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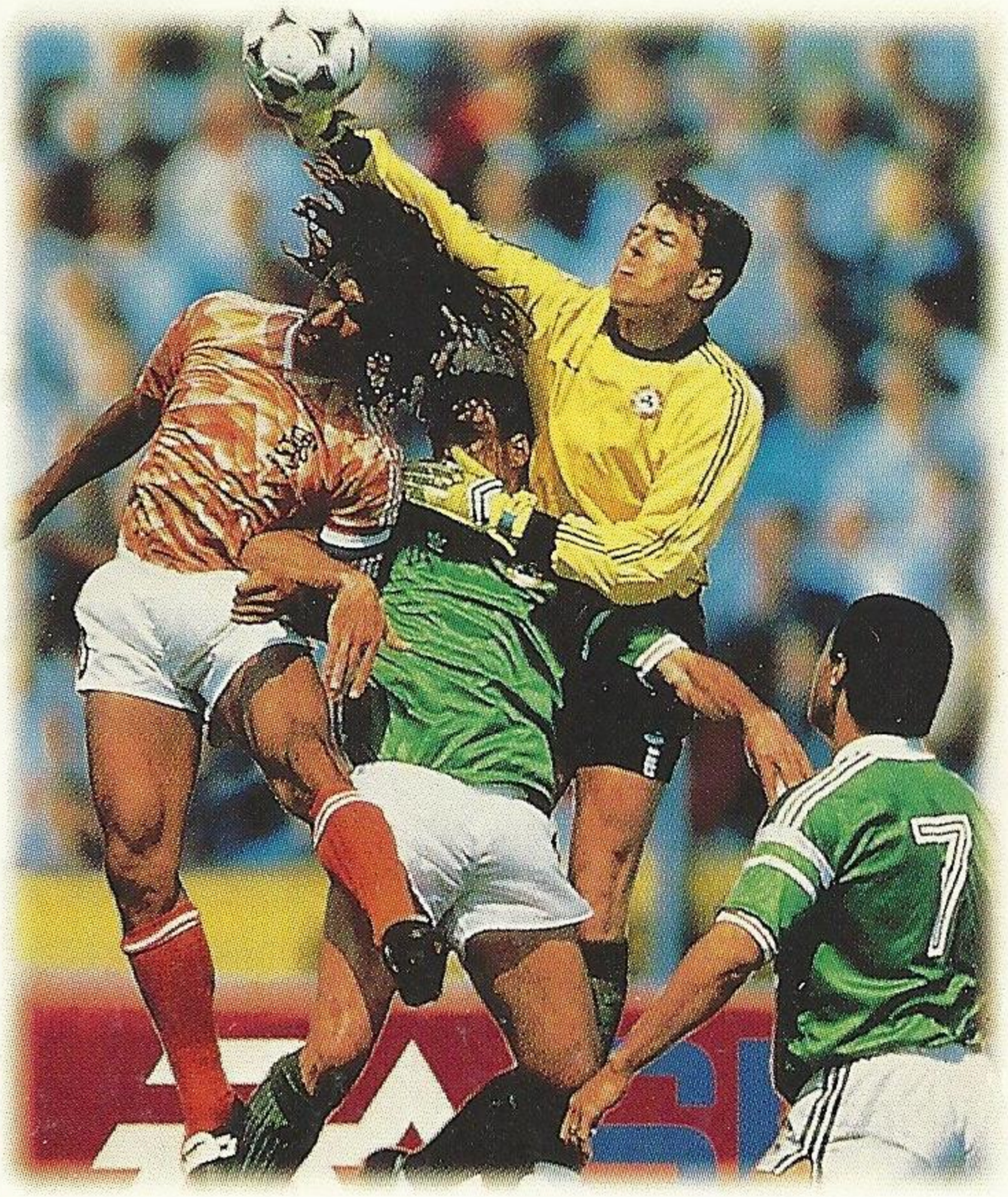
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FIFA

# INTERNATIONAL SOCCER

BY EXTENDED PLAY PRODUCTIONS

OFFICIAL SEGA SEAL OF QUALITY

TOURNAMENT 4 WAY PLAY™ SERIES

LICENSED BY SEGA ENTERPRISES, LTD.
FOR PLAY ON THE SEGA CD™ SYSTEM

Rated by V.R.C. GA Appropriate for all audiences General Audiences ™

"The Producers of ***FIFA International Soccer*** would like to extend their gratitude to the families and friends of all the ***FIFA International Soccer*** team members, whose patience and understanding during the development of the game were invaluable to its production."

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A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.

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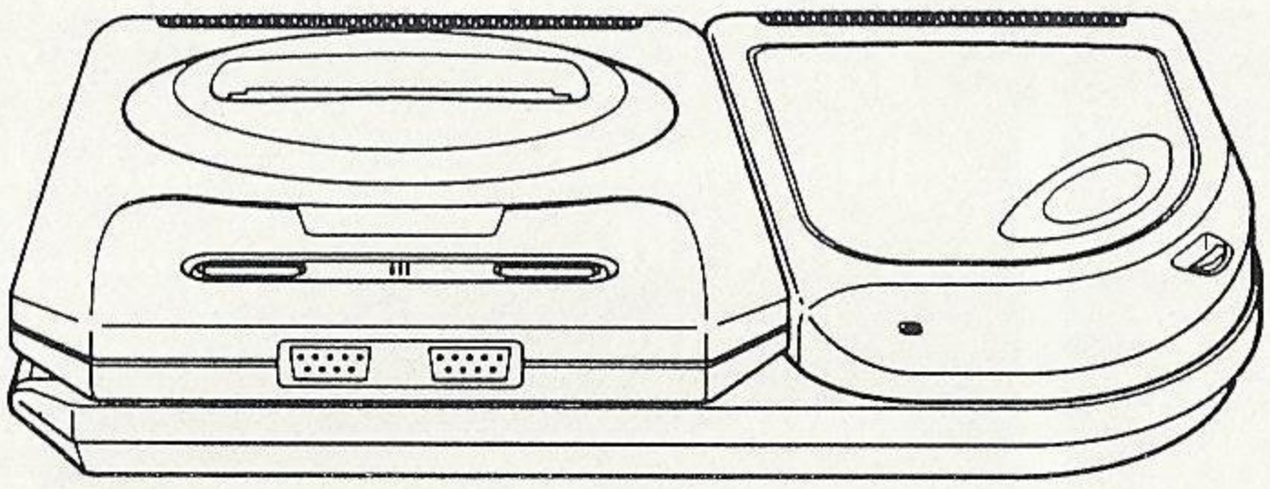
Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT (television screen). Avoid repeated or extended use of video games on large-screen projection televisions.




This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA CD™ SYSTEM.

## Handling Your Sega CD Disc

- The Sega CD Disc is intended for use exclusively in the Sega CD System.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega CD Disc.
- KEEP YOUR SEGA CD DISC CLEAN. Always hold by the edges, and keep in its case when not in use. Clean with a lint-free, soft dry cloth—wiping in straight lines from center to edge. Never use solvents or abrasive cleaners.



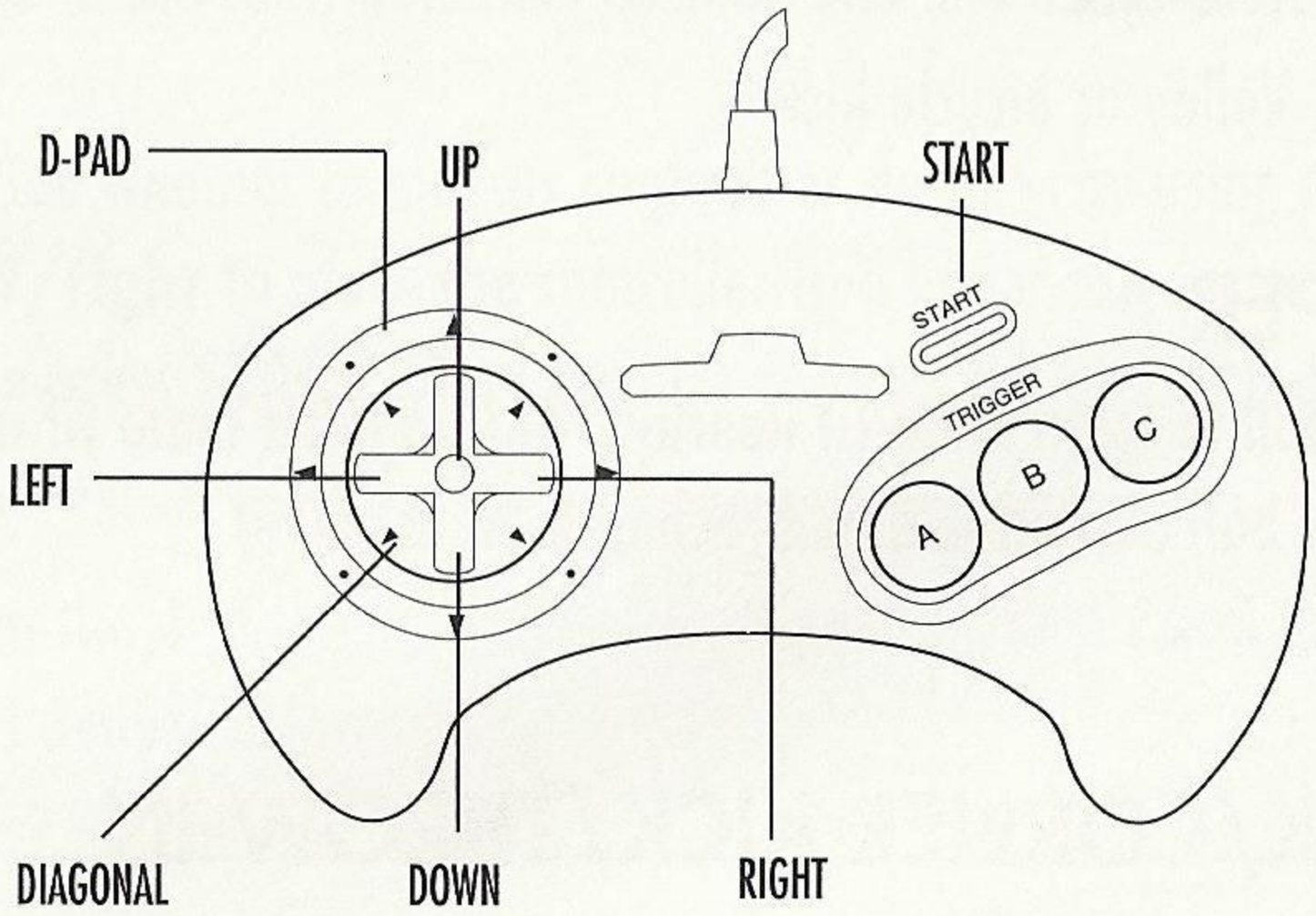
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# SETTING UP

1. Turn OFF the power switch on your Sega CD.
2. Insert the CD into the console label-side up (if you model has a CD door, close it).
3. Turn ON the power switch.
4. The Extended Play logo appears followed by a video sequence. Press **START** twice for the ***FIFA International Soccer*** Title screen and Credits sequence.
5. Press **START** to bypass the Title screen. The Game Setup screen appears (see the *At The Game Setup Screen* section on page 8).

# CONTROL SUMMARY




## KICK OFF

**A, B or C Kick**

## WITHOUT THE BALL

| | |
|---|---|
| **A** | Sliding tackle/header (depending on position of ball) |
| **B** | Highlight player nearest ball |
| **C** | Speed boost and charge |
| **B + C** | Shoulder charge/Push |

## WITH THE BALL

D-Pad in any direction to control direction of player with the ball

**A** (hold) Lob/chip

**B** (hold) Pass

**C** (hold) Shoot

**B** + **C** One-touch passing movement

To back heel the ball, press **B** + D-Pad in opposite direction to which you're running.

Press and hold **A**, **B**, or **C** to add more power to the shot or pass.

Use the D-Pad to direct the ball in flight using aftertouch.

## BALL IN THE AIR

**A, B, C** Header, Volley or bicycle kick

## GOALKEEPER

**A, B** Throw ball to team mate (if nearby)/Kick to team mate (if upfield)

**B** Dive for ball (D-Pad in any direction to direct dive)

**C** Direction Box

## GOAL KICK/CORNER KICK/THROW-IN

**A, B, C** Kick/Throw

## PENALTY KICK

**A or C** Shoot

**B** Switches penalty taker

## FREE KICK

**A or B** Pass

**C** Shoot on goal

# QUICKSTART

To play ***FIFA International Soccer*** straightaway, consult this *Quickstart* and the *Control Summary*. You don't get the benefit of all the game's outstanding features, but you've plenty of time to come to terms with them later.

Insert the CD as in the Setting Up section above and press **START** for the Game Setup screen. Press **START** to play an Exhibition match between England and the U.S. (see *Exhibition* on page 8). Press **START** for the Choose Controller screen and you play the game with the default settings as explained in Setting Up the Game; an Action game, without Off-Sides, on Dry Grass, with No Fouls, etc.

Even in a one-player game, the Choose Controller screen has two controller icons, one in the central neutral position and one assigned to the home team.

- Decide whether to play as England or the U.S. by using the D-Pad **left/right** to move the controller icon under the desired team name, and then press **START**. The computer controls the unselected team.

**NOTE**

When the 4 Way Play adapter is plugged in, four controller icons appear on screen.

For details of choosing controllers when playing a two, three or four player game, see *Choosing Controllers* on page 13.

- Press **START** and the Game Configuration screen appears with Start Game marked with the soccer ball.
- Press **START** and you're taken straight onto the field. The teams play the game using the default settings as explained in *Configuring Your Team* on page 14.

Now it's kick-off time. In a one-player game, you control the player under the yellow star.

- If you're attacking, press **B** to pass the ball and direct the pass using the D-Pad. Pressing **A** lobs the ball, while **C** shoots on goal. When you're fighting for possession, press **B** to switch between players, press **A** for a sliding tackle, and press **C** to charge at the ball.

A full list of all the player actions you need to play ***FIFA International Soccer*** can be found in the *Control Summary* on page 3.

After a goal, and the subsequent player celebrations, the action automatically returns to the center circle for the restart.

- To pause the game at any point during play, press **START**. This takes you to the Game Configuration screen, from where the Instant Replay option is now available (see *Instant Replay* on page 30) or you can re-configure your team's formation and tactics to suit changing match circumstances. From the Game Configuration screen, highlight *Resume Game* and press **START** and it's back to the field for more all-kickin' action.
- To begin the second half, highlight *Resume Game* and press **START**.

After the game, you return to the Game Setup screen.

# 4 WAY PLAY

Want to let a few more pals in on the action? Electronic Arts has solved your problem with the all-new 4 Way Play four-player controller.

Simply plug the 4 Way Play into your Sega CD, then plug up to four controllers into the adapter, and you're ready to go. You need to Reset the game for the 4 controller configuration to take effect – see *Choosing Controllers* on page 13 to find out how to set up ***FIFA International Soccer*** for a 4-player game.

**NOTE**

Six-button controller users who are using the 4 Way Play must play in three-button mode.

The new 4 Way Play lets up to four people play ***FIFA International Soccer*** at once. You can play 2-against-1, 3-against-1, 2-against-2, or 4-against-the-Sega CD. The adapter features an auto detect device, so all you have to do is plug it into the Sega CD and you're ready to go!

When you use the 4 Way Play, the Choose Controller screen appears with four controllers, each a different color. Just D-Pad the controller icons **left/right** under the appropriate teams (remember your color!), and then press **START**.

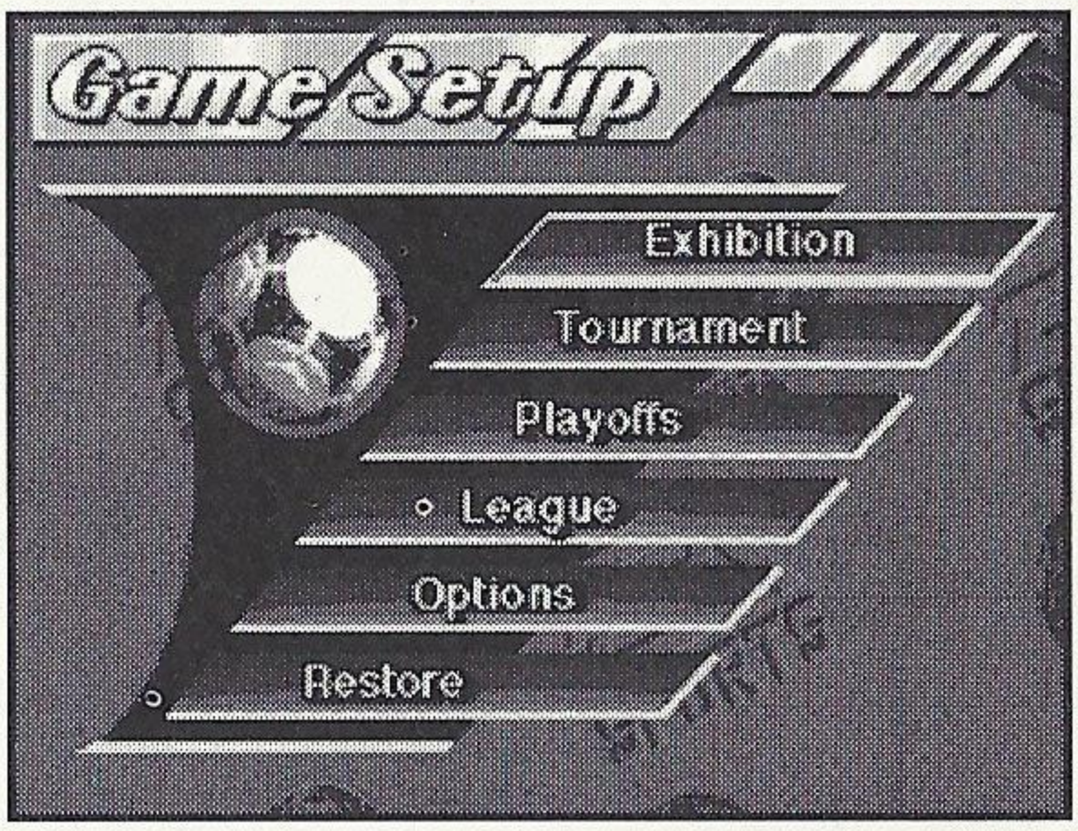
# INTRODUCTION – A WORLD OF SOCCER

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 or a lavish kit to fall in love with Association Football, just the desire to play. Make no mistake, it's from this youthful melee of flying feet and flailing arms that the next Pele or Maradona, Charlton or Cruyff 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 7 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 International Soccer*** contains accurate team line-ups and player attributes for 58 national sides. Cameroon burst onto the world stage with exciting performances at Italia '90, and ***FIFA International Soccer*** reflects the emergence of African teams as powerful footballing nations. Field the skills of Cameroon against any of the more renowned footballing nations, such as Holland, Germany and Brazil – they're all here, in the soccer sim that brings the game stunningly to life, as only an EA SPORTS game can.

# AT THE GAME SETUP SCREEN




## EXHIBITION

A single 'friendly' game between the two teams of your choice. This is also the default mode.

## TOURNAMENT

Choose between 1 – 8 teams to play in a Tournament. (For details, see *Setting Up A Tournament* on page 19.)

## PLAYOFF

Bypass the qualifying stage of a Tournament and go straight into the knock-out stage with the last 16 teams.

# LEAGUE

Choose up to eight teams to play one another for the League Championship. (For more information, see *Creating a League* on page 22.)

# OPTIONS




**NOTE** To return to the Game Setup screen after selecting your Options, press **START**.

## Half Time

- D-Pad left/right and choose from 2, 4, 6, 8, 10, 20 and 45 minute halves. The default selection is 4 minute halves.

## Fouls

- D-Pad left/right for None, Intermediate or Full.

Choose None and the referee doesn't call any fouls, no matter how severe the infringement (see *Infringements* on page 26). Intermediate mode means that the ref awards fouls, but won't book players for their misdeeds. However, with fouls on Full a vicious tackle or push could result, not only in a free kick, but in the ref also reaching for a yellow or red card.

## Game Type

- Here you have a choice of Action or Simulation play. D-Pad **left/right** to make your selection.

In an Action game the players don't tire as the match progresses, so their shot power and accuracy don't deteriorate. A Simulation game, on the other hand, reproduces the effects of tired legs on the players' passing and shooting ability. Action is the default setting.

## Off-Sides

- Turn these ON or OFF by pressing the D-Pad **left/right**. The default option is Off-Sides OFF.

The Off-Side rule has been the cause of much confusion and controversy. It is designed to prevent attacking players 'goal hanging' in the hope of getting the ball while the defenders are upfield. The rule states that there must be at least two defending players (including the goalie) between an attacker and the goal when the ball is played to him in the opposition half. This only applies when the attacking player is in a position to interfere with play. A player can't be Off-Side in his own half of the field, or direct from a Throw-In or a Corner Kick.

When a player is caught Off-Side the referee signals a free kick, and the Off-Side icon appears along with the offending player's name. A free kick is then awarded (see *Free Kicks* on page 26).

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

**NOTE** With this option ON the ref awards a free kick for all Off-Sides, even if you choose Fouls None (see *Free Kicks* on page 26).

## Weather

- The options here are Hot, Dry, Damp and Drenched. D-Pad **left/right** to scroll through them.

The influence of the weather conditions can be seen in the state of the field, which affects the movement of the ball on the ground and the height of its bounce. As a rule of thumb, the drier the conditions, the quicker the ball runs across the field and the higher it bounces.

Dry is the default setting.

## Field Type

- Choose either Grass or Artificial by pressing the D-Pad **left/right**.

On the Artificial surface, a soccer ball bounces higher and runs along the ground faster. Grass is the default setting.

## Clock

- D-Pad **left/right** for either Continuous or Out of Play.

With Continuous selected, time ticks off toward the final whistle even when the ball is out of play. However, to prevent time wasting the ref adds on any time wasted over free kicks and throw ins.

Continuous is the default setting.

**NOTE**

The clock only starts after the kick off.

## Sound

- D-Pad **left/right** and select from Music and SFX (Sound effects), Surround SFX, Music Only, SFX Only and OFF. Unless you change this option you hear Music & SFX.

## Goal Keepers

- Choose between Manual or Computer controlled goalies by pressing the D-Pad **left/right**.

With Manual goalies you control the 'keeper yourself – not always an easy task in the heat of a titanic tournament final. So it's a good idea to set this option to Computer until you're more proficient at ***FIFA International Soccer***.

- In Manual mode, direct the goalie with the D-Pad as you would an outfield player.

Computer controlled 'keepers is the default mode.

## Language

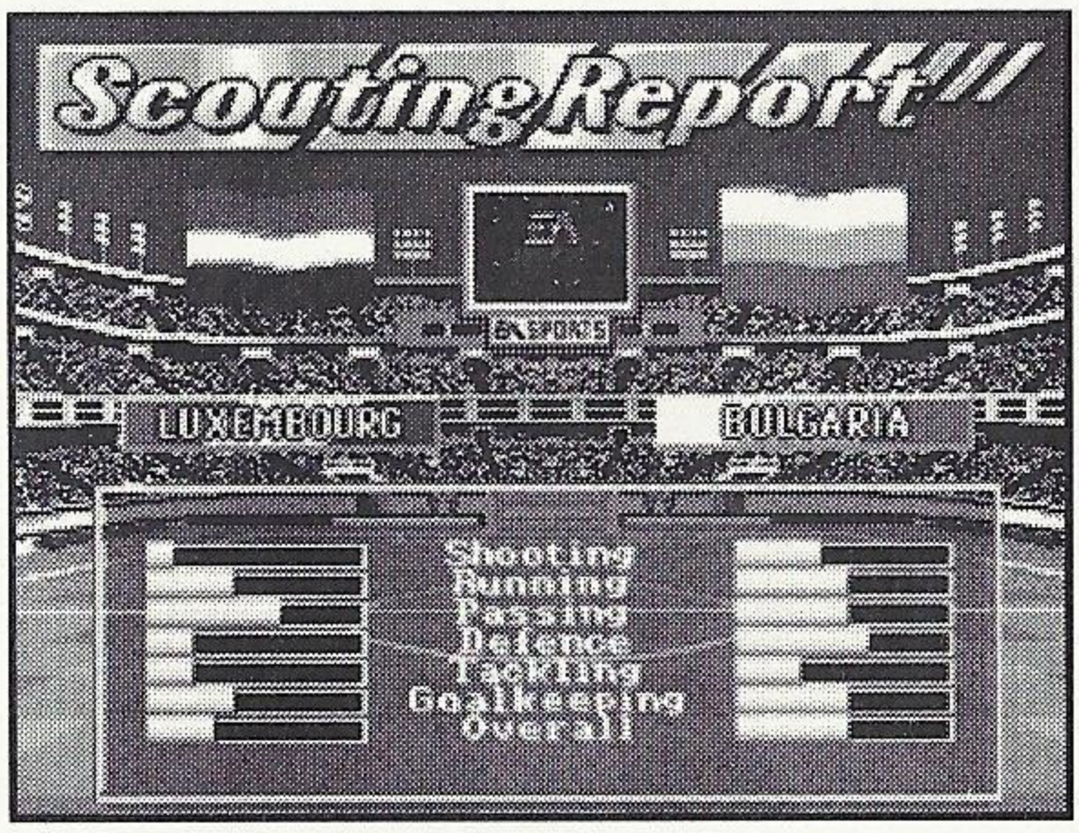
- D-Pad **left/right** to select either English, Deutsch (German), Français (French), or Español (Spanish).

**NOTE**

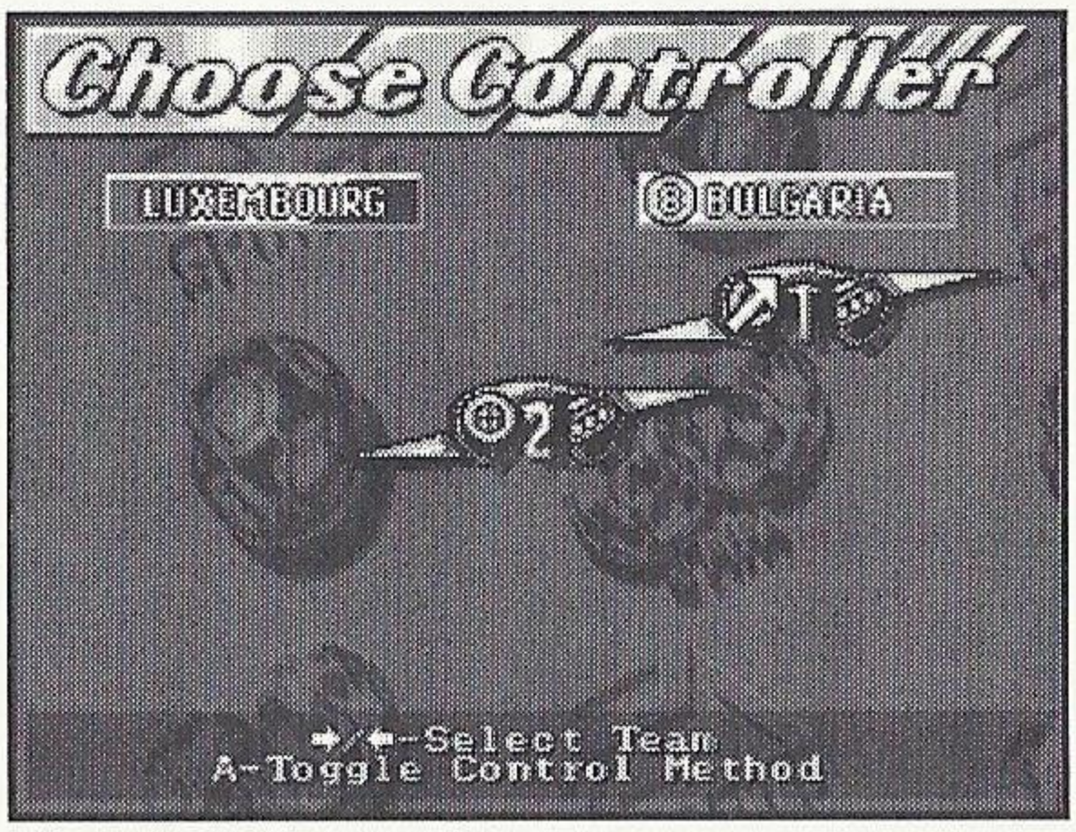
The language option appears here only the first time you start a game of FIFA International Soccer. Once you have selected a language, it will be stored in battery back-up and the Language button will be replaced on the Set-Up Screen by the Restore button. However, you will still be able to change the language for an individual game by going into the Options Menu and selecting a different Language.

## Leaving the Game Setup Screen

- Press **START** to leave the Game Setup screen and go to the Scouting Report screen; it gives you a quick look at the relative strengths and weaknesses of the two teams.



# CHOOSING CONTROLLERS




This is where you decide who controls which team, and how many players to have per side.

Depending on the number of controllers plugged into the Sega CD, you can play any configuration from one against the Sega CD, 1-against-1, or as 2 teammates. And so that more than two players can enjoy the thrills of ***FIFA International Soccer***, there's the Electronic Arts' 4 Way Play adapter (see *4 Way Play* on page 6).

- D-Pad **left/right** to place your controller icon under the team you wish to control.

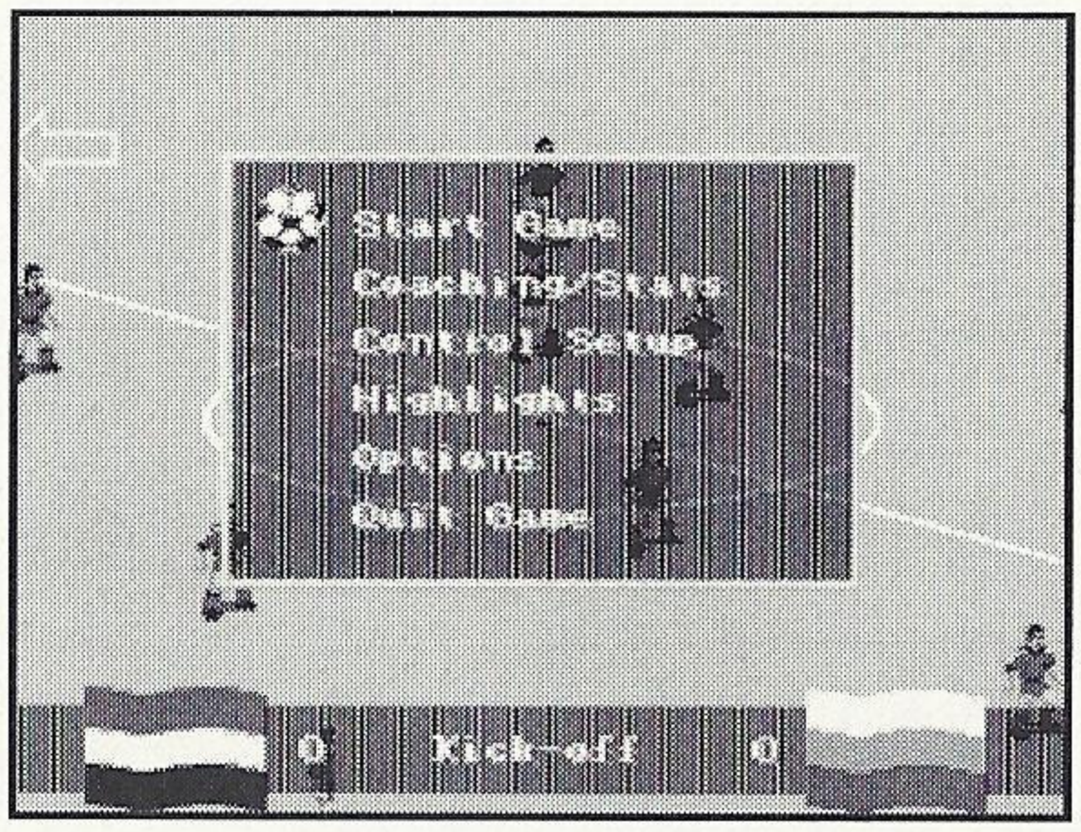
On the field, the team members controlled by users are highlighted on a colored star. For details of this, see *On The Field – Controlling The Players* on page 23.

## CHOOSING CONTROL METHOD

***FIFA International Soccer's*** unique perspective gives you a TV-style view down onto the field. To compensate for the angle from which you view the action, you can change the response of your D-Pad. The white arrow on the controller icons is currently angled, so you must use the diagonals on your D-Pad to make the players move straight up the field. Change the arrow to point directly up, and pressing **up/down/left/right** on the D-Pad moves a player around the field in a straight line.

- Press **A** to toggle between these two control methods.

# CONFIGURING YOUR TEAM




1. From the Choose Controller screen, press **START** for the Game Configuration screen.
2. To configure your team, direct the soccer ball icon down through the list of options with the D-Pad, and then press **C**.

## START GAME

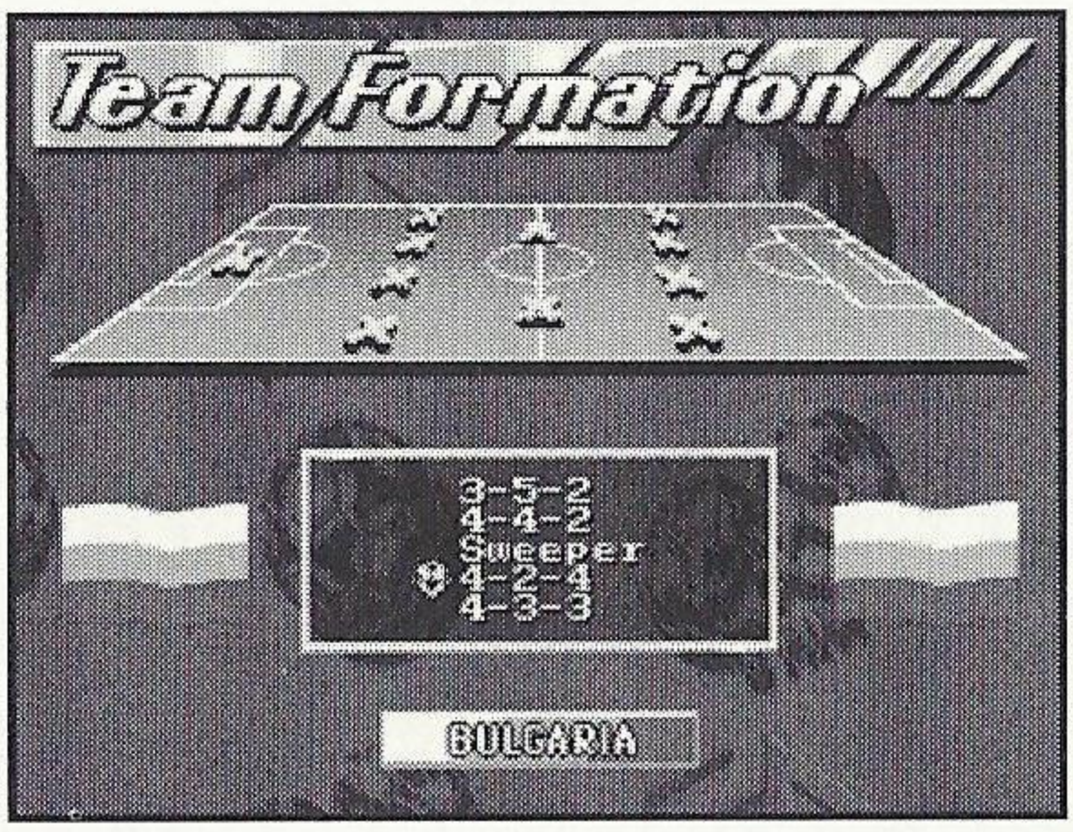
- Press **START** to leave the Game Configuration screen and go directly to the match using the default Game Configuration settings.

## COACHING/STATS




Under the Coaching/Stats categories, you can select a number of options, including Team Coverage, Team Formation, Team Strategy, Score Summary, and Foul Summary.

# Formations




- Highlight Formations and press **C** for the Team Formation screen. D-Pad **up/down** to select a formation from the available options. The yellow Xs on the field mark player positions.

The available formations are:

3-5-2: The well-manned midfield tries to win the ball before the 3-man defense is threatened, and feeds it to the forwards.

4-4-2: A well-balanced although conventional formation, solid in both defense and midfield, but requiring a good understanding between the two center-forwards if goals are to flow.

Sweeper: An extra man at the back plays in a freer defensive role. He's the last line of defense when the men in front have been beaten, but can also push up into midfield and sweep the ball forward.

4-2-4: Although weakened in midfield, the four forwards are expected to overwhelm any unwary opposition defense. Especially effective in conjunction with Attack strategies.

4-3-3: Another well-balanced formation, this adds to the attacking options of 4-4-2, although there is a subsequent weakening of the midfield.

- Having chosen your formation, press **START** to return to the Coaching/Stats screen.

## Coverage

Here you adjust the range of your players' field coverage.

1. D-Pad **up/down** to select Defense, Midfield or Attack,
2. Then D-Pad **left/right** to adjust the length of the arrow on the field. The Midfield arrow can be extended in either direction, toward defense and attack.

**Hints**: The further your defenders push up, the more likely you are to find yourself under-manned in defense when the opposition counter-attack. Leave the midfield players grouped in the center of the field and it's hard for them to link with defenders and attacking players, but spread them too thin and 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 *Strategy,* below); if you're playing Long Ball it's alright to leave them camped well inside the opposition half, but choose Defend and they need to drop back.

- When you've adjusted Team Coverage, press **START**. The Coaching/Stats screen reappears.

## Strategy

- D-Pad **up/down** to select one of available options. The arrows on the field change to illustrate each strategy.

None: No set strategy.

Long Ball: From defense the ball is punted upfield, with midfield and attacking players racing up to meet it. Often referred to as Route 1, this strategy is simple, direct, and works best when you have tall center-forwards who are good headers of the ball. Soccer purists, however, would say that it lacks the finesse of skillful passing play.

All Out Defend: Players are kept behind the ball in an attempt to fend off the opposition by sheer weight of numbers. Choose this if you expect a real hammering from the opposition forwards, or in the dying moments of a match when you're defending a narrow lead.

Attack: An open strategy designed to maximize goal mouth incidents, with defenders pushing up and midfield players supporting the front men.

Defend: A tight strategy that keeps midfielders in and around your own half of the field to form an extra defensive barrier.

All Out Attack: Everyone pushes forward into the opposition half, giving little thought to preventing goals. Use when time is running out and defeat would otherwise be inevitable.

- When you're happy with your choice of strategy, press **START** and it's back to the Coaching/Stats screen.

## Starting Lineup

- With Starting Lineup highlighted, press **C** for the Starting Lineup screen.

Here you can adjust your lineup for the upcoming match.

1. D-Pad **up/down** and highlight the desired player. On the field, his yellow X flashes. To change lineup, see *Substitutions* on page 29.
2. The whole of the squad is listed, although only the first 11 take the field. With a player name highlighted, D-Pad **left/right** to check his Skill Ratings (see *Skill Ratings*, below).

> **NOTE**
>
> After the match begins, the Starting Lineup options will be replaced by the Substitutions option (see *Substitutions* on page 29).

### Skill Ratings

- Highlight a player and D-Pad **left/right** to check out a player's Skill Ratings.

Skill Ratings range from 0 to 99, in each of the 13 categories. The Skills Rated are: Skill, Speed, Reaction, Ball Control, Shot Power, Shot Accuracy, Slides, Agility, Bicycles, Headers, Stamina, Passing and Aggression.

- Having re-shaped your team and made all your desired substitutions, press **START** for the Coaching/Stats screen.

### Statistics

This lists the match statistics under the appropriate team flag. The listed stats are: Score, Shots on Goal, Saves, Corner Kicks, Minutes (in possession) Attacking, In Midfield, Defending, and Fouls.

- When you've analyzed why you're doing so badly, or finished gloating about your superiority, press **START** for the Coaching/Stats screen.

### Score Summary

On the Score Summary screen you can see which players have scored, the team they scored for, and the time when the ball flew into the back of the net.

### Foul Summary

On the Foul Summary screen all the miscreants whose actions have warranted a red or yellow card are listed, along with their team and the time the offense took place.

### Resume Game

Leave the Coaching/Stats screen and return to the Game Configuration screen.

## CONTROL SETUP

- Press **C** to enter the Choose Controller screen (for more info on this, see *Choosing Controllers* on page 13). Press **START** to return to the Game Configuration screen.

## HIGHLIGHTS

View video highlights and scores from other matches from around the world. When you are in League, Playoffs, or Tournament mode, this lets you keep abreast of how the competition is doing.

## OPTIONS

Choose the Game Type, Fouls, Off-sides, Goal Keepers, and Sound options from the Options menu. Sound familiar? That's because these are some of the same options you set from the Options Menu in the Setup Screen; you can reset them here. For more info, see *Options* in the *At The Game Setup Screen* section on pages 9-12.

## QUIT GAME

- D-pad **down** to Quit Game and press **C**. You're asked to confirm this decision YES or NO. D-Pad **left/right** to choose, and then press **C**.

In an Exhibition match, YES takes you back to the Game Setup screen, with the current match lost; in a Tournament match, YES returns to the Division Group screen; in a Playoff match, YES returns to the Playoff Tree; and in a League match, YES returns you to the League Standings.

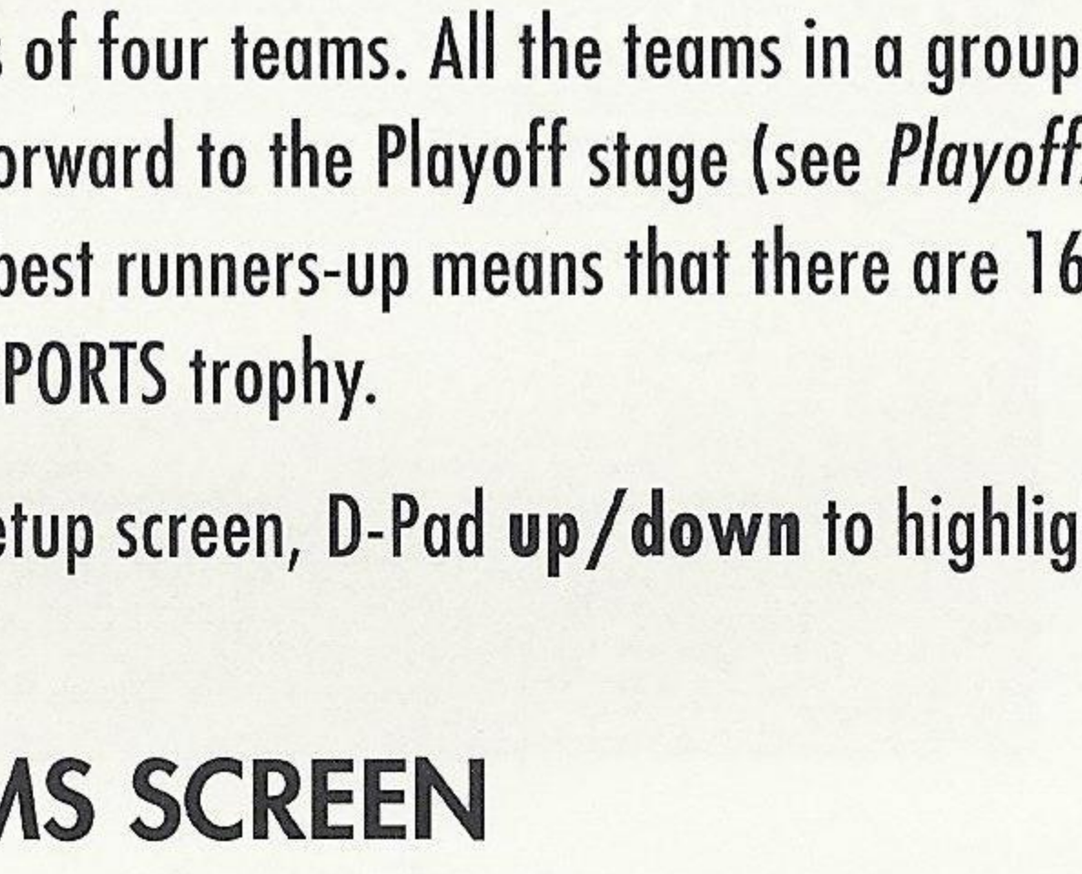
NO returns you to the Game Configuration screen.

# SETTING UP A TOURNAMENT

In ***FIFA International Soccer,*** international Tournaments are structured with six qualifying groups of four teams. All the teams in a group play one another, and the top two go forward to the Playoff stage (see *Playoffs* on page 21). The addition of the four best runners-up means that there are 16 teams left to compete for the EA SPORTS trophy.

- On the Game Setup screen, D-Pad **up/down** to highlight Tournament and press **START**.

## SELECT TEAMS SCREEN



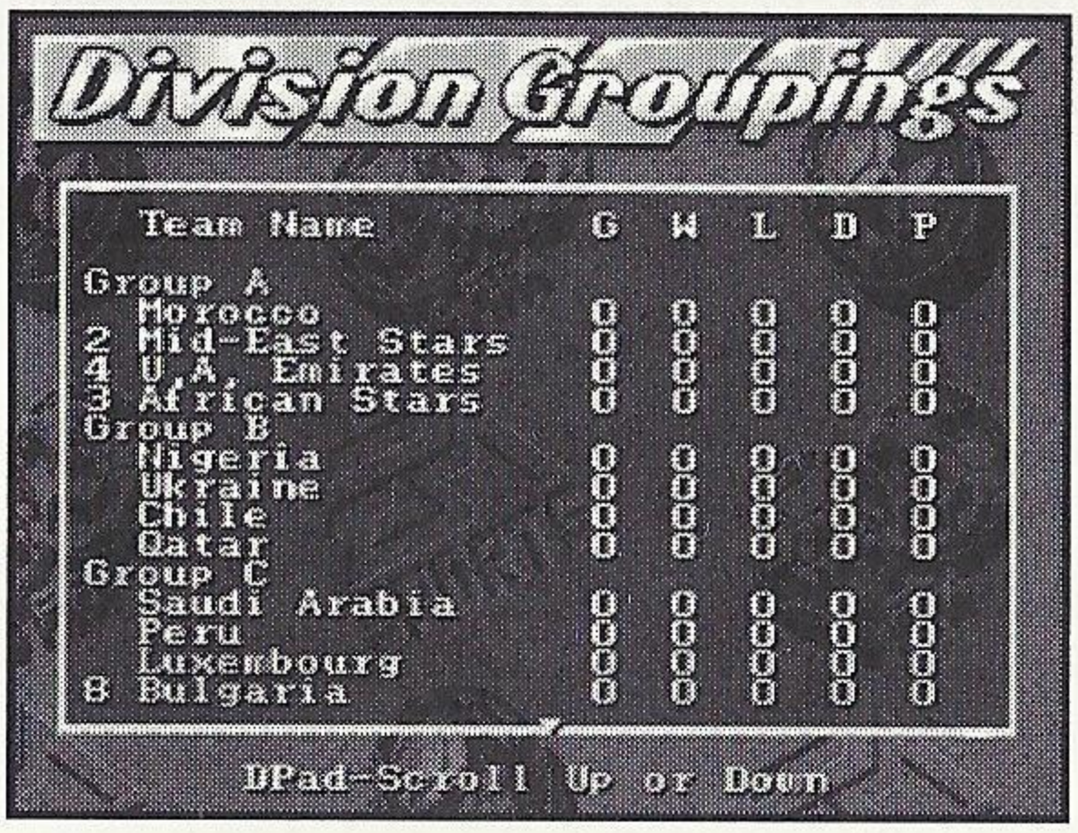

Choose the teams themselves from the Select Teams screen. You can only play as the teams selected here. The results of matches between the remaining teams are revealed at the Division Groupings screen after each of your games.

- Press **A** to add teams to the Tournament. You can choose to have 1-8 teams. Press **C** to subtract teams from the Tournament.

The first team in the list is highlighted, and its strengths and weaknesses displayed on the left in the Skills Window. The longer the gold bar for a given category, the higher the team's skill rating in that aspect of their play. The six skills rated are Shooting, Running, Passing, Defense, Tackling and Goalies. There is also a final Overall rating.

- D-Pad **left/right** to run through the other teams available for selection.
- Having decided which player(s) are to control which team(s), press **START** for a look at the Division Groupings screen.

## DIVISION GROUPINGS




The Division Groupings screen accurately reflects real soccer tournaments in that your chosen tournament teams are placed randomly within the six groups, A-F. This throws up the possibility of many interesting matches between arch-rival nations, and some real one-sided goal feasts when the greats of world soccer take on the minnows – plus the added possibility of an upset or two.

- D-Pad **up/down** to scroll through the tournament groups.

Your chosen tournament teams are numbered 1-8, and the match about to be played – the first of the tournament – is highlighted in yellow. In all tournament games, extra time and sudden death are played until one team wins.

- Press **START** or **C** to go to the Choose Controller screen.

## Configuring Tournament Games

1. From the Scouting Report, press **START** for the Game Configuration screen where you can set up the match as you see fit (see *Configuring Your Team* on page 14).
2. When you're happy with the configuration of the teams, mark Start Game and press **START**.

# PLAYOFFS

When you select Playoffs from the Game Setup menu, the Select Teams screen appears, from which you can select up to 8 teams to send to the Playoffs series.

1. Press the D-Pad **left/right** to select teams.
2. Press **A** to add teams to the Playoffs. You can choose to have 1-8 teams.
3. Press **C** to subtract teams from the Playoffs.
4. Press **START** to exit.

## PLAYOFFS TEAM SELECTION

Choose the teams themselves at the Select Teams screen. You can only play as the teams selected here. The results of matches between the remaining teams are revealed at the Playoff Schedule screen after each of your games. In playoff games, as in tournament matches, extra time and sudden death are played until a winner emerges.

When you select Playoffs from the Game Setup menu, you will automatically go to the Select Teams screen. Team Selection in Playoffs mode works just as it does in Tournament mode; for more information, see Select Teams under *Setting Up A Tournament* on page 19.



As the Playoffs consist of the knock-out stage of a tournament, you don't get Division Groupings; the Playoffs Schedule screen appears with your chosen teams numbered. The remaining slots are filled by computer-chosen national sides. The first Playoff game is highlighted. After each game, you can return to the Playoffs Schedule for a look at your next opponent and to find out who's not made it through.

In Tournament mode, the Playoffs Schedule is only available after all the Division Groupings matches have been completed and the last 16 teams competing for the EA SPORTS trophy decided.

- From the Playoff Schedule screen press **START** or **C** for the Choose Controller screen (see *Choosing Controllers* on page 13). Press **START** now and you're at the Scouting Report screen.

# CREATING A LEAGUE

When you select League from the Game Setup menu, the Select Teams screen appears, from which you can select up to 8 teams to enter into League play.

- Press **A** to add teams to the League. You can choose to have 1-8 teams.
- Press **C** to subtract teams from the League.

## SELECTING LEAGUE TEAMS

1. D-pad **up/down**
2. D-Pad **left/right** to scroll through the list of FIFA International Soccer's 64 international teams.
3. Having made your selection, press **START** for the League Standings screen. Your teams are numbered 1-8, with randomly chosen teams making up the numbers should you pick less than eight. The first pairing is highlighted in yellow.

Choose the teams themselves at the Select Teams screen. You can only play as the teams selected here. The results of matches between the remaining teams are revealed at the League Standings screen after each of your games.

- From the League Standings screen, press **START** to go to the Choose Controller screen.

When playing in League Mode, you can visit the League Standings screen after every match to check on the current state of play and how the last set of matches have affected league positions. You play every team in the league twice before the League Champions are decided, with 2 points awarded for a win and 1 for drawn games.

# ON THE FIELD

- When you've set up the game you want and are satisfied with your team configuration, press **START** and the real action begins – on the field.

## KICK OFF/RESTART

The players take up their positions on either side of the center circle.

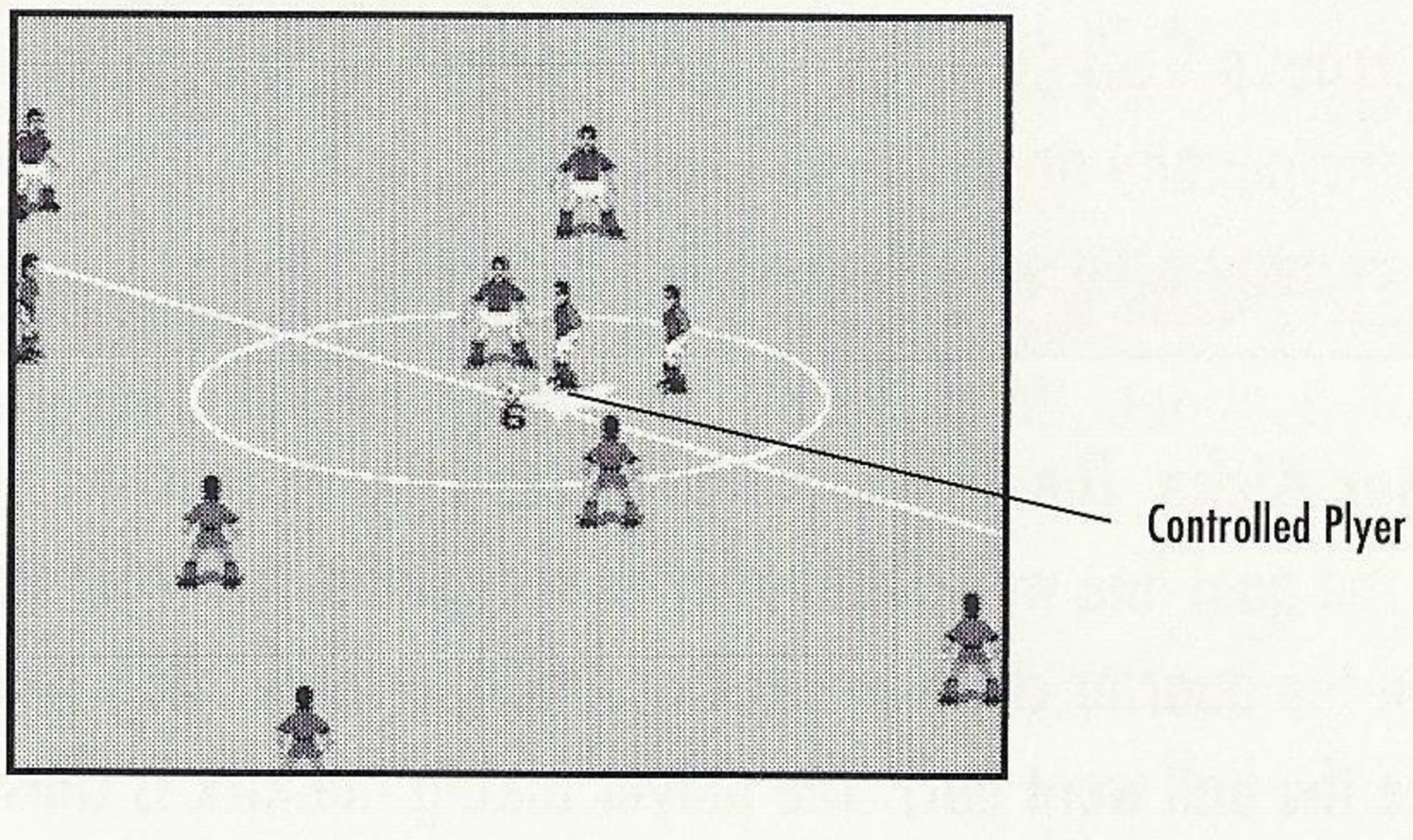
- To kick off and get the game underway, or restart following a goal and after half time, press **A, B or C**. Use the D-Pad to direct the pass.

**NOTE**

None of the defending team are allowed into the center circle until the ball has been kicked off.

# CONTROLLING THE PLAYERS

You control the player under the colored star. The star appears only as an outline when the player hasn't got the ball. The star is solid when the player is in possession.



The color of the star varies depending on the number of the controller you're using:
Controller 1: Yellow
Controller 2: Red
Controller 3: Blue
Controller 4: Pink

- To switch between players, press **B**. The star moves to your player nearest to the ball. D-Pad in every direction to direct the movements of a highlighted player.

For a description of ***FIFA International Soccer***'s button presses, see *Control Summary* on page 3.

## BALL OUT OF PLAY

The ball is out of play when the whole of its circumference passes over the sideline or goal line, signaled by the referee's whistle. This results in one of 3 different methods of restarting play:

**Goal Kicks**: 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).

- Press **A** or **B** and the goalie kicks the ball upfield.

Alternatively, press **C** and the yellow Direction Box lets you place the kick more accurately. Use the D-Pad to highlight the area of the field you want the ball to reach. Press **A** or **B** now for a more accurately placed Goal Kick.

> **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.

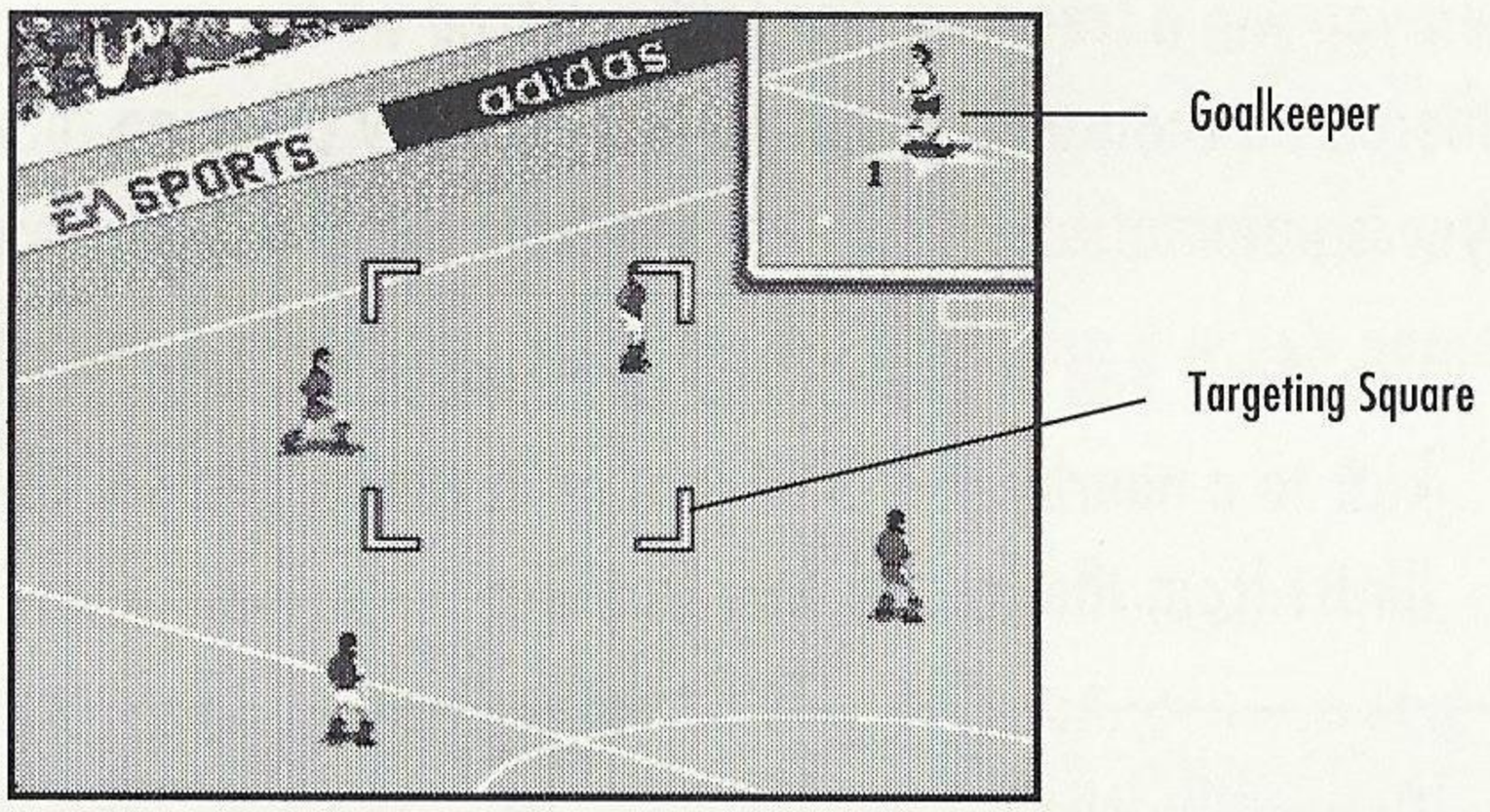
**Corner Kicks**: The last player adjudged to have touched the ball on its way over the goal line was a defender or the goalie. A Corner Kick is taken from within the quarter circle marked around the corner flag (which side depends on where the ball went out). The player taking the kick is chosen automatically.

- Use the D-Pad to place the yellow Direction Box where you want the ball to go, and then press **A, B** or **C** to launch the kick into the penalty area.

**Throw Ins**: Taken from the sideline 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. The number of the player is highlighted in a colored star at the bottom of the screen.

- Move the Direction Box to the area of the field you want to throw (see *Goal Kicks* on page 24) and then press **A, B** or **C**.

## KEEPER'S BALL




When an attack breaks down and the ball is safely in the goalie's arms, it's 'Keeper's Ball. Even with computer goalies selected (see *Goalkeepers* on page 11), the controller with the appropriately colored star has to get the ball back into play.

The goalie can kick or throw the ball upfield.

- **To throw**: Press **A** or **B** and use the D-pad to direct a throw to a nearby defender.
- **To kick**: Press **C** and call up the yellow Direction Box. Use the D-Pad to direct this to the area of the field you want the ball to hit, and then press **A** or **B**.

> **NOTE**
>
> When using the Direction Box, keep an eye on the goalie to check for encroaching opposition players. Unlike Goal Kick situations, the penalty area isn't a safe haven when the 'keeper has the ball in his arms.

# INFRINGEMENTS

## Free Kicks

Free kicks are awarded for fouls and technical infringements. These include violent or late tackles, shoving a player off the ball and off-sides (see *Off-Sides* on page 10).

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.

- Use the D-Pad to control the direction of the kick. Press **B** for a short free kick to a nearby player. If you're in range, press **C** for a shot on goal direct 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 infraction 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 (unless, of course, you choose Fouls None at the Game Setup screen – see *Fouls* on page 9).

**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 (see *Goalkeepers* on page 11), you have to attempt a save.

- As the ball is struck, D-Pad **left/right** and press **B** to dive in what you hope is the right direction.

**Taking a penalty**: The computer automatically nominates a penalty taker, who stands in the penalty area ready for the kick.

1. Press **B** to change player. Now it's just you against the 'keeper.
2. Press **A** or **C** to shoot and use the D-Pad to direct the ball in the air using aftertouch. This could be the clearest scoring opportunity you get all match, so don't mess it up.

When more than one user per team is human-controlled, the one 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 and the Yellow Card message appears.

Repeat offenders generally receive the red card and are sent from the field. Again play stops, and his team has to struggle on with only ten men – a sent off player can't be replaced by a sub (see *Substitutions* on page 29).

# SCORING

There's only one way to score in ***FIFA International Soccer***, and that's to put the ball in the back of the net. In actual fact, the ball need only break the plane of the goal line (imagine an invisible wall linking the goal line to the posts and the bar) for the ref to signal a successful strike. However, the whole of the ball must cross the line, so there's no point in hassling the man in black when you think you've scored.

- To shoot, press **C**. Hold **C** for a more powerful shot. You can use the D-Pad to direct the ball in flight using aftertouch.

## After a Goal

When the celebrations of the goal scorer and his team-mates have died down, the ball is returned to the center circle for the restart (see *Kickoff/Restart* on page 23).

# HALF TIME

Soccer is a game of two halves. At the end of the first you might be over the moon, but by the final whistle you could be sick as a parrot.

When the referee signals the end of the first half, both teams retire to the sideline and the Game Configuration screen appears. Resume Game is highlighted, but if you need to make changes to your team and tactics, now's the time to do it; you can change Control Setup, Coaching/Stats, or Options selections from this screen, or Quit the current game. (See *Configuring Your Team* on page 14.) There is also an Out of Town Scores option.

## RESUME GAME

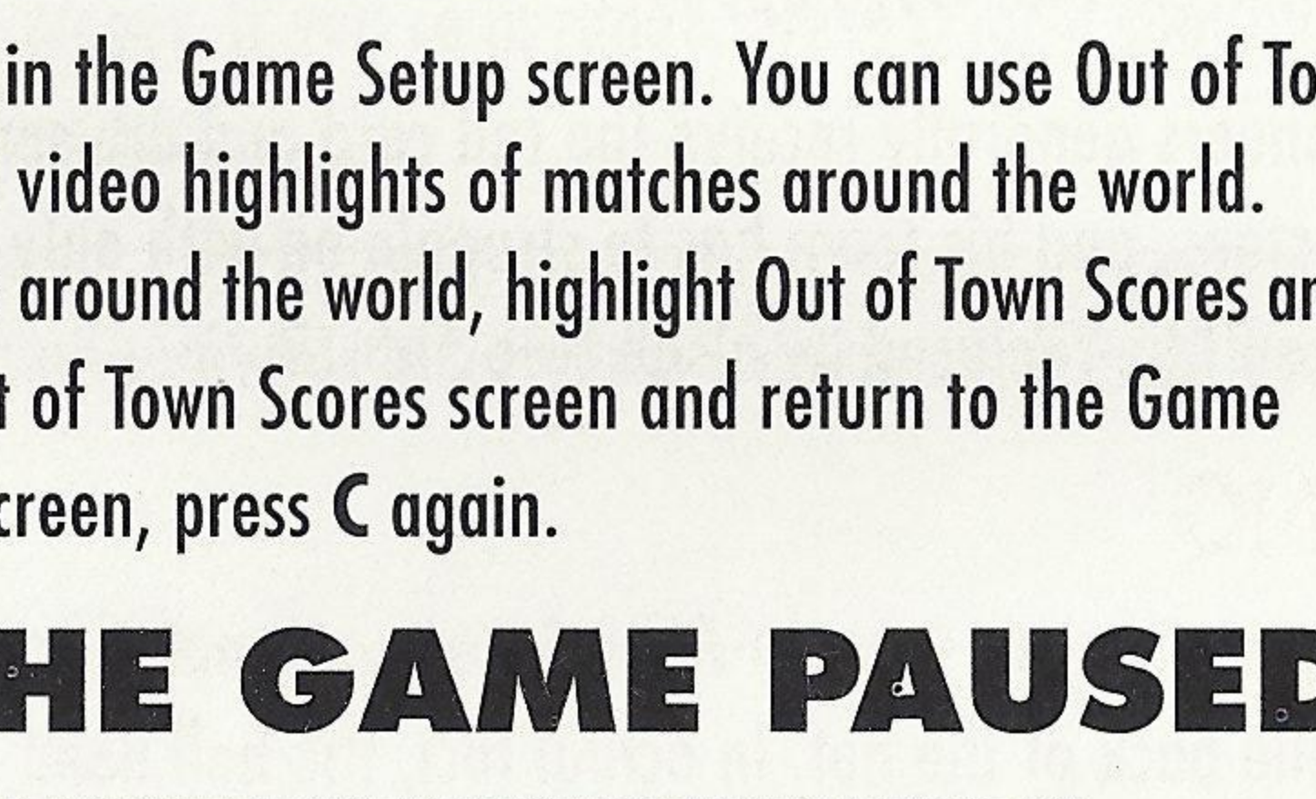
- When you're ready to return to the fray, highlight Resume Game and press **C**.

## OUT OF TOWN SCORES

Similar to Highlights in the Game Setup screen. You can use Out of Town Scores to look at scores and video highlights of matches around the world.

1. To look at action around the world, highlight Out of Town Scores and press **C**.
2. To leave the Out of Town Scores screen and return to the Game Configuration Screen, press **C** again.

# WITH THE GAME PAUSED




- To pause the game at any time during play, just press **START**.

This brings up the Game Configuration screen with the following options: Resume Game, Coaching/Stats, Instant Replay, Control Setup, Highlights, Options, and Quit Game.

- To select an option from the Game Configuration screen, press the D-Pad **up/down** to place the rotating soccer ball by the option, and then press **C**.

## RESUME GAME

Leave the Game Configuration screen and return to the game.

## COACHING/STATS

You can reset the options you selected from Coaching/Stats screen. All the options are the same as before (see *Configuring Your Team* on page 14 for more information), except for the Starting Lineup option which has been replaced by the Substitutions option.

### Substitutions



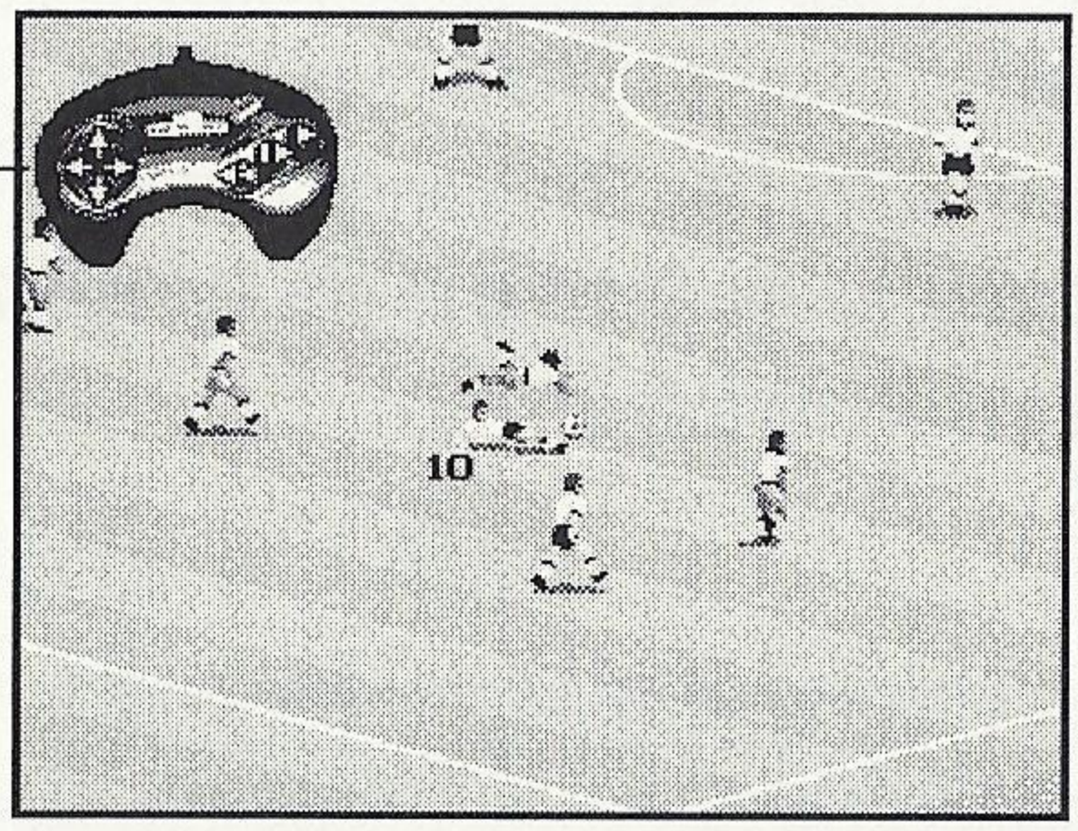

1. D-Pad **down** to Substitutions and press **C**; and the Substitutions screen appears.
2. D-Pad **up/down** through the team roster. Highlight the player to be substituted, and then press **C**; his name appears beneath the team roster next to the word "swap".
3. D-Pad **up/down** to the player you want to replace him. You can check his Skill Ratings against those of the player to be substituted (see *Skill Ratings* on page 17). The name of the substitute player appears beneath the other player name next to the word "with".

4. Press **C** and the OK message confirms that a substitution has been made. In Simulation mode, the number of subs used per game is limited to two; there is no such restriction in Action mode.
5. To Cancel and choose another player name, press **A**.
6. Press **START** to return to the Coaching/Stats screen.

### Resume Game

Leave the Coaching/Stats screen and return to the Game Configuration screen.

## INSTANT REPLAY




Want to re-live the classic moment when you scissor-kicked a thirty yard volley into the top of the net? Or just want to humiliate your opponent by reminding them of an embarrassing gaffe? This is where you can, with ***FIFA International Soccer's*** Instant Replay feature.

- On the Game Configuration screen, highlight Instant Replay and press **C**. The Instant Replay screen appears. This has a shot of the action paused and a controller icon in the top left of the screen.

The controller buttons control the following replay functions:

- Hold **A** to rewind the action. Release **A** to stop rewinding.
- Tap **B** to advance the play one frame at a time. Hold **B** to fast forward.
- Press **C** to replay the action at normal speed. To watch it again, press **A** and the tape rewinds.

### Track Player

1. Use the D-Pad to highlight a single player and track his movements throughout the replay.
2. Press the D-Pad in any direction and the yellow Track Box appears on screen. Move this over a player and a yellow cross hair shows that the camera has locked on.
3. Now press **B** or **C** as before to review this player's performance at center stage.
4. To return to the Game Configuration screen, press **START**.

## RESUME GAME

- To return to the field, highlight Resume Game with the D-Pad and then press **C**. You're taken back to the exact moment at which play was paused. Any configuration changes come into immediate effect.

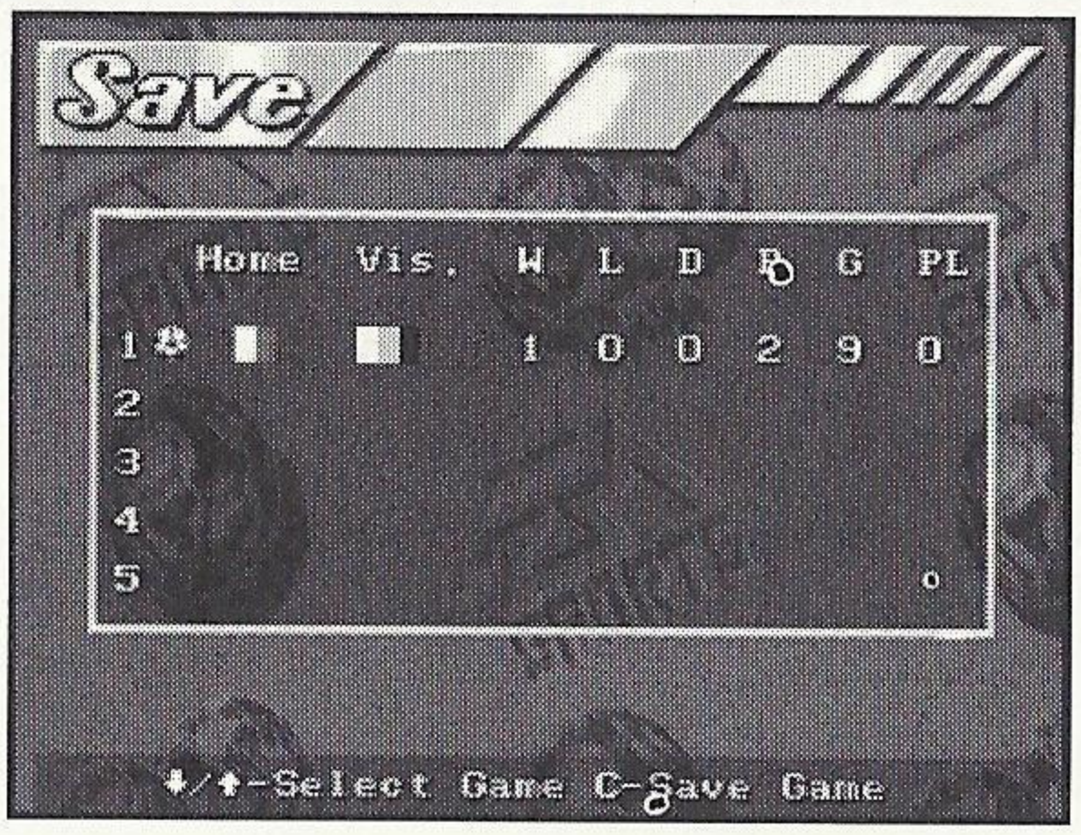
# END OF GAME

The final whistle blows, the game's over. At the end of an Exhibition match, you'll return to the Game Setup screen. At the end of a Tournament, League, or Playoffs game, The End of Game screen appears with these options: Continue Tournament/League/Playoffs (depending on the kind of game you were playing), Save Game, Control Setup, Coaching/Stats, Out of Town Scores, Options, and Quit Game. For descriptions of the Control Setup and Coaching/Stats screens, see *Configuring Your Team* on page 14.

## CONTINUE TOURNAMENT/LEAGUE/PLAYOFF

Using this option takes you to the next game or round of a Tournament, League, or Playoffs.

# SAVE GAME




The Save Game option is available only from the End of Game Menu. You can save only Tournament, Playoff, and League games; Exhibition games can't be saved.

Selecting Save Game from the menu will display the following information.

**Home** Flag of the home team

**Vis.** Flag of visiting team

**W** Number of games won by home team

**L** Number of games lost by home team

**D** Number of games drawn

**P** Number of points scored by home team

**G** Level to which the Tournament/Playoff/League has been played (i.e. T4 = Tournament level 4, L7 = League level 7)

**PL** Number of human players playing

Saved games are automatically tagged by the FIFA International Soccer game program with this line of information; it functions as the saved game's "name"..

Five Saved Game slots are available. When these are full, you have the option of overwriting a previously saved game or canceling a new save selection.

1. Press the D-Pad **Up/Down** to scroll to the slot in which you want to save a game. The game will always default to an empty slot or the last game saved.

If you attempt to save a game to an already full slot, you will be asked "Are You Sure? YES/NO?" Press the D-Pad **left/right** to select Yes or No and press **C**.

2. Press **C** to Save the game.
3. Press the **START** button to return to the End of Game menu.

## RESTORING A SAVED GAME

1. Highlight Restore from the Game Setup screen and press **C**.
2. Press the D-Pad **up/down** to select the saved game you want to restore and press **C**.
3. You are asked "Restore? YES/NO". If you choose YES, you will restore the saved game; if you choose NO, you will stay in the Restore screen. Press the D-Pad **left/right** to indicate your choice and press **C**.
4. To leave the Restore screen at any time, press **START**,

**NOTE**: If you restore a game without saving your current game, the current game data will be erased as the other game is loaded.

# CREDITS

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**Lead Artist**: Mike Swanson
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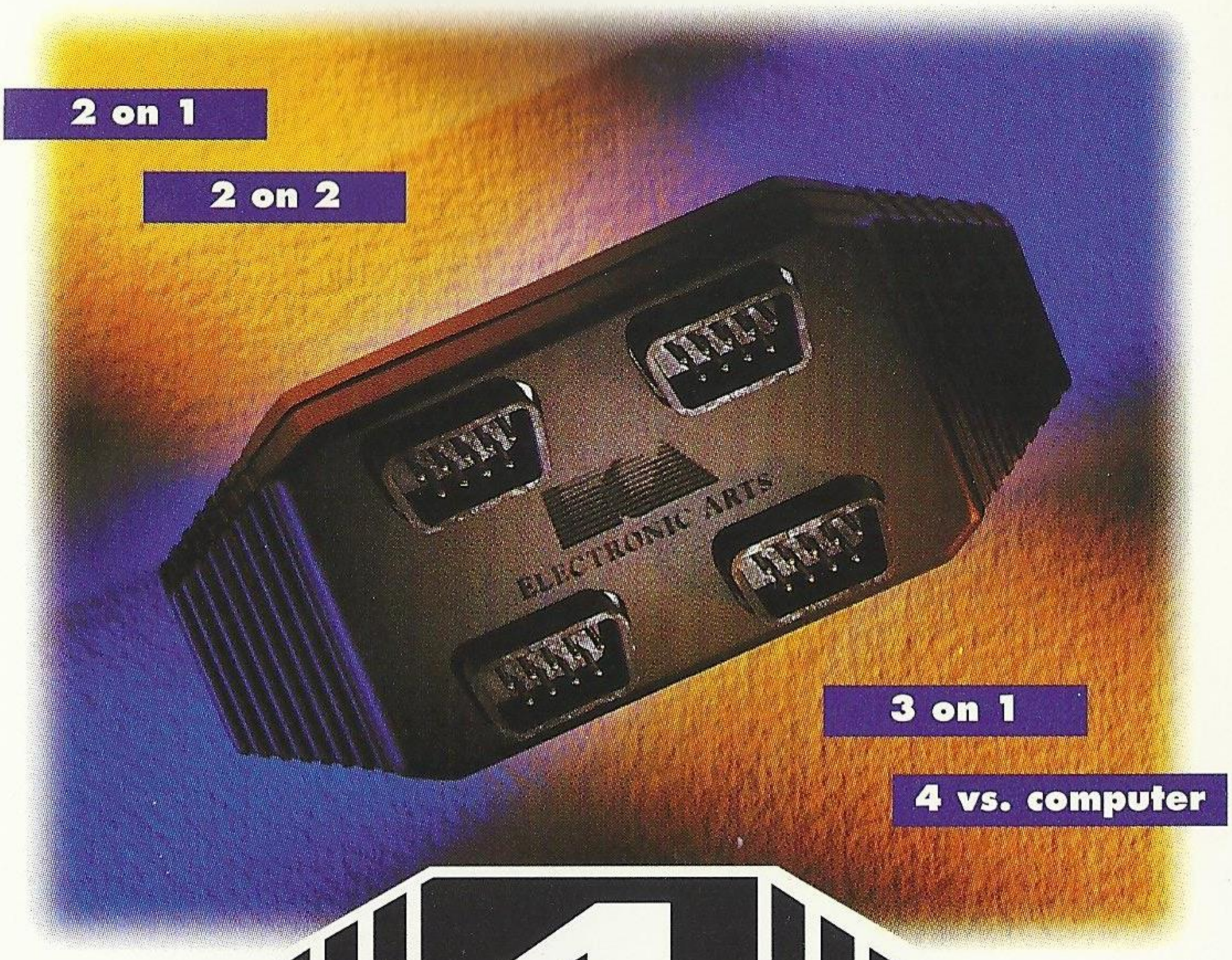
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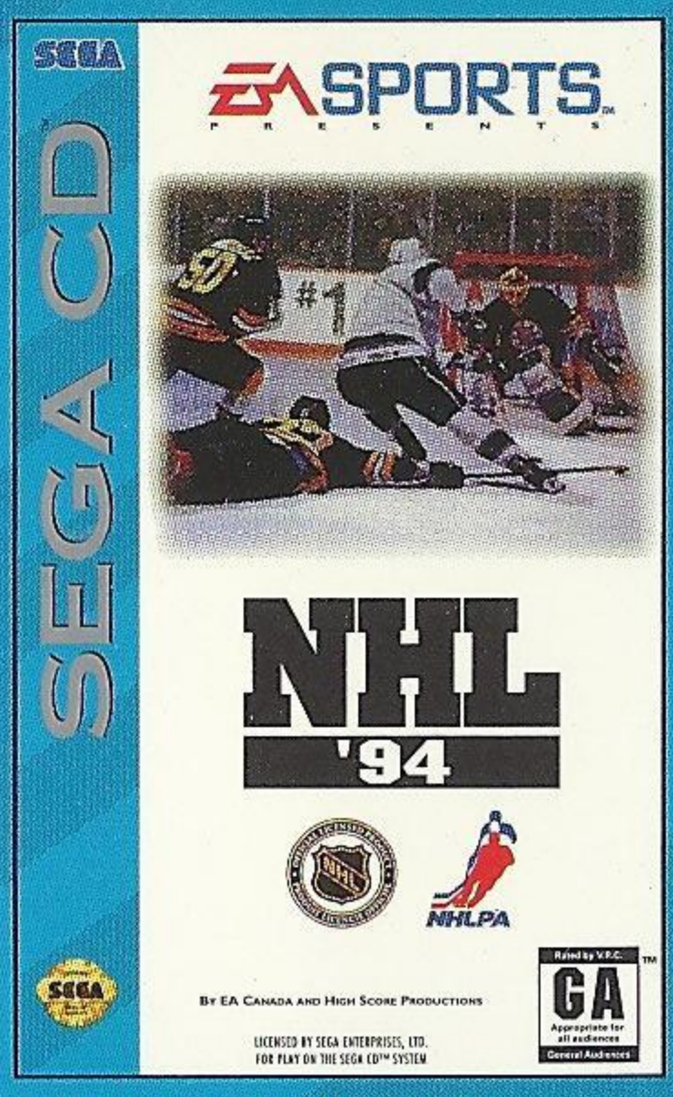
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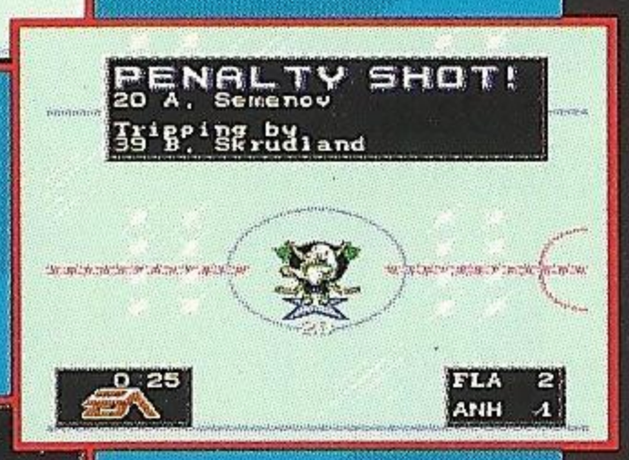
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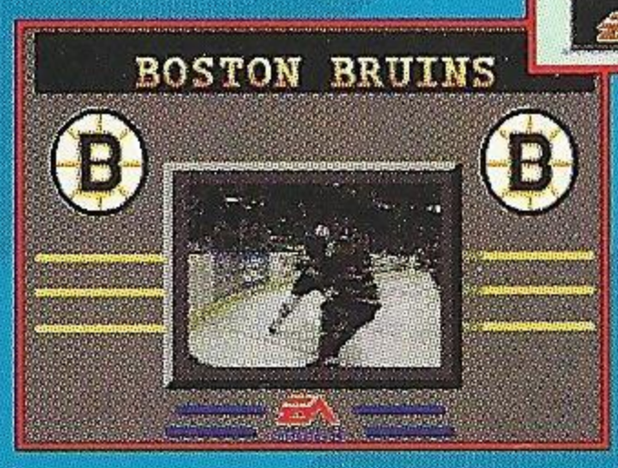
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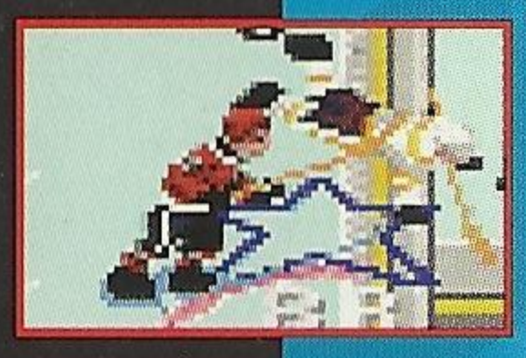
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