click the **JOYSTICK CALIBRATION** icon. See "Joystick Calibration" on p. 6 of the Reference Card. When finished, press any key, then left-click the icon. The Game Options screen reappears.
-  To choose default option settings, left-click the **DEFAULT** icon.
-  To cancel option selections, left-click **X**. The Game Select screen appears.
-  To accept option selection, left-click **✓**. The Game Select screen appears.

NOTE: Default options are listed in bold in this manual.

Music	ON or OFF.
Music Volume	Move the scroll tab to the right for higher volume.
Sound Effects	ON or OFF.
SFX Volume	Move the scroll tab to the right for higher volume.
Play by Play	ON or OFF
Speech Volume	Move the scroll tab to the right for higher volume.
Language	ENGLISH, SWEDISH, SPANISH, FRENCH, ITALIAN and DUTCH.
Super VGA	OFF or ON.
Time Display	ON or OFF.
Player Names	OFF, NAMES, or NUMBER. The Names or Numbers of the players are shown during the game.
4-Button Joypad	OFF or ON.



Gametype	ACTION (a fast paced arcade style game) or SIMULATION (a slower, more realistic game)..
Fouls	ON , OFF , or NO BOOKINGS .
Injuries	ON or OFF . When OFF , players can not be injured.
Pitch Condition	RANDOM , HOT , DRY , DAMP , or DRENCHED .
Clock	CONTINUOUS or OUT OF PLAY . In Continuous mode, the clock keeps going even when the ball is out of play. However, to prevent intentional time wasting by players, the ref adds on any time wasted over free kicks and throw ins. Out of Play mode means that the clock stops when the ball is out of play.
Half Length	(In minutes) 2 , 4 , 6 , 8 , 10 , 20 , or 45 .
Skill Level	SEMI-PRO or PRO MODE .
Offsides	ON (offsides rule is in effect) or OFF (offsides rule is waived). See "Offsides" on page 27 for an explanation on this rule. Offsides can be turned on or off only from the Game Set-up screen.

FRIENDLY GAMES

Play an exhibition game by pairing teams from any part of the world. Select from one of 13 leagues.

NOTE: The 13th league features Custom teams. See "Create Team" on page 11.

SELECT TEAMS



PLAYOFFS

Playoffs are the final stage of a tournament. One loss eliminates a team.

PLAYOFF TEAM SELECTION




Playoff team selections are made in the same manner as League team selections. (See "Select League Teams" on page 15)

PLAYOFF TREE



After you have chosen your Playoff team(s), or after you have played through a Tournament to the Playoffs, the Playoff Tree appears. Playoffs are arranged in up to four rounds depending on the number of teams in the individual league. Teams that win in one round advance to the next. Your teams are placed randomly in the first playoff round.

NOTE: Your playoff teams are listed in blue.

-  To save a playoff game, left-click the SAVE GAME icon.
-  To load a saved playoff game, left-click the LOAD icon.
-  To leave the Playoff Tree and go to the Game Option screen, left-click the PLAY icon.



TOURNAMENT SCHEDULE SCREEN



Load a game Save a game

To view scheduled matchups for each round, left-click the GAME 1, 2, 3, 4, or 5 icon, and scroll through the schedule list.

NOTE: Your tournament teams are shown in green.

Save Game To save a tournament game, left-click the SAVE GAME icon

Load To load a saved tournament game, left-click the LOAD icon.

Simulate To simulate the game, left-click the SIMULATE button under the Next Game box.

Play To play out the game, left-click the PLAY box to the right of the matchup that you want. Then left-click the PLAY button.

Standings To view current tournament standings, left-click the STANDINGS button.

TOURNAMENT STANDINGS

This screen allows you to view tournament standings for all games, home games, away games, and consecutive games.

NOTE: Your tournament teams are listed in green.



LEAGUE SELECT

To cycle through the leagues, highlight the league bar and left-click the right or left arrows.

TEAM SELECT

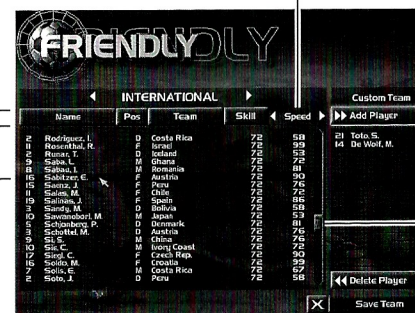
To cycle through the teams, highlight the team bar and left-click the right or left arrow.

When finished, click the PLAY button. The Scouting Report screen appears.

CREATE TEAM

Click here to start

Player to be added



Player skill rating

Scroll tab

NOTE: The Create Team option is only available for Friendly games.

To go to the Create Team screen, left-click the CREATE TEAM icon.

To select a league, highlight the league bar and cycle through choices by left-clicking on the left and right arrows.

To view players sorted by name, position, team, or skill, left-click the NAME, POSITION, TEAM, or SKILL icon.

To cycle through the list of individual skills, left-click the right or left arrows to the right of the SKILL icon.

To add a player, highlight the player's name and left-click the ADD PLAYER icon.

To delete a player, highlight the player's name and left-click the DELETE PLAYER icon.

NOTE: You must choose 14 players and 2 goalies before you can save your team.



⊕ When finished, left-click the SAVE TEAM icon. The Team Name screen appears for you to type in the name of your team.

⊕ Type in the name of your Custom Team, and press **ENTER**. The Select Teams screen reappears. When finished, left-click the PLAY icon. The Scouting Report screen appears.

SCOUTING REPORT

This screen shows the various strengths and weaknesses of the teams you have chosen.

☐ In a few moments the Pregame Options screen appears.

PREGAME OPTIONS

NOTE: You can press the left mouse button or the left arrow key to cycle through the options in one direction, and the right mouse button or the right arrow key to cycle in the other direction. (This goes for in game and modem option screens as well.)

The Pregame Options are: GAME TYPE, SKILL LEVEL, HALF LENGTH, CLOCK, FOULS, OFFSIDES, INJURIES, and PITCH CONDITION. For more information, see "Game Options" on page 9.

⊕ When finished with Pregame Options, select START GAME, the Controller Select screen appears.

CONTROLLER SELECT

From the Controller Select screen, decide who controls each team.

⊕ To select a team, move your controller of choice ⇄ above the team you want to control.

⊕ When finished, press **Spacebar**. The Pregame Menu screen appears.

NOTE: If no controller is shown above the team name, that team is controlled by the computer.

PREGAME MENU

The Pregame screen appears before a game begins. From this screen, you can select your team's coverage, strategy, formation, starting line, and other options.

⊕ When finished with pregame options, choose START GAME.



LEAGUE STANDINGS

This screen allows you to view standings for all games, home games, away games, and consecutive games.

NOTE: Your teams are listed in blue.

⊕ To scroll through the list, use the scroll bar on the right side of the screen.

⊕ When finished, left-click the ✓. The League Schedule screen appears.

LEAGUE STATISTICS

View a list of league leaders in scoring, fouls, and suspensions.

⊕ To view the leaders in Scoring, Fouls, and Suspensions, left-click the LEFT/RIGHT ARROW on the bottom of screen.

⊕ When finished, left-click the ✓. The League Schedule screen appears.

LEAGUE RESULTS

View a list of league matchup results.

⊕ When finished, left-click the ✓. The League Schedule screen appears.

TOURNAMENT MATCHES

The tournament begins with tournament teams equally divided into several divisions. Each team plays every other team in their division once. The two top teams from each division and four wildcard teams advance to the playoffs.

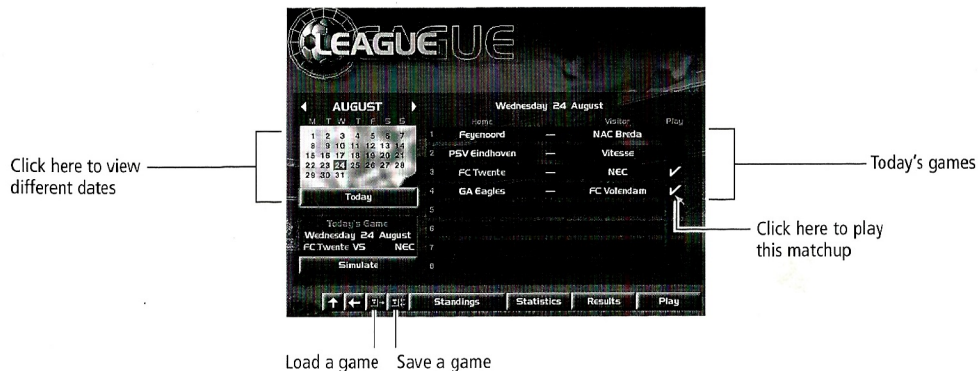
TOURNAMENT TEAM SELECTION

Tournament team selections are made in the same manner as League team selections. (See "Select League Teams" on page 15.)

⊕ When finished, left-click the PLAY icon. The Tournament schedule screen appears.



LEAGUE SCHEDULE



View schedules, choose games to play, and access statistics.

⚽ To save a league game, left-click the SAVE GAME icon.

⚽ To load a saved league game, left-click the LOAD icon.

VIEW SCHEDULE

⚽ To choose a month, highlight the month bar and left-click the LEFT or RIGHT ARROW icon to cycle through the months.

⚽ To view a day, left-click that day on the calendar.

⚽ To view games scheduled for today, click the TODAY icon under the calendar.

NOTE: Dates with scheduled games appear on the calendar in blue.

TODAY'S GAMES

Your next scheduled game appears on the calendar in red. The list of all games scheduled for the day appear on the right side of the screen.

NOTE: Your teams are listed in blue.

⚽ To simulate the game, left-click the SIMULATE icon under the Today's Game box. The computer calculates the result of the game, and the final score appears.

⚽ To play out the game, left-click the PLAY box to the right of the matchup that you want. The Scouting Report appears. See "Scouting Report" on page 12.



START GAME

To begin a game with default options, choose START GAME.

CAMERA VIEWS

FIFA Soccer 96 offers you unique choices with which to view your game. To check out the different views, start a game and then cycle through the CAMERA VIEWS option in the Pause menu.

EA TIP During a game, use the **[F1]** – **[F7]** keys to check out the different Camera Views.

CONTROLLER SELECT

Using this option, you can change the Control Setup you chose earlier. (See "Control Setup" on page 12.) You can also change which team you control during a game

TEAM COVERAGE

Use this option to adjust the range of your players' field coverage.

- The further your defenders push up field, the more likely you are to find yourself under-manned on defence when the opposition counter-attacks.
- If you leave the midfield players grouped in the center of the field, it's hard for them to link with defenders and attacking players. If you spread them too thin, 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 "Team Strategy" on page 14.) If you're playing LONG BALL it is all right to leave them camped well inside the opposition half, but if you select DEFENCE they need to drop back.
- ⚽ When you've adjusted Team Coverage, click the ✓ to return to the Pause screen.

TEAM FORMATION

Use this option to adjust the positioning of your players on the field. Note that different teams have different default formations.

- ⚽ To move through the available formations, left-click the LEFT/RIGHT ARROW icons. Diagrams of the field illustrate each formation.
- ⚽ The different formations available are: 3-5-2, 4-4-2, SWEEPER, 4-2-4, and 4-3-3.
- ⚽ Highlight the formation of your choice and left-click the ✓. The Pregame screen or Pause screen reappears.



TEAM STRATEGY

Use this option to select a strategy for your team.

- ⊕ To cycle through the available strategies, left-click the LEFT/RIGHT ARROW icons. Diagrams of the field change to illustrate each strategy.
- ⊕ The different strategies available are NONE, LONG BALL, ALL OUT DEFENCE, ATTACK, DEFEND, and ALL OUT OFFENCE.
- ⊕ Highlight a strategy and left-click the ✓. The Pause or Preamble Options screen appears.

STARTING LINEUP



Player to be swapped
Available players

Use this Option to adjust your lineup. Players' positions are designated on this screen by single letters: F=Forward, G=Goalie, D=Defenceman, M=Midfielder. Note that a goalie can be replaced only by another goalie.

NOTE: In SIMULATION mode, you are allowed to substitute only 2 players and a goalie during a game. In action mode or before the game, you can substitute as often as desired.

NOTE: During a game, substitutions take place when play is stopped. Play is stopped when the ball goes out of bounds.

To make a substitution:

1. Left-click the name of the player that you want to substitute for, then left-click the SWAP icon.
- ⊕ To cycle through player skill ratings, left-click the left or right arrows located in the top right corner.
2. Left-click the name of the player, then left-click the SWAP icon.



OPTIONS

Use this option to change the Game options you selected earlier. (See "Game Options" on page 9 for option descriptions.)

QUIT GAME

Select this option to abort this game and return to the Game Select screen.

LEAGUE GAMES

A League is a group of teams selected from the member teams of a specific league. Teams in a League play each other two or more times to determine the League championship. The championship is decided on the basis of points awarded. Wins count as three points and ties count as one. No points are awarded for losses. The team with the most points at the end wins the championship.

LEAGUE SELECT

To select a league: Left-click the country icon of the league you want. The Team Select screen appears.

TEAM SELECT

- ⊕ To select a team, left-click the name of the team you want. A check mark (✓) appears to the left of a selected team.
- ⊕ To scroll through the list of teams, use the scroll bar on the right of the team names.
- ⊕ To cancel team selection, left-click the ✓ next to the team you want to deselect.
- ⊕ When finished, left-click the PLAY icon. The League Schedule screen appears.

