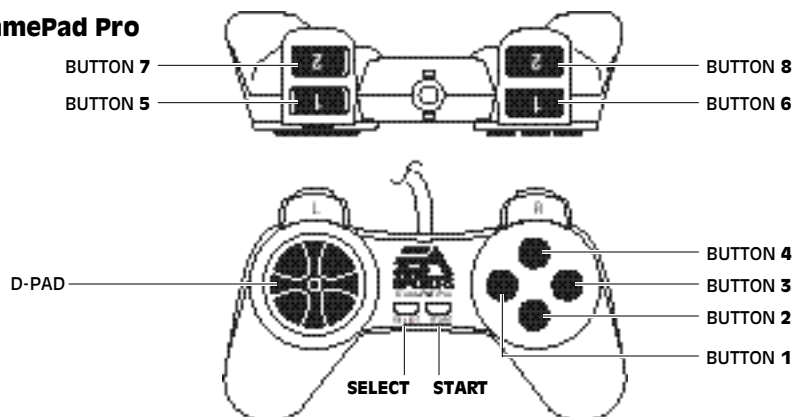
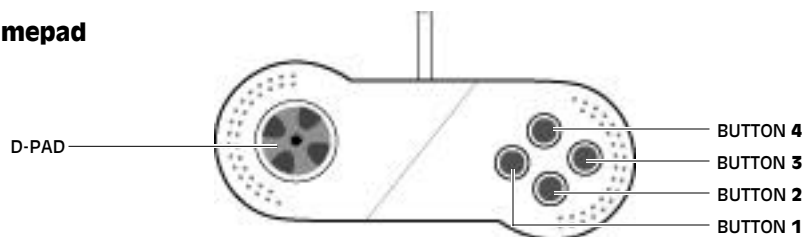




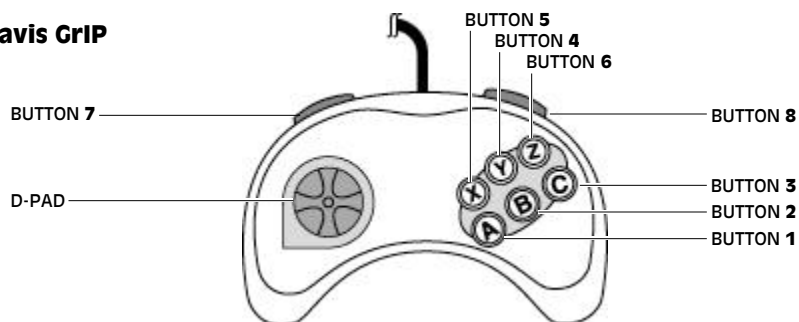
### GamePad Pro



### Gamepad



### Gravis GRIP





## BASIC GAMEPLAY CONTROLS

ATTACK/DEFEND	GAMEPAD™ PRO	GRIP™	SIDEWINDER™	KEYBOARD	GAMEPAD	2-BUTTON JOYSTICK
Movement	D-Pad	D-Pad	D-Pad		D-Pad	D-Pad
Pass/Switch Player	<b>2</b>	<b>B</b>	<b>B</b>		<b>2</b>	<b>1</b>
Lob/Slide Tackle	<b>1</b>	<b>A</b>	<b>A</b>		<b>1</b>	
Shoot/Tackle	<b>3</b>	<b>C</b>	<b>C</b>		<b>3</b>	<b>2</b>
Speed Burst	<b>4</b>	<b>Y</b>	<b>Y</b>		<b>4</b>	
Evade Tackle	<b>5</b>	<b>X</b>	<b>X</b>			
Through Pass	<b>6</b>	<b>Z</b>	<b>Z</b>			
Skill Mode 1/2 (► <i>Skill Mode</i> on p. 7)	<b>7/8</b>	<b>L/R</b>	<b>L/R</b>	Left /		
Pause	<b>START</b>		<b>START</b>			

**NOTE:** The command summaries throughout the rest of this manual describe a Gamepad Pro-type controller. If you're using a keyboard or a different controller, apply the action to the corresponding key or button to perform the desired action.

**NOTE:** Two- and Four-button controllers cannot access Skill Mode, In-Game Management or In-Game Tactics.

In addition to these basic moves, *FIFA 99* includes many other moves you control. For more information about basic gameplay controls, ► **Command Summary** on p. 4. And for more detailed information about advanced controls, ► **Advanced Gameplay** on p. 5.

## QUICK START MODE

*FIFA 99* includes an all-new Quick Start option that allows you to jump into the game without any hassle. If you're looking for an easy way to start a Friendly Match with default options, this is the mode for you. Pick up and play!

### To QUICK START a friendly match:

1. Select the Quick Start icon on the Match Select screen. The Controller Select screen appears.
2. D-Pad ↔ to select the team you control.
3. Click FORWARD. The game begins.





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## WELCOME TO FIFA 99

Welcome to the official **FIFA 99** soccer game for the PC. It's as close as you'll get to the field without lacing up your cleats. With the introduction of a European Dream League and a Custom Cup and League creator, FIFA 99 delivers authentic soccer action. Add improved gameplay, brand-new commentary, and the world's top teams, and this promises to be the most exciting season you ever played.

### A BRIEF HISTORY OF FIFA

The Fédération Internationale de Football Association (FIFA) was founded on May 21, 1904. Since then FIFA has become the governing body for the world's most popular sport. Some 200 million people throughout the world enjoy soccer. Soccer brings people together from all continents, and FIFA acts as the unifying force for this truly international game.



 For more info about this and other titles, check out EA SPORTS™ on the web at [www.easports.com](http://www.easports.com).

### FEATURES

- Play as or against 200 Teams including the USA, Spain, England, Brazil, Italy, France, Germany, Portugal, Sweden, Scotland, Belgium, and The Netherlands.
- NEW semi-auto goalies put you in control of the last line of defense.
- NEW slide kicks let you score MORE GOALS.
- NEW traps and tackles-control the ball and the game.
- NEW life-like head-tracking and stadium graphics add to **FIFA 99's** unparalleled realism.
- Stunning skill moves when on the attack or defending the goal.
- Improved Control-precision passing, dribbling, and shooting using EA SPORTS' new interruptible motion-capture technology.
- Create a custom 2- to 24-team Cup or League and put your team to the test.
- European Dream League mode lets you play as or against the best club teams in Europe.





## COMMAND SUMMARY

### MENU NAVIGATION

ACTION	CONTROL
Highlight item	Move mouse
Select item	Click item
Cycle highlighted item	Click arrow icons
Advance to next Menu	Click FORWARD
Return to previous Menu (without saving changes)	Click BACK

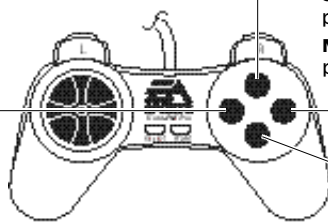
### GENERAL COMMANDS

Movement	D-Pad
Pause Game	START

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

### WHEN YOUR PLAYER HAS THE BALL

**LOB** (This sends an aerial pass to a player further down field. The longer you hold Button 1, the higher the ball will go.)



**SPEED BURST** (Each tap gives the player a short burst of speed)

**NOTE:** Using speed burst tires players.

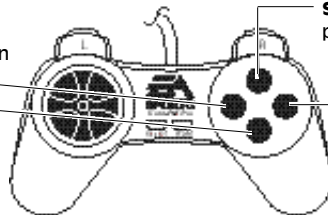
**SHOOT** (Use the D-Pad to aim the shot)

**PASS** (Player passes to the teammate highlighted by the target symbol. Use the D-Pad to pick different receivers.)

### WHEN THE OPPONENT HAS THE BALL

**SLIDE TACKLE** (Your player goes to the ground in an attempt to slide tackle the ball away from an opponent.)

**SWITCH PLAYER** (Swap control to the player closest to the ball. Watch for the control highlight that appears under the closest player. Practice switching players to get the hang of controlling your team.)



**SPEED BURST** (Each tap gives the player a short burst of speed)

**TACKLE** (Your player briefly chases the ball carrier and attempts to tackle him.)



## **ADVANCED GAMEPLAY**

### **INTERMEDIATE CONTROLS**

#### **PASSING**

Through Pass	6
--------------	---

#### **FOULING**

Intentional Foul	5
------------------	---

#### **AVOIDING TACKLES**

Jump a Slide Tackle	5
Juke Left	Tap 7
Juke Right	Tap 8
360° Spin Left	Double tap 7
360° Spin Right	Double tap 8

#### **GOALIE CONTROL**

Goalie charge	Hold 8
Pick up the ball	5
Drop the ball	4
Throw	1 or 2
Punt	3

#### **SPECIAL TECHNIQUES**

##### **One-timers**

Perform these moves while the ball is loose or being passed.

First-Time Pass	2
First-Time Lob	1
First-Time Through Pass	6
First-Time Shot	3





## Shooting

- ➡ To target different areas of the net, point the D-Pad based on the direction your player is facing. Pointing towards the opponent's net will shoot high. To drive a low hard shot, pull away from the opponents net.

### Special Shooting Techniques

Chip shot	<b>1</b>
Poke shot	<b>2</b>

- ☐ Pressing these buttons in the opposing 18-yd box when there are no pass or lob targets and the player will take one of these shots.
- ☐ A poke shot allows you to foot one in along the ground.
- ☐ A chip shot allows you to chip the ball over the goalie .

## Chesting

- ➡ While the ball is in the air, use the D-Pad to choose a direction in which to chest the ball.

Chest	D-Pad
-------	-------

- NOTE:** To run onto the ball without chesting, hold down the 7 or 8 buttons.

## Heading

Header on goal	Tap <b>3</b>
Head the ball to a teammate's head	Tap <b>1</b>
Head the ball to a teammate's feet	Tap <b>2</b>

- ☐ The earlier you activate a header the more likely your player is to win the ball. Use the D-Pad to pick a receiver or target a header on goal.

## Volleying

Volley or Bicycle Kick Shot	Double-tap <b>3</b>
Volley to a teammate's head	Double-tap <b>1</b>
Volley to a teammate's feet	Double-tap <b>2</b>

- ☐ Volleying requires more time and space than heading.





## ADVANCED CONTROLS

### SKILL MOVES


➡ To activate Skill moves, hold **7** or **8** (as specified below) and press one of the following buttons.

ACTION (HOLD <b>7</b> BUTTON)	COMMAND	ACTION (HOLD <b>8</b> BUTTON)
Fakes	D-Pad	Fakes
Rainbow Kick	<b>1</b>	Flick-over
Lateral Left	<b>2</b>	Lateral Right
360° Spin Left	<b>3</b>	360° Spin Right
Sprint	<b>4</b>	Sprint
Step-Over Nutmeg	<b>6</b>	Double-Step over
Dive	<b>5</b>	Dive

#### Skill Move Tips:

- ☐ When performing fakes move the D-Pad sharply in the desired direction.
- ☐ Rainbow kick, flick-over, and the step-over nutmeg move the ball out of an attacker's path.
- ☐ Diving can be used to draw a foul if a defending player is too close for comfort.
- ☐ Jukes are great for avoiding sliding players; 360° spins are useful against standing tackles.

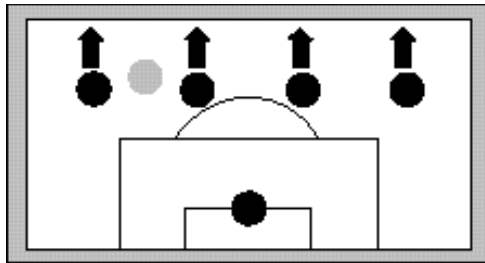
### IN-GAME TACTICS (IGT)

 **NOTE:** These moves are not available when using two- or four-button controllers.

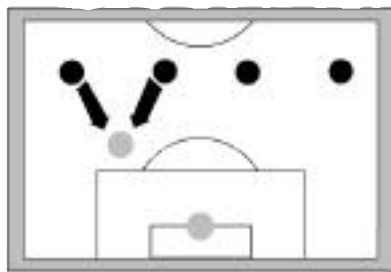
IN-GAME TACTICS	GAMEPAD PRO (HOLD <b>7</b> + <b>8</b> )	GRIP (HOLD <b>L</b> + <b>R</b> )	SIDEWINDER (HOLD <b>L</b> + <b>R</b> )	KEYBOARD
Offside Trap	<b>1</b>	<b>C</b>	<b>A</b>	<b>C</b>
Attacking press	<b>3</b>	<b>Z</b>	<b>C</b>	<b>V</b>
Through ball run	<b>2</b>	<b>Y</b>	<b>B</b>	<b>X</b>
Wing back run	<b>4</b>	<b>X</b>	<b>Y</b>	<b>Z</b>



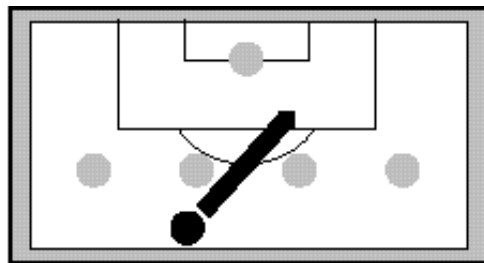




The offside trap moves your defensive line up in a coordinated effort to catch your opponent offside. Use it wisely! It may leave you open to a through pass.

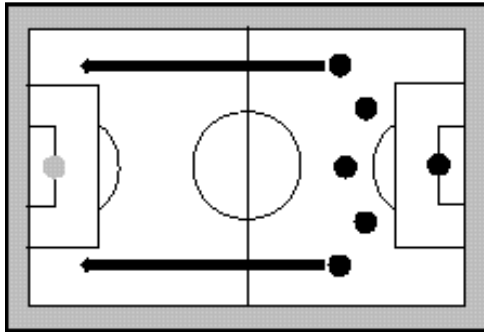


Move players out of position to pressure the ball handler. Many goals are scored when a team loses possession in their defensive end, so use this tactic to pressure an opposing defender into making a mistake.



Creates a diagonal run to the back of the opponent's defense or starts an overlapping run. Watch for the player and try to connect with him for a breakaway.





Your wing back (or closest player) makes a desperate run up the sideline. Try to hit him with a pass or lob before he goes offside.

### Tactic indicator Control highlight



- ☐ A control highlight indicates any player affected by an IGT for the duration that the tactic is active.

### 1-2'S AND WALL PASSES (CONTROLLING 2 PLAYERS)

**NOTE:** These moves are not available when using two- or four-button controllers.

IN-GAME TACTICS	GAMEPAD PRO (HOLD 7 + 8)	GRIP (HOLD L + R)	SIDEWINDER (HOLD L + R)	KEYBOARD
Offball	5	Double tap B	X	R
Passback	6	Tap B	Z	F

### Offball

- ➔ To retain kicking control of the current player and movement of another, press **5** while holding **7 + 8**. Use the D-Pad to choose the player you wish to control.





### Passback

- ➔ To retain movement control of your current player and kicking control of another, press **6** while holding **7 + 8**. Use the D-Pad to choose the player you wish to pass to.

## IN-GAME MANAGEMENT (IGM)

**NOTE:** These moves are not available when using two- or four-button controllers.

Change a team's formation, strategy, and positioning during play to one of three 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.

IN-GAME MANAGEMENT	GAMEPAD PRO	GRIP (HOLD L + R)	SIDEWINDER	KEYBOARD
Toggle IGM	SELECT	A	M	

### To program custom In-Game Management:

1. Select TEAM MANAGEMENT from the Pause Menu, then select IGM from the Team Management screen.
  - ☐ You can select Formation, Strategy, or Positioning for IGM #1, #2 and #3.
2. Modify the settings.
3. Save your settings if available.

**TIP** Set Formation/Strategy/Positioning combinations to suit a range of potential situations, such as all-out attack, attack/defend, and all-out defend.

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



## **STRATEGY/TECHNIQUES FOR SPECIFIC SITUATIONS**

### **IN DEAD BALL SITUATIONS...**

#### **Free Kick**

##### **Normal Mode**

Cycle View Mode (Normal/Receiver/Target)	<b>6</b>
Move Target Arrow	D-Pad
Ball Follows Arrow Trajectory	<b>1, 2, or 3</b>
Add Ballspin Left	Hold <b>7</b>
Add Ballspin Right	Hold <b>8</b>

##### **Receiving A Free Kick**

Switch Player	<b>2</b>
Lob	<b>1</b>
Kick to Player	<b>3</b>

##### **Target Mode**

Lob to Target	<b>1</b>
Pass to Target	<b>2</b>
Power Kick to Target	<b>3</b>

#### **Throw-In**

Throw-In commands are the same as Free Kick Commands with the following exceptions:

##### **Receiving A Throw-In**

Long Throw	<b>1</b>
Short Throw	<b>3</b>

##### **Target Mode**

Throw High/Medium/Low to Target	<b>1/2/3</b>
---------------------------------	--------------



### Corner Kick

Corner Kick commands are the same as Free Kick Commands with the following exceptions:

#### Receiver Mode

High/Low Cross to Receiver	1/3
----------------------------	-----

#### Target Mode

Low Cross to Target	3
---------------------	---

### WHEN YOUR GOALIE HAS THE BALL

#### Normal Mode

Goal Kick commands are the same as Free Kick Commands with the following exceptions:

#### Receiver Mode

Clear to Player	3
-----------------	---

#### Target Mode

Clear to Target	3
-----------------	---

### PENALTY KICK

#### Shooter

Target Shot	D-Pad
-------------	-------

Switch Kicking Side	1
---------------------	---

Switch Shooter (Not available in Penalty Kick Shoot-out)	2
---	---

Shot	3
------	---

#### Goalie

Move Along Line/Choose Direction of Save	D-Pad
--	-------

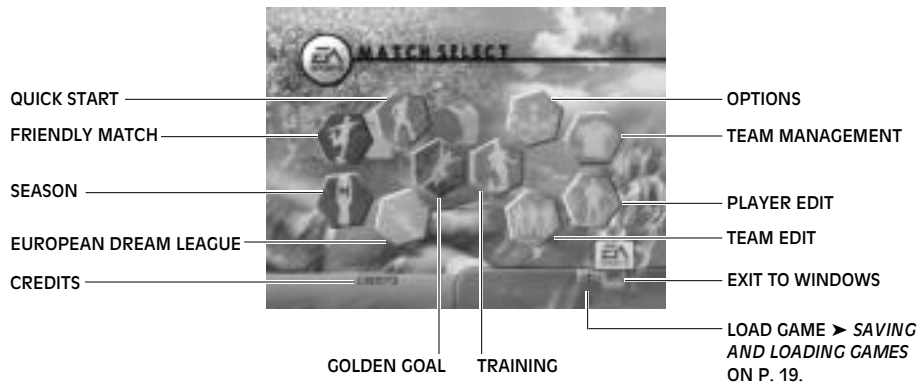
Attempt Save	1, 2, or 3
--------------	------------



## SETTING UP THE GAME

### MATCH SELECT SCREEN

Go to the Match Select Screen to choose a game mode, set options, edit teams, or load a saved game.



❑ For more information about Game Modes, ► **Game Modes** on p. 14.

### OPTIONS MENU

The Options menu is comprised of three sections: Match Options, Gameplay Options, and Audio/Visual Options.

➡ To cycle through the three options screens, highlight the tabs on the right side of the screen then click to select the desired screen.

### MATCH OPTIONS

Use this screen to set your match options, including length of half, clock options, weather conditions, and more.

❑ When OUT OF PLAY CINEMAS is **ON**, the User views all out-of-play sequences.



## GAMEPLAY OPTIONS

Use this screen to set the difficulty level and set up rules on the field. Options include: Offsides, Injuries, Referee Strictness, Substitutions, Fatigue, and more.

## AUDIO/VISUAL OPTIONS

Set your sound and screen options.

- ☐ When KIT CLASHING is **ON**, both teams play in different colored uniforms. If OFF, both teams wear home uniforms even if they have similar colors.

## GAME MODES

### FRIENDLY MATCH

A friendly match is a single match between two teams of your choice.

Before playing your match, you can select your teams and controllers, determine the stadium in which to play, and adjust other gameplay options.

- ☐ No cards, injuries, stats or fouls carry over from match to match in this mode.
- ☐ You may match up any teams from any League against each other.

### GOLDEN GOAL MATCH

Instead of being a timed affair, teams play to a set goal total (1-10 goals). The team who scores the preset number of goals first reigns victorious.

### TRAINING

Practice your skills in a custom, competitive atmosphere. Choose your team, then choose the drills you wish to run.

### EUROPEAN DREAM LEAGUE

This is what soccer fans around the world have been waiting for. The ultimate club competition captures the thrills and skills of the cream of European club soccer.


Take one of 20 of Europe's elite clubs and pit them against the best of the rest through a whole season. Once and for all the soccer champion of champions can be decided—with you in control.



**To set up the European Dream League:**

1. Select the European Dream League icon from the Match Select screen.
2. Click to highlight a team.
3. Select between 1 and 8 teams to be controlled by you, then click FORWARD to advance to the GROUPINGS screen when ready.
4.
  - a. If you want to play the tournament with the current groups, click FORWARD to advance to the Standings screen.
  - b. If you want to create random groupings, click RANDOMIZE, then click FORWARD to advance to the Standings screen.
5.
  - a. From the Standings screen, click the appropriate icon if you wish to access Options, Team Management, Save Game, Performance Charts (available after the match), or the Fixtures screens.
  - b. Click FORWARD to advance to the STADIUM SELECT screen.
6.
  - a. Cycle through Match Conditions by clicking on the available settings.
  - b. Click FORWARD to advance to the Controller Select screen.
7. D-Pad ↔ to select the team you want to control.
8. Click FORWARD to begin the game.

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.

 **NOTE:** To simulate the next scheduled match, you must enter the Fixtures screen and select SIMULATE.

**SEASON MODE**

Take control of a team and guide it through a full season in any one of **FIFA 99's** 15 league and cup competitions. Alternatively, you can create your own customized Cup or League.

- 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, and USA.

**CUP**

Choose from three European Cups.

**CUSTOM LEAGUE**

Create your own League structure and choose teams (> *Custom League/Cup Creator* sections below).

**CUSTOM CUP**

Create your own Cup tournament and choose teams.



**NOTE:** The following teams receive a bye in the first round of the Champions' League Cup: Real Madrid CF, RC Lens, Kaiserslautern, FC Barcelona, Juventus, Porto, Ajax, Arsenal.

**CUSTOM LEAGUE CREATOR**

Create your own League featuring either Club or International Teams. You may select from 2-24 teams to play a defined number of matches. You decide when the competition commences and even get to name the Trophy!



**NOTE:** If you have less than four teams in your Custom league you cannot select a single Round Robin format.

**CUSTOM CUP CREATOR**

Set up a Cup Competition of your own devising. Select club teams from any of **FIFA 99** 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.

➡ Use the CPU Selection button to instantly select remaining teams.

**TIEBREAKER RULES****League Rules**

In the event of two teams being level on points in any league competition, the following criteria is used to determine the higher placed team.

- 1. Goal Difference:** The number of goals conceded is deducted from the number of goals scored to give Goal Difference. The team with the highest Goal Difference is victorious.
- 2. Goals For:** If Goal Difference is equal then the team with the greatest number of goals for is deemed the winner.



- **NOTE:** If Goals for is equal, the winner is the team that faired better in meetings between the two teams.

### Cup Rules

In cup competitions two sets of rules apply:

- 1. 1 Match Knockout:** Teams play golden goal extra time and then penalties.
- 2. Two-leg Knockout Competition:** if teams are level after 90 minutes in the second match, goals scored away from home count double. If scores are still level, Golden Goal extra time is played. If there is still no resolution then the game is concluded by a penalty shoot-out.

## TEAM MANAGEMENT MENU

Control every aspect of your team's performance with Team Management. Hand-pick your squad, choose the right formation, select from a variety of strategies and you could soon be ripping the opposition apart.

- ➔ Access Team Management from the Match Select or Standings screens or from the in-game Pause Menu.
- ➔ Use In-Game Management (IGM) to switch formations, positioning and strategies on the fly.

- **NOTE:** Any team changes made from a league or cup mode are specific to that tournament and are saved automatically when you save that league or cup.

### 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.
- ➔ To toggle the pitch or field team layout, click on the field/table icon.

### TRANSFERS

Buy a star player from another team or get rid of an over-paid, under-achieving mid-fielder. Only club teams may make Transfers.

- **NOTE:** When you reset Saved transfers ALL Transfers in that database are lost.



## KICK TAKERS

To choose your top men for set plays and penalties:

1. Click the player name next to the type of kick that you wish to change.
2. Click on the name of the player you want to take the kick.
3. Repeat as desired.
4. Click FORWARD to return to TEAM MANAGEMENT.

## Player Attribute Abbreviations

<b>Accel</b>	Acceleration	<b>Shot Powr</b>	Shot power
<b>Agilty</b>	Agility	<b>Shot Acc</b>	Shot accuracy
<b>Ball Cntl</b>	Ball control	<b>Speed</b>	Speed
<b>Creat</b>	Creativity	<b>Tackle</b>	Tackles
<b>Fitness</b>	Fitness	<b>Aggrs</b>	Aggression
<b>Headers</b>	Header accuracy		

## PLAYER AND TEAM EDIT MENUS

Edit players and squads—from changing the color of their hair to re-designing the entire team kit.

- ☐ Customize player appearances.
  - ☐ Build a player to excel at his position by altering 10 player skills (e.g., Speed, Shot Accuracy, Fitness).
  - ☐ Change player position.
  - ➡ To save changes, select the Save Changes icon.
- NOTE:** If you want to customize players or squads, you must do so before entering a League or Season mode.




## ***SAVING AND LOADING GAMES***

You must 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.

- ☐ Load previously saved games 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, click the Save icon on the Icon Menu bar of the Standings screen. The Save Game menu appears.
- 2.** Choose the slot you prefer and click the Save icon on the Icon menu bar. The tournament is saved.
- 3.** Click the Check Mark icon at the confirmation prompt.
- 4.** Press FORWARD to exit.

 **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. Likewise, changes made to settings outside the saved game do not alter the saved game's settings.

### **To Load a saved *FIFA 99* League or Cup:**

- 1.** Click the Load icon on the Icon Menu bar in the Match Select screen.
- 2.** Click the slot you want to load, then click the Load icon.
- 3.** Click the check mark icon at the confirmation prompt. Your saved League or Cup is loaded.

## ***INSTANT REPLAY***

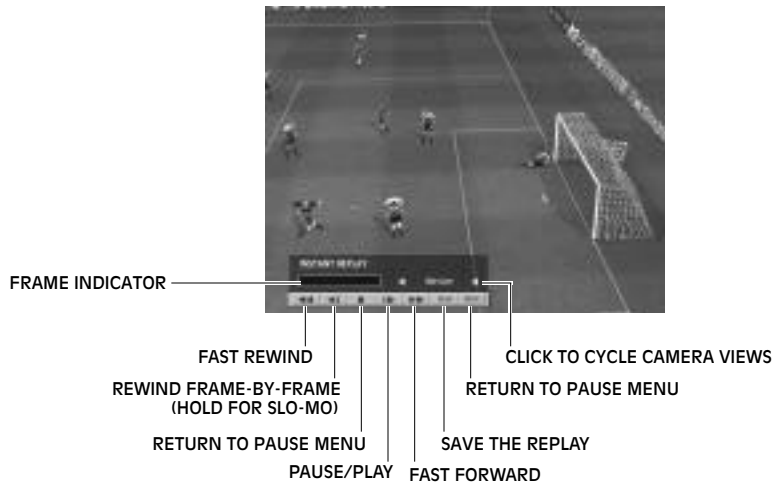
For a spectacular replay, access the Free Cam and re-position the camera for the best view of the play.

- ➡ To save a replay, choose INSTANT REPLAY from the Pause menu and click SAVE. Click the slot you prefer, then type a name for your replay and click SAVE.



### To view a saved replay:

1. From the Match Select screen, select the View Highlights icon. The list of saved replays appears.
2. Select the replay you want, then click the Load button.
3. Click the Check Mark icon at the conformation prompt. The replay loads.



### Mouse control is required to position the free cam:

- Choose FREE CAM from the Camera View option.
- 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.



## **MULTIPLAYER GAMES**

### **MODEM PLAY**

Modem connection may be direct or indirect.

- ☐ If you are connecting directly, you must use a serial cable with a null modem adapter.
- ☐ If you are connecting indirectly, **FIFA 99** requires that both computers use at least a 28,800 bps modem with a high speed (16,550 UART) serial port.
- ☐ When you choose MULTIPLAYER as your match selection, the Connection screen appears. Here the user can choose from Modem, Serial or Network.

#### **To set up a Modem Match:**

1. Make sure the modems are configured correctly.
2. Choose MULTIPLAYER from the match select screen. The Connection Screen appears.
3. Select MODEM. The Connection Modem screen appears.
4. The Host selects DIALING DIRECTORY and the Dialing Directory screen appears.
  - ☐ If you are the guest computer, select WAIT FOR CALL.
5. From the Dialing Directory screen, highlight a memory slot.
6. Click either the Name field or the Number field, then click EDIT. Return the cursor to the field you want to edit.
  - ☐ You can save up to 99 modem numbers in the Dialing Directory.
7. Type the name and number of the computer you want to connect to, then press **ENTER**. The number is saved to your directory.
  - To delete an existing computer from the Dialing Directory, highlight it and click DELETE.
8. Click DIALING DIRECTORY to initialize the call. When the connection is made, the Match Select screen appears.
9. Set up your match just as you would in a standard **FIFA 99** game.





## NETWORK PLAY


 **NOTE:** *FIFA 99* supports only the IPX protocol.

### To set up a Network Match:

1. Choose MULTIPLAYER from the match select screen. The Connection Screen appears.
2. Select NETWORK. The Connection Network screen appears.
3. The Host selects INITIATE and the Join menu appears.
  - To enter a custom name, click the MACHINE NAME, then type a name and press **ENTER**.
  - To release a machine from the network match, highlight it and click EJECT MACHINE.
  - ☐ If you are the Guest, select LIST OF GAMES.
4. When the other machines appear in the List of Machines, click FORWARD to start the game. When the connection(s) is made, the Match Select screen appears.
5. Set up your game just as you would in a standard *FIFA 99* game.
  - ☐ The initiating machine has sole control over the Team selection screens.
  - ☐ To chat with the other machines, type your message and press **ENTER**.

 **NOTE:** The interior views available for game play at certain stadiums, including the Nou Camp Stadium, Barcelona and Estadio Satiago Bernabeau, Madrid, are not depictions of the actual interior views of those stadiums.

 **Need Technical Support?** Please see the enclosed Reference Card for technical support information.

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In the **US**, dial 900-288-HINT (4468). 95c per minute.

In **CANADA**, dial 900-451-4873. \$1.15 (Canadian) per minute.

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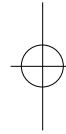
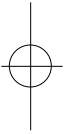
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