
PlayStation
NTSC U/C
PlayStation
EVERYONE
CONTENT RATED BY
ESRB
SLUS-00994
EA SPORTS
FIFA
2000
MLS
MAJOR LEAGUE SOCCER
FIFA

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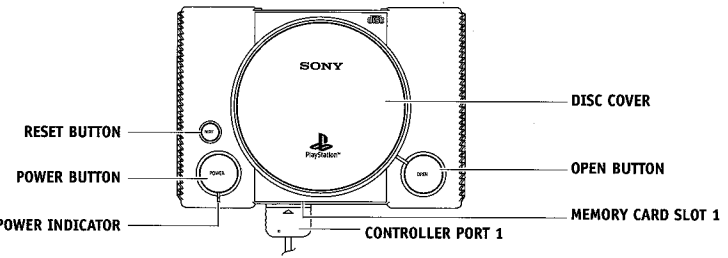
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STARTING THE GAME

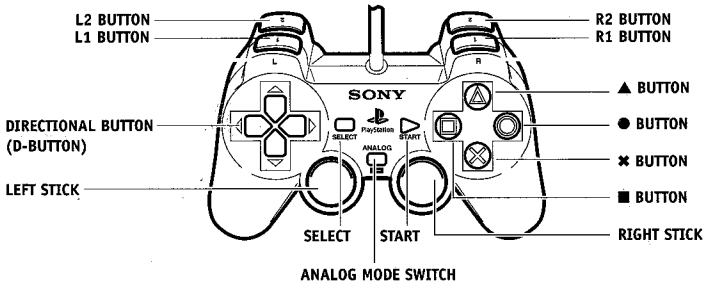


1. Set up your PlayStation game console according to the instructions in its Instruction Manual. **Make sure the power is OFF before inserting or removing a compact disc.**
2. Insert the *FIFA 2000 Major League Soccer*™ disc and close the Disc Cover.
3. Insert game controllers and turn on the PlayStation game console.

NOTE: ***WHEN USING THE MULTI-TAP, AT LEAST ONE CONTROLLER MUST BE CONNECTED TO PORT 1-A.***

4. The video introduction sequence begins, followed by the *FIFA 2000 Major League Soccer* title screen.
5. Press **START** and the Match Select screen appears.

CONTROL SUMMARY



BASIC CONTROLS

GENERAL GAMEPLAY	
Move player	D-Button/Left Stick
Sprint	▲
Pause game/Pause menu	**START**
Quit game	Select QUIT from the Pause menu

ATTACK	
Shoot	●
Pass	✖

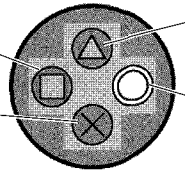
DEFENSE	
Switch players	✖
Conservative tackle	●
Aggressive tackle	■

In addition to these basic moves, *FIFA 2000 Major League Soccer* includes many other moves. For more detailed controls, ➢ *Complete Controls* below and for more advanced controls, ➢ *Advanced Controls* on p. 8.

COMPLETE GAME CONTROLS

MENU NAVIGATION	
Highlight option	D-Button
Select highlighted option	✖
Help (access further information on selected option)	▲
Advance to next menu	START
Move to/from Icon menu	●
Return to previous screen	SELECT

When Your Player Has the Ball



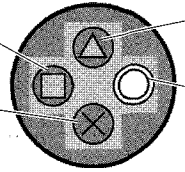
TO LOB THE BALL TO ANOTHER PLAYER, PRESS ■. THIS SENDS AN AERIAL PASS TO A PLAYER FURTHER DOWNFIELD.

TO PASS, PRESS ✖. PLAYER PASSES TO THE TEAMMATE WITH THE TARGET CONTROL HIGHLIGHT AROUND HIM. (D-BUTTON TO PICK DIFFERENT PASS RECEIVERS.)

TO SPRINT, TAP ▲. EACH TAP GIVES THE PLAYER A SHORT BURST OF SPEED, BUT USE SPARINGLY SINCE SPRINTING TIRES THE PLAYER.

TO SHOOT, PRESS ●. (D-BUTTON TO AIM THE SHOT.)

When the Opponent Has the Ball



TO MAKE AN AGGRESSIVE TACKLE, PRESS ■. YOUR PLAYER GOES TO THE GROUND IN AN ATTEMPT TO SLIDE TACKLE THE BALL AWAY FROM AN OPPONENT.

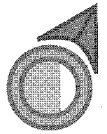
TO SWITCH PLAYER, PRESS ✖. (SWAP CONTROL TO THE PLAYER CLOSEST TO THE BALL. WATCH FOR THE CONTROL HIGHLIGHT THAT APPEARS UNDER THE CLOSEST PLAYER.)

TO SPRINT, TAP ▲. EACH TAP GIVES THE PLAYER A SHORT BURST OF SPEED, BUT USE SPARINGLY SINCE SPRINTING TIRES THE PLAYER.

TO MAKE A CONSERVATIVE TACKLE, PRESS ●. YOUR PLAYER BRIEFLY CHASES THE PLAYER IN POSSESSION OF THE BALL AND ATTEMPTS TO TACKLE HIM.

CONTROL HIGHLIGHTS

Controlled Player



PLAYER WITH THE BALL

PASS POTENTIAL INDICATOR: Green signifies a good pass; yellow, use caution; and red indicates a bad pass.



PASS RECEIVER – PLAYER WITHOUT THE BALL



ARROW INDICATES THAT THE CONTROLLED PLAYER IS OFFSCREEN

IN DEAD BALL SITUATIONS

Use these controls in the following dead ball situations: Throw-In, Free Kick, Corner Kick, Goal Kick and Drop Kick.

WHEN YOU HAVE THE BALL

Move target	D-Button/Left Stick
Take kick/throw ball	✖
Icon attack	■, ▲, or ●
Add ballspin left/right	**L2/R2** (Hold)
Toggle Set Pieces	**SELECT**

WHEN YOU ARE DEFENDING IN A DEAD BALL SITUATION

Move player	D-Button/Left Stick
Switch player	✖
Icon defend	■, ▲, or ●

PENALTY KICK

KICK TAKER

Target shot	D-Button/Left Stick
Switch kicking side	■
Switch player (Not available in Penalty Kick Shoot-out)	✖
Shoot	●

GOALIE

Move along line/Choose direction of save	D-Button/Left Stick
Attempt save	■, ✖, or ●

INTERMEDIATE CONTROLS

After you've mastered the basic controls, move on these controls to take your game to the next level.

SHOOTING

➪ To target different areas of the net, D-Button/Left Stick ↑ to shoot high. D-Button/Left Stick ↓ to drive a low hard shot into the net.

PASSING

Through pass	**L1**

HITTING HARD

Hard tackle	**R1**

EA TIP: *A HARD TACKLE OFTEN DRAWS THE ATTENTION OF THE REFEREE AND MAY EVEN INJURE THE OPPOSING PLAYER. ONLY USE THE HARD TACKLE AS A LAST RESORT IN DESPERATE SITUATIONS.*

SHIELDING

Shielding	Hold **R1**

❑ Use this move to protect the ball from an incoming tackler or when receiving a pass in a crowd.

GOALIE CONTROL

Goalie charge	Hold **L1**
Drop the ball	**L1**
Kick the ball (drop kick)	✖ or ●
Throw the ball	■

HEADING

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

EA TIP: *THE EARLIER YOU ATTEMPT A HEADER THE BETTER – USE THE D-BUTTON TO PICK A RECEIVER. IF YOU'RE HEADING ON GOAL, USE THE D-BUTTON TO TARGET A SPECIFIC AREA WITHIN THE NET.*

VOLLEYING

Volley or Bicycle Kick Shot	Double tap ●
Volley to a teammate's chest	Double tap ■
Volley to a teammate's feet	Double tap ✖

EA TIP: *VOLLEYING REQUIRES MORE TIME AND SPACE THAN HEADING. A HEADER CONNECTS WITH AN AIRBORNE BALL BEFORE A VOLLEY, BUT A SUCCESSFUL VOLLEY HAS FAR MORE POWER BEHIND IT!*

ADVANCED CONTROLS

Master these commands and you control the field.

ONE TOUCH TECHNIQUES – tap the appropriate button while the ball is loose or being passed to perform the following moves:

First-Time Lob	■
First-Time Pass	✖
First-Time Through Pass	L1
First-Time Shot	●

SPECIAL SHOOTING TECHNIQUES

Side-foot shot	✖

EA TIP: *USE THE SIDE-FOOT SHOT IN THE OPPOSING 18-YARD BOX WHEN THERE ARE NO PASS OR LOB TARGETS.*

SKILL MOVES

To activate Skill Moves, tap or hold the following buttons:

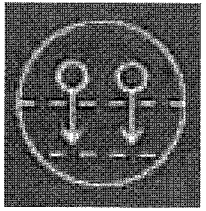
BUTTON	TAP	HOLD
L2	Lateral	Double Stepover
R2	360 Spin	Flickover

IN-GAME TACTICS (IGT)

To activate a tactic, press one of the following when the opposing team has possession of the ball.

Offside trap	R2

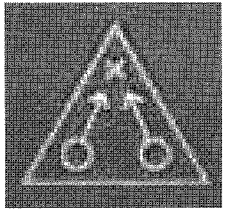
➥ Press **R2** and your defense pushes down the field in an attempt to place the attacking team offside.



OFFSIDE

Attacking Pressure	L2

➥ Press **L2** to apply extra pressure to an opposing player in possession.



ATTACK PRESS

TACTIC INDICATOR CONTROL HIGHLIGHT



➥Any player affected by an IGT has a control highlight beneath him for the duration the tactic is active.

➥IGTs can only be activated when the opposing team has the ball.

SETTING UP THE GAME

MATCH SELECT SCREEN

Select a mode of play, set options, customize teams or load a saved game.



EXHIBITION: CHOOSE A TEAM AND AN OPPONENT FOR A QUICK GAME

TOURNAMENTS: GO FOR THE WORLD CUP OR CREATE YOUR OWN CUP

SEASON: SEE WHO RISES TO THE TOP OVER THE COURSE OF A FULL SEASON

TRAINING: POLISH UP ON YOUR SOCCER SKILLS

CYBER ATHLETE™ 2000: CHECK OUT THE LATEST IN EA SPORTS.

CREDITS: TAKE A LOOK AT THE TALENT BEHIND THE GAME

CUSTOMIZE: CREATE A PLAYER OR A SQUAD

TEAM MANAGEMENT: CONTROL YOUR TEAM'S STRATEGIES AND DYNAMICS

LOAD GAME: LOAD A SAVED GAME FROM A MEMORY CARD

OPTIONS: ADJUST THE SETTINGS AND OPTIONS TO YOUR PREFERENCES

To start a game (Exhibition Mode):

1. From the Main menu, highlight EXHIBITION and then press ✖. The Exhibition Team Select screen appears.
2. Choose teams by pressing D-Button ↔ until your desired country or league appears. Then D-Button ↕ to select a specific team. Choose both teams this way. When both teams have been selected, press **START** to advance to the Side Select screen.
3. Choose a team to control by moving your controller icon under the team of your choice. Press **START** to proceed to the game.

GAME MODES

EXHIBITION: In Exhibition Mode, match up one team against any other.

TOURNAMENTS: Select TOURNAMENTS from the Match Select screen to access the following options: CUP, CUSTOM LEAGUE, and CUSTOM CUP.

CUP: Choose from two European cups (EFA TROPHY, EUROPEAN CHAMPIONSHIP) or the WORLD CUP and duke it out with the best of the rest!

CUSTOM CUP: Create your own Cup tournament and choose the teams who participate. Select club teams from any of FIFA 2000 Major League Soccer's supported leagues as well as a selection of International or 'Rest of Europe' sides. Choose whether you want to play a League/Playoff or a simple Playoff competition.

➥Click the Auto Select toggle to instantly select remaining teams.

CUSTOM LEAGUE: The Custom League Creator allows you to create your own League featuring both Club and International Teams. You may select from 2-24 teams to play a defined number of matches.

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

SEASON: Pitch your team against the best for a full season.

TRAINING: Use a selection of training drills to practice your soccer skills.

TEAM MANAGEMENT: Control every aspect of your team's performance with Team Management.

➥Access Team Management from the Match Select screen, the Standings screen, the Knock-out screen or from the in-game Pause menu.

➥Use In Game Management (IGM) to switch formations and strategy on the fly.

➥To return teams to their default settings, select RESET ALL TEAMS from icon menu bar at the bottom of the screen.

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

TEAM MANAGEMENT MENU

From the Team Management menu you have control over all of your team's strategies and tactics.

Starting Line-up

To change the starting line-up or substitute players:

1. From the Team Management menu, select STARTING LINE-UP. The Starting Line-Up screen appears.
2. Select the first player and then a second player. The two players are automatically swapped.

IGM

Change a team's formation and strategy during play to one of 3 settings you've created (IGM #1–IGM #3). For more one IGM, ➢ *In Game Management* on p. 18.

Kick Takers

To designate a kick taker:

1. From the Team Management menu, select KICK TAKERS. The Kick Takers screen appears.
2. D-Button ↕ to designate a player as a kick taker.
3. Press ✖ to select the player. The kick taker's role is now highlighted.

➥To let the selected player take that role, press the ✖ button. —*or*—

➥To place the selected player in a different role, D-Button ↕. Press ✖ when the desired role is highlighted.

4. Press **START** to return to the Team Management menu.

PLAYER ATTRIBUTE ABBREVIATIONS		GOAL KEEPER ATTRIBUTE ABBREVIATIONS	
BC:	Ball control	KSK:	Skills
FIT:	Fitness	KAG:	Aggression
HDR:	Headers	KPS:	Positioning
PSS:	Passing		
SHT:	Shooting		
SPD:	Speed		
STR:	Strength		
TKL:	Tackle		

- ❑ You can put any player in goal but their Goalkeeper attributes won't necessarily be very strong!
- ❑ Changes made in the Pause menu are reset after a game is finished. Changes made in the front end carry over from game to game.

Customize Cameras

To customize a Camera View:

1. From the Pause menu, highlight and select CAMERAS.
2. Highlight and select CUSTOMIZE.
3. Use the arrow toggles to choose the camera you wish to customize. The current settings and the view of the pitch appear.
4. Use the slider bars to adjust the height and zoom of the chosen camera.

Options

Adjust the settings and options to your liking.

MATCH OPTIONS: Set half length, weather, substitutions, fatigue **ON**/OFF, **DAY**/Night, and more.

GAMEPLAY OPTIONS: Select difficulty level, game speed, referee strictness, bookings, offside, injuries, and more.

VISUAL OPTIONS: Choose camera view, time and score displays, toggle auto replay **ON**/Off, and more.

AUDIO OPTIONS: Set volume levels for music, commentary, game sound effects, and menu sound effects.

Customize

PLAYER EDIT AND TEAM EDIT

- ❑ Customize player appearances.
- ❑ Create a player to excel at his position by customizing 8 player skills (e.g., Speed, Shooting, Fitness).
- ❑ Change player position.
- ❑ Customize the appearance of the kits for any team; you can create some really outrageous combinations!

➥To **save changes**, press ● to highlight the Save Changes icon, then press ✖.

- ❑ If you want to customize players or squads, you must do so before entering a Season or Tournament mode.

Transfers

The Transfers option allows users to trade players with other Club teams. Each team is allocated a bankroll, based on their actual resources, reputation and history.

To transfer players:

1. Select the two Clubs between which you wish to trade a player.

2. Select the desired player and, if the purchasing team has the funds and less than 25 players in the squad, the transfer takes place.

❑ Only Club teams may make Transfers and each team must retain between 16 and 25 players on their roster.

❑ When you reset Saved Transfers, all transfers in that database are lost.

PAUSE MENU

From the Pause menu you can adjust match options, watch Instant Replays and view match statistics. Most of the Pause menu topics are self-explanatory. The exception is Instant Replay which is detailed below.

Instant Replay

➪To watch the last play again, select Instant Replay from the Pause menu.

REPLAY CONTROLS	
Rewind	■
Play & Pause, frame by frame	▲
Play	✖
Forward	●
Zoom in/out	**L1/R1**
Change camera	**SELECT**

IN GAME MANAGEMENT (IGM)

Change a team's formation and strategy during play to one of 3 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 the SELECT button to activate the next In Game Management setting. (For instance, if IGM #1 is active, press the SELECT button once to run IGM #2 or twice to run IGM #3.)

To customize IGM settings for formation and strategy:

1. Select TEAM MANAGEMENT from the Pause menu, then select IGM (In Game Management). You can select Formation or Strategy for each of IGM 1, 2 and 3.
2. Modify the settings to your liking.

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

Set Pieces

Set Pieces are pre-arranged tactical plays that a soccer team uses in dead ball situations such as Free Kicks, Corner Kicks and Throw-ins. In *FIFA 2000 Major League Soccer,* three players are highlighted with Icon Attack icons and perform special runs when the specific Set Piece begins.

To change Set Pieces during a match:

1. Press SELECT when you have possession of the ball to activate the Set Piece count-down. When the Set Piece indicator stops flashing and goes solid, the Set Piece begins.
2. Now choose a player using the Icon Attack buttons.

To defend against a Set Piece:

➪When the Set Piece begins, choose an opposing player to double team using the Icon Defend buttons. But be careful, picking the wrong player can leave your defense exposed!

SAVING AND LOADING GAMES

You can save your *FIFA 2000 Major League Soccer* progress and settings at the completion of any League or Cup match. If you exit the game mode without saving, you lose all progress made during that gameplay session.

- ❑ Previously saved games may be loaded at the Match Select screen.
- ❑ You can save up to six games with a standard Memory Card.

NOTE: ***NEVER INSERT OR REMOVE A MEMORY CARD WHEN LOADING OR SAVING FILES.***

To Save a League or Cup:

1. In the Standings or Knock-out screen, after a *FIFA 2000 Major League Soccer* match, press ↑ to highlight the Icon Menu Bar.
2. D-Button → until you highlight the Save Game icon, then press ✖. The Save Game screen appears.
3. D-Button ↕ to highlight the preferred slot, then press ✖. The tournament is saved.
4. Press **START** to exit.

- ❑ A saved game has its own database. Any changes made to teams from within a saved game stay specific to that saved game and do not alter original settings.

To Load a saved League or Cup:

1. From the Match Select screen, select the LOAD GAME icon.
2. Highlight the slot from which you want to load, then select that slot. The selected saved game is now loaded.