Warning: To Owners of Projection Televisions

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

Epilepsy Warning

Please read before using this game or allowing your children to use it.
Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life.
Such people may have a seizure while watching television images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures.
If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing. We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, discontinue use IMMEDIATELY and consult your doctor.

Precautions to Take During Use

- Do not stand too close to the screen. Sit a good distance away from the screen, as far away as the length of the cable allows.
- Preferably play the game on a small screen.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a video game.

Contents

System Requirements

Please take time to ensure your system meets the Minimum Configuration requirements, detailed below and on the packaging. **It is essential that your system meets these requirements in order for *FIFA Football 2004* to function properly.**

Checking my System Specification

The DirectX Diagnostic Tool can provide you with information about your system specification if you are unsure of your PC's current specifications.

- To run the DirectX Diagnostic Tool, click onto the **Start** button and select **Run**. In the Open box type DXDIAG. The DirectX Diagnostic Tool appears.

- Your system specification can be found in the System Information box and details about your video and sound card can be found under the Display and Sound tabs.

- You should compare this information with the information in the System Requirements section, below. As a rule of thumb, a PC that meets the *Minimum Configuration* will run the game on the most basic graphics and sound options settings.

  Note: Unless you are an advanced user we do not recommend changing any of the options in the DirectX Diagnostic Tool.

- Do you need help on getting your game started? Jump to the *Clean Up Your System before Running the Game* section on p.4!

- Having problems with your game crashing or locking up? Then consult the *Before Starting your Game* section on p. 6!

Minimum Configuration

- Microsoft Windows® 98 SE/ME/2000/XP
- 600 MHz Intel Pentium III processor or equivalent
- 64 MB RAM (128 MB RAM for Windows® 2000/XP)
- 8x CD ROM/DVD drive
- 32 MB Direct3D video card with DirectX™ 8.1 compatible driver
- 880 Megabytes free Hard Drive space
- DirectX 8.1 compatible sound card
- Keyboard, mouse

Supported Input Devices

- Microsoft Windows-compatible mouse, keyboard and any game controller that is 100% compatible with DirectX 8.1 (Direct Input). A 6 Button, Analogue Joypad is recommended for full functionality.

  Note: You must have the very latest driver software installed for your game controller to ensure it works correctly with this game. You can download the latest driver software for various game controllers from the controller manufacturers website. A list of popular game controller manufacturers are listed below:

Microsoft Sidewinder:	**http://www.microsoft.com/sidewinder**
Logitech:	**http://www.logitech.com**
Saitek:	**http://www.saitek.com**
Thrustmaster:	**http://www.thrustmaster.com**
Act Labs:	**http://www.act-labs.com**
Gravis:	**http://www.gravis.com**

Required for Online Games

- 56.6Kbps or faster connection.
- A valid account with an ISP (Internet Service Provider).
- Microsoft Internet Explorer 6.0 (or higher).
- 1 *FIFA Football 2004* CD2 per PC.
    Note: You can download updated browsers from:

Microsoft Internet Explorer:
http://www.microsoft.com/windows/ie/default.htm

Clean Up Your System before Running the Game

Before you install any software, it is **critical** that your hard drive be in optimum working order. We recommend that you get into the habit of performing regular "house keeping" on your PC. ScanDisk, Disk Defragmenter and Disk Cleanup are the tools that you need to use to keep everything running smoothly. Such good practice offers you the best chance of running today's games with minimum issues. As an added benefit, a clean system will operate more efficiently, and other software applications you use may run more quickly and stably.

- **ScanDisk (Win 98/ME)/Error-checking (Win 2000/XP)** detects and repairs disk errors and bad sectors on your hard disk drive/s (HDD/s).
- **Disk Defragmenter** ensures that the data on your HDD(s) is organised properly. This helps to prevent corrupt data and speeds up the accessing of this data by your Computer's Central Processing Unit (CPU).
- **Disk Cleanup** helps you to clear unnecessary files from your system. This frees up disk space and prevents conflicts that could stop the game from installing correctly.

Consult the Windows Help Guides for information on running the ScanDisk/Error-checking, Disk Defragmenter and Disk Cleanup tools.

Using Windows Help

Click onto the Start button and select Help (or Help and Support for Windows XP users) to bring up the Windows Help Guides.

Now, click the Search section and type in keywords such as "Scandisk" (Win 98/ME), "Error-Checking (Win 2000/XP), "Defrag" and "Disk Cleanup" to find the guides that help you run these tools.

What is DirectX™?

DirectX is part of Windows® 98, 2000, ME and XP. It allows Windows to access certain parts of your PC at high speed, to allow you to run today's games. As new technology is introduced, such as next generation 3D Accelerators and 3D soundcards, DirectX evolves to support these new technologies. *FIFA Football 2004* requires DirectX 8.1 or better, which is included on the game disc for you to install if necessary.

In order to operate correctly, DirectX will need the latest software drivers for your video card and sound card. These drivers can usually be downloaded from your card manufacturer's website or obtained from the card manufacturer's Technical Support hotline. Using drivers that do not have DirectX 8.1 support may result in display or audio problems in *FIFA Football 2004*.

To find out more about DirectX, visit the official DirectX website at:
 http://www.microsoft.com/directx

How do I install DirectX?

If you want to install DirectX **after** installing *FIFA Football 2004*, insert Disc 1 into your CD-ROM/DVD-ROM drive and click onto the Start button and select RUN. Type D:\DirectX\dxsetup (or substitute the CD-ROM/DVD-ROM drive letter if it is other than D:\; check in **My Computer**) and click OK. Click REINSTALL DIRECTX to install DirectX.

Installing the Game

To install *FIFA Football 2004,* insert the CD into your CD-ROM/DVD-ROM drive and wait for the AutoRun menu to appear. Click INSTALL; the serial number window appears. Type in the serial number found in the white box on the back of the *FIFA Football 2004* manual and follow the on-screen instructions to install the game.

• If the AutoRun menu does not automatically appear, double-click the **My Computer** icon on the Desktop, then double-click on the CD-ROM/DVD-ROM drive in which the game CD is inserted. Double-click on the 'setup.exe' file to install the game.

Uninstalling/Re-Installing the Game

If you are having problems or the game did not install correctly the first time, we recommend re-installing the game.

1. To uninstall the game, click onto the **Start** button select **Programs** (or **All Programs** for Windows XP users) and then choose the location where the game is listed. Click onto Uninstall to remove the game.

2. To reinstall the game after uninstalling it, follow the information in the *Installing the Game* section, above.

   IMPORTANT NOTE: We strongly advise users against uninstalling this game manually, since certain files associated with the game may not be correctly deleted. It is normal for any files created by players such as save games, replays and other game-related files to be left on your hard drive in the game folder after the uninstall process. Should you not wish to keep these files after uninstalling the game, delete them as you would normally delete files from your PC.

Before Starting Your Game

In some cases, programs that are running on your system can monopolise resources that the game needs in order to run properly. Not all of these programs are immediately visible, and many activate automatically on start up. There are a number of programs known as "background tasks", that are always running on your system. In some cases, these *may* cause the game to crash or lockup.

As such, we recommend that you deactivate these "background tasks" prior to playing *FIFA Football 2004*.

> **Important Note:** While shutting down background tasks will optimise your system for running the game, their features will then be unavailable. Ensure that you re-enable background tasks after playing *FIFA Football 2004* by restarting your computer.

Anti-Virus/Crash Guard Programs

If your system is running Anti-Virus or Crash Guard programs, you are advised to close or disable them before running *FIFA Football 2004.* To do this, find the icon for the program on the Windows taskbar. **Right-click** the icon and select CLOSE, DISABLE, or the relevant option.

Closing General Background Tasks

Once Anti-Virus and Crash Guard programs have been disabled, you should end all unnecessary general background tasks as these can sometimes cause problems when installing or running PC games.

Windows 98/ME

1. Hold down the **CTRL** and **ALT** keys on your keyboard and press **DELETE** once. The CLOSE PROGRAM window appears with a list of all background tasks currently running on your system.

2. To end a background task, click on its name in the list, then click the **End Task** button.

   Note: It is important that you DO NOT CLOSE the background tasks named **Explorer** and **Systray** as these tasks are necessary for Windows to operate. All other background tasks may be closed.

3. The Close Program window closes and the task is ended. Repeat the above steps to close down any/all other background tasks.

Windows 2000/XP Professional

1. Hold down the **CTRL** and **ALT** keys on your keyboard and press **DELETE** once. The Windows Security window appears.

2. Click TASK MANAGER to open the Windows Task Manager. To end a background task, click on its name in the list under the Applications tab, then click the **End Task** button.

   Note: Depending on your settings, when pressing **CTRL**, **ALT** and **DELETE** some Windows 2000/XP Professional users may bypass the Windows Security window and go straight to the Windows Task Manager.

Windows XP Home

1. Hold down the **CTRL** and **ALT** keys on your keyboard and press **DELETE** once. The Windows Task Manager window appears

2. To end a background task, click on its name in the list under the Applications tab, then click the **End Task** button.

   Important Note: Remember that the next time you restart your computer all of the background tasks that you ended reactivate automatically.

Starting the Game

• Insert the CD in your CD-ROM/DVD drive. The AutoRun menu appears. Click PLAY to start the game.

   Note: If the game does not automatically start when you insert the CD into your CD-ROM/DVD drive, go to **Start>Programs** (or **All Programs** for Windows XP users)**>EA SPORTS>FIFA 2004>FIFA 2004**. The introductory screens appear and the game begins.

Controls

Menu Navigation

1. Move the mouse to highlight options.
2. Left-click to select the highlighted option.

General Gameplay

   Note: The use of a 360°-degree analog gamepad such as the Logitech® Dual Action™ is highly recommended.

   Note: In this manual, the default controls are for a keyboard. If you are using a different control device, refer to the conversion table on p. 8 for gameplay control equivalents.

Conversion Table

Keyboard	Microsoft Sidewinder	Logitech® Dual Action™
Arrow keys	D-Pad	Left stick
A	A	1
D	C	3
W	Y	4
S	B	2
Q	X	5
E	R	6
Z	L	7
C	Z	8
ESC	Start	10

MOVE PLAYER		Arrow keys
SPRINT		E
WALK		C
ACTIVATE IGM (see *IGM* *(In-Game Management)* below)		C + Z
PAUSE GAME (see *Pause Menu* on p. 13)		ESC

IGM (In-Game Management)

Hold **C**, then hold **Z** at the same time to make tactical adjustments to your team during the game. Press the Arrow keys ↕ to toggle between different tactical areas and press the Arrow keys ↔ to make changes to each:

△
A ◀ Long Ball ▶
▽

Defensive Strategy (D): Pressing/Neutral/Contain

Formation Preference (F): Attack/Neutral/Defend

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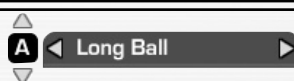
Attacking (with ball)

PASS/HEADER	S			
SHOT/HEADER/VOLLEY	Normal	D	Low	D + C
LOB/CROSS	Normal	A	Driven	A + C
CHIP	Tap **A**			
THROUGH BALL	W			
SKILL MOVES	Normal	Hold **SHIFT** + Arrow keys		
	Walking	Hold **C** + **SHIFT**+ Arrow keys		
ONE-TWO (see *Passing* on p. 9)	S, Q, S/W/A			

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 key 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 Arrow keys to aim – the ball travels in the direction it is facing when the key is released.

Passing

- **Passes** and **normal lobs** are automatically directed towards a team-mate or team-mate's run in the ball carrier's field of vision while **through balls** and **driven lobs** 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 keys *before* the ball reaches your player.

- To play a **one-two** pass with your team-mate, press **S** to play the first pass, **Q** to continue running, then **S**, **W** or **A** to attempt to return the ball to the runner.

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.

Attacking Off The Ball™ Control Options

Off The Ball Running: When your player has possession of the ball, press **Z** to increase his passing options. Potential ball receivers appear with numbers above their heads. Press **Z** to cycle through the receivers and use **RIGHT SHIFT** + Arrow keys to guide the highlighted receiver's run. To play a pass towards the highlighted receiver, press **A** or **W**.

EA SPORTS **Tip**: Use on the wing for pinpoint crosses.

Player Runs: To send an individual player on a run, hold **Q** and use **RIGHT SHIFT** + Arrow keys 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** (**W**) should result in the runner receiving the ball in space without having to break his stride.

Defending (without ball)

SWITCH PLAYER	S
TACKLE	D
SLIDING TACKLE	A
KEEPER CHARGE	W

EA SPORTS **Tip:** Simply get close to the ball carrier to challenge him for the ball without tackling him. This is a good way of gaining possession without fouling.

Defending Off The Ball™ Control Options: Secondary Defender

For the defender nearest the ball, tackling isn't always the best form of defence. When facing the man in possession, it is sometimes more effective to block his route to goal and then call in a **secondary defender** (**C**) to make the challenge.

Goalkeeper in Possession

MOVE/AIM KICK OR THROW	Arrow keys
THROW	S
HIGH KICK	A/D

Set Pieces

Taking a Direct Free Kick

In order to hit the target you need to follow these steps:

1. Press the Arrow keys to **aim** the targeting cursor towards the area of net you want the ball to go.

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) using **RIGHT SHIFT** + Arrow keys. 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 **A**, **S** or **D** 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 will be) and press it a third time on the **downswing** to set the **accuracy** (stop the pointer in the middle of the accuracy zone for the best results).

Taking an Attacking Indirect Free Kick or Corner

1. Press the Arrow keys ↕ and press **S** to select a **preset routine** (see *Set Pieces* on p. 22).
2. Select a **receiver** by pressing the key (**W/A/D**) corresponding with the number above his head (1/2/3).
3. Use the off the ball controls to **make space** for yourself while waiting for the set piece (see *Attacking Indirect Free Kick/Corner Off The Ball™ Control Options: Jostling* on p. 11).

> **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 Arrow
> keys; to jostle with him, use **RIGHT SHIFT** + Arrow keys to push towards him.

Taking a Defensive Indirect Free Kick or Goal Kick

AIM	Arrow keys
LONG PASS	**A/D**
SHORT PASS	**S**

Note: Hold kick keys for increased power.

Taking a Throw-In

AIM	Arrow keys
THROW	**A, S or D**

Taking a Penalty Kick

AIM SHOT	Arrow keys
SHOOT	**D**

Note: Hold **shoot** key for increased power.

Defending Set Pieces Other Than Penalty Kicks

MOVE PLAYER/WALL	Arrow keys
WALL JUMP	**A, W or D**
SWITCH PLAYER	**S**

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

Defending a Penalty Kick

DIVE	Arrow keys

Setting Up the Game

The first time you play *FIFA Football 2004* (without an active User Profile), click on
the arrows and click on your favourite league and team. Your selection is used as the
default team for Play Now mode.

Main Menu

From the Main menu you can get straight onto the pitch (see *Play Now* on p. 12),
select a game mode to take part in (see *Game Modes* on p. 13), take your game online
and challenge opponents around the globe (see *Play Online* on p. 17) view User
Profile information (see *My FIFA 2004* on p. 20), tailor the game to suit your
preferences (see *Options* on p. 20), view new features, other offerings from EA
SPORTS™ and *FIFA Football 2004* Credits or Exit *FIFA Football 2004* and return
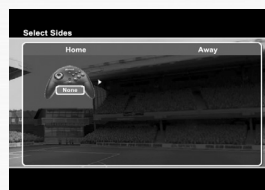to Windows.

Play Now

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

To Play Now:

1. Click PLAY NOW. The Select Sides screen appears.

> **Select Sides**
>
> The Select Sides screen allows you to choose which team you wish to play for and the User Profile you wish to use.

2. Press the D-Pad on your controller or the Arrow keys ↔ to place your icon under the Home or Away team and click the Forward icon. Your in-game possession indicator colour appears over your icon.

3. Click your icon 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), click the Forward icon.

•   If all icons remain in the middle, a CPU vs CPU game is played.

5. Click the arrows to select a League, home Team (a team's ability is represented by stars below its badge) and Kit (repeat for the away Team). You can click RANDOM to select Random teams.

•   Click STADIUM to select a Stadium to play in (see *Select a Stadium Screen* below).

6. At the Team Management screen, select your starting line-up (see *Starting 11* on p. 21 for information on changing your team) and click the Forward icon to continue. Click GAME SETTINGS to change your game settings.

> **Select a Stadium Screen**
>
> *FIFA Football 2004* offers a range of real and generic arenas, from Old Trafford to the Nou Camp. To select one – and to choose whether to play during the **DAY/NIGHT** – click the arrows and then select DONE.

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

12

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 (hold **E**), slowing him down, but replenishes when he returns to normal pace.

Pause Menu

Press ESC 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 (see *Team Management* on p. 21).
MATCH FACTS:	Click to view match stats as well as names in the book/on the score sheet.
SELECT SIDES:	Review/change your choice of team (see *Select Sides* on p. 12).
CAMERAS:	Change the camera angle (see *Cameras* on p. 23).
GAME SETTINGS:	Change in-game options (see *Game Settings* on p. 20).
INSTANT REPLAY:	View a replay of the last few seconds of play (see *Instant Replay* on p. 23).
RESTART MATCH:	Re-start the current match.
QUIT MATCH:	End the current match and return to the menu screens (if you Quit a match in any competition mode, you automatically forfeit the game by a 2-0 score-line; if you quit a second-leg game you automatically lose the tie).

Post Match Screen

After the match you can view the game's stats (MATCH FACTS) or restart the game (REPLAY MATCH). Select CONTINUE to exit or EXIT TO WINDOWS to stop playing *FIFA Football 2004*.

> **Note**: If a Play Now match ends in a draw after 90 minutes, you can choose to end it there and then, continue with GOLDEN GOAL extra-time or go straight to a PENALTY SHOOTOUT.

Game Modes

Career Mode

Pick a club from any one of 23 divisions and begin a five-year long 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 – see *Save/Load Screen* on p. 23).

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. Input your manager's name and press **ENTER** to confirm.

4. Click on the league within which you wish to manage and then click on a team to control within that league. Your Contract Objectives appear. Click the Forward icon and the Weekly Training Central screen appears (see below).

5. After putting your players through their paces, checking out your team news and testing the water in the transfer market (see *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 (see *More Options Screen* on p. 15) or SAVE CAREER to save your progress (see *Save/Load Screen* on p. 23).

7. Select the side you wish to play for (see *Select Sides* on p. 12) and click the arrows to select both sets of kits.

8. At the Team Management screen, select your starting line-up (see *Starting 11* on p. 21 for information on changing your team) and click the Forward icon to continue.

Weekly Training Central Screen

INDIVIDUAL TRAINING: Train individual players in your squad in up to 3 disciplines per week. To train a player, click on his name. Slot 1 is selected first. Click the arrows to select a type of training. The next training slot then becomes available. Repeat if you wish to assign more than one discipline and then click the Forward icon.

TEAM PHYSICAL TRAINING: Select a level of physical training for your squad as a whole.

TRANSFER MARKET: Buy and sell players in the Transfer Market. Click the arrows to select a league/team. Then further narrow down your search by clicking the arrows to establish your Status and Position requirements. Finally, click on a player name to select him and click PLAYER BIO (see *Player Bio Screen* on p. 15).

Note: You can only transfer players during the two "transfer windows" (January and July-August).

Player Bio Screen: Click on a player name, then click PLAYER BIO to view his details. Click the arrows 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**, click SUBMIT BID. Click the arrows and then click the FORWARD icon to make an offer/Negotiate with the player.

Your Players:

- **To place a player on the transfer list**, click the arrows, 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:	Click the arrows to view current Injuries, your Objectives and clubs interested in your players.
CAREER HELP:	Click the arrows for help with Career Mode.

More Options Screen

Selecting MORE OPTIONS in the Match Day Central and Tournament screens 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:	Click the arrows to skip between competitions as well as rounds or groups (cups only).
FIXTURES:	View all your results and upcoming fixtures. Use the Arrow keys to skip between days and months. Click on a match day 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:	Click the arrows to skip between Player (click the arrows to view different squads) and Team Statistics.
TEAM MANAGEMENT:	See *Team Management* on p. 21.
TEAM NEWS:	Click the arrows to view current Injuries, your Objectives and clubs interested in your players.
VIEW SQUADS:	Keep an eye on your rivals' squads (click the arrows to select a league/team).
CAREER HELP:	Click the arrows for help with Career Mode.
GAME SETTINGS:	See *Game Settings* on p. 20.
MY FIFA 2004:	See *My FIFA 2004* on p. 20.

Tournament

Play your way through a selection of some of the world's toughest cup competitions. Select GAME MODES>TOURNAMENT>NEW TOURNAMENT (or LOAD TOURNAMENT to load a saved one – see *Save/Load Screen* on p. 23). Choose between the Default Squads or the Current ones and confirm your selection. Choose the cup you wish to play for, click a team (or teams) from the list of entrants and then click USER/CPU to place under User control (or again for CPU control), then click the Forward icon (to replace an existing team with another team of your choice, click its badge, click REPLACE TEAM and select the replacement club). The Tournament Central screen appears (see steps **6.** to **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 (click STADIUM to choose a Stadium/Condition). You begin in the Practice Mode Pause Menu (see *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.

Football Fusion

Play individual *Total Club Manager 2004* matches in *FIFA Football 2004* or export entire teams from *Total Club Manager 2004 into FIFA Football 2004 (including* lower division sides not supported in the game).

To play a *Total Club Manager 2004* match in *FIFA Football 2004*:
• In *Total Club Manager 2004*, click FOOTBALL FUSION in the Match screen (see *Total Club Manager 2004* manual for more information).

To export a team from *Total Club Manager 2004* to *FIFA Football 2004*:
1. In *Total Club Manager 2004*, select FOOTBALL FUSION>EXPORT. Select a club* (see *Total Club Manager 2004* manual for more information) and then select a slot in the Fusion Team Export screen and press **D**. Press **D** to exit the confirmation screen.
* To export a team you have already saved, enter gameplay with your saved team and select OPTIONS> FOOTBALL FUSION> EXPORT. Then click on your desired team and select EXPORT NOW.

2. Exit *Total Club Manager 2004*, launch *FIFA Football 2004* and select GAME MODES>IMPORT FOOTBALL FUSION. Select the saved Fusion Team and load it (see *Save/Load Screen* on p. 23).

Note: To play your team in Play Now mode, instead of selecting a recognised League, choose FOOTBALL FUSION, then select an imported team. To use an imported team in Tournament mode, press **Q** in the Select a Team screen and choose from your imported teams.

Play Online*

Take on opponents from around the globe via EA SPORTS™ online. Join or start your own Clubs and Leagues or compete in games and Tournaments to build an online career.

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

* **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/pconlinelegal/**

EA SPORTS Online is a live game service that you play via the Internet. AN INTERNET CONNECTION IS REQUIRED TO PLAY. Internet service providers usually charge a monthly fee to provide this access. ALL FEATURES NOT AVAILABLE IN ALL COUNTRIES.

ELECTRONIC ARTS CHARGES A MONTHLY FEE FOR THIS SERVICE, separate from your Internet access charges. The first 14 days of this fee is included in the purchase price of this package. After your first 14 days, you can earn more days by use of the enclosed Game Time™ card, or you can provide a valid credit card number to buy more time. If you are under the age of 18 and wish to use a credit card, please obtain the prior consent of the credit card owner. For current monthly rates and other details, see http://www.easports.com/pconlinelegal/.

YOU MUST BE 13+ TO REGISTER FOR THE EA SPORTS ONLINE SERVICE.

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

Logging On

Before you can play at EA SPORTS™ Online service, you must register your product and create a new EA account or use a pre-existing EA or AOL/AIM account.

Note: If you are already a member of the EA SPORTS™ Online service, you may log in with your existing account information. Follow the on-screen instructions to register *FIFA Football 2004* for online play.

• To register, click JOIN NOW in the Welcome screen.

Note: To play for the entire year for free, you must logon at **easports.com** and enter the number on your Game Time™ card found in the product box.

Registration

You can register for an EA account or, if you already have one, you can register your game for online play.
- To register *FIFA Football 2004* with EA SPORTS™ Online, click ADD THIS GAME TITLE and enter your EA user name and password.
- To use a pre-existing AOL™, AOL Instant Messenger™, Compuserve 2000™ or Netscape AOL Instant Messenger account, click the appropriate link and follow the on-screen instructions.
- To create a new EA account, click I NEED TO CREATE A NEW EA SPORTS™ ACCOUNT and follow the on-screen instructions.

Welcome Screen

When you successfully login, you are placed in the Welcome screen, where you can begin games, look for MatchUps, review your profile and chat with other online football fans. Make sure you check out the sweepstakes and prizes available only through EA SPORTS™ Online.
- To open either navigation bar, move your mouse to the top or bottom of the screen.

In the Welcome screen, you can review the top players of the month and check out available MatchUps and your current Tournaments.

TOURNAMENT LOBBY:	Join a Tournament (see *Tournaments* on p. 19).
QUICKMATCH:	Take on an opponent with the minimum of fuss.
MATCHUP LOBBY:	Set up a MatchUp (see *MatchUps* on p. 19).
MESSENGER:	Chat to fellow gamers (see *Messenger* below).
MESSAGE LOG:	Review updates on game outcomes, earned tokens etc.
HOME:	Return to the Home screen.
HELP:	Get assistance if you're in a fix.

- To logout, open the navigation bar at the bottom of the screen and click LOGOUT.

My Career

Review your online career statistics or change your online preferences (to edit your settings, click EDIT SETTINGS, make the desired adjustments and click SAVE CHANGES).

Messenger

Through your Messenger, you can find members, set up lists of friends and organise games.
- To **find a member**, click FIND MEMBER, enter their details and click SEARCH.
- To **add a member** to your Messenger, click the icon next to the name and click ADD TO MESSENGER.
- To **remove a member** from your Messenger, click the icon next to the name and click REMOVE.
- To **send a message** to a friend, click their name in your Messenger, enter the message in the space provided and click SEND.
- To **create a new group** in your Messenger, click NEW GROUP.

Clubs

There are two kinds of Online Clubs in *FIFA Football 2004*: Public and Private. Public Clubs are open for anyone to join but Private Clubs require a password.

- To **find a Club**, select FIND A CLUB from the Clubs menu in the top navigation bar. Then enter the parameters for your desired Club on the left-hand side of the Clubs home page and click SEARCH.
- To **join a Club**, click its name in the search list. The Club's membership status and privacy are displayed on the Club's home page.
- To **send a message** to the Club's manager, click the icon next to the member name in the list of Clubs. In the pop-up menu, click MESSAGE.
- To **create your own Club**, select CREATE CLUB in the Clubs menu and follow the on-screen instructions.

MatchUps

Play head-to-head against other online players. You can choose to play online games under Pro Play or Custom formats (Pro Play games are added to your online rankings).

- **To compete**, select LOBBY from the MatchUp menu in the top navigation bar. To go to a specific matchup lobby, select a name from the drop-down list.
- **To play a MatchUp**, click an open game of interest and click PLAY NOW.
- **To create a Pro Play MatchUp**, click CREATE MATCHUP, enter the name of your MatchUp and configure other settings and click FINISH (in Pro Play games, it's possible for two players to choose the same team).
- **To remove a MatchUp that you created**, click CANCEL next to its listing in the MatchUp lobby.

Tournaments

In Tournaments, you host or join Tournaments to play against other players or Clubs.

- **To join a Tournament open to all players**, click its name in the Tournament Lobby, review its format in the popup and click OK.
- You can only **join Club vs. Club Tournaments** if you are a member of one of the participating Clubs.
- **To create an open Tournament**, click CREATE TOURNAMENT in the Tournament Lobby and follow the on-screen instructions (after an open Tournament is created and posted, you no longer have control over its settings.
- **To create a Club vs. Club Tournament**, find the Club to challenge (each Club must have five members to participate).

Leaderboards

In the Leaderboards area, you can review the leading online players in Pro Play games, Quick Games and Club tokens on a daily, weekly or monthly basis. Club rankings are also provided (to sort players by a statistical category, click the top of the column).

My FIFA 2004

To toggle User Profiles at any point within the My FIFA 2004 screens, click the arrows. The selected User's information is displayed.

Hall of Kits

Click the Left/Right arrows to toggle between leagues and then the Up/Down arrows 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. controller configurations, Set Pieces, Game Settings etc) and your preferred team. When you first start *FIFA Football 2004*, you should create a new User Profile and select a favourite team.

Creating/Editing a User Profile

To Create a new User Profile:

1. Select MY FIFA 2004>USER PROFILES>CREATE NEW PROFILE (or click NEW in the Main menu screen).
2. Type in your Profile Name, First Name and Last Name and select the team you support.
• To choose the team you support, click MY TEAM and then click the arrows.
3. 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 steps **2.** and **3.** 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, click the arrows in the MY FIFA 2004 User Profiles screen to select the required User Profile.

Options

Game Settings

Click the arrows to highlight BASIC SETTINGS, ADVANCED SETTINGS or AUDIO SETTINGS in order to access different groups of options and then click the arrows to make adjustments to the settings within.

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

BASIC SETTINGS: Decide on the Half Length, Difficulty Level and screen Resolution or turn Injuries, Offsides and Bookings **ON** and OFF.

ADVANCED SETTINGS: Adjust the Power-Up Speed, change the Camera angle, turn the Time/Score Display, Vibration and pitch Radar ON and OFF and use the sliders to decide the level of CPU assistance for Home and Away teams when switching players during a game (empty bar=manual control, full bar=CPU control).

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. Click the arrows 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. Click the arrows to cycle through STARTING 11 (SUBSTITUTIONS in-game), 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. Scroll using the slider and click the name of the first player that you wish to swap and click the Forward icon. That player is highlighted.
3. Click the name of the second player you wish to swap and click the Forward icon. The two players are swapped.

EA Tip: Click the arrows 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, click the player you wish to replace and then click the player you wish to insert and click

the Forward icon. He is replaced by your new selection.

Tactics

Click the arrows next to the various team tactics options to adjust the current settings.

Player Swaps

To swap players between clubs:
1. Select OPTIONS>PLAYER SWAPS.
2. Click a league and then click a team from it.
3. Scroll using the slider and click the name of the first player that you wish to swap. That player is highlighted. Click the Forward icon.
4. Repeat steps **2.** and **3.** to choose the 2nd player and then click DONE. The players are swapped.

Set Pieces

Preset routines at indirect free kicks and corners and then use them in matches.
1. Click the arrows to select a User Profile.
2. Click the arrows next to the set piece Location to cycle through the positions (it is highlighted on the pitch at the top left of the screen).
3. Click the arrows next to a Set Play slot to cycle through the options and preset a routine for the selected slot.
•   Repeat step **2.** to programme further routines for the highlighted set piece.
    Note: There are 4 Set Plays you can select during the match for each position. You can preset 3 of these. Slot 1 is always set to the default selection (In Swinging Centre for corners and Lay-off & Shot for free-kicks).

Language

Click the arrows to cycle through the choices and select your preferred language.

EA SPORTS™ Trax

Click a Jukebox track to deselect it (repeat this to reselect). Unticked tracks will not be played.

Saving, Loading & Deleting

Saving

•   To save files, go to the Save/Load screen (see *Save/Load Screen* on p. 23) or, in the case of Career/Tournament/Fusion files, select the relevant option within the mode. You are also prompted to save files upon exiting certain screens.
    Note: Changes made outside individual game modes are applied in all game modes. Changes made within game modes are specific to that competition. Changes made from the Pause Menu are reset after a game is finished.

Loading

- All User Profiles detected 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 (see *Save/Load Screen* on p. 23) or, in the case of Career/Tournament/Fusion files, select the relevant option within the mode.

Deleting

- Saved files can be deleted in the Save/Load screen (see *Save/Load Screen* on p. 23).

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. Click the arrows to select the type of file you wish to perform an action on (All Types/Profile/Squad/Career/Tournament/Fusion Team/Fusion Match).
2. Click a file to select it and click the Forward icon.
- 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.

Cameras

Select CAMERAS from the Pause Menu during a match to switch between Camera angles.
- Click on the arrows to select from **TELE**, ACTION, END TO END, SIDELINE and BROADCAST camera angles.
- To change Height and Zoom, click on the arrows to adjust them.

Instant Replay

Select INSTANT REPLAY from the Pause Menu to view the latest action from a variety of angles and speeds.
Select a camera view and click the VCR-style buttons to relive the action.

Problems with your Software?

If you are having problems running your software, we want to help. There are essential methods you should carry out to ensure the latest games run on your computer. The methods listed below solve most of the problems when running the latest DirectX games.

Is your game crashing or locking up?

When running games that use the latest version of DirectX, you must ensure your computer is running the very latest driver for your video card. Installing the latest driver for your video card can help solve crashes and lock-ups in games.
First of all, try downloading the latest driver from the video card manufacturers website. A list of popular video card manufacturers websites are listed below:

Asus: **http://www.asus.com**
ATI: **http://www.ati.com**
Creative Labs: **http://www.europe.creative.com**
Guillemot: **http://www.guillemot.com**
Hercules: **http://www.hercules.com**

If there is no improvement, try downloading the latest driver provided by the video card **chipset** manufacturer. Your video card chipset is the video processing chip located on your video card, e.g. Radeon (ATI) and GeForce (nVidia) are video card chipsets. A list of popular video card chipset manufacturers are listed below:

nVidia: **http://www.nvidia.com**
ATI: **http://www.ati.com**
Power VR: **http://www.powervr.com**
Matrox: **http://www.matrox.com**
S3:   **http://www.s3graphics.com**
Intel: **http://www.intel.com**
SIS: **http://www.sis.com**

Are you experiencing sound problems?

If you are experiencing choppy or stuttering sound, or sound that cuts in and out try downloading and then installing the latest driver for your sound card. A list of popular sound card manufacturers are listed below:

Creative Labs: **http://www.europe.creative.com**
C-Media: **http://www.cmedia.com.tw**
Diamond: **http://www.diamondmm.com**
ESS: **http://www.esstech.com**
Videologic: **http://www.videologic.com**
Yamaha: **http://www.yamaha.com/service.htm**

Controller Information

Joystick Calibration in Windows 98/2000/ME/XP

A Controller can be selected and calibrated from the **Control Panel** within your **My Computer** directory. *FIFA Football 2004* supports two separate controllers, with up to 6 axes and 16 buttons each. If you have more than two controllers connected to your computer, you must reassign the controller(s) that you wish to use in *FIFA Football 2004* to either controller ID 1 or controller ID 2. With Windows 98 SE/ME/2000/XP you can do this from the **Control Panel>Game Controllers>Advanced** page.

• For Windows ME users go to **Control Panel>Gaming Options>Controller IDs**.

Calibrating Input Devices from Custom Control Panels

For input devices that require calibration from a custom control panel (like the Gravis Exterminator), it is necessary to calibrate the stick *before* playing *FIFA Football 2004*. In order for *FIFA Football 2004* to recognise your joystick, you must calibrate it from the Control Panel. To install or calibrate your joystick in Windows 98/2000/ME/XP, access the Control Panel, and launch the Game Controllers applet.

> **Note:** Some gaming devices use their own applets or software for installation and calibration.

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Limited Warranty

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Please remember to include full details of the defect, your name, address and, where possible, a daytime telephone number where we can contact you.

Electronic Arts Customer Warranty, PO Box 181, Chertsey, KT16 0YL, United Kingdom.

Customer Support — Here to help you!

Problem? Question? If you're having trouble installing or running your game, we're here to help.

Electronic Help File

Your game includes an electronic help file to help solve any problems you might be having. The help file can be accessed from the Windows Start Bar in the same group as your game. Please check here first for common problems and solutions.

Ask Us

Visit **www.uk.ea.com** or **www.ie.ea.com** and click on SUPPORT CENTRE to be taken to our online Support Centre for the UK and Ireland. We are likely to have a solution to your problem stored in our knowledge base – to find out, click on GET HELP. The solutions you'll find here are the same as those used by our customer support staff, so you can be sure they're always accurate and up to date.

To ensure you find the answer to your question, please choose the game type and title carefully, as well as the format you are playing on.

If you can't find the answer to your question, click on ASK EA to send your question to a customer support technician. We'll review your question and get an answer back to you as soon as possible.

www.uk.ea.com

www.ie.ea.com

If you don't have access to the Internet, or you would prefer to speak to a technician, you can telephone our Customer Support team (They are available, Monday – Friday between 9am and 9pm).

Please remember that due to the nature of most problems encountered when running PC games, it is far easier and generally far quicker to accurately diagnose the problem if you use our online Support Centre.

Customer Support Telephone: **0870 2432435**

Customer Support Fax: **0870 2413231**

> **Note**: These are UK National Call rate numbers charged at BT's standard national call rates for calls from a BT line in the UK. Consult your telephone service provider for further information. Calls from outside the UK will be charged at International rates.

Please note that Customer Support cannot provide game play hints or tips – if you're stuck in your game, please see the back of this manual for details of our official Hintline.

Keep up with the latest EA News!

If you want to keep up-to-date with all the news, reviews or gossip directly from Electronic Arts then why not register and get the official EA newsletter delivered directly to your inbox.

Visit our UK website at http://www.uk.ea.com and sign up today!

Notes

Notes

Notes

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