RETURNS AFTER WARRANTY - To replace defective media after the ninety (90) day warranty period has expired, send the original disc to Electronic Arts' address below. Enclose a statement of the defect, your name, your return address, and a check or money order for $15.00:

Electronic Arts, Customer Warranty, P.O. Box 7578, San Mateo, California 94403-7578

If you need to talk to someone about this product, call us at (415) 572-2787 Monday through Friday between 8:30 am and 4:30 pm, Pacific Time.

If you live outside of the United States, you can contact one of our other offices.

In the United Kingdom, contact:
Electronic Arts Ltd., P.O. Box 835, Slough SL3 8XU, UK. Phone (044) 75346465

In Australia and New Zealand, contact:
Electronic Arts Pty. Ltd., P.O. Box 432, Southport Qld 4215, Australia
Within Australia call: Phone: (075) 711 811
Within New Zealand call:
Phone: +61 75 711 811 between 9am-5pm Eastern Standard Time

NOTICE

THE 3DO COMPANY SHALL NOT BE LIABLE TO THE END USER FOR ANY LOSS OF DATA, LOST PROFITS, COST OF SUBSTITUTE GOODS, OR OTHER CONSEQUENTIAL, INCIDENTAL, SPECIAL, PUNITIVE, OR OTHER DAMAGES OF ANY KIND ARISING OUT OF THE USE OF OR INABILITY TO USE THE SOFTWARE.

THE 3DO COMPANY MAKES NO WARRANTIES, EXPRESS, IMPLIED OR STATUTORY, REGARDING THE SOFTWARE, INCLUDING WITHOUT LIMITATION THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR ANY PARTICULAR PURPOSE, OR ANY EQUIVALENT WARRANTIES UNDER THE LAWS OF ANY JURISDICTION.

DO NOT USE A FRONT OR REAR PROJECTION TELEVISION WITH THIS PRODUCT. YOUR PROJECTION TELEVISION SCREEN MAY BE PERMANENTLY DAMAGED IF STATIONARY SCENES OR PATTERNS ARE PLAYED ON YOUR PROJECTION TELEVISION. SIMILAR DAMAGE MAY OCCUR IF YOU PLACE THIS PRODUCT ON HOLD OR PAUSE. IF YOU USE YOUR PROJECTION TELEVISION WITH THIS PRODUCT, NEITHER THE 3DO COMPANY NOR ELECTRONIC ARTS WILL BE LIABLE FOR ANY RESULTING DAMAGE. THIS SITUATION IS NOT CAUSED BY A DEFECT IN THIS PRODUCT OR THE 3DO SYSTEM; OTHER FIXED OR REPETITIVE IMAGES MAY CAUSE SIMILAR DAMAGE TO A PROJECTION TELEVISION. PLEASE CONTACT YOUR TV MANUFACTURER FOR FURTHER INFORMATION.

THE EXECUTION OF SOFTWARE WITH THE 3DO SYSTEM INVOLVES THE USE OF PATENT RIGHTS, GRANTED OR APPLIED FOR, IN CERTAIN COUNTRIES. A PURCHASER OF THE 3DO SYSTEM IS LICENSED TO USE SUCH PATENT RIGHTS WITH SOFTWARE LICENSED BY THE 3DO COMPANY. NO LICENSE, IMPLIED OR OTHERWISE, IS GRANTED FOR THE EXECUTION OF OTHER SOFTWARE.
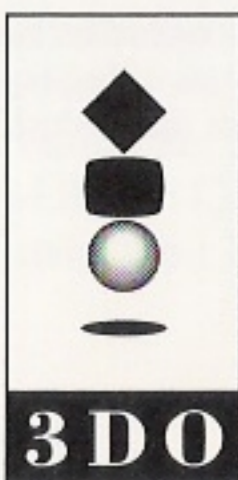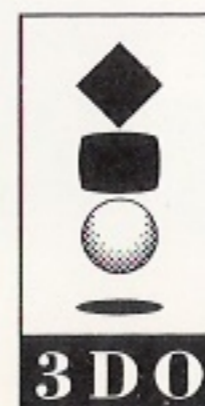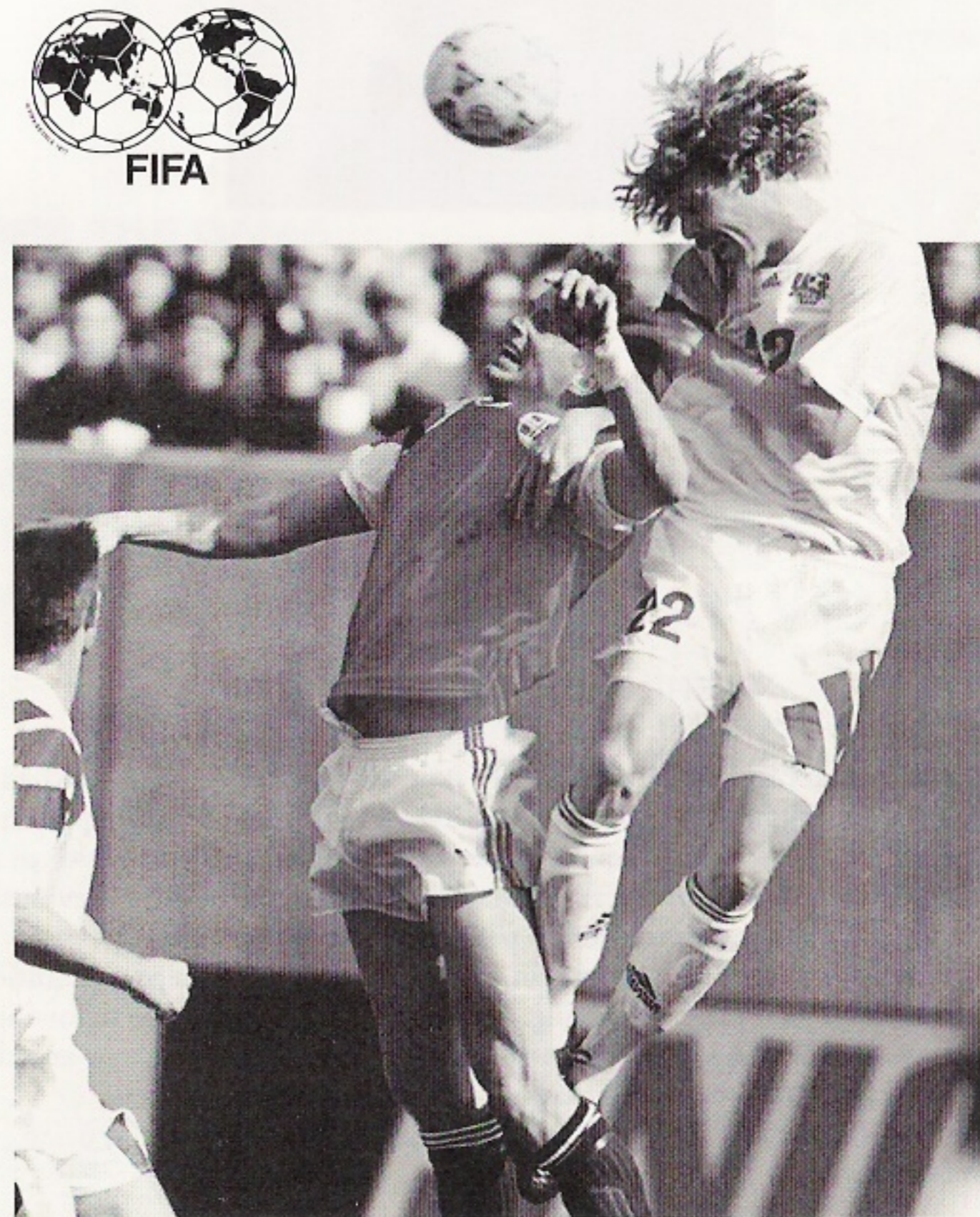
3DO

3DO, the 3DO logos and Interactive Multiplayer are trademarks of The 3DO Company.

738505

FIFA INTERNATIONAL SOCCER

FIFA

3DO

EA SPORTS™
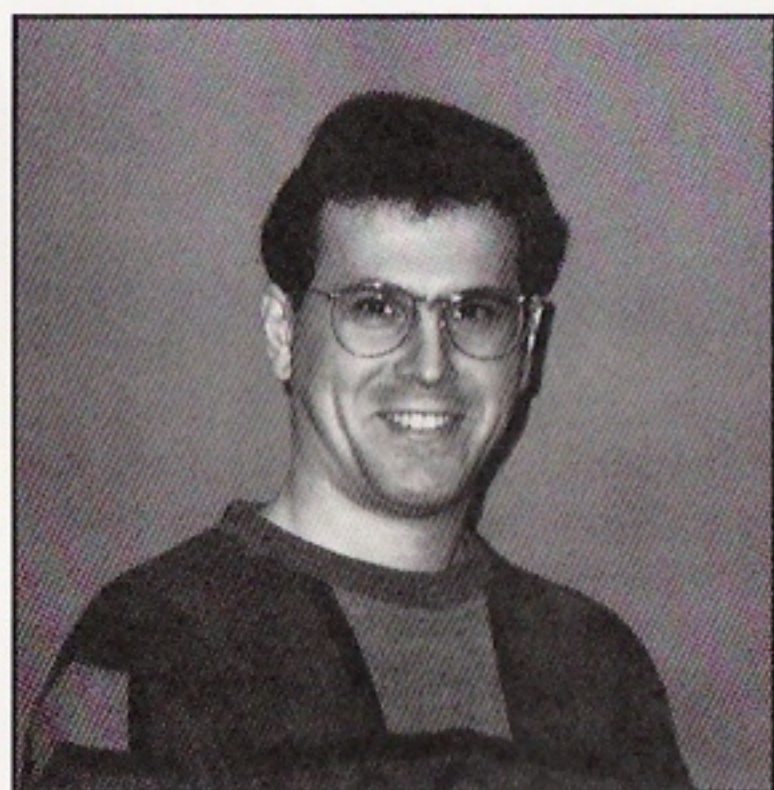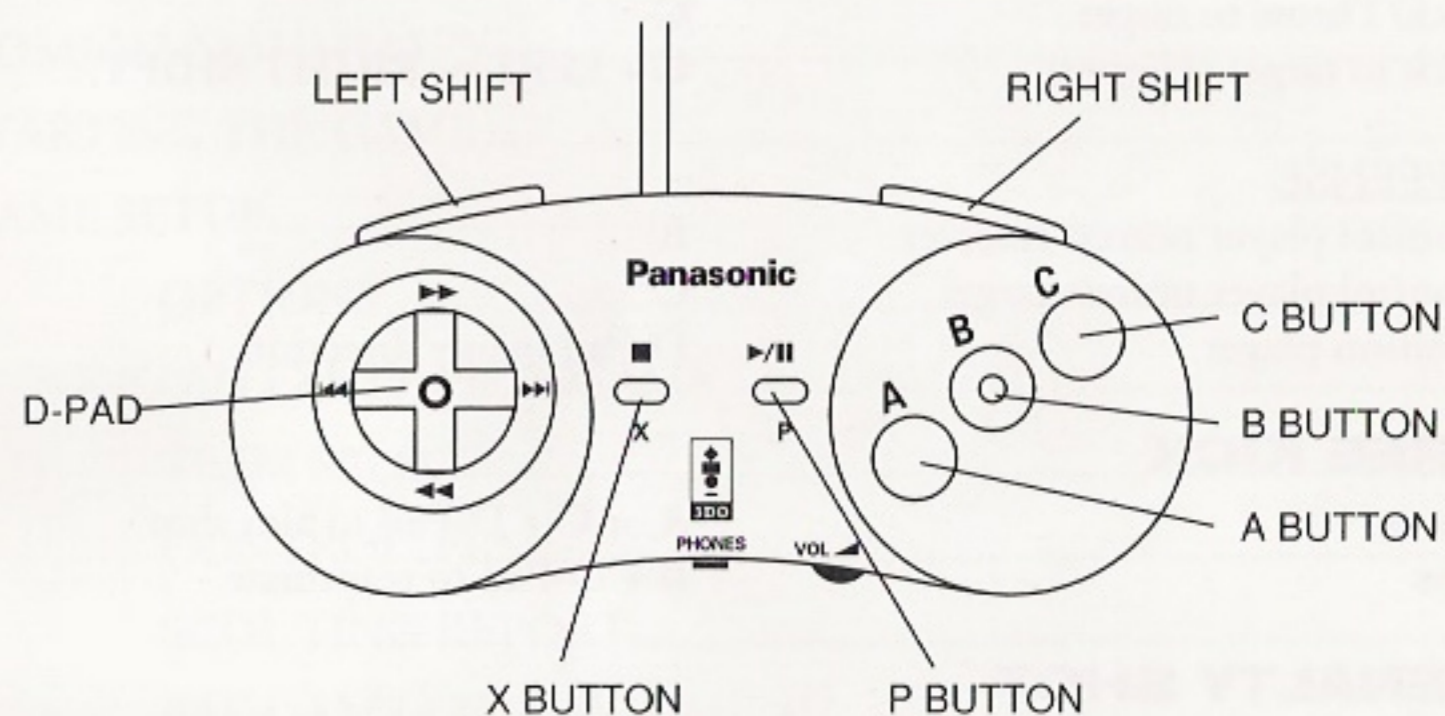
BY EXTENDED PLAY PRODUCTIONS

This game is dedicated
to the memory
of
Joey Della-Savia
(1960-1994)

A v
exp
bac
epi
unc
seiz
cor
syn
twi
con
bef

Handwritten note:

FIFA SOCCER | Championship Codes
When you win the game in the Tournament or
Championship modes you're Rewarded with a
Secret code that Alters graphics & gameplay
To enter a secret code pause the game at any
point and enter the code sequence To Disable
Just enter it again
+Beefcake - RALBACLABA +RadicalCurve -
+BigBall - BCBALLABALL   CARCABRABBL
+Brute - RABBACLL BACL
+Crazy Bounce - LABARRACCA
+Giant Player - BABARBABBAR
+Hot Potato - CRABBRLABABBR
+invisible walls - ABBACABABBA - Ball Never Leaves playing
+Laser Ball - LACR BALL   field
+Metallic Men - BARCLBABBA

THE L and R in the
codes are for the
L and R Buttons

Another Book says Nothing
About winning a Tournament
or championship mode

COMMAND SUMMARY

BEFORE THE GAME

Advance to game	**LEFT** or **RIGHT SHIFT**

KICK OFF

Kick to teammate	A, B, or C

OFFENSE

Control ball/Dribble	D-Pad in any direction
Lob	A
Lob (Higher)	A + **LEFT** or **RIGHT SHIFT**
Pass	B + D-Pad to teammate
Give and Go	B + **LEFT** or **RIGHT SHIFT**
Shoot	C + D-Pad to aim shot
Aftertouch	**LEFT/RIGHT SHIFT**

DEFENSE

Steal ball/Sliding tackle	A
Steal ball/Tackle	B
Burst of speed	C
Burst of speed w/Elbow shot	C + **LEFT** or **RIGHT SHIFT**
Push opponent	C + **LEFT & RIGHT SHIFT**

GOALKEEPER

Toggle Target cursor	A
Position Target cursor	D-Pad in any direction
Throw/Kick to teammate	B or C

CORNER KICK/THROW-IN

OFFENSE

Toggle Target/Receiver control	A
Position Target/Receiver	D-Pad in any direction

1

Kick/Throw to receiver	B
Kick to receiver (Higher)	B + LEFT or RIGHT SHIFT
Kick/Throw to target	C
Kick to target (Higher)	C + LEFT or RIGHT SHIFT

<u>DEFENSE</u>

Control player nearest receiver	B
Control player nearest target	C
Position player	D-Pad in any direction

FREE KICK

| Shoot | A or C + D-Pad to aim shot |
| Pass | B + D-Pad to teammate |

PENALTY SHOT

<u>KICKER</u>

| Shoot | A or C + D-Pad to aim shot |
| Switch shooter | B |

<u>DEFENDER</u>

| Take manual control of Keeper | B |
| Dive for ball/Save | A, B, or C + D-Pad in direction of dive |

BALL IN THE AIR

| Header/Volley/Bicycle kick | A, B, or C |

CONTENTS

STARTING THE GAME

1. Turn ON the power switch on your 3DO Interactive Multiplayer™ System. The READY light indicates that the unit is on.

2. Make sure a Control Pad is plugged into the Control Port on the Multiplayer console (if not, turn the player OFF, plug in a Control Pad, and turn the player ON again).

3. Press the OPEN/CLOSE button. The disc tray extends.

4. Insert your *FIFA International Soccer* disc into the disc tray (label side up) and press OPEN/CLOSE to retract the tray. The 3DO™ logo appears. (If you don't see it after a few moments, turn OFF the player and begin again at step 1.)

   • When the FIFA Soccer stadium appears, press **P** to bring up the Game Setup screen, or **C** to view a *FIFA International Soccer* demo. A demo appears automatically if no choice is made.

GAME SETUP

The Game Setup screen offers a choice of the game modes available in *FIFA International Soccer*. You can also use OPTIONS to customize your game, or RESTORE GAME to complete saved series in progress.

To select a Game Setup option:

1. From the Game Setup screen, D-Pad in any direction to move the highlight.

2. Press **P** to select a highlighted mode.

EXHIBITION
Suit up any two teams of your choice and jog 'em out to the pitch for a single-game match.

LEAGUE
Select up to eight teams and insert them into a *FIFA International Soccer* league. Each team plays every other team twice. Points are awarded and accumulated to determine the league champion.

TOURNAMENT
Tournament structure and divisional groupings are based on actual international tournament formats. You can control up to eight teams in *FIFA International Soccer* tournament play.
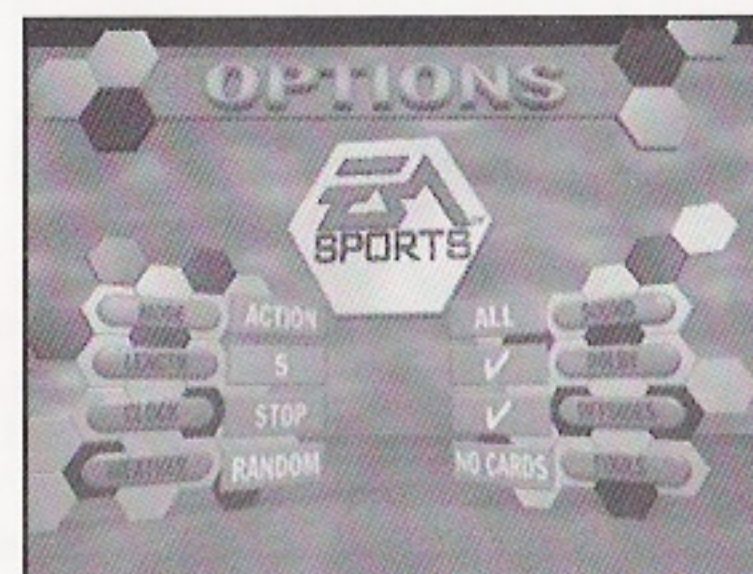
CHAMPIONSHIP
Love the excitement of tournament play, but don't have time for the first round? Championship mode is for you. The initial qualifying round is bypassed for a shorter path to the Cup match!

OPTIONS
FIFA International Soccer offers eight game modifying options to customize match-ups to your preference.

To change options:

1. From the Options screen, D-Pad in any direction to move the highlight.

2. Press **A** to flip through choices for a highlighted option.

3. Press **P** to accept changes. The Game Setup screen appears.

MODE
SIM (SIMULATION) games reproduce accurate team strategies and player abilities. ACTION mode is ideal for beginning players and those interested in fast and furious games.

LENGTH
Determine the length of the upcoming game. You can choose between 2, 5, 10, 20, and 45 minute halves.

CLOCK
Select STOP to stop the game clock when the ball is out of play. Choose RUNNING and time ticks off toward the final whistle even when the ball is out of play—any time spent during free kicks and throw-ins is added on to the end of each half.

WEATHER
The influence of 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 rolls across the field and the higher it bounces.

SOUND

Choose between ALL (Music and Sound effects), MUSIC, SFX (Sound effects), or NONE.

DOLBY

If the monitor you are using has Dolby capabilities, make sure this option is checked (√) to fully experience *FIFA International Soccer's* award-winning sound effects.

OFF-SIDES

Refs call Off-Side violations when this option is checked (√).

To avoid being caught Off-Side, make sure there are at least two defending players (including the goalie) between your attacker and your opponent's goal when the ball is passed to the attacker in the opposition's half.

NOTE: A player can't be Off-Side in his own half of the field, direct from a Throw-In or a Corner Kick.

FOULS

Choose X and the referee doesn't call any fouls. NO CARDS means that the ref calls fouls, but won't book players for their misdeeds. With fouls on NORMAL, a vicious tackle or push could result in the ref reaching for a yellow or red card. (See *Bookings* on page 15.)

RESTORE GAME

Depending on the amount of NRAM available to your 3DO, *FIFA International Soccer* can save a total of five League, Tournament, or Championship series in memory. Restore Game displays a list of currently saved games and allows you to resume any series from the point it was saved. (See *Save Game* on page 20.)

PLAYING AN EXHIBITION GAME

To immediately begin a game, familiarize yourself with the Command Summary and select EXHIBITION from the Game Setup screen. The Exhibition Team Select screen appears.

TEAM SELECT

From the Exhibition Team Select screen, choose which teams you want matched up. International teams are available representing 49 different countries. To assist in your team selection, rating meters are presented for each team detailing seven substantial rating categories.
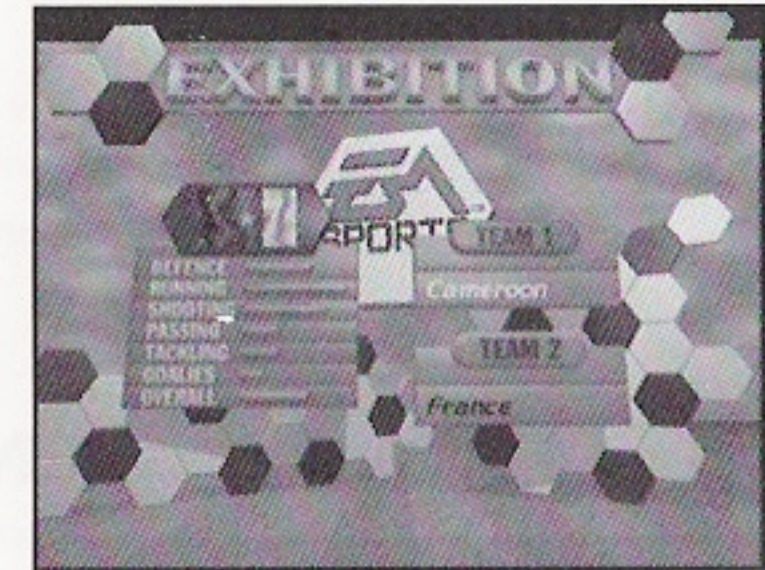
To select teams:

1. From the Exhibition Team Select screen, D-Pad **left/right** to cycle through choices for Team 1.
2. D-Pad **down** to activate Team 2.
3. D-Pad **left/right** to cycle through choices for Team 2.
4. Press P to accept. The Controllers screen appears.

CONTROLLERS

From the Controllers screen, you can determine which team you'll take control of in the fray.

Flags representing the two teams meeting in the upcoming game are displayed on the Controllers screen—Home team on the left and Visitors on the right. Six controller icons appear in the middle of the screen.

To select team control:

1. From the Controllers screen, each human player must D-Pad **left/right** to place their controller icon under the desired team.
2. When all human players have selected teams, press P. The stadium appears and the players take their positions on the field.

MULTIPLE PLAYERS

Up to six human players can take part in *FIFA International Soccer* at the same time when six controllers are connected to your 3DO. Each controller directs the player on its corresponding color-coded circle.

CONTROLLER	COLOR-CODED CIRCLE
1	Yellow
2	Blue
3	Green
4	Orange
5	Purple
6	Red

SCOUTING REPORT

The Scouting Report appears automatically before every game. Each team's ratings are displayed side-by-side for a pre-game comparison of skills.

- Press P to bypass the Scouting Report. The Pre-Game Control menu appears.

PRE-GAME CONTROL MENU

The Pre-Game Control menu lets you set the tone for the upcoming game and make line-up adjustments geared toward your current adversary.

To make a selection from the Pre-Game Control menu:

1. From the Pre-Game Control menu, D-Pad **up/down** to move the spinning soccer ball icon to the desired option.

2. Press P to select the highlighted option.
   - From an options screen, press P to accept changes and return to the Pre-Game Control menu.
   - From an options screen, press X to cancel changes and return to the Pre-Game Control menu.

START GAME

Leave the Pre-Game Control menu and get the game underway.

CAMERA VIEWS

FIFA International Soccer's unique camera views are the finest you'll see in any sports simulation—hands down! These are the camera angles the networks only dream of presenting. Choose from seven different views—check out a preview of each, then select your favorite and get into the game.

To select camera views:

1. From the Camera Views menu, D-Pad **up/down** to move the spinning soccer ball icon to the desired camera. The picture adjusts to give you a preview.

2. With the desired camera selected, press P to accept and return to the Pre-Game Control menu (press X to ignore changes).

CONTROLLERS

See *Controllers* on page 7.

TEAM COVERAGE

Here you adjust the range of your players' field coverage. Coverage control is divided between Defence, Attack, and Midfield.
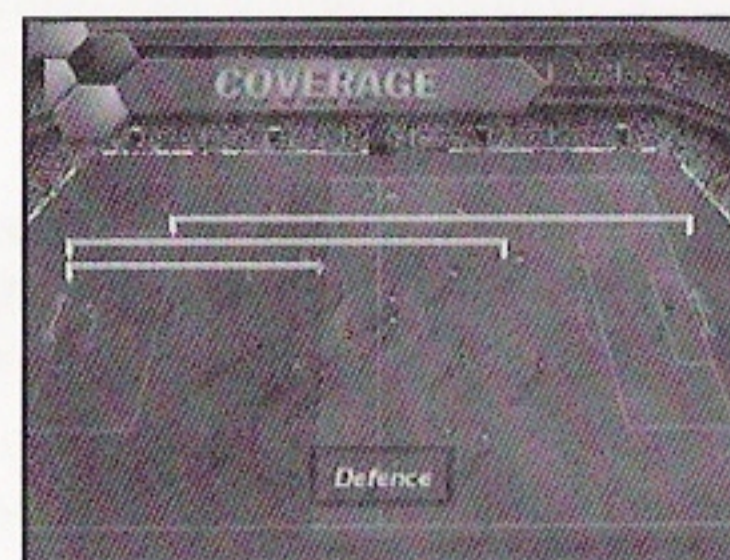
To adjust your coverage:

1. From the Coverage screen, D-Pad **up/down** to toggle the coverage groupings.

2. D-Pad **left/right** to adjust the shaded coverage area on the field. The Midfield coverage area extends in either direction.

EA TIP The further your defenders push up, the more likely you are to find yourself under-manned on defense when the opposition counter-attacks.

TEAM FORMATION

Set your team's formation. The players on the field diagram adjust their positions to display each formation.

To set your team's formation:

- From the Formations screen, D-Pad **left/right** to cycle through formation settings.

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

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

4-4-2: Another well-balanced 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 behind the other defenders sweeps back and forth depending on which side of the field the ball is on. He is the last line of defense with the other defenders playing further 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.

TEAM STRATEGY

The best way to win games is to be consistent. Select a strategy at the beginning of the match and follow it through all the way to the end.

To implement your strategy:

- From the Strategy screen, D-Pad **left/right** to cycle through Strategy options. The arrows on the field change to illustrate each strategy.

DEFAULT: No set strategy. Your team automatically defaults to the most logical strategy determined by game situations.

LONG BALL: From defense the ball is punted upfield, with midfield and attacking players racing up to meet it. Soccer purists may 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. Change to this in the dying moments of a match when you're defending a narrow lead.

ATTACK: An open strategy designed to maximize goal scoring opportunities, 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.

STARTING LINEUP

The Starting Lineup is listed in the upper-most box on the screen, with the remainder of your squad in the lower box. Here you can adjust your lineup for the upcoming match.

To adjust your starting lineup:

1. From the Starting Lineup screen, D-Pad **up/down** to move the spinning soccer ball icon to the starter you want replaced.

2. D-Pad **left/right** to scroll through 13 rating categories.

3. Press A to select. The soccer ball icon freezes and a second soccer ball icon begins to spin in the lower box.

4. D-Pad **up/down** to move the spinning soccer ball icon to the reserve player you want to bring into the lineup.

5. Press A. The two players swap positions.

6. When you're finished changing the lineup, press P to accept the changes and return to the Pre-Game Control menu (press X to cancel the changes).

NOTE: After the match begins, the STARTING LINEUP option is replaced by the SUBSTITUTIONS option.

OPTIONS

Many options from the Game Setup Options screen reappear at the Pre-Game Control Options menu, with the addition of TIME DISPLAY, PLAYER NUMBERS, and AUTO REPLAY.

To change options:

1. From the Options screen, D-Pad **up/down** to move the spinning soccer ball icon to the desired option.

2. D-Pad **left/right** to cycle through choices.

TIME DISPLAY

During a game, the elapsed time display can be viewed in the lower-left corner of the field. Select OFF to remove the Time Display altogether.

PLAYER NUMBERS

Turn Player Numbers ON to have the numbers displayed for each highlighted player on the field.

AUTO REPLAY
Turn Auto Replay ON or OFF. With Auto Replay ON, the scoreboard automatically shows a replay of each goal scored and other exemplary shots. Scoreboard animations take the place of replays when Auto Replay is OFF.

QUIT GAME
Abort the game in progress. In Exhibition mode, QUIT GAME brings up the Game Setup screen where you can configure and begin a new game. In League, Tournament, and Championship modes, QUIT GAME returns you to the Standings or Championship tree screen for the current series.

When you select QUIT GAME, a text box appears asking you to confirm your decision.

- D-Pad **left/right** to highlight YES or NO and press **P** to select.

EXIT SERIES
(League, Tournament, and Championship modes) Abort the series in progress. Brings up the Game Setup screen where you can configure and begin a new game.

When you select EXIT SERIES, a text box appears asking you to confirm your decision.

- D-Pad **left/right** to highlight YES or NO and press **P** to select.

ON THE FIELD
It may be interesting to act as your team's coach, planning game strategies and configuring ground rules, but the real action is on the field—that's where victories are won!

KICK OFF/RESTART
Before each half and after each score, the players take up their positions on either side of the center circle. The kick off is a pass to a fellow attacker.

To kick off and get the game underway:

- With both teams in Kick Off formation, press **A**, **B**, or **C** to kick to your teammate.

BALL CONTROL
The players in *FIFA International Soccer* play the game realistically. Don't panic when you have the ball—the defender will give you the space and time to set up your play. Try real soccer strategies to win.

- Press **A** to lob the ball. Pressing **A** + **LEFT/RIGHT SHIFT** gives more height to a lob.
- Press **B** to pass to a teammate. Pressing **B** + **LEFT/RIGHT SHIFT** initiates a Give and Go play. When you release **B** the ball is passed to a

teammate; release **LEFT/RIGHT SHIFT** and the ball is passed back.

- Press **C** to take a shot toward the goal from anywhere on the field.
- To aim shots and passes using aftertouch, press **LEFT SHIFT** or **RIGHT SHIFT** immediately following the shot or pass.

DEFENSE
Don't underestimate the importance of solid defense. Great defensive plays create great offensive plays and invaluable scoring opportunities.

- Press **A** to slide tackle. Simply the best way to strip the ball from an attacking opponent.
- Press **B** when you are near an attacker to attempt a tackle.
- Press **C** for a burst of speed. Press **C** + **LEFT** or **RIGHT SHIFT** to speed up and throw an elbow at an opposing ball handler.

EA TIP When playing an Action game with Fouls OFF, never take the pressure off your opponent's goal keeper. It's possible to block a goalie's kick or throw, leaving you with a clean shot at an open net.

BALL IN THE AIR
The type of specialty move your players perform when the ball is in the air depends on the height of the ball at the time the move is executed. A waist-high ball results in a bicycle kick—a header if it's a little higher, a volley if it's a little lower.

- With the ball in the air, press **A**, **B**, or **C** to perform a specialty move.

KEEPER'S BALL
When an attack breaks down and the ball is safely in the goalie's arms, it's a Keeper's Ball. Goal Keepers are controlled by the human player with the appropriately colored circle.

1. Press **A** to toggle the Target cursor ON/OFF.
2. D-Pad in any direction to position the Target cursor.
3. Press **B** or **C** to throw or kick to the player nearest the Target cursor.

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 four different methods of restarting play:

GOAL: After each score, the players take up their positions on either side of the center circle and the team that was scored against kicks off.

To kick off and resume the game:

- With both teams in Kick Off formation, press **A**, **B**, or **C** to kick to your teammate.

GOAL KICK: 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.

1. Press **A** to toggle the Target cursor ON/OFF.
2. D-Pad in any direction to position the Target cursor.
3. Press **B** or **C** to kick to the player nearest the Target cursor.

CORNER KICK: 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.

1. Press **A** to toggle control between the Target cursor and your teammate closest to the Target cursor.
2. D-Pad in any direction to position the Target cursor or your teammate.
   - Press **B** to kick to your teammate. Press **B** + **LEFT/RIGHT SHIFT** for a higher kick.
   - Press **C** to kick to the Target cursor. Press **C** + **LEFT/RIGHT SHIFT** for a higher kick.

THROW-IN: A Throw-in is awarded when an opposition player kicks the ball over the sideline. The throw-in is taken by an automatically selected player from the spot where the ball went out of play.

- Throw-ins are executed in the same manner as corner kicks.

INFRINGEMENTS

Penalties awarded for infringements keep the game friendly, fair and quick-paced. The ref is responsible for catching infringements and enforcing the proper punishment.

FREE KICKS: Awarded for fouls and technical infringements. These include violent or late tackles, shoving a player off the ball and off-sides.

When you win a free kick, the ball is placed where the infringement took place. A player is automatically designated to take the kick.

- Press **B** to pass to a teammate.
- If the net is in range, press **A** or **C** to attempt a shot on goal.
- To aim shots and passes using aftertouch, press **LEFT SHIFT** or **RIGHT SHIFT** immediately following the shot or pass.

PENALTIES: Awarded when an infraction worthy of a free kick occurs in the *penalty* area. The ball is placed on the penalty spot automatically. Only your keeper and the penalty taker are allowed into the penalty area. The keeper will automatically dive to stop the ball unless you take manual control.

To manually defend a penalty kick:

- Press **B** to assume control of the goal keeper. A circle appears under the keeper to show that he is manually controlled.
- As the ball is struck, press **A**, **B**, or **C** + D-Pad **left/right** to dive in anticipation of the shot.

The computer automatically nominates a penalty taker, who stands in the penalty area ready for the kick. This could be the clearest scoring opportunity you get all match.

To take a penalty kick:

- Press **B** to select another shot taker. You want your player with the highest Shot Accuracy rating at the line.
- Press **A** or **C** to kick the ball.

BOOKINGS: If the referee witnesses a severe infraction, the offender is given a yellow card. A player receiving a second card is automatically red carded and removed from the game, and his team must continue with one fewer player.

If the referee judges a foul to be particularly vicious he shows a red card. A red card instantly removes the offender from the game.

EA TIP When all else fails, fake an injury to gain the edge over your opponent. Press **A + C**, with or without the ball, and your player hits the turf. The ref judges whether a free kick or penalty is awarded.

NOTE: For Bookings to occur, Penalties must be set to NORMAL in the Option menu.

PAUSING THE GAME

When the game is paused, the Game Control menu appears with some additional options pertaining to the game at hand.

To pause the game during play:

- Press **P**. The Game Control menu appears.
- Select RESUME GAME or press **X** to return to the game.

To make a selection from the Game Control menu:

1. From the Game Control menu, D-Pad **up/down** to move the spinning soccer ball icon to the desired option.

2. Press P to select.

3. Press P from an option screen to return to the Game Control menu.

RESUME GAME

Select RESUME GAME when you're ready to return to the fray. Any Game Control changes are implemented.

INSTANT REPLAY

Want to re-live the classic moment when you bicycle-kicked a 30-yard volley into the top of the net? Select INSTANT REPLAY to step into the production booth and roll the tape.

Free Cam

The previous play, rewound to the beginning, appears on the screen along with a controller icon displaying Instant Replay controls.

To view an instant replay:

- Press **RIGHT SHIFT** to cycle through five different replay cameras.
- Press **C** to start the replay rolling at normal speed. Press C again to pause the replay.
- Tap **B** to view the replay frame by frame. Hold **B** to roll the replay in slow-motion.
- Tap **A** to rewind the replay frame by frame. Hold **A** to view the replay in reverse.
- When viewing a replay from the Free Cam, D-Pad in any direction to position the camera. **LEFT SHIFT** to raise and lower the camera angle.

SUBSTITUTIONS

In SIMULATION mode, the number of subs used per game is limited to two; there is no such restriction in ACTION mode. You can only substitute for a

goaltender with another goaltender. Change lineups from the Substitutions screen in the same manner as the Starting Lineups screen (see *Starting Lineups* on page 11).

GAME STATISTICS

Selecting Game Statistics brings up the Game Stats screen which presents up-to-the-minute statistics on both teams.

Game Stats		
Score	1	0
Shots On Goal	10	1
Saves	1	6
Corner Kicks	0	0
Fouls	0	0
Minutes		
Attacking	1:08	0:24
In Midfield	2:07	3:21
Defending	0:17	0:54

Statistics are listed side-by-side for each team, under their corresponding flag, for easy comparisons.

FOUL SUMMARY

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

- When foul information is not contained on a single screen, D-Pad **up/down** to scroll.

SCORE SUMMARY

The Scoring screen displays which players have scored, the team they scored for, and the time when the ball flew into the back of the net.

- When score information is not contained on a single screen, D-Pad **up/down** to scroll.

HALF TIME

The referee blows his whistle to signal the end of the first half and both teams retire to the locker room. Sit back to rest your thumbs and enjoy a great moment in soccer history.

Following a brief rest period, the players return to the field, line up on opposite sides of the center circle, and prepare for the second half kick-off.

END OF MATCH

Final scores and a game ending animation are displayed on the scoreboard.

LEAGUE PLAY

Leagues follow a round robin format with each team playing every other team twice to determine a league champion. Points are accumulated with three points awarded for each victory, and one point for each drawn match.

SELECTING LEAGUE TEAMS

Select LEAGUE from the Game Setup screen, and the League Team Select screen appears. You can enter up to eight teams into a league. If you enter fewer than eight, the league is rounded out with randomly selected teams.

To enter teams into a league:

1. From the League Team Select screen, D-Pad **left/right** to scroll through teams.

2. To add more entry slots and enter more teams (up to eight), press **A**.

3. To delete unwanted teams or entry slots, press **B**.

4. When you have entered all the teams you want, press **P**. The League Standings screen appears.

LEAGUE STANDINGS

The League Standings screen appears before every League match. Your teams are numbered 1-8. Check on the current state of play and how the last set of matches have affected league positions. Games, Wins, Loses, Draws, and Points are displayed. Your next match-up is highlighted.

• Press **P** to bypass the League Standings screen; the Controllers screen appears. (See *Controllers* on page 7.)

TOURNAMENT PLAY

Tournament play begins with 24 teams equally divided into six regions. Each team plays every other team in their region once. The two top teams from each region along with the top four third place teams advance on to the playoffs.

Tournament team selections are made in the same manner as League team selections. (See *League Play* on page 18.)

TOURNAMENT STANDINGS

The Tournament Standings screen displays each team in their regional division. Current records and accumulated tournament points are provided for each team. Keep tabs on the state of play and see which teams are likely to advance on to the next round. Your next match-up is highlighted.

1. At the Tournament Standings screen, D-Pad **up/down** to scroll the regional divisions.

2. Press **P** to bypass the Tournament Standings screen; the Controllers screen appears. (See *Controllers* on page 7.)

CHAMPIONSHIP

Championship structure is identical to Tournament structure. However, in Championship mode, the initial round of the tournament is bypassed reducing the total amount of teams to sixteen.

Championship team selections are made in the same manner as League team selections. (See *League Play* on page 18.)

CHAMPIONSHIP TREE

The Championship tree appears before each Championship match-up. Every team in the Championship series is listed in a one-game elimination format. Scroll

through to anticipate upcoming opponents or relive your road to the Cup round when it's all over.

1. At the Championship Tree, D-Pad **left/right** to scroll.
2. Press P to bypass the Championship screen; the Controllers screen appears. (See *Controllers* on page 7.)

SAVE GAME

The Save Game screen appears automatically following League, Tournament, and Championship games. If you want to complete your current series at a later time, add the game to one of *FIFA International Soccer's* five memory slots and it's saved in your 3DO's NRAM.

• Press X to bypass the Save Game screen without saving your series.

To save a game:

1. From the Save Game screen, D-Pad **up/down** to move the spinning soccer ball icon to the memory slot in which you want to save the game.
2. Press P to save; a description of the game appears in the memory slot.

RESTORING A SAVED GAME

Select RESTORE GAME from the Game Setup screen to view a list of saved *FIFA International Soccer* games.

• Press X to bypass the Restore Game screen without restoring a series.

To restore a saved game:

1. From the Restore Game screen, D-Pad **up/down** to move the spinning soccer ball icon to the memory slot holding the game you want to restore.
2. Press P to restore; the Standings or Championship tree screen appears for your next game.

CREDITS

Developed by EXTENDED PLAY PRODUCTIONS
Producer: Bruce McMillan
Associate Producer: Marc Aubanel
Development Directors: Joey Della-Savia, Anne L. Coulombe
Lead Artist: Caroline Ancessi
Artitsts: John Rix, Laura Parr

Animator: David DeMorest
Additional Art: Mike Swanson
Lead Programmer: Penny Lee
Programmers: Nosirrah Mailliw, Erik Kiss, Peter Gardner
Music: Graeme Coleman
Sound Effects: Jeff Dyck
Audio Post: Steve Royea
Storyboards: Dianna Davies
Coaching Strategies: Bobby Lenarduzzi
Technical Support: Frank Barchard
Off-Line Editing: Tom Harris
On-Line Editing: Gary Poole
Product Managers: Neil Thewarapperuma, Chip Lange
Documentation: Bill Scheppler
Documentation Layout: Tom Peters
Package Design: E.J. Sarraille Design Group
Package Art Direction: Nancy Waisanen
Lead Tester: Jon Bruce
Product Testing: Tony Lam, Marcin Karasinski, Aaron Grant, Steve Wong, James Friesen, James Fairweather, Scott Ferrero, Darren Sleno, Ryan Ho, Ken Lau, Doug Kennings Alistair Sutherland, Rod Higo
Quality Assurance: Stewart Putney
Special Thanks To: Chris Taylor, Jan Tian, Brian Plank, Adrienne Travica, Claudio Maurizio, EAC Technical Services, Ken Lam, Masahiko Yoshizawa, George Ashcroft, Kelly Daniels, Chris Wellman