



EA
SPORTS™

FIFA
SOCCER
2004



**WARNING: READ BEFORE USING YOUR
PLAYSTATION® 2 COMPUTER ENTERTAINMENT
SYSTEM.**

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, including games played on the PlayStation 2 console, 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.

**WARNING TO OWNERS OF PROJECTION
TELEVISIONS:**

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or MEMORY CARD slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- ❖ This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- ❖ 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 rest break during extended play.
- ❖ Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

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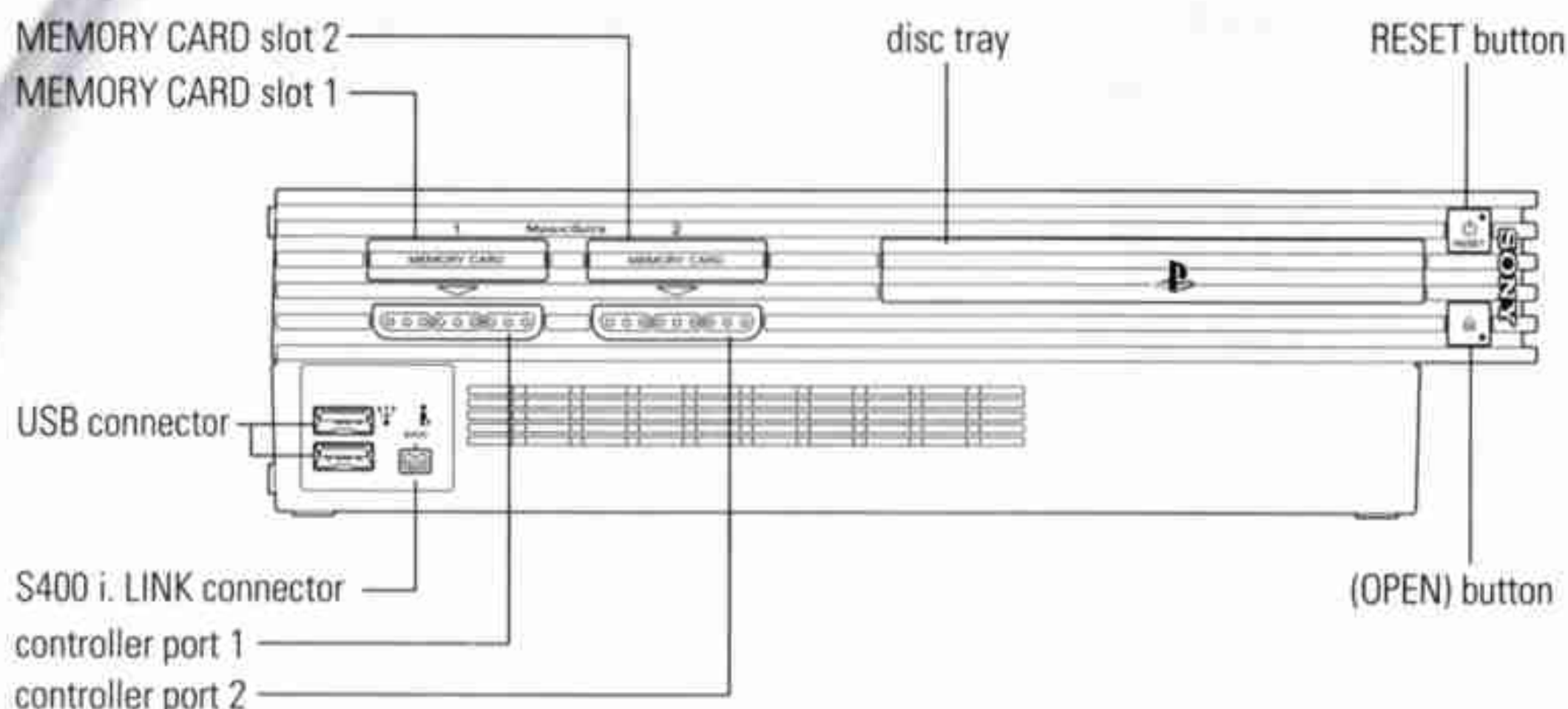


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For more info about this and other titles, visit EA SPORTS™ on the web at www.easports.com.

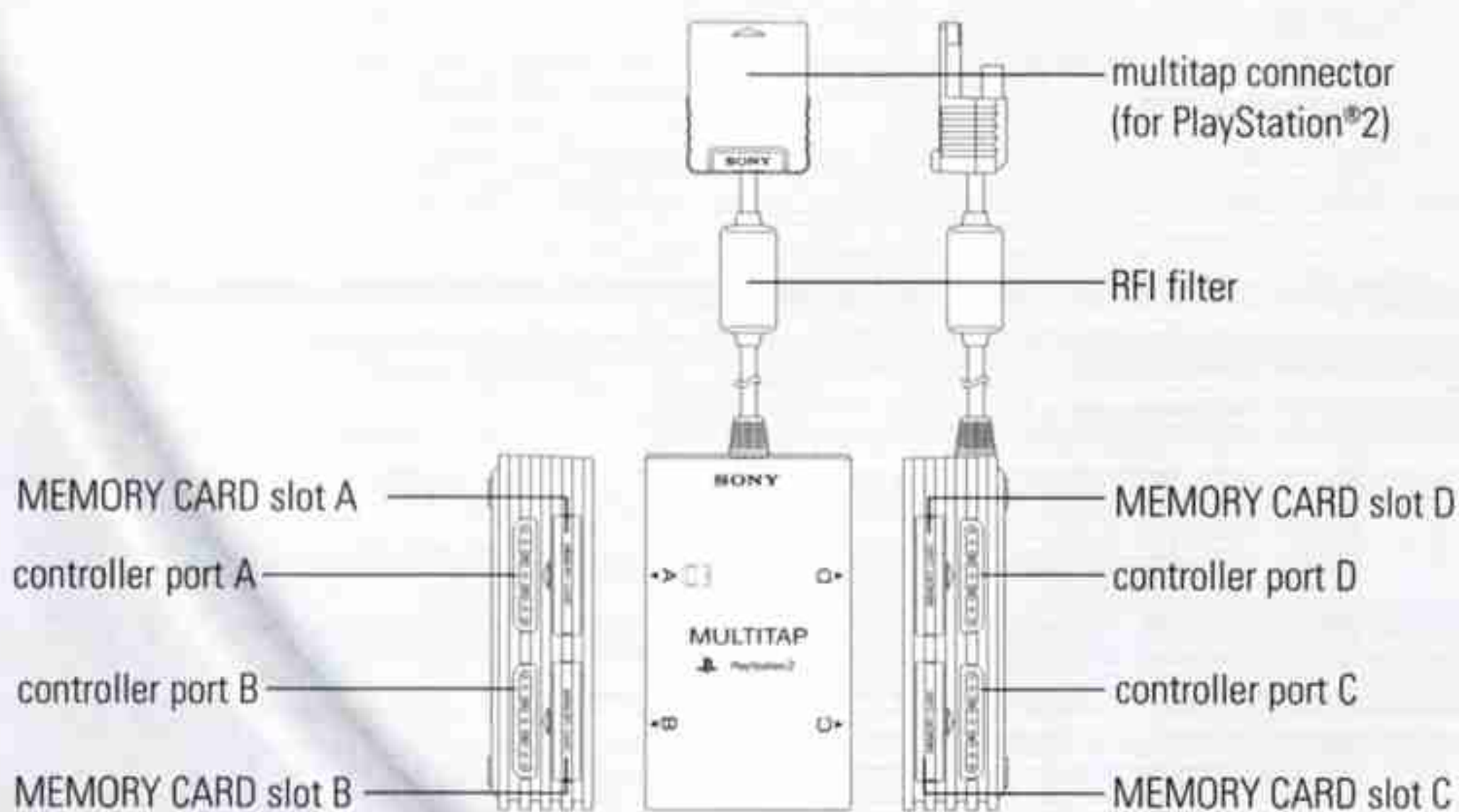
GETTING STARTED

PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM



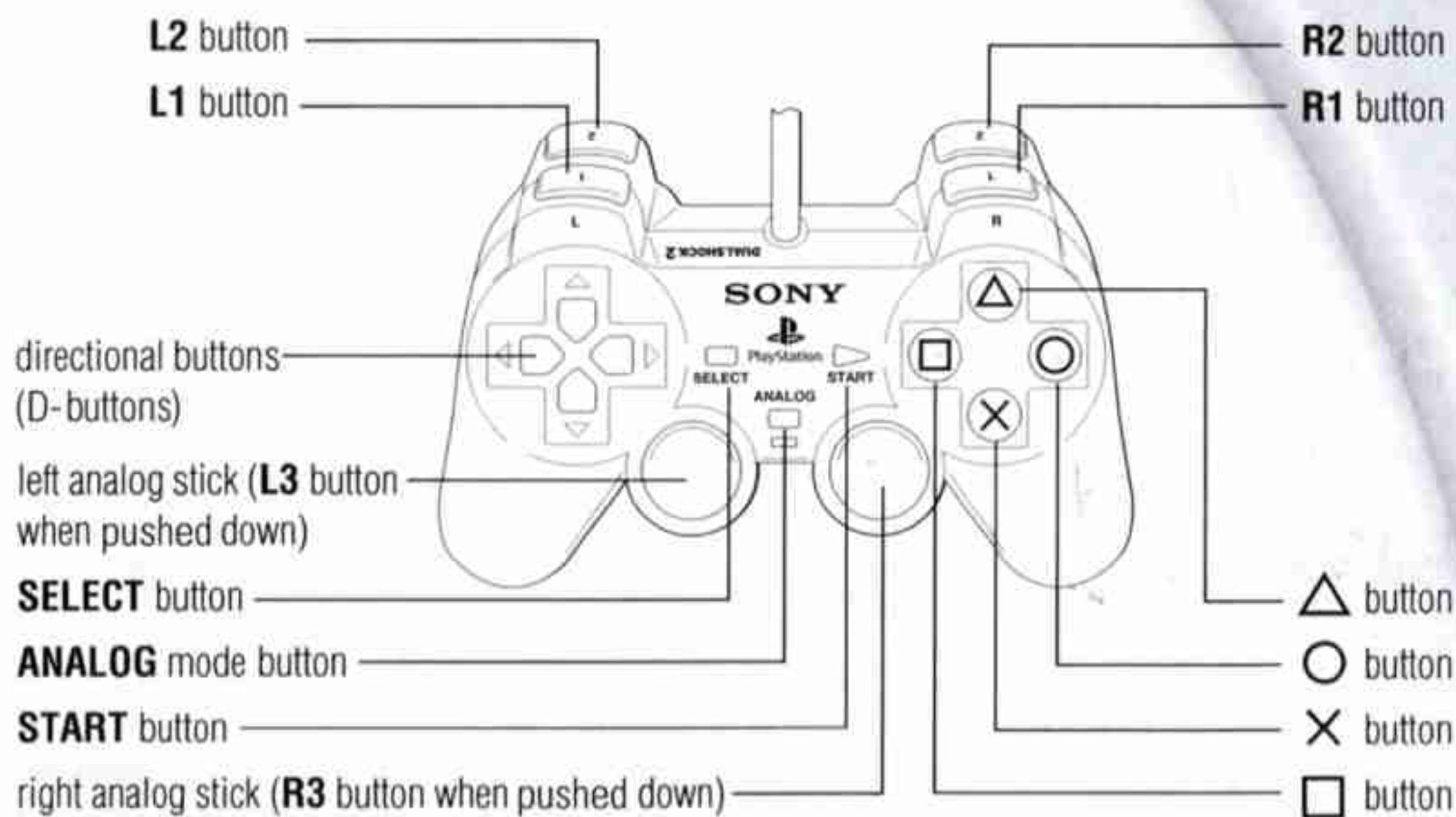
- 1.** Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual.
- 2.** Make sure the MAIN POWER switch (located at the back of the console) is turned on.
- 3.** Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open.
- 4.** Place the *FIFA Soccer 2004* disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close.
- 5.** Attach game controllers and other peripherals, as appropriate.
- 6.** Follow on-screen instructions and refer to this manual for information on using the software.

NOTE: When using the Multitap (for PlayStation®2), a controller must be connected to controller port 1-A.



COMMAND REFERENCE

DUALSHOCK® 2 ANALOG CONTROLLER CONFIGURATIONS



BASIC CONTROLS

Get yourself familiar with *FIFA Soccer 2004* with the use of these basic controls.

OFFENSE (POSSESSION)

Move player	left analog stick
Shoot	⊙ button
Pass	⊗ button
Lob/Chip shot	Ⓚ button
Sprint	Hold R1 button
Pause game	START button

DEFENSE (OPPONENT POSSESSION)

Move player	left analog stick
Switch players	⊗ button
Tackle/Contain	⊙ button
Aggressive slide tackle	Ⓚ button
Sprint	Hold R1 button
Pause game	START button

MENU CONTROLS

Highlight menu items	D-button ⇅
Cycle choices/Move sliders	D-button ⇄
Select/Go to next screen	⊗ button
Return to previous screen	⬆ button
Cycle through pages	L1 button/ R1 button

❖ For a more detailed list of commands, ➤ *Complete Controls* on p. 5.

COMPLETE CONTROLS



After learning these controls, you'll be ready to take on the world.

NOTE: Default options are listed in **bold** in this manual.

OFFENSE (POSSESSION)

Move player	left analog stick
Shoot	○ button
Walk	Hold L1 button + R2 button
Pass	× button
Chip shot	□ button
Cross from wing	□ button
Through ball	△ button
Sprint	Hold R1 button
One-two (➤ p. 6)	L1 button + × button, then × button/ △ button/ □ button
Skill move	right analog stick
Activate IGM (➤ p. 8)	L2 button + R2 button
Pause Game (➤ p. 10)	START button

DEFENSE (OPPONENT POSSESSION)

Move player	left analog stick
Switch players	× button
Tackle/Contain	○ button
Aggressive slide tackle	□ button
Sprint	Hold R1 button
Pause game	START button

GOALKEEPING

Move/Aim kick or throw	left analog stick
Throw	× button
Throw long	× button + L1 button
High kick	○ button/ □ button
Drop ball	△ button



TIP: Simply get close to the ball carrier to challenge him for the ball without tackling him. This is a good way to gain possession without fouling.

INTERMEDIATE CONTROLS

Once you have the basics down, take your game to the next level with these intermediate controls.

DRIBBLING

The faster you travel, the trickier it is to trap an incoming pass or keep control of the ball. Try to balance your pace and control requirements.

PASSING

- ❖ Passes and normal lobbs are automatically directed towards a teammate or teammate's run in the ball carrier's field of vision while through balls are played in the direction the ball carrier is facing.
- ➡ To play first-time balls (passing or shooting without first controlling the ball), press the relevant buttons before the ball reaches your player.
- ➡ To play a one-two pass with your teammate, press the **X** button to pass the ball, then press the **L1** button to continue running, then press the **X** button, **△** button, or **■** button to attempt to return the ball to the runner.

ATTACKING OFF THE BALL™ CONTROL OPTIONS



- ➡ **Off the Ball Running:** When your player has possession of the ball, press the **L2** button to increase his passing options. Potential ball receivers appear with numbers above their heads. Press the **L2** button to cycle through the receivers and press the right analog stick to guide the highlighted receiver's run. To play a pass towards a player, press the **X** button, **△** button, or **■** button (or press the **L2** button and press the left analog stick to play a ball into space).
- ➡ **Player Runs:** To send a player on a run, hold the **L1** button and press the right analog stick to direct his movement. The player in possession must then play the ball with sufficient power and weight to take it into the runner's path. A perfect through ball (**△** button) should result in the runner receiving the ball in space without having to break his stride.

POWER, WEIGHT, AND DIRECTION

- ➡ When playing a ball (other than a pass) in open play, a power meter appears at the bottom of the screen. Keep the relevant button pressed to increase power (and therefore speed and distance) and release when the meter has filled sufficiently. When **shooting**, if the meter reaches the red zone, your effort is more likely to be off target. Press the left analog stick to aim – the ball travels in the direction it is facing when the button is released.

DEFENDING OFF THE BALL™ CONTROL OPTIONS: SECONDARY DEFENDER



- For the defender nearest the ball, tackling isn't always the best form of defense. When facing the man in possession, it is sometimes more effective to block his path to the goal, and then press the **R2** button to call in a **secondary defender** to make the challenge.

SET PIECES

TAKING A DIRECT FREE KICK

IN ORDER TO HIT THE TARGET YOU NEED TO FOLLOW THESE STEPS:

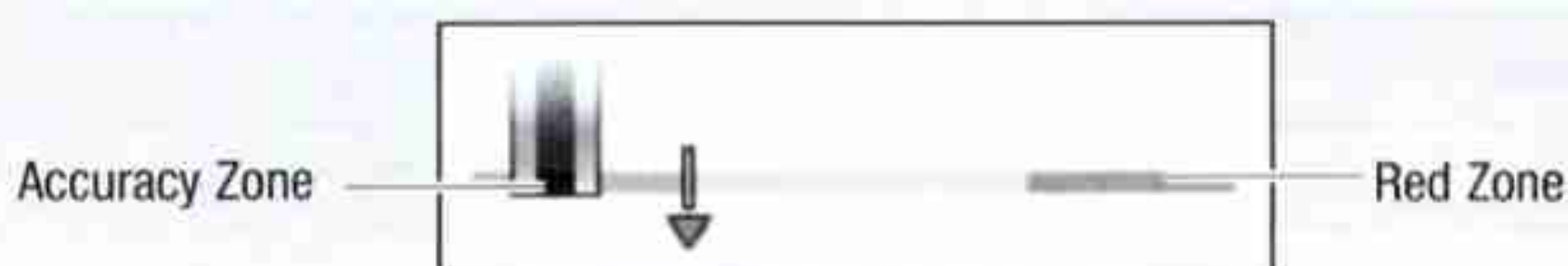
1. Press the left analog stick to aim the targeting cursor towards the area of net you want the ball to go.



Targeting Cursor

2. Decide what kind of spin you are going to put on the ball by positioning the impact cursor (the point at which you are going to strike the ball) by pressing the right analog stick. The ball spins accordingly.

- **Ballspin:** To make the ball swerve you need to put spin on it by striking it on one side. The nearer to the edge that contact is made, the greater the swerve produced (e.g. making contact with the right-hand side of the ball as you look at it will send it swerving in an arc out to the right and then back in to the left, and vice versa).



3. To take the kick, press the **X** button, the **○** button, or the **□** button to start the kick meter, press it once more on the upswing to set the power of the shot (the closer the pointer stops to the red zone, the more powerful the shot, but the faster the downswing as well) and press it a third time on the downswing to set the accuracy (stop the pointer in the middle of the accuracy zone).

TAKING AN ATTACKING INDIRECT FREE KICK OR CORNER

1. Press the D-button **↵** then press the **X** button to select a preset routine (➤ *Set Pieces* on p. 24).
2. Select a receiver by pressing the button corresponding with the symbol above his head.
3. Use the Off the Ball controls to make space for yourself while waiting for the set piece (➤ *Attacking Indirect Free Kick/Corner Off the Ball™ Control Options* on p. 8).

NOTE: If you do not wish to use a preset set piece, use the defensive indirect free kick controls instead (➤ *Taking a Defensive Indirect Free Kick or Goal Kick* on p. 8).

ATTACKING INDIRECT FREE KICK/CORNER OFF THE BALL™ CONTROL OPTIONS: JOSTLING

- While waiting for an attacking indirect free kick or corner to be taken, win yourself space by jostling with your marker. To give him the run around, press the left analog stick to jostle with him, and press the right analog stick to exert more force. Alternatively you can hold your man by pressing the **R2** button toward him.

TAKING A DEFENSIVE INDIRECT FREE KICK OR GOAL KICK

Aim	left analog stick
Long kick	Ⓐ button/Ⓑ button
Short kick	ⓧ button

NOTE: Hold kick buttons for increased power.

TAKING A THROW-IN

Aim	left analog stick
Throw in	ⓧ button, Ⓐ button, Ⓑ button

TAKING A PENALTY KICK

Aim shot	left analog stick
Shoot	Ⓐ button

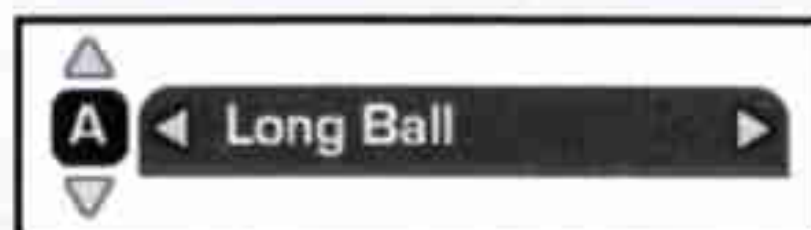
NOTE: Hold the shoot button for increased power.

DEFENDING SET PIECES OTHER THAN PENALTY KICKS

Move player/wall	left analog stick
Wall jump	Ⓐ button, Ⓐ button, Ⓑ button
Switch player	ⓧ button

NOTE: Wall movement is only possible when defending an attacking free kick near your goal.

IGM (IN-GAME MANAGEMENT)



- Press and hold the **L2** button + **R2** button to make tactical adjustments during the game. Press the D-button ⇅ to toggle between different tactical areas and then press the D-button ⇅ to make changes to each:

Attacking Strategy (A): Wing Play/Possession/Long Ball

Defensive Strategy (D): Pressing/Neutral/Contain

Formation Preference (F): Attack/Neutral/Defend

SETTING UP THE GAME



The first time you play *FIFA Soccer 2004* (without an active User Profile), press the D-button  and press the  button to select your favorite league and team. Your selection is used as the default team for Play Now mode.

MAIN MENU

From the Main menu, you can select a mode of play, enter the Option screen, or load a saved game.

PLAY NOW

Get straight onto the pitch and take on any club or country in the game.

TO PLAY NOW:

1. Press the D-button  to highlight PLAY NOW and press the  button.

SELECT SIDES:

The Select Sides screen allows you to choose your team and the User Profile you wish to use



2. Press the D-button  to place your controller icon under the Home or Away team. Your in-game possession indicator color appears under your icon.
3. Press the **L1** button/**R1** button to choose which of the available User Profiles you wish to play with.
4. When you've made your selections (or, for 2 or more player games, when all players have selected), press the  button.
- ❖ If all icons remain in the middle, a CPU vs. CPU game is played.
5. Press the D-button  and press the  button to select a League, Home Team (a team's ability is represented by stars below its badge) and Kit. Repeat this process for the away team.
- ➡ Press the  button to select a Stadium to play in or press the **L1** button/**R1** button to randomize the selection.
6. At the Team Management screen, select your starting line-up (➤ *Starting 11* on p. 23 for information on changing your team) and select DONE to continue.

PLAYING THE GAME

CONTROL HIGHLIGHTS



Controlled player in possession of the ball



Controlled player when not in possession of the ball



Off-screen controlled player indicator



Players making Off-The-Ball runs

PLAYER STATUS BAR

Sergio Aragoneses

During a match, a Player Status Bar appears at the bottom of the screen, displaying the highlighted player's current level of fatigue. This level decreases the more a player sprints (press and hold the **R1** button), slowing him down, but replenishes when he returns to normal pace.

PAUSE MENU

➤ Press the **START** button while the ball is in play to access the following options:

RESUME MATCH

Continue game.

TEAM MANAGEMENT

Make Substitutions during a match or make adjustments to Tactics and Kick Takers (➤ *Team Management* on p. 23).

MATCH FACTS

Press the **L1** button/**R1** button to view match stats as well as names in the book/on the score sheet.

SELECT SIDES

Review/change your choice of team (➤ *Select Sides* on p. 9).

CAMERAS

Change the camera angle (➤ *Cameras* on p. 11).

GAME SETTINGS

Change in-game options (➤ *Game Settings* on p. 23).

INSTANT REPLAY

View a replay of the last few seconds of play (➤ *Instant Replay* on p. 11).

RESTART MATCH

Restart the current match.

QUIT MATCH

End the current match and return to the menu screens

NOTE: if you quit a match in any competition mode, you automatically forfeit the game by a score of 2-0.



CAMERAS

Select CAMERAS from the Pause menu during a match to switch between Camera angles.

- Press the D-button ⇄ to select from **TELE**, ACTION, END TO END, SIDELINE, and BROADCAST camera angles.
- To change the Height and Zoom, press the D-button ⇄ to select an action and press the D-button ⇄ to adjust it.

INSTANT REPLAY

Select INSTANT REPLAY from the Pause menu to view the latest action from a variety of angles and speeds.

Select camera	△ button
Play/Pause	⊗ button
Slow/Fast rewind	L1 button/⏮ button
Slow/Fast forward	R1 button/⏭ button
Zoom in/out	left analog stick/ D-button ⇄
Pan up/down/left/right	right analog stick
Hide panel	SELECT button
Exit replay	START button

POST MATCH SCREENS

After the match, you can replay the highlights (INSTANT REPLAY), view the game's stats (MATCH FACTS), or replay the game (RESTART MATCH).

- Select CONTINUE to exit.

NOTE: If a Play Now match ends in a draw after 90 minutes, you can choose to END MATCH AS A DRAW, continue with GOLDEN GOAL extra-time, or go straight to a PENALTY SHOOTOUT.

MULTIPLAYER MATCHES

Up to eight players may play *FIFA Soccer 2004*, using a multitap (for PlayStation®2).

- ❖ For Multiplayer games, each participating player requires a controller.
- ❖ To play with three–five players, a multitap (for PlayStation®2) is required and must be inserted into controller port 1 of the console. The controllers must then be connected sequentially to controller port 1-A, controller port 1-B, etc, with the fifth controller inserted into controller port 2.
- ❖ To play with six–eight players, a second multitap (for PlayStation®2) is required and must be inserted into controller port 2. Players 5, 6, 7, and 8 must insert their controllers into controller port 2-A, controller port 2-B, etc.
- ❖ If you are using a memory card (8MB) (for PlayStation®2) it must be inserted into MEMORY CARD slot 1-A of the multitap (for PlayStation®2).

When starting a match, up to eight players can select which team to play for. Each player must press the D-button ⇄ to move to the team that they wish to play for. Controller icons must be displayed under a team name in order to control that team in the game.

NOTE: You can also select the side you want to play for during the game by pressing the **START** button and selecting SELECT SIDES from the Pause menu.

GAME MODES



FIFA Soccer 2004 lets you play how you want by offering a variety of game modes.

NOTE: It is assumed that Autosave is enabled in the Basic Settings menu (➤ *Game Settings* on p. 23). For manual saving instructions, (➤ *Save/Load Screen* on p. 25).

CAREER MODE

Pick a club from any one of 23 divisions and begin a five-year quest for glory. Keep your challenge on track by dipping into the transfer market and honing your players using a variety of training techniques.

NOTE: For assistance with Career mode, select CAREER HELP in the More Options screen.

1. Select GAME MODES>CAREER MODE>NEW CAREER or LOAD CAREER if you have a saved career you wish to load (➤ *Save/Load Screen* on p. 25).
2. Select YES to confirm the overwriting of unsaved Squads (or NO if you wish to save the current Squads before entering Career mode).
3. Press the D-button to input your manager's name and select the checkmark symbol to confirm.
4. Choose the league within which you wish to manage and then select a team to control within that league by pressing the  button. Press the  button to view your Contract Objectives and read about your Weekly Training Options. The Weekly Training Central screen appears (➤ below).
5. After putting your players through their paces, checking out your team news and testing the water in the transfer market (➤ *Weekly Training Central Screen* below), select DONE.
6. Your next fixture is displayed. To start it, select PLAY NEXT GAME.
- Select MORE OPTIONS for further information and options (➤ *More Options Screen* on p. 15) or SAVE CAREER to save your progress (➤ *Save/Load Screen* on p. 25).
7. Select the side you wish to play for (➤ *Select Sides* on p. 9). Press the  button then press the D-button to select both sets of kits.
8. At the Team Management screen, select your starting line-up (➤ *Starting 11* on p. 23 for information on changing your team) and select DONE to continue.

WEEKLY TRAINING CENTRAL SCREEN

INDIVIDUAL TRAINING—Train individual players in your squad in up to three disciplines per week. To train a player, press the D-button  to highlight him and press the  button, then press the D-button  to select a training slot and then press the D-button  to select a type of training. Repeat if you wish to assign more than one discipline and then press the  button.

TEAM PHYSICAL TRAINING—Fine-tune physical training for your squad as a whole. Press the D-button  to select a level of physical training, and then press the  button.

TRANSFER MARKET—Buy and sell players in the Transfer Market.

No.	Player Name	Pos	Skill	Aggrs	Aware	Balance
45	Shaheen	DF	81	45	45	30
31	Taylor	DF	81	45	55	35
1	Kallen	CB	72	90	77	50
18	Cygan	CB	32	75	55	40
28	Roux	CB	58	74	59	60
12	Lauren	CB	77	90	81	74
25	Sanderes	CB	51	75	52	75

1. Press the **L1** button/**R1** button to select a league to search, and then press the **L2** button/**R2** button to choose a team.
2. Narrow your search by pressing the D-button to establish your Status, and Position requirements.

PLAYER BIO SCREEN

Highlight a player name and press the **Ⓒ** button to view his details. Press the D-button **↔** to cycle through player attributes.

If you have accessed a Player Bio from the Transfer Market screen, the following options are available:

PLAYERS FROM OTHER TEAMS:

- To make a bid for a player, press the **⊗** button. Press the D-button and then press the **⊗** button to make an offer/Negotiate with the player.

YOUR PLAYERS:

- To place a player on the transfer list, press the **L1** button/**R1** button, select **ADD TO TRANSFER LIST** and confirm (to take him off the list, select **REMOVE FROM TRANSFER LIST**).
- To release a player from his contract, select **RELEASE PLAYER** and confirm. If a club is interested in your player, you can negotiate a deal to sell him by selecting the **NEGOTIATE WITH...** option and **ACCEPT/REJECT** the offer.

TEAM NEWS

- Press the **L1** button/**R1** button to view current Injuries, your Objectives and clubs interested in your players.

CAREER HELP

- Press the **L1** button/**R1** button for help with Career mode.



MORE OPTIONS SCREEN

Selecting MORE OPTIONS in the hub screen provides a list of further options that offer in-depth information, settings and tools for the current game mode.

STATS CENTRAL

View the current state of the competitions you are taking part in.

TABLES

Press the **L1** button/**R1** button to skip between competitions and press the **L2** button/**R2** button to skip between rounds or groups (cups only).

FIXTURES

View all your results and upcoming fixtures. Press the D-button to skip between days and months. Highlight a match day and press the **X** button to view that day's fixtures/results. If it is a future date you can also choose to complete all your matches up to that date without actually playing by selecting the Simulate option and confirming at the prompt.

STATS

Press the **L1** button/**R1** button to skip between Player (press the **L2** button/**R2** button to view different squads) and Team Statistics.

TEAM MANAGEMENT

➤ *Team Management* on p. 23.

TEAM NEWS

➤ *Team News* on p. 14.

VIEW SQUADS

Keep an eye on your rivals' squads (press the **L1** button/**R1** button to select a league and then press the **L2** button/**R2** button to select a team from it).

CAREER HELP

➤ *Career Help* on p. 14.

GAME SETTINGS

➤ *Game Settings* on p. 23.

MY FIFA 2004

➤ *My FIFA 2004* on p. 21.

SAVE/LOAD

➤ *Save/Load Screen* on p. 25.

TOURNAMENT

Play your way through a selection of some of the world's toughest cup competitions.

- 1. To begin a season**, select GAME MODES>TOURNAMENT>NEW TOURNAMENT or LOAD TOURNAMENT to load a saved one (➤ *Save/Load Screen* on p. 25).
- 2.** Choose between the Default Squads or your Current ones and confirm your selection.
- 3.** Choose the cup you wish to play for, select a team (or teams) from the list of entrants to place under User control by highlighting them and pressing the **Y** button (press it again to return the team to CPU control), then press the **X** button. The hub screen appears (➤ steps 6–8 of *Career Mode* on p. 13 for further information).

PRACTICE MODE

Give yourself—and your players—a refresher course in how to play the beautiful game.

- Select GAME MODES>PRACTICE MODE then select both teams (press the  button to choose a Stadium). You begin with a Free Practice match. To start another type of practice with the current practice, select it from the Pause Menu (➤ *Practice Mode Pause menu* below).

PRACTICE MODE PAUSE MENU

RESUME PRACTICE	Continue the current type of practice.
MODE	Change to another type of practice (select FREE PRACTICE , CORNER, DIRECT FK, or FK PRACTICE).
USER	Adjust the number of players in your team (Free Practice only).
CPU	Adjust the number of players in the CPU team (Free Practice only).
LOCATION	Select the area of the pitch where you wish to practice (not available in Free Practice).
QUIT PRACTICE	Exit Practice mode.

PLAY ONLINE



Take on opponents from around the globe via EA SPORTS™ online.

IMPORTANT INFORMATION ON THE EA SPORTS ONLINE SERVICE, INCLUDING AVAILABILITY FOR PLAY, TERMS AND CONDITIONS, AND MEMBERSHIP AGREEMENT CAN BE FOUND AT <http://www.easports.com/ps2legal/>

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EA RESERVES THE RIGHT TO RETIRE THE EA SPORTS ONLINE SERVICE FOR THIS PRODUCT AFTER 90-DAYS NOTICE.

➡ To connect to EA SPORTS Online, select PLAY ONLINE in the Main menu and confirm at the prompt.

NOTE: In order to play Online, you will need the following items: a Network Adaptor (Ethernet/Modem) (for PlayStation®2) installed, an active Internet connection via your own Internet service provider (ISP) account and a memory card (8MB) (for PlayStation®2) with at least 256 KB of free space. Prior to playing online, you will need to set up Your Network Configuration file. *FIFA Soccer 2004* includes a Network Configuration GUI for setting up these files.

NOTE: The FIFA Soccer 2004 timeout feature may be different than the ISP's. This may involve high telephone charges if the product is left unattended.

NOTE: When saving and loading Your Network Configuration file, and when saving an EA Login, you must use MEMORY CARD slot 1.

PLAYING BEHIND A FIREWALL

We recommend that you do not play *FIFA Soccer 2004* online behind a firewall. However, if you do wish to play behind a firewall, you must open the following ports: 3658 (peer-to-peer connection); 6000 (VOIP).

SELECT NETWORK CONFIGURATION

Before you can begin playing online, you must select network configuration or create a new one through the Network Configuration GUI.

NOTE: After using the included Network Configuration GUI, the **RESET** button functions differently in *FIFA Soccer 2004*. To put the console into standby mode press and hold the **RESET** button until the LED indicates in a red color.

NETWORK CONFIGURATION FILE

Scroll through the available ISP settings and select one for your Online game. The default displayed on the screen is the last ISP setting used when playing Online.

CREATE/EDIT CONFIGURATION

The Network Configuration GUI allows you to create and edit Your Network Configuration file. When selected, the game shuts itself down while the Network Configuration GUI is loaded. When complete, the game re-launches itself and goes through its normal loading procedure before returning to the Main menu screen.

CONNECT

After selecting Your Network Configuration file, connect to your ISP. If the connection is successful, the *FIFA Soccer 2004* Server Login screen appears.

ACCOUNT SETUP

Before you can begin playing Online, you must create a new account or use an existing one.

- If you have already created a profile, Press the D-button to highlight RETRIEVE ANOTHER ONLINE account FROM THE SERVER and press the button. If you have not created a profile, highlight CREATE ONLINE ACCOUNT and press the button to begin the process. If you want to log off and return to the previous screen, press the button.
- Saving your EA Account to a memory card allows you to bypass the login process the next time you log on.

USING AN EXISTING EA ACCOUNT

1. From the Main menu, select PLAY ONLINE.
 2. Select Your Network Configuration file.
 3. Your EA Account appears by default or you can select a different account by choosing RETRIEVE ANOTHER ONLINE ACCOUNT FROM THE SERVER.
- Your EA Account only defaults once you've saved it.
4. Select an EA SPORTS Online User Name and press the button.
- You can have up to four EA SPORTS Online User Names. Change, delete or create new User Names from the Online User Name screen or from the Edit Your Account Information screen.

NOTE: If you have an existing screen name on any of the following services: **AOL**, **AOL Instant Messenger (AIM)**, **CompuServe 2000**, or **Netscape AOL Instant Messenger**, you can use it as your EA Account Name. Visit <http://www.ea.com/ps2-fifasoccer-2004-reg> to register, then return to *FIFA Soccer 2004* and select USE ANOTHER EA ACCOUNT. Enter your Account Name and password to log on.

WELCOME TO FIFA SOCCER 2004 ONLINE

PLAY NOW

Quickly search for an online opponent with similar skills and play a ranked game with Ranked settings enabled.

SERVER LOBBY

Enter a room based on region or create your own room.

TOURNAMENTS

Create your own Tournaments or participate in sponsored Special Events for 4 or 8 players.

SQUAD UPDATES

Download the latest Squads. Downloaded rosters can be used for offline play including Play Now, New Career, New Tournament, and Practice modes. Online play will always be using the initial default roster, not the downloaded one.

SERVER NEWS

Check out the latest EA News.

STATISTICS

View the Stats Book.

SAVE/LOAD

Save your downloaded Squads.

SERVER LOBBY

From the Server Lobby, you can ENTER A ROOM or CREATE A ROOM of your own. Rooms are where players gather to chat and challenge each other to a game.

EA MESSENGER

Instant Message, challenge, and find your friends online. See how your friends are doing while playing online or send messages to other users playing EA SPORTS games. You can have up to 40 friends in your EA Messenger. When you see a mail icon or an explosion icon, you've received a message or a challenge—open your EA Messenger by pressing the  button, and press the L1 button or R1 button to toggle through options.

ENTER/CREATE A ROOM

Press the D-button to cycle through the Rooms or press the  button to create your own.

EA SPORTS™ TALK

Trade terrace humor with your opponents during online gameplay with all-new EA SPORTS Talk. To activate EA SPORTS Talk, connect your USB-supported headset to the PlayStation®2 computer entertainment system. Once the headset is plugged in, the voice chat function is automatically activated.

NOTE: EA SPORTS Talk supports the Logitech USB headset.

NOTE: EA SPORTS Talk does not support modem connections.

NOTE: During gameplay, if your USB headset is plugged into your console, and you are not able to talk to your opponent:

- ❖ Your opponent may not have a USB headset connected to their console.
- ❖ Your opponent may be connecting to the Internet through a dial-up modem connection.
- ❖ You and your opponent may have a low quality connection to each other.



RANKED SETTINGS

Play on an even field with EA SPORTS Fair Play Settings. Cheating has been nearly eliminated and only those who complete full games are rewarded.

❖ Ranked defaults to **YES** in Play Now and Rooms. Settings can be accessed in any Room.

MATCH-UP ROOM

From the Match-Up Room, you can meet other players or challenge someone to a game.

NOTE: *FIFA Soccer 2004* does not support the USB keyboard.

PLAYER OPTIONS

Press the D-button ⇄ to highlight the name of another player or press the ⊗ button to bring up player options. From here you can challenge another player to a game, send/read a private message, add/remove a player to/from EA Messenger, block/unblock a player or report abuse if you are in a chat room. Press the D-button ⇄ to highlight the option you want, and then press the ⊗ button.

PLAYER CONNECTIONS

On the left of the screen, there is a list of players and a gauge. The bar represents a player's connection speed to the Internet. The shorter the bar is, the better the connection.

PLAYER OVERVIEW

In the upper right-hand corner of the screen you can find player stats, including the player's User Name, Record (wins/draws/losses), Rank and Disconnection % (how often a player loses connection or quits).

ONLINE TOURNAMENTS

Get together with some friends and create your own Online Tournaments or join in EA-sponsored tournaments. **Important: both you and your opponent have to be in the Tournament room to play your Tournament game.** If one player is not in the room by the end of the round, that player forfeits the game. If neither player is there at the end of the round, both forfeit and the game is simulated.

➡ To create a Tournament, select TOURNAMENTS>CREATE NEW TOURNAMENT. The following options appear:

REGION	Choose the geographical area where you wish your opponents to join from.
NAME	Select a name for your Tournament.
RANKED GAMES	Decide whether you want the games to count towards players' overall stats.
DIFFICULTY	Choose the difficulty level for each game.
HALF LENGTH	Pick from 2- to 10-minute halves.
BOOKINGS	Decide whether the ref can issue red and yellow cards.
INJURIES	Enable/disable player injuries.
TEAMS	Decide between a club or international Tournament.
SIZE	Choose how big your Tournament will be.
UNIQUE TEAMS	Decide whether two players can use the same team.
YOUR TEAM	As the host, you get to pick the first team.
PASSWORD	Open to all, or password protect for just your friends.
ENTER/CONFIRM PASSWORD	Lets you keep private Tournaments private.

➡ To search for a Tournament, select TOURNAMENTS>JOIN NEW TOURNAMENT.

➡ To search for a sponsored tournament, choose TOURNAMENTS>JOIN SPECIAL EVENT.

MY FIFA 2004



To toggle User Profiles at any point within the My FIFA 2004 screens, press the **L1** button/**R1** button. The selected user's information is displayed.

EA SPORTS™ BIO

EA SPORTS Bio is a new feature designed to reward you for playing EA SPORTS titles. Your EA SPORTS Bio, a file shared between all EA SPORTS games via your memory card, tracks key accomplishments and time spent playing different titles in the EA SPORTS line-up.

- ❖ The first time you select EA SPORTS BIO from the My FIFA 2004 menu, you are prompted to create an EA SPORTS Bio. You are also prompted when you complete accomplishments or reach a new gamer level (➤ below).

EA SPORTS™ GAMER LEVELS

When you first create your EA SPORTS Bio, you start out as a Level One gamer. You can earn credit towards a promotion to the next level in the following ways:

EA SPORTS Titles Played: Every EA SPORTS title you play gets you more credit toward the next Level.

Game Time: The more time you put in, the faster you rise to the next Level.

Number of Games Played: Gain more credit with every game played and completed (winning games gives you additional bonus points towards your Level).

REWARDS

When you reach a new level, you may unlock a game-specific reward, the size of which depends on the level you achieve (a level increase potentially unlocks rewards for all EA SPORTS titles in your Bio, regardless of which title the level was achieved while playing).

ACCOMPLISHMENTS

In each EA SPORTS game, there are certain accomplishments you can achieve for each title. When you achieve an accomplishment, a prompt appears asking if you want to save it to your EA SPORTS Bio. There are two lists of accomplishments:

Major Accomplishments: Your five highest-ranking accomplishments.

Recent Accomplishments: Your most recent accomplishments, sorted by date.

HALL OF KITS

Press the D-button ⇄ to toggle between leagues and then press the D-button ⇅ to view the shirts worn by each team in the selected league. Beat a team to highlight its home and away strips; beat all the teams in a league to unlock that league's third kits.

USER PROFILES

Your User Profile contains all of your game preferences (e.g. Set Pieces, Game Settings etc.) and your preferred team. When you first start *FIFA Soccer 2004*, you should create a new User Profile and select a favorite team.

CREATING/EDITING A USER PROFILE

TO CREATE A NEW USER PROFILE:

1. Select MY FIFA 2004>USER PROFILES>CREATE NEW PROFILE (or press the **○** button in the Main menu screen).
2. Press the D-button **↕** and press the **⊗** button to input your Profile Name, First Name, and Last Name and select the team you support.
 - To input names, press the D-button to highlight each character and press the **⊗** button. Select the checkmark when you have entered the name.
 - To choose the team you support, press the D-button **↔**.
 - Select DONE and then YES to save your profile.
 - To Edit a current User Profile, select EDIT PROFILE in the MY FIFA 2004 User Profiles screen and follow the steps above.

ACTIVATING A USER PROFILE

The Active User Profile determines the settings currently being used.

- To change the User Profile being used in the current session, press the **L1** button/**R1** button in the MY FIFA 2004 User Profiles screen to select the required User Profile and then press the **○** button.

OPTIONS



GAME SETTINGS

- ➡ Press the **L1** button/**R1** button to view BASIC SETTINGS, ADVANCED SETTINGS, and AUDIO SETTINGS. Press the D-button $\updownarrow$ to move between individual options and press the D-button $\leftrightarrow$ to make adjustments to the highlighted setting.

NOTE: Default Settings are displayed in **bold**.

BASIC SETTINGS

Decide on the Half Length and Difficulty Level or turn Injuries, Offsides, Bookings, and the Autosave and Wide Screen features ON/OFF.

ADVANCED SETTINGS

Adjust the Power-Up Speed, change the Camera angle, and turn the Time/Score Display, pitch Radar and Vibration function and use the sliders to decide the level of CPU assistance for Home and Away teams when switching players during a game.

AUDIO SETTINGS

Move sliders to adjust Commentary Volume, Game SFX Volume, Menu SFX Volume, and Menu Music Volume.

TEAM MANAGEMENT

Control every aspect of a team's performance with Team Management. To select a team to manage:

1. Press the D-button $\leftrightarrow$ to select a league/team (if you are within a game mode, selection defaults to the team you selected when you entered the mode).
2. Press the **L1** button/**R1** button to cycle through STARTING 11, KICK TAKERS, and TACTICS.

STARTING 11

TO CHANGE YOUR FIRST TEAM LINE-UP (OR SUBSTITUTE PLAYERS DURING A MATCH):

1. Toggle to STARTING 11 (SUBSTITUTIONS in-game).
2. Press the D-button $\updownarrow$ to highlight the name of the first player that you wish to swap and press the $\otimes$ button.
3. Repeat step 2 to choose the second player. The two players are swapped.



TIP: Press the D-button $\leftrightarrow$ to scroll through players' abilities. Players with less ability are less likely to successfully control the ball and more likely to overpower shots.

KICK TAKERS

TO REPLACE EXISTING KICK TAKERS FOR CORNERS, FREE KICKS AND PENALTIES:

1. Press the D-button $\updownarrow$ to highlight a player in the Kick Takers list and press the $\otimes$ button.
2. Press the D-button $\updownarrow$ to highlight the player you wish to replace the current selected Kick Taker and press the $\otimes$ button. The selected Kick Taker is replaced.

TACTICS

- Press the D-button $\updownarrow$ to highlight various team tactics options and then press the D-button $\leftrightarrow$ to adjust the current settings.

PLAYER SWAPS

TO SWAP PLAYERS BETWEEN CLUBS:

1. Press the **L1** button/**R1** button to select a league and then press the **L2** button/**R2** button to select a team from it.
2. Press the D-button $\updownarrow$, then press the $\otimes$ button to select the first player in the swap.
3. Press the D-button $\leftrightarrow$ and then repeat steps 1 and 2 to choose the second player. The players are swapped.

SET PIECES

Present routines at indirect free kicks and corners and then use them in matches



1. Press the **L1** button/**R1** button to select a User Profile.
 2. Press the D-button $\leftrightarrow$ to choose a set piece (its location is highlighted on the pitch at the top left of the screen).
 3. Press the D-button $\updownarrow$ to highlight a slot and then press the D-button $\leftrightarrow$ to preset a routine for the selected slot.
- Repeat step 2 to program further routines for the highlighted set piece.

LANGUAGE

- Press the D-button $\leftrightarrow$ to select your preferred language.

EA SPORTS™ TRAX

- Press the D-button $\updownarrow$ to highlight a Jukebox track and press the $\otimes$ button to deselect it (press the $\otimes$ button once more to reselect). Unchecked tracks are not played.

SAVING AND LOADING



NOTE: Never insert or remove a memory card when loading or saving files.

SAVING AND LOADING

- ❖ All User Profiles detected on the memory card (8MB) (for PlayStation®2) in MEMORY CARD slot 1 are automatically loaded upon boot-up with the Active User Profile's Settings applied to the game.
- ➡ To load previously saved files after you've started the game, go to the Save/Load screen (➤ *Save/Load Screen* below) or, in the case of Career/Tournament files, select the relevant option within the mode.

DELETING

- ❖ Saved files can be deleted in the Save/Load screen (➤ *Save/Load Screen* below).

SAVE/LOAD SCREEN

To enter the Save/Load screen, either select SAVE/LOAD from the Options, More Options, or User Profile screens (you will then have to select whether you wish to SAVE or LOAD) or select one of the Save or Load options throughout the game.

TO SAVE, LOAD, OR DELETE A FILE WITHIN THE SAVE/LOAD SCREEN:

1. Press the **L1** button/**R1** button to select the type of file you wish to perform an action on (All Types/Profile/Squad/Career/Tournament).
 2. Press the D-button  to select a file and then press the  button.
- ➡ If you have chosen to save a file, you can select RENAME FILE to change the file name and save it or SAVE FILE to save it under its present name (to delete a file, choose a saved, unloaded file and select DELETE FILE).
 - ➡ If you have chosen to load a file, select LOAD FILE.

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EA WARRANTY CONTACT INFO

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Mailing Address: Electronic Arts Technical Support
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