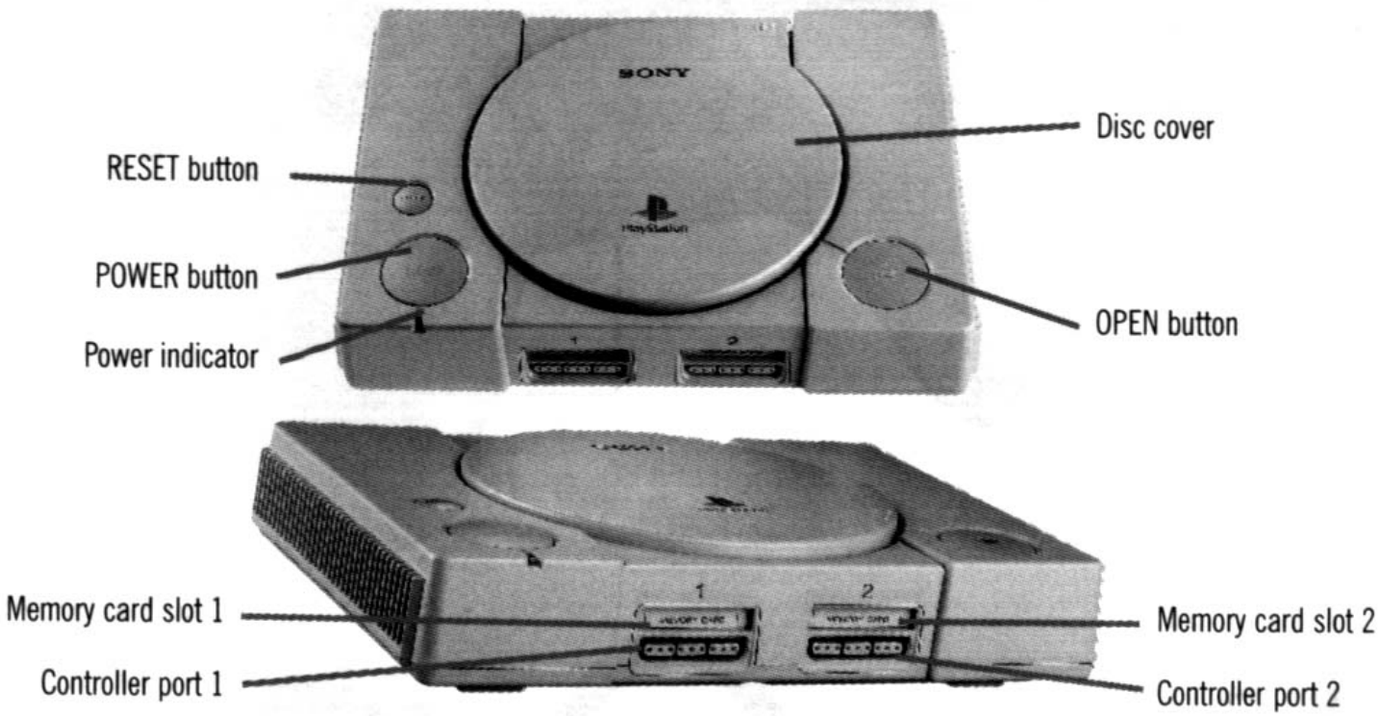

PlayStation
NTSC U/C
PlayStation
EVERYONE
CONTENT RATED BY
ESRB
SLUS-00782
JVC
EA SPORTS
FIFA 99
FIFA

STARTING THE GAME

It is advised that you do not insert or remove peripherals or Memory Cards once the power is turned on. Make sure there are enough free blocks on your Memory Card before commencing play.



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 99* disc and close the Disc Cover.
3. Insert the game controllers and turn ON the PlayStation game console.

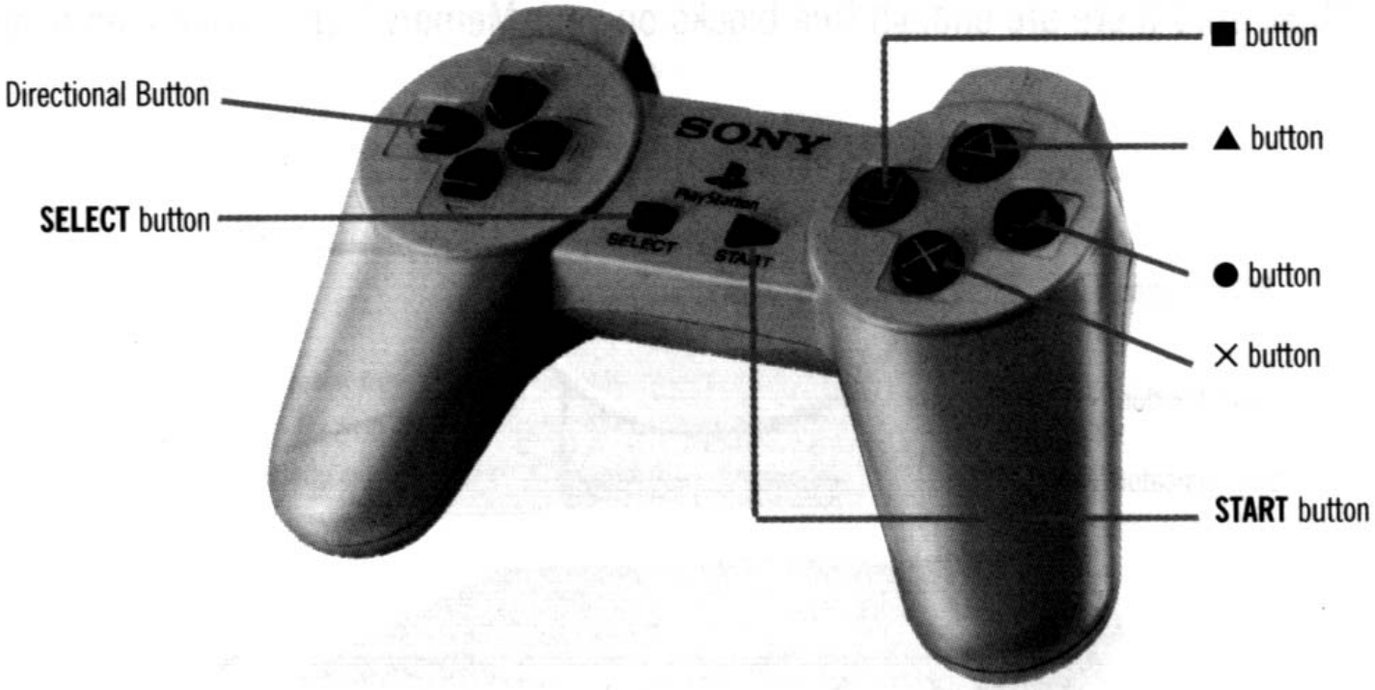
Note: When using the Multi Tap, you must connect at least one controller to Controller port 1-A.

4. The video introduction sequence begins, followed by the FIFA 99 title screen.
5. Press the START button and the Match Select Screen appears.



FIFA 99

COMMAND SUMMARY







FIFA 99

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FIFA 99

QUICK START

Two clicks and you're ready to play a friendly match.

1. Press the ✕ button. The Controller Select screen appears.
2. Directional button **LEFT/RIGHT** to select your preferred team.
3. Press the **START** button.

HOW TO PLAY (BASIC CONTROLS)

When your player has the ball

With the Analog Mode Switch set to LED: Red, the left stick of the Analog Controller can be used to control the direction of the player.



Move your player using the Directional buttons.

Pause



Speed Burst

Each press gives the player a short burst of speed.

Note: Using speed burst tires players.

Shoot

Pass

Player passes to the teammate with the target control highlight around him. Use the Directional button to pick different pass receivers.

Lob

This sends an aerial pass to a player further down field. The longer you hold the ■ button the higher the ball will go.

When the opponent has the ballControl Highlights



Move your player using the Directional buttons.

Pause

Slide Tackle

Speed Burst

Each press gives the player a short burst of speed.

Note: Using speed burst tires players.

Tackle

Your player briefly chases the player in possession of the ball and attempts to tackle him.

Switch Player

Swap control to the player closest to the ball. Watch for the control highlight that appears under the closest player.

Control Highlights

Controlled Player

With Ball

Without ball

Controlled player offscreen indicator

Closest Player

Closest player on screen

Off-screen pass indicator(flashing)



INTERMEDIATE CONTROLS

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

Passing

Through Pass	**R1** button

Fouling

Intentional Foul	**L1** button

Avoiding tackles

Jump A Slide Tackle	**L1** button
Lateral Shimmy Left	Tap **L2** button
Lateral Shimmy Right	Tap **R2** button
360 Spin Left	Double tap **L2** button
360 Spin Right	Double tap **R2** button

Goalie control

Goalie charge	Hold **R2** button
Pick up the ball	**L1** button
Drop the ball	▲ button
Throw	■ button/✕ button
Kick-out	● button



SPECIAL TECHNIQUES

One touch - Done while the ball is loose or being passed

First-Time Pass	✕ button
First-Time Lob	■ button
First-Time Through Pass	**R1** button
First-Time Shot	● button

Shooting

To target different areas of the net, press the Directional 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 opponents net.

Special shooting techniques:

Side-foot Shot	✕ button
Chip Shot	■ button

Press these buttons in the opposing 18yd box when there are no pass or lob targets and the player will take one of these shots.

Heading

Header on goal	Hold the ● button
Head the ball to a team mate's chest	Hold the ■ button
Head the ball to a team mate's feet	Hold the ✕ button



Volleying

Volley or Bicycle Kick Shot	Double tap the ● button
Volley to a team mate's chest	Double tap the ■ button
Volley to a team mate's feet	Double tap the ✕ button

ADVANCED CONTROLS

Skill Moves

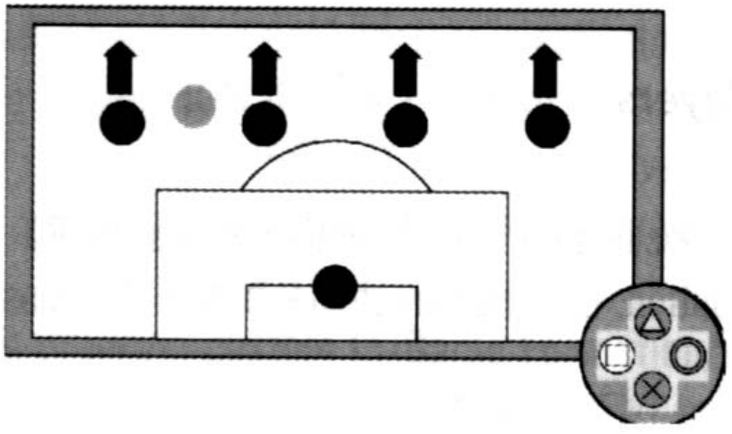
To activate Skill moves, hold down the **L2** button or the **R2** button (as specified below) and press one of the following buttons.

Action (Hold **L2** Button)	**Command**	**Action** (Hold **R2** Button)
Fakes	Directional button	Fakes
Rainbow Kick	■ button	Flick-over
Lateral left	✕ button	Lateral right
360º left	● button	360º right
Step over Nutmeg	**R1** button	Double Step over
Dive	**L1** button	Dive

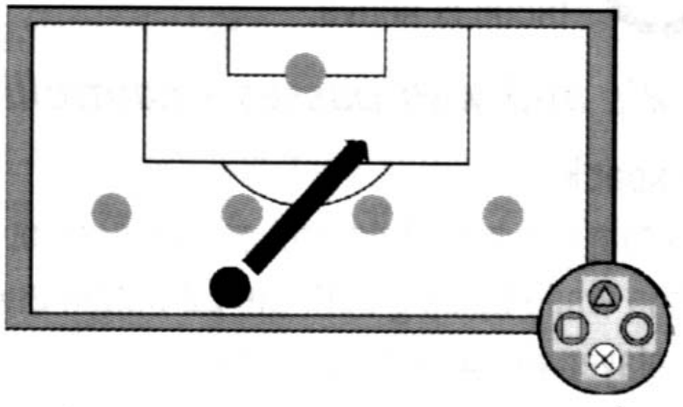


IN-GAME TACTICS (IGT)

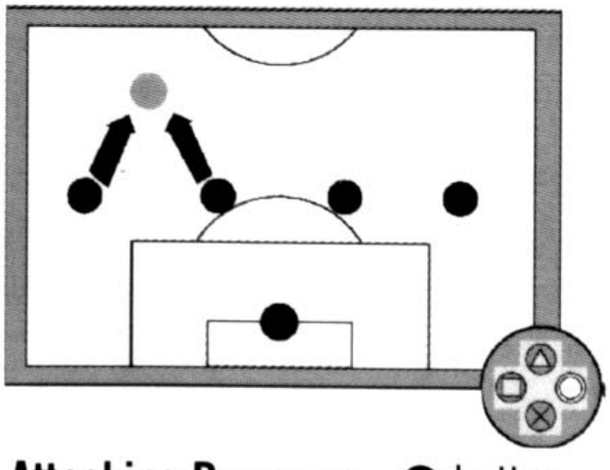
To activate a tactic, press one of the following while holding both the **L2** button & the **R2** button at the same time.



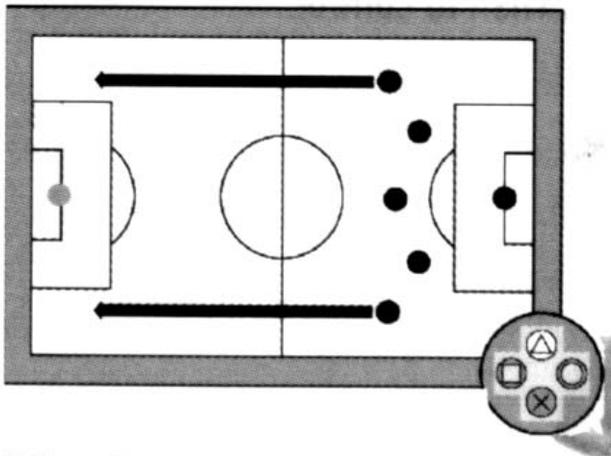
Offside trap ■ button



Through Ball Run ✕ button



Attacking Pressure ● button



Wing Back Run ▲ button



Tactic indicator Control highlight

Any player affected by an IGT has a control highlight beneath him for the duration 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 the **R1** button while holding both the **L2** button and the **R2** button. Use the Directional button to choose the player you wish to pass to.

Offball

To retain kicking control of the current player and movement of another, press the **L1** button while holding both the **L2** button and the **R2** button. Use the Directional 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 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 program custom In-Game Formation/strategy/positioning:

1. Select TEAM MANAGEMENT from the Pause Menu, then select IGM.
2. You can select Formation, Strategy, or Positioning for each of IGM 1, 2 and 3.
3. Modify the settings how you like
4. Save your settings if available.

Note: Your team starts the game with IGM#1 active.



IN DEAD BALL SITUATIONS...

Toggle View Mode (Normal/Receiver/Target) **R1** button

Free Kick

Normal Mode

Move Target Arrow	Directional button
Take kick	■ button, × button or ● button
Add Ballspin Left	**L2** button (Hold)
Add Ballspin Right	**R2** button (Hold)

Receiver Mode

Switch Player	× button

Target Mode

Use the Directional button to target area

Throw-In

Receiver Mode

Long Throw	■ button
Short Throw	● button

Target Mode

Long Throw to Target	■ button
Medium Throw to Target	× button
Short Throw to Target	● button



Corner Kick

Normal Mode

Move Target Arrow	Directional button
Take kick	■ button, ● button or ✕ button
Add Ballspin Left	**L2** (Hold)
Add Ballspin Right	**R2** (Hold)

Receiver Mode

High Cross to selected player	■ button
Low Cross to selected player	● button

Target Mode

Use the Directional buttons to target area

Goal kick

Normal Mode

Move Target Arrow	Directional button
Take kick	■ button, ● button or ✕ button
Add Ballspin Left	**L2** button (Hold)
Add Ballspin Right	**R2** button (Hold)

Receiver Mode

Switch Player	✕ button

Target Mode

Use the Directional buttons to target area



Penalty Kick

Kick Taker

Target Shot	Directional button
Switch Kicking Side	■ button
Switch Player	× button
(Not available in Penalty Kick Shoot-out)	
Shoot	● button

Goalie

Move Along Line/Choose Direction of Save	Directional button
Attempt Save	■ button, × button or ● button

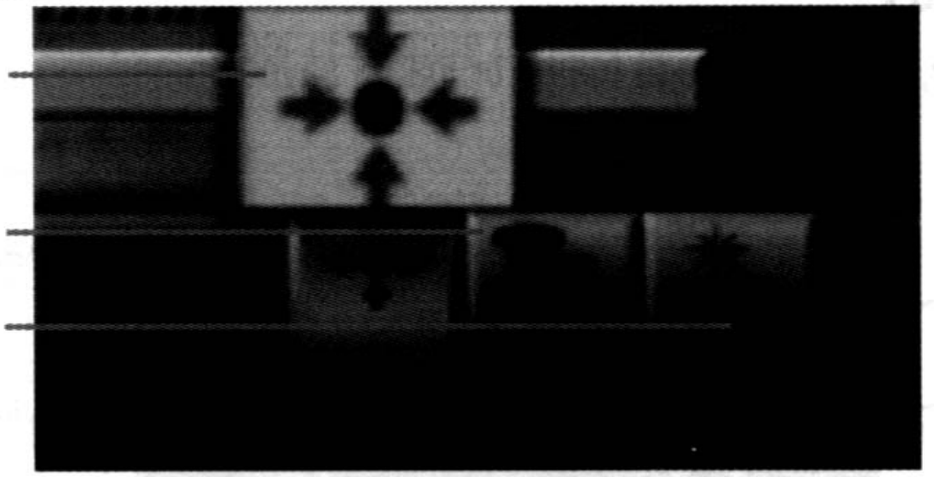
MENU NAVIGATION

1. Directional button **LEFT/RIGHT** (or **UP/DOWN**) to highlight item.
2. Press the × button to select item.
3. Directional button **LEFT/RIGHT** (or **UP/DOWN**) to cycle highlighted items.
4. Press the × button to select.

- When options are set up, press the **START** button to advance to next Menu.
- To return to previous Menu (losing any unsaved changes you may have made), press the **SELECT** button



To Activate Icon Menu Bar



1. Press the **R1**/**R2** button and the icon is highlighted.
2. a) Press the Directional button to highlight another icon (if applicable)

- or -

b) Press the ✕ button to open Menu/select item

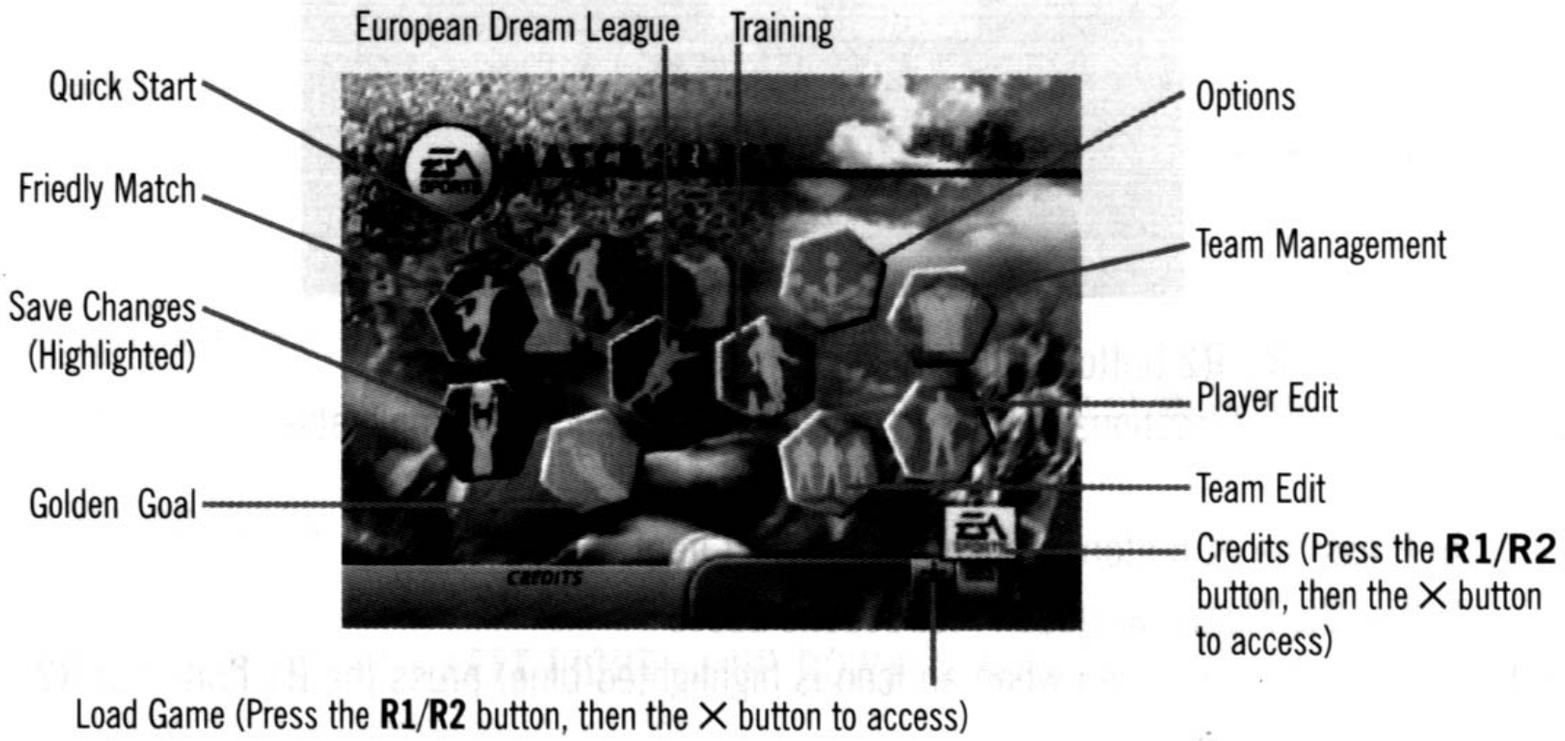
3. Follow the Menu navigation instructions above

Note: To return to the screen when an Icon is highlighted(blue) press the **R1** button or **R2** button.



MATCH SELECT

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



FRIENDLY MATCH

In Friendly Match Mode, you may match up any team from any League against any other.

QUICK START

Select Quick Start to go straight into a match (*See Quick Start Section on p 4*).

GOLDEN GOAL MATCH

Play to a set goal total (1-10 goals).

TRAINING

Practice your skills through a number of training drills.

EUROPEAN DREAM LEAGUE

Take one of 20 of Europe's elite clubs and pit them against the best of the rest through a whole season.

Note: To create random groupings, select RANDOMISE

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.

SEASON MODE

In Season mode take control of a team and guide them through a full season in any one of FIFA 99's 15 league and cup competitions. Alternatively, create your own customised 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

CREATE CUSTOM LEAGUE: Create your own League structure and choose teams (See Custom League/Cup creator section).

CREATE CUSTOM CUP: Create your own Cup tournament and choose teams.



Custom League Creator

The Custom League Creator allows you to create your own League featuring either Club or International Teams. You may select from 2-24 teams to play a defined number of matches.
Note: If you have less than four teams in your Custom league you will not be able to select a single Round Robin format.

Custom Cup Creator

Select club teams from any of *FIFA 99's* supported leagues as well as a selection of International 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.
Note: The **CPU Selection** button may be used to instantly select remaining teams.

TEAM MANAGEMENT

Control every aspect of your team's performance with Team Management

- Access Team Management from the Match Select screen, the Standings screen or from the in-game Pause Menu.
- Use In-Game Management (IGM) to switch formations, positioning and strategy on the fly.



Note: 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.

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.

Note: Highlight the Pitch Layout/Attribute icon and press the ✕ button to toggle between the team layout on the pitch and the Attribute table.

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.

1. Select the name of the Club with whom you wish to trade.
2. Select the player you wish to transfer and, providing the purchasing team has adequate funds and less than 25 players, the transfer takes place.

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

Note: When you reset Saved transfers ALL Transfers will be lost (In that particular database).



Kick Takers

1. Directional button **UP/DOWN** to choose a player for a kick takers role
2. Press the ✕ button to select the player. The kick takers role is now highlighted.

Either:

a) To let the selected player take that role, press the ✕ button.

b) To place the selected player in a different role, Directional button **UP/DOWN.** Press the ✕ button when the role you wish him to take is highlighted.

3. Press the **START** button to return to the TEAM MANAGEMENT Menu.

List of Player Attributes

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

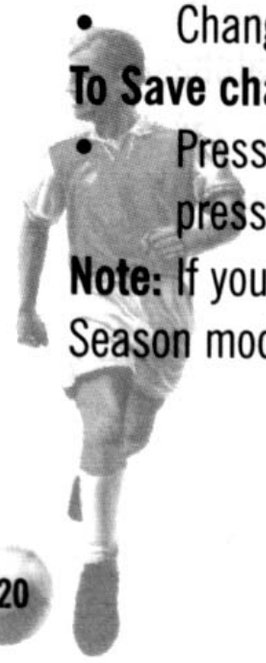
PLAYER EDIT AND TEAM EDIT

- Customise 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 the **L1/L2** button or the **R1/R2** button to highlight the Save Changes icon, then press the ✕ button.

Note: If you want to customise players or squads, you must do so *before* entering a League or Season mode.



OPTIONS

Allow you change game settings from:

- Match Options
- Gameplay Options
- Audio/Visual Options

SAVING AND LOADING GAMES

You can save your *FIFA 99* 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 may save up to six games with a regular Memory Card.

Note: Never insert or remove a Memory Card when loading or saving.



To Save A FIFA 99 League or Cup:

1. In the STANDINGS screen, after a *FIFA 99* match, press the **R1/R2** button to activate the Icon Menu Bar.
2. Directional button **LEFT** to highlight Save Game Icon, then press the **X** button. The Save Game Menu appears.
3. Directional button **UP/DOWN** to highlight the preferred block, then press the ✕ button. The tournament is saved.
4. Press the **SELECT** button to exit.

Note: 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.

Note: To save all game modes may require more than one Memory card – each League or Cup game mode requires 2 Memory card blocks

