

Warning: To Owners Of Projection Televisions

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

Epilepsy Warning

Please Read Before Using This Game Or Allowing Your Children To Use It.

Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life.

Such people may have a seizure while watching television images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures.

If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing.

We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, IMMEDIATELY discontinue use and consult your doctor.

Precautions To Take During Use

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

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INTERFACE

In this manual the default controllers are MS Sidewinder™ and your mouse. You may use either to navigate the front-end menu screens but within the game we strongly recommend the use of a hand held controller such as the MS Sidewinder or Gravis Gamepad PRO™.

STARTING THE GAME

Quick Start

- A few clicks and you're ready to play a friendly match.
1. To skip the Introduction, press **Esc**. The Main Menu screen appears.
 2. Press the **START** button on your controller. The Controller Side Select Screen appears.
 3. D-Pad (MS Sidewinder™ and Gravis Gamepad users) **LEFT/RIGHT** to select a team.
 4. Press the **START** button to start the game.

COMMAND SUMMARY

Learn them here and use them everywhere!



Sidewinder

How to Play

Basic In-Game Controls

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

ACTION	GAMEPAD PRO	GRIP	SIDEWINDER	KEYBOARD	4-BUTTON CONTROLLER	2-BUTTON CONTROLLER
Movement	D-Pad	D-Pad	D-Pad	Arrow keys	D-Pad	D-Pad
Pass / Tackle	Yellow Button	B	B	N	Button 2	Button 1
Shoot	Green Button	C	C	M	Button 3	Button 2
Sprint	L1	Y	Y	H	Keyboard Home	Keyboard Home
Lob / Slide tackle	Red Button	A	A	B	Button 1	Keyboard Delete
Through Pass	Blue Button	X	X	G	Button 4	Keyboard Insert
Change Formation	R1	Z	Z	J	Keyboard Page Up	Keyboard Page Up
Skill Mode 1/2	L2/R2	L/R	L/R	Left Alt./Right Alt.	Keyboard Right Alt/Ctrl	Keyboard Right Alt/Ctrl
Pause Game	Select	ESC	Start	ESC	ESC	ESC

In Possession

Powered Clearance	Press A
Lob	Tap A
Pass	Press B
Shot	Tap C
Powered Shot	Press C
Through Ball	Tap X
Powered Through Ball	Press X
Toggle IGM	Press Z
Sprint	Hold Y (See Powerbar section)
Dive	Press X while holding down L/R

Opponent Possession

Tackle	Press B
Slide Tackle	Press A
Dirty Foul	Press L while holding down Z

Air Ball

Lobbed Header	Press A
Header Pass	Press B
Volley Shot	Press C
Headed Goal Attempt	Tap C

Dead Ball situations

Goalie's Ball

Throw-out	Press A or B
Drop Kick	Press C
Drop Ball	Press Y

Free Kick

Move Angle	D-Pad
Lofted Pass Powerup	Hold A
Ground Pass Powerup	Hold B
Shoot Powerup	Hold C

Throw In

Move Receiver	D-Pad
Throw Ball	Press A or C
Change Player	Press B

Corner Kicks

Move Kick Taker	D-Pad
Lofted Corner Powerup	Hold A
Corner to feet Powerup	Hold B
Driven Cross	Hold C

Goal Kicks

Move Goalkeeper	D-Pad
Lofted Kick Downfield Powerup	Press A
Ground Ball Downfield Powerup	Press B
Kick Downfield	Press C

Penalty Kicks - Goalkeeper

Dive Direction	D-Pad
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Penalty Kicks – Shot-taker

Note: The shot direction must be pressed before powering up the shot!

Direct Shot	D-Pad
Switch Foot	Press A
Switch Taker	Press B
Shoot Powerup	Hold C

Special Techniques

Skill Mode

The direction in which the skill move is made depends upon which shoulder button is held.

Action	Hold LEFT/RIGHT Shoulder button
Drop Shoulder	Press A
Foot Roll	Press B
Drag n' Roll	Press C or Double Tap L or R
Dive	Press X
Stepover	Press Z

Pause Menu	Press START
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Game Screen



Power Bars

Power Bars appear whenever you hold down the action button for the following shots:

Goal kicks, Corner Kicks and Through Balls.



For Goal Kicks, Corner Kicks and Through Balls, the power bar is blue and serves as an indicator of the relative power of the kick.

Shooting on goal



For shots on goal, however, the bar changes colour. If you release the button when the bar is blue, the likelihood of an 'ideal' ball is high. Once you enter the orange segment, the likelihood of an accurate ball is reduced. If you allow the bar to turn red before releasing the button the chance of a 'fluff' shot is high.

Sprint

When you make a player sprint (**Hold** the **Y** button) a yellow bar appears. The bar decreases the longer you make your player sprint. When the bar has totally disappeared, the player is no longer sprinting and must recover before he can sprint again.

MENU NAVIGATION

Throughout the manual the phrases highlight and select are used when describing front-end menu navigation. Use the instructions, below, for your favoured method of menu navigation.

Mouse

1. Move the mouse to highlight item.
2. **Left-click** to select item. **Right-click** cancels a selection.
3. **Left-click** on the **LEFT/RIGHT** (or **UP/DOWN**) arrows to cycle highlighted items.
 - **Left-click** and **hold** to view dropdown menus.
 - You can **click** the arrows on the Title Bar of the screen to move forward and backwards through the front-end menu screens.

Controller

1. Use the D-Pad to highlight item.
2. Press **A** to select item. **B** cancels a selection.
D-Pad **LEFT/RIGHT** (or **UP/DOWN**) to cycle highlighted items or move between menu screens.
To bring up player information, press **C** whilst a player name is highlighted or team information on TEAM SELECT screens.
Whenever you see the Start Star press 'START' to jump to the SIDE SELECT screen and then start the next game.
 - MS Sidewinder users can navigate backwards and forwards between screens by pressing the LEFT and RIGHT shoulder buttons.

Note: The F.A Premier League STARS intuitive interface means that only certain menus are detailed below.

The Title Bar

To progress through the Menus use the Title Bar.

1. D-Pad to highlight the Title Bar.



2. Then press **A** to activate the Title Bar. The Title Bar turns Orange and the Arrows on either side pulsate.



3. Now use the D-Pad to progress or move back through the menus.

Note: If you want to skip menus and get on with the game, highlight the START/GO Star and press **A**.

MAIN MENU

- FRIENDLY:** Play a single exhibition match between two Premier League teams. Pit yourself against the computer or play with your friends.
- SEASON PLAY:** Play a full season including STAR allocation and League and Cup matches with the team of your choice and see it through 'til the end!
- CUSTOM LEAGUE:** Create your own league structure using teams from The Premier League and beyond!
- CUSTOM TEAMS:** Take your teams on tour to your friend's house or host a season for all-comers! Create a custom team, import and export user records and custom teams.
- MULTIPLAYER:** Play STARS across the Internet with a Modem, or just network over a LAN.
- TRAINING:** Make the most out of your players (and your own) natural ability by honing their skills on the Training Ground.
- OPTIONS:** Adjust User Settings, Match Rules and AV setting here and have them work everywhere.

FRIENDLY

Team Select Menu

Choose your favourite Premiership side for a single exhibition match.

Choose Your Team

When the Menu appears, you see the names and badges for each team.

1. D-Pad **LEFT/RIGHT** to choose between the teams.
2. Press **A** to highlight the team then use the D-Pad to cycle through all the sides in the Premiership.
3. When you have chosen your preferred team, press **A**. Then use the D-Pad to Highlight the START/GO star. Press **A** to proceed.

Alternatively:

1. To view all the Premiership sides in a Pop-up window, highlight the team name then hold **A**, using the D-Pad to choose your team. Release **A** and your team is chosen.
2. D-Pad to Highlight the START/GO star. Press **A** to proceed.

Note: Manchester United and Arsenal are the default teams, due to their finishing positions at the end of last season. To change the default teams go to the MATCH RULES Menu which you should access through the Main OPTIONS Menu.

Controller Select/User Records Menu

Choose your method of control and create or delete User Records.

While on the Side Select screen, D-Pad **LEFT/RIGHT** to choose your team. All active controllers appear in the central bar. Press **C** and the USER RECORDS Pop-up appears.



Creating A User Record

1. Press **A** and an alphanumerical window appears. Press **B** to cancel this action
2. Type in a three-letter name using the keyboard, and then press RETURN.
Alternatively, use the D-Pad. Highlight the X icon and press **A** when you have finished. Your User Record is now activated.
3. Any other players may join at this time and set up User Records in the same way.
4. When all players are ready, highlight the START/GO star and press A to jump straight to the game.

Deleting A User Record

1. D-Pad **UP** to highlight DELETE in the User Record Pop-up and press **A**.
2. D-Pad **UP/DOWN** to highlight the User Record you want to delete. Press **A** to DELETE.
3. A confirmation window appears. Select YES using the D-Pad, then press **A**.

Venue Select

Adjust Weather, Time of Day and Half length.

1. Highlight the variable you wish to alter then press **A**. The options pop-up.
2. D-Pad **LEFT/RIGHT** to choose the weather/time/half length then press **A**.
3. When you have finished making adjustments, highlight the Title Bar, select and move forward.

Game Menu(Friendly)

Make final tweaks to your team and the game set-up or peruse the statistics so far.

TEAM MANAGEMENT: Make adjustments to line-up, kick takers, positioning and attacking bias (See TEAM MANAGEMENT Menu on p.14)

STATS CENTRAL: Check out the Statistics Main Menu (See STATS CENTRAL on p.18).

OPTIONS: Make adjustments to User Settings, Match Rules and Audio Visual (AV) settings for this particular game or season (if in Season Play mode). (See OPTIONS on p.23)

When you are ready, highlight the START/GO star and press **A**. After selecting your side and pressing 'START' the Starting line-ups appear and the match begins automatically.

- Press **A** to skip the match introduction sequence.

Note: to access Venue Select and Game Menu, highlight title bar and D-Pad **LEFT/RIGHT**.

SEASON PLAY

Set up a league and play a whole season gaining STARS every time you triumph. Then improve and strengthen your chosen team and wipe the floor with all-comers.

New Season

If you haven't played a Season before, the NEW SEASON pop-up appears.

1. Press **A** and the alphanumerical pop-up appears.
2. Now enter a name for the league using the keyboard or the D-Pad. Press Return when you have entered the name or highlight the X icon and press **A**. The TEAM SELECT Menu appears.

Continue Season

If you have already started a season, and saved your progress previously, the CONTINUE SEASON pop-up appears.

1. Choose the Season you wish to continue by highlighting (mouse or D-Pad) and selecting (**click** or **A**).
2. The Season continues from the point you left it.

Team Select

Set up which teams are to be controlled by you (and up to 3 friends) and which will be computer controlled (CPU).

1. Highlight your chosen team and select it. The User Records pop-up appears.
2. Highlight a User Record and select it (See Creating a User Record on p.11 for more information) This is now your team. Whenever a fixture involving this team occurs, you play the match.

2a. Any other players (up to 4) may join now, by following the above steps.
3. Highlight the Title Bar and proceed to the next menu. All remaining teams are CPU controlled.

Permanent Settings

Adjust settings for difficulty, injuries and match bans for the entire season.

Game Menu (Season)

Make STAR Allocations, and maybe dip your toe into the Transfer Market.

TEAM MANAGEMENT: Make adjustments to line-up strategy, kick takers, positioning and attacking bias (See TEAM MANAGEMENT Menu on p.14)

STAR ALLOCATION: Check out your Stars balance in the bank and allocate them to a player to strengthen their skill-sets.

TRANSFER MARKET: Dip a toe into the Transfer Market, if you've enough Stars in the bank.

STATS CENTRAL: Check out the Statistics Main Menu (See STATS CENTRAL on p.18).

OPTIONS: Make adjustments to User Settings, Match Rules and Audio Visual (AV) settings.

Team Management

Fine-tune many aspects of Team Management from team line-up to who's going to take your free kicks.

Team bar. Select and toggle LEFT/RIGHT to change teams. If it's a Season or Custom League game, you're only able to see user-controlled teams.

Select to view Starting LINE-UP

Number of Defenders: Highlight and select to toggle the number

Number of Midfielders: Highlight and select to toggle the number

Number of Attackers: Highlight and select to toggle the number

Highlight and select to adjust your team STRATEGY

Highlight and select to open KICK TAKERS Menu

Highlight and select to open the POSITIONING Menu

Highlight and select to open the ATTACKING BIAS Menu



Line Up

Your starting Line-up for the match (or season in Season Play).

Changing the Line-Up

1. Highlight and select a player's name. The subs/reserves list appears.
2. Now select the player you wish to swap in. The two players immediately swap places in the line-up.

Note: You may choose a player in the starting line-up or from the subs/reserves list.

Kick Takers

Adjust the kick taker roles for your team.



Changing a Kick Taker

1. Highlight and select the player you want to allocate a kick taking role in the team line-up. The Player is highlighted gold and an arrow appears pointing to the first kick taking role (SPK).
2. D-Pad **DOWN** to highlight the Kick Type. Select to confirm the player's new kick taking role.

Positioning

Fine tune individual player's position on the pitch.

Altering A Player's Position

1. Highlight and select the player in the team line-up. The gold circle around the player's number on the pitch expands.
2. Adjust the player's position within the gold circle. Select when you are happy with the positioning.
3. Repeat steps 1 and 2 with any other outfield player you wish.

Attacking Bias

Fine tune individual player's propensity to move forward with the ball.

Increasing A Player's Attacking Bias

1. Highlight and select a player.
2. D-Pad **DOWN** increases the attacking bias. A yellow arrow shows how much the player is biased towards attack.

Note: If a player is substituted, his biasing information is lost.

STAR Allocation

After each match, you are awarded a certain number of Stars, depending upon your performance. In STAR ALLOCATION you can share out the stats to improve your individual player's attributes and so strengthen your whole team.



Upgrading Player Attributes

1. Highlight and select the player whose stats you wish to improve. The upgrade arrow appears.
2. D-Pad **UP/DOWN** to choose the particular attribute you want to improve
3. Select using D-Pad **LEFT/RIGHT** and the attribute is upgraded by one Star while your bank is debited the requisite number of Stars. If you cannot afford the upgrade, you are notified of this fact by a pop-up.

Gold, Silver and Bronze Attributes.

The lowest rating an attribute can be set at is one Bronze Star. Adding to this attribute adds an extra Bronze Star at the relevant cost. When the attribute has five bronze stars, you need to purchase a Silver Star to upgrade it further. Silver Stars are more expensive than bronze Stars.

Once the attribute has five Silver Stars allocated, you need to purchase a Gold Star to upgrade it further. Again, adding Gold Stars is more expensive than adding Silver. An attribute is at its maximum when it has reached five Gold Stars.

Transfer Market

If you've got enough stars in the bank, maybe it's time to look for a new player for your team.

Tip: The end of a season is the best time to check the Transfer Market if you want top-flight players.

Buying a player

1. Highlight and select the player in your current squad you wish to exchange

Note: Goalkeepers have to be transferred for another goalkeeper

¥ The Transfer Arrow appears.

2. Scroll to the player you want to buy in the transfer list. Select and, if you can afford it, the transfer is completed.

¥ You always lose the player in your own squad that you have highlighted, so make sure you are sure you want to lose the player when you make a transfer.

Note: You may make up to 18 transfers per season. Any more attempts are disallowed.

Stats Central



All the stats you could hope to see in one menu!

Custom League

Create your own league with up to 24 teams (including 4 custom teams).

New Custom League

If you haven't created a Custom League before, the New Custom League pop-up appears.

1. Press **A** and an alphanumerical pop-up appears.
2. Now enter a name for the league using the keyboard or the D-Pad. Press Return when you have entered the name or highlight the X icon and press **A**. The TEAM SELECT Menu appears.
3. You may have up to two custom league 'save games'.

Custom Team Select

See **TEAM SELECT** on p.13 for instructions.

- If you define more than 12 teams to play, each team plays only 2 games.
- You may choose up to 4 Custom Teams as well as the 20 Premier League sides.

Note: The Stars system does not function in Custom Leagues. You should choose SEASON PLAY if you wish to play using the Stars system.

Game Menu (Custom)

See Game Menu for a list of options.

Custom Teams Menu

Export and Import custom teams and Edit certain aspects of your custom teams

Export

Create a custom team from a previously played season.

Creating a Custom Team

1. Highlight and select an individual season name from the SEASON GAMES box. The User teams appear in the AVAILABLE TEAMS box.
2. Now choose a user team and select it. An arrow to the CUSTOM TEAMS box now appears. Press **A** again and a flashing cursor appears in an empty CUSTOM TEAMS slot.
3. Enter your chosen custom team name using the alphanumerical box. Highlight and select **A** when you have finished entering the name. The new custom team is created and the F.A. Premier League logo appears in the TEAM LOGO Window.
4. You may edit your new custom team in the EDITING SUITE (see Editing Suite, below) or Export it to a floppy disk to take to a friend's PC.

Deleting a Custom Team

1. Highlight and select DELETE CUSTOM TEAM. A red highlight appears over the first custom team.
2. Move the red highlight so that it covers the team you want to delete. Press the **A** button.
3. At the prompt window, select 'yes' then press the **A** button, if you are sure you want to delete the custom team.

Import

Import a custom team or user record from a floppy disk.

Importing a Custom Team/User Record

1. Insert a disk into your floppy drive and click on the Right-hand DRIVE option. The teams/records appear in the Right-hand CUSTOM TEAMS/USER RECORDS windows.
2. Highlight and select the team/record you want to move onto your hard drive. An arrow appears pointing to an empty slot.
3. Highlight and select the slot you want to IMPORT the team/record to.
 - Any custom teams you import now appear and can be used in FRIENDLY mode.

Note: If all slots are filled on the hard drive, you may overwrite old records.

Editing Suite

Edit team name, player names and team logo.

To edit a player name

1. Highlight and select a name. The name is replaced with a cursor and an alphanumerical window appears.
2. Enter the new name and highlight and press **A** to select. The new name is set.
3. If you want to reset your changes highlight RESET and press **A** to select.

Multiplayer Menu

Within the Multiplayer screens, you can set up modem, network or serial games. When utilising the Multiplayer option, you can only play Friendly games.

Note: Once connected, only the host will have control over all screens (except the Side Select screen).

To change between modes highlight NETWORK, SERIAL or MODEM and then press **A**. D-Pad **LEFT/RIGHT** to change to the next mode.

Network

1. Enter your name in the player name box.
 2. Enter the name of the match in the match name box
 3. To host a match, highlight the 'Host A Match' button and press **A**
- Other users on the network are able to see your match and join it by highlighting the 'Join' button and pressing **A**.
- A maximum of four machines may join a network game.
 - Once connected, press **F4** to send messages to other users.

Modem

The Modem screen features a 'mini' address book. Place your friend's name and number in the relevant space then press 'dial' to call.

If you're receiving the call, highlight 'Wait for Call' and press **A**. A pop-up tells you whether or not the connection has been successful.

Serial

With two machines connected via the necessary serial cable highlight 'Connect' and press **A**.

Training



Test out set pieces and gameplay skills against a non-competitive opposition.

Freeplay

Choose this option if you want to stage a kick about, put together set pieces or practise your skills on the ball. Freeplay is a single player game. The rules have been changed to allow you to practice various different situations. For example, if you foul the opposition then you are awarded the free kick! With this, you are able to set up penalties, throw-ins, corners and free kicks around the pitch.

Penalties

Choose this option for penalty practice.

Options

Access **OPTIONS** from the Main Menu to make global changes.

- USER SETTINGS:** Change GAME SPEED, turn AUTO CROSSES and ASSISTANT COACH **ON/OFF** and SHOT TARGETTING from **CPU** to **USER** control.
- MATCH RULES:** Change the QUICK START TEAM SELECT from the default teams, set game clock to OUT OF PLAY or CONTINUOUS and switch a variety of match rules **ON/OFF**. You can also adjust REFEREE attitude and HALF-LENGTH.
- AV SETTINGS:** Adjust CAMERA position, and switch VISUAL INDICATORS, PLAYER NAMES, SCORE DISPLAY, AUTO REPLAY and TIME DISPLAY **ON/OFF**. In addition, you may adjust the volume of MUSIC, Sound Effects (SFX) and COMMENTARY.

Game Options (Friendly and Season)

Make changes from within the Game Options menu if you want to affect only that game (or season).

In Game Pause Menu

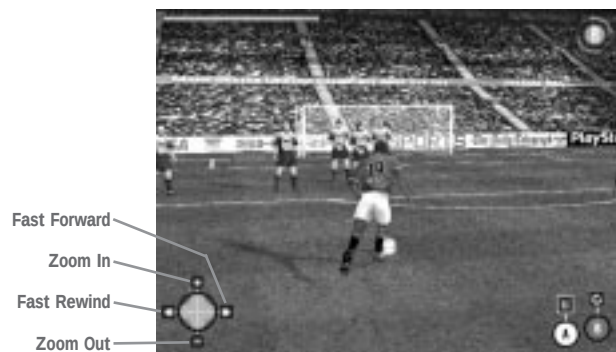
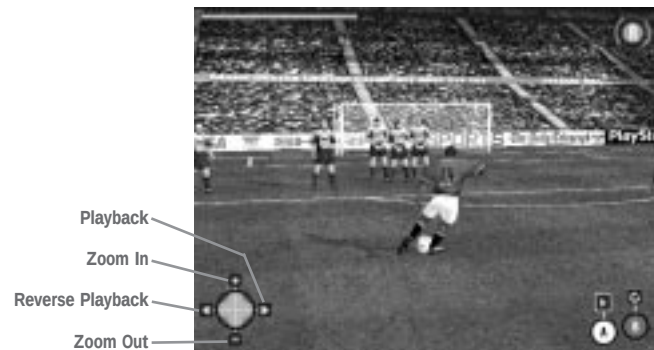
Press **START** to access the In-Game **PAUSE** Menu.

Note: Only the more complicated options are detailed here.

- REPLAY:** Highlight and select to access a user definable replay interface (See Replay on p.24)
- SIDE SELECT:** Highlight and select if a friend wants to join in, playing as the current opposition.
- GAME STATISTICS:** Highlight and select to check up-to-the-minute stats for the game.

Replay

Check out an awesome goal or a perfectly executed example of soccer skills.



- Press START to return to the In-Game Pause Menu.

Check out EA SPORTS.com!

If you have access to the Internet, why not check out EA SPORTS.com for all the latest news on the great range of EA SPORTS products.

As well as the full range of products, there are on-line competitions, news on 'Pros Who Play, insider information and behind-the-scenes sneak previews. Then, of course, there are up-to-the minute hints and tips to ensure you get the most out of your EA SPORTS games.

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All music courtesy of Ministry of Sound.

With thanks to Ben Cook, Matt Jagger, James Harris, Tom Lardener.

ATB, 9PM (Till I Come)

(A. Tanneberger, A. Arcos, Y. Garrido, J. Gilabert).

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Electrique Boutique, Revelation

(J. Bouthier, S. Grainger).

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Aptness, The Answer

(L. Bellis, D. Reeves, S. Reeves)

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Rhythmatic Junkies, The FeelinÖ

(Clap Your Hands) (R. B. Chetcuti, S. McGuinness, S. Rowe, J.D. Braithwaite)

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Bundesliga Stars 2000

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Gridlock (Chrome Yellow)

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For An Angel (Paul Van Dyk)

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