FIFA SOCCER 95

By Extended Play Productions

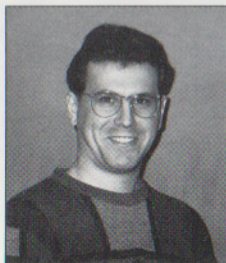EA SPORTS™

**This game is dedicated
to the memory of
Joey Della-Savia
(1960-1994)**

COMMAND SUMMARY

Up
Directional Pad
(D-Pad)
START Button
Left
Down   Right
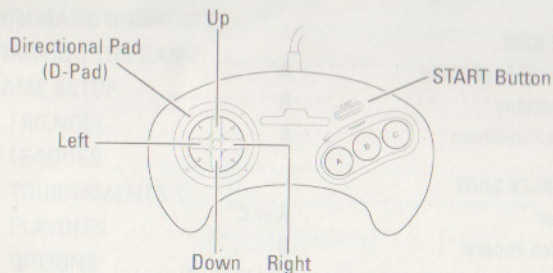
KICK OFF
Kick to teammate — **A, B, or C**

OFFENSE
Control ball/Dribble — D-Pad in any direction
Lob/Chipshot — **A**
Pass to teammate — **B** + D-Pad to teammate
Give & Go — **B + C**
Shoot — **C** + D-Pad to aim shot

DEFENSE
Sliding tackle — **A**
Switch player control/Steal — **B**
Burst of speed — **C**
Elbow shot — **C** (Near Opponent)
Push opponent — **B + C**

BALL IN THE AIR
Header/Volley/Bicycle kick — **A, B, or C**

CORNER KICK/THROW-IN
Target/Receiver mode — **A**
Position Target Box — D-Pad in any direction

1

| Kick/Throw to receiver | B |
| Kick/Throw to target | C |

FREE KICK

Cycle through plays	A
Select play	B
Start Play/Shoot	C

PENALTY SHOT

| Shoot | A or C |
| Switch shooter | B |

GOALKEEPER

DEFENDING THE GOAL (Manual Goal Keepers)

| Switch player control | A, B, or C (Ball upfield) |
| Dive for ball/Tackle | A, B, or C + D-Pad in any direction |

IN POSSESSION OF BALL

Bring up Target Box	A
Position Target Box	D-Pad in any direction
Throw/Kick to target	B or C

GOAL KICK

Target/Receiver mode	A
Position Target Box	D-Pad in any direction
Kick to receiver	B
Kick to target	C

MENU/OPTION SCREENS

Scroll through options	D-Pad up/down
Cycle through choices	D-Pad left/right
Accept choice/Exit screen	C

2

TABLE OF CONTENTS

3

STARTING THE GAME

1. Turn OFF the power switch on your Sega™ Genesis™. Never insert or remove a game cartridge when the power is on.
2. Make sure a Controller is plugged into the port labeled Control 1 on the Genesis Console.
3. Insert the *FIFA Soccer '95* cartridge into the slot on the Genesis. To lock the cartridge in place, press firmly.
4. Turn ON the power switch. The EA SPORTS™ logo appears (if you don't see it, begin again at step 1).

GAME SETUP

The Game Setup screen offers a choice of the game modes available in *FIFA Soccer '95*. You can also use OPTIONS to customize games or RESTORE to complete saved games in progress.

To select a Game Setup option:

1. From the Game Setup screen, D-Pad **up/down** to highlight an option.
2. Press **C** to select.

FRIENDLY

A single game between two teams of your choice.

LEAGUES

Select the League you'd like to enter from the nine regional options available. In League play each team plays every other team twice. You can take up to eight teams through an entire League schedule.

TOURNAMENTS

Choose from eight Domestic Tournament options, or pit country against country in the World Tournament. Tournament structure and divisional groupings are based on their real-life counterparts.

PLAYOFFS

If you like the options available to you in Tournament play, but don't have time for each round, Playoff mode is for you. The initial qualifying round is bypassed for a shorter path to the Cup match.

OPTIONS

FIFA Soccer '95 offers fourteen game modifying options to customize match-ups to your preference.

To change options:

1. From the Options screen, D-Pad **up/down** to move the spinning soccer ball icon to the desired option.
2. D-Pad **left/right** to cycle through choices.
3. Press **START** to accept changes. The Game Setup screen appears.

LANGUAGE

Four language options are available: ENGLISH, DEUTSCH (German), FRANÇAIS (French), and ESPAÑOL (Spanish). Select the language you're most comfortable with, or take it upon yourself to learn a new one.

GAME TYPE

SIMULATION games reproduce the effects of tired legs on the players' passing and shooting ability. Players in ACTION games don't tire as the match progresses.

FOULS

Choose OFF and the referee doesn't call any fouls. NO BOOK-INGS mode means that the refs calls fouls, but won't book players for their misdeeds. With fouls on NORMAL, a vicious tackle or push could result in the ref reaching for a yellow or red card.

INJURIES

With this option ON, all players are susceptible to injury. Injured players roll around on the turf until the next break in play. When a player rejoins the action, his attributes (speed, shooting,... etc.) are halved.

Injured players are indicated by a red cross on the substitution screen. During League, Tournament, and Playoff games, injuries may last for several days, depending on severity.

OFF-SIDES

The Off-Sides rule states that there must be at least two defending players (including the goalie) between an attacker and the goal when the ball is played to him in the opposition half. This only applies when the attacking player is in a position to interfere with play. A player can't be Off-Side in his own half of the field, or directly from a Throw-In or a Corner Kick.

When a is player caught Off-Side, the referee signals a free kick and the Off-Side icon appears along with the offending player's name.

WEATHER

The influence of weather conditions can be seen in the state of the field, which in turn affects the movement of the ball on the ground and the height of its bounce. As a rule of thumb, the drier the conditions, the quicker the ball rolls across the field and the higher it bounces.

PITCH (FIELD)

Choose either GRASS or ARTIFICIAL. On Artificial, a soccer ball bounces higher and runs along the ground faster.

CLOCK

Either CONTINUOUS or OUT OF PLAY. With Continuous selected, time ticks off toward the final whistle even when the ball is out of play. To prevent time wasting, the ref adds on any time spent during free kicks and throw ins.

HALF LENGTH

A complete soccer match consists of two equal halves. You determine the length of each half.

SOUND

Select from MUSIC AND SFX (Sound effects), NONE, SFX ONLY, and MUSIC ONLY.

GOAL KEEPERS

Choose between MANUAL and COMPUTER controlled goalies. In MANUAL mode, you control the Keeper yourself—not always an easy task in the heat of a titanic tournament final. It's a good idea to set this option to COMPUTER until you're proficient at *FIFA Soccer '95*.

TIME DISPLAY

EA SPORTS provides you with a handy Time Display to assist you in keeping track of time during a match. The Time Display can be turned OFF.

AUTO SAVE

With Auto Save ON, the Save Game screen appears automatically following League, Tournament, and Playoff games. With Auto Save OFF, the Save Game screen can be accessed from the Controls screen at the end of a League, Tournament, or Playoff game. (See *Save Game* on page 23.)

SKILL LEVEL

If you're a newcomer to *FIFA Soccer '95*, start out at the BEGINNER level; the CPU assists in ball control. EXPERT gives you total ball control and freedom of passes.

EA SPORTS

RESTORE

FIFA Soccer '95 can save a total of four League, Tournament, or Playoff series in memory. RESTORE displays a list of currently saved games and allows you to resume any series from the point it was saved. (See *Save Game* on page 23.)

PLAYING A FRIENDLY GAME

If you want to quickly begin a *FIFA Soccer '95* game, familiarize yourself with the Command Summary and select FRIENDLY from the Game Setup screen.

> *EA TIP:* Press **START** from the Game Setup screen to immediately hit the field with the teams and options used in your previous game.

TEAM SELECT

From the Team Select screen, choose the teams to be matched-up in the ensuing game. Any two teams are available regardless of Country, Club, or League. To assist in your team selection, rating meters are presented for each team detailing seven substantial rating categories.

To select a division:

1. From the Team Select screen, D-Pad **up** to highlight the division.
**2.** D-Pad **left/right** to cycle through divisions.

To select a team:

1. D-Pad **down** to highlight the team.
2. D-Pad **left/right** to cycle through teams.
• Press **A** to change sides.

SCOUTING

The Scouting screen matches up the teams with rating meters, similar to the Team Select screen. At the Scouting screen, nine rating categories are displayed side-by-side for easy team comparisons.

CONTROLLERS

From the Controllers screen, you can determine which team you wish to represent in the fray.

Control Direction Arrow
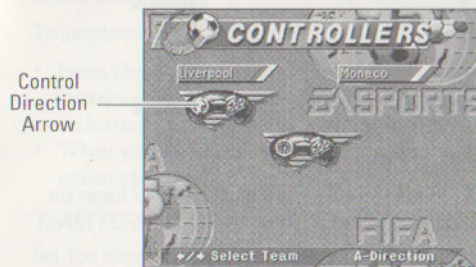
The two teams meeting in the upcoming game are displayed on the Controller screen—Home team on the left, Visitors on the right. Icons representing each controller connected to your Genesis appear in the middle of the screen.

To select teams:

• From the Controllers screen, each human player must D-Pad **left/right** to place their controller icon under their desired team.

CONTROL DIRECTION

FIFA Soccer '95's unique perspective gives you a TV-style view down onto the field. To compensate for the angle from which you view the action, you can change the response of your D-Pad.

The control direction arrow is normally straight up. D-Pad **up** to move the players upfield. When the arrow points diagonally, D-Pad in the true direction to which you want the players to run.

• From the Controllers screen, press **A** to toggle control direction.

MULTIPLE PLAYERS

Up to four human players can play *FIFA Soccer '95* at the same time using EA Sports' 4 Way Play™ adapter.

Each controller controls the player on its corresponding color-coded star.

CONTROLLER #	COLOR-CODED STAR
1	Yellow
2	Red
3	Blue
4	Purple

CONTROL

From the Control screen, adjust your game plan to focus on your upcoming opponent's weaknesses.

START GAME

Leave the Control screen and line up on the field.

CONTROLLERS

See *Controllers* on page 9.

TEAM COVERAGE

Here you adjust the range of your players' field coverage. Coverage control is divided between Defense, Midfield, and Offense.

To adjust your coverage:

1. From the Coverage screen, D-Pad **up/down** to highlight a coverage grouping.
2. D-Pad **left/right** to adjust the length of the arrow on the field. The Midfield arrow extends in either direction.
• When you're ready to move on, press **B**. The Strategy screen appears.

- *EA* TIP: The further your defenders push up, the more likely you are to find yourself under-manned in defense when the opposition counter-attacks.

TEAM STRATEGY

The best way to win games is to be consistent. Select a Team Strategy at the beginning of the match and follow it through to the end.

To implement your strategy:

• From the Strategy screen, D-Pad **up/down** to highlight a strategy option. The arrows on the field change to illustrate each strategy.
• When you've decided on a strategy, press **B**. The Formation screen appears.

TEAM FORMATION

Set the formation for the game. A diagram of players on the field displays how each formation appears.

To set your team's formation:

• From the Formation screen, D-Pad **up/down** to highlight a formation setting.
• When your formation is set, press **B**. The Player Subs screen appears.

STARTING LINEUP

The Player Subs screen appears listing your entire squad. Only the first eleven take the field as starters. You can adjust your lineup for the present match.

To adjust your starting lineup:

1. From the Starting Lineup screen, D-Pad **up/down** to move the spinning soccer ball icon to your desired player.
2. Press **A** to select. The player's name appears on the bottom of the screen. Press **C** to cancel a player selection.
3. D-Pad **up/down** to move the spinning soccer ball icon to the player you want to swap positions with.
4. Press **A**. The two players swap positions.
• D-Pad **left/right** to scroll through fourteen Player Rating categories.

NOTE: After the match begins, the Starting Lineup option is replaced by the Substitutions option.

OPTIONS

See *Options* on page 5.

QUIT

If you decide against continuing with your game, select QUIT. The Game Setup screen appears.

ON THE FIELD

It may be fun to act as your team's coach, advising strategies and configuring ground rules, but the real action is on the field—that's where victories are won!

KICK OFF/RESTART

Before each half and after each score, the players take up their positions on either side of the center circle. The kick off is a pass to a fellow attacker.

To kick off and get the game underway:

• With both teams in Kick Off formation, press **A**, **B**, or **C** to kick to your teammate.

BALL CONTROL

A player's area of ball control depends on his skill level and how quickly he is running. Players with a high skill level control the ball more closely—the control area increases along with a player's speed.

NOTE: The closer a player controls the ball, the harder it is for an opponent to tackle him.

• Press **A** to lob the ball or attempt a chipshot.
• Press **B** to pass to your nearest teammate. D-Pad in any direction to direct the pass.

• Press **C** to take a shot toward the goal from anywhere on the field.
• D-Pad **left/right** to aim shots and passes immediately after pressing **A**, **B**, or **C**.
• Press **B + C** for a Give & Go. The ball is passed to a nearby teammate who pauses while you get open then passes it back.

EA **TIP:** Tapping the **A** button pops the ball straight up, putting your player in position to follow up with a bicycle kick or header.

DEFENSE

Don't underestimate the importance of solid defense. Great defensive plays create great offensive plays and invaluable scoring opportunities.

• Press **A** to slide tackle. Simply the best way to strip the ball from an attacking opponent.
• Press **B** to switch control to your player nearest the ball. When you are near an attacker, press **B** again to attempt a steal.
• Press **C** for a burst of speed or to throw an elbow at an opposing ball handler.

EA **TIP:** For a devilishly fiendish shot, press **B + C** to flatten an opponent. If you're playing with Fouls on, be prepared to pay the price.

BALL IN THE AIR

The type of specialty move your players perform when the ball is in the air depends on the height of the ball at the time the move is executed. A waist high ball results in a bicycle kick—a header if it's a little higher, a volley if it's a little lower.

• With the ball in the air, press **A**, **B**, or **C** to perform a specialty move.

KEEPER'S BALL

When an attack breaks down and the ball is safely in the goalie's arms, it's a Keeper's ball. Even when Goal Keepers are set to COMPUTER, goalies in possession are controlled by the human player with the appropriately colored star.

- Press **A** to toggle the Target Box on and off.
- D-Pad in any direction to position Target Box.
- Press **B** or **C** to throw or kick to a target.

BALL OUT OF PLAY

The ball is out of play when the whole of its circumference passes over the sideline or goal line, signaled by the referee's whistle. This results in one of three different methods of restarting play:

GOAL: After each score, the players take up their positions on either side of the center circle and the team that was scored against kicks off.

To kick off and resume the game:

- With both teams in Kick Off formation, press **A**, **B**, or **C** to kick to your teammate.

GOAL KICK: An attacking player shoots wide of the goal and none of the defenders touch the ball on its way over the goal line. The ball is automatically placed at the corner of the goalie's box.

- Press **A** to toggle the Target Box on and off.
- D-Pad in any direction to position Target Box.
- Press **B** or **C** to kick to a target.

  NOTE: No other players are allowed into the penalty area until the ball is cleared.

CORNER KICK: When the last player to touch the ball on its way over the goal line was a defender or the goalie, a Corner Kick is taken from within the quarter circle marked around the corner flag.

- Press **A** to toggle between Target and Receiver modes. (See *Target And Receiver Modes* on page 19.)
- D-Pad in any direction to position Target Box.
- Press **B** to kick to a receiver.
- Press **C** to kick to a target.

THROW IN: Taken from the sideline where the ball went out of play, a throw in is awarded when an opposition player kicks the ball into touch.

- Execute a Throw In in the same manner as a Corner Kick.

INFRINGEMENTS

Penalties awarded for infringements keep the game friendly and fair. The ref is responsible for catching infringements and enforcing the proper punishment.

FREE KICKS: Awarded for fouls and technical infringements. These include violent or late tackles, shoving a player off the ball and off-sides.

When you win a free kick, the ball is placed where the infringement took place. A player is automatically designated to take the kick.

To kick a Direct Free Kick:

- Press **A** to cycle through Free Kick plays.
- Press **B** to select a Free Kick play.
- Press **C** to execute the Free Kick play or shoot the ball under normal user control.

  NOTE: Opposition players must remain 10 yards from the ball until the kick is taken.

PENALTIES: Awarded when an infraction worthy of a free kick occurs in the *penalty* area. The ball is placed on the penalty spot automatically. Only your Keeper and the penalty taker are allowed into the penalty area. Even when Goal Keepers are set to COMPUTER, you must attempt a save.

To save a penalty kick:

- As the ball is struck, press **A**, **B**, or **C** + D-Pad **left/right** to dive in anticipation of the shot.

The computer automatically nominates a penalty taker, who stands in the penalty area ready for the kick. This could be the clearest scoring opportunity you get all match.

To take a penalty kick:

- Press **B** to select another shot taker. You want your most accurate foot at the line.
- Press **A** or **C** to kick the ball.

BOOKINGS: If the referee witnesses a foul, the offender is given a yellow card. A player receiving two yellow cards in a game is kicked out of the game and the team must continue with one fewer players. A player who is yellow carded twice is not allowed to play in the next game in a series.

If the referee judges a foul to be particularly vicious he awards a red card. A red card instantly removes the offender from the game and suspends him from the next two games.

NOTE: For Bookings to occur, Penalties must be set to NORMAL in the Options menu.

HALF TIME

When the referee signals the end of the first half, both teams retire to the sideline and the Control screen appears. The options displayed before the match reappear with the addition of Instant Replay, Substitutions, and Summaries. (See *Control* on page 16.)

RESUME GAME

Select Resume Game when you're ready to return to the contest. You are returned to midfield for the second half kick off. Any Control changes are implemented.

INSTANT REPLAY

Want to re-live the classic moment when you bicycle kicked a thirty yard volley into the top of the net? Select Instant Replay *immediately* following the play.

Instant Replay Controls
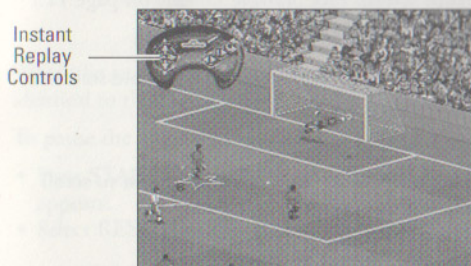
The play is rewound and a controller icon appears on the screen displaying Instant Replay controls.

To view an instant replay:

- Tap **B** to advance the play one frame at a time. Hold **B** to play at normal speed.
- Hold **A** + D-Pad **left** to rewind the action (**A** + D-Pad **right** to fast-forward).
- Press **C** to flip the replay and watch it from the reverse-angle.
- Press **START** to exit the Instant Replay screen.

To track a specific player:

1. D-Pad in any direction and the Track Box appears. Focus on a player; a yellow cross hair indicates the camera is locked on.

2. Control as above to review the player's performance at center stage.

SUBSTITUTIONS

In Simulation mode, the number of subs used per game is limited to two; there is no such restriction in Action mode. Change lineups from the Substitutions screen in the same manner as the Starting Lineups screen. (See *Starting Lineups* on page 11.)

GAME STATS

The Game Stats screen presents up-to-the-minute statistics on both teams in eight critical categories.

To view Game Stats:

- From the Game Stats screen, D-Pad **up/down** to scroll through the stat categories.
- Press **A**. The Score Summary screen appears.
- Press **B**. The Foul Summary screen appears.

SCORE SUMMARY

The Scoring screen displays which players have scored, the team they scored for, and the time when the ball flew into the back of the net.

To view the Score Summary:

- When score information is not contained on a single screen, D-Pad **up/down** to scroll.
- Press **A**. The Foul Summary screen appears.
- Press **B**. The Game Stats screen appears.

FOUL SUMMARY

The Fouls screen lists all the miscreants whose actions have warranted a red or yellow card, along with their team and the time the offense took place.

To view the Foul Summary:

- When foul information is not contained on a single screen, D-Pad **up/down** to scroll.
- Press **A**. The Game Stats screen appears.
- Press **B**. The Score Summary screen appears.

END OF GAME

At the end of a Friendly game, you return to the Control screen. You can check the final game Summaries, view an Instant Replay of the last play, or Quit and return to the Game Setup screen.

PAUSING THE GAME

When the game is paused, a list of Control options are available identical to the Half Time screen. (See *Half Time* on page 16.)

To pause the game during play:

- Press **START**. The game is paused and the Control screen appears.
- Select RESUME GAME to return to the fray.

TARGET AND RECEIVER MODES

Target and Receiver modes offer you two choices in corner kick and throw-in situations. These choices allow you to make strategic passes, while providing you with a valuable bluff mode against human opponents.

Color-Coded Star Indicates Selected Receiver
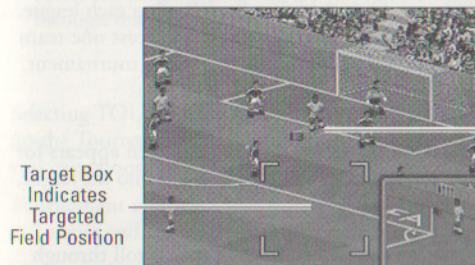
Target Box Indicates Targeted Field Position

To utilize Target and Receiver modes:

1. When your players are in position for a corner kick or throw-in, press **A** to enter Target mode. The Target Box appears.

2. D-Pad in any direction to move the Target Box to your desired field position.
3. Press **A** to enter Receiver mode. Your receiver is standing a color-coded star.
4. D-Pad in any direction to move the player to a different field position.
5. Press **B** to kick/throw to the Receiver—**C** to kick/throw to the Target.

LEAGUE PLAY

Selecting LEAGUES from the Game Setup screen brings up the Leagues selection. From the Leagues selection, you can choose which league you want to take part in.

To select a league:

- From the Leagues selection, D-Pad **left/right** to cycle through league choices.

Leagues follow a round robin format with each team playing every other team twice to determine a league champion. The league champion is awarded that nation's Domestic Cup and is invited to play for the Winner's Cup. Additionally, following each league, the top sixteen international teams (including at least one team from each nation) are invited to the Nation's Cup tournament.

SELECTING LEAGUE TEAMS

When you have selected a league, the League screen appears for the chosen league. You can enter up to eight teams into the league.

To enter teams into the league:

1. From the League screen, D-Pad **left/right** to scroll through the teams.
2. Press **A** to add a team to the league.
- Press **B** to delete a team from the league.

LEAGUE STANDINGS

After your teams are selected, the League Standings screen appears. Your teams are numbered 1-8, and randomly chosen teams round out the league.

Numbered Teams Indicate User Controlled Teams

The League Standings screen appears after every match. Check on the current state of play and see how the last set of matches have affected league positions. Three points are awarded for wins and one point for drawn games.

- From the League Standings screen, D-Pad **up/down** to scroll through teams.

TOURNAMENT PLAY

Selecting TOURNAMENTS from the Game Setup screen brings up the Tournaments selection. From the Tournaments selection, you can choose which tournament you want to take part in.

Tournament and team selections are made in the same manner as League and team selections. (See *League Play* on page 20.)

Domestic Cup tournament structure is described under League Play. The World tournament begins with twenty-four teams equally divided into six regions. Each team plays every other team in their region once. The two top teams from each region along with the top four third place teams advance on to the playoffs.

TOURNAMENT STANDINGS

The Tournament Standings screen is utilized in the same manner as the Leagues Standings screen. (See *League Standings* above.)

PLAYOFFS

Selecting PLAYOFFS from the Game Setup screen brings up the Playoffs selection. From the Playoffs selection you can choose which playoffs you want to take part in.

Playoff and team selections are made in the same manner as League and team selections. (See *League Play* on page 20.)

Playoff structures are identical to structures available in Tournament Play. However, in Playoffs the initial round of the tournament is bypassed, including the one-game round robin of the World tournament.

PLAYOFF TREE

The Playoff Tree displays each team in a single elimination format. This throws up the possibility of many interesting matches, and some real one-sided goal feasts when the greats of world soccer take on the minnows—plus the possibility of an upset or two.

The Playoff Tree appears after every match. Check on the current state of play and see which teams have advanced on to the next round.

• From the Playoff Tree, D-Pad **left/right** to scroll the entire screen.

CONTINUE PLAY

CONTINUE is an additional option which appears on the Control screen following League, Tournament, and Playoff games. Selecting CONTINUE returns you to the Standings screen or Playoff Tree. View the results of the most recent matches, then continue on with your next game in the series.

SAVE GAME

SAVE GAME appears on the Control screen following League, Tournament, and Playoff games. To complete your current series at a later time, select SAVE GAME and add your series to *FIFA Soccer '95's* memory bank.

Four memory slots are available to save your games. When the slots are full, you have the option of overwriting a previously saved game.

To save a game:

1. From the Save Game screen, D-Pad **up/down** to move the spinning soccer ball icon to the memory slot in which you want to save a game.

2. Press **A** to save the game. A description of the game appears in the memory slot. If a previously saved game is in the slot, you are asked if you want to overwrite it.

RESTORING A SAVED GAME

Select RESTORE from the Game Setup screen to view a list of saved games on the Restore screen.

To restore a saved game:

1. From the Restore screen, D-Pad **up/down** to move the spinning soccer ball icon to the description of the game you want to restore.

2. Press **A**. The Standings screen or Playoff Tree appears for your next game.

EXTENDED PLAY-ERS

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