



NTSC U/C

2002 FIFA WORLD CUP™

THE ONLY OFFICIAL LICENSED VIDEO GAME OF THE 2002 FIFA WORLD CUP™



2002
FIFA WORLD CUP
KOREA JAPAN



PlayStation®



SLUS-01449



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WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

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 game 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 game 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 UNOFFICIAL PRODUCT:

The use of unofficial product or peripherals may damage your PlayStation game console and invalidate your console warranty.

HANDLING YOUR PLAYSTATION DISC:

- This compact disc is intended for use only with the PlayStation game console.
- 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.

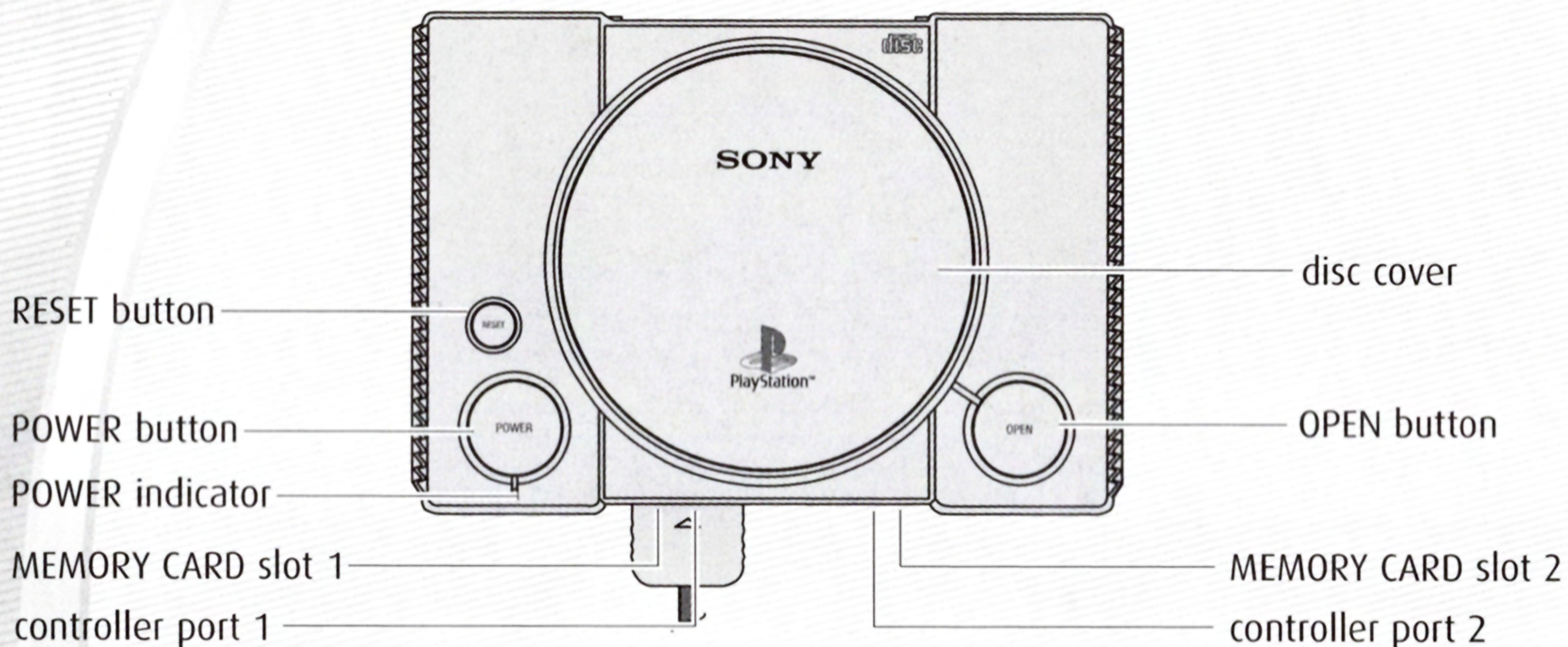
This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

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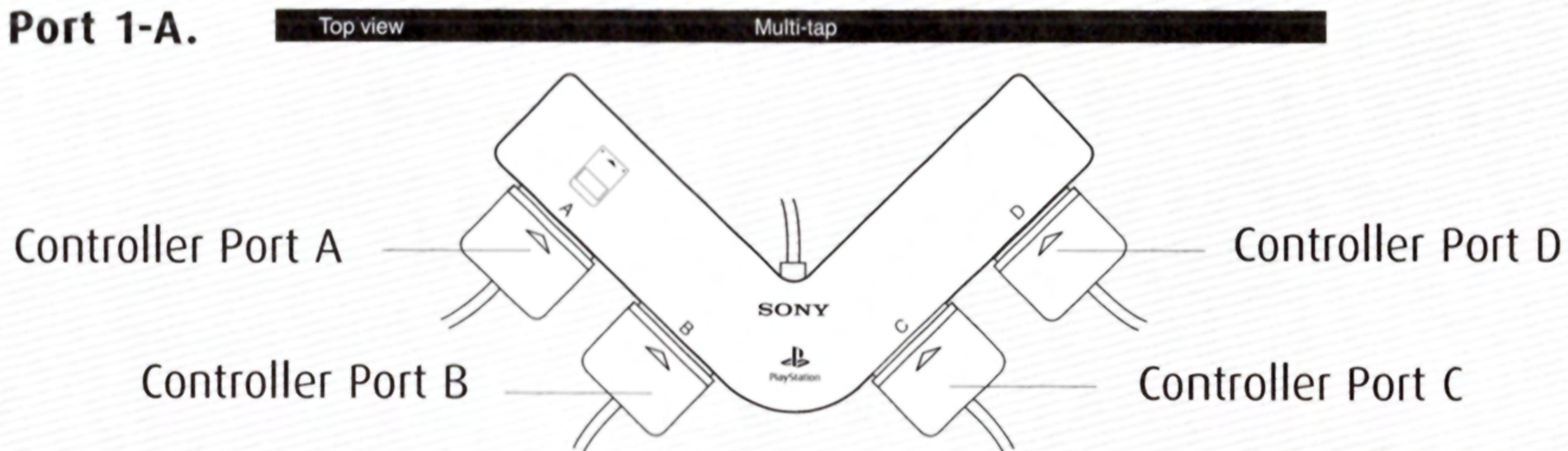
STARTING THE GAME



1. Set up your PlayStation game console according to the instructions in its Instruction Manual. Make sure the power is **OFF** before inserting or removing a compact disc.
2. Insert the *2002 FIFA World Cup™* disc and close the disc cover.
3. Insert game controllers and turn ON the PlayStation game console.
4. After the introductory screen, press the **START** button to advance to the Main menu (➤ *Main menu* on p.12).

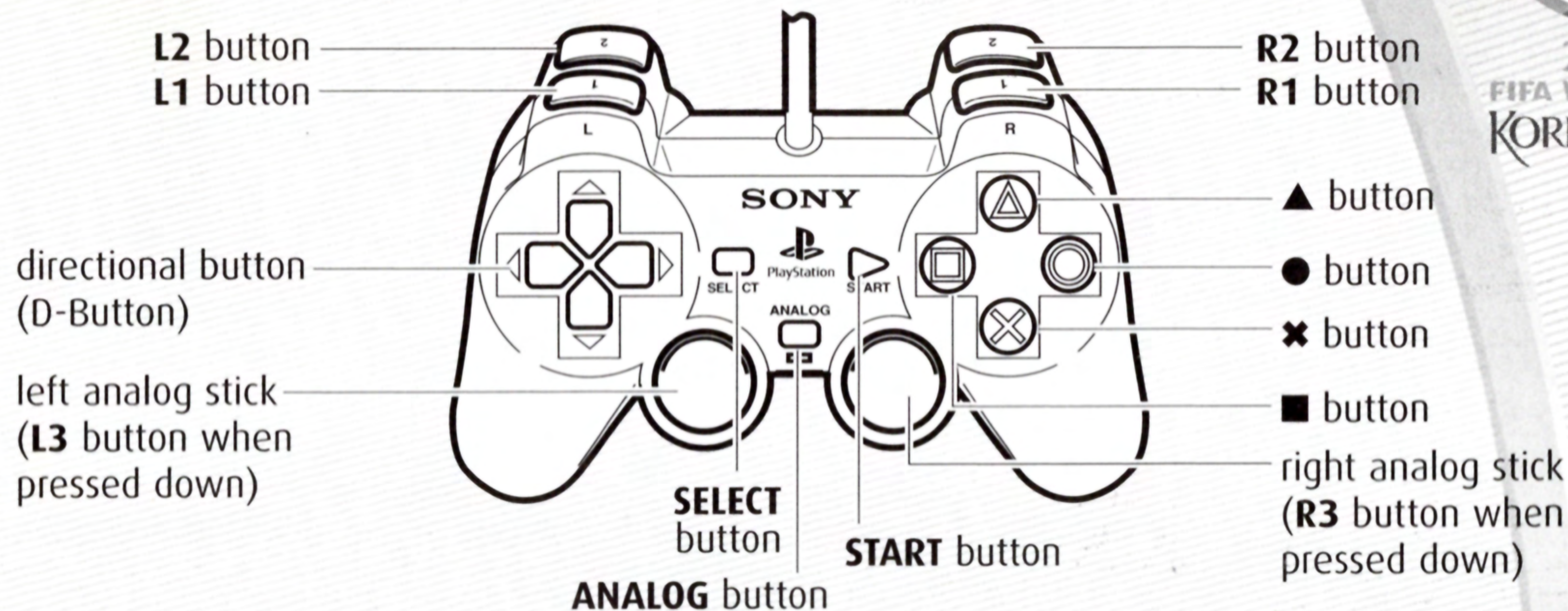


NOTE: When using the Multitap, at least one controller must be connected to **Controller Port 1-A.**



COMMAND REFERENCE

DUALSHOCK™ ANALOG CONTROLLER



MENU CONTROLS

Highlight menu items	D-Button/left analog stick ↑↓
Cycle choices/Move sliders	D-Button ↔
Select highlighted option	X button
Return to previous screen	▲ button

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

BASIC CONTROLS



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

ATTACKING

Move Player	D-Button/left analog stick
Sprint	▲ button
Lob	■ button
Shoot	● button
Pass	✕ button
Pause game	START button

- ✧ When shooting, passing, or lobbing, keep the relevant button pressed to increase power (➤ *Power Meter* on p. 5) and use the left analog stick to aim.
- ✧ Sprinting tires players more quickly than traveling at normal pace.

DEFENDING

Move Player	D-Button/left analog stick
Sprint	▲ button
Aggressive Tackle	■ button
Conservative Tackle	● button
Switch Players	✕ button
Pause game	START button

QUICK START – FRIENDLY

Use this section to get on the pitch as quickly as possible and warm up for the trials ahead.

To Start a Friendly Match:

1. From the Main menu, highlight FRIENDLY and press the ✕ button. The Team Select screen appears.

- 2.** At the Team Select screen, press the D-Button \leftrightarrow to cycle through the available countries and select a Home team. Then press the D-Button \downarrow and repeat this process for the Away team. Press the **X** button to proceed.
- ✦ As you cycle through the teams, each country's flag and EA SPORTS ranking is displayed.
- 3.** From the Side Select screen, press the D-Button \leftrightarrow to place the controller icon under the team you want to play for. Your in-game possession indicator color appears next to the icon.
- 4.** When you've selected a side (or, for 2 or more player games, when all players have selected a side), press the **X** button. The game loads and the match begins. (\triangleright *Playing the Game* on p. 13.)
- ✦ For more detailed information on the various game modes, \triangleright *Setting up the Game* on p. 12.

POST MATCH SCREENS

At the end of a match, the Man of the Match award and Match Facts appear, followed by the Post Game menu (this can also be accessed by pressing the **START** button during the post match sequence). If you do not wish to play the match again, select CONTINUE.

- ✦ If a Friendly match ends in a draw after 90 minutes, you can choose to end the match as a draw, continue with GOLDEN GOAL extra-time, or go straight to a PENALTY SHOOTOUT.

ADVANCED GAMEPLAY

INTERMEDIATE CONTROLS

POWER METER



When passing, shooting, lobbing or taking penalties, a Power Meter appears at the bottom of the screen. This fills up as the relevant button is held down, increasing the power of the kick.





NOTE: When taking dead balls, an arrow appears. It starts to pulse when you press the **X** button. Release the **X** button when the arrow is at its largest for the hardest possible kick.



TIP: Release the button before the Power Meter fills completely. If the meter reaches the red zone, you've overpowered the shot, pass or lob (making it less accurate).

PASSING AND LOBBING

The *2002 FIFA World Cup* passing system allows you complete control of the destination of your passes. Press the **X** button to pass the ball along the ground or the **■** button to play an aerial ball.

- ➔ To control the power and weight of the pass, use the Power Meter (▷ *Power Meter* on p. 5). For a quick pass to a nearby teammate, simply tap the relevant button, but for a pass that requires more power (e.g. a 'route-one' ball to your strikers) keep the button pressed for longer.
- ➔ To aim your pass, move the D-Button or left analog stick while the Pass/Lob button is pressed—the ball travels in the direction the D-Button or left analog stick is facing when the Pass/Lob button is released.

BALLSPIN

To curl your pass or shot, press and hold the **L2** button or **R2** button while the Power Meter is on the screen.



TIP: Ballspin 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.

SHOOTING

When in the attacking half of the field, pressing the **●** button sends a shot in the general direction of the opposition goal. As with passing, the power of a shot in *2002 FIFA World Cup* is determined by how long you press and hold the relevant button.

Use the D-Button or left analog stick to aim your shot at different parts of the net. The ball travels in the direction the D-Button or left analog stick is facing when you release the shot button.

- ➔ Aim towards the net to shoot high, aim away from the net to shoot low, aim to the left of the net to shoot left, or aim to the right of the net to shoot right.
- ➔ To aim to the corners of the net use a combination of the directions (e.g., aiming towards the net and to the left sends the ball towards the top left-hand corner of the net).



NOTE: Putting too much power on the shot can cause the ball to miss the net.

- ➔ Tap the ● button to produce a chip shot.



NOTE: You can also score by lobbing or passing the ball into the net or by heading and volleying (➤ *Heading & Volleying* below).

TACKLING

Press the ● button to challenge the player in possession of the ball using a conservative tackle or press the ■ button to perform a more aggressive tackle.



TIP: Aggressive sliding challenges are ideal for blocking passes and shots along the ground but are also more likely to result in a foul if contact is made with an opponent.

- ➔ Press the R1 button to make a hard tackle.



TIP: A hard tackle often draws the attention of the referee and may even injure the opposing player. Only use this move when you're desperate!

HEADING

Header on goal/Diving Header

Hold ● button

Headed lob

Hold ■ button

Headed pass

Hold ✕ button



TIP: The earlier you attempt a header the better. Press the D-Button or left analog stick to pick a receiver. If you're heading on goal, press the D-Button or left analog stick to target a specific area of the net. You must keep the button pressed until your player makes contact with the ball.

VOLLEYING

Volley or bicycle kick shot

Double tap ● button

Volley lob

Double tap ■ button

Volley pass

Double tap ✕ button



TIP: Volleying requires more time and space than heading. A header connects with an airborne ball before a volley, but a successful volley has far more power behind it.

ONE-TOUCH TECHNIQUES

To perform one-touch moves, press the following buttons before receiving the ball:

One-touch lob

■ button

One-touch pass

✕ button

One-touch shot

● button

SKILL MOVES

To activate Skill Moves, tap or double-tap the following buttons:

BUTTON

TAP

L2 button

Hurdle

R2 button

Sideways Shimmy

SHIELDING

Shielding

Hold R1 button



TIP: When you are in possession of the ball, use this move to protect it from an incoming tackler or when receiving a pass in a crowd. You can also use it to disengage a powered-up kick.

DEAD BALL SITUATIONS

Use these controls in the following dead ball situations: Throw-In, Free Kick, Corner Kick, Goal Kick and Drop Kick.



IN POSSESSION

Aim/Move	Target D-Button/left analog stick
Take kick/Throw ball	✕ button
Icon Attack	■ button, ● button or ▲ button (▷ <i>Set Pieces</i> below)
Add Ballspin Left/Right	L2 button/R2 button (Hold)

- ✧ When taking dead balls (apart from throw-ins), an arrow appears. It starts to pulse when you press and hold the ✕ button. Release the button when the arrow is at its largest for the hardest possible kick.
- ✧ Throw-ins are not affected by power or ballspin. To aim throw-ins, move the cross to the desired destination of the throw and tap the button.

DEFENSE

Move player	D-Button/left analog stick
Switch player	✕ button
Icon Defend	■ button, ● button or ▲ button (▷ <i>Set Pieces</i> below)

SET PIECES

Set Pieces are pre-arranged tactical plays that a football team uses in dead ball situations such as Free Kicks, Corner Kicks and Throw-ins. In *2002 FIFA World Cup*, three players are highlighted with Icon Attack icons and perform special runs when the specific Set Piece begins.

To change Set Pieces during a match:

1. Press the **SELECT** button to activate the Set Piece countdown. You can cycle between 3 different Set Pieces while the indicator is flashing. When it stops flashing, the Set Piece begins.
2. Choose a player using the Icon Attack buttons.

To defend against a Set Piece:

- ➡ When the Set Piece begins, choose an opposing player to mark using the Icon Defense buttons. But be careful, picking the wrong player can leave your defense dangerously exposed!

PENALTY KICK KICK TAKER

Target shot	D-Button/left analog stick
Switch kicking side	■ button
Switch player (Not available in Penalty Kick Shoot-out)	✕ button
Shoot	● button

GOALIE

Move along line/Choose direction of save	D-Button/left analog stick
Attempt Save	■ button, ✕ button, or ● button

GOALIE CONTROL

Goalie charge	Hold L1 button
Drop the ball	L1 button
Kick the ball (drop kick)	✕ button or ● button
Throw the ball	■ button

✧ If the ball crosses the byline after touching an attacking player, your goalkeeper must take a goal kick.

ADVANCED CONTROLS

Master these commands and you control the pitch, the match, and your destiny.

IN-GAME TACTICS (IGT)

To activate a tactic, press one of the following while on defense:

Offside trap



Press the **R2** button and your defense pushes down the field in an attempt to place the attacking team offside.

Attacking Press



Press the **L2** button to apply extra pressure to an opposing player in possession.

TACTIC INDICATOR CONTROL HIGHLIGHT



- ✦ Any player affected by an IGT has a control highlight beneath him for the duration the tactic is active.
- ✦ IGTs can only be activated when the opposing team has the ball.



IN-GAME MANAGEMENT (IGM)

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

➔ **To change IGM during a match:** Press the **SELECT** button to activate the next In-Game Management setting. (For instance, if IGM #1 is active, press the **SELECT** button once to run IGM #2 or twice to run IGM #3. Pressing the **SELECT** button a third time returns you to IGM #1).



NOTE: You can also customize your IGM during a match by pressing the **START** button and then selecting **TEAM MANAGEMENT** from the Pause menu. However, you are unable to save changes made to Strategy and Formation during a match.

To program custom In-Game Management settings for Formation and Strategy:

1. Select **TEAM MANAGEMENT** from the Pause menu, then select **IGM**.
2. Press the D-Button \leftrightarrow to toggle between **FORMATION** and **STRATEGY** settings.
3. Press the D-Button \leftrightarrow to select each In-Game Management setting (IGM 1, 2 and 3).
4. Modify the settings to suit your preferences.



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



NOTE: Make sure that your Strategy for each IGM setting compliments the corresponding Formation.

SETTING UP THE GAME

MAIN MENU

From the Main menu, you can select your game mode as well as access the Options screen to customize your game.

Head straight for the Pitch to begin a Friendly Match (> *Quick Start - Friendly* on p. 4)

Take part in the 2002 FIFA World Cup with the qualifier of your choice (> p. 15)



Adjust a variety of game Settings, tinker with your team or Load games (> *Options* below)

Preview forthcoming titles from EA SPORTS and view the 2002 FIFA World Cup credit

OPTIONS

Change game options and settings to your advantage.

MATCH SETTINGS: Choose a Half Length, select your preferred Language, turn player Fatigue **ON/OFF**, toggle the Clock Type between **CONTINUOUS**/OUT OF PLAY, decide what time of **DAY/NIGHT** the match is going to take place and choose the Stadium it is to be played in.

GAMEPLAY SETTINGS: Decide on a Difficulty Level, the Game Speed you wish the match to be played at, select whether Referee Strictness is to be **DEFINED**/RANDOM (if necessary, move the slider to define it) and turn Bookings, the Offside rule and Injuries **ON/OFF**.

VISUAL SETTINGS: Select a Camera angle, turn the Auto Replay function **ON/OFF** and decide whether or not the Time Display, Score Display, Pitch Radar, Visual Indicators and Player Names are displayed.

AUDIO SETTINGS: Adjust Menu Music Volume, Commentary Volume, Game SFX Volume and Menu SFX Volume between 0 and 100%.

AI SETTINGS: Turn Expert Passing and Expert Shooting **ON/OFF**.

CONTROL SETTINGS: Turn Vibration **ON**/OFF and select from 3 Control Types.

➔ To return to the Options screen, press the ▲ button. Any changes you have made are stored until the console is switched OFF.

➔ To save Settings to a memory card, press the ■ button. The Settings are saved to the memory card in MEMORY CARD slot 1 (only available in the Settings menu accessed from the Options screen).



NOTE: If saved Settings are detected on the memory card in MEMORY CARD slot 1, they are auto-loaded upon boot-up.

PLAYING THE GAME

CONTROL HIGHLIGHTS



Controlled player with ball



Likely pass receiver/
Controlled player without ball



Controlled star player
(▷ *Star Players* on p. 14)



Likely pass receiver (if star)/
Controlled star player without ball



Controlled player off-screen



Off-screen pass indicator

STAR PLAYERS

Star players are players that excel in one or more aspects of the game (passing, shooting, speed, tackling, and heading). They are distinguishable by a star icon above their heads (▷ *Control Highlights* on p. 13). Their star abilities are highlighted not only by their increased ability on the field (e.g. star shooters are much more likely to score from a shot at goal) but also by a sound effect when a special ability is used.

FATIGUE

Excessive sprinting begins to affect a player's overall Fatigue level, which can be viewed in the Substitutions screen. As fatigue accumulates, the maximum amount of time a player can spend sprinting decreases, until it is no longer possible.

PAUSE MENU

Press the **START** button at any time during a match to access the Pause menu.

RESUME MATCH

Continue game.

INSTANT REPLAY

View a replay of the last few seconds of play (▷ *Instant Replay* on p. 18).

CAMERAS

Change the camera angle and view (▷ *Cameras* on p. 18).

TEAM MANAGEMENT

Make Substitutions during a match or make adjustments to IGM and Kick Takers (▷ *Team Management* on p. 16).

SIDE SELECT

Review/change your choice of team.

SETTINGS

Change in-game Settings (▷ *Settings* on p. 12).

MATCH FACTS

Display a summary of the match so far, including shots on target and possession.

SCORE SUMMARY

Display a summary of the game's goals and who scored them.

BOOKING SUMMARY

Display a summary of the cards shown during the match.

RESTART MATCH

Restart the current match (not available in *2002 FIFA World Cup* mode).

QUIT MATCH

End the current match and return to the menu screens (if you Quit a match in *2002 FIFA World Cup* mode, you automatically forfeit the game by a 2-0 score-line).



2002 FIFA WORLD CUP MODE

Take part in the *2002 FIFA World Cup* in Japan and Korea with your chosen finalist. Select a team from the 32 qualifiers (or one of several non-qualifiers) and set out in your quest to reach the pinnacle of world football.

The competition begins with eight groups (A-H) of four teams that play each other once each. To qualify for the knockout phase, you must finish in the top two positions in your group. From then on in, it's a straight knockout to decide the world champions.

To begin your World Cup finals journey:

- 1.** From the Main menu, select 2002 FIFA WORLD CUP.
- 2.** Press the D-Button \leftrightarrow to highlight a team. Its flag, EA SPORTS Ranking, specific World Cup information and team sheet appears. Press the **X** button to select the highlighted team. The *2002 FIFA World Cup* Hub screen (\triangleright on p. 16) appears.
- 3.** To play your first match, highlight PLAY NEXT MATCH and press the **X** button.
 \blacktriangleright In order to play a Multiplayer game (\triangleright *Multiplayer Matches* on p. 18), access the Pause menu by pressing the **START** button during a match. Highlight SIDE SELECT and press the **X** button. The Side Select screen appears.
- 4.** Move additional controllers to the team you wish to control.

2002 FIFA WORLD CUP HUB SCREEN

From here you can view the next fixture, continue the competition, view its status, manage your team, adjust various game Settings or save your progress.

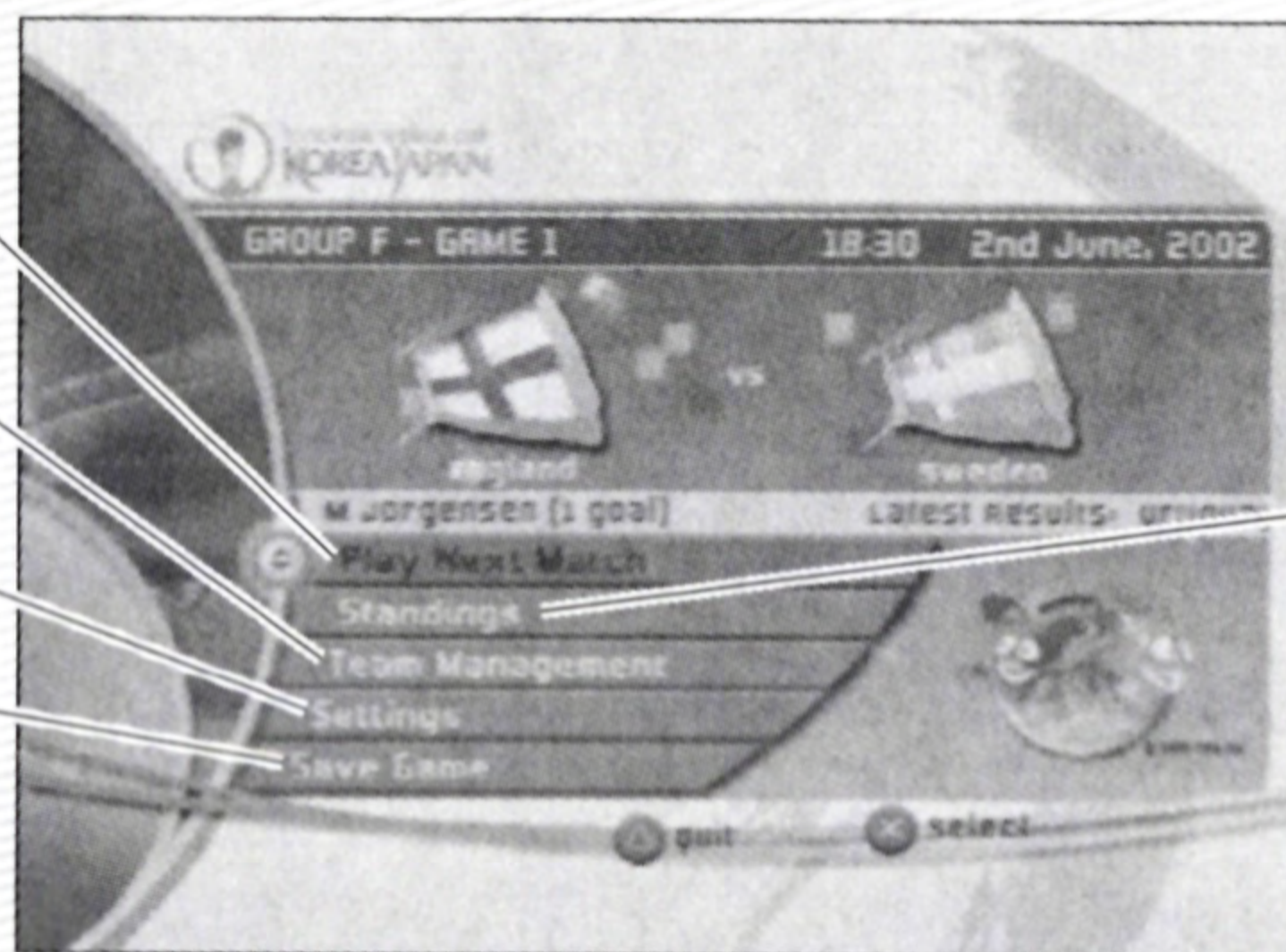
Start your next match in the competition

➤ Team Management below)

➤ Settings on p. 12)

Save your progress to a memory card.

➤ *Saving & Loading* on p. 19 for more information.



View the current Standings of the competition (press the D-Button \leftrightarrow to cycle through the groups when in the group stage or press the D-Button $\updownarrow/\leftrightarrow$ to view fixtures and results during the Knockout phase

TICKER

View the ticker at the center of the 2002 FIFA World Cup Hub screen to access information on the competition's latest scores and leading scorers.

TEAM MANAGEMENT

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

- Press the D-Button \leftrightarrow to select the team to which you wish to make changes (selection defaults to your team if you are in *2002 FIFA World Cup* mode) and then select one of the following options: STARTING LINEUP, IGM or KICK TAKERS.
- Select the SAVE CHANGES icon to save any Team Management changes to the memory card in MEMORY CARD slot 1 and press the \times button to confirm (select RESET TEAM to return them to their default settings).
- To return to the Options screen, press the \blacktriangle button. Any changes you have made are stored until the console is switched OFF.
- To save Team Management changes to the memory card in MEMORY CARD slot 1, press the \blacksquare button and select YES to confirm.

➔ To return all Team Management settings for the selected team to their default values, select RESET TEAM.



NOTE: Changes made from the Options screen are applied in both game modes. Any team changes made in *2002 FIFA World Cup* mode are specific to that competition and are saved automatically when progress in the mode is saved. Changes made from the Pause menu are reset after a game is finished.



STARTING LINEUP

Adjust your starting lineup for that perfect match up.

To change the Starting Lineup or substitute players:

1. Select STARTING LINEUP (SUBSTITUTIONS in-game) 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.

Along the bottom of the screen, the various player stats are abbreviated in short form:

Player Attribute Abbreviations - BC = Ball control, FIT = Fitness, HDR = Headers, PSS = Passing, SHT = Shooting, SPD = Speed, STR = Strength, TKL = Tackle

Goal Keeper Attribute Abbreviations - KSK = Skills, KAG = Aggression, KPS = Positioning



NOTE: During a match, a maximum of 3 substitutions can be made.

IGM

Set up your In Game Management settings to suit your preferences.

- ◆ You can then use them to switch formations and strategy on the fly.
 - *In-Game Management* on p. 11.

KICK TAKERS

Select the kick-takers for corners, free kicks and penalties.

To select the Kick Takers for Corners, Free Kicks and Penalties:

1. Highlight the player you wish to select 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.

CAMERAS

Select CAMERAS from the Pause menu during a match to select a new camera view. You can adjust the Height and Zoom of each in-game camera to fine-tune your view of the action.

To Customize a Camera View:

1. While playing the game, press the **START** button to bring up the Pause menu.
2. Highlight and select CAMERAS.
3. Select CUSTOMIZE, then select the camera you want to adjust (**TELE**, TOWER, END TO END or ACTION) and use the slider bars to alter the Height and Zoom.

INSTANT REPLAY

Select INSTANT REPLAY from the Pause menu to check out the action again and again. Use the following controls:

FREE CAM CONTROLS

When you have FREE CAM selected as your camera, use the left analog stick and right analog stick to control the replay.

- ➡ Press the **SELECT** button to view replay controls.
- ➡ Press the **▲** button to return to the Pause menu.



NOTE: When you have FREE CAM selected, you can use the D-Button or left analog stick to give you complete control the camera angle.

MULTIPLAYER MATCHES

Up to 8 Players may play *2002 FIFA World Cup*, using one or more Multitaps.

- ◆ For Multiplayer games, each participating player requires a controller.
- ◆ To play with 1–5 Players, a Multitap is required.
- ◆ To play with 6–8 Players, a second Multitap is required and must be inserted into controller port 2.



If you are using a memory card it must be inserted into MEMORY CARD slot 1-A. When starting a match, the controller icons are displayed on the Side Select screen. Each player must press the D-Button \leftrightarrow to move to the team that they wish to play. Controller icons that are left in the middle will not be used in the game. You can also select the side you want to play for during the game by pressing the **START** button and selecting SIDE SELECT from the Pause menu.

SAVING AND LOADING

You can save your *2002 FIFA World Cup* progress and settings upon completion of any *2002 FIFA World Cup* match.

To Save a game:

- 1.** At the *2002 FIFA World Cup* Hub screen, press the D-Button \updownarrow to highlight SAVE GAME and press the **X** button. The Save Game screen appears.
 - 2.** Press the D-Button \updownarrow to highlight the save slot you wish to save your game to and press the **X** button.
- ✦ If you are overwriting a previously saved game, confirm your choice of save slot at the prompt.
- ➡ Press the D-Button \leftrightarrow to change the MEMORY CARD slot.
- 3.** Your progress is now saved and your next match displayed in the save slot. Press the **START** button to proceed.



NOTE: If you exit *2002 FIFA World Cup* mode without saving, you lose all progress made during that session.



NOTE: A saved game 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.



NOTE: You may save up to seven games on your memory card.

To Load a game:

- 1.** Select OPTIONS in the Main menu.
- 2.** Select LOAD GAME. The Load Game screen appears.
- 3.** Press the D-Button \updownarrow to choose the game data you wish to load and press the **X** button. The game loads.

MUSIC CREDITS

All original music composed, orchestrated and produced by Bob Buckley. Performed by the Vancouver Symphony Orchestra. © 2002 Electronic Arts. ® 2002 Electronic Arts

2002 FIFA World Cup™ official anthem. Music composed, arranged and produced by Vangelis. Electronic keyboards by Vangelis. London Metropolitan Orchestra and chorus conducted by Blake Neely. Courtesy of Sony Classical.

LIMITED 90-DAY WARRANTY

ELECTRONIC ARTS™ LIMITED WARRANTY

Electronic Arts warrants to the original purchaser of this product that the recording medium on which the software program(s) are recorded (the "*Recording Medium*") and the documentation that is included with this product (the "*Manual*") are free from defects in materials and workmanship for a period of 90 days from the date of purchase. If the Recording Medium or the Manual is found to be defective within 90 days from the date of purchase, Electronic Arts agrees to replace the Recording Medium or Manual free of charge upon receipt of the Recording Medium or Manual at its service center, postage paid, with proof of purchase. This warranty is limited to the Recording Medium containing the software program and the Manual that were originally provided by Electronic Arts. This warranty shall not be applicable and shall be void if, in the judgment of Electronic Arts, the defect has arisen through abuse, mistreatment or neglect.

This limited warranty is in lieu of all other warranties, whether oral or written, express or implied, including any warranty of merchantability or fitness for a particular purpose, and no other representation of any nature shall be binding on or obligate Electronic Arts. If any such warranties are incapable of exclusion, then such warranties applicable to this product, including implied warranties of merchantability and fitness for a particular purpose, are limited to the 90-day period described above. In no event will Electronic Arts be liable for any special, incidental, or consequential damages resulting from possession, use or malfunction of this Electronic Arts product, including damage to property, and to the extent permitted by law, damages for personal injury, even if Electronic Arts has been advised of the possibility of such damages. Some states do not allow limitation as to how long an implied warranty lasts and/or exclusions or limitation of incidental or consequential damages so the above limitations and/or exclusion of liability may not apply to you. In such jurisdictions, the Electronic Arts' liability shall be limited to the fullest extent permitted by law. This warranty gives you specific rights. You may also have other rights that vary from state to state.

RETURNS WITHIN THE 90-DAY WARRANTY PERIOD

Please return the product along with (1) a copy of the original sales receipt, showing the date of purchase, (2) a brief description of the difficulty you are experiencing and (3) your name, address and phone number to the address below and Electronic Arts will mail a replacement Recording Medium and/or Manual to you. If the product was damaged through misuse or accident, this 90-day warranty is rendered void and you will need to follow the instructions for returns after the 90-day warranty period. We strongly recommend that you send your product using a traceable delivery method. Electronic Arts is not responsible for products not in its possession.

RETURNS AFTER THE 90-DAY WARRANTY PERIOD

If the defect in the Recording Medium or Manual resulted from abuse, mistreatment or neglect, or if the Recording Medium or Manual is found to be defective after 90 days from the date of purchase, please return the product along with (1) a check or money order for \$15.00 made payable to Electronic Arts, (2) a brief description of the difficulty you are experiencing and (3) your name, address and phone number to the address below, and Electronic Arts will mail a

replacement Recording Medium and/or Manual to you. We strongly recommend that you send your product using a traceable delivery method. Electronic Arts is not responsible for products not in its possession.

EA WARRANTY MAILING ADDRESS

Electronic Arts Customer Warranty
P.O. Box 9025
Redwood City, CA 94063-9025

Email and Web Page: <http://techsupport.ea.com>
Warranty Fax: (650) 628-5999
Warranty Phone: (650) 628-1900

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TECHNICAL SUPPORT

If you need technical assistance with this product, call us at (650) 628-4322 Monday through Friday between 8:30-11:45 AM or 1:00-4:30 PM, Pacific Standard Time.

EA Tech Support Contact Info

Email and Web page: <http://support@ea.com>

FTP Site: <ftp.ea.com>

Fax: (650) 628-5999

If you live outside of the United States, you can contact one of our other offices.

In **Australia**, contact:
Electronic Arts Pty. Ltd.
P.O. Box 432
Southport Qld 4215, Australia

In the **United Kingdom**, contact:
Electronic Arts Ltd.
P.O. Box 181
Chertsey, KT16 OYL, UK
Phone (0870) 2432435

In **Australia**: For Technical Support and Game Hints & Tips, phone: 1 902 261 600 (95 cents per min.) CTS 7 days a week 10:00 AM-8:00 PM. If you are under 18 years of age parental consent required.

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