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TAKE CONTROL IN PIT ROW



BATTLE FOR POSITION



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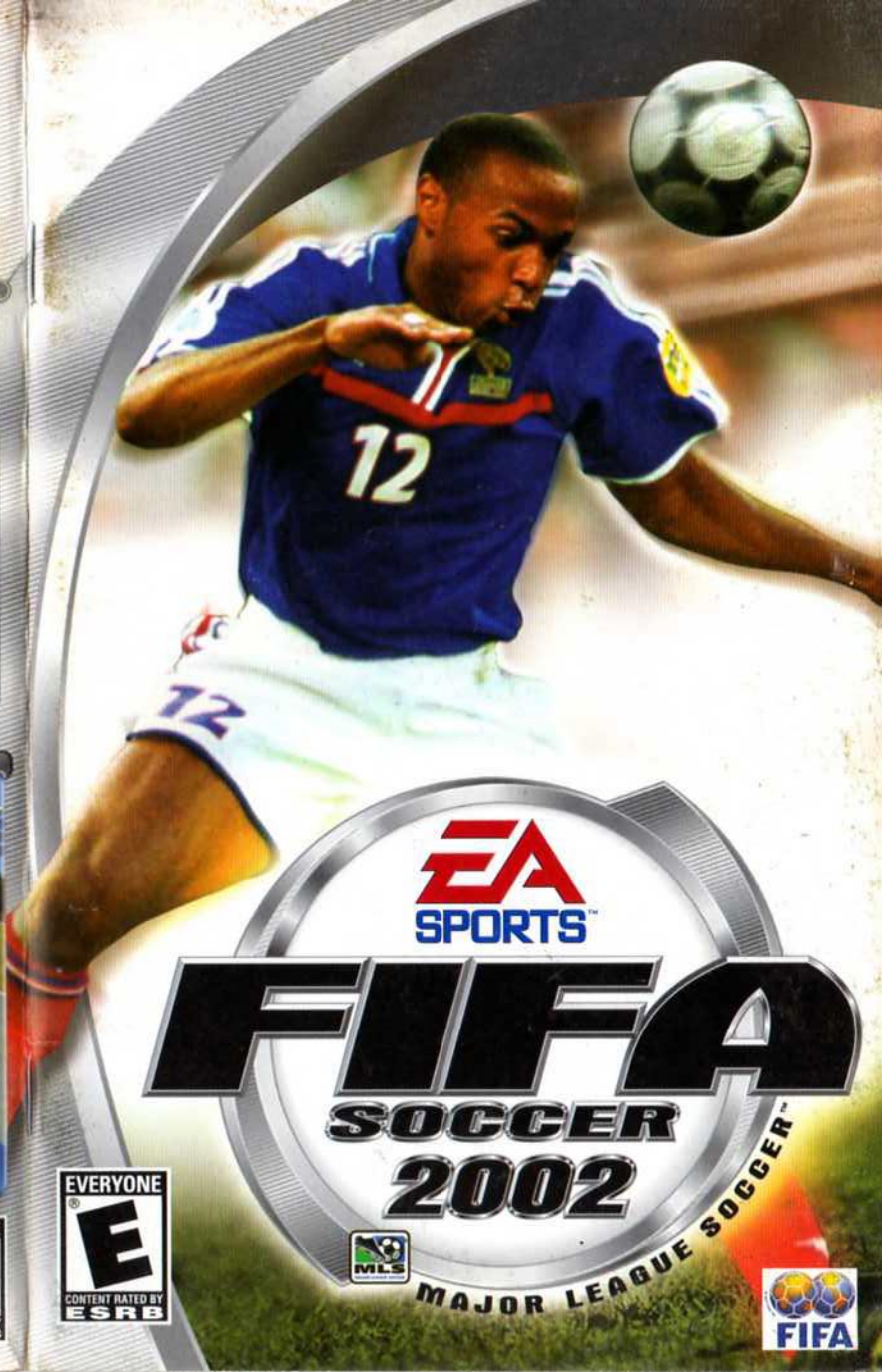
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EA
SPORTS™
FIFA
SOCCER
2002
MAJOR LEAGUE SOCCER™





WARNING:

READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

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

USE OF UNAUTHORIZED PRODUCT:

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

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- ⊕ This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- ⊕ Do not bend it, crush it, or submerge it in liquids.
- ⊕ Do not leave it in direct sunlight or near a radiator or other source of heat.
- ⊕ Be sure to take an occasional rest break during extended play.
- ⊕ Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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

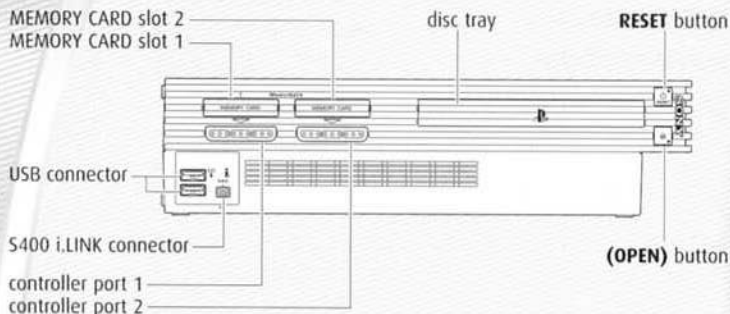
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For more info about this and other titles, visit EA SPORTS™ on the web at www.easports.com.

STARTING THE GAME

PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM



1. Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual.
2. Make sure the MAIN POWER switch (located at the back of the console) is turned on.
3. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open.
4. Place the *FIFA Soccer 2002 Major League Soccer™* 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.

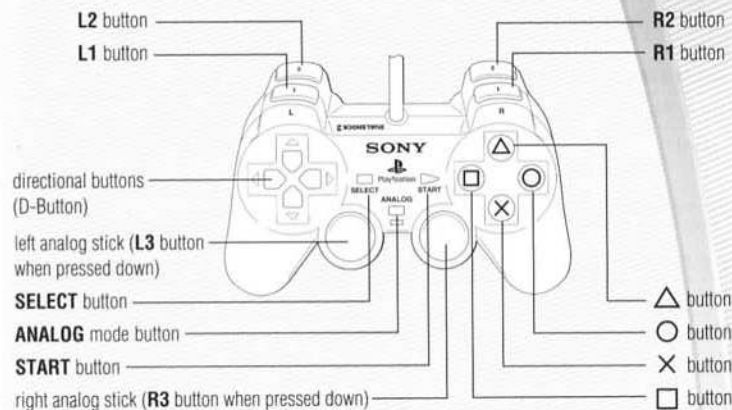


NOTE: Up to eight players can play *FIFA Soccer 2002 MLS™* by using one or more Multitaps (for PlayStation®2).



COMMAND REFERENCE

DUALSHOCK™ 2 ANALOG CONTROLLER CONFIGURATIONS



BASIC CONTROLS

FIFA Soccer 2002 may be a difficult game to master, but it's also an easy game to just pick up and play. These basic moves are all you need to know to get on the pitch and start competing with some of the best athletes in the world.



NOTE: To take advantage of the unique passing and shooting system in *FIFA Soccer 2002*, it is highly recommended you use the D-Button.

GENERAL CONTROLS

Move Player	D-Button or left analog stick
Sprint	▲ button (hold to sprint or tap repeatedly to sprint faster)
Pause Game	START button

OFFENSE

Kickoff	● button, ■ button, or ✕ button
Shoot	● button
Pass	✕ button
Lob	■ button

DEFENSE

Switch Players	✕ button
Conservative Tackle	● button
Aggressive Tackle	■ button



NOTE: When shooting, passing, or lobbing, keep the relevant button pressed to increase power (> *Power Meter* on p. 8) and use the D-Button or left analog stick to aim.

➤ For a complete listing of controls, ➤ *Complete Controls* on p. 6.

INTRODUCTION

The stadium is packed and the crowd is roaring, all eyes focused on you as you take the field. Needing a victory to stay alive in your quest for World Cup qualification, your team—and your entire country—is counting on you to lead the way to victory. You know the enemy is tough, but you're tougher. You can take them. When the whistle blows, you're on your way to FIFA glory.

With a re-designed passing system and precision tackling, *FIFA Soccer 2002* gives you total control of the ball. Find a breaking forward with a perfect 40-yard ball into open space, embarrass the defense with cunning one-tvos, or execute a deep swerving cross to leave the goal keeper stranded. *FIFA Soccer 2002* for the PlayStation 2 console brings the beautiful game to life like never before.

KEY FEATURES

- ❖ Take your chosen team through the qualifying stages of the 2002 FIFA World Cup.
- ❖ Re-invented gameplay, with open passing, lobbing and shooting models that give you more precision and control.
- ❖ Send players on off-the-ball runs and play them in with a deft through ball.
- ❖ Create and save your own players, teams, and leagues from scratch in the Creation Centre.
- ❖ Over 75 licensed national teams and 16 licensed leagues including the English Premier League, German Bundesliga, Spanish Premier League, the French LNF, and Major League Soccer (MLS).
- ❖ The FIFPro license for player names and likenesses.
- ❖ Get rewarded for your success on the pitch by unlocking additional Tournaments.
- ❖ Configure your controller to suit your own preferences.
- ❖ Commentary by legendary commentator John Motson and renowned soccer star Andy Gray.

COMPLETE CONTROLS

Soccer is a game of control and finesse. Dribbling and passing are essential to winning, but they're just the beginning. Master the fundamentals first, then learn the more advanced moves to keep the other guy off balance. Use all the weapons in your arsenal—charges, feints, challenges, dekes, and more—in your quest to steal the ball or find the open lane to the goal.

BASIC CONTROLS

ATTACKING

Add ball spin left (press during power-up)



Add ball spin right (press during power-up)

SPRINT—Tap or hold the ▲ button. Each tap gives the player a short burst of speed

SHOOT—The longer you hold the ● button, the harder you shoot (see *Power Meter* on p. 8)

PASS—Hold the ✕ button to power up your pass and use the D-Button or left analog stick to aim it

LOB—Send an aerial pass

DEFENDING



SPRINT—Tap or hold the ▲ button. Each tap gives the player a short burst of speed

CONSERVATIVE TACKLE—The safest way of stripping the ball from your opponent

SWITCH PLAYER—Swap control to the player closest to the ball. Watch for the control highlight that appears over the closest player

SLIDE TACKLE—Your player makes an aggressive attempt to tackle the ball away from an opponent. Use with caution—this can result in bookings!



EA TIP: Sprinting tires players more quickly. Check the Player Status Bar for the player's level of fatigue (> *Player Status Bar* on p. 16).



NOTE: A slide tackle can draw the attention of the referee and may even injure your opponent. Be sure to have your timing down when you attempt this move.



EA TIP: Sliding from behind almost always lands you a penalty, but a well-timed slide from the front or side is a great way to block a pass or shot.

THROW-IN, FREE KICK, CORNER KICK AND GOAL KICK

IN POSSESSION

Move target	D-Button or left analog stick
Take kick/throw ball	✕ button



NOTE: The power meter works for free kicks, corner kicks, and goal kicks as well (> *Power Meter* on p. 8).

Icon Attack	■ button, ● button, or ▲ button
-------------	---------------------------------

❖ Potential kick/throw receivers have button icons displayed above their heads. To select a player to throw or kick to, press the button that corresponds with that player's icon.

IN DEFENSE

Move player	D-Button or left analog stick
Switch player	✕ button

PENALTY KICK/SHOOTOUT

KICK TAKER

Target shot	D-Button or left analog stick
Switch kicking side	■ button
Shoot	● button (hold down for increased power)

KEEPER

Choose direction of save	D-Button or left analog stick
Attempt save	■ button, ✕ button, or ● button

INTERMEDIATE CONTROLS

You've done your drills and learned to handle the ball pretty well. Now you need to take your skills to the next level. Read on to add power and accuracy to your game, and to learn a couple tricks for the highlight reel.

AIMING THE SHOT

Pressing the **●** button sends a shot in the general direction of your opponent's goal wherever you are on the pitch. As with passing, the power of a shot in *FIFA Soccer 2002* is determined by how long you hold the relevant button. Use the D-Button or left analog stick to aim your shot to any corner of the net.



NOTE: You can also score by lobbing or passing the ball into the net or by heading or volleying (> *Heading* on p. 9 and *Volleying* on p. 9).



NOTE: Pressing the **●** button while in possession on your own half of the pitch clears the ball.

POWER METER



When you press a button to shoot, pass, or take a free kick, corner kick, or goal kick, the power meter appears. As you hold the button down, the meter fills and the power of the kick increases.

❖ You should release the shot *before* the meter fills completely. If the meter turns red, you've overpowered the shot (making it less accurate).

PASSING

The new passing system in *FIFA Soccer 2002* gives you complete control of the destination of your passes. Press the **✕** button to pass the ball along the ground or press the **■** button to execute a lob pass.

To control the power of the pass, use the power meter (> *Power Meter* above). For a quick pass to a nearby teammate, simply tap the relevant button. For a pass that requires more power, hold the button down longer.

To aim your pass, press the D-Button or left analog stick while pressing the pass/lob button. The ball travels in the direction you are pressing when you release the pass/lob button.

BALL SPIN



You can curl your pass, shot, or lob by holding the **L2** button (ball curls to the left) or **R2** button (ball curls the right) while powering up.



EA TIP: Ball spin in open play is especially useful when you want a cross to curl away from a goalkeeper's attempted catch or when trying to place a shot around a keeper and inside the far post.

Add ball spin left Hold the **L2** button (during power-up)

Add ball spin right Hold the **R2** button (during power-up)

KEEPER CONTROL

Keeper charge Hold the **L1** button

Drop the ball **L1** button

Kick the ball (drop kick) **✕** button or **●** button

Throw the ball **■** button



EA TIP: Executing a keeper charge leaves your goal open. Use this cautiously, or you may find the ball in the back of your net.

HEADING

Header on goal Hold the **●** button

Header pass Hold the **✕** button

Header lob Hold the **■** button

❖ The earlier you attempt a header the better. Press the D-Button to control the direction of the header.

VOLLEYING

Volley or bicycle kick shot Double tap the **●** button

Volley pass Double tap the **✕** button

Volley lob Double tap the **■** button

- ❖ Volleying requires more time and space than heading—remember, a header connects with an airborne ball before a volley but a successful volley has far more power behind it!

SHIELDING

When you let go of the D-Button or left analog stick while in possession of the ball, your player shields the ball from defenders.



EA TIP: When you are in possession of the ball, use this move to protect the ball from an incoming tackler or when you just want to hold the ball up.

ADVANCED CONTROLS

You're already one of the best FIFA players around, but you want to be the most feared player on the pitch. These advanced moves can start you on your way to that goal.

ONE-TOUCH MOVES

A one-touch occurs on a loose ball when you kick it without first trapping it. To execute a one-touch, tap the appropriate button while the ball is loose or being passed.

One-touch pass	✕ button
One-touch lob	■ button
One-touch shot	● button

- ❖ You can power-up one touch shots as you would normal shots (> *Aiming the Shot* on p. 8).

THROUGH RUNS



Through runs are forward runs by attacking players in an attempt to lose their marker for long enough to get a shot on goal or set up a goal-scoring opportunity. To execute, the player in possession must lead the breaking runner. A perfect 'through ball' should result in the runner receiving the ball in space without having to break his stride.

Players making through runs are highlighted by a broken line on the pitch showing the path of their intended run and a motion blur. The line should give the player in possession a good idea of where to pass the ball to in order to play it into a runner's path.

- ⊃ Send a player on a run by facing the ball carrier in his direction until the run indicator appears under his (the runner's) feet, and pressing the L1 button.



NOTE: When CPU Runs is turned ON (> *AI Options* on p. 13), some players may make a through run automatically, without you pressing the L1 button.

ONE-TWOS

You can make the player in possession perform a "one-two" (a swift exchange of passing) with a teammate by quickly pressing the right analog stick in the teammate's direction. Your player passes the ball to the teammate, who attempts to return it immediately to the passer (wherever he has moved to on the pitch).



EA TIP: One-twos are ideal when you have a two-on-one situation (two of your attackers up against a single defender).

SKILL MOVES

To activate Skill Moves, tap or press the following buttons:

Stepover	Tap R1 button
Double stepover	Double-tap R1 button
Reverse stepover	Hold sprint (▲ button) and tap R1 button
Stepover and drag	Hold sprint (▲ button) and double-tap R1 button



SETTING UP THE GAME

FIFA Soccer 2002 is as deep as it is fun. With a wide variety of game modes and options, you can set up the game to match your style and skill level. Jump right into a game in Friendly mode, change your team's lineup, pick a stadium to play in, and much, much more.

MAIN MENU

From the Main menu you can select a mode of play, set options, edit teams or load a saved game.

Head straight for the pitch to begin a Friendly match (> **Play Now** on p. 15)

Access the Game Modes screen (> **Game Modes** on p. 19)



Access the Options screen to adjust a variety of settings (> **Options** below)

View the game's credits and watch a preview of other upcoming titles from EA SPORTS



NOTE: For two or more players, connect controllers and in the Side Select screen, press the D-Button ←→ to choose your team. Controllers that remain in the middle will be inactive during the game. You can assign a controller after the game has started from the Pause menu (> p. 17).

OPTIONS

Adjust your Match, Stadium, Gameplay, Visual, Audio, Control, and AI settings. You can change everything from the half length to the music volume to the weather and more.



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

- Press the D-Button ↑ to move between options and press the D-Button ←→ to make adjustments to the selected option.
- Press the ● button to return to the Main menu, temporarily saving any changes you've made. Changes are stored until the PlayStation 2 console is switched OFF.

MATCH OPTIONS

Choose a Half Length, how many Substitutions you wish to allow during a match, turn player Fatigue **ON** or **OFF**, and select your preferred Language.

STADIUM OPTIONS

Select the Stadium you wish to play in, the Weather conditions for the match, and what time of Day/Night it is going to take place.

GAMEPLAY OPTIONS

Decide on a Difficulty Level, whether you wish to use the FIFA Assistant (> p. 16), the Gamespeed you wish the match to be played at, whether Referee Strictness is to be **DEFINED** or **RANDOM** (if necessary, move the slider to define it), and turn Bookings, the Offside rule, and Injuries **ON** or **OFF**.

VISUAL OPTIONS

Select a Camera angle, turn the Auto Replay function **ON** or **OFF** (or set it to **RANDOM**), decide whether or not the Time/Score Display, pitch Radar, Player Status Bar, and Player Names are displayed, and turn Wide Screen mode **ON** or **OFF**.

AUDIO OPTIONS

Move sliders to adjust Menu Music Volume, Commentary Volume, Game SFX Volume, Menu SFX Volume, and In-Game Music Volume, and switch the SFX Mix between **COMMENTARY** and **ON THE PITCH** sound effects.

AI OPTIONS

Choose between **ASSISTED** or **NORMAL** Crossing, adjust the speed of the power meter and the style of Run Indicators (or turn them off), and turn CPU Runs and All Indicators **ON** or **OFF**.

- ❖ With Crossing set to **ASSISTED**, when you aim a pass into the 18 yard box from the wings near the opposing goal, the CPU adjusts your pass to improve its chances of successfully reaching a teammate.

CONTROL OPTIONS

Press the D-Button ↓ to select an action, then press the D-Button ←→ to select a new button to assign it to (or select **NONE** to disable the function). You can also turn Vibration **ON/OFF**.

To save Options Settings to a memory card (8MB) (for PlayStation®2):

- Press the ■ button to save settings to a memory card in MEMORY CARD slot 1, or the ▲ button to return them to their **DEFAULT** values.



To load Options from a memory card:

- If saved options settings are detected on the memory card in MEMORY CARD slot 1, they are automatically loaded when you first start up *FIFA Soccer 2002*.
- To load previously saved settings after you've started the game (i.e., if you've inserted your memory card after starting the game), LOAD AND SAVE from the Game Modes screen, highlight your Settings file and press the **X** button to load it (check the Autoload box to automatically load them the next time you start *FIFA Soccer 2002*).

ICON BAR

All Standings, Knock-Out, Cross-Qualifier, and World Ranking screens in *FIFA Soccer 2002* feature an icon bar, which runs along the bottom of the screen.

- To move between the icon bar options and the primary menu options, press the **▲** button.



VIEW COMPETITONS
(Season mode only)

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

FIXTURES

Displays your next match along with all your results and upcoming fixtures. You can choose to complete your next match without actually playing by pressing the **■** button to SIMULATE a result.

PERFORMANCE CHARTS

View the top goal-scorers and most carded players in the current mode or sort them by team.

TEAM MANAGEMENT

> *Team Management* on p. 23.

OPTIONS

> *Options* on p. 12.



NOTE: You cannot adjust Fatigue, Stadium, or Day/Night options when you access the Options screen via the icon bar.

SAVE GAME

Save your progress in the current mode to a memory card (> *Saving and Loading* on p. 26).

PLAY NOW

Play Now mode is your quickest way to the pitch. Two teams square off in a Friendly match at Amateur skill level. Don't let that fool you, though—the competition is still fierce!

To start a Play Now game:

1. From the Main menu, press the D-Button to highlight PLAY NOW and press the **X** button.
2. At the Friendly Team Select screen, press the **X** button to proceed (with the default teams selected). The Friendly Side Select screen appears.
- Press the D-Button at the Friendly Team Select screen to change leagues and teams if you wish.
3. Press the D-Button **↔** to place the controller icon under the team you wish to play for. The color of your in-game possession indicator appears next to the icon.
4. When you've selected a side (or, for games with 2 or more players, when all players have selected a side), press the **X** button. The game loads and the match begins.



NOTE: For information on the other game modes, > *Game Modes* on p. 19.

PLAYING THE GAME

Weave through traffic and hit a low cross into the box for the assist. Throw your body across the goal and punch the ball wide for the save. Launch a 25-yard rocket into the net for the game winner. In *FIFA Soccer 2002*, you've got to give it everything you've got every time you step onto the field if you want to bring glory to your team.

GAME SCREEN



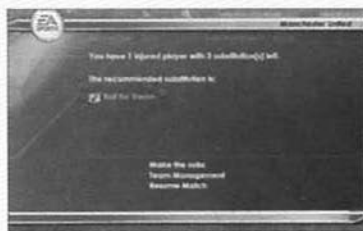
PLAYER STATUS BAR



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, slowing him down, but replenishes when he walks or jogs at a normal pace.

Excessive sprinting begins to affect a player's overall Fatigue level, which you can view in the Substitutions screen (➤ *Starting Lineup/Substitutions* on p. 24).

FIFA ASSISTANT



The FIFA Assistant is your right-hand man during a match, pointing out players that are tired or carrying injuries and suggesting replacements. To make the replacement that the FIFA Assistant suggests, highlight the suggested substitution, press the **X** button to mark it, then highlight **MAKE THE SUBS**, and press the **X** button. Select **TEAM MANAGEMENT** if you wish to use another substitute, or choose **RESUME GAME** to return to the match without replacing the player.

CONTROL HIGHLIGHTS

The following is a guide to the player highlights used to indicate the status of different players on the field.

Controlled player with ball **Player ready to make a run**



Off-screen pass indicator



Controlled player off screen



PAUSE MENU

If the action on the field is getting a bit too heated and you need a break to cool off, access the Pause menu. From here you can adjust the cameras to give you a different view of the game, change your options, watch an instant replay, and more.

➤ Press the **START** button during a game to access the Pause menu.

RESUME MATCH

Go back to the pitch.

INSTANT REPLAY

Sometimes you amaze even yourself. Select **INSTANT REPLAY** from the Pause menu to watch that wicked flick or acrobatic save again and again.

ACTION

CONTROL

Play/Pause replay	X button
Toggle through available camera angles	■ button
Play replay in slow motion/Pause	▲ button
Return to the Pause menu	● button
Fast Forward	left analog stick ➔ /R1 button
Rewind	left analog stick ➔ /L1 button

FREE CAM CONTROLS

When you have **FREE CAM** selected as your camera, the following controls are available for your use.

ACTION

CONTROL

Zoom In	left analog stick ↑ /R2 button
Zoom Out	left analog stick ↓ /L2 button
Pan camera left/right	D-Button or right analog stick ↔
Move camera up/down	D-Button or right analog stick ↕



NOTE: **FREE CAM** is only available in Instant Replay mode.

CAMERAS

Select CAMERAS from the Pause menu during a match to adjust the height and zoom of each in-game camera and to fine-tune your view of the action.

- Press the ● button to return to the Pause menu with the selected camera view.

To customize a camera view:

- From the Pause menu, highlight and select CAMERAS.
- Select each camera in turn and use the slider bars to adjust the height and zoom of each.

TEAM MANAGEMENT

Make substitutions or adjust your strategy (> *Team Management* on p. 23).

SIDE SELECT

Choose which team you want to control.

OPTIONS

Tune gameplay, audio, visual, and AI options.

MATCH FACTS

Compare statistics of your team's performance to the opposing team's.

SCORE SUMMARY

Look up who scored and when.

BOOKING SUMMARY

How many cards (if any) your players have been given in a game.



NOTE: Keep a watchful eye on your cards. If a player receives two yellow cards in a single game, he is sent off the field and your team must play down a man.

RESTART MATCH

Restart the game with the same teams and settings.

QUIT MATCH

Quit the match and return to the Main menu.



GAME MODES

Whether you want to work on your set pieces in a Friendly match or test your mettle in a World Cup Tournament, *FIFA Soccer 2002* lets you play the way you want to play. You can even set up your own Custom Tournament and name it in honor of...you, of course.

GAME MODES SCREEN

Qualify your team for the 2002 FIFA World Cup (> p. 20)

Guide the team of your choice through a full Season (> p. 20)

Take part in world-class Tournaments (> p. 21)

Set up a Friendly match (> below)



Save and load settings (> *Saving and Loading* on p. 26)

Create and edit players, teams, and tournaments (> *Creation Centre* on p. 21)

Make adjustments to your starting lineup, formations, strategy, and kick takers, and conduct transfers (> *Team Management* on p. 23)

See which Tournaments you've unlocked and how to unlock those you haven't (> *Rewards* on p. 26)

FRIENDLY

In Friendly mode, match up your favorite team against any other in a Friendly match. The results don't count in any standings, but that doesn't mean you're not going to give it everything you've got, right?

To set up a Friendly match:

1. From the Game Modes screen, select FRIENDLY.
2. At the Friendly Team Select screen, press the D-Button ↔ to cycle through the various leagues and teams to select your desired team. Press the D-Button ↓ to move between league and team bars.
3. When both teams are selected, press the ✖ button to proceed.
4. At the Friendly Side Select screen, press the D-Button ↔ to place the controller icon under the team you wish to control.
5. When you've selected a side (or, for 2 or more Player games, when all players have selected sides), press the ✖ button. The game loads and the match begins.



NOTE: Press the ▲ button at the Friendly Team Select screen to save the currently selected teams as the default Friendly match home and away teams.



NOTE: If a Friendly 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.

FIFA WORLD CUP QUALIFICATION

The time has come to show the world what you can do. The time to put all those hours of practice, scrimmages, and drills to work. Choose a national team from one of the four confederations and battle through its qualifying matches. Come out on top and you've qualified to play in the biggest sporting event in the world—the 2002 FIFA World Cup.

To begin World Cup Qualification:

1. From the Game Modes screen, select FIFA WORLD CUP QUALIFICATION.
2. Press the D-Button \downarrow to select one of the four confederations and press the \times button.
3. Press the D-Button \leftrightarrow to choose a national team from that confederation and press the \times button. The Groupings screen appears.



NOTE: As well as following a team's actual qualifying route, you can create your own qualifying fixtures by pressing the \blacksquare button to randomize the groups.

4. Press the \times button to confirm the Groupings. The League Standings screen appears.
5. Press the D-Button \leftrightarrow to toggle between Groups or press the \times button to proceed.



NOTE: When you select France, Korea, or Japan, you can choose to follow their actual FRIENDLY SCHEDULE or select QUALIFY to attempt to qualify for the 2002 FIFA World Cup with them. Upon selecting FRIENDLY SCHEDULE, the World Ranking screen appears. Your aim is to maintain or increase your team's current world ranking (depending on the team you choose).

SEASON

Sure, you can win a Friendly game when the pressure is low, but do you have the endurance to dominate for an entire season?

Pick a club from one of 15 available leagues from around the world, or from one of your own custom leagues. Play through a full season and try to win the League, the Cup, or one of the European cup competitions. Try all three and see if you can win the treble!

To set up a Season:

1. From the Game Modes screen, select SEASON.
2. Press the D-Button \downarrow to select one of the available leagues and press the \times button.
3. Press the D-Button \leftrightarrow to choose a team and press the \times button. The League Standings screen appears and the Season begins.
4. Press the \times button once more to proceed.



NOTE: You can play up to 3 consecutive Seasons with the team of your choice.



TOURNAMENTS

Skip the punishing season and head straight to a Tournament with fresh legs. Play your way through a selection of some of the world's toughest cup competitions in the European Champions' Cup or the EFA Trophy, create your own Tournament in the Creation Centre, or unlock up to five bonus tournaments by crushing the competition in FIFA World Cup Qualification mode (\triangleright Rewards on p. 26).

To set up a Tournament:

1. From the Game Modes screen, select TOURNAMENTS.
2. Press the D-Button \downarrow to select an available Tournament and press the \times button.
3. Press the D-Button \leftrightarrow to choose a team from the selected Tournament and press the \times button. The Brackets screen appears.
 - \curvearrowright To randomize the fixtures, press the \blacksquare button.
4. Press the \times button. The Knock-Out screen appears.
5. Press the \times button once more to proceed.

CREATION CENTRE

Customize almost every aspect of the game, from creating your own league down to the color of your favorite team's socks! Adjust individual player skills to create a player who excels in his position (\triangleright p. 24 for the Skill Key). Set up your own tournament and invite whichever teams you want. With so many options, you can change the look and feel of the game every time you play.

EDITING

You don't have to look good to win, but it helps. Change the appearance of your team's uniform, setting new colors and patterns for shirt, shorts, and socks. You can also change player names, positions, and appearances.

To Edit a Player or Team:

1. Choose PLAYERS or TEAMS in the Creation Centre and select EDIT?. The Edit Hub appears.
2. Press the D-Button to select the player/team you wish to edit.
3. Press the D-Button to highlight PLAYER INFO, APPEARANCE, or ATTRIBUTES (for players) or KIT EDIT (for teams) and press the \times button to select. Press the \bullet button to return to the Edit Hub.
 - \curvearrowright Press the \blacksquare button while in Player Info or Kit Edit to change names.

4. Upon exiting the Edit Hub, select SAVE AND EXIT to save your changes to a memory card, EXIT to save changes temporarily (these are lost when the game is turned off), or BACK to continue editing.

CREATING

Create your very own player or team, or create a League or Cup competition to play in Season or Tournaments mode. You can give your Cup a unique name, set the number of teams, and much more. You can even set the month in which you want the league or tournament to start.

To create and save a Player:

1. Choose PLAYERS in the Creation Centre and select CREATE?.
2. Press the D-Button to adjust Player Info, Appearance, and Attributes information, pressing the ✕ button to advance through each selection.
 - Press the ■ button to edit names.
3. Select SAVE AND EXIT to save your created player to a memory card, EXIT to temporarily continue playing *FIFA Soccer 2002* with your new player's details, or BACK to continue creating.



NOTE: You can add a created player to an existing team in the Transfers screen in Team Management (> *Transfers* on p. 25) or to a newly created team in the Creation Centre.

To create and save a Team:

1. Choose TEAMS in the Creation Centre and select CREATE?. The Kit Edit screen appears.
2. Press the ■ button to input the Team Name, then press the D-Button to edit the team's Kit.
3. Press the ✕ button when done. The Squad Edit screen appears.
4. Press the D-Button to select the players you want to add to your new team's squad and press the ■ button to transfer them. They move from their current squad on the left of the screen to the created team's squad on the right.
 - Press the ▲ button to sort your transferred players by name, position, or overall rating.
 - Highlight added players and press the ■ button to transfer them back to their original club.
5. Select SAVE AND EXIT to save your created team to a memory card, EXIT to temporarily continue playing *FIFA Soccer 2002* with your new team's details, or BACK to return to the Squad Edit screen.



NOTE: Your created team is now available in Friendly mode (you can also add it to any competitions you create in the Creation Centre).



To create a League or Cup:

1. Choose LEAGUE/CUP in the Creation Centre and select CREATE?. The Structure Creator appears.
2. Adjust the details of your new competition by selecting its Format, Name (press the ■ button), and Number of Teams, as well as other options, then press the ✕ button. The Team Select screen appears.
3. Press the D-Button to highlight the teams you want to add to your new competition and press the ■ button to add them. They move from their current league on the left of the screen to the created competition on the right.
 - Highlight added teams and press the ■ button to delete them from your competition.
 - Press the ▲ button to Auto Select a random group of teams.
4. When you have all your teams entered, or to Auto Select teams for the remaining slots, press the ✕ button to advance.
5. Select SAVE AND EXIT to save your created competition to a memory card and enter it in Season/Tournaments mode (depending upon its Format), EXIT to temporarily continue playing *FIFA Soccer 2002* with your new competition details, or BACK to return to the Team Select screen.



NOTE: You can also edit your created competitions in the Creation Centre by selecting LEAGUE/CUP and then EDIT?. Press the D-Button to select your custom league and press the ✕ button to access the Team Select screen, where you can change the teams taking part. To save your changes, press the ● button from the Edit Hub and select SAVE AND EXIT?.

TEAM MANAGEMENT

You can have the best ball handlers in the world on your team and still get blown out if you don't have good team management. Take control of every aspect of your team's performance on the field and find that magic formula to propel you to the top of your league. The Team Management section lets you make changes to your lineup, formations, strategies, and kick takers, plus conduct transfers to change the makeup of your team entirely. When you're done, you can save your changes or restore the game's default settings.

- Press the ■ button to save all of your Team Management changes.
- Press the ▲ button to return options to their default settings. You are then asked if you want to RESET ALL TEAMS?, RESET ALL TRANSFERS?, or go BACK to make further changes.
- ❖ Changes made from the Team Management screen accessed through the Game Modes screen are applied in all game modes.

- ❖ Any team changes made within a Season, Tournaments or Qualification game are specific to those competitions and are saved automatically when the respective game is saved.
- ❖ Changes made from the Pause menu are reset after a game is finished.

STARTING LINEUP/SUBSTITUTIONS

Before the game begins, you can access the Starting Lineup screen to change your roster as you see fit. During the game, access the Substitutions screen to give a fatigued player a rest and bring in a fresh pair of legs.

To change the starting lineup or substitute players:

1. Select STARTING LINEUP or SUBSTITUTIONS in the Team Management screen.
 2. Press the D-Button to highlight the name of the first player that you wish to swap and press the **X** button.
 3. Highlight the name of the second player you wish to swap (the first name remains highlighted) and press the **X** button. The two players are swapped.
- ☞ Highlight a player and press the **▲** button to appoint him as your new Captain. Along the bottom of the screen, the various player stats are abbreviated in short form:

SKILL KEY

FIT = Fitness	SPD = Speed
SHT = Shot	PSS = Passing
STR = Strength	SKL = Keeper Skill
POS = Keeper Positioning	AGG = Keeper Aggression
HDR = Headers	TKL = Tackling
BC = Ball Control	



NOTE: If you are substituting players during a match, you are limited to choosing players from your starting lineup and subs. From the Starting Lineup screen (accessed via Team Management before the start of a match), you can select your initial lineup from a much wider selection of players (including reserves) and move players between the Substitute and Reserves lists.

FORMATIONS

Press the D-Button **↔** to change your current Formation and to adjust the emphasis of your team between defending and attacking. Try a formation geared toward defense when playing a tough offensive team, or go for a strong attack against a team with a weak defense.

STRATEGY

Every team you play is different, so your approach to how you play them should be different as well. Press the D-Button **↔** to adjust your Attacking and Defensive Styles. If a team seems to have your number, try experimenting with radically different strategies.

KICK TAKERS

Put your best legs in a position to do some serious damage. Set your kick takers for corners, free kicks, and penalties.

To select your kick takers:

1. Highlight the player you wish to assign and press the **X** button.
2. Choose the type of kick that you wish the selected player to take and press the **X** button to insert him into that slot.



NOTE: For penalty kicks, you must assign five different players.

TRANSFERS

Is your lineup getting depleted by injuries? Or maybe your "star" player isn't living up to his billing. Search around the league for the key player to fill that big question mark in your roster and get your team in good position for the playoffs.

To buy a player:

1. Press the D-Button to select a selling team and the player you wish that team to sell. The player's value and statistics appear on the right-hand side of the screen.
2. Scroll through the players at the bottom of the screen to select which player you wish to transfer.
3. Press the **■** button to bring the selected player to your club or the **●** button to return to the Team Management screen.



NOTE: Any team changes made during a Season are specific to that competition and are saved automatically when the respective game is saved.

To sell a player:

1. Press the **▲** button to toggle between the Buying and Selling screens.
2. Press the D-Button **↔** to select the player you wish to sell. The player's value and statistics appear on the right-hand side of the screen.
3. Press the D-Button to select the team to which you wish to sell your player.
4. Press the **■** button to sell the selected player or the **●** button to return to the Team Management screen.



NOTE: Each team must have a minimum of 16 and a maximum of 32 players.

REWARDS

It's true that success is its own reward, but it isn't the only reward—not in *FIFA Soccer 2002*, anyway. Polish off your opponents in FIFA World Cup Qualification mode (> p. 20) and unlock new tournaments that you can access in Tournaments mode (> p. 21). The Rewards screen displays your achievements in each of the tournaments. You can also view those competitions you have yet to unlock. Win a tournament to unlock a Panini box cover—which is displayed when the Tournament is highlighted—as well as a new competition.



NOTE: Winning the European Champions' Cup and the FIFA Trophy do not unlock Tournaments.

- To find out how to unlock a Reward, highlight it and view the ticker at the bottom of the screen.



NOTE: Unavailable Tournaments are displayed as "???".

SAVING AND LOADING

Select LOAD AND SAVE from the Game Modes screen or SAVE GAME from the icon bar in a given game mode to Save, Load or Delete your progress and settings.



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



NOTE: You can save up to five competitions on one memory card.

- ❖ If you exit a game mode without saving, you lose all progress made during that game play session.

To save a Tournament, Season, or World Cup Qualification competition:

1. At the Standings, Knock-Out, Cross-Qualifier, or World Rankings screen, press the ▲ button to access the icon bar.
2. Highlight the SAVE GAME icon and press the ✕ button. The Load and Save screen appears.
3. Press the D-Button ↓ to highlight the unsaved game you wish to save and press the ✕ button. The status of your game changes to SAVED.
- If you are overwriting a previously saved game, confirm this at the prompt.
4. Your progress is now saved. Press the ● button to exit.



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

To load a saved FIFA Soccer 2002 game:

1. At the Game Modes screen, select LOAD AND SAVE.
2. Press the D-Button ↓ to choose the game data you wish to load and press the ✕ button.
- Press the D-Button ↔ toggle between the Save and Load pages.
- To delete a game, highlight it and press the ▲ button.
- To load or save options settings, > p. 13.

MUSIC CREDITS

Gorillaz '19/2000' - Soulchild Remix
Courtesy of EMI Records and
EMI Music Canada

BT 'Never Gonna Come Back Down'
Hybrid's Echoplex Dub

Vitae 'Energy Flow'

Issi Noho "First Snow"

Gouryella 'Tenshi'

Sandy v Housetrap 'Overdrive'

Cirrus 'Stop & Panic'

Edison Factor

'Repeat the Sequence'

Schiller 'Das Glockenspiel'

Terpsichord 'The Bells'

R4 'Revolution'

Courtesy of Ministry of Sound

DJ Tiesto 'Flight 643'

Conjure One 'Redemption'

Max Graham's Dead Sea Mix

Courtesy of Nettwerk Productions

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