



# FIFA Street





## **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.

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## **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 please visit [www.esrb.org](http://www.esrb.org).



# *Contents*

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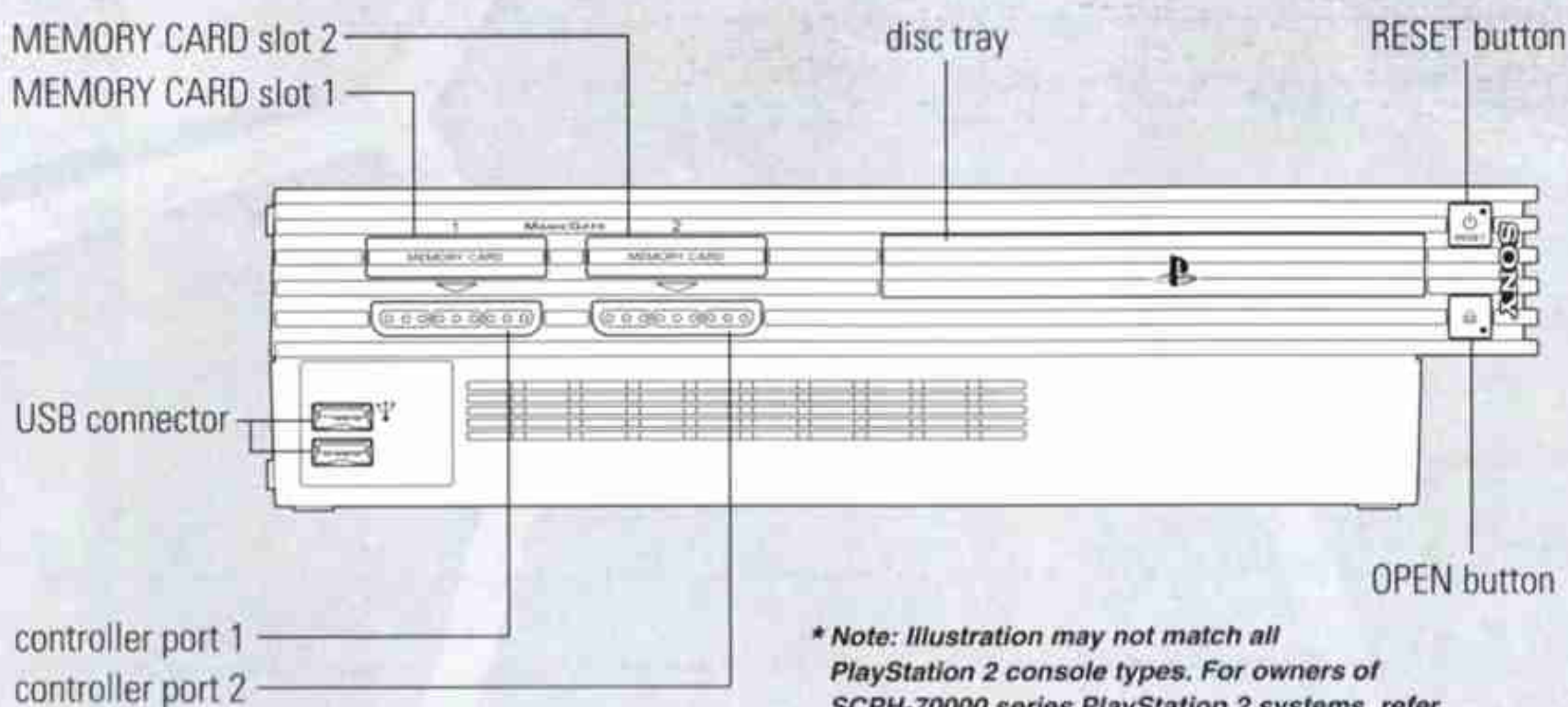
|                                      |           |
|--------------------------------------|-----------|
| <b>Starting the Game.....</b>        | <b>2</b>  |
| <b>Command Reference.....</b>        | <b>3</b>  |
| <b>Complete Controls .....</b>       | <b>4</b>  |
| Menu Controls.....                   | 4         |
| General Gameplay.....                | 4         |
| Attack.....                          | 4         |
| Defense.....                         | 7         |
| <b>Setting Up the Game.....</b>      | <b>7</b>  |
| Game On .....                        | 7         |
| Create Player.....                   | 8         |
| Star Team.....                       | 8         |
| <b>Playing the Game .....</b>        | <b>9</b>  |
| Game Screen .....                    | 9         |
| <b>Game Modes .....</b>              | <b>10</b> |
| Friendly.....                        | 10        |
| Rule the Street.....                 | 10        |
| <b>Hints and Tips.....</b>           | <b>12</b> |
| <b>Saving and Loading .....</b>      | <b>12</b> |
| <b>Limited 90-Day Warranty .....</b> | <b>13</b> |

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# Starting the Game

## PlayStation®2 computer entertainment system



*\* Note: Illustration may not match all PlayStation 2 console types. For owners of SCPH-70000 series PlayStation 2 systems, refer to the setup instructions supplied with your system.*

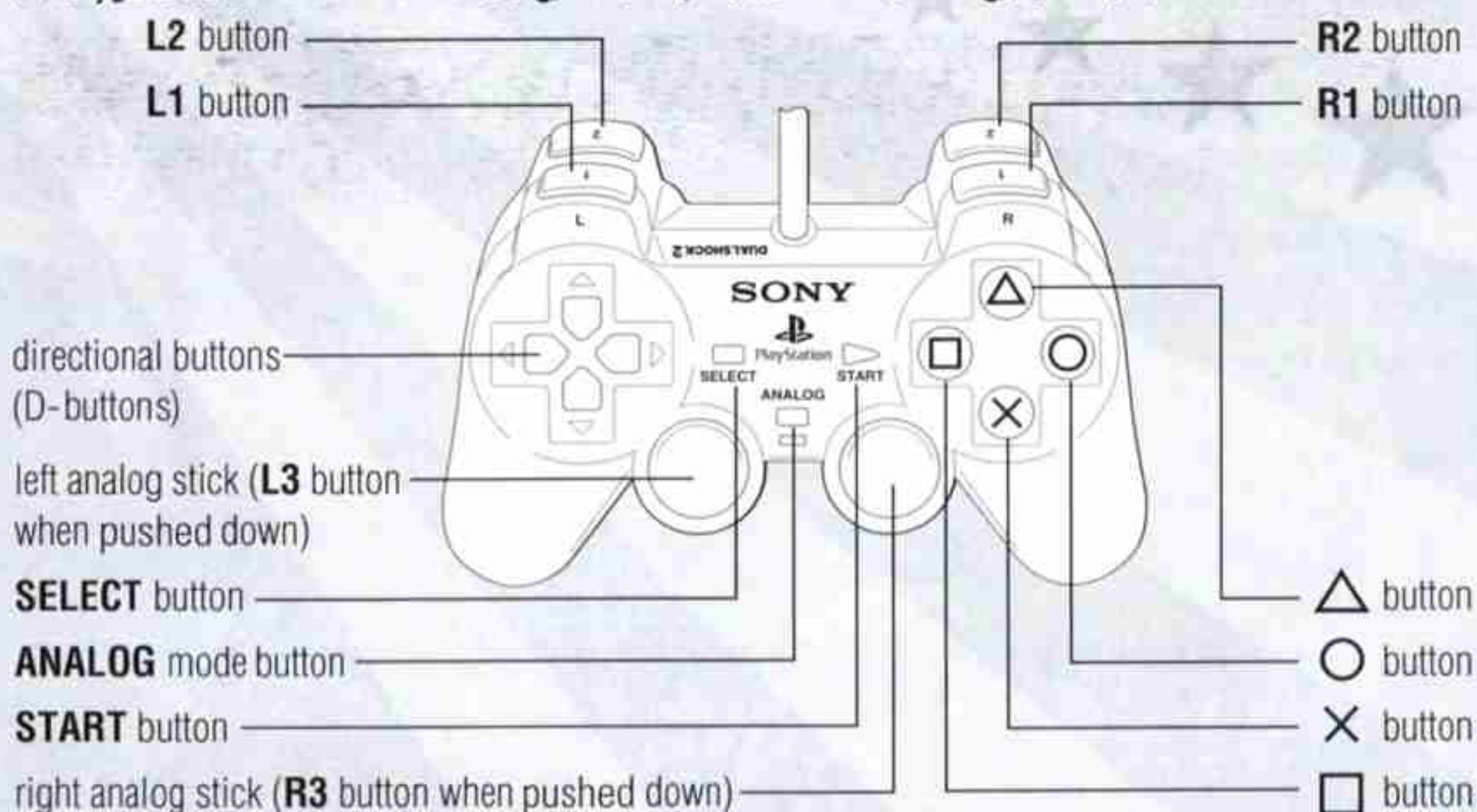
1. Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual.
2. Make sure the MAIN POWER switch (located at the back of the console) is turned ON.
3. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open.
4. Place the *FIFA Street* 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:** The first time you start *FIFA Street* you are prompted to select your preferred save type. See *Saving and Loading* on p. 12 for further details.

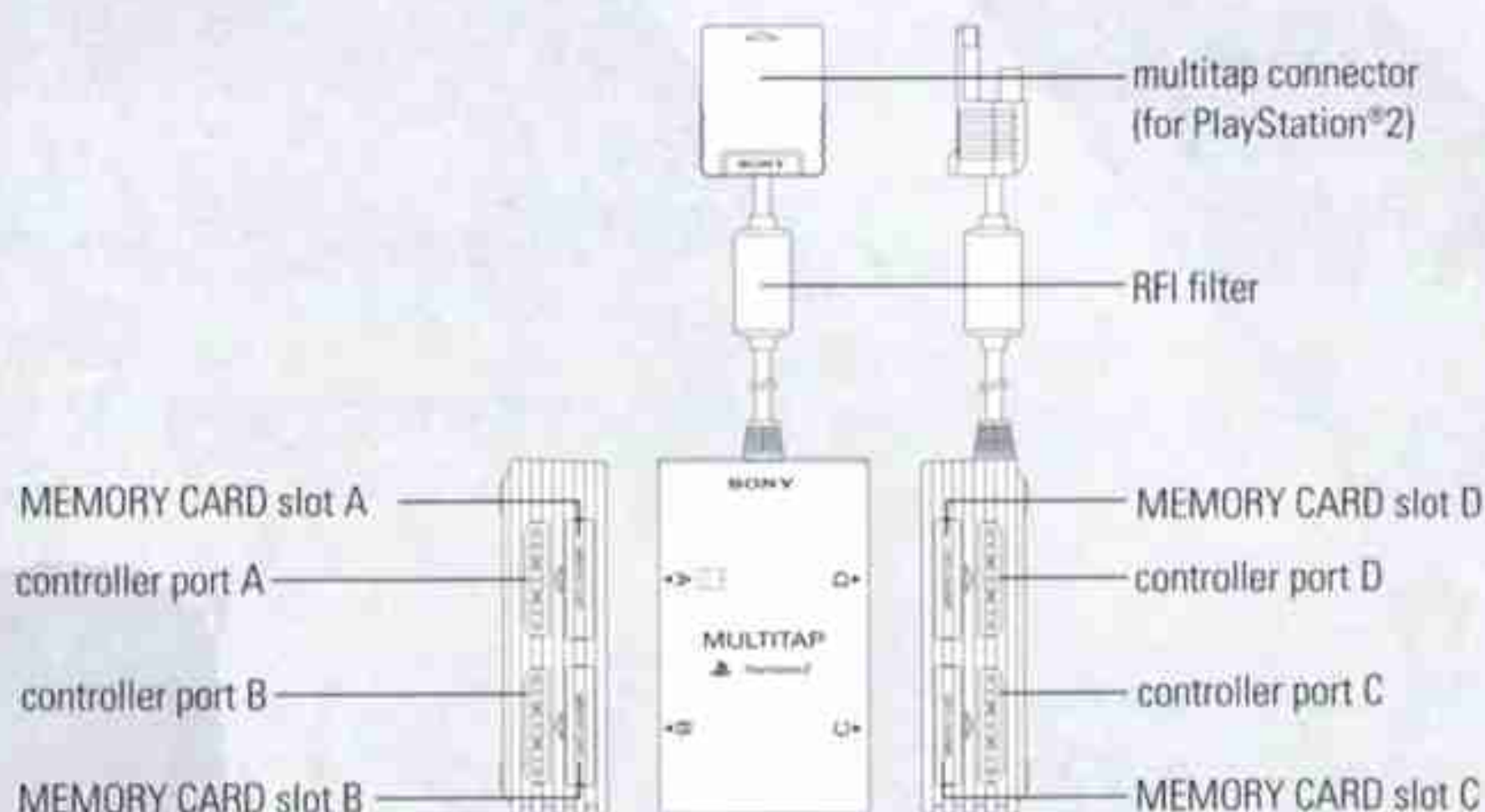


# Command Reference

## DUALSHOCK®2 analog controller configurations



**Note:** When using a multitap (for PlayStation®2), the first controller must be inserted into controller port 1. Then insert the multitap (for PlayStation®2) into controller port 2 and insert additional controllers sequentially into controller port 2-A, controller port 2-B, and controller port 2-C. Controller port 2-D will not work.





# Complete Controls

Forget 4-4-2. It's time to break out your 'megs—the streets have reclaimed the beautiful game and it's gonna get ugly. Check out this section to get up to speed on the moves you need to dominate the streets.

## Menu Controls

|                            |                                                                                              |
|----------------------------|----------------------------------------------------------------------------------------------|
| Highlight menu items       | D-button  |
| Cycle choices/Move sliders | D-button  |
| Select/Go to next screen   |  button   |
| Return to previous screen  |  button   |

## General Gameplay

|                  |                                                                                                                       |
|------------------|-----------------------------------------------------------------------------------------------------------------------|
| Move             | left analog stick                                                                                                     |
| Sprint           | <b>R1</b> button (hold)                                                                                               |
| Pause            |  button<br><small>START</small>  |
| On Demand Replay |  button<br><small>SELECT</small> |

## Attack

|                           |                                                                                                         |
|---------------------------|---------------------------------------------------------------------------------------------------------|
| Trick Stick               | right analog stick                                                                                      |
| Pass                      |  button            |
| Shoot                     |  button            |
| Random trick              |  button            |
| Lofted/Driven high pass   |  button (tap/hold) |
| Trick shift/Strafe/Shield | <b>L1</b> button                                                                                        |
| Deke shift                | <b>L1</b> button + <b>R1</b> button                                                                     |
| Taunt                     | D-button                                                                                                |

**Note:** Want to hit the street running? Take a moment to watch the STREET TRAINING video available from the Main menu.

## Tricks

*FIFA Street* is the first soccer game where style is as important as the score. Let your feet do your talking with the slickest set of tricks ever unleashed on the virtual pitch.

### Trick Stick

Express yourself with the all-new Trick Stick and take complete control on the pitch. While dribbling and driving to the goal, move the right analog stick in any direction to break out a trick move. You can also create different trick combinations by pressing the **L1** button or the **R1** button at the same time, or use the Trick Stick on defense to perform a studs-up tackle or to emerge as the victor in a hospital ball situation.



## Beat Moves

Tricks separate the street stylers from the wannabes—and the ultimate tricks are Beat Moves. To take on your marker you need to bust out some impressive footwork—that means you're gonna have to get to know the Trick Stick intimately. This isn't just about beating your man—it's about leaving him out to graze!

Use the Trick Stick to lay down a Beat Move from your Trick Book (see below). Success fills your Gamebreaker Meter (see *Gamebreakers* on p. 9.)—and more importantly it leaves your marker trailing in your wake—while a combination of flicks and tricks multiplies the rewards even more (see *Combos* on p. 9).

## Trick Book

Your Trick Book is packed with Beat Moves, which can be executed by pressing the right analog stick on its own, in conjunction with the **L1** button, or along with both the **L1** button + **R1** button. To further mystify your marker, the resulting move also depends on the foot you use, your speed, and where you are on the pitch. So listen up.

In *FIFA Street* there are four ways to blow past your man. Use a Nutmeg move (play the ball through your opponent's legs), lift the ball over his head, play it around him, or bring the wall into play by using it to deflect the ball around your marker.

## Nutmeg and Over Tricks

**Note:** Use the Trick Stick ↓ for Nutmeg moves and ↑ for Over tricks.

| Trick Stick                                | Running     | Standing         | Shielding       |
|--------------------------------------------|-------------|------------------|-----------------|
| right analog stick ↓                       | Nutmeg      | Panna            | Backbeat        |
| right analog stick ↑                       | Pot of Gold | Pick 'n' Flick   | Get Over It     |
| right analog stick ↓ +<br><b>L1</b> button | Hopscotch   | Nuts             | Roundabout      |
| right analog stick ↙ +<br><b>L1</b> button | Crazy Legs  | Under the Bridge | Back 2 Biscuits |
| right analog stick ↘ +<br><b>L1</b> button | Panna Na-Na | Violin           | Jog On          |
| right analog stick ↑ +<br><b>L1</b> button | Twister     | Spin Cycle       | Vertigo         |
| right analog stick ↖ +<br><b>L1</b> button | O.T.T.      | Headroom         | Hold Up         |
| right analog stick ↗ +<br><b>L1</b> button | Up 'n' Away | Stick Up         | Nosebleed       |



## Around Tricks

| Trick Stick                                | Running*      | Standing        | Shielding        |
|--------------------------------------------|---------------|-----------------|------------------|
| right analog stick ←                       | Footroll      | Schooled        | Round the Houses |
| right analog stick →                       | Footroll      | Schooled        | Round the Houses |
| right analog stick ↙                       | Rollin'       | Kneed for Speed | Wrong Way        |
| right analog stick ↘                       | Well Heeled   | Kneed for Speed | Wrong Way        |
| right analog stick ↖                       | Inside Out    | Squash 'n' Go   | Sole Roll        |
| right analog stick ↗                       | Get it to Go  | Squash 'n' Go   | Sole Roll        |
| right analog stick ← +<br><b>L1</b> button | Step Up       | Akka            | Can Can          |
| right analog stick → +<br><b>L1</b> button | Twist 'Em Out | Akka            | Can Can          |

\*Right foot moves only. For same trick with the left foot, reverse direction of the Trick Stick.

## Wall Tricks

| Trick Stick Position                       | Running*        | Standing      | Shielding         |
|--------------------------------------------|-----------------|---------------|-------------------|
| right analog stick ←                       | Cyclone         | Rinse Out     | Backs to the Wall |
| right analog stick →                       | Ounce of Bounce | Rinse Out     | Backs to the Wall |
| right analog stick ↙                       | Roll Over       | Stonewall     | Wally             |
| right analog stick ↘                       | Flip Flop       | Stonewall     | Wally             |
| right analog stick ↖                       | High Step       | Spin 'n' Grin | Fake Wall         |
| right analog stick ↗                       | Heel Boy        | Spin 'n' Grin | Fake Wall         |
| right analog stick ← +<br><b>L1</b> button | Hurricane       | Off the Wall  | Give and Go       |
| right analog stick → +<br><b>L1</b> button | Tornado         | Off the Wall  | Give and Go       |

\*Right foot moves only. For the same trick with the left foot, reverse the direction of the Trick Stick (Assumes wall in direction of flick).

## Style Moves

| Trick Stick                                                   | Running     | Standing/Shielding |
|---------------------------------------------------------------|-------------|--------------------|
| right analog stick ↑ + <b>L1</b> button +<br><b>R1</b> button | Hot Stepper | Forth and Back     |
| right analog stick ↓ + <b>L1</b> button +<br><b>R1</b> button | Give Praise | Back and Forth     |
| right analog stick ↔ + <b>L1</b> button +<br><b>R1</b> button | La Roulette | Rollin' It         |



## Taunts

Once you have the opposition on their heels, it's time to bring out the taunts. Press the D-button (alone or while holding the **L1** button) for close control moves designed to grab some free points, lure your marker into a position where you can beat him, and, above all, remind your opponents just how in control you really are.

## One-Timers

Catch defenses off balance with one- and two-touch moves. Press a pass or shoot button before the ball reaches a player to make him release the ball as soon as it reaches him and watch the points roll in. One-time shots can also dramatically increase your chances of scoring.

## Defense

|                 |                                                                                                                                                                                          |
|-----------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Switch player   |  button                                                                                               |
| Step-in tackle  |  button                                                                                              |
| Intercept       |  button                                                                                              |
| Sliding tackle  |  button (this button performs the Intercept move when user is on defense and the ball is in the air) |
| Beat Move block | <b>L1</b> button                                                                                                                                                                         |

# *Setting Up the Game*

Create a player, build your ideal team, and hit the streets. This isn't your average Sunday friendly—it's gonna be rough out there so be sure you're staffed with a squad who can take it.

## Game On

This is the fastest way to hit the streets:

1. Select GAME ON from the Main menu.
2. From the Pick Sides screen, choose to play as the home team or visiting challengers (up to four players can play a multiplayer game).
  - ★ To play using a Profile, highlight an available Profile and press the  button to select it (see *Create Player* on p. 8).
3. From the Select Team screen, choose two available sides or press the  button to make random selections.
  - ★ Press the  button to open the My Rules screen where you can change the Difficulty level, choose how the game is decided, give one team a Head Start, or select a Game Ball.
4. Press the  button to start the game.



## Create Player

Create a Player to use as a Profile in any game mode or to lead your Rule the Street campaign (see *Rule the Street* on p. 10).

1. Select CREATE PLAYER from the Main menu.
2. Choose an empty slot.
- ★ Highlight an existing Player slot to edit (X button) or delete it (C button).
3. Enter a name of up to eight characters.
4. To edit your Player's features or kit, select BODY, HEAD, or KIT. Press the D-button ↔ to choose a feature. Select a specific detail, and then adjust it to your liking.
5. When you're finished, select DONE.

**Note:** Before you can start a Rule the Street campaign you need to upgrade this player's skills and build a squad, see *Rule the Street* on p. 10.

## Star Team

Select from the world's finest players and assemble a dream team to play in Game On and Friendly matches.

**Note:** Star Teams are not available in Rule the Street.

### To create a new Star Team:

1. Select an available Star Team slot.
- ★ Highlight an existing Star Team to edit (X button) or delete it (C button).
2. Choose a team logo.
3. Enter a team name of up to eight characters.
4. Press the D-button ↑ to browse through the available nations.
5. Press the D-button ↔ to highlight a player to add to your team and then press the X button to select him.
6. When you have chosen your four world-beaters, select DONE to save your team.
- ★ Highlight a player and select SWAP to replace him or CUSTOMIZE to mod his kit (see *Create Player* above for more information on customizing).

## Options

Select OPTIONS from the Main menu to adjust Gameplay, Audio, and EA™ TRAX settings or check out game credits and features.



# Playing the Game

Get ready to squeeze your ego into unique urban arenas around the world and prepare for a turf war—without the turf. From the scorching sands of South America to unforgiving Roman cobblestones, you're about to play for real—no rules, no refs.

## Game Screen



## Combos

Combining a steady stream of tricks and flicks can reel in serious trick points. Simply string together several different moves in a row and watch your Combo indicator fill. The more Combo letters filled, the greater your chance of scoring. Each additional letter also multiplies the points awarded for your next trick, which will fill your Gamebreaker Meter in no time.

## Gamebreakers

When your Gamebreaker Meter has filled completely, it's hammer time. Use the resulting Gamebreaker to launch a pile driver that either rips the net or takes down anyone stupid enough to get in the way. Remember though—when the tables are turned, you need to call on one of your players to put himself in the firing line or face an almost certain goal.

## Shot Targeter

He shoots, he scores! If only it were that easy. When you move in on goal, use the Shot Targeter to aim your shot. As you shoot, use the left analog stick to try and find an opening and slot the ball past the goalie.

## Replays

### Goal Replays

To enjoy slow motion replays of every goal, press the  button.



## Replays On Demand

To take another look at the game's last move, press the  button at any time during the match. To enjoy it over and over again, press the  button.

## Pause Menu

Press the  button to access the Pause menu, where you can change your options, check out the game controls, swap sides, or restart/quit the current game.

# Game Modes

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Immerse yourself in ten distinct street cultures spanning four continents and experience the intensity as more than 200 of the game's greats from 16 of the world's top national teams go toe-to-toe for the professional's ultimate prize—respect. The lines have been drawn—time to hit the street.

## Friendly

Friendly mode allows you to select your Starting Four before stepping onto the pitch (to choose the best available team, press the  button).

## Rule the Street

Clean up on the city streets as you tour the globe looking for worthy challenges. Make a name for yourself in kick abouts and increase your local reputation with good runs in tournaments. Then use your new-found fame to entice local talent to join you, pocketing as many skill bills as you can along the way. Before you start, you need to create a player (see *Create Player* on p. 8)—and build a team for him to lead.

## Upgrade Player

When you start your campaign to Rule the Street, you can either create a new player or select a player you have already set up (see *Create Player* on p. 8).

The first time you take this player to the streets (and when you start bringing home the Skill Bills) you need to Upgrade Player attributes.

Select an attribute's Skill Bar and splash the cash to increase your players' Skill ratings.



**Speed**

The pace at which a player can run



**Shot Power**

The strength of a player's shooting



**Shot Accuracy**

A player's ability to find the net



**Tricks**

A player's capacity for tricks and flicks



**Tackling**

The ability of a player to win the ball

**Note:** As you fill the bars, you spend your Skill Bills and your player rating increases. Remember it's a team game so any player increases also improve the quality of your squad.



## Create Team

Once you have a player, he needs a team to lead. Select CREATE TEAM and begin building the ultimate street-beating squad. A squad must include a goalie and seven outfield players, including your player.

★ Remember to check the player's Key Skill so you can create a mix of specialist skills and field a strategic team.

## World Map

The World Map is the base from which you lead your campaign to Rule the Street.



## Reputation

Your reputation (REP) reflects your standing in the street community. It starts at JUNIOR and can only be built up by impressing teams throughout the world with serious on-pitch attitude. Remember, only truly respected teams can tempt the cream of world talent—and the street is no different. Gaining Rep also wins you new street threads to further boost your image.

Get a solid Rep and the street players will take you seriously and may even let you recruit them for your side (see *Upgrade Squad* below).

## Skill Bills

Skill Bills (SB) are essential street currency and can be earned every time you step out on the dirt—remember it's not just about winning, it's about doing it with style. You need Skill Bills to improve your player skills, entice new recruits, and to enter Rule the Street Tournaments (see p. 10).

## Venues

Soak up diverse street cultures in ten urban destinations from the Big Apple to the Eternal City. Some locations must be unlocked by building up your Squad Rating and winning local tournaments. At each venue you can choose to:

### Kick About

Go toe-to-toe with local teams to gain precious Skill Bills and Reputation points.

### Upgrade Squad

Use your newly acquired fame and fortune to scout the neighborhood for local talent. Pay to play against a star and, if you win, you can add him to your squad and boost your rating—crucial for entering new tournaments. If you have the Rep to back you, you can play Squad Upgrade games for free.



## Venues (cont.)

### Rule the Street

Square off against the best the city has to offer in tournament play. Skill Bills and a respectable Squad Rating are vital before you even think of taking on the competition here but success can open up new venues and encourage even better players to join your winning side.

## Headquarters

From your headquarters you can view your player and squad ratings and see how you are progressing in your bid for street dominance (to access your headquarters, press the  button or select HQ).

## My Squad

Cast your eyes over the state of your squad and outfit them in the latest streetwear.

**Note:** Pro players cannot be assigned the shirtless kit option.

## Trophy Room

When you win a venue tournament, in addition to the Skill Bills and Rep you gain, you also receive a trophy. Go to your trophy room to polish your silverware.

# Hints and Tips

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- ★ Use high passes () to increase your trick point tally and catch defenses off guard.
- ★ Keep your players' skills and abilities in mind and make sure you utilize them on the pitch.
- ★ Remember to upgrade your players' skills when you can afford to (see *Upgrade Player* on p. 10) as this benefits your whole team.
- ★ Get your angles right to make the most of your newest teammate—the wall!
- ★ Use passes off the wall to get an advantage on the defense.

# Saving and Loading

---

You can save your progress and a customized set of options to your memory card (8MB) (for PlayStation®2) in MEMORY CARD slot 1.

When you start *FIFA Street* you are prompted to select a Save Type.

### Prompt

You are prompted to confirm every time you wish to save your game.

### Autosave

The system automatically saves your game options and Player save files without confirmation.

### Off

No save games or prompting.

**Note:** *FIFA Street* has one save file. When you choose to save your game this includes your options, created players and teams, and any Rule the Street progress for all players.

**Note:** You can change your selection from the Save Game Options in the Options menu.

**Note:** Each time you start the game, the system automatically loads any saved games and settings.



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