

XBOX

LIVE ONLINE ENABLED



FIFA 06

SOCCER

EXCLUSIVE



LICENSE



<http://www.replacementdocs.com>

ABOUT PHOTSENSITIVE SEIZURES

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms including: lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting further from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

OTHER IMPORTANT HEALTH AND SAFETY INFORMATION

The Xbox video game system documentation contains important safety and health information that you should read and understand before using this software.

AVOID DAMAGE TO YOUR TELEVISION

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be safely played on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played on your set.

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This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating please visit www.esrb.org.

COMPLETE CONTROLS



GENERAL GAMEPLAY

Move player	L
Sprint	R (pull and hold)
Attacking Tactics	+
Defensive Tactics	L (pull) + B
Pause game	⏸

ATTACKING

Pass/Header	A
Shot/Header/Volley/Clearance	B
Through ball	Y
Cross/Long pass	X
One-two pass	L (pull) + A (double tap)
One-two lobbed pass	L (pull) + A + X
Chip shot	L (pull) + B
Low cross	L (pull) + X
Cross (ground)	X (double tap)
Early cross (ground)	L (pull) + X (double tap)
Chip-through pass	L (pull) + Y
Skill moves/First touch	R
Fake shot/pass/cross/lob	○
Dummy to self	○ (tap before receiving the ball)
Dummy to teammate	○ (hold before receiving the ball)
Send player on run	L (pull and hold)
Pace control/Stop ball	●

CHECK OUT



ONLINE AT WWW.EASPORTS.COM

PASSING

- Through balls, passes, lobs, and crosses are automatically directed towards a teammate (in the direction of the left thumbstick).
- To play first-time balls (passing or shooting without first controlling the ball), press the pass or shoot button before the ball reaches your player.

POWER METER

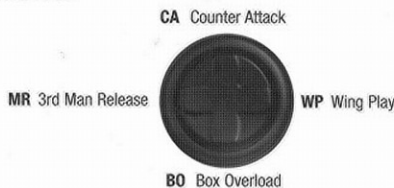
- When shooting or lobbing, a Power Meter appears at the bottom of the screen. Hold the shoot or lob button to increase power, speed, and distance, then release it when the meter has filled. If the Power Meter misses the sweet spot, your shot or lob will be off target.

DEFENDING	
Switch player	A
Conservative tackle	B
Mark player	B (hold)
Sliding tackle	X
Keeper charge	Y (hold)
Call in secondary defender	L (pull and hold)
Walk defense	○

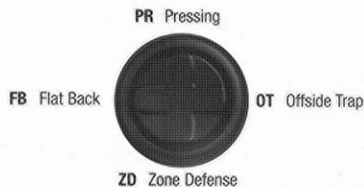
NEW TACTICS AND MENTALITY

Press **○** to make tactical adjustments to your team's attack; pull and hold **L** + **○** to change your defense.

ATTACKING TACTICS



DEFENSIVE TACTICS



Press **○** to show the current Team Mentality. Press **○** again to cycle through the options (Neutral/All-Out Attack/Defensive).

GOALKEEPER POSSESSION

Move/Aim kick or throw	L
Throw	A
Drop kick	X / B
Drop ball	Y

SET PIECES

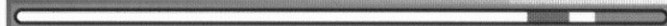
TAKING A DIRECT FREE KICK

In order to hit the target you need to follow these steps:

1. Move **○** → to aim your shot; move **○** ↑ to adjust the height of the kick.

NOTE: Use the Distance to Goal icon to determine whether you should kick for distance, choose a short pass (**A**), or call a teammate to roll the ball to you (pull and hold **R**).

2. To increase the spin, move **○** ← to adjust the kicker's angle to the ball.



3. Press and hold **B** to start the Kick Meter (or press **A** for a short pass). Release **B** near the sweet spot to kick the ball. For a low, hard shot pull and hold **L** + **B**.

TAKING AN ATTACKING INDIRECT FREE KICK OR CORNER

- After aiming your kick (**○** →), press **A** to pass, or **X** to cross.

TAKING A DEFENSIVE INDIRECT FREE KICK OR GOAL KICK

Long pass	X (hold for increased power)
Short pass	A

TAKING A THROW-IN

Move receiver	L
Change receiver	A
Leading throw	Y
Direct throw	X

TAKING A PENALTY KICK

Driven shot	B
Controlled shot	X
Chip shot	L (pull) + B

DEFENDING A PENALTY KICK

Move defensive wall/player	L (before kick)
Keeper dive	L (after kick)

PLAYING THE GAME

Get on the pitch quickly with a quick and easy Kick-Off game.

CONTROL HIGHLIGHTS



Controlled player in possession of the ball



Controlled player without possession of the ball



Off-screen controlled player indicator

PLAYER STATUS BAR

During a match, a Player Status Bar appears at the bottom of the screen displaying your level of fitness and playing style.



FITNESS

The Fitness level decreases the more a player sprints.

NEW PLAYING STYLE

Player Style levels change as team momentum builds.

White	No Playing Style
Bronze	Low Playing Style level
Silver	Medium Playing Style level
Gold	High Playing Style level

PERFORMANCE METER

Your Performance Meter increases as your team gains momentum.



SAVING AND LOADING

Before exiting a game mode (or a menu where changes have been made), be sure to save your progress. All unsaved information will be lost otherwise.

- To save a file, choose the SAVE option from the relevant game mode menu. Once a game is named, it is stored.
- Make sure you save your profile regularly. Press **X** at the Main menu, Tournament Central, or Career Central screens to save your progress.
- To load previously saved files, select LOAD from the Main menu screen. Select a file name and press **A** to load your stored game information.

GAME MODES

NOTE: Most of the game modes in *FIFA Soccer 06* are self-explanatory and are not covered in this manual. Exceptions are listed below.

MANAGER MODE

Take full control of your favorite club for 15 seasons on and off the pitch. Oversee the everyday operations including staff, scouting, and team management. Fulfill the dreams of your board and the requirements of your sponsor and make a run for the championship in both league and cup play.

After designing your look and selecting a region to play, the job offers come flooding in. Be sure to select your club with consideration for the overall team rating, team chemistry, and the qualities in each third of the pitch.

NOTE: For additional help on Manager mode, access MY FIFA 06 from the Career Central screen, choose TIPS & HINTS, then select MANAGER MODE.

CAREER CENTRAL

Make every decision from the Career Central menu—from spending your budget to making critical transfer deals to help find team balance.

NEW OFFICE

Hunt for new talent around the world, check your sponsor's demands, and improve staff ratings from the office.

STAFF UPGRADES

Improve the level of staff for each department. Each slot costs points, which are deducted from your total points in the game.

TEAM MANAGEMENT

Before you get on the pitch you need to build a team that will get the job done. Fine-tune your squad and tweak your lineup and formation as you ready your team for the long haul. Use the Player Style icons to see which player shines in a particular role (see p. 6) or select MAN MARKING to take the opposition's best player out of the game (see p. 8). Once the whistle goes it becomes a game of two halves.

Once a team is set, use Export Team to save your squad of superstars and play them in Kick-Off mode. The Team Chemistry (see p. 6) you have built can now be used to boost your team against all-comers.

TRANSFER CENTRAL

Enter the transfer market on the hunt for bargains. Choose TRANSFER MARKET to buy or borrow talent from other clubs. Select CLUB PLAYER LIST to sell or loan out players to others. Follow the wheeling and dealing through the Negotiation History screen.

NEW TEAM CHEMISTRY

Keep the momentum going by building a team that functions as a unit. Balance the requirements of every player to maintain morale and develop understanding between them. Teams with the most experience together on the pitch will win the most silverware.

It's no question that all great teams perform as one, with players instinctively knowing what their teammates will do next. Great partnerships are formed up front between strikers that have played their respective positions together for more than one season. Impenetrable defenses are formed by players training together week in and week out.

When Team Chemistry is high, players out-perform themselves and defend with greater determination. A high-flying team is also more attractive for potential new signings.

MORALE AND EXPERIENCE

Team Chemistry is based mainly on the morale of the team and the amount of experience the team has had playing together. To keep improving your Team Chemistry, make sure you don't leave players warming the bench for too long or play them out of position. Remember—nothing boosts morale like a big win over a rival club.

NEW PLAYER STYLES

Every player is unique (with a preferred position and specific attributes that suit his role). Player Styles show you how good a player really is—from clinical strikers to midfield maestros, you can now identify the star players from the second-tier players.

Press **X** to view the Player Bio from the Squads screen. The Player Style icons are displayed along with the rest of the player details (a player can have up to two styles).

PLAYER STYLE ICONS



Attacking Winger



Clinical Striker



Defensive Midfielder



Target Man



Midfield Maestro



Wing Back



Stopper

NEW FIFA 06 LOUNGE

There's no room for part-timers as up to eight players compete to take top spot on the leaderboard. From Winner Stays On to Best vs. Worse, ultimate bragging rights are up for grabs in your own competitive lounge.

LEADERBOARD/STANDINGS

Check the leaderboards to see who's in first and who's just chasing the competition on points, wins, goals, and more. You can also view the current standings of all the players and compare stats.

XBOX LIVE®

Become a global superstar as you take on the best online players from around the world. **REGISTRATION & SUBSCRIPTION REQUIRED TO ACCESS ONLINE FEATURES. INTERNET CONNECTION REQUIRED. TERMS & CONDITIONS AND FEATURE UPDATES ARE FOUND AT www.easports.com. YOU MUST BE 18+ TO SUBSCRIBE TO XBOX LIVE. EA MAY RETIRE ONLINE FEATURES AFTER 30 DAYS NOTICE POSTED ON www.easports.com.**

TAKE FIFA SOCCER 06 BEYOND THE BOX

Xbox Live is a high-speed or broadband Internet gaming community where you can create a permanent gamer identity, setup a Friends List with other players, see when they're online, invite them to play, and talk to them in real-time as you play.

CONNECTING

Before you can use Xbox Live, you need to connect your Xbox console to a high-speed or broadband Internet connection and sign up for the Xbox Live service. To determine if Xbox Live is available in your region and for information about connecting to Xbox Live, see www.xbox.com/connect.

WELCOME TO FIFA SOCCER 06 ONLINE

The Online lobby is your main resource for connecting to players from around the world. Whether you're looking to join a Quick Match or OptiMatch game, or a 4-Player/8-Player Tournament, all the tools you need to connect to other players are available from the Online Main menu.

Quick Match

Quickly search for an opponent to set up and play a game.

OptiMatch

Find an opponent using more detailed search criteria (from Difficulty Level to Bookings ON/OFF/ANY).

Game Modes

Choose LOBBY to create or join a Room and chat with other online players. Choose QUICK TOURNAMENT to create or join a four- or eight-player tournament.

Stats

Select LEADERBOARDS to see where you stand in the Xbox Live rankings. Choose MY CAREER to take pride in your Trophy cabinet and flaunt your achievements with your Career stats (viewable by all your friends).

My FIFA 06

Change your settings, read the latest News, or see the Online FAQ for help.

TEAM MANAGEMENT

UPDATING TEAMS

As players in the real world move from team to team, you can keep them updated in Team Management. Use the Club Transfers screen to track the movement of players by transferring them to their new clubs. Choose EDIT KIT NUMBER to change the number on the back of every player in the game. Select SQUADS to make sure a team's default lineup is correct.

Playing for your country is the ultimate accolade and you can keep the list of current internationals up to date from the International Selections screen.

NEW MAN MARKING

Assign a player to keep an opposition player in their pocket using the all-new Man Marking system. Up to four out-field players on the pitch can be given man-marking duties.

NEW FAN SHOP

Unlock a Classic XI team, a World XI team, extra kits, stadiums, new celebrations for created players, and more by spending points earned within the game. There are over 100 challenges to face and each one brings you points to unlock rewards.

As you progress through the game and overcome each challenge, you are awarded points that are added to your profile. Some unlocked rewards (e.g. sound effects) must be activated from the Game Settings menu before playing a game or from the My FIFA 06 menu.

FIFA SOCCER 06 CHALLENGES

The game of soccer is a challenge for managers and players alike and *FIFA Soccer 06* rewards you for meeting those challenges. To see what earns you points, select FIFA 06 CHALLENGES from the My FIFA 06 menu—every region in the world has challenges to unlock!

NOTE: Track the number of points earned by selecting PROFILE MANAGER from the My FIFA 06 menu. You can view all your global stats, winning streaks, scoring patterns, and more in this statistical paradise.

LIMITED 90-DAY WARRANTY

Electronic Arts Limited Warranty

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

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