

WARNING: TO OWNERS OF PROJECTION TELEVISIONS

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. 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, IMMEDIATELY discontinue use 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.

STARTING THE GAME

Quick Start

- A few clicks and you're ready to play a friendly match.
1. From the Match Select screen, left click on Quick Start. The Controller Select Screen appears.
 2. Arrow key (keyboard users) or D-Pad (Gravis Gamepad users) **LEFT/RIGHT** to select which team you wish to play as.
 3. Click **FORWARD**

These commands describe every situation.



HOW TO PLAY

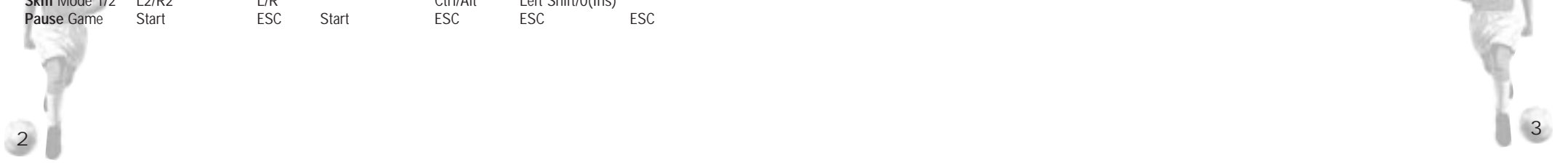
Basic In-Game Controls

This manual uses Gamepad Pro controls as default. Use this table to convert documented key presses to your particular method of control.

ATTACK	GAMEPAD PRO	GRIP	SIDEWINDER	KEYBOARD	4-BUTTON CONTROLLER	2-BUTTON CONTROLLER
Movement	D-Pad	D-Pad	D-Pad	UP/DOWN/LEFT/RIGHT arrow keys		
Pass/Switch Player	Yellow Button	B	B	S	Yellow Button	Button 1
Shoot/Tackle	Green Button	C	C	D	Green Button	Button 2
Speed Burst	Blue Button	Y	Y	W	Blue Button	
Lob/Slide tackle	Red Button	A	A	A	Red Button	
Evade tackle/Foul	L1	X	X	Q		
Through pass	R1	Z	Z	E		
Skill Mode 1/2	L2/R2	L/R		Ctrl/Alt	Left Shift/O(Ins)	
Pause Game	Start	ESC	Start	ESC	ESC	ESC

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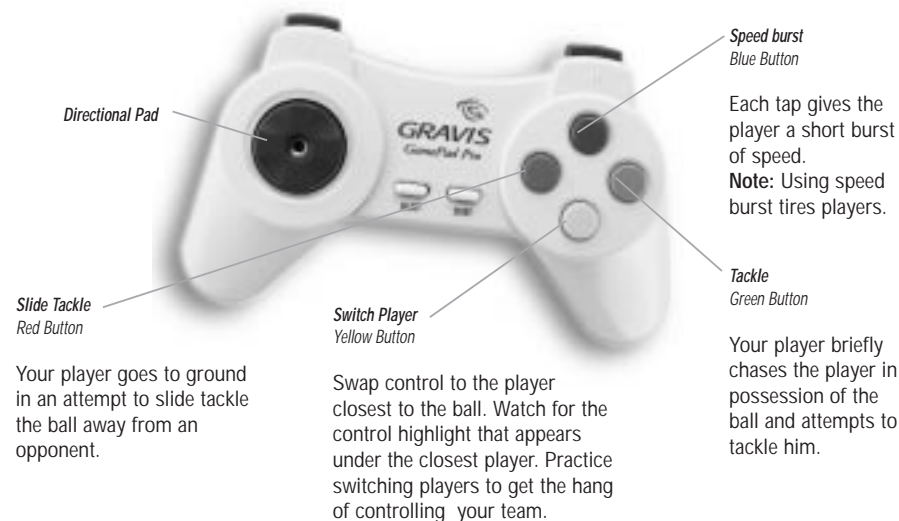
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When your player has the ball



When the opponent has the ball



INTERMEDIATE CONTROLS

Note: Where the term tap is used, hit the specified button in a short, sharp fashion.

Passing

Through Pass R1

Fouling

Intentional Foul L1

Avoiding tackles

Jump A Slide Tackle	L1
Lateral Shimmy Left	Tap L2
Lateral Shimmy Right	Tap R2
360 Spin Left	Double tap L2
360 Spin Right	Double tap R2

Goalie control

Goalie charge	Hold down R2
Pick up the ball	L1
Drop the ball	Blue Button
Throw	Red/Yellow Button
Kick-out	Green Button



SPECIAL TECHNIQUES

One touch – Done while the ball is loose or being passed

First-Time Pass	Yellow Button
First-Time Lob	Red Button
First-Time Through Pass	R1
First-Time Shot	Green Button

Shooting

To target different areas of the net, press your D-Pad towards the part of the net you wish to shoot at.

Special shooting techniques:

Side-foot shot	Press Yellow Button
Chip Shot	Press Red Button

Press these buttons in the opposing 18yd box when there are no pass or lob targets and the player will take one of these shots.

Heading

Header on goal	Press Green Button
Head the ball to a team mate's head	Press Red Button
Head the ball to a team mate's feet	Press Yellow Button

Volleying

Volley or Bicycle Kick Shot	Double tap Green Button
Volley to a team mate's head	Double tap Red Button
Volley to a team mate's feet	Double tap Yellow Button



ADVANCED CONTROLS

Skill Moves

To activate Skill Moves, hold down **L2** or **R2** (as specified below) and press one of the following buttons.

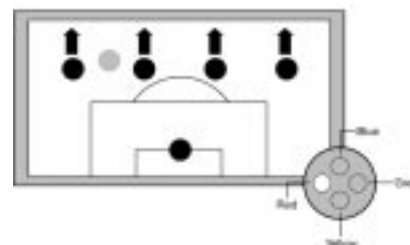
Action (Hold L2 Button)	Command	Action (Hold R2 Button)
Fakes	D-Pad	Fakes
Rainbow Kick	Red Button	Flick-over
Lateral Left	Yellow Button	Lateral Right
Spin 360° Left	Green Button	Spin 360° Right
Sprint	Blue Button	Sprint
Step over Nutmeg	R1	Double Step over
Dive	L1	Dive

IN-GAME TACTICS (IGT)

Note: These moves are unavailable to players using 2 or 4 button controllers

IN-GAME TACTICS	Offside Trap	Attacking press	Through ball run	Wing Back Run
GAMEPAD PRO (Hold down L2 & R2 & press button)	Red Button	Green Button	Yellow Button	Blue Button
GRIP (Hold L & R & press button)	C	Z	Y	X
SIDEWINDER (Hold L & R and press button)	A	C	B	Y
KEYBOARD	C	V	X	Z

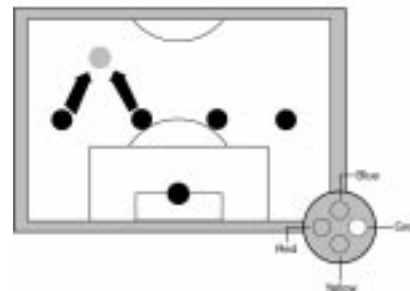
Offside trap



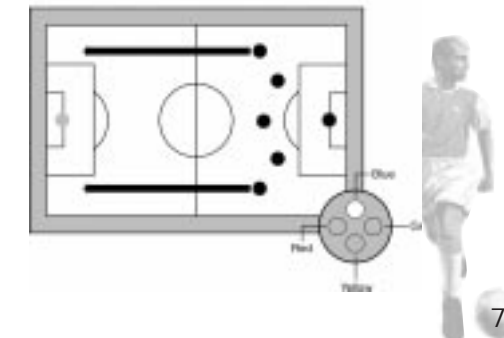
Through Ball Run



Attacking Pressure



Wing Back Run



1-2's and wall passes – controlling 2 players

Note: These moves are unavailable to players using 2 or 4 button controllers

Mode		Offball	Passback
GAMEPAD PRO	(Hold L2 & R2 & press button)	L1 Button	R1 Button
GRIP	(Hold L & R & press button)		
SIDEWINDER	(Hold L & R & press button)		
KEYBOARD		Double tap B X R	Tap B Z F

To retain movement control of your current player and kicking control of another, press **R1** while holding down **L2** and **R2** and use the D-Pad to choose the player you wish to pass to.

To retain kicking control of the current player and movement of another, press **L1** while holding down **L2** and **R2** and use the D-Pad to choose the player you wish to control.

IN-GAME MANAGEMENT (IGM)

Note: In-Game Management is unavailable to players using 2 or 4 button controllers

In-Game Management		Toggle IGM
GAMEPAD PRO		Select
GRIP	(Hold L & R & press button)	A
SIDEWINDER		M
KEYBOARD		Spacebar

Change a team's formation, strategy, and positioning during play to one of 3 settings you've created (IGM #1–IGM #3). Once you press a button to activate a formation and strategy, that setting remains until another is activated or a new game is started.

To program custom In-Game Formation/strategy/positioning:

1. Select Team Management from the Pause menu, then select IGM Strategy from the Team Management menu.
2. You can select Formation, Strategy, or Positioning for each of IGM 1, 2 and 3.
3. Modify the settings how you like

Note: Your team starts the game with IGM#1 active.

In dead ball situations...

Toggle View Mode
(Normal/Receiver/Target) **R1**



FREE KICK

Normal Mode

Move Target Arrow	D-Pad
Take kick	Red, Green or Yellow Button
Add Ballspin Left	L2 (Hold)
Add Ballspin Right	R2 (Hold)

Receiver Mode

Switch Player	Yellow Button
Target Mode	Use D-Pad to target area.

THROW-IN

Receiver Mode

Long Throw	Red Button
Short Throw	Green Button

Target Mode

Long Throw to Target	Red Button
Medium Throw to Target	Yellow Button
Short Throw to Target	Green Button

CORNER KICK

Normal Mode

Move Target Arrow	D-Pad
Take kick	Red, Green or Yellow Button
Add Ballspin Left	L2 (Hold)
Add Ballspin Right	R2 (Hold)

Receiver Mode

High Cross to selected player	Red Button
Low Cross to selected player	Green Button

Target Mode

Use D-Pad to target area.



GOAL KICK

Normal Mode

Move Target Arrow

Take kick

Add Ballspin Left

Add Ballspin Right

D-Pad

Red, Green or Yellow Button

L2 (Hold)

R2 (Hold)

Receiver Mode

Switch Player

Yellow Button

Target Mode

Use D-Pad to target area.

PENALTY KICK

Kick Taker

Target Shot

Switch Kicking Side

Switch Player

(Not available in Penalty

Kick Shoot-out)

Shot

Goalie

Move Along Line/Choose

Direction of Save

Attempt Save

D-Pad

Red Button

Yellow Button

Green Button

D-Pad

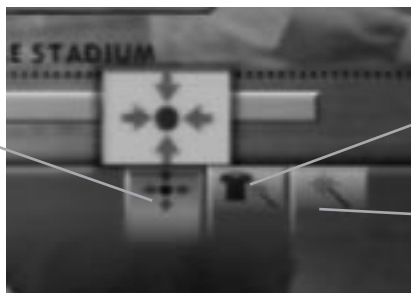
Red, Green or Yellow Button.

Menu Navigation

1. Use the mouse to highlight item.
2. Left click to select item.
3. Left click on the **LEFT/RIGHT** (or **UP/DOWN**) arrows to cycle highlighted items.

The Icon Menu Bar

Save Changes
(Highlighted)



Reset this team

Reset all teams

MATCH SELECT

Select a mode of play, set options, edit teams or load a saved game.



Friendly Match

In Friendly Match Mode, you may match up any team from any League against any other.

Quick Start

Select Quick Start to go straight into a match (See Quick Start Section on page 2).

Golden Goal Match

Play to a set goal total (1-10 goals)

Training

Practice your skills through a number of training drills

European Dream League

Take one of 20 of Europe's elite clubs and pit them against the best of the rest through a whole season.

Note: To create random groupings, click on **RANDOMISE**

Once you reach the end of the Dream League season, the top two teams in each group advance to a home-and-away Semi-final series with the winners meeting in the European Dream League Final.

SEASON MODE

In season mode, take control of a team and guide that team through a full season in any one of FIFA 99's 15 league and cup competitions. Or alternatively, create your own customised Cup or League to your own specification.

Select from four Season types: League, Cup, Create Custom League or Create Custom Cup

- LEAGUE:** Choose from Belgium, Brazil, England, France, Germany, Italy, Netherlands, Portugal, Scotland, Spain, Sweden, USA
- CUP:** Choose from three European Cups
- CREATE CUSTOM LEAGUE:** Create your own League structure and choose teams (See Custom League/Cup creator section below).
- CREATE CUSTOM CUP:** Create your own Cup tournament and choose teams.

Custom League Creator

The Custom League Creator allows you to create your own League featuring either Club or International Teams. You may select from 2-24 teams to play a defined number of matches.

Note: If you have less than four teams in your Custom league you will not be able to select a single Round Robin format.

Custom Cup Creator

Select club teams from any of FIFA 99's supported leagues as well as a selection of International or 'Rest of Europe' sides. Choose whether you want to play a Round Robin League followed by a Knock-out stage or simply go straight into a Knock-out Cup competition.

Note: The CPU Selection button may be used to instantly select remaining teams.

TEAM MANAGEMENT

Control every aspect of your team's performance with Team Management

- Access the Team Management screen from the Match Select screen, the Standings screen or the Pause menu.
- Use the In-Game Management to switch formations, positioning and strategy on the fly.

Note: Any team changes made from a league or cup mode are specific to that tournament and are saved automatically when that league or cup is saved.

Starting Line Up

To change the starting line-up or substitute players

- Select the first player then select a second player. The two players are automatically swapped.

Note: Left click on the field/table icon in the centre at the top of the screen to toggle the pitch or field team layout and the Attribute table.



Transfers

The Transfers option allows users to trade players with other Club teams. Each team is allocated a bankroll, based on their actual resources, reputation and history.

1. Click on the name of the Club with whom you wish to trade.
2. Select the player you wish to transfer and, providing the purchasing team has adequate funds and less than 25 players, the transfer takes place.

Note: Only Club teams may make Transfers and each team must retain between 16 and 25 players on their roster.

Note: When you reset Saved transfers ALL Transfers will be lost (In that particular database).

Kick Takers

1. Click on the player name next to the type of kick that you wish to change.
2. From the Attribute table, click on the name of the player you want to take the kick

Key to Player Attribute Abbreviations

Accel:	Acceleration
Agily:	Agility
Bcntl:	Ball control
Creat:	Creativity
Fits:	Fitness
Hd Acc:	Header accuracy
Sh Pwr:	Shot power
Sh Acc:	Shot accuracy
Speed:	Speed
Tckle:	Tackles
Aggrs:	Aggression

Player Edit and Team Edit

- Customise player appearances.
- Build a player to excel at his position by altering 10 player skills (e.g. Speed, Shot Accuracy, Fitness).
- Change player position.

Note: If you want to customise players or squads, you must do so before entering a League or Season mode.

OPTIONS

Allow you change game settings from:

- Match options
- Gameplay Options
- Audio/Visual Options



SAVING AND LOADING GAMES

You can save your FIFA 99 progress and settings at the completion of any League or Cup match. If you exit the game mode without saving, you lose all progress made during that gameplay session.

- Previously saved games may be loaded at the Match Select screen.
- You may save up to 100 games

To Save A FIFA 99 League or Cup:

1. After a FIFA 99 match, access the Standings screen and click the **SAVE** icon on the Icon Menu Bar. The **SAVE GAME** menu appears.
2. Use the mouse to highlight the slot to which you want to save, then left click to select. Click the **SAVE** icon again.

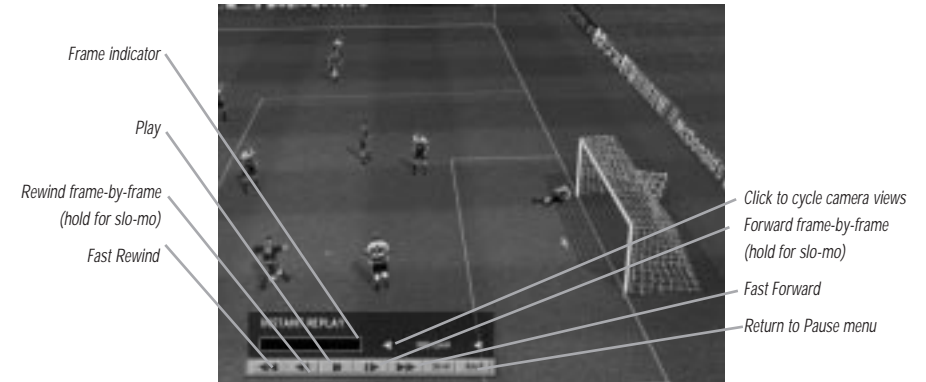
Note: A saved game has its own database. Any changes made to teams from within a saved game stay specific to that saved game and does not alter original settings.

To Load a saved FIFA 99 League or Cup:

1. From the Match Select screen, click the **LOAD** icon on the Icon Menu Bar.
2. Use the mouse to highlight the slot from which you want to load, then left click to select. Click the **LOAD** icon again.

INSTANT REPLAY

To replay a prime piece of action, choose **INSTANT REPLAY** and save the replay for later. To watch, access **HIGHLIGHTS** from the Match Select screen. For a spectacular replay, access the Free Cam and re-position the camera for the best view of the play.



Mouse control is required to position the free cam:

- To zoom in, move the cursor to the top of the screen, then right-click.
- To zoom out, move the cursor to the bottom of the screen, then right-click.
- To raise the camera, move the cursor to the top of the screen, then left-click.
- To lower the camera, move the cursor to the bottom of the screen, then left-click.

To rotate the camera left/right, move the cursor to the left or right edge of the screen, then left-click. To view a saved replay:

1. From the Match Select screen, select the View Highlights icon. The list of saved replays appears.

MODEM/NETWORK PLAY

Modem and Network play can be accessed from the Match Select Menu. For further information please see the enclosed Reference Card.



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