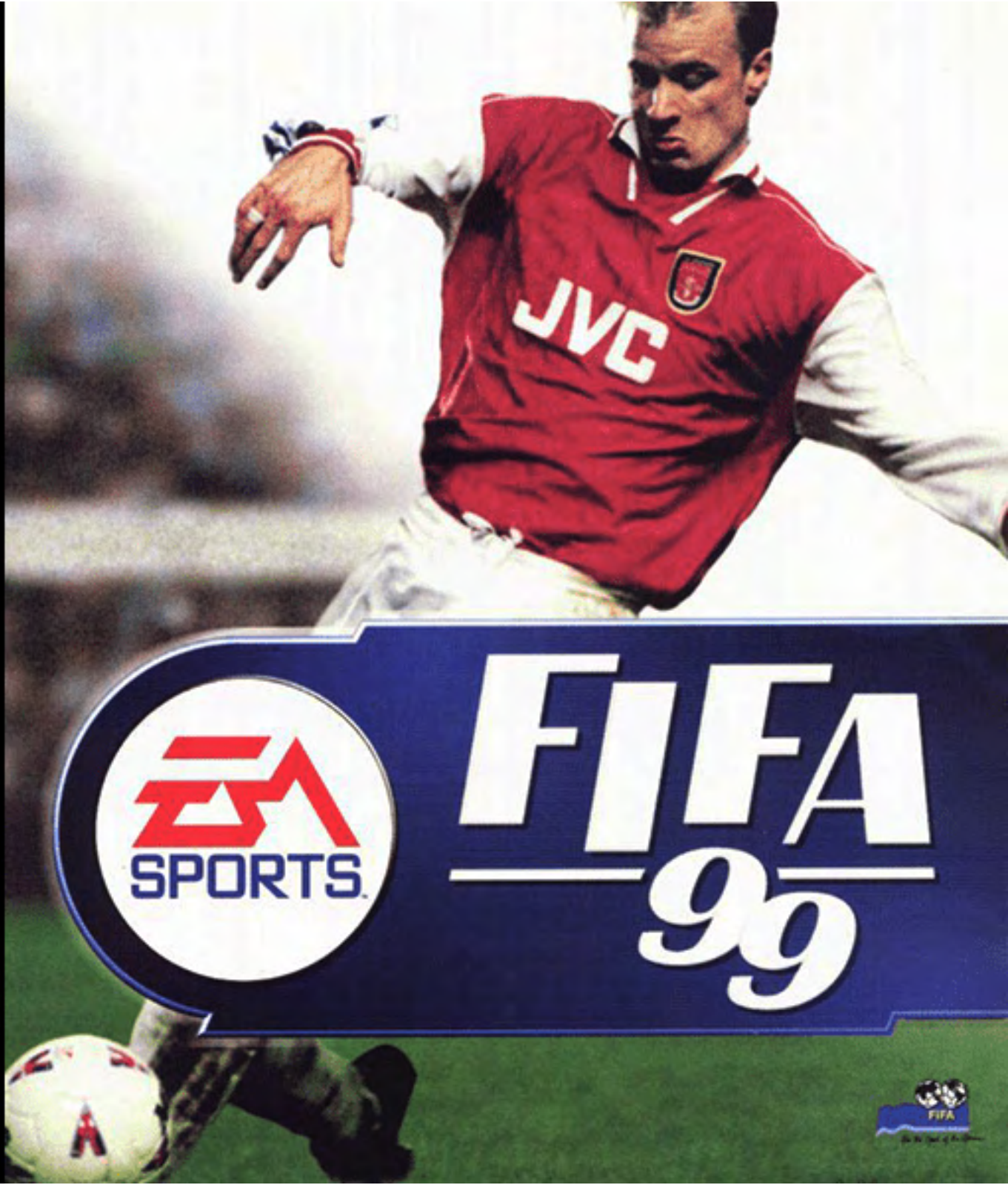




NTSC U/C

PlayStation®



FIFA
99



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BASIC GAME CONTROLS

OFFENSE/DEFENSE

Move player	D-Button
-------------	----------

Turbo sprint	▲
--------------	---

OFFENSE

Shoot	●
-------	---

Pass	×
------	---

DEFENSE

Switch players	×
----------------	---

Tackle	●
--------	---

Slide Tackle	■
--------------	---

In addition to these basic moves, *FIFA 99* includes many other moves you control. For more information about basic gameplay controls, ► *Control Summary* on p. 6. And for more detailed information about advanced controls, ► *Advanced Gameplay* on p. 16.

WELCOME TO FIFA 99

Welcome to the official *FIFA 99* soccer game for the PlayStation game console. It's as close as you'll get to the field without lacing up your cleats. Experience the evolution of the beautiful game—with the introduction of a European Dream League and a Custom Cup and League creator, *FIFA 99* delivers authentic soccer action. Add improved gameplay, brand-new commentary, and the world's top teams, and this promises to be the most exciting season you ever played.

A BRIEF HISTORY OF FIFA

FIFA 99

The Fédération Internationale de Football Association (FIFA) was founded on May 21, 1904. Since then FIFA has become the governing body for the world's most popular sport. Some 200 million people throughout the world enjoy soccer. Soccer brings people together from all continents, and FIFA acts as the unifying force for this truly international game.

CONTROL SUMMARY

MENU NAVIGATION

ACTION	CONTROL
Highlight item	D-Button
Select item	✖
Cycle highlighted item	D-Button
Advance to next Menu	START
Return to previous menu (without saving changes)	SELECT
Activate menu bar	R1/R2
Cycle menu bar items (when menu bar is activated)	D-Button ↔
Select highlighted menu bar item	✖
Deactivate menu bar	R1/R2

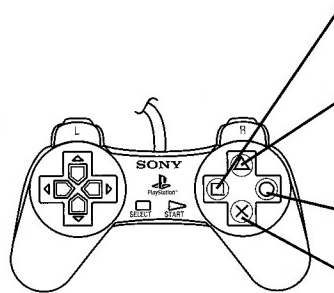
GENERAL COMMANDS

Move	D-Button
Pause Game	START

♦ To exit the game, select QUIT MATCH from the Pause menu, then select YES at the confirmation prompt.

NOTE Where the term *tap* is used, hit the specified button in a short, sharp fashion.

WHEN YOUR PLAYER HAS THE BALL



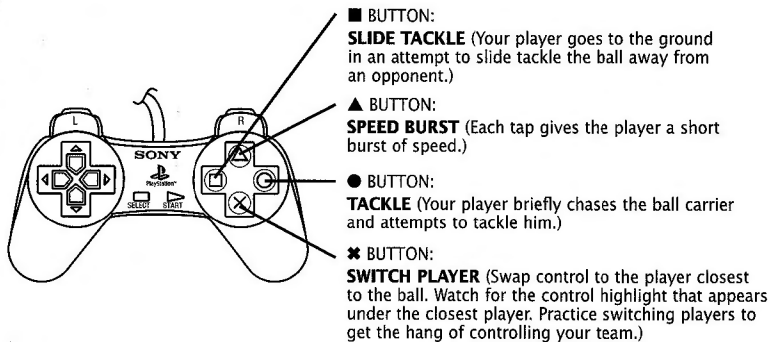
■ **BUTTON:**
LOB (This sends an aerial pass to a player further down field. The longer you hold ■ the higher the ball will go.)

▲ **BUTTON:**
SPEED BURST (Each tap gives the player a short burst of speed.)
NOTE: Using speed burst tires players.

● **BUTTON:**
SHOOT (D-Button to aim the shot.)

✖ **BUTTON:**
PASS (Player passes to the teammate with the target control highlight around him. D-Button to pick different pass receivers.)

WHEN THE OPPONENT HAS THE BALL



QUICK START MODE

FIFA 99 includes an all-new Quick Start option that allows you to jump into the game without any hassle. If you're looking for an easy way to start a Friendly Match with default options, this is the mode for you. Pick up and play!

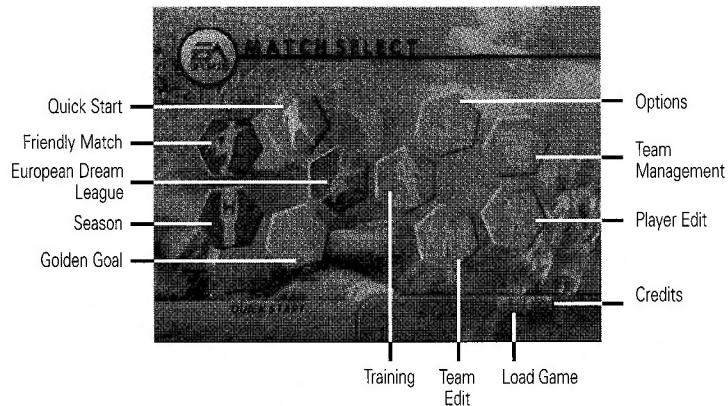
TO QUICK START A FRIENDLY MATCH:

1. Highlight the Quick Start icon on the Match Select screen and press ✖. The Controller Select screen appears.
2. D-Button ↔ to select your preferred team.
3. Press **START**. The game begins.

SETTING UP THE GAME

MATCH SELECT SCREEN

Choose a mode of play, set options, edit teams, or load a saved game.



For more information about Game Modes, ► p. 10.

OPTIONS MENU

The Options menu is comprised of three sections: Match Options, Gameplay Options, and Audio Options.

- To cycle through the three options screens, D-Button ↔ to highlight the tabs on the right side of the screen and press ✖ to select the desired screen.



NOTE

The interior views available for game play at certain stadiums, including the Nou Camp Stadium, Barcelona and Estadio Santiago Bernabeau, Madrid, are not depictions of the actual interior views of those stadiums.

MATCH OPTIONS

Use this screen to set your match options, including length of half, clock options, weather conditions, and more.

- ◆ When **OUT OF PLAY CINEMAS** is **ON**, the User views all out-of-play sequences.

GAMEPLAY OPTIONS

Use this screen to set the difficulty level and set up rules on the field. Options include: Offside, Injuries, Referee Strictness, Substitutions, Fatigue, and more.

- ◆ When **KIT CLASHING** is **ON**, both teams play in different colored uniforms. If **OFF**, both teams wear home uniforms even if they have similar colors.

AUDIO OPTIONS

Set your sound and screen options.

GAME MODES

FRIENDLY MATCH

A friendly match is a single match between two teams of your choice.

Before playing your match, you can select your teams and controllers, determine the stadium in which to play, and adjust other gameplay options.

- ◆ No cards, injuries, stats, or fouls carry over from match to match in this mode.
- ◆ You may match up any team from any League against any other.

GOLDEN GOAL MATCH

Instead of playing to a time limit, teams play to a set goal total (1-10 goals). The team who first scores the preset number of goals reigns victorious.

TRAINING

Practice your skills in a custom, competitive atmosphere. Choose your team, then choose the drills you wish to run.

EUROPEAN DREAM LEAGUE

This is what football fans around the world have been waiting for. The ultimate club competition capturing the thrills and skills of the cream of European club football.

Take one of 20 of Europe's elite clubs and pit it against the best of the rest through a whole season. Once and for all the football club of football clubs can be decided—with you in control.

TO SET UP THE EUROPEAN DREAM LEAGUE

1. Select the European Dream League icon from the Match Select screen.
2. D-Button ↓ to highlight a team.
3. Press **✳** to select between 1 and 8 teams to be controlled by you, then press **START** to advance to the **GROUPINGS** screen when ready.
4.
 - a. If you want to play the tournament with the current groups, press **START** to advance to the **Standings** screen.
 - b. If you want to create random groupings, press **✳** to **Randomize**, then press **START** to advance to the **Standings** screen.

5.

a. From the Standings screen, press **R1/R2** to access the Icon Menu bar, if you wish to access **OPTIONS**, **TEAM MANAGEMENT**, **SAVE GAME**, **PERFORMANCE CHARTS** (available after the match), and the **FIXTURES** screens.

b. Press **START** to advance to the **STADIUM SELECT** screen.

6.

a. To adjust Match Conditions, D-Button to highlight, then press **X** to select. Adjust setting with the D-Button and press **X** again.

b. Press **START** to advance to the Controller Select screen.

7. D-Button **↔** to select the team you want to control.

8. Press **START** to begin the game.

Once you reach the end of the Dream League season, the top two teams in each group advance to a home-and-away semi-final series with the winners meeting in the European Dream League Final.



In the **FIXTURES** screen in European Dream League and Season mode, D-Button **↓** to scroll one fixture at a time or **L1/L2** to scroll through the fixtures lists ten at a time.

SEASON MODE

Take control of a team and guide it through a full season in any one of FIFA 99's 15 league and cup competitions. Alternatively, create your own customized Cup or League.

⇒ Select from four Season types: **LEAGUE**, **CUP**, **CUSTOM LEAGUE** or **CUSTOM CUP**.

LEAGUE

Choose from **BELGIUM**, **BRAZIL**, **ENGLAND**, **FRANCE**, **GERMANY**, **ITALY**, **NETHERLANDS**, **PORTUGAL**, **SCOTLAND**, **SPAIN**, **SWEDEN**, **USA**.

CUP

Choose from three European Cups.

CUSTOM LEAGUE

Create your own League structure and choose teams (► *Custom League/Cup Creator* on p. 13).

CUSTOM CUP

Create your own Cup tournament and choose teams.

CUSTOM LEAGUE CREATOR

Create your own League featuring either Club or International Teams. You may select from 2-24 teams to play a defined number of matches. You decide when the competition commences and even get to name the Trophy!



If you have less than four teams in your Custom league you cannot select a single Round Robin format.

CUSTOM CUP CREATOR

Set up a Cup Competition of your own devising. Select club teams from any of *FIFA 99's* supported leagues as well as a selection of **NATIONAL** or **REST OF EUROPE** sides. Choose whether you want to play a Round Robin League followed by a Knock-out stage or simply go straight into a Knock-out Cup competition.

⇒ Use the CPU Selection button to instantly select remaining teams.

TEAM MANAGEMENT MENU

Control every aspect of your team's performance with Team Management. Hand-pick your squad, choose the right formation, select from a variety of strategies and you could soon be ripping the opposition apart.

◆ Access Team Management from the Match Select or Standings screens, or from the in-game Pause Menu.

◆ Use In-Game Management (IGM) to switch formations, positioning and strategy on the fly.



Any team changes made from a league or cup mode are specific to that tournament and are saved automatically when you save that league or cup.

STARTING LINE-UP

- ▷ To change the starting line-up or substitute players, select the first player then select a second player. The two players are automatically swapped.
- ▷ To toggle between the team layout and the Attribute table, highlight the Field View/Attributes icon and press **✖**.

TRANSFERS

Buy a star player from another team or get rid of an over-paid, under-achieving midfielder. Only club teams may make Transfers.

NOTE When you reset saved Transfers, ALL Transfers in that database are lost.

KICK TAKERS

To choose your top men for set plays and penalties:

1. D-Button ↓ to choose a player for a kick takers role.
2. Press **✖** to select the player. The kick takers role is now highlighted. Either:
 - a. To let the selected player take that role, press **✖**.
 - b. To place the selected player in a different role, D-Button ↓ to choose a player, then press **✖** when the role you wish him to take is highlighted.
3. Repeat as desired.
4. Press **START** to return to TEAM MANAGEMENT.

Player Attributes:

Acceleration, Agility, Ball Control, Creativity, Fitness, Header Accuracy, Shot Power, Shot Accuracy, Speed, Tackles, Aggressiveness.

PLAYER AND TEAM EDIT MENUS

Edit players and squads—from changing the color of their hair to re-designing the entire team kit.

- ◆ Customize player appearances.
- ◆ Build a player to excel at his position by altering 10 player skills (e.g., Speed, Shot Accuracy, Fitness).
- ◆ Change player position.
- ▷ To save changes, press **R1/R2** to highlight the Save Changes icon, then press **✖**.

NOTE If you want to customize players or squads, you must do so before entering a League or Season mode.

TIEBREAKER RULES

LEAGUE RULES

In the event of two teams being level on points in any league competition, the following criteria are used to determine the higher placed team.

1. **Goal Difference:** The number of goals conceded is deducted from the number of goals scored to give Goal Difference. The team with the highest Goal Difference is victorious.
2. **Goals For:** If Goal Difference is equal then the team with the greatest number of 'Goals For' is deemed the winner.

NOTE If Goals For is equal, the winner is the team that fared better in meetings between the two teams.

CUP RULES

In cup competitions two sets of rules apply:

- 1. 1 Match Knockout:** Teams play golden goal extra time, followed by a penalty shoot-out if a goal is not scored.
- 2. Two-leg Knockout Competition:** if teams are level after 90 minutes in the second match, goals scored away from home count double. If scores are still level, Golden Goal extra time is played. If there is still no resolution then the game is concluded by a penalty shoot-out.

ADVANCED GAMEPLAY

INTERMEDIATE CONTROLS

PASSING

Through Pass	R1
--------------	----

FOULING

Intentional Foul	L1
------------------	----

AVOIDING TACKLES

Jump a Slide Tackle	L1
---------------------	----

Juke Left	L2
-----------	----

Juke Right	R2
------------	----

360° Spin Left	Double tap L2
----------------	---------------

360° Spin Right	Double tap R2
-----------------	---------------

GOALIE CONTROL

Goalie Charge	Hold R1
---------------	---------

Pick up the Ball	L1
------------------	----

Drop the Ball	▲
---------------	---

Throw	×
-------	---

Punt	●
------	---

SPECIAL TECHNIQUES

ONE-TIMERS

Perform these moves while the ball is loose or being passed.

First-Time Pass	×
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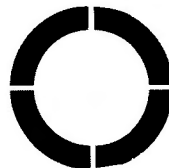
First-Time Lob	■
----------------	---

First-Time Through Pass	R1
-------------------------	----

First-Time Shot	●
-----------------	---

SHOOTING

○ To target different areas of the net, point the D-Button based on the direction your player is facing. Pointing towards the opponent's net will shoot high. To drive a low hard shot pull away from the opponent's net.



- ◆ Tapping ● without using the D-Button shoots the ball along the ground. This lets you shoot low without having to pull away from the opponent's net.

CHESTING

- ▷ While the ball is in the air, D-Button to choose a direction in which to chest the ball.
- | | |
|-------|----------|
| Chest | D-Button |
|-------|----------|

NOTE To run onto the ball without chesting, hold **L2** or **R2**.

HEADING

Header on goal	●
Head the ball to a teammate's chest	■
Head the ball to a teammate's feet	✕

- ◆ The earlier you activate a header the more likely your player is to win the ball. D-Button to pick a receiver or target a header on goal.

VOLLEYING

Volley or Bicycle Kick Shot	Tap and Hold ●
Volley to a Teammate's Chest	Tap and Hold ■
Volley to a Teammate's Feet	Tap and Hold ✕

- ▷ To attempt a volley, tap the button once and then press and hold it down until the player completes the volley. After tapping, it is important that you hold the button down while the ball is in the air.
- ◆ Volleying requires more time and space than heading.

ADVANCED CONTROLS

SKILL MOVES

- ▷ To activate Skill Moves, hold down **L2** or **R2** (as specified below) and press one of the following buttons.

Action (Hold L2 Button)	Command	Action (Hold R2 Button)
Fakes	D-Button	Fakes
Rainbow Kick	■	Flick-over
Step-over Nutmeg	R1	Double Step-over
Dive	L1	Dive

SKILL MOVE TIPS:

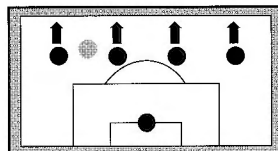
- ◆ When performing fakes, D-Button sharply in the desired direction.
- ◆ Rainbow kick, flick-over, and the step-over nutmeg move the ball out of an attacker's path.
- ◆ Diving can be used to draw a foul if a defending player is too close for comfort.

IN-GAME TACTICS (IGT)

- To activate an In-Game Tactic, press one of the following while holding **L2** + **R2**.

Offside Trap	■
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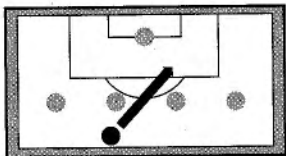
The offside trap moves your defensive line up in a coordinated effort to catch your opponent offside. Use it wisely! It may leave you open to a through pass.



Through Ball Run



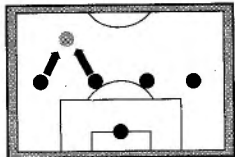
Creates a diagonal run to the back of the opponent's defense or starts an overlapping run. Watch for the player and try to connect with him for a breakaway.



Attacking Pressure



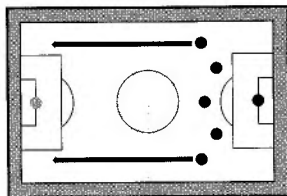
Move players out of position to pressure the ball handler. Many goals are scored when a team loses possession in their defensive end, so use this tactic to pressure an opposing defender into making a mistake.



Wing Back Run



Your wing back (or closest player) makes a desperate run up the sideline. Try to hit him with a pass or lob before he goes offside.



TACTIC INDICATOR CONTROL HIGHLIGHT



◆ A control highlight indicates any player affected by an IGT for the duration that the tactic is active.

1-2'S AND WALL PASSES (CONTROLLING 2 PLAYERS)

PASSBACK

To retain movement control of your current player and kicking control of another, press **R1** while holding **L2 + R2**. D-Button to choose the player you wish to pass to.

OFFBALL

To retain kicking control of the current player and movement of another, press **L1** while holding **L2 + R2**. D-Button to choose the player you wish to control.

IN-GAME MANAGEMENT (IGM)

Change a team's formation, strategy, and positioning during play to one of three settings you've created (IGM #1-IGM #3). Once you press a button to activate a formation and strategy, that setting remains until another is activated or a new game is started.

To change IGM during a match:

Press **SELECT** to activate the next In-Game Management setting. (For instance, if IGM #1 is active, press **SELECT** once to run IGM #2 or twice to run IGM #3.)

To program custom In-Game Management:

1. Select **TEAM MANAGEMENT** from the Pause Menu, then select **IGM**.
 - ◆ You can select Formation, Strategy, or Positioning for IGM #1, #2, and #3.
2. Modify the settings.
3. Save your settings if available.
 - ◆ Set Formation/Strategy/Positioning combinations to suit a range of potential situations, such as all-out attack, attack/defend, and all-out defend.

NOTE Your team starts the game with IGM#1 active.

STRATEGY/TECHNIQUES FOR SPECIFIC SITUATIONS

IN DEAD BALL SITUATIONS

FREE KICK

Normal Mode

Cycle View Mode (Normal/Receiver/Target)	R1
Move Target Arrow	D-Button
Ball Follows Arrow Trajectory	■, ✕, or ●
Add Ball-spin Left	Hold L2
Add Ball-spin Right	Hold R2

Receiving A Free Kick

Switch Player	✕
Lob	■
Hard Kick to Player	●

Target Mode

Lob to Target	■
Pass to Target	✕
Hard Kick to Target	●

THROW-IN

Throw-In commands are the same as Free Kick Commands with the following exceptions:

Receiving A Throw-In

Switch Player	✕
High Throw	■
Low Throw	●

Target Mode

Throw High/Medium/Low to Target	✕, ■, or ●
---------------------------------	------------

CORNER KICK

Corner Kick commands are the same as Free Kick Commands with the following exceptions:

Receiver Mode

High Cross to Receiver	■
Switch Player	✕
Low Cross to Receiver	●

Target Mode

Lob to Target	■
Pass to Target	✕
Low Cross to Target	●

WHEN YOUR GOALIE HAS THE BALL

NORMAL MODE

Goal Kick commands are the same as Free Kick Commands with the following exceptions:

RECEIVER MODE

Lob	■
Switch Player	✕
Clear to Player	●

TARGET MODE

Lob to Target	■
Pass to Target	✕
Clear to Target	●

PENALTY KICK

SHOOTER

Target Shot	D-Button
Switch Kicking Side	■
Switch Shooter (Not available in Penalty Kick Shoot-out)	✕
Shoot	●

GOALIE

Move Along Line/Choose Direction of Save	D-Button
Attempt Save	✕, ■, or ●